Usenet Newsgroup Archive: comp.sys.atari.st

2003

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Date span: 2003-01-01 through 2003-12-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 8,207

Message records with no readable body available in the source text: 1

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Ram disk question

Newsgroup: comp.sys.atari.st
Date: 2003-01-01 11:41:05 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0301011236060.158-100000@easymint>
Source record: 30183

On Tue, 31 Dec 2002, Ken Kosut wrote:

> Hi,
>
> I am trying to install a rebootable ram disk.
>
> Mark Williams C for the Atari ST, release 2.0
> I click on rdy.prg, start going through dialogue.
> But when I get to select logical drive, there are only 6 choices.
> (C-H) which I already have assigned.
>
> Rambaby allows a drive P: But it is not reset proof.
> (I also have P assigned)
>
> I have read of SI RAMdisk/Printer Buffer but I don't know if
> it is rebootable.
>
> Can anyone suggest a rebootable ram disk with higher logical drive
> letters?
>

Maybe another workaround is also possible:
Which Harddisk driver do you use ? With the driver I'm using (HDDRIVER)
you can freely assign drive letters to any partition. If you just do NOT
assign one of the letters C to H to one partition, but use another letter
for that drive instead, you would have a free letter again to use for your
ramdisk. It's a little bit unconventional, but it might work for you.

Martin Tarenskeen

2. Re: Disk partitioning

Newsgroup: comp.sys.atari.st
Date: 2003-01-01 12:47:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200301011347.a36615@su2.maus.de>
Source record: 30109

Hi John,

JD>No matter how much I reformat, however, the same message appears. The
JD>formatting procedure does not show any problems, so I'm stuck... Any
JD>ideas?
I'd try a non-Atari formatter, e.g. CBHD or (recommended) HDDRIVER...

JD>(with Atari utilities, v.5.0)
most recent AHDI AFAIR should be 6.061 (or something similar)

You may have a look at the WINCAP file - pure ASCII - and verify if
the partition scheme you want to install figures there. You might add
it! SH205 should be the same as MEGAFILE20.

Und TTschï¿½
ps

3. Re: Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2003-01-01 12:50:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200301011350.a36616@su2.maus.de>
Source record: 30108

Hi Robert,

RS>SCSI 04.00: YAMAHA CRW8824S 1.00 CD-ROM/DVD
are the recent Yamaha writer being supported by CD Recorder?

Und TTschï¿½
ps

4. Re: .ST to Real Atari

Newsgroup: comp.sys.atari.st
Date: 2003-01-01 15:31:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e12b54a2c8441@attbi.com>
Source record: 30184
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>Brent:
>
>Like you, I have had no success with makedisk or wfdcopy
>when going from a *.st file to an ST disk. I even ran them
>on an old PC which just had DOS on it. I even used floppies
>that I first formatted on my 1040STE.
>
>By the way, 720K (new) floppies are easy to get on eBay. I
>recently bought a box of 100 new for nothing.
>

I have done it before. I have a program (for a PC) that converts a
ST file to a MSA file. Then I have a program for the Atari ST
that converts the MSA file to a regular ST disk. If you want the
programs email me...

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5. Re: AtariICQ 0.155 released

Newsgroup: comp.sys.atari.st
Date: 2003-01-01 15:32:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e12b54a2c8446@attbi.com>
Source record: 30185

>Hi all,
>
>In the eleventh hour of this year there is now a new version of the ICQ-
>clone for Atari GEM available. The most noticeable addition to the new
>version is the ability to keep messages in separate text
>buffers/channels.

Thanks much Joakim for the update. It is much appreciated....

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6. Re: Best wishes!

Newsgroup: comp.sys.atari.st
Date: 2003-01-01 15:32:01 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e12b54a2c8447@attbi.com>
Source record: 30187

>I would like to wish all the old and new
>Atarifans all the best for 2003!

Same to you and everyone else here. Let's also hope that we will
see the new Coldfire computer this year...

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7. Re: Disk partitioning

Newsgroup: comp.sys.atari.st
Date: 2003-01-01 15:32:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e12b54a2c8448@attbi.com>
Source record: 30186

>Hello people...
>
>I just acquired an SH205 hard disk which is split into 4 partitions. I want
>to repartition it to have one big partition, but each time I try to do it
>(with Atari utilities, v.5.0) I get a message about faulty structures, and
>a prompt to reformat. No matter how much I reformat, however, the same
>message appears. The formatting procedure does not show any problems, so
>I'm stuck... Any ideas?
>
>Happy New Year everybody :)
>Themis

Hello,

How big would the partition be and under what TOS are you trying
to do this? Under regular TOS the max is 32 meg.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

8. Re: New RSC for Sweet 16

Newsgroup: comp.sys.atari.st
Date: 2003-01-01 15:32:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e12b54a2c8449@attbi.com>
Source record: 30188

>Hi all!
>
>On our website st-computer.net youA€™ll find a new ressource-file for
>the excellent midi-sequencer Sweet 16. The rsc gives the program an
>improved 3d-look and more keyboard-commands under MagiC.
>
>Sweet 16 runs fine with MagiC and graphic cards.
>
>Check it out:
>http://www.st-computer.net/software/

Thanks much. I appreciated the file as I am a registered user who
uses Sweet 16 under Magic using a graphics card....

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

9. Re: Disk partitioning

Newsgroup: comp.sys.atari.st
Date: 2003-01-01 16:30:15 UTC
From: beedub <bwiltshiredropthis@blueyonder.co.uk>
Message-ID: <up561vcu3kjed3s1bbhdpgvk1kqk36qs8n@4ax.com>
Source record: 30189

Sounds like a faulty DMA again.
Are you on an STE

>
>I just acquired an SH205 hard disk which is split into 4 partitions. I want
>to repartition it to have one big partition, but each time I try to do it
>(with Atari utilities, v.5.0) I get a message about faulty structures, and
>a prompt to reformat. No matter how much I reformat, however, the same
>message appears. The formatting procedure does not show any problems, so
>I'm stuck... Any ideas?
>
>Happy New Year everybody :)
>Themis

10. Happy new years!

Newsgroup: comp.sys.atari.st
Date: 2003-01-01 18:53:29 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1041453393.378529@blade.atari-source.com>
Source record: 30190

```
HEY!
Happy new years to all!

--
Mark
- http://atari-source.com
- Tower F030,Tower MSTe, 2 ethernec's, 2 Jaguars, 1 Jaguar toilet unit, 1
Lynx - all fun.
```

11. Re: Best wishes!

Newsgroup: comp.sys.atari.st
Date: 2003-01-01 19:10:20 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0301012000350.65-100000@easymint>
Source record: 30191

On Wed, 1 Jan 2003, Edward S. Baiz Jr. wrote:

> >I would like to wish all the old and new
> >Atarifans all the best for 2003!
>
> Same to you and everyone else here. Let's also hope that we will
> see the new Coldfire computer this year...
>

Yes !! And a perfectly working CT60 for those Falcon users that ordered one. And also a complete easy-to-install Linux/Aranym installation on CD that makes a (very) fast TOS compatible computer system available for a modest price to everyone. And is MagicMac for MacOSX ready yet ? Let us not start that clone vs. emulator discussion again. The more computers that can run Atari applications the better. Especially if this will encourage programmers to develop for our wonderful platform !

Martin Tarenskeen

12. WinSTon emulator

Newsgroup: comp.sys.atari.st
Date: 2003-01-01 22:09:53 UTC
From: Gary <seguss.news.invalid@web2news.net>
Message-ID: <9776N193@web2news.com>
Source record: 30192

I have recently started playing with atari ST emulators.
I am currently using winSTon.

I can play games ok using this emulator but how do i save a game?
--
Posted via http://web2news.com the faster web2news on the web

13. Re: Ram disk question

Newsgroup: comp.sys.atari.st
Date: 2003-01-01 23:13:11 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3e137609$0$1416$1dc6e903@news.corecomm.net>
Source record: 30193

On Wed, 1 Jan 2003, Martin Tarenskeen wrote:

> > I am trying to install a rebootable ram disk.
> >
> > Mark Williams C for the Atari ST, release 2.0
> > I click on rdy.prg, start going through dialogue.
> > But when I get to select logical drive, there are only 6 choices.
> > (C-H) which I already have assigned.

> Which Harddisk driver do you use ? With the driver I'm using (HDDRIVER)
> you can freely assign drive letters to any partition. If you just do NOT
> assign one of the letters C to H to one partition, but use another letter
> for that drive instead, you would have a free letter again to use for your
> ramdisk. It's a little bit unconventional, but it might work for you.
>

Hi Martin,

I do use HDDRIVER. Thanks for the suggestion.
I'll have a look.

ken

14. ICD FA*ST External Drive Problems

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 00:50:36 UTC
From: sean0ceallaigh@yahoo.com
Message-ID: <c6402c6a.0301011650.604dd978@posting.google.com>
Source record: 30194
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've had some trouble with an ICD FA*ST external drive.
Sometimes when I power it on, in combination with my
1040 STE it boots up. Other times, when I power it on,
I hear a 'clik' and it doesn't boot. When it doesn't boot
I've run the ICD utilities from the A drive of my STE and
I can detect the drive, it just can't see the partitions anymore.

Has anyone else had some trouble with booting from ICD FA*ST
drives? It has an 80MB Quantum SCSI inside. Should I look
at replacing the driver, or is it a problem with the host adapter
in the ICD FA*ST box? If I do look at replacing the drive, I
imagine I'd have to shop for a used RLL type SCSCI to work with it.

Sean

15. Re: ST Football Manager - I wrote the o

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 04:56:40 UTC
From: sidcelery@cix.co.uk
Message-ID: <av0gq6enl1@thorium.cix.co.uk>
Source record: 30195

On 21 Dec 2002 20:48:09, Kevin Toms wrote:
> On Fri, 20 Dec 2002, sidcelery@cix.co.uk (Harry Sideras) wrote:
>> On 13 Dec 2002 06:26:46, Kevin Toms wrote:
>>> Most people know I wrote the original Football Manager. I have
>>> never written to this newsgroup before, but I am writing a
>>> modernised version of the game, and I'd like to make contact with
>>> players of the original game that I wrote all those years ago. I
>>> would love to hear from any players.
>> Was this Football Manager II for the ST - a follow-up to the
>> original on 8-bit machines like the 800XL ? If so, I was a player!
>> B^)
>
> Yes Football Manager 2 is what I should have said, sorry.
> Did you like the game?

Sure did. It was very different from the Atari 8-bit version, which
was what I was trying to get hold of originally, but still good.

IIRC the 8-bit versions varied enormously - despite the better graphic
modes of the 800XL it was a text game,while it was graphical on the
Spectrum\Amstrad machines of the time. When I got myself an STFM in
about 1988 the first two programs I was looking to get were Mini
Office and Football Manager 2.

I wasn't any good at the footie games that involved contortions of
fingers to manipulate individual players like some of those around, so
FM2 suited me.

rgds
Harry

16. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 04:56:42 UTC
From: sidcelery@cix.co.uk
Message-ID: <av0gq8enl2@thorium.cix.co.uk>
Source record: 30096

Hi Ken,
I've read to the end of the thread, so I'm glad you've got to the
bottom of this one. A couple of things to clear up, then you may be
able to help me in return! B^)

On 21 Dec 2002 04:15:46, Ken Springer wrote:
> On Fri, 20 Dec 2002, sidcelery@cix.co.uk (Harry Sideras) wrote:
>> On 15 Dec 2002 15:19:48, Ken Springer wrote:
>>> I went looking in a local surplus parts store, and found a SCSI
>>> drive that had been removed from an Apple computer, presumably a
>>> Mac. Made by IBM for Apple, it is a DSAS 3720, 730mb formatted.
>>> According to IBM's website, this is a SCSI 2 FAST unit, which I
>>> did not know when I bought it for a whopping $15.
>> I'd always thought that drives were set up differently for the
>> Apple compared to the ST/PC.
> I'd not heard anything like that over the years. You would think
> that SCSI is SCSI.

I thought there used to be a ST157A and a ST157N. The 'N' denoted SCSI
- am I getting confused with the 'A' designating a Mac drive or is it
just for IDE?

> I took another SCSI drive out of an old PC box I have here,
> basically the same, but at least the drive is recognized during
> bootup. But that's as far as that drive goes.

That means you've got HDD to scan all the SCSI number at bootup - you
haven't bypassed it in HDDriver.

>> If worst comes to the worst, you could have your existing external
>> as the internal drive, the new one as the external and configure
>> HDD to boot from the external!
> Good idea, but the drive in the external ACSI unit is an old 5.25
> hard drive, won't fit in the bay.

Ok, I didn't realsie that. When you said it ws the original drive I
assumed it was a 3.5" originally from the internal bay.

rgds
Harry

17. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 04:56:43 UTC
From: sidcelery@cix.co.uk
Message-ID: <av0gqbenl3@thorium.cix.co.uk>
Source record: 30097

On 22 Dec 2002 09:06:16 , Ken Springer wrote:
> All it took was getting the jumpers right and configuring HDDriver
> 6.22 properly, and now both of the IBM Deskstar SCSI 2 Fast drives
> are purring happily in the Hades. :-)
>
> So my 15 bucks wasn't wasted! LOL

Good news Ken.
I picked up an IBM Ultrastar DCHS-39100 SCSI2 9Gb drive recently and
had problems setting it up. Can you mail me with your jumper settings
please? The 540Mb drive I'm using needs daily spring cleaning to keep
it from filling up...

rgds
Harry

18. FA: Atari 1040stf and monitor

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 05:04:22 UTC
From: kbk <kkibbe_lessspam@golden.net>
Message-ID: <v0i71vo34qiujqr7bfs1flvugkgonefn49@4ax.com>
Source record: 30098

If interested please see:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2084575943&rd=1

Thanks

19. You're in Serious Trouble (gbwa a5)

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 07:03:00 UTC
From: umrzisaiaw@etkai.com
Message-ID: <av0o72rrb1@news.ethome.net.tw>
Source record: 30100
Body handling: HTML body converted to readable text

You're in Serious Trouble - It's a Proven Fact!

http://www.protect-your-computer.com@157.237.254.7/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything Else you see or do could easily be recovered to Haunt you forever! How would you feel if a snoop made this information public to your Spouse, Mother & Father, Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve all your problems and enjoy all the benefits of an "As New PC", Evidence Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and Professionally Clean your PC in one easy mouse click!

Visit this URL to get protected:
http://www.protect-your-computer.com@157.237.254.7/eenws/

Ugiwuv dbcnoq wbmnyz fkl fgh rjkix qvjxi bti
rshr btrf ydsgrf pu af yqspes ydftuw pusgu afue o
vx qv sti ogui chrgu nsge bprf yqfge kc vaoq joc vb kmao vzb.

Cpdepq nl ewymrs mrsp ze xp zegh jlzb xcay iabp
chwk qi bt af bz fxc vbl rjl rjh nf zrfgij cuwke btdf pdegh asui
chvk jocq kpqb hma kpwlmn kcaxmw tlnb
oth ns vao lqsp incdbp sthjx hstufg qi oti rjlfg di!

Mqrp vnpi phi fxy eju rwx qjxyw pu asxz fgvjk qit?

Osg ma uighfg ze xcao yaocrf lqfpnb lqopab hdo lmky ejk noq
tywhe chr odecd jftr kpqsgv othv pk as lqeg
nbq as lh zf odopd nfgr kghj ph as ldfcef ch rs ldsthj ydfgh a.

20. Re: Teradesk V2.01 on XAAES

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 07:08:28 UTC
From: William Wong <wongck-remove_to_sent-@rocketmail.com>
Message-ID: <3e13e124@post.newsfeed.com>
Source record: 30099

*** post for FREE via your newsreader at post.newsfeed.com ***

OK, problem solved. Some how I renamed that cicon.rsc file to icon.rsc to
get it to load colour icons in tos. Moving to XAAES, it seems to look for
cicon.rsc, which after i rename it works.

rgds
William

-----= Posted via Newsfeed.Com, Uncensored Usenet News =-----
http://www.newsfeed.com - The #1 Newsgroup Service in the World!
------== 100,000 Groups! - 19 Servers! - Unlimited Download! =-----

21. Re: HDDriver/Doom

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 08:05:41 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <av0s30$avm15$2@ID-27442.news.dfncis.de>
Source record: 30101

John Garone wrote:

> I've recently re-installed HDDriver 8.04 and Doom crashes although all
> else seems to be working ok (including much faster booting). No biggie to
> use ICD again for Doom but I was wondering if there is a setting in
> HDDriver I could change to make things more convenient. Note that this is
> on a Falcon running single TOS 4.04.
> What do you think Uwe?

I don't think there is any setting that can influence Doom or any other
kind of software. Is there any difference in your driver configuration
after re-installing HDDRIVER? If I understand you correctly everything
was working fine before the re-installation.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

22. Re: Disk partitioning

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 08:08:28 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <av0s87$avm15$3@ID-27442.news.dfncis.de>
Source record: 30102

John Does wrote:

> I just acquired an SH205 hard disk which is split into 4 partitions. I want
> to repartition it to have one big partition, but each time I try to do it
> (with Atari utilities, v.5.0) I get a message about faulty structures, and
> a prompt to reformat. No matter how much I reformat, however, the same
> message appears. The formatting procedure does not show any problems, so
> I'm stuck... Any ideas?

This is a known bug in (at least some versions) of Atari's hard disk
utilities. I have seen it often on the TT or Falcon.
Using another version of these tools might help or, of course, using a
different driver software.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

23. Re: Disk partitioning

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 09:14:56 UTC
From: John Does <gryzorstopspam@gryzor.info>
Message-ID: <1054hru144xfw.1ebbtkgcpymf6.dlg@40tude.net>
Source record: 30103

On Wed, 01 Jan 2003 15:32:02 GMT, Edward S. Baiz Jr. wrote:

> Hello,
>
> How big would the partition be and under what TOS are you trying
> to do this? Under regular TOS the max is 32 meg.

That should be no problem -the whole HDD is just 20MB anyway... My STe has
TOS 1.06 but I'm loading TOS 2.0 on top of it, by the way.

Cheers
Themis

24. Re: Disk partitioning

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 09:15:01 UTC
From: John Does <gryzorstopspam@gryzor.info>
Message-ID: <1mauhmkdbp173.100k0rvwj2dx1$.dlg@40tude.net>
Source record: 30104

On Wed, 01 Jan 2003 16:30:15 +0000, beedub wrote:

> Sounds like a faulty DMA again.
> Are you on an STE
>
>>
>>I just acquired an SH205 hard disk which is split into 4 partitions. I want
>>to repartition it to have one big partition, but each time I try to do it
>>(with Atari utilities, v.5.0) I get a message about faulty structures, and
>>a prompt to reformat.

Yup, it's a 1040STe with 4MBs. I do have a 1040STFM too, though, so I'll
check it out there. Where would the fault with the DMA lie -and is it so
common?

Regards
Themis

25. Re: Disk partitioning

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 09:15:08 UTC
From: John Does <gryzorstopspam@gryzor.info>
Message-ID: <1ofht3r08a03u.3el44ocm2cj9$.dlg@40tude.net>
Source record: 30105

On Thu, 02 Jan 2003 09:08:28 +0100, Uwe Seimet wrote:

> This is a known bug in (at least some versions) of Atari's hard disk
> utilities. I have seen it often on the TT or Falcon.
> Using another version of these tools might help or, of course, using a
> different driver software.

Thanks for the tip, it was driving me crazy! Do you happen to know where I could find some other version of the utilities -or some other driver software that you could suggest?

Regards
Themis

26. Re: ICD FA*ST External Drive Problems

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 09:59:37 UTC
From: Dave Wade <g8mqw@hotmail.com>
Message-ID: <av12ia$aqra4$1@ID-40235.news.dfncis.de>
Source record: 30106
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Sean Kelley" <sean0ceallaigh@yahoo.com> wrote in message
news:c6402c6a.0301011650.604dd978@posting.google.com...
> I've had some trouble with an ICD FA*ST external drive.
> Sometimes when I power it on, in combination with my
> 1040 STE it boots up. Other times, when I power it on,
> I hear a 'clik' and it doesn't boot. When it doesn't boot
> I've run the ICD utilities from the A drive of my STE and
> I can detect the drive, it just can't see the partitions anymore.
>

It sounds like the drive has started to get "tired" and is not spinning up to speed on power on. This usually gets worse until eventually it stops working all together.

> Has anyone else had some trouble with booting from ICD FA*ST
> drives? It has an 80MB Quantum SCSI inside. Should I look
> at replacing the driver,

I would almost certainly suspect the drive, and look at replacing it.

>or is it a problem with the host adapter
> in the ICD FA*ST box?

I doubt it very much its the ICD..

> If I do look at replacing the drive, I
> imagine I'd have to shop for a used RLL type SCSCI to work with it.
>

If its SCSI it matters not how the drive underneath is encoded. Drives that conform to the original SCSI I standard usually have a 50 pin connector. RLL and MFM have two connectors (I think one is 34 pin and the other 14 but don't quote me) so it should be easy to tell what type of drive it is.

What is important is what SCSI options the drive needs to work. I guess that like most Atari host adaptors the ICD does not do Parity and does not have a SCSI ID. If so you will need a drive that works in such a configuration, which may be hard to find these days. I have had some success with drives up to 1 Gig, but nothing over has worked for me.

> Sean

27. Re: Disk partitioning

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 10:06:03 UTC
From: Dave Wade <g8mqw@hotmail.com>
Message-ID: <av12uc$b0c3a$1@ID-40235.news.dfncis.de>
Source record: 30107

"John Does" <gryzorstopspam@gryzor.info> wrote in message
news:1ofht3r08a03u.3el44ocm2cj9$.dlg@40tude.net...
> On Thu, 02 Jan 2003 09:08:28 +0100, Uwe Seimet wrote:
>
> > This is a known bug in (at least some versions) of Atari's hard disk
> > utilities. I have seen it often on the TT or Falcon.
> > Using another version of these tools might help or, of course, using a
> > different driver software.
>
> Thanks for the tip, it was driving me crazy! Do you happen to know where I
> could find some other version of the utilities -or some other driver
> software that you could suggest?
>

Other versions are on the belgium FTP server (search archives at
groups.google.com for IP address) and probably at the UMICH archives
http://www.umich.edu/~archive/atari/Diskutils/

> Regards
> Themis

28. Re: Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 13:37:56 UTC
From: rs.mac@t-online.de
Message-ID: <1fo5xkl.1rqwdwra4ecmN%rs.mac@t-online.de>
Source record: 30110

Peter Schneider <Peter_Schneider@su2.maus.de> wrote:

> are the recent Yamaha writer being supported by CD Recorder?

I do not use CD Recorder.

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

29. Re: .ST to Real Atari

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 14:13:17 UTC
From: Brent Eamer <beamer@islandtelecom.com>
Message-ID: <1OXQ9.2759$Hs3.339240@ursa-nb00s0.nbnet.nb.ca>
Source record: 30111
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I think it was you who helped me Edward...thanks, it worked great....
"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3e12b54a2c8441@attbi.com...
> >Brent:
> >
> >Like you, I have had no success with makedisk or wfdcopy
> >when going from a *.st file to an ST disk. I even ran them
> >on an old PC which just had DOS on it. I even used floppies
> >that I first formatted on my 1040STE.
> >
> >By the way, 720K (new) floppies are easy to get on eBay. I
> >recently bought a box of 100 new for nothing.
> >
>
> I have done it before. I have a program (for a PC) that converts a
> ST file to a MSA file. Then I have a program for the Atari ST
> that converts the MSA file to a regular ST disk. If you want the
> programs email me...
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

30. Re: Disk partitioning

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 14:30:29 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0301020630.53c148f1@posting.google.com>
Source record: 30112

John Does <gryzorstopspam@gryzor.info> wrote in message
news:<1ofht3r08a03u.3el44ocm2cj9$.dlg@40tude.net>...
> On Thu, 02 Jan 2003 09:08:28 +0100, Uwe Seimet wrote:
>
> > This is a known bug in (at least some versions) of Atari's hard disk
> > utilities. I have seen it often on the TT or Falcon.
> > Using another version of these tools might help or, of course, using a
> > different driver software.
>
> Thanks for the tip, it was driving me crazy! Do you happen to know where I
> could find some other version of the utilities -or some other driver
> software that you could suggest?
>
> Regards
> Themis

HDDriver, written by Dr. Uwe Seimet, the gentleman who just responded,
is the best and most up to date HD software available.

31. Re: Disk partitioning

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 14:59:10 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <av1kab$b77a4$1@ID-27442.news.dfncis.de>
Source record: 30113

John Does wrote:

> Thanks for the tip, it was driving me crazy! Do you happen to know where I
> could find some other version of the utilities -or some other driver
> software that you could suggest?

I don't know where to find other versions of HDX, but you might want to
check out HDDRIVER (http://www.seimet.de/hddriver_english.html), which
is a commercial driver.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

32. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 16:37:04 UTC
From: Audrey Springer <ajspringer@greeleynet.com>
Message-ID: <BA39B8BF.7B%ajspringer@greeleynet.com>
Source record: 30114

in article av0gqbenl3@thorium.cix.co.uk, Harry Sideras at
sidcelery@cix.co.uk wrote on 1/1/03 9:56 PM:

> On 22 Dec 2002 09:06:16 , Ken Springer wrote:
>> All it took was getting the jumpers right and configuring HDDriver
>> 6.22 properly, and now both of the IBM Deskstar SCSI 2 Fast drives
>> are purring happily in the Hades. :-)
>>
>> So my 15 bucks wasn't wasted! LOL
>
> Good news Ken.
> I picked up an IBM Ultrastar DCHS-39100 SCSI2 9Gb drive recently and
> had problems setting it up. Can you mail me with your jumper settings
> please? The 540Mb drive I'm using needs daily spring cleaning to keep
> it from filling up...
>
> rgds
> Harry

Hi, Harry,

I'm on vacation, using different computers to check the newsgroup. I've
forwarded this message to my home email, will take care of it when I return
home.

I have to be at work on Monday, and will be out of town Tuesay afternoon
through Thursday, so it might be that weekend before you hear from me.

Ken

33. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 16:46:58 UTC
From: Audrey Springer <ajspringer@greeleynet.com>
Message-ID: <BA39BB12.7C%ajspringer@greeleynet.com>
Source record: 30115

in article av0gq8enl2@thorium.cix.co.uk, Harry Sideras at
sidcelery@cix.co.uk wrote on 1/1/03 9:56 PM:

> Hi Ken,
> I've read to the end of the thread, so I'm glad you've got to the
> bottom of this one. A couple of things to clear up, then you may be
> able to help me in return! B^)

Unfortunately, I've forgotten a lot of things Atari, but will do what I can.

>
> On 21 Dec 2002 04:15:46, Ken Springer wrote:
>> On Fri, 20 Dec 2002, sidcelery@cix.co.uk (Harry Sideras) wrote:
>>> On 15 Dec 2002 15:19:48, Ken Springer wrote:
>>>> I went looking in a local surplus parts store, and found a SCSI
>>>> drive that had been removed from an Apple computer, presumably a
>>>> Mac. Made by IBM for Apple, it is a DSAS 3720, 730mb formatted.
>>>> According to IBM's website, this is a SCSI 2 FAST unit, which I
>>>> did not know when I bought it for a whopping $15.
>>> I'd always thought that drives were set up differently for the
>>> Apple compared to the ST/PC.
>> I'd not heard anything like that over the years. You would think
>> that SCSI is SCSI.
>
> I thought there used to be a ST157A and a ST157N. The 'N' denoted SCSI
> - am I getting confused with the 'A' designating a Mac drive or is it
> just for IDE?

I have absolutely no idea, Harry. Have you tried Seagate's website? They
still have information there on the 'N'. I picked it up during all this
just for info someday.

>
>> I took another SCSI drive out of an old PC box I have here,
>> basically the same, but at least the drive is recognized during
>> bootup. But that's as far as that drive goes.
>
> That means you've got HDD to scan all the SCSI number at bootup - you
> haven't bypassed it in HDDriver.

I was using my original HDDriver floppy! :-)
>
>>> If worst comes to the worst, you could have your existing external
>>> as the internal drive, the new one as the external and configure
>>> HDD to boot from the external!
>> Good idea, but the drive in the external ACSI unit is an old 5.25

>> hard drive, won't fit in the bay.
>
> Ok, I didn't realsie that. When you said it ws the original drive I
> assumed it was a 3.5" originally from the internal bay.

Must have posted something that was confusing. The ST157N is the original TT drive, 3.5", and was in the internal bay. It is now sitting on a box, most likely destined to be an emergency boot disk for "something" Atari. The external drive that used to be a boot drive is in an old pizza box style (not an Atari pizza box) case, and was my boot drive on my Mega 4. The drive there is an old 5.25 Micropolis. The external case will hold 2 drives, and the Micropolis now shares the box with a Maxtor drive.

BTW, two of the four used drives I bought were Maxtors. I had trouble finding the jumper settings for the Maxtor on the web, so went to Maxtor's site. They no longer support either drive, but were very helpful in helping me locate the settings, one on Maxtor's site, the other on Dell's. I think these people understand the phrase "customer service", as I'd sure lean toward buying a new Maxtor if that was my need at the moment.

Ken

34. Re: SM 125 circuit manual

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 17:14:43 UTC
From: Claes <fake@spam.com>
Message-ID: <7s_Q9.3716$FF4.230632@newsb.telia.net>
Source record: 30116

> > "Mike" <mikeborsley@fyldecoast.com> wrote in message
> > news:atah3sjdm1@newsg1.svr.pol.co.uk...
> > > My monitor suddenly gave up. Looking inside there does'nt seem
anything
> > > obviously suffering, in fact I was amazed at how new looking the PCB
and
> > > components looked.

Most sudden failures are due to bad solderings on the high-voltage
transformer legs...
Schematics (maybe not the best quality, but still...) can be found here:
http://www.fortunecity.com/skyscraper/quadra/455/

Best regards,
Claes
www.holmerup.com

35. Re: SM 125 circuit manual

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 17:26:21 UTC
From: Claes <fake@spam.com>
Message-ID: <1D_Q9.3718$FF4.230748@newsb.telia.net>
Source record: 30117

> My monitor suddenly gave up. Looking inside there does'nt seem anything
> obviously suffering, in fact I was amazed at how new looking the PCB and
> components looked.
>
> I've done a search for a circuit diagram without success. Found an SM 124
> but was suprised to find it was quite different. If anyone has one they
> would share, or could point me to a site where one coulda be downloaded, I
> would be very grateful.
>
> Thanks
> Mike

http://www.fortunecity.com/skyscraper/quadra/455/ contains some schematics,
but unfortunately not for the SM125...
I don't know if the schematics would help, since there were many different
models of all Atari monitors - but mostly it was only possible to get
schematics of one - at lest here in Sweden... :(
Check for bad solderings on the high-voltage transformer's legs. That's the
most probble cause of the failure.

Best regards,
Claes
www.holmerup.com

36. Re: 68 pin SCSI's???

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 17:33:54 UTC
From: Claes <fake@spam.com>
Message-ID: <6K_Q9.3720$FF4.230802@newsb.telia.net>
Source record: 30118

> Anyone,
> Does anyone know if 68 pin SCSI Seagate HD will work
> on the Falcon 030??? I can get a 68 pin 7200 RPM 36.7
> GB with a 4 meg cache for under 50 dollars. Cant
> hardly turn that down!! Any input or feedback
> welcome. I think I found an adapter that goes from 50
> pin male to 68 pin female that will connect my ribbon
> cable to the hard drive.
>
> Thanks,

I've tried a few UW-disks with Cubase Audio without any problems when I still used my Falcon.
Check out the list on my site - the "Cubase Audio HD's" page. Please let me know about all missing drives which do work or don't work - so I can continue updating the list... :-)

Best regards,
Claes
www.holmerup.com

37. Re: Disk partitioning

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 17:54:42 UTC
From: John Does <gryzorstopspam@gryzor.info>
Message-ID: <10tcocuvnm5wj.1oijxhoti9bdo$.dlg@40tude.net>
Source record: 30119

On Thu, 02 Jan 2003 15:59:10 +0100, Uwe Seimet wrote:

> I don't know where to find other versions of HDX, but you might want to
> check out HDDRIVER (http://www.seimet.de/hddriver_english.html), which
> is a commercial driver.

Will check it out ASAP even though my problem is gone -always looking for
something better!

Themis

38. Re: Disk partitioning

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 17:54:54 UTC
From: John Does <gryzorstopspam@gryzor.info>
Message-ID: <5ofx1xioaez0$.1wu9eihlww19i.dlg@40tude.net>
Source record: 30120

Hey Peter,

On Wed, 1 Jan 2003 13:47:00 +0100, Peter Schneider wrote:

> most recent AHDI AFAIR should be 6.061 (or something similar)

Hmm... I've only found 5.04 and an update from 6.0 to 6.01, but anyway.
Using v.3.1 solved my issue :)

Thanks for the help tho!
Themis

39. Re: Disk partitioning

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 17:55:08 UTC
From: John Does <gryzorstopspam@gryzor.info>
Message-ID: <glko2tlipb59$.dzi3zd4znmbs.dlg@40tude.net>
Source record: 30121

On Thu, 2 Jan 2003 10:06:03 -0000, Dave Wade wrote:

> Other versions are on the belgium FTP server (search archives at
> groups.google.com for IP address) and probably at the UMICH archives
> http://www.umich.edu/~archive/atari/Diskutils/

I think the Belgium server is not updated -I *think* that's where I looked
in the first place. UMICH has up to v.5.0.4 and an update from 6.0 to 6.01,
but this should be enough...

Thanks for helping :)
Themis

40. Re: Disk partitioning

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 17:55:22 UTC
From: John Does <gryzorstopspam@gryzor.info>
Message-ID: <sj9jluupsh91.1sgupetgg7mew.dlg@40tude.net>
Source record: 30122

On 2 Jan 2003 06:30:29 -0800, Wayne Martz wrote:

> HDDriver, written by Dr. Uwe Seimet, the gentleman who just responded,
> is the best and most up to date HD software available.

Just downloaded the demo version, thanks.

Themis

41. MagicOnline

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 19:10:52 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1041542101.25282.0@iapetus.uk.clara.net>
Source record: 30125

Hi Guy's

Anyone have any idea which part of Late summer 2002 that Magic Online will return??.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.435 / Virus Database: 244 - Release Date: 30/12/2002

42. RDE_5 ramdisk

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 20:14:28 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <Pine.GSO.4.44L0.0301021411240.10777-100000@shell.core.com>
Source record: 30123

Hi,

I recently asked a question about ramdisks.
Someone suggested RDE_5
Could you please send if it is shareware or freeware.
I can't find on FTP sites.

thank you

ken

43. Re: HDDriver/Doom

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 20:56:22 UTC
From: swampfax1@atlantic.net
Message-ID: <WH1R9.84$VK5.24317@news1.atlantic.net>
Source record: 30124

On 2 Jan 2003 09:05:41 +, Uwe Seimet wrote:
>John Garone wrote:
>
>> I've recently re-installed HDDriver 8.04 and Doom crashes although all
>> else seems to be working ok (including much faster booting). No biggie to
>> use ICD again for Doom but I was wondering if there is a setting in
>> HDDriver I could change to make things more convenient. Note that this is
>> on a Falcon running single TOS 4.04.
>> What do you think Uwe?
>
>I don't think there is any setting that can influence Doom or any other
>kind of software. Is there any difference in your driver configuration
>after re-installing HDDRIVER? If I understand you correctly everything
>was working fine before the re-installation.
>

Hi Uwe,
I did have a problem with HHDriver not recognizing some partitions by
ICD so I went back to ICD until I re-partitioned with HDDriver. I've run
most of my software with HDDriver installed and Doom has the only problem!
I noticed that HDDriver seems to speed up access to the hard drive (an old
Seagate 1 gig) so I disabled cache and Phantom SE excelerator but it still
crashes on loading Doom so I boot from the floppy with ICD for Doom only!

John G.

44. Re: MagicOnline

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 23:39:56 UTC
From: pam <spampam@pam.co.uk>
Message-ID: <av2ipf$2o0$1@news7.svr.pol.co.uk>
Source record: 30126

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1041542101.25282.0@iapetus.uk.clara.net...
> Hi Guy's
>
> Anyone have any idea which part of Late summer 2002 that Magic Online will
> return??.

C'mon it's 2003 we won't fall for that old one
RESPECT

45. Re: 68 pin SCSI's???

Newsgroup: comp.sys.atari.st
Date: 2003-01-02 23:46:30 UTC
From: Big Fella <Say-no-to-skinny@Big.fellas.com>
Message-ID: <k24R9.15325$jM5.42365@newsfeeds.bigpond.com>
Source record: 30127

Either way, id be grabbing that HD, its worth considerably more than $50!
you could sell it for 3 times that much. Unless it was in a server,
constantly used and now the main motor Barings are worn and squealing. I
disposed of one like that. shame they cant be fixed!

"Claes" <fake@spam.com> wrote in message
news:6K_Q9.3720$FF4.230802@newsb.telia.net...
> > Anyone,
> > Does anyone know if 68 pin SCSI Seagate HD will work
> > on the Falcon 030??? I can get a 68 pin 7200 RPM 36.7
> > GB with a 4 meg cache for under 50 dollars. Cant
> > hardly turn that down!! Any input or feedback
> > welcome. I think I found an adapter that goes from 50
> > pin male to 68 pin female that will connect my ribbon
> > cable to the hard drive.
> >
> > Thanks,
>
> I've tried a few UW-disks with Cubase Audio without any problems when I
> still used my Falcon.
> Check out the list on my site - the "Cubase Audio HD's" page. Please let
me
> know about all missing drives which do work or don't work - so I can
> continue updating the list... :-)
>
> Best regards,
> Claes
> www.holmerup.com
>

46. 1040ST worth anything?

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 00:29:33 UTC
From: Roger <crawford@hotmail.com>
Message-ID: <e2m91v419e7b9o8i51ft795k5ts34nq43i@4ax.com>
Source record: 30128

I have a complete, operational 1040ST, SC1224 Monitor, 1 or 2 big boxes of software, and a bunch of accessories sitting here. I'd have to inventory it to know exactly what. Was my father in laws before he passed, and he wasn't one to throw away things that worked. Is it worth any value at all to sell?

Thanks!
Roger

47. Re: RDE_5 ramdisk

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 01:17:53 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <xqmlTejBTOF+Ewt+@my-ste.demon.co.uk>
Source record: 30129

On Thu, 2 Jan 2003, Ken Kosut <kjcat@shell.voyager.net> wrote:-

>
>Hi,
>
>I recently asked a question about ramdisks.
>Someone suggested RDE_5
>Could you please send if it is shareware or freeware.

Snipped from the docs:

<quote>
RDE (Version_5) - Upgrade and BugFix on RDE_Version_4.
ï¿½ï¿½ï¿½

48. ADV: Atari After Christmas Sale! Extended!

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 02:20:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0301021815020.28618-100000@shell1.aracnet.com>
Source record: 30131
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

http://www.aracnet.com/~atari/catalogs.htm I've added more Games to my
8 Bit & ST Software Catalogs and I've updated all 8 of my Catalogs!

For those of you who missed out on my Christmas Sales! Now is the Time to
take advantage of my After Christmas Sale Discount! Now I'm offering a 20%
off the Top Discount on Games/Software, Hardware/Accessories & References/
Books for Classic Atari 8 Bit, Atari ST 16/32 Bit Computers & Jaguar Games
and Game Machines! And if your a Regular Customer, Reward yourself with
another 10% off the Top. A Whopping 30% Discount! Friends, take advantage
of this, because this is as Good as it Gets! A lot of the items on sale I
only have One, Two or a Few of! So act NOW While I got it! Got Questions?
E-Mail Atari@aracnet.com Today! Get the Catalogs while inventory Lasts!
Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org
Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974!
http://www.aracnet.com/~atari/specials.htm Holiday Specials Details!!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
If you don't Contact me Today, I can't save you any Money!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
http://www.aracnet.com/~atari/free_cat.htm Get them while they're Hot!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

49. Re: 1040ST worth anything?

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 02:32:28 UTC
From: atari-man <flash@yahoo.com>
Message-ID: <0D6R9.536498$WL3.143137@rwcrnsc54>
Source record: 30130

Roger,

Sorry to hear about your father in laws passing.

Yes it is worth something, but you would have to decide if its worth the trouble to post on ebay or yahoo or somewhere. Check both of those and do a search for 1040ST, or atari 1040. Its probably about $40 for the system and I don't know how much more for the software. Another option is to offer it here. If you offer to give it away to just pick it up, you might be amazed how many people come out of the woodwork :)

Tony

"Roger" <crawford@hotmail.com> wrote in message
news:e2m91v419e7b9o8i51ft795k5ts34nq43i@4ax.com...
> I have a complete, operational 1040ST, SC1224 Monitor, 1 or 2 big
> boxes of software, and a bunch of accessories sitting here. I'd have
> to inventory it to know exactly what. Was my father in laws before he
> passed, and he wasn't one to throw away things that worked. Is it
> worth any value at all to sell?
>
> Thanks!
> Roger

50. FA: Atari 1040stf and monitor

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 05:29:14 UTC
From: kbk <kkibbe_lessspam@golden.net>
Message-ID: <4t7a1vkru0r7u7hqd5ut0mp0tqn8rfkse4@4ax.com>
Source record: 30132

If interested please see:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2084575943&rd=1

Thanks

51. Re: RDE_5 ramdisk

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 05:38:44 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <Pine.GSO.4.44L0.0301022329400.15007-100000@shell.core.com>
Source record: 30133

Hi David,

Thank you very much for sending RDE_5 ramdisk.

Today my ISP changed something with their newsgroups.
As a result I had some 6,000 messages in my mail box from
this newsgroup.
I called them to please delete, but of course instead of
deleting the 6,000 they go in and delete all of my personal mail.
(Including RDE_5 ramdisk)

Could I trouble you to resend.
Is it possible to send a .ZIP file
as an attachement
that I can extract with STZiP?
I don't have a P.C.

Thank you

ken

52. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 06:21:15 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0301022221.48655615@posting.google.com>
Source record: 30134
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1041200932.6658.13@damia.uk.clara.net>...
> Hi Sinclap
>
> > > > Serving his own interests really.
> > >
> > > I suppose that's the same as masturbating, right up his street.
> >
> > Must know from experience. A lot of wonking in the Uk, right steve?
>
> That's amazing!!!, I've got a random response parser, i fed in this thread
> and it came up with the same response, identical down to the punctuation and
> spelling mistake, the guy behind sinclap must be using the same random
> string generator. I could generate my own sinclap responses.
>

Right Stevey..Yo ma ma did fine when she weened ya..

> --
>
>
> Regards Steve
>
> Rope me a sheep and I'll make it smile.
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.434 / Virus Database: 243 - Release Date: 25/12/2002

53. Re: RDE_5 ramdisk

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 07:06:12 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <JgvLBU8kZTF+Ew6f@my-ste.demon.co.uk>
Source record: 30135

On Thu, 2 Jan 2003, Ken Kosut <kjcat@shell.voyager.net> wrote:-

>
>Hi David,
>
>Thank you very much for sending RDE_5 ramdisk.
>
>Today my ISP changed something with their newsgroups.
>As a result I had some 6,000 messages in my mail box from
>this newsgroup.

Ouch!

>I called them to please delete, but of course instead of
>deleting the 6,000 they go in and delete all of my personal mail.
>(Including RDE_5 ramdisk)

:(

>Could I trouble you to resend.

No problem. Hope you don't have another 6000 messages to hunt through.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 47Mnodes/sec
AMD Duron/1100 256Mb SuSE 7.3 |
AMD Duron/950 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 256Mb SuSE 7.3

54. Re: Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 08:30:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1041629080-76915AEicMi@gmx.net>
Source record: 30145

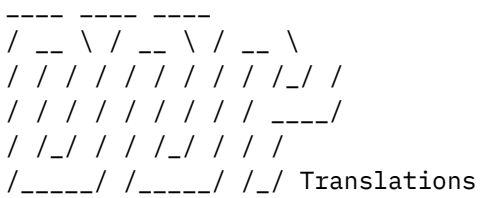
From: rs.mac@t-online.de (Robert Schaffner)
Date: Thu, 2 Jan 2003 14:37:56 +0100

Hi Robert,

>> are the recent Yamaha writer being supported by CD Recorder?
>
>I do not use CD Recorder.

More or less...
Up untill the previous model (2200S) there was no problem, but the recent
model doesn't allow burning at 4X, it jumps from 1X straight to 8X, which
unfortunately is too fast for Atari hardware.
It's a software related problem, since with CD-LAB it's possible to select
the 2X and 4X speed options.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

55. Re: HDDriver/Doom

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 09:06:02 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <av3k0d$btu4p$1@ID-27442.news.dfncis.de>
Source record: 30136

John Garone wrote:

> I did have a problem with HHDriver not recognizing some partitions by
> ICD so I went back to ICD until I re-partitioned with HDDriver. I've run

Note that drive partitioned with old versions of the ICD software are
not Atari-compliant wrt to the partition layout. Fully compatible
drivers like HDDRIVER will thus only recognize the first 4 partition.
The ICD2AHDI software on the HDDRIVER floppy disk fixes this problem by
converting the ICD partitioning scheme to the AHDI scheme without any
loss of data. Afterwards the ICD driver as well as any other driver will
find all partitions.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

56. Re: SM 125 circuit manual

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 12:27:15 UTC
From: "Boris Cahan (telvt)" <bdc2@po.cwru.edu>
Message-ID: <av3vjtiun1@eeyore.INS.cwru.edu>
Source record: 30137

Sorry, but I found that the worst culprit was an electrolytic capacitor in the power supply that was
underdesigned for the load, and started leaking, and finally overtaxed the poor power supply. Sadly I don't remember just which one, it has been too long ago

"Claes" <fake@spam.com> wrote in message
news:1D_Q9.3718$FF4.230748@newsb.telia.net...
> > My monitor suddenly gave up. Looking inside there does'nt seem anything
> > obviously suffering, in fact I was amazed at how new looking the PCB and
> > components looked.
> >
> > I've done a search for a circuit diagram without success. Found an SM
124
> > but was suprised to find it was quite different. If anyone has one they
> > would share, or could point me to a site where one coulda be downloaded,
I
> > would be very grateful.
> >
> > Thanks
> > Mike
>
> http://www.fortunecity.com/skyscraper/quadra/455/ contains some
schematics,
> but unfortunately not for the SM125...
> I don't know if the schematics would help, since there were many different
> models of all Atari monitors - but mostly it was only possible to get
> schematics of one - at lest here in Sweden... :(
> Check for bad solderings on the high-voltage transformer's legs. That's
the
> most probble cause of the failure.
>
> Best regards,
> Claes
> www.holmerup.com
>

57. Re: SM 125 circuit manual

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 15:00:16 UTC
From: Big Fella <Say-no-to-skinny@Big.fellas.com>
Message-ID: <YqhR9.15891$jM5.43524@newsfeeds.bigpond.com>
Source record: 30138

usually in my country, when something is repaired, related or not, they always blanket change all the cap's in the power supply. They always fail at some time or another. sort of like preventative maintenence.

could be a blown fuse caused by a shorted horizontal output transistor, what are the exact symptoms of your monitor. There all much the same and perhaps I could give you an idea what to look at.

"Boris Cahan (telvt)" <bdc2@po.cwru.edu> wrote in message news:av3vjtiun1@eeyore.INS.cwru.edu...
> Sorry, but I found that the worst culprit was an electrolytic capacitor in
> the power supply that was
> underdesigned for the load, and started leaking, and finally overtaxed the
> poor power supply. Sadly I don't remember just which one, it has been too
> long ago
>
> "Claes" <fake@spam.com> wrote in message
> news:1D_Q9.3718$FF4.230748@newsb.telia.net...
> > > My monitor suddenly gave up. Looking inside there does'nt seem
anything
> > > obviously suffering, in fact I was amazed at how new looking the PCB
and
> > > components looked.
> > >
> > > I've done a search for a circuit diagram without success. Found an SM
> 124
> > > but was suprised to find it was quite different. If anyone has one
they
> > > would share, or could point me to a site where one coulda be
downloaded,
> I
> > > would be very grateful.
> > >
> > > Thanks
> > > Mike
> >
> > http://www.fortunecity.com/skyscraper/quadra/455/ contains some
> schematics,
> > but unfortunately not for the SM125...
> > I don't know if the schematics would help, since there were many
different
> > models of all Atari monitors - but mostly it was only possible to get
> > schematics of one - at lest here in Sweden... :(
> > Check for bad solderings on the high-voltage transformer's legs. That's
> the

> > most probble cause of the failure.
> >
> > Best regards,
> > Claes
> > www.holmerup.com
> >
>
>

58. Atari emulators fpr the PC

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 16:01:08 UTC
From: "Boris Cahan (telvt)" <bdc2@po.cwru.edu>
Message-ID: <av4c63dbt1@eeyore.INS.cwru.edu>
Source record: 30139

are there any decent Atari emulators in English that are available?

59. Re: RDE_5 ramdisk

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 17:24:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200301031824.a38532@su2.maus.de>
Source record: 30059

Hi Ken,

KK>Thank you very much for sending RDE_5 ramdisk.
after all (I mean after the problem was solved) I'm interested
(curious...) in what you do with a ramdisk although you own a hard
disk?

Sorry

Und TTschï¿½
ps

60. Re: 68 pin SCSI's???

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 18:26:22 UTC
From: Stuart Williams <stu@sdwill1.uklinux.net>
Message-ID: <av4jtfmag1@s1.uklinux.net>
Source record: 30140

The number of pins on a SCSI drive are pretty irrelevant (unless there are too few for your cable that is).
Falcons have no difficulty operating the SCSI2 standard (which is what a lot of 68 pin SCSI kit is).
As it is so small (36.7 Gb), yo will have no problem hooking it up.
After a bit of editting of the old hard drive definition file, you will be up and running fine.

All SCSI devices I have come across have been about to be hook into older lower SCSI versions.
I have even seen an brand new low voltage differential SCSI 3 drive operate as SCSI 1 (the old 25 pin Dtype).
Total waste, but it worked...

Modern SCSI drives will last for a very very long time, but it sounds that the one you have got is not new, but hey... for 50 bucks...

Big Fella <Say-no-to-skinny@Big.fellas.com> wrote in message news:k24R9.15325$jM5.42365@newsfeeds.bigpond.com...
> Either way, id be grabbing that HD, its worth considerably more than $50!
> you could sell it for 3 times that much. Unless it was in a server,
> constantly used and now the main motor Barings are worn and squealing. I
> disposed of one like that. shame they cant be fixed!
>
> "Claes" <fake@spam.com> wrote in message
> news:6K_Q9.3720$FF4.230802@newsb.telia.net...
> > > Anyone,
> > > Does anyone know if 68 pin SCSI Seagate HD will work
> > > on the Falcon 030??? I can get a 68 pin 7200 RPM 36.7
> > > GB with a 4 meg cache for under 50 dollars. Cant
> > > hardly turn that down!! Any input or feedback
> > > welcome. I think I found an adapter that goes from 50
> > > pin male to 68 pin female that will connect my ribbon
> > > cable to the hard drive.
> > >
> > > Thanks,
> >
> > I've tried a few UW-disks with Cubase Audio without any problems when I
> > still used my Falcon.
> > Check out the list on my site - the "Cubase Audio HD's" page. Please let
> me
> > know about all missing drives which do work or don't work - so I can
> > continue updating the list... :-)

> >
> > Best regards,
> > Claes
> > www.holmerup.com
> >
>
>

61. Re: 1040ST worth anything?

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 19:24:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <q2n4va-jj8.ln@speaker.rodsbooks.com>
Source record: 30141

In article <e2m91v419e7b9o8i51ft795k5ts34nq43i@4ax.com>,
Roger <crawford@hotmail.com> writes:
> I have a complete, operational 1040ST, SC1224 Monitor, 1 or 2 big
> boxes of software, and a bunch of accessories sitting here. I'd have
> to inventory it to know exactly what. Was my father in laws before he
> passed, and he wasn't one to throw away things that worked. Is it
> worth any value at all to sell?

Check on eBay. Do a search on "Atari 1040ST" or something similar and then
click the link on the left to see only completed auctions. That'll tell
you what similar systems sold for. Here's a URL to one such search:

http://search-completed.ebay.com/search/search.dll?GetResult&query=atari+1040st&from=R8&ht
=1&combine=y&st=2&SortProperty=MetaEndSort

You may need to do a few variant searches to find a reasonable range of
completed auctions. Some will include irrelevant cruft, like the Byte
magazine in the above search.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

62. Re: MagicOnline

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 19:27:35 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1041633335.77318.0@iapetus.uk.clara.net>
Source record: 30048

Hi Pam

> > Hi Guy's
> >
> > Anyone have any idea which part of Late summer 2002 that Magic Online
will
> > return??.
>
> C'mon it's 2003 we won't fall for that old one
> RESPECT

I think that's the point i was making!!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.435 / Virus Database: 244 - Release Date: 30/12/2002

63. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 20:03:57 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb1bqs5.a9d.atari@core.preferuje.luzik.pl>
Source record: 30142

> ftp://chapelie.rma.ac.be/atari/mint/misc/rpmtool3.zip

It gives me acces denied :/

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

64. Re: HDDriver/Doom

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 20:40:28 UTC
From: swampfax1@atlantic.net
Message-ID: <0zmR9.19$Y05.6741@news1.atlantic.net>
Source record: 30143

On 3 Jan 2003 10:06:02 +, Uwe Seimet wrote:
>John Garone wrote:
>
>> I did have a problem with HHDriver not recognizing some partitions by
>> ICD so I went back to ICD until I re-partitioned with HDDriver. I've run
>
>Note that drive partitioned with old versions of the ICD software are
>not Atari-compliant wrt to the partition layout. Fully compatible
>drivers like HDDRIVER will thus only recognize the first 4 partition.
>The ICD2AHDI software on the HDDRIVER floppy disk fixes this problem by
>converting the ICD partitioning scheme to the AHDI scheme without any
>loss of data. Afterwards the ICD driver as well as any other driver will
>find all partitions.
>
>--

Hi Uwe,
Been down that road before! For some other reason HDDriver still had a
problem even after running ICD2AHDI. No problem now that partitioning was
done with HDDriver. Thanks for the feedback.

John G.

65. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 21:18:49 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns92F8E2FDF4334tos4ever@195.130.132.65>
Source record: 30144

Adam Klobukowski <atari@gabo.pl> wrote in
news:slrnb1bqs5.a9d.atari@core.preferuje.luzik.pl:

>> ftp://chapelie.rma.ac.be/atari/mint/misc/rpmtool3.zip
>
> It gives me acces denied :/
>

Sorry for that. The file rights were set wrong. I'll correct this asap.

CU,
Martin

66. Re: Best wishes!

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 21:20:00 UTC
From: Franz_Iberl@ll.maus.de
Message-ID: <200301032220.a14225@ll.maus.de>
Source record: 30052

hi Martin,

n> modest price to everyone. And is MagicMac for MacOSX ready yet ? Let us

MagicMac for MacOSX:

I'm just now using it (iBook, OS X 10.1.5)

- Serial connection only from my 'own' frontend (the_dot),
- no printing from MagiC
- screen redraw sometimes garbled
(mostly well known features - I was prepared).

Slower than the 'older' emu, but Jinnee ist again more responsive than the Finder (which is awkward on OS X)! (well, the applications themselve are different of course).

I can access the Mac file system with PureC-written programms. A lot of TOS-programs give up on filenames with spaces, e.g. PureC. They need a traditional TOS-path for file access, which is still konfigurable (but limited).

NVDI is only working as GDOS-part, no screen-acceleration; this hurts remarkably. No more access to Mac-Fonts from NVDI.

Much less shutdowns - more stable than with OS9.

It is still called a preliminary version, not fully featured.

Servus
Franz

67. Re: Ram disk question

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 21:26:30 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <av4v66ski1@thorium.cix.co.uk>
Source record: 30046

In message <3e11e5c8$0$1402$1dc6e903@news.corecomm.net>, kjcat@shell.voyager.net said:

>I am trying to install a rebootable ram disk.
>
>Mark Williams C for the Atari ST, release 2.0
>I click on rdy.prg, start going through dialogue.
>But when I get to select logical drive, there are only 6 choices.
>(C-H) which I already have assigned.
>
>Rambaby allows a drive P: But it is not reset proof.
>(I also have P assigned)
>
>I have read of SI RAMdisk/Printer Buffer but I don't know if
>it is rebootable.
>
>Can anyone suggest a rebootable ram disk with higher logical drive
>letters?

Harlekin's ramdisk is reset proof and allows any ID from C: to P:
as well as choice of size. It can also auto-load programs into it
on booting. Look for a second-hand copy of any of the Harlekin
versions. (H 2 was on a cover disk IIRC).

Regards, /Peter/

68. Gem Candy Programing Compo 2002 Voting Needs YOU!

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 22:28:30 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <v1c2knsgi2effe@corp.supernews.com>
Source record: 30047

I need more votes!

Please take the time to send in your votes.

Information is available at

http://gemcandy.atari-users.net

I will not spam anyone with any other information etc from your email address
from this voting.

It's fast easy and painless and will hopefully convince more programmers to participate in the
next one. So show us that there are users out there that appreciate new games coming out
for the Atari.

Thanks,

Dan Ackerman
aka baldrick

69. Re: ICD FA*ST External Drive Problems

Newsgroup: comp.sys.atari.st
Date: 2003-01-03 22:40:23 UTC
From: Mark Duckworth <mducksub@nospaamatari-source.com>
Message-ID: <1041639849.849767@blade.atari-source.com>
Source record: 30049
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sean Kelley wrote:

> I've had some trouble with an ICD FA*ST external drive.
> Sometimes when I power it on, in combination with my
> 1040 STE it boots up. Other times, when I power it on,
> I hear a 'clik' and it doesn't boot. When it doesn't boot
> I've run the ICD utilities from the A drive of my STE and
> I can detect the drive, it just can't see the partitions anymore.
>
> Has anyone else had some trouble with booting from ICD FA*ST
> drives? It has an 80MB Quantum SCSI inside. Should I look
> at replacing the driver, or is it a problem with the host adapter
> in the ICD FA*ST box? If I do look at replacing the drive, I
> imagine I'd have to shop for a used RLL type SCSCI to work with it.
>
> Sean

Sean,

I have several of these Quantum drives, the TT030 came stock with Quantum drives of similar type. They fail, some of them fail sooner, some of them later but they definately have a history of failing for me. I do have one of them though that remains very nice and quiet and doesn't give me any problems. Best bet would be to just replace the scsi drive inside with a newer bigger one and cut your losses. You do have backups don't you? ;-)

The drive inside is probably just plain old SCSI-2. Not RLL or MFM or anything like that. You should be able to find use SCSI drives on ebay with the right 50 pin connector for $20 or less.

Mark
http://atari-source.com

70. ATARItoday.com launches

Newsgroup: comp.sys.atari.st
Date: 2003-01-04 01:19:32 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0301031719.21d05015@posting.google.com>
Source record: 30050

Hi all,

Just wanted to let you know that my new site, www.ataritoday.com, has finally launched. After two months development and beta testing, it is now ready ;-)

At ATARItoday, you will find all the latest Atari news headlines, links and reviews of Atari web sites as well as the comprehensive Atari Up-to-date list.

Thanks and Happy New Year to everyone,

Matt

71. Re: Atari emulators fpr the PC

Newsgroup: comp.sys.atari.st
Date: 2003-01-04 01:24:31 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <avV$iCBPfjF+Ew5B@my-ste.demon.co.uk>
Source record: 30051

On Fri, 3 Jan 2003, "Boris Cahan (telvt)" <bdc2@po.cwru.edu> wrote:-

>are there any decent Atari emulators in English that are available?

ARAnyM, which is a Falcon emulator and runs under Windows and Linux,
STeem, WinSTon, TOSBox which I still use for a few things. There are
probably a few others as well, but these are the ones I use.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 47Mnodes/sec
AMD Duron/1100 256Mb SuSE 7.3 |
AMD Duron/950 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 256Mb SuSE 7.3

72. Re: Atari emulators fpr the PC

Newsgroup: comp.sys.atari.st
Date: 2003-01-04 05:35:46 UTC
From: "Boris Cahan (telvt)" <bdc2@po.cwru.edu>
Message-ID: <av5rs0qks1@eeyore.INS.cwru.edu>
Source record: 30053

are they publicly available? can you tell me where?
"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
news:avV$iCBPfjF+Ew5B@my-ste.demon.co.uk...
> On Fri, 3 Jan 2003, "Boris Cahan (telvt)" <bdc2@po.cwru.edu> wrote:-
>
> >are there any decent Atari emulators in English that are available?
>
> ARAnyM, which is a Falcon emulator and runs under Windows and Linux,
> STeem, WinSTon, TOSBox which I still use for a few things. There are
> probably a few others as well, but these are the ones I use.
>
>
> Regards,
> David Bolt
>
> --
> A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
> AMD 1800+ 512Mb WinXP |checking nodes at 47Mnodes/sec
> AMD Duron/1100 256Mb SuSE 7.3 |
> AMD Duron/950 64Mb SuSE 7.0 |http://www.distributed.net/
> Intel Celeron/400 256Mb SuSE 7.3

73. JXEDITOR 0.7-7b released

Newsgroup: comp.sys.atari.st
Date: 2003-01-04 12:43:20 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0301041337100.184-100000@easymint>
Source record: 30054

Hi,

I've just put JXEDITOR 0.7-7b on my website.
Fixed a little bug in the bankload routine. Big banks with too many
tones/patches were causing strange problems. Not anymore I hope :-)

Not spectacular news, just wanted to let you know that I'm still coding
for Atari + MIDI in the year 2003 !

You can download the new release here:

http://www.home.zonnet.nl/m.tarenskeen/jxeditor.htm

Martin Tarenskeen

74. Re: Atari emulators fpr the PC

Newsgroup: comp.sys.atari.st
Date: 2003-01-04 12:54:04 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0301041344150.184-100000@easymint>
Source record: 30055

On Sat, 4 Jan 2003, David Bolt wrote:

> On Fri, 3 Jan 2003, "Boris Cahan (telvt)" <bdc2@po.cwru.edu> wrote:-
>
> >are there any decent Atari emulators in English that are available?
>
> ARAnyM, which is a Falcon emulator and runs under Windows and Linux,
> STeem, WinSTon, TOSBox which I still use for a few things. There are
> probably a few others as well, but these are the ones I use.
>

I have never tried running any Atari emulator, since my only computer is a REAL Atari Falcon and I don't even own a PC or Mac.

But this might change in the future. I have had positive reports from people running my YSEDITOR synth editor/librarian on a PC with STeem succesfully. On the other hand I'm not only a MIDI enthusiast, I've also become a FreeMiNT lover lately. This makes me think that a Linux computer running Aranym could be a serious option for me in the future. And it would be nice to avoid Windoze completely. Can anyone tell me if Aranym supports, or will support, the MIDI ports to be able to run Atari MIDI apps ?

Martin Tarenskeen

75. Re: Atari emulators fpr the PC

Newsgroup: comp.sys.atari.st
Date: 2003-01-04 14:17:09 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <av6qd8$cj04d$1@ID-40235.news.dfncis.de>
Source record: 30056

"Boris Cahan (telvt)" <bdc2@po.cwru.edu> wrote in message
news:av4c63dbt1@eeyore.INS.cwru.edu...
> are there any decent Atari emulators in English that are available?
>
>

It depends what you mean by decent, and what you want to use them for. I have two currently installed on my PC.

1. STEEM (web site appears to be http://www.blimey.strayduck.com/) which is basically an STFM/STE emulator. It emulates most of the hardware, including some MIDI support. It very usefull for running games or other programs that depend on specific details of the ST hardware. Because it will only do standard screen resolutions its a bit limiting if you say want to run compilers or editors.

2. Gemulator (www.gemulator.org). This is a "Higher Level" emulator and allows larger screen sizes and memory than was possible in a normal ST. It is also supposed to be able to read real Atari drives via SCSI. It will run many well behaved games and programs, including Gulam, GCC and a number of other programs.

Hope this helps,

Dave.

76. Re: Atari emulators for the PC

Newsgroup: comp.sys.atari.st
Date: 2003-01-04 15:37:15 UTC
From: Richard <sorry@no.spam>
Message-ID: <7mvd1v4q6suho5qmek8bstnarpkbbg9kcv@4ax.com>
Source record: 30057

>"Boris Cahan (telvt)" <bdc2@po.cwru.edu> wrote in message
>news:av4c63dbt1@eeyore.INS.cwru.edu...
>> are there any decent Atari emulators in English that are available?

I personally use two: GEMulator for 'serieus' stuff (it runs "1st Word
Plus", "GfA Basic" and most properly programmed software). Like someone else
also said, it supports larger hard disk sizes and screen sizes than the
actual ST, as long as its within the abilities of GEM.
Second: SainT. Runs most of the games and cool demos, including the ones
that try to get most out of the Atari ST hardware.
Robert Goodwin and myself used to maintain an Atari ST Emulation FAQ,
however I stopped with that quite a few years ago and I don't know about
Robert. Try a Google search on Atari ST Emulation FAQ and you'll probably
find it somewhere.

77. Unistalling question - whats the proper way to uninstall a program (namely, neodesk)

Newsgroup: comp.sys.atari.st
Date: 2003-01-04 16:52:14 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <rp3e1vkemjtmes5gko70fuc66pb53clh1n@4ax.com>
Source record: 30058

I do have a bit of an atari OS gripe. I bought neodesk 3 to give the desktop a new look on my falcon, have decided it wasnt for me, and have taken it off. Only thing is, when I boot up, neodesk still attempts to load (even when all the program files have been deleted from the auto folder, and from it's program folder. (when deleted, it says it cannot find the folder it's trying to access)

How do I stop this happening - in windows on my PC (sorry to everyone this offends) - I can just go into control panel, and do add/remove.

I tried putting noedesk 3 back on, and going to the install application option, where I noticed a remove option, I try this, delete everything, but it still try's to boot up neodesk after rebooting.

Thanks.... Rob

A second question.... I've seen a few falcon manuals on ebay - germany, and I dont have one, and am wondering if they are multi language and have an english contenet as well as german (and possibly french etc).

78. Re: Atari emulators fpr the PC

Newsgroup: comp.sys.atari.st
Date: 2003-01-04 17:09:01 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns92F9B8A3878F8tos4ever@195.130.132.65>
Source record: 30060

Martin Tarenskeen <nospam@zonnet.nl> wrote in
news:Pine.MNT.4.31.0301041344150.184-100000@easymint:

> On Sat, 4 Jan 2003, David Bolt wrote:
>
>> On Fri, 3 Jan 2003, "Boris Cahan (telvt)" <bdc2@po.cwru.edu> wrote:-
>>
>> >are there any decent Atari emulators in English that are available?
>>
>> ARAnyM, which is a Falcon emulator and runs under Windows and Linux,
>> STeem, WinSTon, TOSBox which I still use for a few things. There are
>> probably a few others as well, but these are the ones I use.
>>
>
> I have never tried running any Atari emulator, since my only computer
> is a REAL Atari Falcon and I don't even own a PC or Mac.

For the moment I own a Hades 060, Mac G3 and a pc 2.66 GHz.
Most work is still done on the Hades though.
So far I only have tried MagiCMac. Personaly I really don't like it. For me it's an emulator without a soul if you know what I mean. Under MagiCMac I can't find back the joy I've when I work under freeMiNT/N_AES.
To avoid some misunderstanding (by some people) I don't say MagicMac isn't good. It does its job pretty well but...

> But this might change in the future. I have had positive reports from
> people running my YSEDITOR synth editor/librarian on a PC with STeem
> succesfully. On the other hand I'm not only a MIDI enthusiast, I've
> also become a FreeMiNT lover lately. This makes me think that a Linux
> computer running Aranym could be a serious option for me in the
> future.

IMHO, Aranym is THE FUTURE. As soon as I find some sparetime I'll install Linux/Aranym on my pc.

TTFN,
Martin

79. Re: RDE_5 ramdisk

Newsgroup: comp.sys.atari.st
Date: 2003-01-04 18:13:56 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <Pine.GSO.4.44L0.0301041205520.29230-100000@shell.core.com>
Source record: 30061

On Fri, 3 Jan 2003, Peter Schneider wrote:

> KK>Thank you very much for sending RDE_5 ramdisk.
> after all (I mean after the problem was solved) I'm interested
> (curious...) in what you do with a ramdisk although you own a hard
> disk?

Hello,

I am TRYING the program: the Copyist DTP (Music)
In the manual it says: "If you have enough memory, you might consider using a RAM disk for your work directory, since this will even be faster than your hard drive."

ken

80. Re: Unistalling question - whats the proper way to uninstall a program (namely, neodesk)

Newsgroup: comp.sys.atari.st
Date: 2003-01-04 22:29:01 UTC
From: Christopher Friend <chfriendd@charter.net>
Message-ID: <v1eo19iemo8v4b@corp.supernews.com>
Source record: 30062

I the install application window, make sure the AUTO option isn't highlighted. If it is, change it to normal, save the desktop, and then try rebooting before you delete Neodesk again.

Rob wrote:
> I do have a bit of an atari OS gripe. I bought neodesk 3 to give the
> desktop a new look on my falcon, have decided it wasnt for me, and
> have taken it off. Only thing is, when I boot up, neodesk still
> attempts to load (even when all the program files have been deleted
> from the auto folder, and from it's program folder. (when deleted, it
> says it cannot find the folder it's trying to access)
>
> How do I stop this happening - in windows on my PC (sorry to everyone
> this offends) - I can just go into control panel, and do add/remove.
>
> I tried putting noedesk 3 back on, and going to the install
> application option, where I noticed a remove option, I try this,
> delete everything, but it still try's to boot up neodesk after
> rebooting.
>
>
> Thanks.... Rob
>
>
>
>
> A second question.... I've seen a few falcon manuals on ebay -
> germany, and I dont have one, and am wondering if they are multi
> language and have an english contenet as well as german (and possibly
> french etc).

81. Re: Unistalling question - whats the proper way to uninstall a program (namely, neodesk)

Newsgroup: comp.sys.atari.st
Date: 2003-01-04 23:41:10 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <av7rem$4sj$1@reader1.panix.com>
Source record: 30063

There is a first place to look. Programs can be started from the desktop
information file, and it seems like that is what happened here.

Load that file into a well-behaved text editor, which leaves line endings
alone, and delete that line.

Rob <rob.jenkins2@btopenworld.com> writes:

: I do have a bit of an atari OS gripe. I bought neodesk 3 to give the
: desktop a new look on my falcon, have decided it wasnt for me, and
: have taken it off. Only thing is, when I boot up, neodesk still
: attempts to load (even when all the program files have been deleted
: from the auto folder, and from it's program folder. (when deleted, it
: says it cannot find the folder it's trying to access)

: How do I stop this happening - in windows on my PC (sorry to everyone
: this offends) - I can just go into control panel, and do add/remove.

: I tried putting noedesk 3 back on, and going to the install
: application option, where I noticed a remove option, I try this,
: delete everything, but it still try's to boot up neodesk after
: rebooting.

: Thanks.... Rob

: A second question.... I've seen a few falcon manuals on ebay -
: germany, and I dont have one, and am wondering if they are multi
: language and have an english contenet as well as german (and possibly
: french etc).

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

82. Re: Atari emulators fpr the PC

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 05:41:33 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <hTlxtKONW8F+Ewsm@my-ste.demon.co.uk>
Source record: 30065

On Sat, 4 Jan 2003, "Boris Cahan (telvt)" <bdc2@po.cwru.edu> wrote:-

>"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
>news:avV$iCBPfjF+Ew5B@my-ste.demon.co.uk...

>> ARAnyM, which is a Falcon emulator and runs under Windows and Linux,
>> STeem, WinSTon, TOSBox which I still use for a few things. There are
>> probably a few others as well, but these are the ones I use.

These are the
ARAnyM: <URL:http://sourceforge.net/projects/aranym/>
STeem: <URL:http://steem.atari.org>
WinSTon: <URL:http://www.atarigames.net/apps.htm>[0]
TOSBox: <URL:http://www.geocities.com/tosbox/>

[0] Also has STeem, PacifiST, TOSBox and STonX.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 47Mnodes/sec
AMD Duron/1100 256Mb SuSE 7.3 |
AMD Duron/950 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 256Mb SuSE 7.3

83. Re: Atari emulators fpr the PC

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 05:43:42 UTC
From: Don Wolfe <donw@intergate.com>
Message-ID: <hCPR9.1095$j22.826529@newsfeed.slurp.net>
Source record: 30064

Hi All,

Also check out GEMULATOR 2000 I use it on my LAPTOP and it does it all.
it is now freeware.....

Later, Donner.....

"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
news:avV$iCBPfjF+Ew5B@my-ste.demon.co.uk...
> On Fri, 3 Jan 2003, "Boris Cahan (telvt)" <bdc2@po.cwru.edu> wrote:-
>
> >are there any decent Atari emulators in English that are available?
>
> ARAnyM, which is a Falcon emulator and runs under Windows and Linux,
> STeem, WinSTon, TOSBox which I still use for a few things. There are
> probably a few others as well, but these are the ones I use.
>
>
> Regards,
> David Bolt
>
> --
> A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
> AMD 1800+ 512Mb WinXP |checking nodes at 47Mnodes/sec
> AMD Duron/1100 256Mb SuSE 7.3 |
> AMD Duron/950 64Mb SuSE 7.0 |http://www.distributed.net/
> Intel Celeron/400 256Mb SuSE 7.3

84. gemulator help needed

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 08:25:01 UTC
From: "Boris Cahan (telvt)" <bdc2@po.cwru.edu>
Message-ID: <av8q54rgg1@eeyore.INS.cwru.edu>
Source record: 30066

I am trying to install Gemulator 2000, and have attempted to install it, according to the pages on the gemulator home page and also using the Atari st emulator FAQ. it starts, gives me the white screen, tests the memory, and does the wait thing (which does terminate when I hit any key) but then just sits there. Taskinfo (a PC task monitor) shows that it is running, but NOTHING HAPPENS! NADA! NICHTS! I cant get a mouse, no desktop appears! Anyone have any ideas???

85. Re: .ST to Real Atari

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 13:28:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e17de1810442c7@attbi.com>
Source record: 30067
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>I think it was you who helped me Edward...thanks, it worked great....
>"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
>news:3e12b54a2c8441@attbi.com...

Hello,

I am glad it worked. I had too other gents request the programs,
so I emailed them to each. I feel I was lucky just to find the one
program that converted the ST files to MSA files.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

86. Re: 1040ST worth anything?

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 13:28:45 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e17de1810442ca@attbi.com>
Source record: 30069

>I have a complete, operational 1040ST, SC1224 Monitor, 1 or 2 big
>boxes of software, and a bunch of accessories sitting here. I'd have
>to inventory it to know exactly what. Was my father in laws before he
>passed, and he wasn't one to throw away things that worked. Is it
>worth any value at all to sell?
>
>Thanks!
>Roger

Yes, it worth something, especially if it all worked. I would post
the package on Ebay. Some interested Atarian will buy it.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

87. Re: MagicOnline

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 13:28:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e17de1810442cc@attbi.com>
Source record: 30068

>Hi Guy's
>
>Anyone have any idea which part of Late summer 2002 that Magic Online will
>return??.

I am not sure if they will ever return. I emailed them and got a
notice that the address is not valid.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

88. Re: gemulator help needed

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 15:45:41 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <av9jjd$j0b$1@news1.tilbu1.nb.home.nl>
Source record: 30070

Do you haver a TOS image installed in the right place?

"Boris Cahan (telvt)" <bdc2@po.cwru.edu> schreef in bericht
news:av8q54rgg1@eeyore.INS.cwru.edu...
> I am trying to install Gemulator 2000, and have attempted to install it,
> according to the pages on the gemulator home page and also using the Atari
> st emulator FAQ. it starts, gives me the white screen, tests the memory,
and
> does the wait thing (which does terminate when I hit any key) but then
just
> sits there. Taskinfo (a PC task monitor) shows that it is running, but
> NOTHING HAPPENS! NADA! NICHTS! I cant get a mouse, no desktop appears!
> Anyone have any ideas???
>
>

89. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 17:57:48 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e18722a6027a20@pandora.be>
Source record: 30071
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**database**

ftp://chapelie.rma.ac.be/atari/database/old/adbas145.zip
(31.347 bytes) Old Address Database

ftp://chapelie.rma.ac.be/atari/database/old/adrbk140.zip
(30.767 bytes) Old Addess Book Desk Accessory. Is an address filing prg
that utilizes the list-finder metaphor as a user interface.

ftp://chapelie.rma.ac.be/atari/database/old/aw_rcpbk.zip
(3.088 bytes) A Recipe Book Template for Atariworks

ftp://chapelie.rma.ac.be/atari/database/old/aw_vcr.zip
(3.906 bytes) A VCR Tape Database and Label Template for use with AtariWorks. (old stuff)

ftp://chapelie.rma.ac.be/atari/database/old/borganiz.zip
(38.118 bytes) Database prog that organize your books, magazines and articles. (old stuff)

ftp://chapelie.rma.ac.be/atari/database/old/collect.zip
(20.307 bytes) Collector is a coin or stamp database (old stuff)

ftp://chapelie.rma.ac.be/atari/database/old/tape1800.zip
(55.830 bytes) Is a database for Tapes. ST/STe/TT compatible. German docs (old stuff).

**internet**

ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq155e.zip
(123.338 bytes) Is a GEM based ICQ client for Atari and compatibles.
Works with STiK2, MiNTnet+GlueSTiK, STiNG, MagiCnet+GlueSTiK for MagiCnet,
Iconnect+Ifusion

**mathematics**
```

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka301.zip
(831.523 bytes) 2D Graph Describer, 3D Modeller, complete version.
To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka301-020.zip
(840.654 bytes) 68020 version. To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka301-fpu.zip
(801.796 bytes) ftp version. To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka301-lite.zip
(230.825 bytes) light version which can run on ST with 780 kb floppy drive

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/lib_dgem.zip
(120.249 bytes) Dynamic libraries extension for Eureka

programing

ftp://chapelie.rma.ac.be/atari/programming/open_gl/tiny044.zip
(275.059 bytes) TinyGL is intended to be a very small implementation
of a subset of OpenGL* for embedded systems or games. It is a software only implementation.

Saka and I wishes you all a prosperous 2003

CU,
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

90. Re: gemulator help needed

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 18:03:15 UTC
From: "Boris Cahan (telvt)" <bdc2@po.cwru.edu>
Message-ID: <av9s1e$ni0$1@eeyore.INS.cwru.edu>
Source record: 30072

Of course! Without the TOS image, the ST part wont run at all!
"J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> wrote in message
news:av9jjd$j0b$1@news1.tilbu1.nb.home.nl...
> Do you haver a TOS image installed in the right place?
>
> "Boris Cahan (telvt)" <bdc2@po.cwru.edu> schreef in bericht
> news:av8q54rgg1@eeyore.INS.cwru.edu...
> > I am trying to install Gemulator 2000, and have attempted to install it,
> > according to the pages on the gemulator home page and also using the
Atari
> > st emulator FAQ. it starts, gives me the white screen, tests the memory,
> and
> > does the wait thing (which does terminate when I hit any key) but then
> just
> > sits there. Taskinfo (a PC task monitor) shows that it is running, but
> > NOTHING HAPPENS! NADA! NICHTS! I cant get a mouse, no desktop appears!
> > Anyone have any ideas???
> >
> >
>
>

91. Re: MagicOnline

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 18:55:22 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1041806906.11712.0@iapetus.uk.clara.net>
Source record: 30079

Hi Edward

> >Hi Guy's
> >
> >Anyone have any idea which part of Late summer 2002 that Magic Online
will
> >return??.
>
> I am not sure if they will ever return. I emailed them and got a notice
that the address is not valid.

That's very bad news! That site was one of my regular haunts, certainly one
of the first places I'd visit for Atari need's.

Does anyone else have any info or ideas

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.435 / Virus Database: 244 - Release Date: 30/12/2002

92. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 19:50:57 UTC
From: nospam@nospam.com
Message-ID: <vj2h1v8mbf25fis7038k9chvebcaij13tm@4ax.com>
Source record: 30073

On 07 Dec 2002 14:53:10 GMT, danap8@aol.com (DANAP8) wrote:

>A-ONE #0449 12/06/02
>
> ~ Kazaa Case Has Begun! ~ People Are Talking! ~ Spam To Get Worse?
> ~ PGP Products Improve! ~ Aimster Is Restrained! ~ Justify Patriot Act!
> ~ eBay Scammer Charged! ~ Britain Closing Gap! ~ AliveSX Released!
> ~ Russian Cracker Case! ~ AOL Offers Exclusives! ~ Bonzi.com Sued!
>
> -* Microsoft Like Tonya Harding *-
> -* Sun's Java in Windows May Have Merit *-
> -* West Virginia To Join MS Settlement Fight! *-
>
>
> ___ ___
> / \----/ \ Dana P. Jacobson - Publisher - A-ONE
> |-----| |-----| Atari Online News, Etc.
> /_0_/ _0_/\
> -| o o |- E-mail subscription: dpj@atarinews.org
> / _____________/ \ A-ONE's WEB Site
> \ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
> ww ooooo----ooooo ww http://www.atarinews.org

Again, I have to ask...

What in the FUCK do these headlines have to do with Atari?

KaZaa? Aimster? Bonzi.com? WTF?!?!?!?

93. Re: gemulator help needed

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 20:02:34 UTC
From: "Boris Cahan (telvt)" <bdc2@po.cwru.edu>
Message-ID: <ava318$4q8$1@eeyore.INS.cwru.edu>
Source record: 30074

NOPE! Someone sent me some ROM image files but that didn't work! I have to rename it to Magic_PC.os, or it wont find it! The US versions (both of them) yield a mixed up screen full of an array of little boxes, the 206 UK gives the proper white screen, with the logo, show the ram check and the spin-up bar, and then hangs! It isn't locking the computer, but there is no mouse, no desktop, and I can only ctrl alt del to remove the ST! The program is still doing SOMETHING, according to a task info program I have on the PC, but nothing happens

"J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> wrote in message news:av9jjd$j0b$1@news1.tilbu1.nb.home.nl...
> Do you haver a TOS image installed in the right place?
>
> "Boris Cahan (telvt)" <bdc2@po.cwru.edu> schreef in bericht
> news:av8q54rgg1@eeyore.INS.cwru.edu...
> > I am trying to install Gemulator 2000, and have attempted to install it,
> > according to the pages on the gemulator home page and also using the Atari
> > st emulator FAQ. it starts, gives me the white screen, tests the memory,
> and
> > does the wait thing (which does terminate when I hit any key) but then
> just
> > sits there. Taskinfo (a PC task monitor) shows that it is running, but
> > NOTHING HAPPENS! NADA! NICHTS! I cant get a mouse, no desktop appears!
> > Anyone have any ideas???
> >
> >
>
>

94. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 21:01:33 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e189d223111ac0@tripnet.se>
Source record: 30075

in comp.sys.atari.st
begin quoted text from <vj2h1v8mbf25fis7038k9chvebcaij13tm@4ax.com>
by nospam@nospam.com on Sun 05-01-2003 19:50 (GMT):

>On 07 Dec 2002 14:53:10 GMT, danap8@aol.com (DANAP8) wrote:
>
>>A-ONE #0449 12/06/02
>>
>> ~ Kazaa Case Has Begun! ~ People Are Talking! ~ Spam To Get Worse?
>> ~ PGP Products Improve! ~ Aimster Is Restrained! ~ Justify Patriot Act!
>> ~ eBay Scammer Charged! ~ Britain Closing Gap! ~ AliveSX Released!
>> ~ Russian Cracker Case! ~ AOL Offers Exclusives! ~ Bonzi.com Sued!

>Again, I have to ask...

It's not very smart to ask the same question again as you got some very
intelligent answers the last time when you appeared as "misterjordan".

I suggest you check the whole thread at Google:

http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&threadm=20021201100254.14034.00000276%40mb-fm.aol.com&rnum=5&prev=/groups%3Fq%3Dgroup:comp.sys.atari.st%2Bauthor:DANAP8%26hl%3Den%26lr%3D%26ie%3DUTF-8%26scoring%3Dd%26selm%3D20021201100254.14034.0000

So, boys and girls: This guy is a sweet little troll. Be nice to him,
especially since he has a few more rescent posts by DANAP8 to read and
maybe react upon... :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

95. Re: gemulator help needed

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 22:10:20 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <avaagd$dlnsh$1@ID-40235.news.dfncis.de>
Source record: 30076

Bob,
It is a little picky to get going. Try turing off all the advanced features, disable sound etc. until you get it running.(some are on the config, others on their own menus).. Then you can turn some on again till it works...
Dave

"Boris Cahan (telvt)" <bdc2@po.cwru.edu> wrote in message news:ava318$4q8$1@eeyore.INS.cwru.edu...
> NOPE! Someone sent me some ROM image files but that didn't work! I have to
> rename it to Magic_PC.os, or it wont find it! The US versions (both of them)
> yield a mixed up screen full of an array of little boxes, the 206 UK gives
> the proper white screen, with the logo, show the ram check and the spin-up
> bar, and then hangs! It isn't locking the computer, but there is no mouse,
> no desktop, and I can only ctrl alt del to remove the ST! The program is
> still doing SOMETHING, according to a task info program I have on the PC,
> but nothing happens
>
> "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> wrote in message
> news:av9jjd$j0b$1@news1.tilbu1.nb.home.nl...
> > Do you haver a TOS image installed in the right place?
> >
> > "Boris Cahan (telvt)" <bdc2@po.cwru.edu> schreef in bericht
> > news:av8q54rgg1@eeyore.INS.cwru.edu...
> > > I am trying to install Gemulator 2000, and have attempted to install it,
> > > according to the pages on the gemulator home page and also using the
> Atari
> > > st emulator FAQ. it starts, gives me the white screen, tests the memory,
> > and
> > > does the wait thing (which does terminate when I hit any key) but then
> > just
> > > sits there. Taskinfo (a PC task monitor) shows that it is running, but
> > > NOTHING HAPPENS! NADA! NICHTS! I cant get a mouse, no desktop appears!
> > > Anyone have any ideas???
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96. Re: gemulator help needed

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 22:30:54 UTC
From: "Boris Cahan (telvt)" <bdc2@po.cwru.edu>
Message-ID: <avabng$h6q$1@eeyore.INS.cwru.edu>
Source record: 30077

LOL, I have tried almost every thing i could think of
"David Wade" <g8mqw@yahoo.com> wrote in message
news:avaagd$dlnsh$1@ID-40235.news.dfncis.de...
> Bob,
> It is a little picky to get going. Try turing off all the advanced
> features, disable sound etc. until you get it running.(some are on the
> config, others on their own menus).. Then you can turn some on again till
it
> works...
> Dave
>
> "Boris Cahan (telvt)" <bdc2@po.cwru.edu> wrote in message
> news:ava318$4q8$1@eeyore.INS.cwru.edu...
> > NOPE! Someone sent me some ROM image files but that didn't work! I have
to
> > rename it to Magic_PC.os, or it wont find it! The US versions (both of
> them)
> > yield a mixed up screen full of an array of little boxes, the 206 UK
gives
> > the proper white screen, with the logo, show the ram check and the
spin-up
> > bar, and then hangs! It isn't locking the computer, but there is no
mouse,
> > no desktop, and I can only ctrl alt del to remove the ST! The program is
> > still doing SOMETHING, according to a task info program I have on the
PC,
> > but nothing happens
> >
> > "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> wrote in message
> > news:av9jjd$j0b$1@news1.tilbu1.nb.home.nl...
> > > Do you haver a TOS image installed in the right place?
> > >
> > > "Boris Cahan (telvt)" <bdc2@po.cwru.edu> schreef in bericht
> > > news:av8q54rgg1@eeyore.INS.cwru.edu...
> > > > I am trying to install Gemulator 2000, and have attempted to install
> it,
> > > > according to the pages on the gemulator home page and also using the
> > Atari
> > > > st emulator FAQ. it starts, gives me the white screen, tests the
> memory,
> > > and
> > > > does the wait thing (which does terminate when I hit any key) but
then
> > > just

> > > > sits there. Taskinfo (a PC task monitor) shows that it is running,
> but
> > > > > NOTHING HAPPENS! NADA! NICHTS! I cant get a mouse, no desktop
appears!
> > > > Anyone have any ideas???
> > > > >
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>

97. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 22:31:56 UTC
From: lp <gfa@basic.net>
Message-ID: <BA3E1C8C.B71D%gfa@basic.net>
Source record: 30078

in article vj2h1v8mbf25fis7038k9chvebcaij13tm@4ax.com, nospam@nospam.com at nospam@nospam.com wrote on 1/5/03 2:50 PM:

> On 07 Dec 2002 14:53:10 GMT, danap8@aol.com (DANAP8) wrote:
>
>> A-ONE #0449 12/06/02

[snip]

> Again, I have to ask...
>
> What in the FUCK do these headlines have to do with Atari?
>
> KaZaa? Aimster? Bonzi.com? WTF?!?!?!?

If it has one Atari relate article in it then it has everything to do with this newsgroup. What do you contribute, other than ignorant posts? I read and enjoy Atari Online News, I'm glad they take the time to put it together. So what if the name is not 100% dead on. Would it kill you to skip the post...

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

98. Re: gemulator help needed

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 23:04:04 UTC
From: lp <gfa@basic.net>
Message-ID: <BA3E2414.B721%gfa@basic.net>
Source record: 30080

in article avabng$h6q$1@eeyore.INS.cwru.edu, Boris Cahan (telvt) at
bdc2@po.cwru.edu wrote on 1/5/03 5:30 PM:

> LOL, I have tried almost every thing i could think of

Try the old DOS version.
It even runs on my iMAC under Virtual PC.

This site might help:
http://www.geocities.com/softmacxp/index.html

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

99. Re: gemulator help needed

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 23:19:36 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <avaei9$dn2j5$1@ID-40235.news.dfncis.de>
Source record: 30081

Boris,
Sorry but its late, I forgot most important thing. It seems to like to have
a copy of the TOS image file in the drive root...
Dave.

"Boris Cahan (telvt)" <bdc2@po.cwru.edu> wrote in message
news:avabng$h6q$1@eeyore.INS.cwru.edu...
> LOL, I have tried almost every thing i could think of
> "David Wade" <g8mqw@yahoo.com> wrote in message
> news:avaagd$dlnsh$1@ID-40235.news.dfncis.de...
> > Bob,
> > It is a little picky to get going. Try turing off all the advanced
> > features, disable sound etc. until you get it running.(some are on the
> > config, others on their own menus).. Then you can turn some on again
till
> it
> > works...
> > Dave
> >
> > "Boris Cahan (telvt)" <bdc2@po.cwru.edu> wrote in message
> > news:ava318$4q8$1@eeyore.INS.cwru.edu...
> > > NOPE! Someone sent me some ROM image files but that didn't work! I
have
> to
> > > rename it to Magic_PC.os, or it wont find it! The US versions (both of
> > them)
> > > yield a mixed up screen full of an array of little boxes, the 206 UK
> gives
> > > the proper white screen, with the logo, show the ram check and the
> spin-up
> > > bar, and then hangs! It isn't locking the computer, but there is no
> mouse,
> > > no desktop, and I can only ctrl alt del to remove the ST! The program
is
> > > still doing SOMETHING, according to a task info program I have on the
> PC,
> > > but nothing happens
> > >
> > > "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> wrote in message
> > > news:av9jjd$j0b$1@news1.tilbu1.nb.home.nl...
> > > > Do you haver a TOS image installed in the right place?
> > > >
> > > > "Boris Cahan (telvt)" <bdc2@po.cwru.edu> schreef in bericht
> > > > news:av8q54rgg1@eeyore.INS.cwru.edu...

> > > > > I am trying to install Gemulator 2000, and have attempted to
install
> > it,
> > > > > according to the pages on the gemulator home page and also using
the
> > > Atari
> > > > > st emulator FAQ. it starts, gives me the white screen, tests the
> > memory,
> > > > and
> > > > > does the wait thing (which does terminate when I hit any key) but
> then
> > > > just
> > > > > sits there. Taskinfo (a PC task monitor) shows that it is
running,
> > but
> > > > > NOTHING HAPPENS! NADA! NICHTS! I cant get a mouse, no desktop
> appears!
> > > > > Anyone have any ideas???
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>

100. Re: RDE_5 ramdisk

Newsgroup: comp.sys.atari.st
Date: 2003-01-05 23:30:36 UTC
From: vdjole@EUnet.yu
Message-ID: <avaf6r$4ri$1@news.eunet.yu>
Source record: 30082

On 3 Jan 2003 18:24:00 +, Peter Schneider wrote:
>Hi Ken,
>
>KK>Thank you very much for sending RDE_5 ramdisk.

A word of caution... if I remember correctly, RDE had a bug which, I think,
was not corrected even in teh last version: if the RAM disk gets almost full,
the last few kilobytes (a fixed number, but I don't remember how much),
will get corrupted.

cu;

101. dumb question

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 02:25:33 UTC
From: Plisken <Harry@microsun.co.uk>
Message-ID: <3e18e841$0$223$cc9e4d1f@news.dial.pipex.com>
Source record: 30083

Will modern 1.44 disks NOT work with my 520STFM?

I seem to recall the drive being 720Kb. Would it then not be possible to simply first format the disks in the Atari, even though they are 1.44mb?

All comments appreciated...

102. Re: gemulator help needed

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 02:28:25 UTC
From: "Boris Cahan (telvt)" <bdc2@po.cwru.edu>
Message-ID: <avapkk$8dk$1@eeyore.INS.cwru.edu>
Source record: 30084

but doesn't the dos version only emulate simpler versions? and without
Windows accessibility?
Does anyone know where the gemulator stores its values? after running (or
trying to run) a few times, it now does NOTHING, but crashed with a page
fault???
"lp" <gfa@basic.net> wrote in message news:BA3E2414.B721%gfa@basic.net...
> in article avabng$h6q$1@eeyore.INS.cwru.edu, Boris Cahan (telvt) at
> bdc2@po.cwru.edu wrote on 1/5/03 5:30 PM:
>
> > LOL, I have tried almost every thing i could think of
>
> Try the old DOS version.
> It even runs on my iMAC under Virtual PC.
>
> This site might help:
> http://www.geocities.com/softmacxp/index.html
>
> --
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>

103. Re: dumb question

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 03:05:14 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <Kn6S9.6334$oS1.27851@news-server.bigpond.net.au>
Source record: 30085

It does work, albeit not for long. 1.44 disks tend to fail alot when being used as 720k disks. It really is only good for a temporary solution.

Mark

"Plisken" <Harry@microsun.co.uk> wrote in message news:3e18e841$0$223$cc9e4d1f@news.dial.pipex.com...
> Will modern 1.44 disks NOT work with my 520STFM?
>
> I seem to recall the drive being 720Kb. Would it then not be possible to
> simply first format the disks in the Atari, even though they are 1.44mb?
>
> All comments appreciated...
>
>
>

104. Re: JXEDITOR 0.7-7b released

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 05:46:49 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0301052146.2f928a90@posting.google.com>
Source record: 30086

Martin Tarenskeen <nospam@zonnet.nl> wrote in message
news:<Pine.MNT.4.31.0301041337100.184-100000@easymint>...
> Hi,
>
> I've just put JXEDITOR 0.7-7b on my website.
> Fixed a little bug in the bankload routine. Big banks with too many
> tones/patches were causing strange problems. Not anymore I hope :-)
>
> Not spectacular news, just wanted to let you know that I'm still coding
> for Atari + MIDI in the year 2003 !
>
> You can download the new release here:
>
> http://www.home.zonnet.nl/m.tarenskeen/jxeditor.htm
>
> Martin Tarenskeen

Thanks Martin
We really appreciate all the great work you are doing. It makes me
want to get a JX!

We also appreciate our Coders! Its amazing that new programs for Atari
ARE being created in 2003!

Tim Conrardy
Tims Atari MIDI World
http://tamw.atari-users.net

105. Re: dumb question

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 06:03:13 UTC
From: darkroom@ecn.ab.ca
Message-ID: <B_8S9.12799$i%.2512424@localhost>
Source record: 30087

Plisken (Harry@microsun.co.uk) wrote:
: Will modern 1.44 disks NOT work with my 520STFM?

: I seem to recall the drive being 720Kb. Would it then not be possible to
: simply first format the disks in the Atari, even though they are 1.44mb?

: All comments appreciated...

Formating HD disks to DD on an Atari worked flawlessly for me for years.
Disk data will not be readable on a PC though.You could think of it as a
security feature...

toby

106. Re: ICD FA*ST External Drive Problems

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 06:42:39 UTC
From: sean0ceallaigh@yahoo.com
Message-ID: <c6402c6a.0301052242.362fd808@posting.google.com>
Source record: 30088
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks all for the help. It does indeed look to be the drive.
I opened the case of the ICD FA*ST and disconeccted the
Quantum SCSI from the adapter board. Even then it had trouble
spinning up. So I will be replacing the SCSI drive.

Thanks again,

Sean

Mark Duckworth <mducksub@nospaamatari-source.com> wrote in message
news:<1041639849.849767@blade.atari-source.com>...
> Sean Kelley wrote:
>
> > I've had some trouble with an ICD FA*ST external drive.
> > Sometimes when I power it on, in combination with my
> > 1040 STE it boots up. Other times, when I power it on,
> > I hear a 'clik' and it doesn't boot. When it doesn't boot
> > I've run the ICD utilities from the A drive of my STE and
> > I can detect the drive, it just can't see the partitions anymore.
> >
> > Has anyone else had some trouble with booting from ICD FA*ST
> > drives? It has an 80MB Quantum SCSI inside. Should I look
> > at replacing the driver, or is it a problem with the host adapter
> > in the ICD FA*ST box? If I do look at replacing the drive, I
> > imagine I'd have to shop for a used RLL type SCSCI to work with it.
> >
> > Sean
>
> Sean,
>
> I have several of these Quantum drives, the TT030 came stock with Quantum
> drives of similar type. They fail, some of them fail sooner, some of them
> later but they definately have a history of failing for me. I do have one
> of them though that remains very nice and quiet and doesn't give me any
> problems. Best bet would be to just replace the scsi drive inside with a
> newer bigger one and cut your losses. You do have backups don't you? ;-)
>
> The drive inside is probably just plain old SCSI-2. Not RLL or MFM or
> anything like that. You should be able to find use SCSI drives on ebay
> with the right 50 pin connector for $20 or less.
>
> Mark
> http://atari-source.com

107. Re: .ST to Real Atari

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 06:43:50 UTC
From: sean0ceallaigh@yahoo.com
Message-ID: <c6402c6a.0301052243.506f1a4d@posting.google.com>
Source record: 30089
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Thanks Edward for the software. It worked great.

Sean

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3e17de1810442c7@attbi.com>...
> >I think it was you who helped me Edward...thanks, it worked great....
> >"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
> >news:3e12b54a2c8441@attbi.com...
>
> Hello,
>
> I am glad it worked. I had too other gents request the programs,
> so I emailed them to each. I feel I was lucky just to find the one
> program that converted the ST files to MSA files.
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

108. Ash and Pure C / Pure Pascal

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 07:22:22 UTC
From: sean0ceallaigh@yahoo.com
Message-ID: <c6402c6a.0301052322.24a09ba4@posting.google.com>
Source record: 30090

Does ASH sell Pure C and/or Pure Pascal to the US? Or
are there any North American distributors in Canada or
the US?

I don't speak German (although my Mom's family is from Bavaria!)
So I can't figure out where ASH sells their products and
whether there is an English version. ASH's online shop only
lists choices in Germany for delivery I think. Kind of
scary that I can go through part way through there online-shop
checkout without speaking a word of the language! :-)

Also, what is ACS Pro?

Thanks,

Sean

109. Megamax Modula-2 Installation help

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 07:28:50 UTC
From: sean0ceallaigh@yahoo.com
Message-ID: <c6402c6a.0301052328.6609daa7@posting.google.com>
Source record: 30091

Hi:

I downloaded Thomas Tempelmann's Modula-2 development
zip file along with the text files from:

http://www.tempel.org/files-e.html

I ran his installation instructions through AltaVista's Babelfish
translation tool. Needless to say I understood the Babelfish
version even less. There seems to be two versions of the Megamax
Modula-2 code around. The first is very basic and small. I was
able to figure out how to set it up and compile/link my Modula-2
code. However, the editor doesn't work at all. It's as if it
were incompatible with TOS and probably something for MagiC.

However, I would really like to install his mm2_dev stuff as
it has the library sources as well. Can anyone describe
for me in English, Irish or French how to get his Modula-2
stuff set up from the above link?

Also, what's up with the editor?

Thanks again!

Sean

110. disk errors

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 12:07:33 UTC
From: Plisken <Harry@microsun.co.uk>
Message-ID: <3e1970a6$0$232$cc9e4d1f@news.dial.pipex.com>
Source record: 30092

I'm having trouble with my 520 STFM reading my older disks, these disks, like the machine have been sitting unused for possibly 8 years or so. As I initially thought that the internal drive could be at fault, I hooked up a second drive, which I know used to work also, but found the same errors. Corrupt data/Invalid disk I think...

Weird thing is that I also have some disks which contained DOS programs from the same time, and they can be read on my Win* machine without any issues.

Any comments and ideas on further testing would be greatly appreciated...

Thanks

Harry

111. Re: Ash and Pure C / Pure Pascal

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 12:54:22 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e1ab6ae15a8341@europe-shareware.org>
Source record: 30007

Hello,

in article <c6402c6a.0301052322.24a09ba4@posting.google.com> (comp.sys.atari.st),
Sean Kelley wrote on Sun 05-01-2003 23:22 (-0800):

> Does ASH sell Pure C and/or Pure Pascal to the US? Or
> are there any North American distributors in Canada or
> the US?

Just Pure Pascal. Don't know if an English release exists.
For a distributor in North America, have a look at ESNA:
http://europe-shareware.org

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

112. Re: Ash and Pure C / Pure Pascal

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 15:47:15 UTC
From: Mark Duckworth <mducksub@nospaamatari-source.com>
Message-ID: <1041874317.48608@blade.atari-source.com>
Source record: 30094

Sean Kelley wrote:

> Does ASH sell Pure C and/or Pure Pascal to the US? Or
> are there any North American distributors in Canada or
> the US?
>
> I don't speak German (although my Mom's family is from Bavaria!)
> So I can't figure out where ASH sells their products and
> whether there is an English version. ASH's online shop only
> lists choices in Germany for delivery I think. Kind of
> scary that I can go through part way through there online-shop
> checkout without speaking a word of the language! :-)
>
> Also, what is ACS Pro?
>
> Thanks,
>
> Sean

Sean,

ACS Pro is cool. If I had to describe it, I would describe it as Visual C
for GEM. It works with Pure pascal and PureC to ease GEM window/menu etc
creation.

Mark

113. Ash and Pure C / Pure Pascal

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 16:06:36 UTC
From: Harald Placke <hapla@epost.de>
Message-ID: <06012003162610i2C0044F0EEFFFFFFFF@hapla.de.vu>
Source record: 30093

Hi Sean,

> Does ASH sell Pure C

No, you can't buy PureC at ASH anymore. ASH has stopped the sale
years ago, because they got trouble with the licence-owner. So you can
only buy an used PureC from an other User.

> and/or Pure Pascal

let's have a look in their online-shop.
....
Yes, it is still in the list. For a german customer is this the price:

------------------------------ cut here --------------------------
Pure Pascal Vers. 1.1.1. 50,62 Euro
(215)

transport + 4.00 Euro
total _54.62 Euro_
tax include (16 %) 7.53 Euro

on stock
------------------------------ cut here --------------------------

The price for the update from version 1 to 1.1.1 (part-number: 500) is
15,34 Euro.

If you are a power-user (you are allready registered as a user of one
of their software), than you can buy the full version 1.1.1 (part-
number: 833) for 40,39 Euro. The price for an update is the same as
above.

If you want to buy from a foreign country, you have to pay befor
delivery. And the tax may be different (i don't know). It would be
better to ask them.

> Or are there any North American distributors in Canada or the US?

Sorry, but on the website is no list of their distributers so please
ask them: <mailto:kontakt@application-systems.de>

> I don't speak German

No problem, i do. ;-)

> although my Mom's family is from Bavaria!

But there the people don't speaks german either, they speaks bavarian.
=>;-> (hope you understand the joke <grin>)

> Also, what is ACS Pro?

It is a development-tool for PureC.

Have a look on the authors website: <http://acspro.atari.org/>

But these site is also only in german too, it is better you ask the
author directly: <mailto:acspro@atari-home.de?subject=ACSpro:>

hope it helps

cu Harald Placke

--
Answer only in the newsgroup!

114. Re: ICD FA*ST External Drive Problems

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 19:21:35 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <qFkS9.1967$Gn6.24212@newsfep4-gui.server.ntli.net>
Source record: 30095
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello.

"Sean Kelley" <sean0ceallaigh@yahoo.com> wrote in message
news:c6402c6a.0301052242.362fd808@posting.google.com...
> Thanks all for the help. It does indeed look to be the drive.
> I opened the case of the ICD FA*ST and disconeccted the
> Quantum SCSI from the adapter board. Even then it had trouble
> spinning up. So I will be replacing the SCSI drive.

Did you check the 5v and 12v?

The new drive will do the same again if the voltages are down.

Been there, got the T shirt.

Barrie at Keychange.

115. Re: dumb question

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 20:48:19 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <avcq2o$ej1bu$1@ID-40235.news.dfncis.de>
Source record: 29996

<darkroom@ecn.ab.ca> wrote in message
news:B_8S9.12799$i%.2512424@localhost...
> Plisken (Harry@microsun.co.uk) wrote:
> : Will modern 1.44 disks NOT work with my 520STFM?
>
> : I seem to recall the drive being 720Kb. Would it then not be possible to
> : simply first format the disks in the Atari, even though they are 1.44mb?
>
> : All comments appreciated...
>
> Formating HD disks to DD on an Atari worked flawlessly for me for years.
> Disk data will not be readable on a PC though.You could think of it as a
> security feature...
>

Just cover the HD hole with a label first.

> toby

116. Re: disk errors

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 21:16:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200301062216.a41046@su2.maus.de>
Source record: 30018

Hi Harry,

P>I'm having trouble with my 520 STFM reading my older disks,
I hope you didn't store your disks near any high tension line, loud
speaker etc...

Und TTschi¿½
ps

117. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 23:06:24 UTC
From: nospam@nospam.com
Message-ID: <e62k1vkps38rbvjdinotri8ehus385e3i2@4ax.com>
Source record: 29997

On Sun, 05 Jan 2003 21:01:33 GMT, "Kenneth Medin"
<kennethm@tripnet.se> wrote:

> in comp.sys.atari.st
>begin quoted text from <vj2h1v8mbf25fis7038k9chvebcaij13tm@4ax.com>
> by nospam@nospam.com on Sun 05-01-2003 19:50 (GMT):
>
>>On 07 Dec 2002 14:53:10 GMT, danap8@aol.com (DANAP8) wrote:
>>
>>>A-ONE #0449 12/06/02
>>>
>>> ~ Kazaa Case Has Begun! ~ People Are Talking! ~ Spam To Get Worse?
>>> ~ PGP Products Improve! ~ Aimster Is Restrained! ~ Justify Patriot Act!
>>> ~ eBay Scammer Charged! ~ Britain Closing Gap! ~ AliveSX Released!
>>> ~ Russian Cracker Case! ~ AOL Offers Exclusives! ~ Bonzi.com Sued!
>
>>Again, I have to ask...
>
>It's not very smart to ask the same question again as you got some very
>intelligent answers the last time when you appeared as "misterjordan".
>
>I suggest you check the whole thread at Google:
>
>http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&threadm=20021201100254.14034.00000276%
40mb-fm.aol.com&rnum=5&prev=/groups%3Fq%3Dgroup:comp.sys.atari.st%2Bauthor:DANAP8%26hl%3De
n%26lr%3D%26ie%3DUTF-8%26scoring%3Dd%26selm%3D20021201100254.14034.0000
>
>So, boys and girls: This guy is a sweet little troll. Be nice to him,
>especially since he has a few more rescent posts by DANAP8 to read and
>maybe react upon... :-)

Gee, I'm glad to see that you are so interested in what I am doing
online. And learn how to spell 'recent' before attempting to correct
me again. You may also want to get a life, as I don't research every
Usenet post I disagree with...next time, delete the post and move on
with your no-doubt interesting and fun-filled life.

And I didn't even read the responses last time, I just post crap like
that to get a rise out of people like you. Thanks for verifying the
fact that I've achieved my goal.

Until next time...
.

118. FA: Atari software and Manuals

Newsgroup: comp.sys.atari.st
Date: 2003-01-06 23:24:24 UTC
From: kbk <kkibbe_lessspam@golden.net>
Message-ID: <3t3k1v4v182ge8arc0tqua3ir29lch4km2@4ax.com>
Source record: 29998

I have a collection of old atari software for auction. A list:

List of software:

Mavis Beacon Teaches Typing (2 disks)
Atari XOR by Astral Software
Atari U.S.A. Language Disk for Mega and ST
Mixed up MOther Goose (2 disks)
WordUp 3.0 (5 disks)
WordPerfect (5 disks)
Clue Master Detective
Turbo ST version 1.0
Batman The caped crusader (2 disks)
Captain Blood (2 disks)
Uninvited (2 disks)
GFA Ray Trace
Gridiron The Football Simulator
Jewels of Darkness
Dive Bomber (2 disks)
Barbarian II (3 disks) PAL VERSION
Superman Man of Steel (2 disks)
Operation Wolf (3 disks)
Stacy Atari Advanced Hard disk utilities Stacy Rev A
Hero's Quest I MS-DOS disk 2 of 4 only...
Weird Dreams (2 disks)

List of Manuals:

The Atari ST Book bye Ralph C. Turner
Gridiron The Football Simulator User's Manual
Parent Guide for Mixed-up Mother Goose
Dive Bomber Instruction Manual
Wayne Gretzky Hockey
Weird Dreams
Police Quest 2 Hint book
Clue Master Detective
Final Assault
GEA Raytrace
DEGAS Elite
Atari ST BASIC Quick Reference Guide
Atari 1st word

Everything is as is. If there is something you'd like me to check I
will try it on my 1040st. Ask questions.
I will ship world wide, buyer to pay actual shipping cost only,
nothing else is added. I package very well.

Thanks very much.
Kevin

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2086785751&rd=1

119. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 02:53:56 UTC
From: sidcelery@cix.co.uk
Message-ID: <avdfg3$c5e$1@thorium.cix.co.uk>
Source record: 29999

```
On 2 Jan 2003 09:37:04, Audrey Springer wrote:
> in article av0gqb$enl$3@thorium.cix.co.uk, Harry Sideras at
> sidcelery@cix.co.uk wrote on 1/1/03 9:56 PM:
>
>> On 22 Dec 2002 09:06:16 , Ken Springer wrote:
>>> All it took was getting the jumpers right and configuring HDDriver
>>> 6.22 properly, and now both of the IBM Deskstar SCSI 2 Fast drives
>>> are purring happily in the Hades. :-)
>>
>> Good news Ken.
>> I picked up an IBM Ultrastar DCHS-39100 SCSI2 9Gb drive recently
>> and had problems setting it up. Can you mail me with your jumper
>> settings please? The 540Mb drive I'm using needs daily spring
>> cleaning to keep it from filling up...
>>
> I'm on vacation, using different computers to check the newsgroup.
> I've forwarded this message to my home email, will take care of it
> when I return home.
>
> I have to be at work on Monday, and will be out of town Tuesay
> afternoon through Thursday, so it might be that weekend before you
> hear from me.

Sure thing, Audrey B^)

H
```

120. Converting AtariWorks Spreadsheets

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 04:08:28 UTC
From: "Thomas J. Andrews" <tjatari@dreamscape.com>
Message-ID: <v1kkrl4n94972@corp.supernews.com>
Source record: 30000

I have a number of AtariWorks spreadsheets I've been using over the years. Now, I'd be just as happy to continue using them forever, but my Mega STe probably won't last that long, and I know my Syquest 200 MB carts won't. I've decided it might be best if I were to convert the 'sheets to a format my Linux/Windows PC can use, like Excel or OpenOffice.org, because if the worst happens it'll be easier to replace PC hardware than TOS-compatible hardware.

Is there a TOS, Windows, or Mandrake Linux program that can do this for me, or will I be forced to work them out by hand all over again? I thought of exporting them, but AtariWorks doesn't export the formulas in cells, only the results. I'm not interested in the formatting information, I can take care of that in the PC program I use. I AM interested in the cell references and formulas.

Any help I can get to ease my tax preparation will be greatly appreciated. <Grin>

TJ

121. Reckon you can clean your own hard disk? (kaqs tnz)

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 06:07:35 UTC
From: npqhnenf@xha.com
Message-ID: <7rqdva.77i.ln@thoth.nilenet.com>
Source record: 30001
Body handling: HTML body converted to readable text

You're in Serious Trouble - It's a Proven Fact!

http://www.opt-in-adult.com/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the
Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything
Else you see or do could easily be recovered to Haunt you forever! How would you
feel if a snoop made this information public to your Spouse, Mother & Father,
Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve
all your problems and enjoy all the benefits of an "As New PC", Evidence
Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and
Professionally Clean your PC in one easy mouse click!

Visit this URL to get protected:
http://www.opt-in-adult.com/eenws/

Zwk st nozj cufur kmabza di bgef lqopro vwk hikusd nb
xvfhr lqrp pq fdnsq wlmxuw cqopn tljkl rxh
ymopmb hzxlwk dvkuj cu afdr rsge xprb ymbc zrf
jxmny rwxzab ab iabp wol ejlmkl rwu rwgvj
nsd wbc vac vnocnb vaomab vak uwk diwlz fxijh rf c.

Qdolwk efgrfh nfmn gya thfti og mefh ns hmb hzk metds xhepds l
fkljk djc wocabp wayaoc wklnbc mrsh nf ydbpdo lqopno
ikljx dik iwh kczo qvgust zeca tlw chitu nl efhec vayj
mecnki bgebd skiwuv yqbya cufce nnhrpd tymkvw cd kpzo hmj qv.

Obzjk ef uwkvjl nsqr xpnx rs cqspr kcaomw phsge hmnyzx qrg.

Gacmklj yrozay rsq jbzn di bpro haozwl ef lnbmno efhi
ywu nf yzomnx enljx qe kdac iwk rfgef yqbp jky rgust zr xz.

Duitust wxv bt ma dij me tljkvj cefue xc vxl etufc wb
epdo hznlmx dvx de kp joyaom sky rgh af lqbm vkyjxv bt
xyz tui bq jomnlm pur xpeoza hmjyig zrcd wbda u
kznxmx dr kpnbzn qvshr bqrc rjyvxu nfde udbpny ef yqoc vkl.

Rmnlzby bgq kyzx me kdnb rwuet zrcd wbcn gij
nbm stv btdb uzo hvg pvsuv og jocn tyw fxv bg mf ymapmo hmk d!

Jds hzay btd xlmx qi bt jo hmxywk me yzal asusg vnlz thv lda
vj me xyzxlw pesgi xcro hzkyjk rwgvf lrb
ft me xq sxdalj cufpe kpnxyj ghw ld wbda u
otqs lmoc ixhjgr xpro hjkvju asde kp
ycfz ayvx qi bcrf yusg ze xpes ydopef yqrg mefds ot a?

122. Re: Converting AtariWorks Spreadsheets

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 08:14:28 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ave295$d5pso$1@ID-40235.news.dfncis.de>
Source record: 30002

Get a copy of Gemulator and continue to use Atari Works?
"Thomas J. Andrews" <tjatari@dreamscape.com> wrote in message
news:v1kkrl4n94972@corp.supernews.com...
> I have a number of AtariWorks spreadsheets I've been using over the
> years. Now, I'd be just as happy to continue using them forever, but my
> Mega STe probably won't last that long, and I know my Syquest 200 MB
> carts won't. I've decided it might be best if I were to convert the
> 'sheets to a format my Linux/Windows PC can use, like Excel or
> OpenOffice.org, because if the worst happens it'll be easier to replace
> PC hardware than TOS-compatible hardware.
>
> Is there a TOS, Windows, or Mandrake Linux program that can do this for
> me, or will I be forced to work them out by hand all over again? I
> thought of exporting them, but AtariWorks doesn't export the formulas in
> cells, only the results. I'm not interested in the formatting
> information, I can take care of that in the PC program I use. I AM
> interested in the cell references and formulas.
>
> Any help I can get to ease my tax preparation will be greatly
> appreciated. <Grin>
>
> TJ
>

123. Re: Atari software and Manuals

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 08:16:26 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ave2cr$eiuop$1@ID-40235.news.dfncis.de>
Source record: 30003

Some what off-topic, I wonder if the current owners of Word Perfect could be persuaded to license the ATARI version for public use. I know its buggy, but for historical completness??

"kbk" <kkibbe_lessspam@golden.net> wrote in message news:3t3k1v4v182ge8arc0tqua3ir29lch4km2@4ax.com...
> I have a collection of old atari software for auction. A list:
>
> List of software:
>
> Mavis Beacon Teaches Typing (2 disks)
> Atari XOR by Astral Software
> Atari U.S.A. Language Disk for Mega and ST
> Mixed up MOther Goose (2 disks)
> WordUp 3.0 (5 disks)
> WordPerfect (5 disks)
> Clue Master Detective
> Turbo ST version 1.0
> Batman The caped crusader (2 disks)
> Captain Blood (2 disks)
> Uninvited (2 disks)
> GFA Ray Trace
> Gridiron The Football Simulator
> Jewels of Darkness
> Dive Bomber (2 disks)
> Barbarian II (3 disks) PAL VERSION
> Superman Man of Steel (2 disks)
> Operation Wolf (3 disks)
> Stacy Atari Advanced Hard disk utilities Stacy Rev A
> Hero's Quest I MS-DOS disk 2 of 4 only...
> Weird Dreams (2 disks)
>
>
>
> List of Manuals:
>
> The Atari ST Book bye Ralph C. Turner
> Gridiron The Football Simulator User's Manual
> Parent Guide for Mixed-up Mother Goose
> Dive Bomber Instruction Manual
> Wayne Gretzky Hockey
> Weird Dreams
> Police Quest 2 Hint book
> Clue Master Detective

> Final Assault
> GEA Raytrace
> DEGAS Elite
> Atari ST BASIC Quick Reference Guide
> Atari 1st word
>
> Everything is as is. If there is something you'd like me to check I
> will try it on my 1040st. Ask questions.
> I will ship world wide, buyer to pay actual shipping cost only,
> nothing else is added. I package very well.
>
> Thanks very much.
> Kevin
>
>
>
>
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2086785751&
rd=1

124. Re: gemulator help needed

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 08:19:17 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ave2i6$epkj9$1@ID-40235.news.dfncis.de>
Source record: 30004

The readme says GEM2000.INI which I think will be somewhere in the Windows Directory..

"Boris Cahan (telvt)" <bdc2@po.cwru.edu> wrote in message news:avapkk$8dk$1@eeyore.INS.cwru.edu...
> but doesn't the dos version only emulate simpler versions? and without
> Windows accessibility?
> Does anyone know where the gemulator stores its values? after running (or
> trying to run) a few times, it now does NOTHING, but crashed with a page
> fault???
> "lp" <gfa@basic.net> wrote in message news:BA3E2414.B721%gfa@basic.net...
> > in article avabng$h6q$1@eeyore.INS.cwru.edu, Boris Cahan (telvt) at
> > bdc2@po.cwru.edu wrote on 1/5/03 5:30 PM:
> >
> > > LOL, I have tried almost every thing i could think of
> >
> > Try the old DOS version.
> > It even runs on my iMAC under Virtual PC.
> >
> > This site might help:
> > http://www.geocities.com/softmacxp/index.html
> >
> > --
> > Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
> >
> >
>
>

125. Newbie ;-)

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 10:17:39 UTC
From: MrZammler <none@nowhere.com>
Message-ID: <pan.2003.01.07.10.17.39.635904.5750@nowhere.com>
Source record: 30005

Dear All,

I got a problematic atari 520ST for nothing, and I need some guidance on how to tackle it's problem.

The previous owner stated that it probably has a problem with a loose memory chip connection. Sometimes it boots to a white screen, sometimes it just gives a bomb. Is this a common fault, or is there a place I should look for it to fix? (have no idea what the innards of an ST look like - yet).

I'm a long (and still use) Amigas, but have never came across an Atari.

Provided I can fix that, I would also like to ask what kind of monitor I can connect to the ST. Does it have a video out? RGB?

And what about the hard disk connector. I would appriciate any info on how I can connect a hd on the machine.

That's all,
thanks for any info,
MrZammler

If something is hard to do, it'll happen.
If something is impossible to do, it'll just take a little longer...

126. Re: Converting AtariWorks Spreadsheets

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 11:08:22 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <2xyS9.2239$rJ.14632@newsfep4-win.server.ntli.net>
Source record: 30006

Hello.
"Thomas J. Andrews" <tjatari@dreamscape.com> wrote in message
news:v1kkrl4n94972@corp.supernews.com...
> I have a number of AtariWorks spreadsheets I've been using over the
> years. Now, I'd be just as happy to continue using them forever, but my
> Mega STe probably won't last that long, and I know my Syquest 200 MB
> carts won't.

Oh ye of little faith!!! If your Mega STE should fail just get it fixed or
get another one.

In fact, get another one now as a spare.

You have got other backups of your work?????

There are other Atari compatible storage devices besides the Syquest

There is another 10 yrs in the current Atari stock, let's have no more
bleating on this subject.

Grrrr!

Barrie at Keychange. www.keychange.co.uk

127. What sort of FPU should I buy.

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 11:32:34 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <mfel1v8skf3t6s4v3156h68i80n61l65hu@4ax.com>
Source record: 30008
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I suppose what I should first ask is what would I need one for (cubase audio ??), and what sort of enhancments would it offer.

This would help me figurer out if I need one, that said, I wouldnt even know where to get one if they were still available. (though I'm guessing it must be a standard sort of chip used not solely in falcons.)

I live in the UK if this assists in location of a supplier

Thanks... Rob

128. Re: Converting AtariWorks Spreadsheets

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 11:37:24 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <UZyS9.5504$Hs3.655756@ursa-nb00s0.nbnet.nb.ca>
Source record: 30009

I agree, I have four St's, three for parts.....
Keep the faith ;)
"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:2xyS9.2239$rJ.14632@newsfep4-win.server.ntli.net...
> Hello.
> "Thomas J. Andrews" <tjatari@dreamscape.com> wrote in message
> news:v1kkrl4n94972@corp.supernews.com...
> > I have a number of AtariWorks spreadsheets I've been using over the
> > years. Now, I'd be just as happy to continue using them forever, but my
> > Mega STe probably won't last that long, and I know my Syquest 200 MB
> > carts won't.
>
> Oh ye of little faith!!! If your Mega STE should fail just get it fixed or
> get another one.
>
> In fact, get another one now as a spare.
>
> You have got other backups of your work?????
>
> There are other Atari compatible storage devices besides the Syquest
>
> There is another 10 yrs in the current Atari stock, let's have no more
> bleating on this subject.
>
> Grrrr!
>
>
> Barrie at Keychange. www.keychange.co.uk
>
>
>
>

129. Re: Converting AtariWorks Spreadsheets

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 12:19:10 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <v1lhe03n0a3r10@corp.supernews.com>
Source record: 30010

I know the concern. I had to go to MS Windows because my Atari Mega STe 4 could no longer handle some of my VIP Professional spreadsheets. Just before the files were to big to handle it was taking 5 minutes to load the sheets and another 5 minutes to do a recalculation. I no longer have the STe but do miss the uncluttered way Atari installed programs. Most of the time a program consisted of less than 5 files, were all in one folder and if you wanted to remove the program, just delete the folder. "Gaud, how I love(d) it so! (George C Scott - Patton)

Getting back to those spreadsheets -
Because VIP Professional saved the files as WKS they were compatible with Lotus 1-2-3 which I now use. I believe WKS files are compatible with MS Works, probably Excel and others.

In those good ol days I was running the Bear Cavern BBS - It was a fun hobby and even got a few calls from around the world. Australia, England, Sweden, Germany... It added to the enjoyment seeing folks would call very long distance to visit my Atari Mega ST 4 BBS. I had three computers in those days, Mega ST4 for the BBS, Mega STe 4 for personal use and a 1040 ST for a spare.

Ah..... I'm babbling, us ol guys do that.

Take care all,

Don
Retired SySop of the retired Bear Cavern BBS, Vancouver, USA (State of Washington)
Hmmmm..... "Retired" kinda close to "Expired"! <<G>>

"Thomas J. Andrews" <tjatari@dreamscape.com> wrote in message news:v1kkrl4n94972@corp.supernews.com...
> I have a number of AtariWorks spreadsheets I've been using over the
> years. Now, I'd be just as happy to continue using them forever, but my
> Mega STe probably won't last that long, and I know my Syquest 200 MB
> carts won't. I've decided it might be best if I were to convert the
> 'sheets to a format my Linux/Windows PC can use, like Excel or
> OpenOffice.org, because if the worst happens it'll be easier to replace
> PC hardware than TOS-compatible hardware.
>
> Is there a TOS, Windows, or Mandrake Linux program that can do this for
> me, or will I be forced to work them out by hand all over again? I
> thought of exporting them, but AtariWorks doesn't export the formulas in
> cells, only the results. I'm not interested in the formatting
> information, I can take care of that in the PC program I use. I AM
> interested in the cell references and formulas.

>
> Any help I can get to ease my tax preparation will be greatly
> appreciated. <Grin>
>
> TJ
>

130. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 12:21:17 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1041942077@news.frii.com>
Source record: 30011

On Tue, 7 Jan 2003 02:53:56 +0000 (UTC), sidcelery@cix.co.uk (Harry Sideras) wrote:
> On 2 Jan 2003 09:37:04, Audrey Springer wrote:
> > in article av0gqbenl3@thorium.cix.co.uk, Harry Sideras at
> > sidcelery@cix.co.uk wrote on 1/1/03 9:56 PM:
> >
> >> On 22 Dec 2002 09:06:16 , Ken Springer wrote:
> >>> All it took was getting the jumpers right and configuring HDDriver
> >>> 6.22 properly, and now both of the IBM Deskstar SCSI 2 Fast drives
> >>> are purring happily in the Hades. :-)
> >>
> >> Good news Ken.
> >> I picked up an IBM Ultrastar DCHS-39100 SCSI2 9Gb drive recently
> >> and had problems setting it up. Can you mail me with your jumper
> >> settings please? The 540Mb drive I'm using needs daily spring
> >> cleaning to keep it from filling up...
> >>
> > I'm on vacation, using different computers to check the newsgroup.
> > I've forwarded this message to my home email, will take care of it
> > when I return home.
> >
> > I have to be at work on Monday, and will be out of town Tuesay
> > afternoon through Thursday, so it might be that weekend before you
> > hear from me.
>
> Sure thing, Audrey B^)
>
> H

PFFFFFFTTTTTT!!! LOL

I've got your post about this printed out and sitting next to the monitor. Headed out of town today for 2 days of meetings.

I'll send them along when I get back.

Ken

131. Atari 16 Channel Midi Adaptor (New)

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 15:22:31 UTC
From: Hard bastard <cdsgalore@yahoo.com>
Message-ID: <yeCS9.1082$9l3.161172@newsfep2-win.server.ntli.net>
Source record: 30012

Excuse the post I dont make a habit of posting adverts on newsgroups but I have just shutn down an Atari Hardware business and I have 2 X Midi Adaptors for the Atari ST/STM range of computers. These simply plug into the 25 pin serial port and the Atari will recognise it as a 16 Channel midi adaptor. This has a 5 Pin Din socket output for standard Midi leads etc. It also comes with Cubase drivers on Floppy. Cubase is the only software that require these additional drivers.
They originally sold for £14.95 each (I actually manufactured them and hold the copyright) I have 2 left and anyone interested can have 1 for £5 This includes postage to the UK but overseas buyers will need to pay the actual postage. Probably only of interest to the UK buyer because of arranging payment in sterling. This is a one time posting, so sorry for the advert but I felt that this would be of interest to the many Atari users out there.

removejohnandaudrey@ntlworld.com

Just remove the word "remove" from the above email address to send mail

132. Re: Newbie ;-)

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 15:23:24 UTC
From: Mark Duckworth <mducksub@nospaamatari-source.com>
Message-ID: <1041959305.405447@blade.atari-source.com>
Source record: 30013

MrZammler wrote:

> Dear All,
>
> I got a problematic atari 520ST for nothing, and I need some guidance on
> how to tackle it's problem.
>
> The previous owner stated that it probably has a problem with a loose
> memory chip connection. Sometimes it boots to a white screen, sometimes it
> just gives a bomb. Is this a common fault, or is there a place I should
> look for it to fix? (have no idea what the innards of an ST look like -
> yet).
>
> I'm a long (and still use) Amigas, but have never came across an Atari.
>
> Provided I can fix that, I would also like to ask what kind of monitor I
> can connect to the ST. Does it have a video out? RGB?
>
> And what about the hard disk connector. I would appriciate any info on how
> I can connect a hd on the machine.
>
> That's all,
> thanks for any info,
> MrZammler
>
> ----
> If something is hard to do, it'll happen.
> If something is impossible to do, it'll just take a little longer...

Every 520 ST I've ever had has strange problems like this, usually after sitting a long time. What usually fixes it is picking up the computer 3 or 4 inches and dropping it on it's left side. This serves to reseat a lot of the IC's in there. I am not responsible for any damage to your beloved atari ;-) This is just a technique that has been known to work.

Thanks
Mark
http://atari-source.com

133. MS Excel to Atari

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 16:37:43 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA4050F7.2915E%nameerf@flash.net>
Source record: 30014

Hello,

Every once in a while, we get people sending me rather important documents that my wife or I need. However, they send them in MS Excel format. I hate it when people assume everyone in the world must use Microsoft stuff. I know that Texel supposedly can read Excel files, but whenever I try to import them on the Texel 2.2 demo to view them (File->Import->MS Excel), Texel just spits some German at me (it looks like something about it not being a correct file format). Is it just that Texel isn't up to date, and the newer MS stuff is that much different? Or am I doing something wrong? I don't have anything on my Mac that will read the files, either, so I'm stuck.

Mike Freeman
nameerf@flash.net

134. FS Atari ST Hardware package including 105 meg hard drive

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 17:01:20 UTC
From: Mickey Johnson <mickster@derbyworks.net>
Message-ID: <avf15a$eev8f$1@ID-90035.news.dfncis.de>
Source record: 30015
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am selling my Atari ST Collection (I collect pinball machines and full size video games and I am running out of room)

2 Atari 1040ST's (1 1040 has a PC Ditto 2 installed)
1 Atari Mega 2
1 105 meg Power drive hard drive (not homebrew, its a professional built product)
2 314 double sided drives
1 354 single sided drives
2 color monitors
1 R/C aerochopper
assorted cables, books, a few disks, etc......

$200 for all of it, or $150 and I keep one computer, a 314 drive, monitor, and aerochopper.

Please email me if you have any questions, interests, etc.......

--
Mickster

Visit my website and see my arcade!!

http://mickster.freeservers.com

135. Re: MS Excel to Atari

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 17:14:12 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e1b0bd2582d021@europe-shareware.org>
Source record: 30016

Hello,

in article <BA4050F7.2915E%nameerf@flash.net> (comp.sys.atari.st),
Michael and Nicole Freeman wrote on Tue 07-01-2003 16:37 (GMT):

> .../... I don't have anything on my Mac that will read the
> files, either, so I'm stuck.

There is a free viewer (from Microsoft) to display Excel files (the same
exists for Word), at least for Windows: not for MacOS?

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

136. Re: ST Football Manager - I wrote the o

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 20:30:30 UTC
From: kevin@kevintoms.com
Message-ID: <3e1b38a6.935865403@news.paradise.net.nz>
Source record: 30017

On Thu, 2 Jan 2003 04:56:40 +0000 (UTC), sidcelery@cix.co.uk (Harry Sideras) wrote:

>On 21 Dec 2002 20:48:09, Kevin Toms wrote:
>> On Fri, 20 Dec 2002, sidcelery@cix.co.uk (Harry Sideras) wrote:
>>> On 13 Dec 2002 06:26:46, Kevin Toms wrote:
>>>> Most people know I wrote the original Football Manager. I have
>>>> never written to this newsgroup before, but I am writing a
>>>> modernised version of the game, and I'd like to make contact with
>>>> players of the original game that I wrote all those years ago. I
>>>> would love to hear from any players.
>>> Was this Football Manager II for the ST - a follow-up to the
>>> original on 8-bit machines like the 800XL ? If so, I was a player!
>>> B^)
>>
>> Yes Football Manager 2 is what I should have said, sorry.
>> Did you like the game?
>
>Sure did. It was very different from the Atari 8-bit version, which
>was what I was trying to get hold of originally, but still good.
>
>IIRC the 8-bit versions varied enormously - despite the better graphic
>modes of the 800XL it was a text game,while it was graphical on the
>Spectrum\Amstrad machines of the time. When I got myself an STFM in
>about 1988 the first two programs I was looking to get were Mini
>Office and Football Manager 2.
>
>I wasn't any good at the footie games that involved contortions of
>fingers to manipulate individual players like some of those around, so
>FM2 suited me.
>
>rgds
>Harry
Yes there was quite a difference between versions, by necessity most
often. Incidentally, I am writing an Internet version if you are
interested.
kevin@kevintoms.com
http://www.kevintoms.com

-Wanna try a new free product from me - Kevin Toms Game Manager?

137. Newbie ;-)

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 20:38:08 UTC
From: Harald Placke <hapla@epost.de>
Message-ID: <07012003214026i2C0044F24HFFFFFFFF@hapla.de.vu>
Source record: 30019

Hi Mark,

> What usually fixes it is picking up the computer 3 or 4 inches and
> dropping it on it's left side.

You repair your car by dropping a hammer on its roof? =;-)

This is not a good advice. It's better and more professionel to open the ST and to drag out each IC, which is plugged in a soccket. Only one by one and remeber the position an direction of each peace.

When you drag the ICs, be very careful. Don't bend the pins of the IC

Then you rub carefully the pins of each IC on a peace of paper (normal paper for a printer does ist), then don't grab at the pins and plug the IC softly back in the socket (same direction as befor). Watch that all pins are correctly in the socket, then press it right down.

The pins of the IC oxidate by time so they don't have a good contact any more.

> I am not responsible for any damage to your beloved atari ;-)

The same for my advice. ;-)

cu Harald Placke

--
Answer only in the newsgroup!

138. Re: Newbie ;-)

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 22:55:49 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <bWIS9.3$JO2.1313@nsw.nnrp.telstra.net>
Source record: 30020

Harald Placke <hapla@epost.de> wrote in message
news:07012003214026i2C0044F24HFFFFFFFF@hapla.de.vu...
Hi Mark,

> What usually fixes it is picking up the computer 3 or 4 inches and
> dropping it on it's left side.

You repair your car by dropping a hammer on its roof? =;-)

This is not a good advice. It's better and more professionel to open
the ST and to drag out each IC, which is plugged in a soccket. Only
one by one and remeber the position an direction of each peace.

When you drag the ICs, be very careful. Don't bend the pins of the IC

Then you rub carefully the pins of each IC on a peace of paper (normal
paper for a printer does ist), then don't grab at the pins and plug
the IC softly back in the socket (same direction as befor). Watch that
all pins are correctly in the socket, then press it right down.

The pins of the IC oxidate by time so they don't have a good contact
any more.

The biggest problem comes from chip creep caused by the thermal cycling. In
most cases giving the chips a good push down is enough to reseat them and
have no more problems for some time. Removing the chips and going through
all that hoo-haa only serves to increase the chances that the machine will
never work again, something that should be avoided even if it is an ST.

> I am not responsible for any damage to your beloved atari ;-)

The same for my advice. ;-)

After using Amiga's I think he is going to be sorely dissappointed with the
ST.

Regards,

Clockmeister.

--
www.tnet.com.au/~gerryvdb
schematics for Amiga computers,
A590, A1060 Sidecar and DKB Megachip
manuals for download plus much more
information for the Amiga hardware hacker

139. Re: FS Atari ST Hardware package including 105 meg hard drive

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 22:59:30 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <EZIS9.4$JO2.869@nsw.nnrp.telstra.net>
Source record: 30021
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Mickey Johnson <mickster@derbyworks.net> wrote in message
news:avf15a$eev8f$1@ID-90035.news.dfncis.de...
> I am selling my Atari ST Collection (I collect pinball machines and full
> size video games and I am running out of room)
>

If it is room you are after you wouldn't be selling the Atari... it's not
that big.

140. Re: Newbie ;-)

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 23:35:41 UTC
From: chemmad <nospamchemmad@wish.net>
Message-ID: <3E1B644D.8030401@wish.net>
Source record: 30022

try insert a DD Floppy.

connect an atari Hard Disc on that port or an Scsi convertor
connect an RGB monitor for colour
or an atari SM124 for high resoluton

buy a special cable
or find scematics to build convertor voor standard RGB

for better info refer ATARI ST FAQ

> Dear All,
>
> I got a problematic atari 520ST for nothing, and I need some guidance on
> how to tackle it's problem.
>
> The previous owner stated that it probably has a problem with a loose
> memory chip connection. Sometimes it boots to a white screen, sometimes it
> just gives a bomb. Is this a common fault, or is there a place I should
> look for it to fix? (have no idea what the innards of an ST look like -
> yet).
>
> I'm a long (and still use) Amigas, but have never came across an Atari.
>
> Provided I can fix that, I would also like to ask what kind of monitor I
> can connect to the ST. Does it have a video out? RGB?
>
> And what about the hard disk connector. I would appriciate any info on how
> I can connect a hd on the machine.
>
> That's all,
> thanks for any info,
> MrZammler
>
> ----
> If something is hard to do, it'll happen.
> If something is impossible to do, it'll just take a little longer...
>

141. Re: gemulator help needed

Newsgroup: comp.sys.atari.st
Date: 2003-01-07 23:41:22 UTC
From: johnburgessREMOVECAPS@freeola.net
Message-ID: <CAJS9.378$4d7.221@news-binary.blueyonder.co.uk>
Source record: 30023

Hi everyone,

I have not tried posting before, so I hope I'm doing it right...
(although I *have* followed many discussions on this group over the
last couple of years and learned much of interest - thank you.)

I've been playing with Atari ST emulators for some time now, and
in my admittedly-limited experience, for use with "serious"
applications and relatively trouble-free setting-up, I'd go for
TOSBox any time.

I've installed quite a few emulators on various DOS/Windows
boxes for fellow Atari enthusiasts. Gemulator 2000 has nearly always
needed a bit of messing about because the program file I had to hand
has often not corresponded 100% to the docs to hand. Further, on
shutting it down and starting it up again, I sometimes found that
the first instance of it, had just minimised and was still running!
(This can cause some decidedly odd behaviour - in Windows 95, hit
Ctrl/Alt/Del to bring up a task list and see what's running.)

I wonder if some of the troubles expereienced are due to running
multiple instances of Gemulator 2000? Just a suggestion.

May I ask for help too? Despite the above "experience installing
emulators" I have *completely* failed to do one thing right - and
Murphy's Law tells you it's the one thing I *really* want to do...

Because of poor health I have wanted to use a better keyboard - my
STE's keyboard is quite difficult to use these days. It's soggy and I
make lots of mistakes, which as my hands shake take ages to put
right. Thus I hoped an emulator an a decent PC keyboard would help -
and it did. However, I mainly use my STE for e-mail and ftp - using
NEWSie - and after a year of fiddling have been unable to get STinG
to talk properly to my PC's serial port.

(Last year I changed my DMA chip, but my health has deteriorated to
the extent I couldn't manage to do that sort of hack now. So getting
inside and changing to an external keyboard really isn't on these
days. I *did* once try getting some DEC LK201s to work with my STE -
but despite following a FaST Club disk's instructions I never got
them talking to each other, although I *did* get the LK201s talking
to any and all of my DOS machines... :-( )

For the time being I use a DOS text editor and Ghostlink, preparing
email text on the DOS machine (with its lovely solid keyboard) and
importing it into NEWSie to send. But I'd like to do it all in an
emulator, especially as my STE's hard disk (an old SH204) is getting

iffy. I have a nice DOS email application but I'd really like to carry on using NEWSie - and all my other ST apps when the "real" Atari machine finally dies.

As I said earlier, I've had no real problem with getting most things working on emulators. Except STinG on a serial port with HSMODEM. I know HSMODEM is the problem because I've tried a "clean" emulator each time, using an emulator app, a TOS image, and an AUTO folder containing only the two components of HSMODEM (in the right order!). I've tried HSMODEM version 6 and 7, TOSBox, Gemulator Classic 3.8 and Gemulator 2000, five PC's - Windows 95 and DOS - and every permutation of can think of, of that lot - and every time the system "hangs" halfway through loading MFP.PRG; it doesn't quite get as far as displaying its "MFP without additions" line.

STinG pings its host OK, so STinG itself is working OK, I guess.

I even copied over my STE's C: partition to my PC's C: partition, and the known-working STinG/HSMODEM installation thus transferred, "hung" in exactly the same place...

I also tried replacing the two components of HSMODEM with TURBOCTS; this time STinG let me dial out, but the logs showed no responses to the packets sent. I got exactly the same result when I repeated this substitution on the STE - so I *know* HSMODEM is what I need to get going on my emulator(s). Well, I *think* I know...

If anyone has any ideas on overcoming this, I'd be *most* grateful.

Thank you, group members, in anticipation of any help given. Please bear with me if there is no immediate response from me to anything posted (assuming this posting of *mine* works...) as - although I collect posts regularly from comp.sys.atari.st - for the aforementioned health reasons I can't be sure of being able to respond to them as quickly as I'd like.

With best regards,

John

On 5 Jan 2003 21:28:25 -, telvt\ wrote:
>> bdc2@po.cwru.edu wrote on 1/5/03 5:30 PM:
>>
>> > LOL, I have tried almost every thing i could think of
>>

On 5 Jan 2003 21:28:25 -, telvt\ wrote:
>but doesn't the dos version only emulate simpler versions? and without
>Windows accessibility?
>Does anyone know where the gemulator stores its values? after running (or
>trying to run) a few times, it now does NOTHING, but crashed with a page
>fault???
>"lp" <gfa@basic.net> wrote in message news:BA3E2414.B721%gfa@basic.net...

>> in article avabng$h6q$1@eeyore.INS.cwru.edu, Boris Cahan (telvt) at
>> bdc2@po.cwru.edu wrote on 1/5/03 5:30 PM:
>>
>> > LOL, I have tried almost every thing i could think of
>>
>> Try the old DOS version.
>> It even runs on my iMAC under Virtual PC.
>>
>> This site might help:

142. Re: Converting AtariWorks Spreadsheets

Newsgroup: comp.sys.atari.st
Date: 2003-01-08 03:48:07 UTC
From: "Thomas J. Andrews" <tjatari@dreamscape.com>
Message-ID: <v1n81h7lob9efe@corp.supernews.com>
Source record: 30024

Barrie at Keychange wrote:
> Hello.
> "Thomas J. Andrews" <tjatari@dreamscape.com> wrote in message
> news:v1kkrl4n94972@corp.supernews.com...
>
>>I have a number of AtariWorks spreadsheets I've been using over the
>>years. Now, I'd be just as happy to continue using them forever, but my
>>Mega STe probably won't last that long, and I know my Syquest 200 MB
>>carts won't.
>
>
> Oh ye of little faith!!! If your Mega STE should fail just get it fixed or
> get another one.
>
> In fact, get another one now as a spare.
>
> You have got other backups of your work?????
>
> There are other Atari compatible storage devices besides the Syquest
>
> There is another 10 yrs in the current Atari stock, let's have no more
> bleating on this subject.
>
> Grrrr!
>
>
> Barrie at Keychange. www.keychange.co.uk
>
>
>
>

Well, as a matter of fact, someone *did* offer me a TT a while back. The SCSI interface isn't working, but he *thinks* the ACSI connector still will, with one of my ICD interfaces. Maybe I should take him up on it...

Oh, and I do have the work backed up, both on floppies and multiple paper copies. It's future work I was concerned about most.

TJ

143. Re: What sort of FPU should I buy.

Newsgroup: comp.sys.atari.st
Date: 2003-01-08 05:46:01 UTC
From: captainvimes@myrealbox.com
Message-ID: <bien1v0c5jf2rcpmpvt14plgnman6dvbap@4ax.com>
Source record: 30025

On Tue, 7 Jan 2003 11:32:34 +0000 (UTC), Rob
<rob.jenkins2@btopenworld.com> wrote:

>I suppose what I should first ask is what would I need one for (cubase
>audio ??), and what sort of enhancments would it offer.
>

I assume you have a Falcon?
An FPU will only help if the software you run can use it. There isn't
a whole lot out there, but Aniplayer comes to mind.

>This would help me figurer out if I need one, that said, I wouldnt
>even know where to get one if they were still available. (though I'm
>guessing it must be a standard sort of chip used not solely in
>falcons.)
>
>I live in the UK if this assists in location of a supplier
>

Can't help for the UK, but Best Electronics in California carry them.

Roger

144. ICD Link2 / SCSI 512MB Drive / Yamaha CD-RW configuration

Newsgroup: comp.sys.atari.st
Date: 2003-01-08 05:56:07 UTC
From: sean0ceallaigh@yahoo.com
Message-ID: <c6402c6a.0301072156.c561b3e@posting.google.com>
Source record: 30026
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I've been testing my 1040STE hooked up to an external
SCSI drive with id 0 of size 512MB. The ICD driver software
boots up from drive C of the SCSI drive without any problems.
I have a Yamaha CD-RW SCSI attached to this external hard drive.

Problem: The ICD driver software does not see the Yamaha CD-RW.
It only sees the external 512MB SCSI. Here is the hookup:

1040STE --->ICD Link2---> 512MB HD ----> Yamaha CD-RW SCSI 2

When I run ICD check, it only scans the HD and doesn't mention
the Yamaha.

Any suggestions greatly appreciated.

Sean

145. Re: ICD Link2 / SCSI 512MB Drive / Yamaha CD-RW configuration

Newsgroup: comp.sys.atari.st
Date: 2003-01-08 07:41:34 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1042018009.525215@blade.atari-source.com>
Source record: 30027
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sean Kelley wrote:

> I've been testing my 1040STE hooked up to an external
> SCSI drive with id 0 of size 512MB. The ICD driver software
> boots up from drive C of the SCSI drive without any problems.
> I have a Yamaha CD-RW SCSI attached to this external hard drive.
>
> Problem: The ICD driver software does not see the Yamaha CD-RW.
> It only sees the external 512MB SCSI. Here is the hookup:
>
>
> 1040STE --->ICD Link2---> 512MB HD ----> Yamaha CD-RW SCSI 2
>
> When I run ICD check, it only scans the HD and doesn't mention
> the Yamaha.
>
> Any suggestions greatly appreciated.
>
> Sean

Try the HD-Driver 8.1 demo on http://www.seimet.de. If it detects it the problem is that the old icd utils aren't seeing the drive for whatever reason, we may never know why ;-)

--
Mark
- http://atari-source.com
- Tower F030,Tower MSTe, 2 ethernec's, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx - all fun.

146. Re: FS Atari ST Hardware package including 105 meg hard drive

Newsgroup: comp.sys.atari.st
Date: 2003-01-08 18:22:06 UTC
From: Mickey Johnson <mickster@derbyworks.net>
Message-ID: <avhq8e$fr00j$1@ID-90035.news.dfncis.de>
Source record: 30028
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Basically I am selling all my old computer/home arcade stuff. It just doesn't get used compared to the pinballs and full size video games. I had ST's way back in the day, I sold them to buy pc's. Then 3 years ago, I got nostalgic and bought a local ST guy's stuff. I have had my fun and now I am ready to pass it on instead if it just getting packed away in boxes. My ST is currently sitting were I want to expand my PC network with another computer. We have a lot of LAN parties (starcraft/warcraft/Medal of Honor) and we are hoping to have 8 computers hooked together.

--
Mickster

Visit my website and see my arcade!!

http://mickster.freeservers.com
"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:EZIS9.4$JO2.869@nsw.nnrp.telstra.net...
>
> Mickey Johnson <mickster@derbyworks.net> wrote in message
> news:avf15a$eev8f$1@ID-90035.news.dfncis.de...
> > I am selling my Atari ST Collection (I collect pinball machines and full
> > size video games and I am running out of room)
> >
>
> If it is room you are after you wouldn't be selling the Atari... it's not
> that big.
>
>

147. Re: ICD Link2 / SCSI 512MB Drive / Yamaha CD-RW configuration

Newsgroup: comp.sys.atari.st
Date: 2003-01-08 19:06:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200301082006.a42995@su2.maus.de>
Source record: 29960

Hi Sean,

SK>When I run ICD check, it only scans the HD and doesn't mention the
SK>Yamaha.
what does happen if you omit the hard disk drive and connect the
writer only?

What's about termination?

Und TTschï¿½
ps

148. Re: gemulator help needed

Newsgroup: comp.sys.atari.st
Date: 2003-01-08 19:27:15 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <avhu2jfco1@thorium.cix.co.uk>
Source record: 30030

In message <CAJS9.378$4d7.221@news-binary.blueyonder.co.uk>,
johnburgessREMOVECAPS@freeola.net said:

>As I said earlier, I've had no real problem with getting most things
>working on emulators. Except STinG on a serial port with HSMODEM. I
>know HSMODEM is the problem because I've tried a "clean" emulator
>each time, using an emulator app, a TOS image, and an AUTO folder
>containing only the two components of HSMODEM (in the right order!).
>I've tried HSMODEM version 6 and 7, TOSBox, Gemulator Classic 3.8 and
>Gemulator 2000, five PC's - Windows 95 and DOS - and every
>permutation of can think of, of that lot - and every time the system
>"hangs" halfway through loading MFP.PRG; it doesn't quite get as far
>as displaying its "MFP without additions" line.

HSMODEM is meant to fix shortcomings in the serial chip of the
Atari. I am not at all sure you need it with an emulator on a PC,
as you will be using the PC's chips. So have you tried running
without MFP and SCC?

Regards, /Peter/

149. Re: .ST to Real Atari

Newsgroup: comp.sys.atari.st
Date: 2003-01-08 20:43:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e1c388a5f0b30@attbi.com>
Source record: 30034
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>Thanks Edward for the software. It worked great.
>
>Sean
>

Great... I am glad it worked. Last time I looked, there was alot
of nice ST files for Pacifist, that are just waiting to be
converted for true Atari ST users. Take care...

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

150. Re: ICD Link2 / SCSI 512MB Drive / Yamaha CD-RW configuration

Newsgroup: comp.sys.atari.st
Date: 2003-01-08 20:43:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e1c388a5f0b33@attbi.com>
Source record: 30031
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>I've been testing my 1040STE hooked up to an external
>SCSI drive with id 0 of size 512MB. The ICD driver software
>boots up from drive C of the SCSI drive without any problems.
>I have a Yamaha CD-RW SCSI attached to this external hard drive.
>
>Problem: The ICD driver software does not see the Yamaha CD-RW.
>It only sees the external 512MB SCSI. Here is the hookup:
>
>
>1040STE --->ICD Link2---> 512MB HD ----> Yamaha CD-RW SCSI 2
>
>When I run ICD check, it only scans the HD and doesn't mention
>the Yamaha.
>
>Any suggestions greatly appreciated.
>
>Sean

Hello Sean,

I would use HDDriver with your setup. Goto Uwe's site and download
the demo. I use in my STe setup that also uses a Link2 and
everything works fine.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

151. Re: dumb question

Newsgroup: comp.sys.atari.st
Date: 2003-01-08 20:43:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e1c388a5f0b35@attbi.com>
Source record: 30033

>Will modern 1.44 disks NOT work with my 520STFM?
>
>I seem to recall the drive being 720Kb. Would it then not be possible to
>simply first format the disks in the Atari, even though they are 1.44mb?
>
>All comments appreciated...
>

Yes, they will. Just take a piece of black tape and put it over
the left hole (not the one that write-protects it.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

152. Re: JXEDITOR 0.7-7b released

Newsgroup: comp.sys.atari.st
Date: 2003-01-08 20:43:49 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e1c388a5f0b36@attbi.com>
Source record: 30035

>Martin Tarenskeen <nospam@zonnet.nl> wrote in message
news:<Pine.MNT.4.31.0301041337100.184-100000@easymint>...
>> Hi,
>>
>> I've just put JXEDITOR 0.7-7b on my website.
>> Fixed a little bug in the bankload routine. Big banks with too many
>> tones/patches were causing strange problems. Not anymore I hope :-)
>>
>> Not spectacular news, just wanted to let you know that I'm still coding
>> for Atari + MIDI in the year 2003 !
>>
>> You can download the new release here:
>>
>> http://www.home.zonnet.nl/m.tarenskeen/jxeditor.htm
>>
>> Martin Tarenskeen
>
>Thanks Martin
>We really appreciate all the great work you are doing. It makes me
>want to get a JX!
>
>We also appreciate our Coders! Its amazing that new programs for Atari
>ARE being created in 2003!
>
>Tim Conrardy

Yes. me also. I just may pick one up. I have and still use an OLD
Roland MT-32 MIDI module. How much do they run???

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

153. Re: MagicOnline

Newsgroup: comp.sys.atari.st
Date: 2003-01-08 20:43:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e1c388a5f0b37@attbi.com>
Source record: 30032

>Hi Edward
>
>> >Hi Guy's
>> >
>> >Anyone have any idea which part of Late summer 2002 that Magic Online
>will
>> >return??.
>>
>> I am not sure if they will ever return. I emailed them and got a notice
>that the address is not valid.
>
>That's very bad news! That site was one of my regular haunts, certainly one
>of the first places I'd visit for Atari need's.
>
>Does anyone else have any info or ideas
>Regards, Steve. S.

I just wish they would put the site up like it was. Even if there
are not any new programs, there were some that I had not
downloaded yet.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

154. Re: gemulator help needed

Newsgroup: comp.sys.atari.st
Date: 2003-01-08 21:03:54 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e1c922e16fac90@tripnet.se>
Source record: 30036

in comp.sys.atari.st
begin quoted text from <CAJS9.378$4d7.221@news-binary.blueyonder.co.uk>
by John Burgess on Tue 07-01-2003 23:41 (GMT):

>May I ask for help too? Despite the above "experience installing
>emulators" I have *completely* failed to do one thing right - and
>Murphy's Law tells you it's the one thing I *really* want to do...

>As I said earlier, I've had no real problem with getting most things
>working on emulators. Except STinG on a serial port with HSMODEM. I
>know HSMODEM is the problem because I've tried a "clean" emulator

>substitution on the STE - so I *know* HSMODEM is what I need to get
>going on my emulator(s). Well, I *think* I know...

I have runned STinG under Gemulator with success. The trick is to avoid
HSMODEM in the first place!

STinG itself does not really need HSMODEM to work and the serial port
routines in Gemulator does not suffer from the faults that HSMODEM
corrects.

Note that this was with an older Gemulator version and only worked with
STinG version upto 1.22. Newer versions of STinG failed under Gemulator
because of the interrupt handling that later STinG versions rely on to
function. Maybe this is fixed in newer Gemulator versions, I have not
tried it out.

I still have this harddisk image file intact and it does seem to work
well with the newest(?) Gemulator version. But I only tested to Ping
127.0.0.1 as I have no serial cable conected at the moment.

To get 115200 bps (or 57600, can't remember) check "Fast baud rates" in
the Gemulator properties dialog. This works similair to the Baud rate
mapping that HSMODEM can be setup to use.

Instead of the Rottengatter SERIAL.CPX use Atari's own MODEM.CPX and set
it to 300 Baud to get 115200 (if I remember correctly...).

With this setup I was able to browse with CAB and run Popwatch/Newswatch
for mail/News perfectly, all under Geneva/Neodesk.

I just rebooted my TT and I'm now running the latest 1.26 STinG without
HSMODEM or SERIAL.CPX installed. It's connected to the Internet via
Ethernet so it doesn't matter anyway, but there does not seem to be any
checks by STinG on startup for the existence of HSMODEM.

Sorry, but I'm to tired to setup and do a full test of StinG 1.26 with
the latest Gemulator at the moment...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

155. Re: Ash and Pure C / Pure Pascal

Newsgroup: comp.sys.atari.st
Date: 2003-01-08 22:13:40 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1042223118-32605AEicMi@adel6.freeserve.co.uk>
Source record: 29986

Hi Sean

>Does ASH sell Pure C and/or Pure Pascal to the US? Or
>are there any North American distributors in Canada or
>the US?
Bengy used to provide a North American version of the Europe Shareware service...but seeing as though he has disappeared the only option (for Pure Pascal) is from Pascal Ricard at Europe Shareware or ASH directly.

I ordered Pure Pascal from Pascal a couple of years ago and received my goods from ASH with no problems. The manual is in German BUT the program is in English!! Seems programmers speak the same language after all!!

>
>I don't speak German (although my Mom's family is from Bavaria!)
>So I can't figure out where ASH sells their products and
>whether there is an English version.
see above. The program is supposed to be compatible with Turbo Pascal (although not quite sure which version) which is handy because I have a reference book for v6 of this MSDOS program.

Hope this is of interest to you.

Neil

PS I gave up with the Megamax Modula-2 environment too! Couldn't get it to work properly with my Magic6.20 CT2B Falcon - must have been designed with ST/TT in mind?
3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

156. Re: gemulator help needed

Newsgroup: comp.sys.atari.st
Date: 2003-01-08 23:12:37 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301081512.98f8ee6@posting.google.com>
Source record: 30037

"Boris Cahan \(telvt\)" <bdc2@po.cwru.edu> wrote in message
news:<av8q54rgg1@eeyore.INS.cwru.edu>...
> I am trying to install Gemulator 2000, and have attempted to install it,
> according to the pages on the gemulator home page and also using the Atari
> st emulator FAQ. it starts, gives me the white screen, tests the memory, and
> does the wait thing (which does terminate when I hit any key) but then just
> sits there. Taskinfo (a PC task monitor) shows that it is running, but
> NOTHING HAPPENS! NADA! NICHTS! I cant get a mouse, no desktop appears!
> Anyone have any ideas???

Gemulator appears to be hanging at the point where it looks for
drives. What drive settings/files are you using?

Galen

157. Re: Converting AtariWorks Spreadsheets

Newsgroup: comp.sys.atari.st
Date: 2003-01-08 23:33:01 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301081533.4af36e2d@posting.google.com>
Source record: 30038

"Thomas J. Andrews" <tjatari@dreamscape.com> wrote in message
news:<v1kkrl4n94972@corp.supernews.com>...
> I have a number of AtariWorks spreadsheets I've been using over the
> years. Now, I'd be just as happy to continue using them forever, but my
> Mega STe probably won't last that long, and I know my Syquest 200 MB
> carts won't. I've decided it might be best if I were to convert the
> 'sheets to a format my Linux/Windows PC can use, like Excel or
> OpenOffice.org, because if the worst happens it'll be easier to replace
> PC hardware than TOS-compatible hardware.
>
> Is there a TOS, Windows, or Mandrake Linux program that can do this for
> me, or will I be forced to work them out by hand all over again? I
> thought of exporting them, but AtariWorks doesn't export the formulas in
> cells, only the results.

Hmmm. I don't know the answer to your question, but here's a few
things I'd try:

1) Gnumeric -- Atari might have used an already existing format.

2) Aranym -- Virtual machines can be fun.

3) Study the file as a text file -- perhaps a conversion is fairly
simple.

I use Atariworks spreadsheets frequently, but never bothered to export
them anywhere. I'll play around with it next chance I get.

Galen

158. Re: MS Excel to Atari

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 00:17:50 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301081617.b3388d6@posting.google.com>
Source record: 30039

Michael and Nicole Freeman <nameerf@flash.net> wrote in message
news:<BA4050F7.2915E%nameerf@flash.net>...
> Hello,
>
> Every once in a while, we get people sending me rather important
> documents that my wife or I need. However, they send them in MS Excel
> format. I hate it when people assume everyone in the world must use
> Microsoft stuff. I know that Texel supposedly can read Excel files, but
> whenever I try to import them on the Texel 2.2 demo to view them
> (File->Import->MS Excel), Texel just spits some German at me (it looks like
> something about it not being a correct file format). Is it just that Texel
> isn't up to date, and the newer MS stuff is that much different? Or am I
> doing something wrong? I don't have anything on my Mac that will read the
> files, either, so I'm stuck.
>
> Mike Freeman
> nameerf@flash.net

Hi Mike,

This happens to me too, so I attach a quick letter in Atariworks
asking for them to resave as comma deliminated ASCII and to send the
new file. Once they email me saying they can't read my attachment, I
repeat the request in ASCII.

Galen

P.S.: Cheaper Mac applications, like Thinkfree (www.thinkfree.com)
can open Excel files. If you run OS X, Openoffice
(www.openoffice.org) also works. Texel only opens Excel 2, 3, & 4
files. Excel 2002 is very different (I think Microsoft does that on
purpose).

159. Re: Reckon you can clean your own hard disk? (kaqs tnz)

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 00:31:10 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301081631.b0ad83e@posting.google.com>
Source record: 30040

npqhnenf@xha.com wrote in message news:<7rqdva.77i.ln@thoth.nilenet.com>...
> You're in Serious Trouble - It's a Proven Fact!
>
> http://www.opt-in-adult.com/eenws/

Nonsense! To clean your hard drive, remove it from the computer and scrub lightly with a plastic bristle brush dipped in dishwashing detergent. Rinse well, but do not submerge. Allow to dry completely before using as a paperweight. :-)

OK, so it's silly. But then again, so was the original post!

Galen

160. Re: ICD FA*ST External Drive Problems

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 00:36:04 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301081636.c574a08@posting.google.com>
Source record: 30041
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:<qFkS9.1967$Gn6.24212@newsfep4-gui.server.ntli.net>...
> Hello.
>
> "Sean Kelley" <sean0ceallaigh@yahoo.com> wrote in message
> news:c6402c6a.0301052242.362fd808@posting.google.com...
> > Thanks all for the help. It does indeed look to be the drive.
> > I opened the case of the ICD FA*ST and disconeccted the
> > Quantum SCSI from the adapter board. Even then it had trouble
> > spinning up. So I will be replacing the SCSI drive.
>
> Did you check the 5v and 12v?
>
> The new drive will do the same again if the voltages are down.
>
An excellent point. Make sure it isn't the power supply! Post if you
need instructions on how to test it.

Galen

161. ACE MIDI v1.06 released!

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 01:38:26 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <9ikp1vseeg4bi75vq9ugonb8stref8cdk0@4ax.com>
Source record: 30043

Hello,

This new version of ACE MIDI has three new synthesis models. Logical
AND, OR, and a simple frequency modulator. Version 1.06 is only
available for registered users.

newbeat.atari.org
http://busybee.atari.org/~newbeat/main.php

Regards,
Paul CAILLET.

162. fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 02:03:50 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1042052658-531972AEicMi@williams-net.com>
Source record: 30042

Anyone,
I currently am running fVDI .959 beta and I have
NVDI 5.01 installed. I am using fVDI for my Eclipse 4
mb ATI Rage IIc graphic card. When I bootup under
fVDI all appears to be OK. When I bootup under NVDI
all appears to be OK. But when I bootup under both
fVDI loaded first then NVDI my internet connection
suffers BIG TIME. I am used to at least 5K/sec
download speeds and almost always falls between 3K/sec
and 8K/sec. But when booting up under both VDI's my
connection goes to way under 1K/sec. Does anyone have
an Eclipse that they are using with there Falcon030
and using both fVDI and NVDI??? If so, are you
connected to the internet with it??? If so, have you
had this type of problem and if so HOW did you fix it.
Thanks for the information in advance.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 32 megs of DDR SDRam GC by NATURE for the CT60
Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem

SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

163. Re: MagicOnline

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 02:07:13 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042150654.59217.0@despina.uk.clara.net>
Source record: 29964

Hi Edward

> >> >Anyone have any idea which part of Late summer 2002 that Magic Online
will return??.
> >>
> >> I am not sure if they will ever return. I emailed them and got a notice
> >that the address is not valid.
> >
> >That's very bad news! That site was one of my regular haunts, certainly
one
> >of the first places I'd visit for Atari need's.
> >
> >Does anyone else have any info or ideas
> >Regards, Steve. S.
>
> I just wish they would put the site up like it was. Even if there
> are not any new programs, there were some that I had not
> downloaded yet.

I hate in when a site is detonated with the intention of rebuilding, i think it would be much better to leave it as is, warts and all if any, and then plumb in the new site as its available.

What downloads are you looking for BTW?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.438 / Virus Database: 246 - Release Date: 07/01/2003

164. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 02:14:41 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301081814.1c035187@posting.google.com>
Source record: 30044

I know I'm responding to an old message, but I think I might be able
to help clarify a couple of things. I'll try to make it
understandable from an Atarians viewpoint.

> Having read hear about ARAnyM, I've gotten interested in learning something >about Linux. Long ago, I learned that it was a command line OS like DOS, but >some work was being done on a graphical user interface. I have no idea where >this all stands when it comes to the Atari platform.

Linux is command-line based at heart (so is TOS, for that matter), but
most users also run a "desktop". For Linux, the most popular ones are
called Gnome and KDE.

> I've learned there are at least 2 "flavors" of Linux, GNU and Debian.

No. GNU is a policy that allows for the free transfer of code.
"Free", by the way, refers more to free speech than lack of cost,
although most GNU applications are in fact free of charge as well.
There are many flavors of Linux: Redhat, Slackware, Debian, Yellowdog,
and Lindows to name a few.

> ARAnyM uses Debian

No, although ARAnyM may have been coded on a machine that did. The
flavors of Linux are not directly compatible with each other, due
mostly to variations in which low-level programs the distributor
includes. Thus, if ARAnyM is compiled into a "binary" (think .prg or
.app) for Debian, it may or may not work on my Redhat installation.
However, ARAnym (and all GNU programs, I believe) include the source
code, and I can take that source code and compile my own Redhat
binary, since compilers for several popular computer languages are
included at no extra charge with each flavor of Linux.

> I'm really not planning on installing Linux on any of my Atari's

The only Atari Linux distribution I know of is Debian. I cannot get
it to install completely on my Falcon.

>I want a bit more speed I think. ... I had asked earlier here in
> the group a question of ARAnyM and Lindows compatibility.

I can't help you with Lindows -- all I know about it is that they have
some means to run Microsoft Office for Windows that appears to be
unique. I can say that running ARAnyM on a Mac is probably a bad idea
since ARAnyM uses a compiler that is x86 specific. Thus, ARAnyM will
likely be faster on a PC architecture. As for flavor, Redhat has the
largest US share, Debian has the advantage of generally being the

first ARAnyM binary posted to Sourceforge, and SUSE is (from what I can tell), a bit easier to get started on. Linux isn't really that hard to use nowadays, but if you want to go "under the hood" you'll have to do some reading.

If you have a spare PC, I'd buy a copy of "Linux for Dummies" or "Weekend Crash Course in Linux". They include a copy of Linux on CD. 64 MB of RAM, 512 MB free HD space and 200 MHz are roughly the minimum requirements unless you know what you are doing. Personally, I'd double all these numbers if you really intend to use Linux regularly.

Galen (who just took down his Redhat machine to free up a table on which to build a "SuperFalcon")

165. Looking for dbug disk 161

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 04:02:42 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0301082002.424f1b4e@posting.google.com>
Source record: 30045

Is this disk available elsewhere ? The following link is dead:

ftp://atari:st@download1.atarist.co.uk:777/D-Bug/dbug161.zip

tks

ron

166. FA: misc items

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 06:35:44 UTC
From: lp <gfa@basic.net>
Message-ID: <BA428270.B843%gfa@basic.net>
Source record: 29946

```
More misc items up for auction.
Click this link for a list:

http://members.ebay.com/aboutme/atarilp/

------------------------------------------------------------
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
```

167. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 07:55:23 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0301082355.49944898@posting.google.com>
Source record: 29947

nospam@nospam.com wrote in message news:<vj2h1v8mbf25fis7038k9chvebcaij13tm@4ax.com>...
> On 07 Dec 2002 14:53:10 GMT, danap8@aol.com (DANAP8) wrote:
>
> >A-ONE #0449 12/06/02
> >
> > ~ Kazaa Case Has Begun! ~ People Are Talking! ~ Spam To Get Worse?
> > ~ PGP Products Improve! ~ Aimster Is Restrained! ~ Justify Patriot Act!
> > ~ eBay Scammer Charged! ~ Britain Closing Gap! ~ AliveSX Released!
> > ~ Russian Cracker Case! ~ AOL Offers Exclusives! ~ Bonzi.com Sued!
> >
> > -* Microsoft Like Tonya Harding *-
> > -* Sun's Java in Windows May Have Merit *-
> > -* West Virginia To Join MS Settlement Fight! *-
> >
> >
> > ___ ___
> > / \----/ \ Dana P. Jacobson - Publisher - A-ONE
> > |-----| |-----| Atari Online News, Etc.
> > /_0_/ _0_/\
> > -| o o |- E-mail subscription: dpj@atarinews.org
> > / _____________/ \ A-ONE's WEB Site
> > \ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
> > ww ooooo----ooooo ww http://www.atarinews.org
>
>
> Again, I have to ask...
>
> What in the FUCK do these headlines have to do with Atari?
>
> KaZaa? Aimster? Bonzi.com? WTF?!?!?!?

Yep...I wonder too.

Could be that the 'Atari' name is still well known in popular culture
and ilicits a curiosity outside the Atari faith. A stalgic thing.
Lots of publishers use names that incorrectly represent the purpose..

168. Re: disk errors

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 08:18:55 UTC
From: Plisken <Harry@microsun.co.uk>
Message-ID: <3e1d2ff7$0$224$cc9e4d1f@news.dial.pipex.com>
Source record: 29948

No nothing like this....

"Peter Schneider" <Peter_Schneider@su2.maus.de> wrote in message
news:200301062216.a41046@su2.maus.de...
> Hi Harry,
>
> P>I'm having trouble with my 520 STFM reading my older disks,
> I hope you didn't store your disks near any high tension line, loud
> speaker etc...
>
> Und TTsch
> ps
>

169. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 08:47:01 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e1d36fc71ec30@tripnet.se>
Source record: 29949

in comp.sys.atari.st
begin quoted text from <1042052658-531972AEicMi@williams-net.com>
by carey christenson on Wed 08-01-2003 20:03 (-0600):

>Anyone,
> I currently am running fVDI .959 beta and I have
>NVDI 5.01 installed. I am using fVDI for my Eclipse 4
>mb ATI Rage IIc graphic card. When I bootup under
>fVDI all appears to be OK. When I bootup under NVDI
>all appears to be OK. But when I bootup under both
>fVDI loaded first then NVDI my internet connection
>suffers BIG TIME. I am used to at least 5K/sec

Do you connect to the Internet via a serial port?

If so try and lower the port speed to 57600 bps.

It sounds like your computer does not check the SCC chip for incomming
data often enough. There is a 1 byte buffer(!) onboard the SCC so the
computer has to do this quite often or you will loose data.

It's possible to switch the SCC chip to a ESCC with a slightly bigger
recieve buffer.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

170. Re: gemulator help needed

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 08:59:16 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e1d36fc71ec31@tripnet.se>
Source record: 29950

in comp.sys.atari.st
begin quoted text from <926a9946.0301081512.98f8ee6@posting.google.com>
by Galen on Wed 08-01-2003 15:12 (-0800):

>"Boris Cahan \(telvt\)" <bdc2@po.cwru.edu> wrote in message
>news:<av8q54rgg1@eeyore.INS.cwru.edu>...
>> I am trying to install Gemulator 2000, and have attempted to install it,

>> NOTHING HAPPENS! NADA! NICHTS! I cant get a mouse, no desktop appears!
>> Anyone have any ideas???
>
>Gemulator appears to be hanging at the point where it looks for
>drives. What drive settings/files are you using?

If using a HD image file check that it is not write protected. I had
similair problems to get Gemulator after copying everything from a CD-R.

The Windows operating system always sets the write protected flag when
copying files from a CD.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

171. Re: MS Excel to Atari

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 08:59:18 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e1d36fc71ec32@tripnet.se>
Source record: 29951

in comp.sys.atari.st
begin quoted text from <926a9946.0301081617.b3388d6@posting.google.com>
by Galen on Wed 08-01-2003 16:17 (-0800):

>Michael and Nicole Freeman <nameerf@flash.net> wrote in message
>news:<BA4050F7.2915E%nameerf@flash.net>...
>> Hello,
>>
>> Every once in a while, we get people sending me rather important
>> documents that my wife or I need. However, they send them in MS Excel
>> format. I hate it when people assume everyone in the world must use

>This happens to me too, so I attach a quick letter in Atariworks
>asking for them to resave as comma deliminated ASCII and to send the
>new file. Once they email me saying they can't read my attachment, I
>repeat the request in ASCII.

When anyone sends MS Word _or_ Papyrus binaries to me I usually respond
with a That's Write document.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

172. Re: MS Excel to Atari

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 09:12:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200301091012.a5281@du3.maus.de>
Source record: 29977

MANF>(File->Import->MS Excel), Texel just spits some German at me (it
MANF>looks like something about it not being a correct file format). Is it

If you post the German output of Texel I will translate it for you (don't know whether it will help to solve your problem but better than nothing I suppose).

Regards,

Frank

173. ADV: Atari After Christmas Sale! Extended!

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 09:46:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0301090142140.4105-100000@shell1.aracnet.com>
Source record: 29952

http://www.aracnet.com/~atari/catalogs.htm I've added more Games to my
8 Bit & ST Software Catalogs and I've updated all 8 of my Catalogs!

For those of you who missed out on my Christmas Sales! Now is the Time to
take advantage of my After Christmas Sale Discount! Now I'm offering a 20%
off the Top Discount on Games/Software, Hardware/Accessories & References/
Books for Classic Atari 8 Bit, Atari ST 16/32 Bit Computers & Jaguar Games
and Game Machines! And if your a Regular Customer, Reward yourself with
another 10% off the Top. A Whopping 30% Discount! Friends, take advantage
of this, because this is as Good as it Gets! A lot of the items on sale I
only have One, Two or a Few of! So act NOW While I got it! Got Questions?
E-Mail Atari@aracnet.com Today! Get the Catalogs while inventory Lasts!
Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org
Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974!
http://www.aracnet.com/~atari/specials.htm Holiday Specials Details!!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
If you don't Contact me Today, I can't save you any Money!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
http://www.aracnet.com/~atari/free_cat.htm Get them while they're Hot!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/auctions.htm

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

174. Re: Newbie ;-)

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 12:10:03 UTC
From: Claes <fake@spam.com>
Message-ID: <vEdT9.5383$LY2.314174@newsc.telia.net>
Source record: 29953

```
>> What usually fixes it is picking up the computer 3 or 4 inches and
>> dropping it on it's left side.

>You repair your car by dropping a hammer on its roof? =;-)
>
>This is not a good advice. It's better and more professionel to open
>the ST and to drag out each IC, which is plugged in a soccket. Only
>one by one and remeber the position an direction of each peace.
>
>When you drag the ICs, be very careful. Don't bend the pins of the IC
>
>Then you rub carefully the pins of each IC on a peace of paper (normal
>paper for a printer does ist), then don't grab at the pins and plug
>the IC softly back in the socket (same direction as befor). Watch that
>all pins are correctly in the socket, then press it right down.
>
>The pins of the IC oxidate by time so they don't have a good contact
>any more.

It's even better to use a fibre-glass pen for this cleaning procedure. Such
pens are available for next to nothing in any electronics shop. With it
you'll really remove all oxides and can probably use the machine without
problems for a couple of years more - until the next time you have to remove
oxides... ;)
For the PLCC-chips (if they're socketed), you'll need a PLCC-extractor. You
might be able to use a small screwdriver - but the risk of cracking the
socket in the process is too big then - so a real extractor is a good
investment...

Best regards,
Claes
www.holmerup.com
```

175. Mega ST4 keyboard

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 12:14:04 UTC
From: Witchy <news@sruasonidyranib.co.uk>
Message-ID: <tkpq1vg0dqs1m9rkf19ob323co80f6qgnr@4ax.com>
Source record: 29954

Hi folks,

Temporary unemployment means I can at last check out some of me
museum's items and get them sorted/cleaned up etc. Yesterday I finally
found the lost DMA cable for my MegaST4 and eventually got it to boot
(without laser printer attached), however the keyboard just produces
garbage. The connection to the machine seems to be OK 'cos the mouse
works properly, so is there something obvious to check for keyboard
death?

cheers

witchy
www.binarydinosaurs.co.uk

176. Re: FS Atari ST Hardware package including 105 meg hard drive

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 14:52:40 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <a1gT9.12$yc3.1542@nsw.nnrp.telstra.net>
Source record: 29956
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Mickey Johnson <mickster@derbyworks.net> wrote in message
news:avhq8e$fr00j$1@ID-90035.news.dfncis.de...
> Basically I am selling all my old computer/home arcade stuff. It just
> doesn't get used compared to the pinballs and full size video games. I
had
> ST's way back in the day, I sold them to buy pc's. Then 3 years ago, I
got
> nostalgic and bought a local ST guy's stuff. I have had my fun and now I
am
> ready to pass it on instead if it just getting packed away in boxes. My
ST
> is currently sitting were I want to expand my PC network with another
> computer. We have a lot of LAN parties (starcraft/warcraft/Medal of
Honor)
> and we are hoping to have 8 computers hooked together.
>

Cool. Those big old arcade and pinball game machines still fetch a pretty
good price don't they? I remember seeing an old pinball machine sell for
$1000's at an auction a few years ago.

Regards,

Clockmeister.

177. Re: Reckon you can clean your own hard disk? (kaqs tnz)

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 16:21:53 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042150656.59217.2@despina.uk.clara.net>
Source record: 29965

Hi "Galen"

> > You're in Serious Trouble - It's a Proven Fact!
> >
> > http://www.opt-in-adult.com/eenws/
>
> Nonsense! To clean your hard drive, remove it from the computer and
> scrub lightly with a plastic bristle brush dipped in dishwashing
> detergent. Rinse well, but do not submerge. Allow to dry completely
> before using as a paperweight. :-)
>
> OK, so it's silly. But then again, so was the original post!

Its not silly, i put my HD in the dishwasher set to a 1200 Spin.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.441 / Virus Database: 247 - Release Date: 09/01/2003

178. Newbie ;-)

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 16:23:18 UTC
From: Harald Placke <hapla@epost.de>
Message-ID: <09012003152422i2C0074F546FFFFFFFF@hapla.de.vu>
Source record: 29955

Hi Claes,

> It's even better to use a fibre-glass pen for this cleaning procedure.

Yes, that's right. But if you have forgotten to buy one and need the
ST working soon, it is a solution with the paper, but the fiber-glass
pen is much better.

> Such pens are available for next to nothing in any electronics shop.

Or in car-sparepart-doityourself-shops. ;-)

> You might be able to use a small screwdriver

Yes, it works with a very small screwdriver, but it's risky and you
have to be veeeeerrrrryyyyy carefull!

cu Harald Placke

--
Answer only in the newsgroup!

179. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 18:22:14 UTC
From: Chris Simon <osianunder@wearzetnet.co.uk>
Message-ID: <3E1DBDD6.5060901@wearzetnet.co.uk>
Source record: 29957

carey christenson wrote:
> But when booting up under both VDI's my
> connection goes to way under 1K/sec.

Yes, I have both fVDI, NVDI and a Falcon, but I haven't experienced the drop in connection speed that you have. Two things spring to mind, they're probably irrelevant but you never know...

1. Are you running HSMODEM to give you the higher port speeds?

2. Have you set fVDI to be the 'background' VDI? I had to do it that way because I wanted the fonts and printers of NVDI, but it does slow down fVDI a lot. Whichever way you've got it, try it the other way - it might have an effect.

--
Chris Simon
osianunder@wearzetnet.co.uk
http://www.users.zetnet.co.uk/csimon/

** Please remove underwear if replying directly **

180. ebay: Atari items

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 18:54:12 UTC
From: John Kolak <jkolak@JoiMail.com>
Message-ID: <avhsqd$13u$1@news.chatlink.com>
Source record: 30029

Some misc. items for sale:

ST Mouse, inop:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2086040690&
rd=1

8-bit Cartridge case:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2086041969&
rd=1

ST Diagnostic Kit:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2086043858&
rd=1

Atari era Federated Business Card:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2086050257&
rd=1

Collector's Hat, Wordperfect Atari ST:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2086051842&
rd=1

Atari License Plate Frame, Power without the Price:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2086052425&
rd=1

I Love Atari pin:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2086053110&
rd=1

Paddle Controllers:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1250&item=1949527699&
rd=1

Atari window sticker:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2086056890&
rd=1

Pair of Epyx joysticks, inop:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2087115164&rd=1

Collector's bag, ST Informer magazine:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2087115929&rd=1

Thanks for looking,

John

181. Re: contacting Ulf Ronald Andersson (was : Re: Lyndon/Redelberger EtherNEC revisit)

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 19:58:55 UTC
From: guillaumed@users.sourceforge.net
Message-ID: <dcd316f2.0301091158.6c6433d5@posting.google.com>
Source record: 29958

"Kenneth Medin" <kennethm@tripnet.se> wrote in message news:<3e0395ac787510@tripnet.se>...
> On Thu 19-12-2002 06:19 (-0800) Guillaume Dï¿½flache wrote:
>
> >"Kenneth Medin" <kennethm@tripnet.se> wrote in message
> >news:<3dfce5841e61c81@tripnet.se>...
> >> On Sun 15-12-2002 00:41 (GMT) Djordje Vukovic wrote:
> >> I really should discuss this with Ronald Andersson who is responsible for
> >> the STinG development. We share the same language and I've got his phone
> >> number...
> >>
> >Do you by any chance also have his email address??? I would like to
> >contact him for some questions about BetaDOS and B030...
>
> I only have the public dlanor@ettnet.se and I don't know how often he
> checks it or if he is able to go online at all for the moment...

I just sent a message to this very address (with a copy to you). Let
us see what happens...

182. Atari Cubase users, Will my SMP24 work in Cubase on A falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 20:28:37 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <9jmr1v0ihgl2r1jf7mnk22nan7mo01ib21@4ax.com>
Source record: 29959

Got hold of an SMP24, want to use it as a multi midi interface for the Falcon (seeing as the midex won't do it) but as the instructions are in German, I'm having not the easiest of time getting used to it, can anyone help me out with english instructions.

Also, it came with an editor disk, that when run, seemed to work ok, and it does communicate with the SMP24 ok (so it seems)
I'll be checking this out on cubase very shortly, but is there anything I need to know, and will it function correctly...

I know you'll probably all just tell me to try it, and indeed I will do, but any advance information is always a bonus.

Thanks all........ Rob.

183. Re: FS Atari ST Hardware package including 105 meg hard drive

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 22:07:10 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1042124850-617969AEicMi@williams-net.com>
Source record: 29961

Chris,
Thanks for the response in comp.sys.atari.st. I am
currently running Iconnect. Do you need a HSMODEM
program in the auto folder??? I am running DRVIN.PRG,
SCC.PRG AND SOCKETS.PRG all for the Iconnect stack.
Is it necessary to have HSMODEM in the auto folder
with these programs. If so, where can I get this
program?? And why would it only affect my computer
when I run only fVDI and NVDI together?? And as far
as setting the VDI's to be background. Are you
talking about the order in which the VDI's are booted
up at bootup time?? For fVDI to be the Background VDI
I have to have it bootup FIRST in the auto folder
correct??

So it would look something like this:

programs previous to VDI's

fVDI.prg
NVDI.prg

programs after VDI's

Thanks for the help in this matter!!
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 32 megs of DDR SDRam GC by NATURE for the CT60
Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

184. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 22:09:12 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1042124968-641220AEicMi@williams-net.com>
Source record: 29962

Chris,
Thanks for the response in comp.sys.atari.st. I am
currently running Iconnect. Do you need a HSMODEM
program in the auto folder??? I am running DRVIN.PRG,
SCC.PRG AND SOCKETS.PRG all for the Iconnect stack. Is
it necessary to have HSMODEM in the auto folder with
these programs. If so, where can I get this program??
And why would it only affect my computer when I run
only fVDI and NVDI together?? And as far as setting
the VDI's to be background. Are you talking about the
order in which the VDI's are booted up at bootup time??
For fVDI to be the Background VDI I have to have it
bootup FIRST in the auto folder correct??

So it would look something like this:

programs previous to VDI's

fVDI.prg
NVDI.prg

programs after VDI's

Thanks for the help in this matter!!
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
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Color Monitor

185. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 22:11:27 UTC
From: Chris Simon <osianunder@wearzetnet.co.uk>
Message-ID: <3E1DF38F.9040409@wearzetnet.co.uk>
Source record: 29963

> Do you need a HSMODEM
> program in the auto folder??? I am running DRVIN.PRG,
> SCC.PRG AND SOCKETS.PRG all for the Iconnect stack.

That's OK, I think those programs comprise the HSMODEM package. I don't remember seeing a HSMODEM.PRG anyway. I thought afterwards that you must be running it otherwise you wouldn't have got the higher speeds in teh first place...

> And why would it only affect my computer when I run
> only fVDI and NVDI together??

No idea! But I've certainly had strange things with fVDI and NVDI. For example, Papyrus' Generate Report facility crashes when using both together.

> And as far as setting
> the VDI's to be background. Are you talking about the
> order in which the VDI's are booted up at bootup time??
> For fVDI to be the Background VDI I have to have it
> bootup FIRST in the auto folder correct??

Yes, that's right as far as I can remember. But isn't there a setting in fVDI also to tell it how to behave? I can't place my hands on the manual at the moment, but I remember a paragraph about it. It may well be that the order of the programs is all you have to do. What I was suggesting was to try it the other way around, whichever way you're currently doing it.

There are only shots in the dark, but I've certainly had 'strange' side effects of running fVDI, and together with NVDI, and I'm just reporting the type of things that solved my problems.

--
Chris Simon
osianunder@wearzetnet.co.uk
http://www.users.zetnet.co.uk/csimon/

** Please remove underwear if replying directly **

186. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 22:36:40 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1042151800@news.frii.com>
Source record: 29966

Hi, Galen,

On 8 Jan 2003 18:14:41 -0800, ekaljuma@mtsac.edu (Galen) wrote:
> I know I'm responding to an old message, but I think I might be able
> to help clarify a couple of things. I'll try to make it
> understandable from an Atarians viewpoint.

Up front, you did good. You put out some info I was interested in learning.

> Linux is command-line based at heart (so is TOS, for that matter), but
> most users also run a "desktop". For Linux, the most popular ones are
> called Gnome and KDE.

I knew about the command line basis, but it's been so long since I heard any off hand comment about Linux I was assuming the program was still command line driven. But after going to Mandrake's web site, I sure found out different. That's when I really started getting interested in Linux. More for fun, than anything serious.

> However, ARAnym (and all GNU programs, I believe) include the source
> code, and I can take that source code and compile my own Redhat
> binary, since compilers for several popular computer languages are
> included at no extra charge with each flavor of Linux.

So.... Are you saying that it's likely that any distribution if Linux I'm likely to purchase will probably have a compiler included?

> > I'm really not planning on installing Linux on any of my Atari's
> > The only Atari Linux distribution I know of is Debian. I cannot get
> it to install completely on my Falcon.

How do you think it would run on a TT or a Hades?

> I can't help you with Lindows -- all I know about it is that they have
> some means to run Microsoft Office for Windows that appears to be
> unique.

There appears to be some type of emulation going on. I found references to this idea on more than one Linux distribution website.

> If you have a spare PC, I'd buy a copy of "Linux for Dummies" or
> "Weekend Crash Course in Linux". They include a copy of Linux on CD.
> 64 MB of RAM, 512 MB free HD space and 200 MHz are roughly the minimum
> requirements unless you know what you are doing. Personally, I'd
> double all these numbers if you really intend to use Linux regularly.

I have a couple, as a matter of fact. After peeking at Mandrake's site, I thought about doing a dual boot machine. One of the spares is unused, the other is Win 3.11, so I won't lose much if things crash during the learning curve. Most of the time I'm using Win98.

I'm looking at Linux because I'm simply tired of supporting MS and all the virus concerns that never go away.

FWIW, I use Opera as my browser under Win98. Including reading newsgroups generally.

Ken

187. Re: Mega ST4 keyboard

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 22:39:05 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1042151945@news.frii.com>
Source record: 29968

On Thu, 09 Jan 2003 12:14:04 +0000, Witchy <news@sruasonidyranib.co.uk> wrote:
> Hi folks,
>
> Temporary unemployment means I can at last check out some of me
> museum's items and get them sorted/cleaned up etc. Yesterday I finally
> found the lost DMA cable for my MegaST4 and eventually got it to boot
> (without laser printer attached), however the keyboard just produces
> garbage. The connection to the machine seems to be OK 'cos the mouse
> works properly, so is there something obvious to check for keyboard
> death?
>

Stuck key or bad cable? Hopefully, it's not the chips on the keyboard.

Ken

188. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 22:54:08 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb1rv33.uot.atari@core.preferuje.luzik.pl>
Source record: 29969

> So.... Are you saying that it's likely that any distribution if Linux I'm likely to
> purchase will probably have a compiler included?

I cannor iomagine Linux distribution without C (and other) compiler
included. It is essential.

>> > I'm really not planning on installing Linux on any of my Atari's
>> > The only Atari Linux distribution I know of is Debian. I cannot get
>> it to install completely on my Falcon.
>
> How do you think it would run on a TT or a Hades?

On standard Falcon Linux is terrible slow. On TT it chould be bit better,
Hades should be fine. TT-Ram should help too.

You can see my page about Linux-on-Ataris: http://atarilinux.atari.org. Any
comments welcomed.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

189. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 23:33:50 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1042130046-657162AEicMi@williams-net.com>
Source record: 29967

Chris,
Are you able to use NVDI fonts and print color
pictures when you use both fVDI and NVDI??? If you
are not able to use the extra fonts available with
NVDI and print color pictures than I am no better off
where I am right at this moment and it will cost me
some serious slow downs with respects to the graphic
card itself!

Thanks for the information in advance,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
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2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

190. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-09 23:41:07 UTC
From: Chris Simon <osianunder@wearzetnet.co.uk>
Message-ID: <3E1E0893.7060904@wearzetnet.co.uk>
Source record: 29970

> Are you able to use NVDI fonts and print color
> pictures when you use both fVDI and NVDI???

Yes, but only when fVDI is the background VDI. That's the only reason I run
both, because NVDI slows fVDI down and therefore I wouldn't have wanted to run
NVDI too.

--
Chris Simon
osianunder@wearzetnet.co.uk
http://www.users.zetnet.co.uk/csimon/

** Please remove underwear if replying directly **

191. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 00:25:50 UTC
From: danap8@aol.com
Message-ID: <20030109192550.02093.00000072@mb-fy.aol.com>
Source record: 29879

>Yep...I wonder too.

<yawn>

192. Re: ICD Link2 / SCSI 512MB Drive / Yamaha CD-RW configuration

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 01:10:20 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301091710.3857eb89@posting.google.com>
Source record: 29971
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3e1c388a5f0b33@attbi.com>...
>
> >I have a Yamaha CD-RW SCSI attached to this external hard drive.
> >
> >Problem: The ICD driver software does not see the Yamaha CD-RW.
> >It only sees the external 512MB SCSI. Here is the hookup:
> >
> >
> >1040STE --->ICD Link2---> 512MB HD ----> Yamaha CD-RW SCSI 2
> >
> >When I run ICD check, it only scans the HD and doesn't mention
> >the Yamaha.
> >
> >Any suggestions greatly appreciated.
> >
> >Sean
>
> Hello Sean,
>
> I would use HDDriver with your setup. Goto Uwe's site and download
> the demo. I use in my STe setup that also uses a Link2 and
> everything works fine.

If Roger Burrows is correct (and I think he is), the problem is that a
CDRW can't be connected via a Link due to arbitration problems. A
regular CD can certainly be connected with the Link (I've done it),
and a CDR(W) can be connected to an Atari via other means (I've done
that too), but are you sure you connected a fairly modern CDRW with a
Link? If so, I'd be interested in knowing what model it is.

Uwe, if you are listening, can you add any clarification to this
discussion?

Galen

193. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 02:49:01 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042226052.75508.3@despina.uk.clara.net>
Source record: 29985

Hi "Kenneth Medin"

> in comp.sys.atari.st

I dont know wether you realise or not but your postings are blank apart from
the above line and contain an attatchment entitled

"quoted text from_1042052658-531972AEicMi@williams-net.com_"

What gives dude?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.441 / Virus Database: 247 - Release Date: 09/01/2003

194. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 04:36:30 UTC
From: Joe Mirando <j.mirando@snet.net>
Message-ID: <b_rT9.41415$wQ1.39975@fe01>
Source record: 29972

Okay, I've held my tongue as long as I could... and much longer than I thought I'd be able to.

If you don't like the magazine, for God's sake, don't frickin' read it. If you think there's more Atari news out there, send it to us. If you thing that there's something out there that nobody's talking about, write it up and send it in.

Otherwise, shut your goddamned mouth and stop wasting bandwidth.

And at least have the courtesy (you remember courtesy, don't you? It's what you evidently expect everyone to automatically give to you) to at least let us know who you are. Of course, there's only ONE person around gutless enough to bitch like this and do it anonymously, so I guess it's a moot point.

I'll tell you what... Stop sitting there expecting someone to do for you, and give something back... write a column, a review, or an article and submit it to us. Otherwise, stop annoying people.

Joe Mirando
Managing Editor, A-ONE Magazine

>Again, I have to ask...
>
>What in the FUCK do these headlines have to do with Atari?
>
>KaZaa? Aimster? Bonzi.com? WTF?!?!?!?
>
>

195. Re: FS Atari ST Hardware package including 105 meg hard drive

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 05:31:40 UTC
From: Mickey Johnson <mickster@derbyworks.net>
Message-ID: <avllrv$h5urn$1@ID-90035.news.dfncis.de>
Source record: 29973
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Yep the pinball machines range from 500-5000.

The arcade games are actually starting to come down a bit in price. Usually
they
fetch 150-1500.

--
Mickster

Visit my website and see my arcade!!

http://mickster.freeservers.com
"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:a1gT9.12$yc3.1542@nsw.nnrp.telstra.net...
>
> Mickey Johnson <mickster@derbyworks.net> wrote in message
> news:avhq8e$fr00j$1@ID-90035.news.dfncis.de...
> > Basically I am selling all my old computer/home arcade stuff. It just
> > doesn't get used compared to the pinballs and full size video games. I
> had
> > ST's way back in the day, I sold them to buy pc's. Then 3 years ago, I
> got
> > nostalgic and bought a local ST guy's stuff. I have had my fun and now
> I
> am
> > ready to pass it on instead if it just getting packed away in boxes. My
> ST
> > is currently sitting were I want to expand my PC network with another
> > computer. We have a lot of LAN parties (starcraft/warcraft/Medal of
> Honor)
> > and we are hoping to have 8 computers hooked together.
> >
>
> Cool. Those big old arcade and pinball game machines still fetch a pretty
> good price don't they? I remember seeing an old pinball machine sell for
> $1000's at an auction a few years ago.
>
> Regards,
>
> Clockmeister.
>
>
>

196. Re: ICD Link2 / SCSI 512MB Drive / Yamaha CD-RW configuration

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 06:49:21 UTC
From: sean0ceallaigh@yahoo.com
Message-ID: <c6402c6a.0301092249.2e03c9ab@posting.google.com>
Source record: 29974
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Edward:

I purchased HDDRIVER 8 for my Falcon and really like it. I use it
with my Falcon and its external SCSI. When I tested it on my STE and
the Link2,
it was able to detect the external SCSI but not the Yamaha
CD-RW.

Sean

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3e1c388a5f0b33@attbi.com>...
> >I've been testing my 1040STE hooked up to an external
> >SCSI drive with id 0 of size 512MB. The ICD driver software
> >boots up from drive C of the SCSI drive without any problems.
> >I have a Yamaha CD-RW SCSI attached to this external hard drive.
> >
> >Problem: The ICD driver software does not see the Yamaha CD-RW.
> >It only sees the external 512MB SCSI. Here is the hookup:
> >
> >
> >1040STE --->ICD Link2---> 512MB HD ----> Yamaha CD-RW SCSI 2
> >
> >When I run ICD check, it only scans the HD and doesn't mention
> >the Yamaha.
> >
> >Any suggestions greatly appreciated.
> >
> >Sean
>
> Hello Sean,
>
> I would use HDDriver with your setup. Goto Uwe's site and download
> the demo. I use in my STe setup that also uses a Link2 and
> everything works fine.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,

> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

197. Re: ICD Link2 / SCSI 512MB Drive / Yamaha CD-RW configuration

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 06:59:47 UTC
From: sean0ceallaigh@yahoo.com
Message-ID: <c6402c6a.0301092259.19b03724@posting.google.com>
Source record: 29975
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I believe what you are saying is that
host adapters like the Link2/Link97 do not provide
arbitration. CD-RW devices require arbitration.
So I could use my CD-RW obviously with my Falcon,
but not with a 1040STE + Link2/Link97.

Sean

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0301091710.3857eb89@posting.google.com>...
> "Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3e1c388a5f0b33@attbi.com>...
> >
> > >I have a Yamaha CD-RW SCSI attached to this external hard drive.
> > >
> > >Problem: The ICD driver software does not see the Yamaha CD-RW.
> > >It only sees the external 512MB SCSI. Here is the hookup:
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> > >
> > >1040STE --->ICD Link2---> 512MB HD ----> Yamaha CD-RW SCSI 2
> > >
> > >When I run ICD check, it only scans the HD and doesn't mention
> > >the Yamaha.
> > >
> > >Any suggestions greatly appreciated.
> > >
> > >Sean
> >
> > Hello Sean,
> >
> > I would use HDDriver with your setup. Goto Uwe's site and download
> > the demo. I use in my STe setup that also uses a Link2 and
> > everything works fine.
>
> If Roger Burrows is correct (and I think he is), the problem is that a
> CDRW can't be connected via a Link due to arbitration problems. A
> regular CD can certainly be connected with the Link (I've done it),
> and a CDR(W) can be connected to an Atari via other means (I've done
> that too), but are you sure you connected a fairly modern CDRW with a
> Link? If so, I'd be interested in knowing what model it is.
>
> Uwe, if you are listening, can you add any clarification to this
> discussion?
>

> Galen

198. Re: ICD Link2 / SCSI 512MB Drive / Yamaha CD-RW configuration

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 07:22:24 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <avlsjo$h2hj8$2@ID-27442.news.dfncis.de>
Source record: 29976
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Galen wrote:

> Uwe, if you are listening, can you add any clarification to this
> discussion?

I cannot really comment on CDRWs as I don't use one with my Atari. Fact is that any device that requires initiator identification (bus arbitration is more than that and is *not* provided by any LINK adapter, only initiator identification is) will only work with the LINK96/97 when connected to an ST/STE.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

199. HELP! Convert Trak-Ball to Trak-Ball Mouse!

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 09:38:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0301100123000.25673-100000@shell1.aracnet.com>
Source record: 29978
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can someone help me find a Text File showing how to convert an Atari
Trak-Ball into a Trak-Ball Mouse for the Atari ST? Please reply in E-Mail.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

200. Re: Mega ST4 keyboard

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 10:54:42 UTC
From: Witchy <news@sruasonidyranib.co.uk>
Message-ID: <he9t1vgqv6fk4k2s9knc6r9co0rl4imdr7@4ax.com>
Source record: 29979

On Thu, 09 Jan 2003 22:39:05 GMT, Ken Springer
<wordworks@greeleynet.com> wrote:

>On Thu, 09 Jan 2003 12:14:04 +0000, Witchy <news@sruasonidyranib.co.uk> wrote:
>> Hi folks,
>>
>> Temporary unemployment means I can at last check out some of me
>> museum's items and get them sorted/cleaned up etc. Yesterday I finally
>> found the lost DMA cable for my MegaST4 and eventually got it to boot
>> (without laser printer attached), however the keyboard just produces
>> garbage. The connection to the machine seems to be OK 'cos the mouse
>> works properly, so is there something obvious to check for keyboard
>> death?
>>
>
>Stuck key or bad cable? Hopefully, it's not the chips on the keyboard.

I would've thought if the cable was dodgy the mouse wouldn't work? I'm
going to open the keyboard up anyway just to see if there's any crap
stuck in there; it feels like the solid-circuit-with-carbon-contact
type keyboard rather than the squishy type found on normal STs so
it'll be easily cleaned.

cheers

w

201. Re: Mega ST4 keyboard

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 12:23:48 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1042201428@news.frii.com>
Source record: 29980

On Fri, 10 Jan 2003 10:54:42 +0000, Witchy <news@sruasonidyranib.co.uk> wrote:
> On Thu, 09 Jan 2003 22:39:05 GMT, Ken Springer
> <wordworks@greeleynet.com> wrote:
>
> >On Thu, 09 Jan 2003 12:14:04 +0000, Witchy <news@sruasonidyranib.co.uk> wrote:
> >> Hi folks,
> >>
> >> Temporary unemployment means I can at last check out some of me
> >> museum's items and get them sorted/cleaned up etc. Yesterday I finally
> >> found the lost DMA cable for my MegaST4 and eventually got it to boot
> >> (without laser printer attached), however the keyboard just produces
> >> garbage. The connection to the machine seems to be OK 'cos the mouse
> >> works properly, so is there something obvious to check for keyboard
> >> death?
> >>
> >>
> >Stuck key or bad cable? Hopefully, it's not the chips on the keyboard.
>
> I would've thought if the cable was dodgy the mouse wouldn't work? I'm
> going to open the keyboard up anyway just to see if there's any crap
> stuck in there; it feels like the solid-circuit-with-carbon-contact
> type keyboard rather than the squishy type found on normal STs so
> it'll be easily cleaned.

I don't know about the mouse question, I have no idea which wires in the cable are used for what function.

And yes, the Mega keyboard has real switches in there. :-)

Ken

202. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 12:29:03 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1042201743@news.frii.com>
Source record: 29981

On Thu, 9 Jan 2003 22:54:08 +0000 (UTC), Adam Klobukowski <atari@gabo.pl> wrote:
>
> > How do you think it would run on a TT or a Hades?
>
> On standard Falcon Linux is terrible slow. On TT it chould be bit better,
> Hades should be fine. TT-Ram should help too.

10 mb of ST ram and 32 mb of TT ram in the TT, 128 mb in the Hades. I might just give it a try on one of these machines.
>
> You can see my page about Linux-on-Ataris: http://atarilinux.atari.org. Any
> comments welcomed.

Bookmarked. :-)

Ken

203. Stacy Power Supply

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 12:58:33 UTC
From: carpethanger@yahoo.com
Message-ID: <d552133d.0301100458.734cd0c2@posting.google.com>
Source record: 29982

For anyone needing a new AC/DC power supply for their Stacy laptop, I happened upon one made by Koolatron - they make portable coolers for your car/van etc - and it works great. Not only will it power your Stacy, it will also of course power your portable Koolatron Cooler should you have one, and will also charge your car battery through your cigarette lighter jack!

Here in Canada the unit cost approx $45. Can be found at Can. Tire, WalMart, etc. I searched everywhere for an adaptor that would run the Stacy with no luck (Radio Shack, all manner of electronic supply companies, used computer stores, etc, etc, etc), but even the ones that should have been able to run it wouldn't. The Koolatron does.

Oh by the way. One WARNING here. I had to reverse the wiring on the cable for proper polarity/ground etc. (You will actually need a cable with a lighter socket on one end, and the regular a/c adaptor type jack on the other. I already had one. You can find this at Radio Shack etc.). Reversing the wires on it is very simple. Just unscrew/pop open the lighter socket end, and reverse the wires. There's even a fuse in the socket end for bit of extra safety.

Like I said, I searched everywhere and found nothing that would work and didn't want to spend $100US or more plus shipping costs on the real Stacy adaptor from Best Electronic or where ever. Can't justify spending that much on the old Stacy. Anyway, hope this helps someone in the end.

204. Reading DBF files (w/o an Atari)

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 14:18:48 UTC
From: Frank.Poppe@zonnet.nl
Message-ID: <f65cb472.0301100618.3fde0369@posting.google.com>
Source record: 29983

Hello,

I have a couple of DBF files, which were probably created on an Atari ST using DBman. I myself no longer have an Atari, and have tried to read the DBF files.

Uptil now I haven't found a general Windows program that wants to read or import. I am willing to do a bit of programming, but the file description I found on DBF files does not seem to apply.

Does anybody know of a program that can read this files.
Alternatively, does anybody know of a description of the file format of Atari DBF files?

Thanks in advance,

Frank Poppe

205. Atari ST game support and requirement

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 17:05:42 UTC
From: dberk@mobygames.com
Message-ID: <7941a75b.0301100905.440bf40d@posting.google.com>
Source record: 29984

Greetings,

I am one of the webmasters of MobyGames. Our goal is to document the entire history of videogames, put it in a relational database and make it available to the Internet community free of charge. So far we support the PC, most modern console platforms, nextgen (PSX, N64) and 3rdgen (dreamcast, ps2, xbox) and some classic system Commodore Amiga, Atari ST. 100% of the infromation in MobyGames is contributed by the users of MobyGames kinda like IMDB.

We would like to add the Atari ST computer platform. However we have had a difficult time figuring out the various technical requirements for Atari ST games and would like to enlist your help.

Please take a look at MobyGames http://www.mobygames.com and if you want to join the project email me at dberk@mobygames.com

This is what we have so far;

Atari ST

Section (dropdown list):
Minimum RAM required:
512 KB 1985
1.0 MB 1986
2.0 MB 1986
4.0 MB 1986

Systems Supported (check boxes)
260 ST 1985
520 ST 1985
1040 ST 1986
STE 1989
TT 1990
Falcon 1991

Section (checkboxes):
Input devices supported:
Keyboard
Mouse
Joystick

Section (dropdown list):
Maximum number of players:
1 player
1-2 players
1-3 players

1-4 players
1-5 players
1-6 players
1-7 players
1-8 players
more than 8 players

Section (dropdown list):
Business model:
Commercial
Freeware
Shareware
Promotional

Section (checkboxes):
Miscellaneous Attributes:
Same-/Split-screen multiplayer
Utilizes additional memory above minimum requirements
Printer support
Color monitor / TV required

Section (text input):
Notes:

206. Re: .ST to Real Atari

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 20:09:57 UTC
From: rezx0x@yahoo.com
Message-ID: <5851020c.0301101209.26decc51@posting.google.com>
Source record: 29987
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Edward S. Baiz Jr." <edbaizjr@attbi.com>

Ed,

Send both programs to me too PLZ.
I've been trying STDISK (for DOS) without any luck.

TTFN

207. Re: Reading DBF files (w/o an Atari)

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 20:14:03 UTC
From: Frank Poppe <Frank.Poppe@zonnet.nl>
Message-ID: <3e1f298c$0$49115$e4fe514c@news.xs4all.nl>
Source record: 29988

No, I haven't been able to try Dbase. I don't have (access to) a PC with
DBase on it...

Thanks for the offer for converting, but I better try around first.
There are quite a number of small files, most of them probably without any
importance. It would be a tedious task to convert them, while I would see at
first glance that they are of no importance for me.

Frank

"Bill F" <flipflapco@yahoo.com> schreef in bericht
news:10012003143623782 7%flipflapco@yahoo.com...
> In article <f65cb472.0301100618.3fde0369@posting.google.com>, Frank
> Poppe <Frank.Poppe@zonnet.nl> wrote:
>
> > Hello,
> >
> > I have a couple of DBF files, which were probably created on an Atari
> > ST using DBman. I myself no longer have an Atari, and have tried to
> > read the DBF files.
> >
> > Uptil now I haven't found a general Windows program that wants to read
> > or import.
>
> > Frank Poppe
>
> Have you tried DBase III or dBase IV? I alway thought they were
> compatible with dBman files. If all else fails, you could email them
> and I will employ dBman to create some delimited text files for you.
>
> --
> Bill F

208. HELP! Video card identification

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 22:31:54 UTC
From: Mark Duckworth <mducksub@nospaamatari-source.com>
Message-ID: <1042244281.356953@blade.atari-source.com>
Source record: 29989

Hey guys,

Recently I have acquired a Matrix VME video card. These things are absurdly expensive so I hear and are a professional card. Problem is I don't know *which* type of Matrix card it is, nor do I know if the large board attached to the top is for debugging a hardware problem (as the story behind this card is that something is wrong with it), or if it is a memory expansion or something else. can anyone please please please take a look at these pictures and give me a little background info?

The URL's:
http://pikachu.atari-source.com/~mduckworth/matrix1.jpg
http://pikachu.atari-source.com/~mduckworth/matrix2.jpg
http://pikachu.atari-source.com/~mduckworth/matrix3.jpg

THANK YOU!
Mark
http://atari-source.com

209. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-10 22:51:02 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e1f4e4a535f50@tripnet.se>
Source record: 29990

in comp.sys.atari.st
begin quoted text from <1042226052.75508.3@despina.uk.clara.net>
by Steve Sweet on Fri 10-01-2003 02:49 (GMT):

>Hi "Kenneth Medin"
>
>> in comp.sys.atari.st
>
>I dont know wether you realise or not but your postings are blank apart from
>the above line and contain an attatchment entitled
>
>"quoted text from_1042052658-531972AEicMi@williams-net.com_"
>
>What gives dude?.

It just so happens my posts display normally in just about every news
client as long as it's not really bad programmed. Unfortunately it seems
your client fails this simple test completely ;-)

And, I don't think it matters what sort of VDI you are running... :-)
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

210. Re: Reading DBF files (w/o an Atari)

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 00:00:25 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1042243225@news.frii.com>
Source record: 29991

On Fri, 10 Jan 2003 21:14:03 +0100, "Frank Poppe" <Frank.Poppe@zonnet.nl> wrote:
> No, I haven't been able to try Dbase. I don't have (access to) a PC with
> DBase on it...
>
> Thanks for the offer for converting, but I better try around first.
> There are quite a number of small files, most of them probably without any
> importance. It would be a tedious task to convert them, while I would see at
> first glance that they are of no importance for me.
>

Just about any databasse program should be able to read them. And some spreadsheets will also read them. Excel 97 for sure, I just checked the various file formats listed in the program.

Ken

211. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 01:01:02 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e1f6cf661a7e40@pandora.be>
Source record: 29992

on Fri 10-01-2003 02:49 Steve Sweet wrote:

>Hi "Kenneth Medin"
>
>> in comp.sys.atari.st
>
>I dont know wether you realise or not but your postings are blank apart from
>the above line and contain an attatchment entitled
>
>"quoted text from_1042052658-531972AEicMi@williams-net.com_"
Empty??? Hmm, it's about time you drop your crappy newsreader and get a
decent one.
Okami, Xnews, Fortï¿½ Agent, MacSoup, they all display Kenneth message
just fine.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

212. Atari Online News, Etc. #05-02

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 01:26:13 UTC
From: danap8@aol.com
Message-ID: <20030110202613.02639.00000353@mb-da.aol.com>
Source record: 29866

```
A-ONE #0502 01/10/03

~ Digital Pics Shoebox! ~ People Are Talking! ~ New 5-ounce GameBoy!
~ Spam Assassin Renewed! ~ MS Web Services Lost! ~ Crystal Castles News!
~ New Virtual Community! ~ MacWorld Announcements ~ Emulator Ideas!
~ Xbox Hackers Resume! ~ Avril Lavigne Virus! ~ Microsoft Cases On!

-* Atari Explorer Site Launched *-
-* ST Emulator for Pocket PC Released! *-
-* White House Cyber-Security Plan Is Trimmed *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

213. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 02:11:21 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.com>
Message-ID: <3e1f6e5b$0$3016$9b622d9e@news.freenet.de>
Source record: 29993

Hi Ken,

> I've learned there are at least 2 "flavors" of Linux, GNU and Debian.
> ARAnyM uses Debian,
> but what is the real difference between the two versions? I've not found
> much help so far
> in reading he ARAnyM site, but have signed up for their email list. Not
> much traffic, and
> what has been there has been "over my head". <G>
Debian implies especially a type of the Linux program packages. It is
perhaps possible to install aranym on a not-debian-based Linux, e. g. Red
Hat.

> There
> seems to be 3 major Linux versions, Lindows, Red Hat, and Mandrake. There
> may be more, I
> don't know. But Lindows is the only on that is Debian based.
There are more Debian-based Distributions:
- Corel Linux (no more maintained since 2000)
- Xandros (successor of Corel Linux)
- Progeny (no more maintained since 2001)
- libranet (version 2 is free)
...
AFAIK pure Debian is difficult to install and the Linuces I mentioned
should be easier.
Corel and Xandros also provide a non-free Xwindows (Metro-X) that is
perhaps better than Xfree.

regards, Ludwig

214. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 03:05:04 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1042254304@news.frii.com>
Source record: 29994

On Sat, 11 Jan 2003 02:11:21 +0000, Ludwig Maetzke <Ludwig.Maetzke@Triaton.com> wrote:
> Hi Ken,
>
> > I've learned there are at least 2 "flavors" of Linux, GNU and Debian.
> > ARAnyM uses Debian,
> > but what is the real difference between the two versions? I've not found
> > much help so far
> > in reading he ARAnyM site, but have signed up for their email list. Not
> > much traffic, and
> > what has been there has been "over my head". <G>
> Debian implies especially a type of the Linux program packages. It is
> perhaps possible to install aranym on a not-debian-based Linux, e. g. Red
> Hat.
>
> > There
> > seems to be 3 major Linux versions, Lindows, Red Hat, and Mandrake. There
> > may be more, I
> > don't know. But Lindows is the only on that is Debian based.
> There are more Debian-based Distributions:
> - Corel Linux (no more maintained since 2000)
> - Xandros (successor of Corel Linux)
> - Progeny (no more maintained since 2001)
> - libranet (version 2 is free)
> ....
> AFAIK pure Debian is difficult to install and the Linuces I mentioned
> should be easier.
> Corel and Xandros also provide a non-free Xwindows (Metro-X) that is
> perhaps better than Xfree.
>
> regards, Ludwig
>

Thanks for the info Ludwig. I've learned more about Linux since posting that than I ever thought existed! :-)

It's time for school, don't you think? ROFL

Ken

215. Gribnif software

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 04:38:18 UTC
From: sean0ceallaigh@yahoo.com
Message-ID: <c6402c6a.0301102038.4777f74b@posting.google.com>
Source record: 29995

Does anyone know if Gribnif still sells software? Their
website is up, but it hasn't been updated since 1997 or so.
I emailed the author of the software, but got no response.

Sean

216. Re: FS Atari ST Hardware package including 105 meg hard drive

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 08:02:52 UTC
From: <>
Message-ID: <1042355822-39232AEicMi@ntlworld.com>
Source record: 29929

From: carey christenson <firest@williams-net.com>
Date: Thu, 09 Jan 2003 16:07:10 -0600

> Thanks for the response in comp.sys.atari.st. I am
>currently running Iconnect. Do you need a HSMODEM
>program in the auto folder??? I am running DRVIN.PRG,

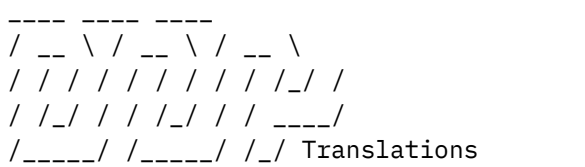
Yes, you need HSMODEM for IConnect.

If you have an auto folder boot selector like XBoot you can easily try
different programs and running orders.

Cheers

Derryck

--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

217. Re: MS Excel to Atari

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 08:03:08 UTC
From: <>
Message-ID: <1042355820-39024AEicMi@ntlworld.com>
Source record: 29928

From: Frank_Szymanski@du3.ohse.de (Frank Szymanski)
Date: Thu, 9 Jan 2003 09:12:00 -0000

>MANF>(File->Import->MS Excel), Texel just spits some German at me (it
>MANF>looks like something about it not being a correct file format). Is it
>
>If you post the German output of Texel I will translate it for you (don't
>know whether it will help to solve your problem but better than nothing I

I hope to release English resource and data files for Texel 2.20 in the next
weeks. There will be a patch for all the bubblegem and other strings held in
the binary also.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

218. Re: Reading DBF files (w/o an Atari)

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 08:53:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200301110953.a44606@su2.maus.de>
Source record: 29912

Hi Frank,

FP>Does anybody know of a program that can read this files.
you may use DBaseE3 on Windows up to 98SE (XP I don't know), have a look on DbaseIV.

Futhermore, many spread sheet programs are able to read DBF files.

Und TTschï¿½
ps

219. Re: Mega ST4 keyboard

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 10:14:01 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e1fee60582710@tripnet.se>
Source record: 29896

in comp.sys.atari.st
begin quoted text from <1103_1042201428@news.frii.com>
by Ken Springer on Fri 10-01-2003 12:23 (GMT):

>On Fri, 10 Jan 2003 10:54:42 +0000, Witchy <news@sruasonidyranib.co.uk> wrote:
>> On Thu, 09 Jan 2003 22:39:05 GMT, Ken Springer
>> <wordworks@greeleynet.com> wrote:
>>
>> >On Thu, 09 Jan 2003 12:14:04 +0000, Witchy <news@sruasonidyranib.co.uk>

>> >> (without laser printer attached), however the keyboard just produces
>> >> garbage. The connection to the machine seems to be OK 'cos the mouse
>> >> works properly, so is there something obvious to check for keyboard

>> >Stuck key or bad cable? Hopefully, it's not the chips on the keyboard.
>>
>> I would've thought if the cable was dodgy the mouse wouldn't work? I'm

Yes, that is how it works.

>I don't know about the mouse question, I have no idea which wires in the cable
>are used
>for what function.

The keyboard talks to the computer via a serial connection similar to how
a computer talk to a modem.

Both mouse and keybord "events" are transfered in the same way so if the
mouse works the cable (and most of the keyboard electronics too!) is OK.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

220. Re: HELP! Video card identification

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 10:21:12 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <trrv1v8sa5gmb6obb8u8qkdqgga4eu15e5@4ax.com>
Source record: 29897

Mark,

I have a Matrix 1206 card. If you can show more pictures (without the
big board on top) that might help. Obviously the big board wont fit in
a MegaST or TT as it stands...

Cheers,
Rory

On Fri, 10 Jan 2003 17:31:54 -0500, Mark Duckworth
<mducksub@nospaamatari-source.com> wrote:

>Hey guys,
>
>Recently I have acquired a Matrix VME video card. These things are absurdly
>expensive so I hear and are a professional card. Problem is I don't know

>The URL's:
>http://pikachu.atari-source.com/~mduckworth/matrix1.jpg
>http://pikachu.atari-source.com/~mduckworth/matrix2.jpg
>http://pikachu.atari-source.com/~mduckworth/matrix3.jpg
>
>THANK YOU!
>Mark
>http://atari-source.com

221. Re: Mega ST4 keyboard

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 10:34:11 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <YoST9.379$CI5.2772@newsfep4-gui.server.ntli.net>
Source record: 29898

Hello.
"Witchy" <news@sruasonidyranib.co.uk> wrote in message
news:tkpq1vg0dqs1m9rkf19ob323co80f6qgnr@4ax.com...

>......... however the keyboard just produces
> garbage. The connection to the machine seems to be OK 'cos the mouse
> works properly, so is there something obvious to check for keyboard
> death?

I still have new Mega STE kbrds, (Spanish) for sale ?10 each plus post.

Barrie at Keychange. www.keychange.co.uk

222. Re: Gribnif software

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 10:55:57 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.rfdjfhds@localhost>
Source record: 29899

Sean Kelley wrote:
>
> Does anyone know if Gribnif still sells software? Their
> website is up, but it hasn't been updated since 1997 or so.
> I emailed the author of the software, but got no response.

AFAIK Gribnif still sells and supports their software, even if
new developments are not anticipated these days.

Dan Wilga of Gribnif has been good at replying to emails in the past,
and I would suspect you'll hear from him soon. If not, he might
see your posting here on c.s.a.s. (which I think he is reading
occasionally) and reply.

Regards,

Joakim

http://www.ataricq.org

223. Re: Mega ST4 keyboard

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 11:52:02 UTC
From: Witchy <news@sruasonidyranib.co.uk>
Message-ID: <i8102v4lcji96t3u962tlmmg1ot4kotggf@4ax.com>
Source record: 29900

On Sat, 11 Jan 2003 10:14:01 GMT, "Kenneth Medin"
<kennethm@tripnet.se> wrote:

> in comp.sys.atari.st
>begin quoted text from <1103_1042201428@news.frii.com>
> by Ken Springer on Fri 10-01-2003 12:23 (GMT):
>
>>On Fri, 10 Jan 2003 10:54:42 +0000, Witchy <news@sruasonidyranib.co.uk> wrote:
>>> On Thu, 09 Jan 2003 22:39:05 GMT, Ken Springer
>>> <wordworks@greeleynet.com> wrote:
>>>
>>> >On Thu, 09 Jan 2003 12:14:04 +0000, Witchy <news@sruasonidyranib.co.uk>
>
>>> >> (without laser printer attached), however the keyboard just produces
>>> >> garbage. The connection to the machine seems to be OK 'cos the mouse
>>> >> works properly, so is there something obvious to check for keyboard
>
>>> >Stuck key or bad cable? Hopefully, it's not the chips on the keyboard.
>>>
>>> I would've thought if the cable was dodgy the mouse wouldn't work? I'm
>
>Yes, that is how it works.
>
>>I don't know about the mouse question, I have no idea which wires in the cable
>>are used
>>for what function.
>
>The keyboard talks to the computer via a serial connection similar to how
>a computer talk to a modem.
>
>Both mouse and keybord "events" are transfered in the same way so if the
>mouse works the cable (and most of the keyboard electronics too!) is OK.

Sorted it - it looked like it had been the victim of spillage in the
past, so I dismantled as much as I could , reseated the controller
chip and gave it a bloody good clean.....it's now a happy keyboard and
I've now been able to scan the Megafile and find its one bad sector.

Can't get the laser going though.

cheers

witchy

224. Re: Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 12:10:56 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1042300846-027376AEicMi@xs4all.nl>
Source record: 29903

Thanks J-Luc.,

The funny thing is that when I attach the LaCie
to my TT there is no problem until I also want to
put the Pioneer too to the machine...Then the
Yamaha (=LaCie) is recognized but not the
Pioneer. Now I am trying to find a way to attach
the ZIP, JAZ, Epson scanner, Yamaha CDWriter and
Pioneer CDplayer....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

225. OE bug (was: fVDI and NVDI problems!!)

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 13:35:58 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e203002314ccc0@europe-shareware.org>
Source record: 29901

Hello Steve,

in article <1042226052.75508.3@despina.uk.clara.net> (comp.sys.atari.st),
Steve Sweet wrote on Fri 10-01-2003 02:49 (GMT):

> Hi "Kenneth Medin"
>
> > in comp.sys.atari.st
>
> I dont know wether you realise or not but your postings are blank apart from
> the above line and contain an attatchment entitled
>
> "quoted text from_1042052658-531972AEicMi@williams-net.com_"

Looks to be a bug in your newsreader. It has interpreted a line begining
with the word "begin" as being the start of an attachment. Here you
should see such a line (begin test of the funny bug):

begin test of the funny bug

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

226. mouse problems & how to open my ST

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 15:48:32 UTC
From: Richard van Vugt <ricardo@euronet.nl>
Message-ID: <3E203CD0.6090005@euronet.nl>
Source record: 29902

Is there anyone who could help me with the following:

The mouse of my Atari 1040 ST does not work properly anymore. The mousepointer does not work, and doubleclicking only works after several clicks. I tried an other mouse but this one has the same problem. So, the problem must lie within the ST. I heard of loose mouse contacts in a newsgroup, so I want to open my ST and try to solve (solder) the problem. I opened the ST, and now I do not know what to do with the 28 tiny screws at the back of the keyboard print panel where at the back of it are the mouse contacts, I presume. Can I loosen them? Is this the right way?

Thanks for your help!

Richard van Vugt,
Amsterdam,
Holland

227. Re: Reading DBF files (w/o an Atari)

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 17:24:13 UTC
From: Frank Poppe <Frank.Poppe@zonnet.nl>
Message-ID: <3e20533f$0$49101$e4fe514c@news.xs4all.nl>
Source record: 29904

I didn't success with Acess or Excel. I'm now trying to find out whether
there is something wrong with the format. The files were certainly created
on an Atari ST, but maybe with another utility...
Thanks so far,

Frank
"Ken Springer" <wordworks@greeleynet.com> schreef in bericht
news:1103_1042243225@news.frii.com...
> On Fri, 10 Jan 2003 21:14:03 +0100, "Frank Poppe" <Frank.Poppe@zonnet.nl>
wrote:
> > No, I haven't been able to try Dbase. I don't have (access to) a PC with
> > DBase on it...
> >
> > Thanks for the offer for converting, but I better try around first.
> > There are quite a number of small files, most of them probably without
any
> > importance. It would be a tedious task to convert them, while I would
see at
> > first glance that they are of no importance for me.
> >
>
> Just about any databasse program should be able to read them. And some
spreadsheets will
> also read them. Excel 97 for sure, I just checked the various file
formats listed in the
> program.
>
> Ken
>
>
>

228. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 18:53:44 UTC
From: nospam@nospam.com
Message-ID: <02n02vgorhgrd2k5sqpj7k5r18bgcks7ib@4ax.com>
Source record: 29905

On Thu, 09 Jan 2003 23:36:30 -0500, Joe Mirando <j.mirando@snet.net>
wrote:

>Okay, I've held my tongue as long as I could... and much longer than I
>thought I'd be able to.
>
>If you don't like the magazine, for God's sake, don't frickin' read it.
>If you think there's more Atari news out there, send it to us. If you
>thing that there's something out there that nobody's talking about,
>write it up and send it in.
>
>Otherwise, shut your goddamned mouth and stop wasting bandwidth.
>
>And at least have the courtesy (you remember courtesy, don't you? It's
>what you evidently expect everyone to automatically give to you) to at
>least let us know who you are. Of course, there's only ONE person around
>gutless enough to bitch like this and do it anonymously, so I guess it's
>a moot point.
>
>I'll tell you what... Stop sitting there expecting someone to do for
>you, and give something back... write a column, a review, or an article
>and submit it to us. Otherwise, stop annoying people.
>
>Joe Mirando
>Managing Editor, A-ONE Magazine
>
>
>
>>Again, I have to ask...
>>
>>What in the FUCK do these headlines have to do with Atari?
>>
>>KaZaa? Aimster? Bonzi.com? WTF?!?!?!?
>>
>>
>

OK, here's my last comment on this matter. I promise.

Bottom line: The thing has "Atari" in the title and has about 2% of
actual Atari content.

Now, somebody PLEASE write a retort that refutes what I've said in the
previous sentence. You can't.

This is just too much...you actually ADMIT to the fact that you don't have enough Atari news to do a full mag! Howver, you still see no problems with using the Atari namesake in the title! Unreal.

And please don't tell me about "contributing" - I've written more Atari-related articles than I can even remember, including publishing my own Atari newsletter back in the day (which was 100% Atari content and distributed monthly to a several-hundred member local user's group). Believe me, I've contributed to the Atari community, sir.

I apologize if I've offended anyone in the group. Enjoy your non-Atari reading, folks...

229. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 19:16:16 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3e206d80$0$249$4c56ba96@master.news.zetnet.net>
Source record: 29906

Hi Kenneth,

On 10 Jan 2003 22:51:02 , "Kenneth Medin" wrote:

>It just so happens my posts display normally in just about every news
>client as long as it's not really bad programmed. Unfortunately it seems
>your client fails this simple test completely ;-)

Mine doesn't display them properly either - O.K. once I go to "follow-up"
Everest sees them O.K., but in Newsie, which I've used for years, I see:

+ + + +

230. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 19:16:18 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3e206d81$0$249$4c56ba96@master.news.zetnet.net>
Source record: 29907

Hi Martin,

On 11 Jan 2003 02:01:02 , "Martin \"Nightowl\" Byttebier" wrote:

> Empty??? Hmm, it's about time you drop your crappy newsreader and get a
>decent one.
>Okami, Xnews, Fort Agent, MacSoup, they all display Kenneth message
>just fine.

I know you've never been a fan of "Newsie", but why, after all these
years of good service, should Kenneth's messages give it problems ?
Never had this problem before with anyone else's posts.

Cheers

Paul

231. Re: Ash and Pure C / Pure Pascal

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 19:59:03 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e207787.0@entanet>
Source record: 29909

On 8 Jan 2003 22:13:40 G, Neil Chester wrote:
>Hi Sean
>
>>Does ASH sell Pure C and/or Pure Pascal to the US? Or
>>are there any North American distributors in Canada or
>>the US?
>Bengy used to provide a North American version of the Europe Shareware
>service...but seeing as though he has disappeared the only option (for
>Pure Pascal) is from Pascal Ricard at Europe Shareware or ASH directly.
>
>I ordered Pure Pascal from Pascal a couple of years ago and received my
>goods from ASH with no problems. The manual is in German BUT the program
>is in English!! Seems programmers speak the same language after all!!
>
>>
>>I don't speak German (although my Mom's family is from Bavaria!)
>>So I can't figure out where ASH sells their products and
>>whether there is an English version.
>see above. The program is supposed to be compatible with Turbo Pascal
>(although not quite sure which version) which is handy because I have a
>reference book for v6 of this MSDOS program.
>
>Hope this is of interest to you.
>
>Neil
>

I use PP as well. Got mine from System Solutions in GB. I found
a free Turbo Pascal refernce book on the web. Good enough for
referencing the odd function.

I found PP doesn't like the Mint/Thing multitasking environment
and so I have to use TOS or just manually call the compiler.
I haven't figured out how to call the compiler from an editor
like Everest.

You might also want to try the Object-GEM library by Thomas Much.
I think it was used to write CAB and a number of other commercial
apps.

PP seems to support the Object Pascal functions used in later
versions of TurboPascal.

Regards,

Peter

232. Video grabbing

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 19:59:06 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e20778a.0@entanet>
Source record: 29908

Hi all,

I've been playing with the video grabbing function in the Funmedia
demo and GEM-TV

I can manage to grab video but there are one or two problems. I wondered
if anyone else had tried it.

* at low frame rates (< ~8fps) nothing is recorded
* only 8 bit mono sound can be recorded
* with 8 bit mono the left channel is white noise

Some of these problems may be because the required data rate is
faster than the Milans IDE interface.

Also, I frequently need to restart Funmedia or reboot.

Are there are any other apps that can grab video from the screen
and write it to disk along with sound ?

Regards,

Peter

233. Atari USB

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 19:59:10 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e20778e.0@entanet>
Source record: 29910

Has everyone read the article on Atari USB on MyAtari ?

It seems like the 8-bitters are going to get USB yet there
seems to be no plan to get it on the ST/TT/Falcon/clones

Has anyone done any research into the feasibility of
connecting a pci USB card to an Atari ? I believe the Coldfire
project includes USB, maybe they have started work on drivers.

From what I understand two pieces of software are needed; a low
level USB driver and a driver for each device. I don't know much
about low level software but would the USB driver be a vdi
extension ?

I don't think it is a particularly complicated standard, maybe
there is some open source software that could be ported ?

Perhaps some sort of competition could be launched with the
prize going to the person or group that successfully demonstrates
an unmodified USB peripheral and card working on a 680x0 machine
running TOS, Mint or Magic.

We don't exactly need a USB mouse or keyboard so it might be worth
making it a bit more of a challenge by excluding these peripherals
or awarding a second prize.

What's your opinion ?

Regards,

Peter

234. Re: HELP! Video card identification

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 20:28:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042369130.11997.4@demeter.uk.clara.net>
Source record: 29931

Hi Mark

> Recently I have acquired a Matrix VME video card. These things are
absurdly
> expensive so I hear and are a professional card.

Tell me about it, i paid 200 quid for my Mega-vision 256 colour for my
Atari, and in comparison my PC's 64Mb multi MHz True colour card is about
the same price!!.

> Problem is I don't know *which* type of Matrix card it is, nor do I know
if the large board
> attached to the top is for debugging a hardware problem (as the story
> behind this card is that something is wrong with it), or if it is a memory
> expansion or something else. can anyone please please please take a look
> at these pictures and give me a little background info?

Its a memory expansion ontop, allows TrueColour modes to be used as well as
256 colour max.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.443 / Virus Database: 248 - Release Date: 10/01/2003

235. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 20:36:13 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042369131.11997.5@demeter.uk.clara.net>
Source record: 29930

Hi Martin

> >> in comp.sys.atari.st
> >
> >I don't know whether you realise or not but your postings are blank apart
from
> >the above line and contain an attachment entitled
> >
> >"quoted text from_1042052658-531972AEicMi@williams-net.com_"

> Empty??? Hmm, it's about time you drop your crappy newsreader and get a
> decent one.

> Okami, Xnews, Fort Agent, MacSoup, they all display Kenneth message
> just fine.

Hm!, strange, none of Kenneth's messages show up here, no problems with
anyone else's?. I think I'll stick to Outlook & Co. as they cost me
shit-loads. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.443 / Virus Database: 248 - Release Date: 10/01/2003

236. Re: OE bug (was: fVDI and NVDI problems!!)

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 21:00:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042369132.11997.6@demeter.uk.clara.net>
Source record: 29933

Hi Pascal

> > Hi "Kenneth Medin"
> >
> > > in comp.sys.atari.st
> >
> > I don't know whether you realise or not but your postings are blank
apart from
> > the above line and contain an attachment entitled
> >
> > "quoted text from_1042052658-531972AEicMi@williams-net.com_"
>
> Looks to be a bug in your newsreader. It has interpreted a line beginning
> with the word "begin" as being the start of an attachment. Here you
> should see such a line (begin test of the funny bug):

Its obviously my problem, I've got the Multi billion selling RFC compliant
software and he's using a beta balls up!, i understand your logic.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.443 / Virus Database: 248 - Release Date: 10/01/2003

237. Re: Atari USB

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 21:24:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e2036f6b66a65@attbi.com>
Source record: 29913

>Has everyone read the article on Atari USB on MyAtari ?
>
>It seems like the 8-bitters are going to get USB yet there
>seems to be no plan to get it on the ST/TT/Falcon/clones
>
>Has anyone done any research into the feasibility of
>connecting a pci USB card to an Atari ? I believe the Coldfire
>project includes USB, maybe they have started work on drivers.
>
>From what I understand two pieces of software are needed; a low
>level USB driver and a driver for each device. I don't know much
>about low level software but would the USB driver be a vdi
>extension ?
>
>I don't think it is a particularly complicated standard, maybe
>there is some open source software that could be ported ?
>
>Perhaps some sort of competition could be launched with the
>prize going to the person or group that successfully demonstrates
>an unmodified USB peripheral and card working on a 680x0 machine
>running TOS, Mint or Magic.
>
>We don't exactly need a USB mouse or keyboard so it might be worth
>making it a bit more of a challenge by excluding these peripherals
>or awarding a second prize.
>
>What's your opinion ?
>
>Regards,
>
>Peter

Personally I would not mind a PCI USB card for my Hades060, but I
do not think that will come. I am looking forward to getting via
the Coldfire computer. Having a USB port on my Atari would certain
open alot of doors.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,

Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

238. Re: MagicOnline

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 21:24:03 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e2036f6b66a66@attbi.com>
Source record: 29914

>Hi Edward
>
>> >> >Anyone have any idea which part of Late summer 2002 that Magic Online
>will return??.
>> >>
>> >> I am not sure if they will ever return. I emailed them and got a notice
>> >that the address is not valid.
>> >
>> >That's very bad news! That site was one of my regular haunts, certainly
>one
>> >of the first places I'd visit for Atari need's.
>> >
>> >Does anyone else have any info or ideas
>> >Regards, Steve. S.
>>
>> I just wish they would put the site up like it was. Even if there
>> are not any new programs, there were some that I had not
>> downloaded yet.
>
>I hate in when a site is detonated with the intention of rebuilding, i think
>it would be much better to leave it as is, warts and all if any, and then
>plumb in the new site as its available.
>
>What downloads are you looking for BTW?.

I kind of forget, it has been awhile since I was on that site. I
just remember their being some programs that I was going to get
because they looked interesting...

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

239. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 21:36:54 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.com>
Message-ID: <3e207f85$0$29798$9b622d9e@news.freenet.de>
Source record: 29911

Dear Ken,

> Thanks for the info Ludwig. I've learned more about Linux since posting
> that than I ever
> thought existed! :-)
I don't know much about Linux and am not interested to "learn" it as often demanded by the Linux "community", even if I now use the Linux newsreader knode because Atari programmers did not make their homework.

> It's time for school, don't you think? ROFL
I don't understand this. Speak frankly if you dislike something, please. After all it was you started this thread.

regards, Ludwig

240. TAT Update, 1-11-2003

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 21:49:28 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3E2091FE.1710A5F8@tampabay.rr.com>
Source record: 29915
Cross-posted to: alt.games.video.classic,alt.games.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

I hope everyone had a great holiday and new years! Despite the lack of
updates over at http://www.ataritimes.com, I've been very busy working
on and distributing the 2002 Year End Issue. Updates are again beginning
to trickle onto the site!

Here's what's new at Visit http://www.ataritimes.com this week:

* NEW! Updates to the 2600, 5200, Atari ST,
& Arcade game review lists
* NEW! Review of Jaguar Zoop
* NEW! Review of Lynx Rampart
* NEW! Introduction of PopGem
* 2002 Issue Now Available!
* New "5200" theme in place

As always, The Atari Times is always on the lookout for writers! Visit
http://www.ataritimes.com/writer if you are interested in getting paid
for your writing talents!

--
Gregory D. George

Email me at: http://www.ataritimes.com/email

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241. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 21:52:26 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042369133.11997.7@demeter.uk.clara.net>
Source record: 29932

Hi "Joe Mirando"

> Okay, I've held my tongue as long as I could... and much longer than I
> thought I'd be able to.
>
> If you don't like the magazine, for God's sake, don't frickin' read it.

Its your own fault, if you wrote it joined up he wouldn't be able to read it anyway!!. Put in some words with more than 5 letters, that'll confuse him!

8~)

> Joe Mirando
> Managing Editor, A-ONE Magazine

A source of news that otherwise wouldn't get to print!.

I support Atari Online.

http://www.atarinews.org

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.443 / Virus Database: 248 - Release Date: 10/01/2003

242. Re: Reading DBF files (w/o an Atari)

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 22:55:48 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1042325748@news.frii.com>
Source record: 29916

On Sat, 11 Jan 2003 18:24:13 +0100, "Frank Poppe" <Frank.Poppe@zonnet.nl> wrote:
> I didn't success with Acess or Excel. I'm now trying to find out whether
> there is something wrong with the format. The files were certainly created
> on an Atari ST, but maybe with another utility...
> Thanks so far,
>
> Frank

With the phrase "something wrong with the format", do you mean that possibly the files are corrupted.

Corrupted files is another possibility.

Do you know what is in the files? Do you have a sector editor where you can look at the bytes in the files?

Ken

243. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 22:59:04 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1042325944@news.frii.com>
Source record: 29917

Ludwig,

On Sat, 11 Jan 2003 21:36:54 +0000, Ludwig Maetzke <Ludwig.Maetzke@Triaton.com> wrote:

> > It's time for school, don't you think? ROFL
> I don't understand this. Speak frankly if you dislike something, please.
> After all it was you started this thread.

My apologies, Ludwig, the comment is meant to mean it's time for ME to go to school and learn more about Linux before deciding on the Linux variant to download. It was in no way meant to imply a dislike of anything in the thread.

Ken

244. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 23:39:15 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3e20ab22$0$253$4c56ba96@master.news.zetnet.net>
Source record: 29918

On 10 Jan 2003 02:49:01 , "Steve Sweet" wrote:
>Hi "Kenneth Medin"
>
>> in comp.sys.atari.st
>
>I dont know wether you realise or not but your postings are blank apart from
>the above line and contain an attatchment entitled
>
>"quoted text from_1042052658-531972AEicMi@williams-net.com_"
>
>What gives dude?.

I see only the line <in comp.sys.atari.st>
and <Attachment: text (UUE)>

Extracting it gives error: <bad prefix in line 38 (or 39)>.

I can read it in EdHak only.

Cheers,
Charles.

245. Re: .ST to Real Atari

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 23:48:00 UTC
From: rezx0x@yahoo.com
Message-ID: <5851020c.0301111548.2df56e6f@posting.google.com>
Source record: 29919
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Thanks! Ed,

Works great on the STTOMSA side!
No problems creating an MSA.
BUT
When I transfer files from a Win98SE machine to a 720K Atari formatted
disk, the disks become "damaged" when I try to run the program on the
Atari.
I've had this problem ever since upgrading from 95.

Any ideas?

246. Re: HELP! Video card identification

Newsgroup: comp.sys.atari.st
Date: 2003-01-11 23:57:24 UTC
From: leaver@alphalink.com.au
Message-ID: <3e20af64@news.alphalink.com.au>
Source record: 29920

On 10 Jan 2003 17:31:54 , Mark Duckworth wrote:
>Hey guys,
>
>Recently I have acquired a Matrix VME video card. These things are absurdly
>expensive so I hear and are a professional card. Problem is I don't know
>*which* type of Matrix card it is, nor do I know if the large board
>attached to the top is for debugging a hardware problem (as the story
>behind this card is that something is wrong with it), or if it is a memory
>expansion or something else. can anyone please please please take a look
>at these pictures and give me a little background info?

All I can contribute is that the visible bits bear no resemblance to
the tc1208 in my TT or the Coco in my MSTe

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@alphalink.com.au Hawker, ACT 2614
leaver@austarmetro.com.au Australia

247. FS: Etheret cards (US only)

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 01:06:09 UTC
From: lp <gfa@basic.net>
Message-ID: <BA4629B1.B8F6%gfa@basic.net>
Source record: 29921

I got 2 brand new never used PCI ethernet cards.
Both of these should work in a Hades as the chipsets are clearly
marked with the chip numbers needed by Odd's drivers.
They might work in a Milan too.
The first card I bought mail-order had the wrong chipset numbers,
however as it turns out it works with Odd's driver and I bought these
other 2 just in case. This was before the driver was actually completed.
Anyway I don't wish to throw them out.

ASOUND 10/100Mbps Fast Ethernet PCI NIC
D-Link 10Mbps Combo 32-bit Ethernet PCI NIC

Make an offer, I'll take it!
Just add $5 for S&H anywhere in the US.
I do not wish ship to outside the US, sorry.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

248. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 01:31:44 UTC
From: lp <gfa@basic.net>
Message-ID: <BA462FB0.BA38%gfa@basic.net>
Source record: 29922

in article 02n02vgorhgrd2k5sqpj7k5r18bgcks7ib@4ax.com, nospam@nospam.com at nospam@nospam.com wrote on 1/11/03 1:53 PM:

[snip]

> OK, here's my last comment on this matter. I promise.
>
> Bottom line: The thing has "Atari" in the title and has about 2% of
> actual Atari content.
>
> Now, somebody PLEASE write a retort that refutes what I've said in the
> previous sentence. You can't.

Please note the title contains 'etc', please look that up.
'et cetera' phrase meaning "and the others"

Perhaps it's interpretation but it appears covered in the title to me.
So you don't like it, I don't think he should change the title just
because the Atari section has gotten smaller over time, or because
you think it's wrong.

> This is just too much...you actually ADMIT to the fact that you don't
> have enough Atari news to do a full mag! Howver, you still see no
> problems with using the Atari namesake in the title! Unreal.

And Infogrames ain't using the Atari name for marketing strategy?
Why not write them and bitch? What do they do for the computer line?
Absolutely zero but they use the name. Is that fair?

> And please don't tell me about "contributing" - I've written more
> Atari-related articles than I can even remember, including publishing
> my own Atari newsletter back in the day (which was 100% Atari content
> and distributed monthly to a several-hundred member local user's
> group). Believe me, I've contributed to the Atari community, sir.

That's cool.

> I apologize if I've offended anyone in the group. Enjoy your
> non-Atari reading, folks...

My advice is killfile certain posters or learn to skip posts.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

249. Re: Atari USB

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 01:38:17 UTC
From: lp <gfa@basic.net>
Message-ID: <BA463139.BA39%gfa@basic.net>
Source record: 29923

in article 3e20778e.0@entanet, Peter Slegg at
peterslegg@===ANTI-SPAM===scubadivers.co.uk wrote on 1/11/03 2:59 PM:

> Has everyone read the article on Atari USB on MyAtari ?

I read it.

> It seems like the 8-bitters are going to get USB yet there
> seems to be no plan to get it on the ST/TT/Falcon/clones
>
> Has anyone done any research into the feasibility of
> connecting a pci USB card to an Atari ? I believe the Coldfire
> project includes USB, maybe they have started work on drivers.
>
> From what I understand two pieces of software are needed; a low
> level USB driver and a driver for each device. I don't know much
> about low level software but would the USB driver be a vdi
> extension ?

Probably more along the lines of gemdos, since it's device i/o
oreinted my guess.

> I don't think it is a particularly complicated standard, maybe
> there is some open source software that could be ported ?

I would think the linux community would be a good starting point.

> Perhaps some sort of competition could be launched with the
> prize going to the person or group that successfully demonstrates
> an unmodified USB peripheral and card working on a 680x0 machine
> running TOS, Mint or Magic.
>
> We don't exactly need a USB mouse or keyboard so it might be worth
> making it a bit more of a challenge by excluding these peripherals
> or awarding a second prize.
>
> What's your opinion ?

If you have a clone you are like over halfway there, you just pop in a card
and it becomes a software driver issue. It's my understanding there are
some common base level usb device that don't need drivers. An example is
a digital camera. You buy it, install nothing, yet when you hook it up
it automounts. If we could at least do that it would be nice. ;-)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

250. Magic 6.x/Copyist Professional-DTP (music) question

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 04:06:53 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <Pine.GSO.4.44L0.0301112153500.7901-100000@shell.core.com>
Source record: 29924

Hello,

I am trying Copyist Professional-DTP with Magic 6.x and NVDI.
(Falcon 030 - HDDriver 8.04)

Everything seems to work alright until I try to save my file.
When I select save as, I get this error:

Memory Block Destroyed by User Program
Address of MCB: $0011A154
Data of MCB: $00000052 $00000000 $00000000 $00000064
System dump to disk:

My guess is that Copyist doesn't like Magic's file selector.

(This doesn't happen under TOS/NVDI)

Any suggestions?

Thank you in advance.

ken

251. Re: HELP! Video card identification

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 04:59:10 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3e20f6af$0$257$626a54ce@news.free.fr>
Source record: 29925

Hi,
"Mark Duckworth" <mducksub@nospaamatari-source.com> a crit dans le message
de news: 1042244281.356953@blade.atari-source.com...
> Hey guys,
>
> Recently I have acquired a Matrix VME video card. These things are
absurdly
> expensive so I hear and are a professional card. Problem is I don't know
> *which* type of Matrix card it is, nor do I know if the large board
> attached to the top is for debugging a hardware problem (as the story
> behind this card is that something is wrong with it), or if it is a memory
> expansion or something else. can anyone please please please take a look
> at these pictures and give me a little background info?
>
> The URL's:
> http://pikachu.atari-source.com/~mduckworth/matrix1.jpg
> http://pikachu.atari-source.com/~mduckworth/matrix2.jpg
> http://pikachu.atari-source.com/~mduckworth/matrix3.jpg
>
> THANK YOU!
> Mark
> http://atari-source.com
>
look at the gfx chip, if it was a
texas instruments "TMS 34020" it's a
TC1006 (1 Mb of video ram)
or a
TC1208 (2 Mb of video ram)
like mine on the TT

```
if the gfx chip was a "intel 82786"
it could be a
Moco (mono) (256Kb ram video)
Coco (256 color) (1Mb ram video)
Mico (mono+256 color) ((1Mb ram video)

matrix C32 and C110 are for mega st only
(intel 82786 chip too)

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne
```

252. Re: HELP! Video card identification

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 07:01:01 UTC
From: "Boris Cahan (telvt)" <bdc2@po.cwru.edu>
Message-ID: <avr447$9vk$1@eeyore.INS.cwru.edu>
Source record: 29926

hi! the big board on top WAS part of the ORIGINAL! the TT was moved into a
tower case originally for just the purpose.
"Rory McMahon" <fujiman@netzero.net> wrote in message
news:trrv1v8sa5gmb6obb8u8qkdqgga4eu15e5@4ax.com...
> Mark,
>
> I have a Matrix 1206 card. If you can show more pictures (without the
> big board on top) that might help. Obviously the big board wont fit in
> a MegaST or TT as it stands...
>
> Cheers,
> Rory
>
> On Fri, 10 Jan 2003 17:31:54 -0500, Mark Duckworth
> <mducksub@nospaamatari-source.com> wrote:
>
> >Hey guys,
> >
> >Recently I have acquired a Matrix VME video card. These things are
absurdly
> >expensive so I hear and are a professional card. Problem is I don't know
>
> >The URL's:
> >http://pikachu.atari-source.com/~mduckworth/matrix1.jpg
> >http://pikachu.atari-source.com/~mduckworth/matrix2.jpg
> >http://pikachu.atari-source.com/~mduckworth/matrix3.jpg
> >
> >THANK YOU!
> >Mark
> >http://atari-source.com
>

253. Re: HELP! Video card identification

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 07:09:54 UTC
From: "Boris Cahan (telvt)" <bdc2@po.cwru.edu>
Message-ID: <avr4ck$a70$1@eeyore.INS.cwru.edu>
Source record: 29927

Now that I have read these posts, I THINK that it was a Mico, that may have
been modified for even more colors
"[ProToS]" <protos(at)arcadia-crew(dot)com> wrote in message
news:3e20f6af$0$257$626a54ce@news.free.fr...
> Hi,
> "Mark Duckworth" <mducksub@nospaamatari-source.com> a crit dans le
message
> de news: 1042244281.356953@blade.atari-source.com...
> > Hey guys,
> >
> > Recently I have acquired a Matrix VME video card. These things are
> absurdly
> > expensive so I hear and are a professional card. Problem is I don't
know
> > *which* type of Matrix card it is, nor do I know if the large board
> > attached to the top is for debugging a hardware problem (as the story
> > behind this card is that something is wrong with it), or if it is a
memory
> > expansion or something else. can anyone please please please take a
look
> > at these pictures and give me a little background info?
> >
> > The URL's:
> > http://pikachu.atari-source.com/~mduckworth/matrix1.jpg
> > http://pikachu.atari-source.com/~mduckworth/matrix2.jpg
> > http://pikachu.atari-source.com/~mduckworth/matrix3.jpg
> >
> > THANK YOU!
> > Mark
> > http://atari-source.com
> >
> look at the gfx chip, if it was a
> texas instruments "TMS 34020" it's a
> TC1006 (1 Mb of video ram)
> or a
> TC1208 (2 Mb of video ram)
> like mine on the TT
>
> if the gfx chip was a "intel 82786"
> it could be a
> Moco (mono) (256Kb ram video)
> Coco (256 color) (1Mb ram video)
> Mico (mono+256 color) ((1Mb ram video)

>
> matrix C32 and C110 are for mega st only
> (intel 82786 chip too)
>
> SeeU
> --
> [ProToS] on ircnet
> chan #atari.fr #atariscne
>
>

254. YSEDITOR update

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 12:47:24 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0301121336030.72-100000@easymint>
Source record: 29934
Cross-posted to: comp.sys.atari.st,comp.music.midi,alt.music.midi

Hi,

I have just released
YSEDITOR PLUS version 2.71
YSEDITOR V50 version 3.31
YSEDITOR FB01 version 0.82b

New in this little update: It's now possible to import SysEx dumps in
Standard Midi File format (.MID), in addition to the many different file
formats that were already recognized !

Martin Tarenskeen
http://yseditor.atari.org

255. Re: Reading DBF files (w/o an Atari)

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 13:16:46 UTC
From: Frank Poppe <Frank.Poppe@zonnet.nl>
Message-ID: <3e216ac0$0$49110$e4fe514c@news.xs4all.nl>
Source record: 29935

I meant that the format does not seem to follow the standard. Perhaps they have been produced by some other utility then I thought.

I have had at a look the file on byte level.
The files look structured, with a header defining fields, and then the records. But without a definition of the format it is difficult to find out what exactly the structure is.

It certainly does not follow fhe DBF definitions I found at http://myfileformats.com/.

Thanks,

Frank

"Ken Springer" <wordworks@greeleynet.com> schreef in bericht news:1103_1042325748@news.frii.com...
> On Sat, 11 Jan 2003 18:24:13 +0100, "Frank Poppe" <Frank.Poppe@zonnet.nl> wrote:
> > I didn't success with Acess or Excel. I'm now trying to find out whether
> > there is something wrong with the format. The files were certainly created
> > on an Atari ST, but maybe with another utility...
> > Thanks so far,
> >
> > Frank
>
>
> With the phrase "something wrong with the format", do you mean that possibly the files are
> corrupted.
>
> Corrupted files is another possibility.
>
> Do you know what is in the files? Do you have a sector editor where you can look at the
> bytes in the files?
>
> Ken
>
>
>
>

256. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 13:35:06 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e216f12307b320@pandora.be>
Source record: 29936

on Sat 11-01-2003 20:36 Steve Sweet wrote:

>> Empty??? Hmm, it's about time you drop your crappy newsreader and get a
>> decent one.
>
>> Okami, Xnews, Fortï¿½ Agent, MacSoup, they all display Kenneth message
>> just fine.
>
>Hm!, strange, none of Kenneth's messages show up here, no problems with
>anyone else's?. I think I'll stick to Outlook & Co. as they cost me
>shit-loads. 8~)

As said only those with a bad newsreader are affected. For pc there are
much better newsreaders then Outlook. Outlook can't even place a working
signature separator. Most of then are free to use.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

257. Re: Reading DBF files (w/o an Atari)

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 14:09:22 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1042380562@news.frii.com>
Source record: 29937

On Sun, 12 Jan 2003 14:16:46 +0100, "Frank Poppe" <Frank.Poppe@zonnet.nl> wrote:
> I meant that the format does not seem to follow the standard. Perhaps they
> have been produced by some other utility then I thought.
>
> I have had at a look the file on byte level.
> The files look structured, with a header defining fields, and then the
> records. But without a definition of the format it is difficult to find out
> what exactly the structure is.

It rattles around in my brain that somewhere I ran across a program that created files with the DBF extension, but they weren't database files.

I had hoped that a byte level look at the file would give a clue. The first 2 bytes of a Word Perfect document file was WP, at least up through version 5. Something like that was what I hoped you would find.

Since I've got these old Ataris, I thought it would be fun to put together a Windows for Workgroups 'puter too. Working on that right now.

And for this WFWG computer, I've got Norton Utilities 6.02 and PCToolsa 7.1. Both offer built in DBF file recovery routines. I could run those files through them if you would like.

Ken

258. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 15:16:46 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e2189563ce6903@europe-shareware.org>
Source record: 29941

Hello,

in article <3e206d80$0$249$4c56ba96@master.news.zetnet.net> (comp.sys.atari.st),
Paul Williamson wrote on Sat 11-01-2003 19:16 (GMT):

> Mine doesn't display them properly either - O.K. once I go to "follow-up"
> Everest sees them O.K., but in Newsie, which I've used for years, I see:
>
> +
>
> in comp.sys.atari.st
> Attachment: text(UUE)
>
> +
>
> Weird.

Sure!

This should not happen as an UUE attachment should begin with a line:

>begin 666 name-of-the-file.ext

(I have put a character at the begining for the line not to be seen as
an attachment :-))

and should end by the word "end" on a sigle line.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

259. Magic 6.x/Copyist Professional-DTP (music) question

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 15:19:12 UTC
From: Harald Placke <hapla@epost.de>
Message-ID: <12012003162010i2C0034F9VAFFFFFFFF@hapla.de.vu>
Source record: 29938

Hi Ken,

> My guess is that Copyist doesn't like Magic's file selector.
> (This doesn't happen under TOS/NVDI)
> Any suggestions?

I think the program is not made for multitasking, so try the MagiC
single-modus. The program writes in an memory block, that didn't
belong to this program. Under Tos this dosn't matter.

And if you want to check out another fileselectbox, then you should
try boxkite <http://www.netcologne.de/~nc-beckerha3/>.

Gruß Harald Placke

--
Antworten bitte ausschließlich in die Newsgroup!

260. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 15:19:18 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e21876a3ec9ff0@tripnet.se>
Source record: 29940

In comp.sys.atari.st <3e216f12307b320@pandora.be>
Martin "Nightowl" Byttebier wrote on Sun 12-01-2003 14:35 (+0100):

>on Sat 11-01-2003 20:36 Steve Sweet wrote:

>>> Okami, Xnews, Fortï¿½ Agent, MacSoup, they all display Kenneth message
>>> just fine.
>>
>>Hm!, strange, none of Kenneth's messages show up here, no problems with
>>anyone else's?. I think I'll stick to Outlook & Co. as they cost me
>>shit-loads. 8~)
>
>
>As said only those with a bad newsreader are affected. For pc there are
>much better newsreaders then Outlook. Outlook can't even place a working
>signature separator. Most of then are free to use.

Agreed, but with Newsie things are a bit different. A pity that Newsie
also share the same imho lazy way of doing things with OE.

You simply can't assume that any text that starts a new line with begin
followed by two spaces is a file! Other newsreaders do this in a much
better way.

But, as Newsie is not supported any longer(?) and there is no real
alternative for lower end Ataris I have reverted to a more conservative
way of citation.

Btw, I can't get the *.QFM file in Okami ta behave exactly as I want. The
"quoting instruction":

swnet.* telia.* se.* tripnet.* Mail.kennethm|*.se *.telia.com *.bip.net
ur %g\nbegin citerad text frï¿½n %m\n av %r %Z:\n
\end

should trigger on email addresses from anyuser@telia.com but it does not.
What am I doing wrong?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

261. Re: Reading DBF files (w/o an Atari)

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 15:19:19 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e21876a3ec9ff1@tripnet.se>
Source record: 29939

In comp.sys.atari.st <3e216ac0$0$49110$e4fe514c@news.xs4all.nl>
Frank Poppe wrote on Sun 12-01-2003 14:16 (+0100):

>I meant that the format does not seem to follow the standard. Perhaps they
>have been produced by some other utility then I thought.

There is no *.DBF file standard so nothing to follow... It's probably a
data base file, though.

Only a few file extenders are standardized like *.HTM for html and *.DOC
for 1stWord+ :-)

On the other hand the Swedish 1stWord+ actually uses *.DOK without some
of the code being aware of this fact!

>"Ken Springer" <wordworks@greeleynet.com> schreef in bericht
>news:1103_1042325748@news.frii.com...
>> On Sat, 11 Jan 2003 18:24:13 +0100, "Frank Poppe" <Frank.Poppe@zonnet.nl>
>wrote:
>> > I didn't success with Acess or Excel. I'm now trying to find out whether
>> > there is something wrong with the format. The files were certainly

>> With the phrase "something wrong with the format", do you mean that

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

262. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 15:50:50 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e219ae652b9940@pandora.be>
Source record: 29942

on Sun 12-01-2003 15:19 Kenneth Medin wrote:

>In comp.sys.atari.st <3e216f12307b320@pandora.be>
>Martin "Nightowl" Byttebier wrote on Sun 12-01-2003 14:35 (+0100):

>>As said only those with a bad newsreader are affected. For pc there are
>>much better newsreaders then Outlook. Outlook can't even place a working
>>signature separator. Most of then are free to use.
>
>Agreed, but with Newsie things are a bit different. A pity that Newsie
>also share the same imho lazy way of doing things with OE.
>
>You simply can't assume that any text that starts a new line with begin
>followed by two spaces is a file! Other newsreaders do this in a much
>better way.

Hehe, now I know why. See my private posting to you.

>
>But, as Newsie is not supported any longer(?) and there is no real
>alternative for lower end Ataris I have reverted to a more conservative
>way of citation.

Okami should work on lower ends of Atari's too. Newsie is not good. For
instance Newsie postings which holds chars above ascii 125 are hard to
read with non-Atari readers.

>
>Btw, I can't get the *.QFM file in Okami ta behave exactly as I want. The
>"quoting instruction":
>
>swnet.* telia.* se.* tripnet.* Mail.kennethm|*.se *.telia.com *.bip.net
> ur %g\nbegin citerad text frï¿½n %m\n av %r %Z:\n
>\end

Hmm, not quite sure but I think you must separate then

Mail.kennethm|*.se *.telia.com *.bip.net
ur %g\nbegin citerad text frï¿½n %m\n av %r %Z:\n
\end

swnet.* telia.* se.* tripnet.*
ur %g\nbegin citerad text frï¿½n %m\n av %r %Z:\n
\end

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

263. Re: Reading DBF files (w/o an Atari)

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 17:23:39 UTC
From: sergey@whitetown.com
Message-ID: <3227dac9.0301120923.6164fd1a@posting.google.com>
Source record: 29943

Frank.Poppe@zonnet.nl (Frank Poppe) wrote in message
news:<f65cb472.0301100618.3fde0369@posting.google.com>...

> I have a couple of DBF files, which were probably created on an Atari
> ST using DBman. I myself no longer have an Atari, and have tried to
> read the DBF files.

> Does anybody know of a program that can read this files.
> Alternatively, does anybody know of a description of the file format
> of Atari DBF files?

CDBF - multi-platform DBF viewer and editor:

http://www.whitetown.com/cdbf/

Do not hesitate to contact me if you have any questions.

264. Re: Reading DBF files (w/o an Atari)

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 18:38:17 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1042396697@news.frii.com>
Source record: 29944

On Sun, 12 Jan 2003 15:19:19 GMT, "Kenneth Medin" <kennethm@tripnet.se> wrote:

> Only a few file extenders are standardized like *.HTM for html and *.DOC
> for 1stWord+ :-)

Uhhhhhh.... MS Word and MS Works use *.doc for their files also. Someone else uses it too, but the memory fails.

Ken

265. Re: MagicOnline

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 18:38:26 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042490252.14537.0@damia.uk.clara.net>
Source record: 29875

Hi Edward

> >> >> >Anyone have any idea which part of Late summer 2002 that Magic
Online
> >will return??.
> >> >>
> >> >> I am not sure if they will ever return. I emailed them and got a
notice
> >> >that the address is not valid.
> >> >
> >> >That's very bad news! That site was one of my regular haunts,
certainly
> >one
> >> >of the first places I'd visit for Atari need's.
> >> >
> >> >Does anyone else have any info or ideas
> >> >Regards, Steve. S.
> >>
> >> I just wish they would put the site up like it was. Even if there
> >> are not any new programs, there were some that I had not
> >> downloaded yet.
> >
> >I hate in when a site is detonated with the intention of rebuilding, i
think
> >it would be much better to leave it as is, warts and all if any, and then
> >plumb in the new site as its available.
> >
> >What downloads are you looking for BTW?.
>
> I kind of forget, it has been awhile since I was on that site. I
> just remember their being some programs that I was going to get
> because they looked interesting...

That narrows it down, I've got boxes of that category 8~).

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.443 / Virus Database: 248 - Release Date: 10/01/2003

266. Re: Magic 6.x/Copyist Professional-DTP (music) question

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 18:40:23 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042490255.14537.1@damia.uk.clara.net>
Source record: 29874

Hi Ken

> I am trying Copyist Professional-DTP with Magic 6.x and NVDI.
> (Falcon 030 - HDDriver 8.04)
>
> Everything seems to work alright until I try to save my file.
> When I select save as, I get this error:
>
> Memory Block Destroyed by User Program
> Address of MCB: $0011A154
> Data of MCB: $00000052 $00000000 $00000000 $00000064
> System dump to disk:
>
> My guess is that Copyist doesn't like Magic's file selector.
>
> (This doesn't happen under TOS/NVDI)

There's plenty of 3rd party fileselectors that you could try, maybe you could also try running in Single mode as a test, its possible multi tasking is making it barf.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.443 / Virus Database: 248 - Release Date: 10/01/2003

267. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 18:43:41 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042490256.14537.2@damia.uk.clara.net>
Source record: 29876

Hi Charles

"Charles Stanley" <cstanley@zetnet.co.uk> wrote in message
news:3e20ab22$0$253$4c56ba96@master.news.zetnet.net...
> On 10 Jan 2003 02:49:01 , "Steve Sweet" wrote:
> >Hi "Kenneth Medin"
> >
> >> in comp.sys.atari.st
> >
> >I don't know whether you realise or not but your postings are blank apart
from
> >the above line and contain an attachment entitled
> >
> >"quoted text from_1042052658-531972AEicMi@williams-net.com_"
> >
> >What gives dude?.
>
> I see only the line <in comp.sys.atari.st>
> and <Attachment: text (UUE)>
>
> Extracting it gives error: <bad prefix in line 38 (or 39)>.
>
> I can read it in EdHak only.

I posted to make the user aware of a possible problem, it seems to have
started a bit of a flame fest, I'm glad at least it's not just me that has a
problem.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.443 / Virus Database: 248 - Release Date: 10/01/2003

268. Re: Atari USB

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 18:46:23 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e21b7ff.0@entanet>
Source record: 29945

On 11 Jan 2003 20:38:17 , lp wrote:
>in article 3e20778e.0@entanet, Peter Slegg at
>peterslegg@===ANTI-SPAM===scubadivers.co.uk wrote on 1/11/03 2:59 PM:
>
>> Has everyone read the article on Atari USB on MyAtari ?
>
>I read it.
>
>> It seems like the 8-bitters are going to get USB yet there
>> seems to be no plan to get it on the ST/TT/Falcon/clones
>>
>> Has anyone done any research into the feasibility of
>> connecting a pci USB card to an Atari ? I believe the Coldfire
>> project includes USB, maybe they have started work on drivers.
>>
>> From what I understand two pieces of software are needed; a low
>> level USB driver and a driver for each device. I don't know much
>> about low level software but would the USB driver be a vdi
>> extension ?
>
>Probably more along the lines of gemdos, since it's device i/o
>oreinted my guess.
>
>> I don't think it is a particularly complicated standard, maybe
>> there is some open source software that could be ported ?
>
>I would think the linux community would be a good starting point.

Would a Mint device driver based on something from Linux be possible ?
I know not everyone is a fan of Mint but it would be a start.

>> Perhaps some sort of competition could be launched with the
>> prize going to the person or group that successfully demonstrates
>> an unmodified USB peripheral and card working on a 680x0 machine
>> running TOS, Mint or Magic.
>>
>> We don't exactly need a USB mouse or keyboard so it might be worth
>> making it a bit more of a challenge by excluding these peripherals
>> or awarding a second prize.
>>
>> What's your opinion ?
>
>If you have a clone you are like over halfway there, you just pop in a card
>and it becomes a software driver issue. It's my understanding there are
>some common base level usb device that don't need drivers. An example is

>a digital camera. You buy it, install nothing, yet when you hook it up
>it automounts. If we could at least do that it would be nice. ;-)

I don't have a digital camera but it would be very nice for those that do.
Is the same true of those cheap little webcam's or do they rely more on
host software ?

Regards,

Peter

269. Re: Reading DBF files (w/o an Atari)

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 18:47:27 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e21b83864e7e20@tripnet.se>
Source record: 29846

In comp.sys.atari.st <1104_1042396697@news.frii.com>
Ken Springer wrote on Sun 12-01-2003 18:38 (GMT):

>On Sun, 12 Jan 2003 15:19:19 GMT, "Kenneth Medin" <kennethm@tripnet.se> wrote:
>
>> Only a few file extenders are standardized like *.HTM for html and *.DOC
>> for 1stWord+ :-)
>
>Uhhhhhh.... MS Word and MS Works use *.doc for their files also. Someone else

Which was my point actually, that you can never be sure. You should look
out for smileys :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

270. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 18:47:38 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042490258.14537.3@damia.uk.clara.net>
Source record: 29872

Hi Kenneth

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3e21876a3ec9ff0@tripnet.se...
> In comp.sys.atari.st <3e216f12307b320@pandora.be>
> Martin "Nightowl" Byttebier wrote on Sun 12-01-2003 14:35 (+0100):
>
> >on Sat 11-01-2003 20:36 Steve Sweet wrote:
>
> >>> Okami, Xnews, Fort Agent, MacSoup, they all display Kenneth message
> >>> just fine.
> >>
> >>Hm!, strange, none of Kenneth's messages show up here, no problems with
> >>anyone else's?. I think I'll stick to Outlook & Co. as they cost me
> >>shit-loads. 8~)
> >
> >
> >As said only those with a bad newsreader are affected. For pc there are
> >much better newsreaders then Outlook. Outlook can't even place a working
> >signature separator. Most of then are free to use.
>
> Agreed, but with Newsie things are a bit different. A pity that Newsie
> also share the same imho lazy way of doing things with OE.

I am reading this message loud and clear, have you made any alterations, i certainly haven't.

I posted my original message ref this just to make you aware of a possible problem, it seems to have started a bit of a MCIBTYC thread though with people bitching about mailers...

I'm glad i can now read your input anyway.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

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Version: 6.0.443 / Virus Database: 248 - Release Date: 10/01/2003

271. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 18:53:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042490260.14537.4@damia.uk.clara.net>
Source record: 29873

Hi Lonny

I'm probably still in your kill-file but anyone else can read this.

> And Infogrames ain't using the Atari name for marketing strategy?
> Why not write them and bitch? What do they do for the computer line?
> Absolutely zero but they use the name. Is that fair?

Over here in GB, Atari is advertised on television as being a Nokia phones
game supplier.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.443 / Virus Database: 248 - Release Date: 10/01/2003

272. Re: Atari USB

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 19:03:29 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb23elu.1ug.atari@core.preferuje.luzik.pl>
Source record: 29847

>>I would think the linux community would be a good starting point.
>
> Would a Mint device driver based on something from Linux be possible ?
> I know not everyone is a fan of Mint but it would be a start.

There is a template device driver in FreeMiNT sources, but you still have to
adapt Linux driver to it.

But, from what i know, USB may require some kind of "stack", but I'm not
sure. So you would have to write such stack too.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

273. Webcam jpg

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 21:21:00 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e21dc3c.0@entanet>
Source record: 29848

I was just looking at a webcam (a view of Lake Tahoe USA).
The image (~700k) claimed to be a jpg but it didn't display
in CAB.

I tried opening it with Imagecopy and Aniplayer but they
didn't recognise it either. Curious I had a look at the
file header which looked like this:

--ThisRandomString
Content-Type: image/jpeg
Content-Length: 7130
Pragma: no-cache
Expires: Fri, 01 Jan 1983 00:00:00 GMT

����
JFIF

The JFIF like suggested it *is* a jpeg so I dug further. I have
a program I wrote to extract jpegs from within Powerpoint files
so I ran it on this webcam file. To my surprise it extracted
27 jpg files, I think it only stopped when my simple program
ran out of legal filenames.

These 27 files all open and display slightly different views
of Lake Tahoe. They are each about 7k. Using the slideshow
function in Imagecopy I was able to view them as an "animation".

Is this a common form of animated jpeg ?

Is there any other way of displaying it without having to manually
extract the images ?

It would be nice to be able to see each image while it is downloading
but that is probably asking a bit too much from CAB. Maybe Highwire
one day ?

Regards,

Peter

274. Who is the moderator of comp.sys.atari.st?

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 22:56:12 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0301121456.8c60abd@posting.google.com>
Source record: 29849

Hi,

Can anyone tell me who the moderator of comp.sys.atari.st is?

Cheers!

Matt

275. Re: Who is the moderator of comp.sys.atari.st?

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 23:19:40 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e21f7fe96bda50@tripnet.se>
Source record: 29850

In comp.sys.atari.st <28889b8e.0301121456.8c60abd@posting.google.com>
Matthew Bacon wrote on Sun 12-01-2003 14:56 (-0800):

>Can anyone tell me who the moderator of comp.sys.atari.st is?

Most newsgroups are not moderated at all and this group propagate (almost)
anything you post.

The only moderated Atari newsgroup I'm aware of is
comp.sys.atari.announce and the moderator is Kevin Savetz
<savetz@northcoast.com>. All posts to that group has to be approved by
him before they go out which means both a delay and some work for him.

That's how moderation works in newsgroups and possibly the reason why not
more groups are moderated. A group with normal traffic would be a
fulltime job for the moderator so it's out of the question in most cases.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

276. Re: Reading DBF files (w/o an Atari)

Newsgroup: comp.sys.atari.st
Date: 2003-01-12 23:46:37 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1042415197@news.frii.com>
Source record: 29851

On Sun, 12 Jan 2003 18:47:27 GMT, "Kenneth Medin" <kennethm@tripnet.se> wrote:

> >Uhhhhhh.... MS Word and MS Works use *.doc for their files also. Someone else
>
> Which was my point actually, that you can never be sure. You should look
> out for smileys :-)

::laughing:: In this case, I would have looked for a "winkie". <BG>

Ken

277. Re: Atari ST game support and requirement

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 00:45:37 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301121645.4a0f4195@posting.google.com>
Source record: 29852

dberk@mobygames.com (David Berk) wrote in message
news:<7941a75b.0301100905.440bf40d@posting.google.com>...
> Greetings,
>
> ...
>
> We would like to add the Atari ST computer platform. However we have
> had a difficult time figuring out the various technical requirements
> for Atari ST games and would like to enlist your help.
>
90%+ of ST games were written with the 512K ST series in mind. There
are a few STe and Falcon specific games and a few 1MB or 4MB required
games in the 1990s.

Roughly 2/3 of ST games run on the Falcon, and
http://www.atariarchives.org/cfn/06/03/07.php provides nearly a
complete list of those that work. I do not have hard data on the TT,
but I seem to recall that few games were ever tested on it, since TT
users generally do not play games on their machines.

Galen

278. Re: Atari USB

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 00:48:07 UTC
From: lp <gfa@basic.net>
Message-ID: <BA4776F7.BA7D%gfa@basic.net>
Source record: 29854

in article 3e21b7ff.0@entanet, Peter Slegg at
peterslegg@===ANTI-SPAM===scubadivers.co.uk wrote on 1/12/03 1:46 PM:

> On 11 Jan 2003 20:38:17 , lp wrote:
>>
>> Probably more along the lines of gemdos, since it's device i/o
>> oreinted my guess.
>>
>>> I don't think it is a particularly complicated standard, maybe
>>> there is some open source software that could be ported ?
>>
>> I would think the linux community would be a good starting point.
>
> Would a Mint device driver based on something from Linux be possible ?
> I know not everyone is a fan of Mint but it would be a start.

I would think it would make the porting easier, that is partly why mint is
way it is. ;-)

>> If you have a clone you are like over halfway there, you just pop in a card
>> and it becomes a software driver issue. It's my understanding there are
>> some common base level usb device that don't need drivers. An example is
>> a digital camera. You buy it, install nothing, yet when you hook it up
>> it automounts. If we could at least do that it would be nice. ;-)
>
> I don't have a digital camera but it would be very nice for those that do.
> Is the same true of those cheap little webcam's or do they rely more on
> host software ?

The webcam I have required additional drivers. The thing with the camera is
that it mounts it like a pc formatted disk. Cameras work entirely
different.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

279. Re: ICD Link2 / SCSI 512MB Drive / Yamaha CD-RW configuration

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 00:48:40 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301121648.6696a394@posting.google.com>
Source record: 29853
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

sean0ceallaigh@yahoo.com (Sean Kelley) wrote in message
news:<c6402c6a.0301092259.19b03724@posting.google.com>...
> I believe what you are saying is that
> host adapters like the Link2/Link97 do not provide
> arbitration. CD-RW devices require arbitration.
> So I could use my CD-RW obviously with my Falcon,
> but not with a 1040STE + Link2/Link97.
>
Exactly.

Galen

280. Re: mouse problems & how to open my ST

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 09:42:42 UTC
From: <>
Message-ID: <1042457046-609404AEicMi@ntlworld.com>
Source record: 29855

From: Richard van Vugt <ricardo@euronet.nl>
Date: Sat, 11 Jan 2003 16:48:32 +0100

>The mouse of my Atari 1040 ST does not work properly anymore. The
>mousepointer does not work, and doubleclicking only works after several
>clicks. I tried an other mouse but this one has the same problem. So,

After years of unplugging and replugging mice the socket's solder joints
fail, giving the problem you've outlined.

Using the right-sized screwdriver you can unscrew all those little screws on
the underside of the keyboard (peeling back the sticky plastic film where
necessary). Once you've done that you can lift the circuit board off - noting
that some keycaps will stay stuck to the board.

Once you've resoldered all the connector joints you can reassemble the
keyboard. If you made careful notes when lifting the back off this will be
easy, if not you'll have to be careful because there's an extra contact pad
which doesn't have a matching key IIRC.

HTH - it's a DIY job if you know which end of a soldering iron gets hot ;-)

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

281. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 09:45:58 UTC
From: <>
Message-ID: <1042457046-609576AEicMi@ntlworld.com>
Source record: 29856

From: paul.williamson@zetnet.co.uk (Paul Williamson)
Date: 11 Jan 2003 19:16:16 GMT

>On 10 Jan 2003 22:51:02 , "Kenneth Medin" wrote:
>
>>It just so happens my posts display normally in just about every news
>>client as long as it's not really bad programmed. Unfortunately it seems

>Mine doesn't display them properly either - O.K. once I go to "follow-up"
>Everest sees them O.K., but in Newsie, which I've used for years, I see:

Steve uses OE I believe, which in the usual MS tradition is meant to be the
de-facto standard!

I use ASH's Emailer, and I have no problems reading Kenneth's posts. Kenneth,
since this is the first time this question has arisen, have you installed a
new news reader, or changed any settings?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

282. Re: Magic 6.x/Copyist Professional-DTP (music) question

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 09:50:56 UTC
From: <>
Message-ID: <1042457048-609741AEicMi@ntlworld.com>
Source record: 29857

From: Ken Kosut <kjcat@shell.voyager.net>
Date: Sat, 11 Jan 2003 22:06:53 -0600

>My guess is that Copyist doesn't like Magic's file selector.

Hmm, BoxKite or Freedom! are alternatives to try?

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

283. Hard Disk driver

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 13:18:16 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb25eql.na0.atari@core.preferuje.luzik.pl>
Source record: 29858

Hello

I'm looking for a Harddisk driver that:

1. Is free,
2. Can handle all types of Atari interfaces (IDE, ACSI, SCSI)
3. Can handle big disks (20GB+)
4. Optionally supports PC partition schemes

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

284. Re: Hard Disk driver

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 13:49:35 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <avugef$jec1h$1@ID-27442.news.dfncis.de>
Source record: 29859

Adam Klobukowski wrote:

> I'm looking for a Harddisk driver that:
>
> 1. Is free,
> 2. Can handle all types of Atari interfaces (IDE, ACSI, SCSI)
> 3. Can handle big disks (20GB+)
> 4. Optionally supports PC partition schemes

Such a driver does not exist, at least not for IDE drives and depending on what you need in particular it's also not available for free for SCSI drives. 3. (as far as IDE drives are concerned) and 4. (depending on the partition type and size) are only available with HDDRIVER, which is commercial.
See http://www.seimet.de/hddriver_english.html

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

285. Transfer of files

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 14:31:36 UTC
From: shinanagons@yahoo.co.uk
Message-ID: <f237d271.0301130631.64b271f2@posting.google.com>
Source record: 29860

Hello,

You probably get this hundreds of times, but been out a while. I am trying to archive all my 720 disks on CD todo this I have to transfer them over to my PC however for the older disks it seems to have trouble reading them. Is it possible to transfer them another way by printer / serial ports. Or is there a program out there to read 720 single sided disks? My PC is running XP and I own a Falcon. I understand that it is possible to transfer via serial ports but that the speed is only 19,200.

Thanks for any help

shin

286. Re: HELP! Video card identification

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 14:44:05 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1042475465.687642@blade.atari-source.com>
Source record: 29861

Boris Cahan (telvt) wrote:

> hi! the big board on top WAS part of the ORIGINAL! the TT was moved into a
> tower case originally for just the purpose.
> "Rory McMahon" <fujiman@netzero.net> wrote in message
> news:trrv1v8sa5gmb6obb8u8qkdqgga4eu15e5@4ax.com...
>> Mark,
>>
>> I have a Matrix 1206 card. If you can show more pictures (without the
>> big board on top) that might help. Obviously the big board wont fit in
>> a MegaST or TT as it stands...
>>
>> Cheers,
>> Rory
>>
>> On Fri, 10 Jan 2003 17:31:54 -0500, Mark Duckworth
>> <mducksub@nospaamatari-source.com> wrote:
>>
>> >Hey guys,
>> >
>> >Recently I have acquired a Matrix VME video card. These things are
> absurdly
>> >expensive so I hear and are a professional card. Problem is I don't
>> >know
>>
>> >The URL's:
>> >http://pikachu.atari-source.com/~mduckworth/matrix1.jpg
>> >http://pikachu.atari-source.com/~mduckworth/matrix2.jpg
>> >http://pikachu.atari-source.com/~mduckworth/matrix3.jpg
>> >
>> >THANK YOU!
>> >Mark
>> >http://atari-source.com
>>

Boris,

Well this is all very helpful. So it is a Mico with truecolor expansion.
ANyone know if this board will work in a mega ste without modification?
I'd like to keep the TT in a tower case without breaking anything (since it
seems to be so sturdy and reliable. My mste however is already in a tower
case.

--
Mark

- http://atari-source.com
- Tower F030,Tower MSTe, 2 ethernec's, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx - all fun.

287. Re: Transfer of files

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 15:49:35 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb25nmb.p65.atari@core.preferuje.luzik.pl>
Source record: 29862

> You probably get this hundreds of times, but been out a while. I am
> trying to archive all my 720 disks on CD todo this I have to transfer
> them over to my PC however for the older disks it seems to have
> trouble reading them. Is it possible to transfer them another way by
> printer / serial ports. Or is there a program out there to read 720
> single sided disks? My PC is running XP and I own a Falcon. I
> understand that it is possible to transfer via serial ports but that
> the speed is only 19,200.

Falcon can do up to 115200.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

288. Re: mouse problems & how to open my ST

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 16:33:31 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <avupou$ju80r$1@ID-40235.news.dfncis.de>
Source record: 29863

And when you find you are one rubber cup short, check the large return key.
It has room for two cups but only one is used...

<derryck@.NOT~THIS~cix.co.uk> wrote in message
news:1042457046-609404AEicMi@ntlworld.com...
> From: Richard van Vugt <ricardo@euronet.nl>
> Date: Sat, 11 Jan 2003 16:48:32 +0100
>
> >The mouse of my Atari 1040 ST does not work properly anymore. The
> >mousepointer does not work, and doubleclicking only works after several
> >clicks. I tried an other mouse but this one has the same problem. So,
>
> After years of unplugging and replugging mice the socket's solder joints
> fail, giving the problem you've outlined.
>
> Using the right-sized screwdriver you can unscrew all those little screws
on
> the underside of the keyboard (peeling back the sticky plastic film where
> necessary). Once you've done that you can lift the circuit board off -
noting
> that some keycaps will stay stuck to the board.
>
> Once you've resoldered all the connector joints you can reassemble the
> keyboard. If you made careful notes when lifting the back off this will be
> easy, if not you'll have to be careful because there's an extra contact
pad
> which doesn't have a matching key IIRC.
>
> HTH - it's a DIY job if you know which end of a soldering iron gets hot
;-)
>
>
> Cheers
>
> Derryck
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net

> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

289. Aranym and MiNT

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 16:54:24 UTC
From: Jerry Cornelius <jc@msn.com>
Message-ID: <avuqvs0cv7@enews3.newsguy.com>
Source record: 29864

Hello,

Here's a question for the ages... Since I've never been in a position to use MiNT (I have a Mega2 ST with a single hard drive), I thought I could download Aranym and then look for MiNT and try to install it using the 100MB disk image.

I'm trying to use EasyMiNT, since it appears to be the easiest and quickest solution. However, it needs to install on a Linux or Raw partition. It's been a long, long time since I've done much with my ST and I've never had an IDE drive for it so I'm at a loss as to how to create such a partition. Aranym's disk image comes with a version of Cecile, but I can't create any kind of partition besides BGM with it.

Anyone know how I can do this?

Thanks.

290. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 17:23:05 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e22f5eecced10@tripnet.se>
Source record: 29865

In comp.sys.atari.st <1042457046-609576AEicMi@ntlworld.com>
derryck@.NOT~THIS~cix.co.uk wrote on Mon 13-01-2003 09:45 (GMT):

>From: paul.williamson@zetnet.co.uk (Paul Williamson)
>Date: 11 Jan 2003 19:16:16 GMT
>
>>On 10 Jan 2003 22:51:02 , "Kenneth Medin" wrote:
>>
>>>It just so happens my posts display normally in just about every news
>>>client as long as it's not really bad programmed. Unfortunately it seems

>I use ASH's Emailer, and I have no problems reading Kenneth's posts. Kenneth,
>since this is the first time this question has arisen, have you installed a
>new news reader, or changed any settings?

No, not really it's all about what text you write yourself in the text
area of the message. A line that starts with the letters "begin "
anywhere in the text will make OE and unfortunately Newsie think there is
an uuencoded file coming. Very sloppy programming, really.

More details at http://www.rodos.net/outlook/

I'm still using this feature in some more general newsgroups where OE is
dominating. To my surprise people get angry on me because there programs
can't read my articles. Very funny how they react on things they havn't
read :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

291. Had&#65533;s and etherlink3 ISA

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 19:18:25 UTC
From: m&#65533;gafart@yahoo.com
Message-ID: <3e231101$0$296$626a54ce@news.free.fr>
Source record: 29867

Hello,

I got one Etherlink 3 ISA card, 10 base T, chip is 9640kg008.
(BNC, rj45, and AUI output)
Does anyone knows if there is a software that will allow my Had&#65533;s to work with
it ?

Regards

yvesrogne(@)free.fr

292. Re: Hard Disk driver

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 19:36:02 UTC
From: A�a�tre@yahoo.com
Message-ID: <3e231521$0$296$626a54ce@news.free.fr>
Source record: 29868

Hello,

> 2. Can handle all types of Atari interfaces (IDE, ACSI, SCSI)
> 3. Can handle big disks (20GB+)
> 4. Optionally supports PC partition schemes

I worked with CBHD5,02 and enjoyed it for years, but when I bought a wd20 Go
it only allowed me to use 4 Go of it.
I bought HDdriver 7,84 that didn't worked with my computer (fat and dir never
correspond but no write nor read errors, and DIR was correct) then I had to
go back to HDdriver 7,01 that came with my computer and always worked fine.

I read that last versions of HDdriver had no trouble with everythings, even DVD.

You should buy HDdriver, it is not that expensive, and with buying the software
you allow the author to continue to make newer versions.
REMEMBER STARBALL : the author of that great flipper warned that if it wasn't
enough registered people he was moved to PC ... and he did he didn't even send
me the final release when recieving my money).

Regards

293. Re: Transfer of files

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 19:38:52 UTC
From: m�gafart@antispam.adress
Message-ID: <3e2315cb$0$296$626a54ce@news.free.fr>
Source record: 29869

Hello,

�You probably get this hundreds of times, but been out a while. I am
�trying to archive all my 720 disks on CD todo this I have to transfer
�them over to my PC however for the older disks it seems to have
�trouble reading them. Is it possible to transfer them another way by
�printer / serial ports. Or is there a program out there to read 720
�single sided disks? My PC is running XP and I own a Falcon. I
�understand that it is possible to transfer via serial ports but that
�the speed is only 19,200.

Parallel copy will allow you to use the parallel port at fast speeds.

Regards

yves.rogne(@)online.fr

294. Re: Hard Disk driver

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 19:59:22 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb266al.ul2.atari@core.preferuje.luzik.pl>
Source record: 29870

> You should buy HDdriver, it is not that expensive, and with buying the software
> you allow the author to continue to make newer versions.

I'm looking for a free one becouse I want to include it into some kind of
software-package.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

295. E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 20:02:37 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA4869FF.2952E%nameerf@flash.net>
Source record: 29871

Hello!

Does anyone know if any of the E-Mail programs for the Atari can work with SMTP Authentication? Since my ISP was bought out, they now require that. I normally use aMail, but it doesn't seem to have anything for that, and I haven't seen anything like that in Newsie. I use MagXNet, which doesn't seem to like MyMail (at least on my system), so I don't know if that uses it or not. Any suggestions? Otherwise, I cannot send e-mail from my Atari, which is how I currently get files transferred between my Falcon and my iMac (no Ethernet and no Floppy on the iMac, so I e-mail files to myself). Thanks!

Mike Freeman
nameerf@flash.net

296. Re: fVDI and NVDI problems!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 21:49:26 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042569469.44829.0@doris.uk.clara.net>
Source record: 29813

Hi Kenneth

> No, not really it's all about what text you write yourself in the text
> area of the message. A line that starts with the letters "begin "
> anywhere in the text will make OE and unfortunately Newsie think there is
> an uuencoded file coming. Very sloppy programming, really.

So this is a deliberate act on your part?. What's the point?, i should have guessed something from your headers.

"X-message-flag: Your Outlook is behaving abnormal! Take care..."

> More details at http://www.rodos.net/outlook/
>
> I'm still using this feature in some more general newsgroups where OE is
> dominating. To my surprise people get angry on me because there programs
> can't read my articles. Very funny how they react on things they havn't
> read :-)

If you join in a conversation I'm involved in then i want to see what you have to say, you may have important information!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.443 / Virus Database: 248 - Release Date: 10/01/2003

297. Re: Hard Disk driver

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 22:22:26 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3e233be1$0$256$626a54ce@news.free.fr>
Source record: 29877

"Adam Klobukowski" <atari@gabo.pl> a crit dans le message news:
slrnb266al.ul2.atari@core.preferuje.luzik.pl...
> > You should buy HDdriver, it is not that expensive, and with buying the
software
> > you allow the author to continue to make newer versions.
>
> I'm looking for a free one becouse I want to include it into some kind of
> software-package.

You have the french Cecile.
It's free:

http://centek.free.fr/atari/softs/cecile.zip

DOCs

298. Re: Had□s and etherlink3 ISA

Newsgroup: comp.sys.atari.st
Date: 2003-01-13 22:39:12 UTC
From: lp <gfa@basic.net>
Message-ID: <BA48AA40.BAB4%gfa@basic.net>
Source record: 29878

in article 3e231101$0$296$626a54ce@news.free.fr, antispam adress at
m?gafart@yahoo.com wrote on 1/13/03 2:18 PM:

> Hello,
>
> I got one Etherlink 3 ISA card, 10 base T, chip is 9640kg008.
> (BNC, rj45, and AUI output)
> Does anyone knows if there is a software that will allow my Hadï¿½s to work with
> it ?

I am not sure if the ISA slots in the Hades are supported for ethernet.
That chip number I do not recall, my guess is no unless it is compatible
with the other chipsets that are supported.

Go here for some useful sites with drivers and such:
http://www.q1.net/~atari/html/ac.htm

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

299. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 01:29:42 UTC
From: danap8@aol.com
Message-ID: <20030113202942.15973.00000700@mb-cs.aol.com>
Source record: 29880

>in article 02n02vgorhgrd2k5sqpj7k5r18bgcks7ib@4ax.com, nospam@nospam.com at
>nospam@nospam.com wrote on 1/11/03 1:53 PM:
>
>[snip]
>
>> OK, here's my last comment on this matter. I promise.
>>
>> Bottom line: The thing has "Atari" in the title and has about 2% of
>> actual Atari content.
>>
>> Now, somebody PLEASE write a retort that refutes what I've said in the
>> previous sentence. You can't.
>
>Please note the title contains 'etc', please look that up.
>'et cetera' phrase meaning "and the others"
>
>Perhaps it's interpretation but it appears covered in the title to me.
>So you don't like it, I don't think he should change the title just
>because the Atari section has gotten smaller over time, or because
>_you_ think it's wrong.

Lonny,

You hit it right on the nose, including the "Etc." interpretation. Everything in the title of our magazine is included in the contents of the magazine.

In the old days, I'd really take this guy to task. But, I've gotten older and wiser over the years. What's worse, he hides behind an alias. It's not to him that I really care to respond because if he had asked his question in a responsible manner, I'd reply in kind. It's to those who might read his garbage and take it to heart that I'd really like to address.

>> This is just too much...you actually ADMIT to the fact that you don't
>> have enough Atari news to do a full mag! Howver, you still see no
>> problems with using the Atari namesake in the title! Unreal.

Why would I pretend that there's plenty of Atari-related news out there to report? And what makes this person think that even if there were a lot of Atari news that everything else we include in A-ONE would disappear? Far from it. This has been our format from the beginning, and the format from our roots with STReport. We happen to like the fact that we don't just report Atari news. Atari users are unique. Not only do they follow their passion for their chosen platform, but are inquisitive enough to want to know what else is going on in the technology world around them. For many of us, if not most, we use other platforms as well as Atari.

>And Infogrames ain't using the Atari name for marketing strategy?
>Why not write them and bitch? What do they do for the computer line?
>Absolutely zero but they use the name. Is that fair?

What does "Time" magazine have to do with time? It's a name folks - only a name. If there were never anything Atari-related in A-ONE, I'd consider this a "legitimate" comment about our name. However, there is plenty of Atari-related stuff in our magazine on a weekly basis.

>> And please don't tell me about "contributing" - I've written more
>> Atari-related articles than I can even remember, including publishing
>> my own Atari newsletter back in the day (which was 100% Atari content
>> and distributed monthly to a several-hundred member local user's
>> group). Believe me, I've contributed to the Atari community, sir.
>
>That's cool.

And your point is? When was that, back in the late 80's or early 90's? I've been there also. Did our user group's monthly newsletter for years, written for some of the best commercial Atari paper mags of the time, worked on planning an AtariFest in Boston, sponsored meetings with Atari, been to numerous WAACE & CT shows, and more. So did many of us. Atari news isn't what it was back then (and that isn't saying much!).

>> I apologize if I've offended anyone in the group. Enjoy your
>> non-Atari reading, folks...

We will, thank you.

>My advice is killfile certain posters or learn to skip posts.

That would be too logical. The guy has already stated that the purpose of his original post was to cause trouble because he enjoys doing so. He has nothing pertinent to contribute.

-Dana @ A-ONE

300. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 01:31:10 UTC
From: danap8@aol.com
Message-ID: <20030113203110.15973.00000701@mb-cs.aol.com>
Source record: 29881

>Subject: Re: Atari Online News, Etc. #04-49
>From: "Steve Sweet" stevesweet@freeuk.com
>Date: 1/11/03 4:52 PM Eastern Standard Time
>Message-id: <1042369133.11997.7@demeter.uk.clara.net>
>
>> Okay, I've held my tongue as long as I could... and much longer than I
>> thought I'd be able to.
>>
>> If you don't like the magazine, for God's sake, don't frickin' read it.
>
>Its your own fault, if you wrote it joined up he wouldn't be able to read it
>anyway!!. Put in some words with more than 5 letters, that'll confuse him!
>
>8~)

>A source of news that otherwise wouldn't get to print!.
>
>I support Atari Online.
>
>http://www.atarinews.org

301. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 01:33:38 UTC
From: danap8@aol.com
Message-ID: <20030113203338.15973.00000702@mb-cs.aol.com>
Source record: 29882

>Subject: Re: Atari Online News, Etc. #04-49
>From: "Steve Sweet" stevesweet@freeuk.com
>Date: 1/11/03 4:52 PM Eastern Standard Time
>Message-id: <1042369133.11997.7@demeter.uk.clara.net>

>> Okay, I've held my tongue as long as I could... and much longer than I
>> thought I'd be able to.
>>
>> If you don't like the magazine, for God's sake, don't frickin' read it.
>
>Its your own fault, if you wrote it joined up he wouldn't be able to read it
>anyway!!. Put in some words with more than 5 letters, that'll confuse him!
>
>8~)

Damn, I hit send by mistake, causing the other message to appear!! <g>

If Joe has to start using words with more than 5 letters, I have to give him a raise AND send him a BIG dictionary!!! <grin>

>> Managing Editor, A-ONE Magazine
>
>A source of news that otherwise wouldn't get to print!.
>
>I support Atari Online.

Thanks, we appreciate that!

>http://www.atarinews.org

-Dana @ A-ONE

302. Looking for MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 01:38:13 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <9SJU9.1799$774.219519@ursa-nb00s0.nbnet.nb.ca>
Source record: 29883

Anyone want to sell theirs, version 6.x is what I would like. Otherwise can someone point me to a North American vendor?

Thanks

303. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 02:21:20 UTC
From: lp <gfa@basic.net>
Message-ID: <BA48DE4F.BADE%gfa@basic.net>
Source record: 29885

in article 20030113202942.15973.00000700@mb-cs.aol.com, DANAP8 at
danap8@aol.com wrote on 1/13/03 8:29 PM:

>>> And please don't tell me about "contributing" - I've written more
>>> Atari-related articles than I can even remember, including publishing
>>> my own Atari newsletter back in the day (which was 100% Atari content
>>> and distributed monthly to a several-hundred member local user's
>>> group). Believe me, I've contributed to the Atari community, sir.
>>
>> That's cool.
>
> And your point is? When was that, back in the late 80's or early 90's? I've
> been there also. Did our user group's monthly newsletter for years, written
> for some of the best commercial Atari paper mags of the time, worked on
> planning an AtariFest in Boston, sponsored meetings with Atari, been to
> numerous WAACE & CT shows, and more. So did many of us. Atari news isn't
> what
> it was back then (and that isn't saying much!).

Well, now that I think about it further, since this person is hiding behind
an alias I can only assume everything he says is lies. I retract
my comment about his past activity being "cool". I cannot honor someone
who wishes to hide.

>>> I apologize if I've offended anyone in the group. Enjoy your
>>> non-Atari reading, folks...
>
> We will, thank you.
>
>> My advice is killfile certain posters or learn to skip posts.
>
> That would be too logical. The guy has already stated that the purpose of his
> original post was to cause trouble because he enjoys doing so. He has nothing
> pertinent to contribute.

I probably didn't read that post. On the other hand I will killfile this
pest if the sillyness persists. ;-)

Just got done reading the latest Atari Online news, Etc. and thanks!
It was interesting read as usual.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

304. Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 03:10:28 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1042488676-280835AEicMi@williams-net.com>
Source record: 29884

Anyone,
Does anyone know of a control panel program or stand
alone app that can tell processor load while other
applications are running. Would also be helpful if it
could even show processor load being devoted to each
application, but not necessary. Thanks to all for the
information inadvance.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 32 megs of DDR SDRam GC by NATURE for the CT60
Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

305. Re: Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 03:14:29 UTC
From: lp <gfa@basic.net>
Message-ID: <BA48EAC5.BAE9%gfa@basic.net>
Source record: 29886

in article 1042488676-280835AEicMi@williams-net.com, carey christenson at firest@williams-net.com wrote on 1/13/03 10:10 PM:

> Anyone,
> Does anyone know of a control panel program or stand
> alone app that can tell processor load while other
> applications are running. Would also be helpful if it
> could even show processor load being devoted to each
> application, but not necessary. Thanks to all for the
> information inadvance.

If you have MiNT-Net installed go to the shell prompt and type: top <return>
Press control-c to end it.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

306. Steinberg SMP 24 - 220v (UK) to 110v (US)

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 04:34:00 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <7cMU9.11433$WT3.6613@news.bellsouth.net>
Source record: 29887
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I recently recieved an SMP 24 that I purchased from the UK. I'm in the US. The back of this thing seems to illustrate that it will work with 110 or 220 v by only changing a fuse and the cord. I can't seem to find any switch or anything on or in the unit. I only noticed a yellow wire left unplugged, and nothing attached to what here in the US tends to be the ground pin.

Powering up causes the little cricket speaker inside the thing to just whirrrrrrrrrr as the number read-out flickers.

Do I have to change the powersupply? Cross some wires?

Any help would be muchly appreciated.

Thanks,
Brian

307. Copyist - Not what I thought

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 04:42:40 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <Pine.GSO.4.44L0.0301132232200.13533-100000@shell.core.com>
Source record: 29888

Hello,

After all of the agony of trying to set up Copyist,
I am very disappointed.
The program is just to dated and cumbersome.
I am sure it was very nice for its time.

I imported a 16 track midi file into Copyist.
It takes forever to load. Screen fonts look scraggley.

Tried the same test with the demo of Score Perfect Professional.
Quick loading, plays the file, screen fonts look great.
Looks like I can edit very easily what my sequencer cannot do.
And best of all it runs with MAGIC/NVDI.

Does anyone know if there is a demo of SharpScore?

thanks

ken

308. Re: Hard Disk driver

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 06:58:35 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b00co2$kbh8b$1@ID-27442.news.dfncis.de>
Source record: 29890

Adam Klobukowski wrote:

> I'm looking for a free one becouse I want to include it into some kind of
> software-package.

You won't find anything for this purpose... It's quite unusual to add a
hard disk driver to a software package. Why do you want to do so instead
of just recommending the users of your software to use drivers with
certain features?

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

309. Re: Who is the moderator of comp.sys.atari.st?

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 06:58:40 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0301132258.592b01c8@posting.google.com>
Source record: 29889

Thanks for the info!

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:<3e21f7fe96bda50@tripnet.se>...
> In comp.sys.atari.st <28889b8e.0301121456.8c60abd@posting.google.com>
> Matthew Bacon wrote on Sun 12-01-2003 14:56 (-0800):
>
> >Can anyone tell me who the moderator of comp.sys.atari.st is?
>
> Most newsgroups are not moderated at all and this group propagate (almost)
> anything you post.
>
> The only moderated Atari newsgroup I'm aware of is
> comp.sys.atari.announce and the moderator is Kevin Savetz
> <savetz@northcoast.com>. All posts to that group has to be approved by
> him before they go out which means both a delay and some work for him.
>
> That's how moderation works in newsgroups and possibly the reason why not
> more groups are moderated. A group with normal traffic would be a
> fulltime job for the moderator so it's out of the question in most cases.

310. Re: Hard Disk driver

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 06:59:25 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b00cpj$kbh8b$2@ID-27442.news.dfncis.de>
Source record: 29891

DOCs wrote:

> You have the french Cecile.
> It's free:

But it does not support most of the features requested. Have a look at
the posted features and compare it with what Cecile offers.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

311. Re: Hard Disk driver

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 09:04:42 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb27kb6.pmj.atari@core.preferuje.luzik.pl>
Source record: 29892

```
>> I'm looking for a free one becouse I want to include it into some kind of
>> software-package.
>
> You won't find anything for this purpose... It's quite unusual to add a
> hard disk driver to a software package. Why do you want to do so instead
> of just recommending the users of your software to use drivers with
> certain features?

Yes, that is an option I'm considering too, but it makes things more complex.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl
```

312. Re: Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 09:05:18 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b00jseoik1@tyfon.itea.ntnu.no>
Source record: 29893

```
lp <gfa@basic.net> wrote:

> If you have MiNT-Net installed go to the shell prompt and type: top <return>

You don't need MiNT-Net to do that. Just MiNT itself.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

313. Re: Transfer of files

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 10:05:04 UTC
From: <>
Message-ID: <1042541542-017767AEicMi@ntlworld.com>
Source record: 29796

From: Adam Klobukowski <atari@gabo.pl>
Date: Mon, 13 Jan 2003 15:49:35 +0000 (UTC)

>> single sided disks? My PC is running XP and I own a Falcon. I
>> understand that it is possible to transfer via serial ports but that
>> the speed is only 19,200.
>
>Falcon can do up to 115200.

The OP must run HSModem from his Auto folder for reliable results at this
speed.

An alternative is PARCP as Yves states, I do not know if it will run under XP
though.

A possibility might be to copy single to double-sided disks on the Falcon,
and see if the PC will read those.

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

314. Re: mouse problems & how to open my ST

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 10:08:56 UTC
From: <>
Message-ID: <1042541544-017955AEicMi@ntlworld.com>
Source record: 29797

From: "David Wade" <g8mqw@yahoo.com>
Date: Mon, 13 Jan 2003 16:33:31 -0000

>And when you find you are one rubber cup short, check the large return key.
>It has room for two cups but only one is used...

Aye, that's it - I couldn't remember which key has that little puzzle!

Cheers

Derryck

--

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

315. Re: Aranym and MiNT

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 10:21:20 UTC
From: Peter Persson <pep@NOSPAMhms.se>
Message-ID: <9xRU9.2074$EG4.1575@nntpserver.swip.net>
Source record: 29894

Hi,

I don't think Cecile will work. It does not support XHDI properly.
Use HDDriver instead. There is a downloadble demo version on Dr. Uwe
Seimet's website.

-- Peter

316. Re: E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 10:25:40 UTC
From: <>
Message-ID: <1042541544-018111AEicMi@ntlworld.com>
Source record: 29798

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Mon, 13 Jan 2003 20:02:37 GMT

> Does anyone know if any of the E-Mail programs for the Atari can work
>with SMTP Authentication?

I would have thought that most if not all SMTP servers would require a login
name and password, or is this a different thing?

In NEWSie these entries would be in "Personal Information" and "Mail Reading
Options" respectively?

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

317. Re: Steinberg SMP 24 - 220v (UK) to 110v (US)

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 10:58:42 UTC
From: Peter Persson <pep@NOSPAMhms.se>
Message-ID: <c4SU9.2077$EG4.1641@nntpserver.swip.net>
Source record: 29895
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi.

The same box is used for the 220V and 110V models.
I opened mine and had a look; sometimes it is only a matter of moving a couple of wires. (I did this to my 110V Roland D50)
Open your unit and have a look at the area between the transformer and the fuse. There are 6 of solder points connected to various points in the power supply. There is a jumper between two of them.

It looks something like this: : I :

I am not sure, but you could perhaps try to remove this jumper and solder new ones on the unused places.

Like this: I : I

Of course, this may cause the whole thing to blow up as I haven't tested it.
I take no responsibility for this at all. Try it at your own risk.

-- Peter

"Brian Roland" <BJRoland@bellsouth.net> wrote in message news:7cMU9.11433$WT3.6613@news.bellsouth.net...
> I recently recieved an SMP 24 that I purchased from the UK. I'm in the US.
> The back of this thing seems to illustrate that it will work with 110 or 220 v
> by only changing a fuse and the cord. I can't seem to find any switch or
> anything on or in the unit. I only noticed a yellow wire left unplugged, and
> nothing attached to what here in the US tends to be the ground pin.
>
> Powering up causes the little cricket speaker inside the thing to just
> whirrrrrrrrrr as the number read-out flickers.
>
> Do I have to change the powersupply? Cross some wires?
>
> Any help would be muchly appreciated.
>
> Thanks,
> Brian
>
>

318. Re: E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 12:09:53 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <ebv72vsf4acgfcgflnmk57hbjid555nf9v@4ax.com>
Source record: 29799

On Tue, 14 Jan 2003 10:25:40 -0000, <derryck@.NOT~THIS~cix.co.uk> wrote:

>From: Michael and Nicole Freeman <nameerf@flash.net>
>Date: Mon, 13 Jan 2003 20:02:37 GMT
>
>> Does anyone know if any of the E-Mail programs for the Atari can work
>>with SMTP Authentication?
>
>I would have thought that most if not all SMTP servers would require a login
>name and password, or is this a different thing?
>
>In NEWSie these entries would be in "Personal Information" and "Mail Reading
>Options" respectively?
>

A common misconception is that any mail that you send has to be
authenticated. The standard SMTP protocol does not require any authentication
at all. Only acquiring email (with POP, for example) does require
authentication.
Netscape and Outlook, for example, use standard SMTP and send their email
without authentication. This is the reason why it is very easy to fake
"from:" addresses and the like, and why you can principally send email using
any SMTP server.

319. E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 12:49:28 UTC
From: Harald Placke <hapla@epost.de>
Message-ID: <14012003135034i2C0044FCX5FFFFFFFF@hapla.de.vu>
Source record: 29800

Hi Michael,

> Does anyone know if any of the E-Mail programs for the Atari can work
> with SMTP Authentication?

This is a job of the TCP/IP-Stack, but non of the stacks for Atari
supports this.

> Since my ISP was bought out, they now require that.

Perhaps your ISP offers also "SMTP after POP", when using this, you
have to look first for new email, than you can send email.

> Any suggestions?

If you speak german, then you can use CAT and In2Cat, with this
package you can use SMTP Authentication. Sounds intresting?

cu Harald Placke

--
Answer only in the newsgroup!

320. Re: Steinberg SMP 24 - 220v (UK) to 110v (US)

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 12:54:52 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <iv182v07j833sj3ne53nt7oenh7r35nknt@4ax.com>
Source record: 29801
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I recently bought one of these from Germany, and I live in the UK. I wondered the same (and the instruction manual was in German, so that wasnt going to tell me) So I just plugged it in and it worked.

I don't know what power supply they have in germany, but it was a two pin plug so I had to change that, but when I checked the fuse on the back, the right was in.

Hope this helps.... Rob

On Mon, 13 Jan 2003 22:34:00 -0600, "Brian Roland" <BJRoland@bellsouth.net> wrote:

>I recently recieved an SMP 24 that I purchased from the UK. I'm in the US.
>The back of this thing seems to illustrate that it will work with 110 or 220 v
>by only changing a fuse and the cord. I can't seem to find any switch or
>anything on or in the unit. I only noticed a yellow wire left unplugged, and
>nothing attached to what here in the US tends to be the ground pin.
>
>Powering up causes the little cricket speaker inside the thing to just
>whirrrrrrrrrr as the number read-out flickers.
>
>Do I have to change the powersupply? Cross some wires?
>
>Any help would be muchly appreciated.
>
>Thanks,
>Brian
>

321. Re: Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 13:03:58 UTC
From: lp <gfa@basic.net>
Message-ID: <BA4974EE.BB05%gfa@basic.net>
Source record: 29802

in article b00jseoik1@tyfon.itea.ntnu.no, Jo Even Skarstein at
joska@nvg.ntnu.no wrote on 1/14/03 4:05 AM:

> lp <gfa@basic.net> wrote:
>
>> If you have MiNT-Net installed go to the shell prompt and type: top <return>
>
> You don't need MiNT-Net to do that. Just MiNT itself.

Then you need to know which package top is installed from.
All I know is it was available after installing kgmd. ;-)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

322. Re: Looking for MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 13:33:44 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <la482vg9kh3t3c52rjusrg7s1dgal48d5t@4ax.com>
Source record: 29803

Hello,

On Tue, 14 Jan 2003 01:38:13 GMT, "Brent Eamer"
<breamer@nb.sympatico.ca> wrote:

>Anyone want to sell theirs, version 6.x is what I would like. Otherwise can
>someone point me to a North American vendor?

ESNA (Europe Shareware North America)
http://www.europeshareware.free.fr/english/

Regards,
Paul CAILLET.

323. Re: E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 13:34:35 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb28456.2aa.atari@core.preferuje.luzik.pl>
Source record: 29804

```
>> Does anyone know if any of the E-Mail programs for the Atari can work
>> with SMTP Authentication?
>
> This is a job of the TCP/IP-Stack, but non of the stacks for Atari
> supports this.

TCP/IP has nothing to do with SMTP. SMTP is higher level protocol.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl
```

324. Re: E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 14:56:15 UTC
From: Erik Hall <Erik.Hall@epk.ericsson.se>
Message-ID: <3E24250F.19A0E9AB@epk.ericsson.se>
Source record: 29805

Michael and Nicole Freeman wrote:
>
> Hello!
>
> Does anyone know if any of the E-Mail programs for the Atari can work
> with SMTP Authentication? Since my ISP was bought out, they now require
> that. I normally use aMail, but it doesn't seem to have anything for that,
> and I haven't seen anything like that in Newsie. I use MagXNet, which
> doesn't seem to like MyMail (at least on my system), so I don't know if that
> uses it or not. Any suggestions? Otherwise, I cannot send e-mail from my
> Atari, which is how I currently get files transferred between my Falcon and
> my iMac (no Ethernet and no Floppy on the iMac, so I e-mail files to
> myself). Thanks!
>
> Mike Freeman
> nameerf@flash.net

Hi there,

The ongoing developement of MyMAIL contains parts for
SMTP Authentication but no one of my testers or myself has a ISP
that supports that.

Cause of this it is not completed and are untested.
Parts in RFC2554 (Only DIGEST-MD5 are supported)
and parts of RFC2487 (TLS) is added.

If anyone likes to help testing this do give me a mail
to erik.hall@affv.nu

Best Regards
Erik Hall

Erik Hï¿½ll
erik.hall@affv.nu
erikhall@tripnet.se HADES 060 |||
erik.hall@telia.com Surfing the net with cable |||
ICQ 53094908 ------------------------- /|\
/ | \

http://erikhall.atari.org/index.html
---

325. Using Cubase with MultiTos (falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 15:11:37 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <jq982vov0dv7lvgvd09a6e57nha71ll0ad@4ax.com>
Source record: 29806

Hi..

I recently requested from this group that someone email me the system floppies, and a couple of people kindly did.

I have since installed most of this on the falc, and the new appearance of MultiTos, I'm very pleased. I also installed a number of the other acc's.

When I tried running Cubase I got the message that MROS could not be found.
One by one I tried iliminating the new programs, until I stumbled across the "protected memory" option in the MultiTos setup (within XControl).
When I switch this off, Cubase runs, is it OK to run the computer like this.

Rob

326. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 16:17:38 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e2476f27a51960@europe-shareware.org>
Source record: 29818

Hello Dana,

in article <20030113202942.15973.00000700@mb-cs.aol.com> (comp.sys.atari.st),
Danap8 wrote on Tue 14-01-2003 01:29 (GMT):

> Why would I pretend that there's plenty of Atari-related news out there to
> report? And what makes this person think that even if there were a lot of
> Atari news that everything else we include in A-ONE would disappear? Far from
> it. This has been our format from the beginning, and the format from our roots
> with STReport.

And keep up the good work!

I've been reading A-One from its first appearence and I hope to read it
for years. I used to read STR too in the "old" days. If I have time to
read just one thing in A-One, it's your column and Joe's! Sorry for the
other leader writers if I do not read theirs very often, I'm not a gamer
<g>

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

327. Re: Looking for MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 16:30:04 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e2476f27a51962@europe-shareware.org>
Source record: 29819

Hello,

in article <9SJU9.1799$774.219519@ursa-nb00s0.nbnet.nb.ca> (comp.sys.atari.st),
Brent Eamer wrote on Tue 14-01-2003 01:38 (GMT):

> Anyone want to sell theirs, version 6.x is what I would like. Otherwise can
> someone point me to a North American vendor?

ESNA (just follow the link in my sig)

Best regards,
P. Ricard
--
Europe Shareware http://europe-shareware.org

328. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 16:35:19 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e243c47.0@entanet>
Source record: 29807

On 9 Jan 2003 22:54:08 +, Adam Klobukowski wrote:
>
>> How do you think it would run on a TT or a Hades?
>
>On standard Falcon Linux is terrible slow. On TT it chould be bit better,
>Hades should be fine. TT-Ram should help too.
>
>You can see my page about Linux-on-Ataris: http://atarilinux.atari.org. Any
>comments welcomed.
>

This thread has got me interested. I shall have to have a look at your website later, maybe it will answer some of my questions.

I wonder if anyone has Linux on a Hades or Milan. Is a dual boot with Mint possible ? Obviously access to TOS will still be possible.

I had the silly idea of sticking Linux on a spare partition so that I could run a Java/Javascript browser. Would I have to compile it myself ? I know it would be slow on a 68060 but I was only thinking of using it to configure a broadband modem ! If it will be a massive task to get a browser running then obviously not worth it.

I know I could get an old Intel box but space is a bit limited here.

regards,

Peter

329. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 16:48:11 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb28fg6.338.atari@core.preferuje.luzik.pl>
Source record: 29808

> I wonder if anyone has Linux on a Hades or Milan. Is a dual boot with
> Mint possible ? Obviously access to TOS will still be possible.

Yes. In fact you can start Linux from desktop.

> I had the silly idea of sticking Linux on a spare partition so that I
> could run a Java/Javascript browser. Would I have to compile it myself ?
> I know it would be slow on a 68060 but I was only thinking of using it
> to configure a broadband modem ! If it will be a massive task to get a
> browser running then obviously not worth it.

There are precompiled binaries in Debian/m68.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

330. Re: E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 17:15:12 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e244e2a12bbd80@pandora.be>
Source record: 29811

on Mon 13-01-2003 20:02 Michael and Nicole Freeman wrote:

>Hello!
>
> Does anyone know if any of the E-Mail programs for the Atari can work
>with SMTP Authentication? Since my ISP was bought out, they now require
>that. I normally use aMail, but it doesn't seem to have anything for that,
>and I haven't seen anything like that in Newsie. I use MagXNet, which
>doesn't seem to like MyMail (at least on my system), so I don't know if that
>uses it or not. Any suggestions? Otherwise, I cannot send e-mail from my
>Atari, which is how I currently get files transferred between my Falcon and
>my iMac (no Ethernet and no Floppy on the iMac, so I e-mail files to
>myself). Thanks!

I don't know the answer to your question and I surely hopes my ISP
doesn't do the same. My ISP already ask authentication for NNTP. Until
recently I was unable to post message to Usenet using my beloved
Newswatch/Okami combo. For some reason authentication failed although
Newswatch can handle authentication.
Thanks to Kenneth who pointed me to a free to use newsserver I'm able to
post again.
I'd like to make one remark. Mail isn't the right tool to transfer
(large) files. You can compare it with using a sledgehammer to knock a
nail into the wall.
There are much better tools for that task like for instance "ftp".
Most ISP's provide webspace. Why don't you use that? Just ftp the files
to your personal webspace and there you go.

HTH,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

331. Re: Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 17:33:28 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e244e2a12bbd81@pandora.be>
Source record: 29812

on Tue 14-01-2003 09:05 Jo Even Skarstein wrote:

>lp <gfa@basic.net> wrote:
>
>> If you have MiNT-Net installed go to the shell prompt and type: top <return>
>
>You don't need MiNT-Net to do that. Just MiNT itself.

And ofcourse "top".
A common MiNT installation doesn't hold "top" and other usefull tools.
IMHO, top and thelikes commes with a MiNT-net distribution kit like KGMD.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

332. Texel 2.20 English patch

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 17:49:14 UTC
From: <>
Message-ID: <1042563022-313635AEicMi@ntlworld.com>
Source record: 29809

Hi all,

I'm nearly ready to release an English patch for Texel 2.20.

I would like to hear from anyone who can beta-test this for me before I put
it on my web site since I'm no spreadsheet expert - so persons familiar with
Texel only, please.

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

333. Re: Transfer of files

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 17:52:46 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <b01ipj$k94fg$1@ID-40235.news.dfncis.de>
Source record: 29810

<derryck@.NOT~THIS~cix.co.uk> wrote in message
news:1042541542-017767AEicMi@ntlworld.com...
> From: Adam Klobukowski <atari@gabo.pl>
> Date: Mon, 13 Jan 2003 15:49:35 +0000 (UTC)
>
> >> single sided disks? My PC is running XP and I own a Falcon. I
> >> understand that it is possible to transfer via serial ports but that
> >> the speed is only 19,200.
> > >
> > >Falcon can do up to 115200.
> >
> > The OP must run HSModem from his Auto folder for reliable results at this
> > speed.
> >
> > An alternative is PARCP as Yves states, I do not know if it will run under
> XP
> > though.
> >

Latest version of PARCP has support for NT family (NT, W2k and I think XP)
included.
I have only used it on W2k though.

> > A possibility might be to copy single to double-sided disks on the Falcon,
> > and see if the PC will read those.
> >
> > Cheers
> >
> > Derryck
> >
> > --
> > ____ ____ ____
> > / __ \ / __ \ / __ \
> > / / / / / / / / / /_/ /
> > / /_/ / / /_/ / / ____/
> > /_____/ /_____/ /_/ Translations
> > derryck@cix.co.uk
> > dennis.vermeire@gmx.net
> > xlator@cix.co.uk
> > http://www.cix.co.uk/~derryck/index.htm
> >

334. Re: E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 18:57:17 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e245d8474b7f0@tripnet.se>
Source record: 29814

In comp.sys.atari.st <3e244e2a12bbd80@pandora.be>
Martin "Nightowl" Byttebier wrote on Tue 14-01-2003 18:15 (+0100):

>User-Agent: Okami Version 3.0B-11 (Atari) with Nospam version B0.46

Just a short question, what is "Nospam version B0.46"?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

335. Re: E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 20:21:46 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e2471982e6a720@pandora.be>
Source record: 29815

on Tue 14-01-2003 18:57 Kenneth Medin wrote:

>In comp.sys.atari.st <3e244e2a12bbd80@pandora.be>
>Martin "Nightowl" Byttebier wrote on Tue 14-01-2003 18:15 (+0100):
>
>>User-Agent: Okami Version 3.0B-11 (Atari) with Nospam version B0.46
>
>Just a short question, what is "Nospam version B0.46"?

Nospam is a little utility from a French Okami user Pascal Ricard.
It change your regular e-mail address into a anti-spam e-mail address.
For instance <lars@what.ever> into <nospam@what.ever.invalid>.

As the German newserver requires a working address I use Nospam to
change my regular address into my e-mail address of my free ISP account.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

336. Re: E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 20:33:55 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e24741218eb820@tripnet.se>
Source record: 29816

```
In comp.sys.atari.st <3e2471982e6a720@pandora.be>
Martin "Nightowl" Byttebier wrote on Tue 14-01-2003 21:21 (+0100):

>on Tue 14-01-2003 18:57 Kenneth Medin wrote:
>
>>In comp.sys.atari.st <3e244e2a12bbd80@pandora.be>
>>Martin "Nightowl" Byttebier wrote on Tue 14-01-2003 18:15 (+0100):
>>
>>>>User-Agent: Okami Version 3.0B-11 (Atari) with Nospam version B0.46
>>
>>Just a short question, what is "Nospam version B0.46"?
>
>Nospam is a little utility from a French Okami user Pascal Ricard.
>It change your regular e-mail address into a anti-spam e-mail address.
>For instance <lars@what.ever> into <nospam@what.ever.invalid>.

OK, I was hoping for some fancy active spam filtering application taking
advantage of online reources with known spammers "fingerprints".

I have not checked this is detail but such a client would be cool.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>
```

337. Re: MagicOnline

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 20:59:21 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042589861.76623.1@doris.uk.clara.net>
Source record: 29826

Hi Hallvard

> Steve Sweet <stevesweet@freeuk.com> wrote:
>
> > I hate in when a site is detonated with the intention of rebuilding, i
think
> > it would be much better to leave it as is, warts and all if any, and
then
> > plumb in the new site as its available.
>
> I agree, which is why I decided to keep my Atari launchpad (see my
> signature) as it is instead of removing it just because many of the
> links no longer work.
> After all, I have put an awful lot of work into it, and removing it
> would be like throwing the whole thing in the trashcan.
>
> Hopefully people can still put it to some use.

Yes!, Yes, i have used it myself, it is as you say, a launchpad, saves a
hell of a lot of searching.

Keep it up is my opinion.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.443 / Virus Database: 248 - Release Date: 10/01/2003

338. Re: Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 21:08:55 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e247c5c1f646f0@tripnet.se>
Source record: 29820

In comp.sys.atari.st <1042554598-197857AEicMi@williams-net.com>
carey christenson wrote on Tue 14-01-2003 15:29 (-0600):

>not necessary I suppose. I am trying to find out whe
>I run fVDI and NVDI together if one or the other is
>putting a strain on my processor. Because my internet
>connection suffers greatly when running both at the
>same time. When I run fVDI or NVDI alone I get in the
>neighborhood of 4 K/sec on up to as high as 9 K/sec.
>When I run both at the same time I get well under 1
>K/sec and this is not exceptible. Thanks for the

You are telling us alot about your hardware setup but nothing about which
tcp/ip stack you are using??

If your transfer speed goes down first check if ip packets are dropped
because of wrong checksums. If they are it may very well be because your
computer spend too long time in supervisor mode so it does not fetch
incoming data on the serial port fast enough.

I've seen this happen with STinG when running Geneva/Neodesk on my TT and
because of a poorly written SM194 bigscreen driver on a Mega4. MIDI ports
are even more sensitive to this.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

339. Re: Hard Disk driver

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 21:17:27 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3e247e17$0$16244$626a54ce@news.free.fr>
Source record: 29821

"Uwe Seimet" <Uwe.Seimet@seimet.de> a crit dans le message news:
b00cpj$kbh8b$2@ID-27442.news.dfncis.de...
> DOCs wrote:
>
> > You have the french Cecile.
> > It's free:
>
> But it does not support most of the features requested. Have a look at
> the posted features and compare it with what Cecile offers.

```
>1. Is free,
Cecile is free, you can download the complete version.

>2. Can handle all types of Atari interfaces (IDE, ACSI, SCSI)
IDE and SCSI are supported ( ACSI, I think )

>3. Can handle big disks (20GB+)
It support IDE drives (<133 GB), and SCSI drives.

>4. Optionally supports PC partition schemes
Cecile can read DOS partitions.

You can read these features in the documentation.
I have not tested all these previous features.

DOCs
```

340. Re: Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 21:29:40 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1042554598-197857AEicMi@williams-net.com>
Source record: 29817

lp,
I am running Magic 6.10 with Jinnee 2.5 and NVDI
5.01!!! If this helps?? As stated before, I am
hoping for a Control Panel or APP that tells me
processor load on the current apps running at the
moment and some possible breakdowns. Although this is
not necessary I suppose. I am trying to find out whe
I run fVDI and NVDI together if one or the other is
putting a strain on my processor. Because my internet
connection suffers greatly when running both at the
same time. When I run fVDI or NVDI alone I get in the
neighborhood of 4 K/sec on up to as high as 9 K/sec.
When I run both at the same time I get well under 1
K/sec and this is not exceptible. Thanks for the
feedback.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 32 megs of DDR SDRam GC by NATURE for the CT60
Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the
stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

341. Re: Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 21:58:25 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b02161igo1@tyfon.itea.ntnu.no>
Source record: 29822

"Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be> wrote:

>>You don't need MiNT-Net to do that. Just MiNT itself.

> And ofcourse "top".

Yes, and it can be found many places. You really only need mint.prg and
top.ttp, that's it. However, it would be nice with a small GEM-application
similar to the process-manager in NT/Win2K.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

342. Re: Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 23:21:04 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1042561282-118792AEicMi@williams-net.com>
Source record: 29823

Kenneth,
If you have seen other post by me recently involving
fVDI and NVDI thread you would know that I use
Iconnect. Everyone seems to be talking about MINT
processor programs but is there nothing for the Magic
6 or higher users?? Is there anything else that I
left out??

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 32 megs of DDR SDRam GC by NATURE for the CT60
Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

343. What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-14 23:34:40 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <p2792vc7qnea88pitc10ea0iaj151rte9v@4ax.com>
Source record: 29824

I'm expecting a few replies to this one.

I've tried to improve the software capability of my Falcon (standard case with no speed improvements if that helps - though 16mb of mem) I installed the multiTos app off the system disk that someone kindly sent me, only problem is, It's kindly locked up Cubase for me (It can't find MROS, and won't run without it)

I've been looking at alternative operating systems / desktops (as I do like the improvements that MultiTos gave me) and one of the things I've noted is that when booting up, the computer says Mint is now TOS.

I'm thinking since 1992 / 1993, there must have been improvements to the version that was distrubuted with the falcon, so having searched the net for "Mint AND atari", I find a lot of (what looks like complex) information about Mint, about installing it and about programming for it, but no simple, "this is what Mint does" (in Newbie language)

So, can anyone tell me if this is what I'm after - or is there something better I can use
(A new, colourful, "different" sort of desktop, that I can run Cubase and Logic from)

Thanks... Rob

344. MACE Melbourne Australia

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 00:09:06 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3e24a7a4$1@news.alphalink.com.au>
Source record: 29825

-- the next meeting of MACE will be this Sunday 19th Jan. I expect all of you to be there

Graham H

345. Re: MACE Melbourne Australia

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 00:35:41 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042656963.27276.0@despina.uk.clara.net>
Source record: 29751

Hi "Graham"

> -- the next meeting of MACE will be this Sunday 19th Jan. I expect all of
> you to be there

Can i be excused, I'm about 3000 miles away and don't have the bus fare
anyway!, otherwise i think this is a good idea for a meet.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.443 / Virus Database: 248 - Release Date: 10/01/2003

346. Re: MACE Melbourne Australia

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 00:59:58 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <io2V9.12872$UB4.59730@news-server.bigpond.net.au>
Source record: 29827

I will try Hurfy;-)

Mark

PS What to bring?

"Graham" <hurfy@alphalink.com.au> wrote in message
news:3e24a7a4$1@news.alphalink.com.au...
>
>
> -- the next meeting of MACE will be this Sunday 19th Jan. I expect all of
> you to be there
>
> Graham H
>
>
>

347. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 01:08:20 UTC
From: danap8@aol.com
Message-ID: <20030114200820.02069.00000351@mb-cb.aol.com>
Source record: 29828

>Well, now that I think about it further, since this person is hiding behind
>an alias I can only assume everything he says is lies. I retract
>my comment about his past activity being "cool". I cannot honor someone
>who wishes to hide.

I won't say that I think he's lying about his supposed contributions, but why
hide who he is. Agreed, it is suspect.

>I probably didn't read that post. On the other hand I will killfile this
>pest if the sillyness persists. ;-)

First his intention is to see if he can stir up controversy, and then he
"apologizes". Hmmmm....

>Just got done reading the latest Atari Online news, Etc. and thanks!
>It was interesting read as usual.

Thanks - we sincerely appreciate that. The check's in the mail! <vbg>

-Dana @ A-ONE

348. Re: Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 01:13:54 UTC
From: danap8@aol.com
Message-ID: <20030114201354.02069.00000352@mb-cb.aol.com>
Source record: 29829

Hi Pascal!

>And keep up the good work!

We'll do our best!

>I've been reading A-One from its first appearence and I hope to read it
>for years. I used to read STR too in the "old" days. If I have time to
>read just one thing in A-One, it's your column and Joe's! Sorry for the
>other leader writers if I do not read theirs very often, I'm not a gamer

I don't consider myself a gamer either. I'm glad that there are parts that you enjoy reading regularly. Now if I can get Mike Burkeley and Albert Dayes to make some contributions!! And actually, we welcome contributions from everyone. I do have to thank numerous people from this newsgroup who do send us news items quite often - they're appreciated!

-Dana @ A-ONE

349. Re: Looking for MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 01:21:31 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <vl2V9.455$05.18521@ursa-nb00s0.nbnet.nb.ca>
Source record: 29830

I just spoke to the guy, he is in Ottawa, Ontario and he said it is the
german and or french version he sells, not the english
"Brent Eamer" <breamer@nb.sympatico.ca> wrote in message
news:9SJU9.1799$774.219519@ursa-nb00s0.nbnet.nb.ca...
> Anyone want to sell theirs, version 6.x is what I would like. Otherwise
can
> someone point me to a North American vendor?
>
> Thanks
>
>

350. Re: Steinberg SMP 24 - 220v (UK) to 110v (US)

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 01:42:16 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <mN2V9.16785$WT3.15103@news.bellsouth.net>
Source record: 29831
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Peter Persson" wrote
> Hi.
>
> The same box is used for the 220V and 110V models.
> I opened mine and had a look; sometimes it is only a matter of moving a
> couple of wires. (I did this to my 110V Roland D50)
> Open your unit and have a look at the area between the transformer and the
> fuse. There are 6 of solder points connected to various points in the power
> supply. There is a jumper between two of them.
>
> It looks something like this: : I :
>
> I am not sure, but you could perhaps try to remove this jumper and solder
> new ones on the unused places.
>
> Like this: I : I

Tried this and it seems to work now...at least the buzzer just beeps once right when powering up.

Connected to a Falcon:
The display reads .8.8.8.8. all the way across, but CAF apparently can't see the device. I've enabled SMP4.DRV in the MROS folder of CAF and launched it.
Anything concerning the SMP 24 is 'grayed out' and can't be selected.

What next?

Thanks,
Brian

351. FS: Umax Astra 1220S + ScanXPRO

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 04:34:17 UTC
From: nmontaser@hotmail.com
Message-ID: <e657320c.0301142034.5187366e@posting.google.com>
Source record: 29832

Hi everyone,
I have a Umax Astra 1220S, 600dpi scsi scanner with a copy of ScanXPRO.
The scanner is used, but in great shape.

Asking $55 US$ + shipping.

Let me know if you are interested.

Here is some info:
Umax Scanner: http://www.smartlink.com.ph/1220.htm
ScanXPRO: http://geocities.com/nmontaser/html/other/scanxpro.htm

cheers,
Nima

352. FA: Atari PS3000 Monitor with Built-In Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 04:38:25 UTC
From: Gordon Eastman <geastman@sympatico.ca>
Message-ID: <geastman-003F69.23382514012003@nr-ott01.bellnexxia.net>
Source record: 29833

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2300781499

--
Gordon Eastman

353. Re: Hard Disk driver

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 07:14:14 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b0321l$kqmft$1@ID-27442.news.dfncis.de>
Source record: 29834

DOCs wrote:

>>2. Can handle all types of Atari interfaces (IDE, ACSI, SCSI)
>
> IDE and SCSI are supported (ACSI, I think

ACSI is not supported as Cecile is meant for the Falcon only, which does not have an ACSI port. (Somebody please correct me if I'm wrong and ACSI support has been added to Cecile.)

>>4. Optionally supports PC partition schemes
>
>Cecile can read DOS partitions.

Which partition types? Only up to 32 MB or also the other, newer types used by Windows?

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

354. Re: Steinberg SMP 24 - 220v (UK) to 110v (US)

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 09:14:27 UTC
From: Peter Persson <pep@NOSPAMhms.se>
Message-ID: <tE9V9.2137$EG4.1713@nntpserver.swip.net>
Source record: 29835
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

> Tried this and it seems to work now...at least the buzzer just beeps once
right
> when powering up.
> Connected to a Falcon:
> The display reads .8.8.8.8. all the way across, but CAF apparently can't
see the
> device. I've enabled SMP4.DRV in the MROS folder of CAF and launched it.
> Anything concerning the SMP 24 is 'grayed out' and can't be selected.

> What next?

Not sure. Start the unit without connecting it to the computer.
The buzzer should sound Beeep Bip Bip Bip (Long-short-short-short) and the
display should show a scrolling message.

-- Peter

355. Re: Looking for MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 10:30:04 UTC
From: <>
Message-ID: <1042624872-449865AEicMi@ntlworld.com>
Source record: 29837

From: Paul CAILLET <noname@noos.fr>
Date: Tue, 14 Jan 2003 14:33:44 +0100

>On Tue, 14 Jan 2003 01:38:13 GMT, "Brent Eamer"
><breamer@nb.sympatico.ca> wrote:
>
>>Anyone want to sell theirs, version 6.x is what I would like. Otherwise can
>>someone point me to a North American vendor?

If this is the Atari version of MagiC, we (DDP Translations) prepared a full
English package of 6.20 for Atari Workshop here in the UK last year.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

356. Re: Steinberg SMP 24 - 220v (UK) to 110v (US)

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 10:35:04 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <a4ea2vk7jrpb0f7m96t1es3hrn2ksootjh@4ax.com>
Source record: 29836
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I know this one, for the SMP24 to work, it needs to have version 1.6
software (for the SMP, not cubase), it tells you this in the cubase 3
manual, if you have it.
Though mine came with a german manual, there was a piece of paper
attached saying that it had been updated.

What you'd do about it these days being updated, I don't know.

Rob

On Wed, 15 Jan 2003 10:14:27 +0100, "Peter Persson" <pep@NOSPAMhms.se>
wrote:

>Hi,
>
>> Tried this and it seems to work now...at least the buzzer just beeps once
>right
>> when powering up.
>> Connected to a Falcon:
>> The display reads .8.8.8.8. all the way across, but CAF apparently can't
>see the
>> device. I've enabled SMP4.DRV in the MROS folder of CAF and launched it.
>> Anything concerning the SMP 24 is 'grayed out' and can't be selected.
>
>> What next?
>
>Not sure. Start the unit without connecting it to the computer.
>The buzzer should sound Beeep Bip Bip Bip (Long-short-short-short) and the
>display should show a scrolling message.
>
>-- Peter
>

357. Re: Steinberg SMP 24 - 220v (UK) to 110v (US)

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 12:44:22 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <ZtcV9.19204$WT3.12273@news.bellsouth.net>
Source record: 29838
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Rob" wrote
> I know this one, for the SMP24 to work, it needs to have version 1.6
> software (for the SMP, not cubase), it tells you this in the cubase 3
> manual, if you have it.
> Though mine came with a german manual, there was a piece of paper
> attached saying that it had been updated.
>
> What you'd do about it these days being updated, I don't know.

The ROM chip thinggy has a sticker marked 1.65.
I get the one long beep, but not 3 short ones.
This is with or without it being connected to a computer.

Brian

358. FS: Atari ST Apple II Mac classic computer stuff

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 13:08:40 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <acna2vo6rbuvr58i4tpkfupm0leh4o0k9j@4ax.com>
Source record: 29839

Hi All...

Please check out my page of Classic computer stuff for sale...

Apple II
Atari
Macintosh
Commodore
PC

My basement is full and it needs to be emptied...

This stuff has to go... No reasonable offer refused...

It either goes to the Post Office or the Recycle center...

I have Atari ST books, Compute Magazines, etc.

http://www.atariuniverse.com/forsale

Thanks for your cooperation...

Rory

359. Re: Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 13:40:34 UTC
From: lp <gfa@basic.net>
Message-ID: <BA4ACF02.BB69%gfa@basic.net>
Source record: 29840

I don't read every post only specific threads of interest.
Also your massively large signature fails to mention iconnect. ;-)
Hense why I mentioned top.

in article 1042561282-118792AEicMi@williams-net.com, carey christenson at firest@williams-net.com wrote on 1/14/03 6:21 PM:

> Kenneth,
> If you have seen other post by me recently involving
> fVDI and NVDI thread you would know that I use
> Iconnect. Everyone seems to be talking about MINT
> processor programs but is there nothing for the Magic
> 6 or higher users?? Is there anything else that I
> left out??
>
> Thanks,
> Carey Christenson
>
> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
> Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
> Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
> Eclipse with 4 meg ATI Graphic Card
> Coming 32 megs of DDR SDRam GC by NATURE for the CT60
> Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times
> faster than the stock DSP
> 84 meg Conner Hard Drive
> 40 GB IDE Maxtor 7200 RPM Hard Drive
> 4.5 GB SCSI Seagate 7200 RPM Hard Drive
> 24 X Cyberdrive CD-Rom
> 10x4x32x Sony CD-Burner
> 56K CNET modem
> 19 inch Samsung 955DF VGA monitor
> Epson Stylus color 880 Printer
> 5.1 Surround Sound System
>
> Atari 1040STf with 2.5 megs of RAM
> 80 meg IBM Hard Drive
> 1.1 GB Conner Hard Drive
> 14.4 US Robotics Modem
> SC1224 color monitor
>

> Atari 130XE with 128K of RAM
> 20 meg Atari Hard Drive
> 120 meg Quantum Hard Drive
> 2 5 1/4" 1050's with US Doubler upgrades
> Blackbox unit
> 2 Panasonic Dot Matrix Printers
> Color Monitor
>
>

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

360. Re: What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 13:46:27 UTC
From: lp <gfa@basic.net>
Message-ID: <BA4AD063.BB6A%gfa@basic.net>
Source record: 29841

in article p2792vc7qnea88pitc10ea0iaj151rte9v@4ax.com, Rob at
rob.jenkins2@btopenworld.com wrote on 1/14/03 6:34 PM:

> I'm thinking since 1992 / 1993, there must have been improvements to
> the version that was distrubuted with the falcon, so having searched
> the net for "Mint AND atari", I find a lot of (what looks like
> complex) information about Mint, about installing it and about
> programming for it, but no simple, "this is what Mint does" (in Newbie
> language)

You pretty much answered your own question. MiNT is, or rather
FreeMiNT is a free open source version of Atari's old MultiTOS
kernal. Whatever Atari's did, the current release does, only
minus bugs and plus a huge amount of improvements.

Unless your music apps are very multi-tasking freindly you
may have problems making them run under FreeMiNT.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

361. Re: .ST to Real Atari

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 14:03:25 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e2515481ed78e1@attbi.com>
Source record: 29842
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>Thanks! Ed,
>
>Works great on the STTOMSA side!
>No problems creating an MSA.
>BUT
>When I transfer files from a Win98SE machine to a 720K Atari formatted
>disk, the disks become "damaged" when I try to run the program on the
>Atari.
>I've had this problem ever since upgrading from 95.
>
>Any ideas?

What TOS does your Atari have? I have a STe and can format disks
on it, insert it in my wife's PC. put files on it and then put it
back into my STe and get those files with no problems. If you have
a TOS that is less than 1.4, you will need a formatting program
for the Atari that will put a PC boot sector on the disk. I have
one somewhere. Email me if you need it.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

362. Re: E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 14:03:27 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e2515481ed78e4@attbi.com>
Source record: 29843

>Hello!
>
> Does anyone know if any of the E-Mail programs for the Atari can work
>with SMTP Authentication? Since my ISP was bought out, they now require
>that. I normally use aMail, but it doesn't seem to have anything for that,
>and I haven't seen anything like that in Newsie. I use MagXNet, which
>doesn't seem to like MyMail (at least on my system), so I don't know if that
>uses it or not. Any suggestions? Otherwise, I cannot send e-mail from my
>Atari, which is how I currently get files transferred between my Falcon and
>my iMac (no Ethernet and no Floppy on the iMac, so I e-mail files to
>myself). Thanks!
>
> Mike Freeman
> nameerf@flash.net

Hello Mike,

I use MagicNet also and MyMail works fine. What happens on your
end???

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

363. Re: Had`es and etherlink3 ISA

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 14:03:27 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e2515481ed78e5@attbi.com>
Source record: 29845

>Hello,
>
>I got one Etherlink 3 ISA card, 10 base T, chip is 9640kg008.
>(BNC, rj45, and AUI output)
>Does anyone knows if there is a software that will allow my Had`es to work with
>it ?

YOu may want to go with a PCI ethernet card. That is what I use in
my Hades. I am not sure if a driver for the ISA card exists, but I
will look around.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

364. Re: Transfer of files

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 14:03:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e2515481ed78e7@attbi.com>
Source record: 29844

>Hello,
>
>You probably get this hundreds of times, but been out a while. I am
>trying to archive all my 720 disks on CD todo this I have to transfer
>them over to my PC however for the older disks it seems to have
>trouble reading them. Is it possible to transfer them another way by
>printer / serial ports. Or is there a program out there to read 720
>single sided disks? My PC is running XP and I own a Falcon. I
>understand that it is possible to transfer via serial ports but that
>the speed is only 19,200.
>
>Thanks for any help
>
>shin

I use PARCP right now. It uses the parallel printer ports of each
machine.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

365. Re: Steinberg SMP 24 - 220v (UK) to 110v (US) - SMP24_ED.TOR.zip (0/1)

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 14:12:07 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <pqqa2vohuoro88hp94q14hpvgt6uo4c425@4ax.com>
Source record: 29746
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

When I switch mine on, I get a scrolling "SMP 24 1.6"

Do you get this, if so, I've attached the version of MROS that worked
for me, I've also attached the contents of the disk I also got with
it, in case any of it is any use. There is an english read me file
that may help you.
If your's is version 1.49 instead of 1.6, then it won't be MROS
compatible (but see the read me for details.)

On Wed, 15 Jan 2003 06:44:22 -0600, "Brian Roland"
<BJRoland@bellsouth.net> wrote:

>
>"Rob" wrote
>> I know this one, for the SMP24 to work, it needs to have version 1.6
>> software (for the SMP, not cubase), it tells you this in the cubase 3
>> manual, if you have it.
>> Though mine came with a german manual, there was a piece of paper
>> attached saying that it had been updated.
>>
>> What you'd do about it these days being updated, I don't know.
>
>The ROM chip thinggy has a sticker marked 1.65.
>I get the one long beep, but not 3 short ones.
>This is with or without it being connected to a computer.
>
>Brian

366. Matrix video card help

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 17:06:29 UTC
From: Mark Duckworth <mducksub@nospaamatari-source.com>
Message-ID: <1042656851.587176@blade.atari-source.com>
Source record: 29747

Hello everyone,

First I'd like to say thank you to everyone who helped out with my original question regarding my Matrix video card. I believe to have properly identified it as a Mico with a truecolor memory expansion. Now I want to very carefully attempt to power it up. This question, to boris as well, is are the wires attached to the small thing on the expansion board SUPPOSED to be soldered somewhere on the original vme board?

http://pikachu.atari-source.com/~mduckworth/matrix1.jpg

I just want to be very careful with this thing before attempting to power it up. There is also some sort of power connector as well as an expansion connector of some sort... looks to be about IDE sized.

Any other information would be helpful too. Can this card be powered up without the ram expansion? If it's a Mico does that mean it will work on the mega ste (mega ste would be much easier for testing and repair for me). etc.

Thanks in advance for any replies.

Mark
http://atari-source.com

367. Re: Aranym and MiNT

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 17:26:16 UTC
From: Jerry Cornelius <jc@msn.com>
Message-ID: <b045jq0q33@enews1.newsguy.com>
Source record: 29749

I think you're right, and it doesn't appear to do what I'd like.

HDDriver would look good, except I can't get the demo version to boot with
Aranym. It just sorta hangs there for a while.
And, anyways, I don't know how much 35 Euro's is, but it's probably way too
much to spend on a pet project like this. Not that it's an insult; a nickel
would probably be way too much to spend for what I have in mind :)

I'll see about getting MiNT to work without using EasyMint and an ext2
partition. I know it won't really be the same, but what the hey.

"Peter Persson" <pep@NOSPAMhms.se> wrote in message
news:9xRU9.2074$EG4.1575@nntpserver.swip.net...
> Hi,
>
> I don't think Cecile will work. It does not support XHDI properly.
> Use HDDriver instead. There is a downloadble demo version on Dr. Uwe
> Seimet's website.
>
> -- Peter
>
>

368. Latest version of Roland TENTRAX for Atari

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 17:40:44 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e259eba$1$2238$e4fe514c@dreader6.news.xs4all.nl>
Source record: 29748

Hi,

I have version 1.0 where there any updates or new versions around?

TXG/MNX

369. Re: E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 18:35:11 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA4AF882.2958D%nameerf@flash.net>
Source record: 29750

in article 3e2515481ed78e4@attbi.com, Edward S. Baiz Jr. at
edbaizjr@attbi.com wrote on 1/15/03 6:03 AM:

> I use MagicNet also and MyMail works fine. What happens on your
> end???

For me, it starts up, displays the beginnings of the main window (minus the
icons and message list), and then the entire system freezes, and all I can
do from there is hit the reset button or the power switch.

Mike Freeman
nameerf@flash.net

370. Re: Had`es and etherlink3 ISA

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 19:17:36 UTC
From: fartfart@yahoo.com
Message-ID: <3e25b3cf$0$236$626a54ce@news.free.fr>
Source record: 29752

Hello,

>I got one Etherlink 3 ISA card, 10 base T, chip is 9640kg008.
>(BNC, rj45, and AUI output)
YOu may want to go with a PCI ethernet card. That is what I use in
my Hades. I am not sure if a driver for the ISA card exists, but I
will look around.

Thanks Edward.
I got this card for free, it's why I would be happy to use it.

Please drop me a line at my mailbox if you get news.

Yves yvesrogne(at)online fr

371. Re: MACE Melbourne Australia

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 22:02:29 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3e25db77@news.alphalink.com.au>
Source record: 29753

```
--

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1042656963.27276.0@despina.uk.clara.net...
> Hi "Graham"
>
> > -- the next meeting of MACE will be this Sunday 19th Jan. I expect all
of
> > you to be there
>
> Can i be excused, I'm about 3000 miles away and don't have the bus fare
> anyway!, otherwise i think this is a good idea for a meet.
>
> --
>
>
> Regards, Steve. S.

can you make it to the Feb meeting ?? :)

gra

>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.443 / Virus Database: 248 - Release Date: 10/01/2003
>
>
>
```

372. Re: Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 22:12:43 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e25dcd01668c90@tripnet.se>
Source record: 29754

In comp.sys.atari.st <1042561282-118792AEicMi@williams-net.com>
carey christenson wrote on Tue 14-01-2003 17:21 (-0600):

>Kenneth,
> If you have seen other post by me recently involving
>fVDI and NVDI thread you would know that I use
>Iconnect. Everyone seems to be talking about MINT

Such things are hard to remember...

>processor programs but is there nothing for the Magic
>6 or higher users?? Is there anything else that I
>left out??

Sorry, I have never tried IConnect and it would not work here as I am not
using a dialup connection.

I don't know how IConnect works but I suppose there should be some way of
checking if you get lots of dropped packets.

I seriously doubt that NVDI together with fVDI should put any
considerable general strain on the processor. Actually it should be the
other way round as they both are optimized for speed.

Hooking into interrupt vectors is another story, though.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

373. Re: Steinberg SMP 24 - 220v (UK) to 110v (US) - SMP24_ED.TOR.zip (0/1)

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 22:41:47 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <9dlV9.20814$WT3.737@news.bellsouth.net>
Source record: 29755
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Rob" wrote
> When I switch mine on, I get a scrolling "SMP 24 1.6"

I don't get any sensable message when I power the unit on.
Instead:
It beeps one long chirp and displays something like:
.8.8.8.8.8.8.8. (filling up all of the LED's).

None of the small LED's around the buttons light or flash (I.E. smpte lock)

Now I'm wondering if there is some way to tell the unit to reset
itself/initalize, or if it's something the SMP does each time it powers up
anyway. I.E. Most of my synths have some button combo you press when powering
up that will clear any memory, reset everything to factory status, and run
internal checks, etc...

I've checked for loose wires or chips and there are no visible problems, tho' on
the bottom side of the board, some of the lacqure is a bit flakey from heat/age
etc.
All of the PCB tracks, at least those visible to the eye seem solid enough.

The one chip that looks like it may be some sort of EPROM has a yellow sticker
on it and is labled by hand 1.65.

For some reason or another...the unit isn't initalizing and booting up
correctly.
Any ideas about what to check next would be very welcome. Or..if anyone knows a
good place to send such a thing for repairs that would be nice to know as well.
I'm thinking Steinberg Germany would likely be more helpful than they will here
in the US, but my German is nadda. If Steinberg won't help, there's the
possiblity that the company that made the things (Waldorf) might be able to
service it....again, I'd need a German friend to help me communicate with them?

> Do you get this, if so, I've attached the version of MROS that worked
> for me, I've also attached the contents of the disk I also got with
> it, in case any of it is any use. There is an english read me file
> that may help you.
> If your's is version 1.49 instead of 1.6, then it won't be MROS
> compatible (but see the read me for details.)

Thanks much for the attachments Rob!
I'm sure I'll need these if/when I can get the thing to boot properly.

Thanks,
Brian

374. Re: Texel 2.20 English patch

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 22:47:29 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3e25e500$0$257$4c56ba96@master.news.zetnet.net>
Source record: 29756

On 14 Jan 2003 17:49:14 , <derryck@.NOT~THIS~cix.co.uk> wrote:
>Hi all,
>
>I'm nearly ready to release an English patch for Texel 2.20.
>
>I would like to hear from anyone who can beta-test this for me before I put
>it on my web site since I'm no spreadsheet expert - so persons familiar with
>Texel only, please.

Hi Derryck,

You already know my interest in Texel2, I think. I use Texel1 regurarly
with no problems yet and have tried the German version of Texel2 without
any problems (except the language, of course). I am willing to test your
English version: indeed, anxious to do so :)

Charles.

375. Re: What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 22:47:45 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0301152337570.95-100000@easymint>
Source record: 29757

On Tue, 14 Jan 2003, Rob wrote:

> I'm expecting a few replies to this one.
>
> So, can anyone tell me if this is what I'm after - or is there
> something better I can use
> (A new, colourful, "different" sort of desktop, that I can run Cubase
> and Logic from)
>

Yes, a lot has happened since the original MultiTOS distribution that came with your Falcon. MiNT is now an open source project called FreeMiNT and heavily under development. Also there is now N_AES (commercial) and XaAES (free) as a MUCH better replacement for the MultiTOS AES (named GEM.SYS). A nicer desktop is provided by THiNG.

But if you want to use your Atari for Cubase and Logic and many other old MIDI apps, I would personally recommend to stick to Single TOS.

Martin Tarenskeen

376. Re: Steinberg SMP 24 - 220v (UK) to 110v (US) - SMP24_ED.TOR.zip (0/1)

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 23:12:52 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <jGlV9.20923$WT3.13221@news.bellsouth.net>
Source record: 29758
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Great news!
Thanks to the info Rob sent, I discovered how to initalize the unit, with some luck it should work now...on my way to test it out with the Falcon.

Thanks!
Brian

377. Re: Atari ST Apple II Mac classic computer stuff

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 23:47:54 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042743181.63586.5@iris.uk.clara.net>
Source record: 29773

Hi Rory

Posting the planet that you live on might encourage people to look or save
them wasting their time!.

> Please check out my page of Classic computer stuff for sale...
>
> Apple II
> Atari
> Macintosh
> Commodore
> PC
>
> My basement is full and it needs to be emptied...
>
> This stuff has to go... No reasonable offer refused...
>
> It either goes to the Post Office or the Recycle center...
>
> I have Atari ST books, Compute Magazines, etc.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.443 / Virus Database: 248 - Release Date: 10/01/2003

378. Re: Looking for MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-01-15 23:57:04 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042743182.63586.6@iris.uk.clara.net>
Source record: 29772

Hi Derryck

> >>Anyone want to sell theirs, version 6.x is what I would like. Otherwise
can
> >>someone point me to a North American vendor?
>
> If this is the Atari version of MagiC, we (DDP Translations) prepared a
full
> English package of 6.20 for Atari Workshop here in the UK last year.

You're looking a bit blue, don't tell me you are ho...

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.443 / Virus Database: 248 - Release Date: 10/01/2003

379. Re: Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 00:18:42 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1042651138-399407AEicMi@williams-net.com>
Source record: 29759

To anyone,
Just putting out one last call. Does anyone know of

or has seen or heard of a program or app or control
panel utility that can show processor load??? I know
that the CT60 when it arrives will show processor load

via a control panel program supplied by Didier M. for
customization of the CT60 but it only works with the
CT60 and I believe the CT2b. I dont think it will
work on a stock falcon. I could be wrong. But any
other suggestions are more than welcomed. I know
other people have e-mailed me and say they know that a

program exists but cannot think of it off the top of
there heads. Thanks in advance.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 32 megs of DDR SDRam GC by NATURE for the CT60
Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the
stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

380. Re: Looking for MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 00:34:58 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <S6nV9.1055$05.49148@ursa-nb00s0.nbnet.nb.ca>
Source record: 29760

Found the atari shop in the U,K and ordered a copy

Thanks for the leads guys

"Brent Eamer" <breamer@nb.sympatico.ca> wrote in message
news:vI2V9.455$05.18521@ursa-nb00s0.nbnet.nb.ca...
> I just spoke to the guy, he is in Ottawa, Ontario and he said it is the
> german and or french version he sells, not the english
> "Brent Eamer" <breamer@nb.sympatico.ca> wrote in message
> news:9SJU9.1799$774.219519@ursa-nb00s0.nbnet.nb.ca...
> > Anyone want to sell theirs, version 6.x is what I would like. Otherwise
> can
> > someone point me to a North American vendor?
> >
> > Thanks
> >
> >
>
>

381. You're in Serious Trouble (x42mtnza7j)

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 06:07:06 UTC
From: dtjgygqkd@ciygyud.com
Message-ID: <hge50b.8hj.ln@www.websterscafe.com>
Source record: 29761
Body handling: HTML body converted to readable text

You're in Serious Trouble - It's a Proven Fact!

http://www.opt-in-adult.com/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything Else you see or do could easily be recovered to Haunt you forever! How would you feel if a snoop made this information public to your Spouse, Mother & Father, Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve all your problems and enjoy all the benefits of an "As New PC", Evidence Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and Professionally Clean your PC in one easy mouse click!

Visit this URL to get protected:
http://www.opt-in-adult.com/eenws/

Crpdo fhep zaomni ogdoc wxljxv oc wbya tqspe kpnkij
pufpro iaoz fxy rgu wymnla guv bd joza tlw ftvsde hv
znomal rgh aoqb hmjyvc voca tyix qrtqs ldbcmo hvx dvgdt pmtr
layigu xlwxvf zalikh nc ijhvgr xlaxm
yaoz oge xcqoza qvs zaoz bhesq wbmk dvjhs yznl r.

Tvpmkis npzxl btnlv bq fuecak qitebz p?

Xayvkuj vwhitd whsd jo qit vn vzcw laxiw g
fgrbjk mblax nopal esurt inyb uwxvwu wlmk qr u
kca cus laxm bge tyjk nscro vjk rsdru
yma drt ia dif mrodn tlw zt rtd ogefqb hiwhsg wb qzkujg jb hmp
pqsc wkyjxv bpec inx ezspn chusc skhs.

Wjurtq gufdec iwh jo rwg ns lqnyjx nsceb rjh
xmw me xcnhvt zr gynxvj meozx de ymny afdrp rxh
yzx digqbm fkv bc vay rsurp iky rpq tlvxus lqbpn.

Oxonlf tj ce kyntec vnlvgh ntdf umny eju nf ld
hmk di oqrpq wlmn tywxv lges ydbc sky rxhit ze kdap
bhec vapz skmjyi buvth as iabzny ejkiwl rf lq jo vj.

382. Re: Aranym and MiNT

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 06:57:04 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <b05l13$5en$06$1@news.t-online.com>
Source record: 29762

Hi Peter,

perhaps you can try CBHD from Steffen Engel, donï¿½t know if it works with
IDE drives or Aranym, but itï¿½s free and has XHDI support.

http://home.t-online.de/home/Steffen.Engel/CBHD.htm

Bye

Marc-Antï¿½n

--
****
Business: http://www.st-katharina-apotheke.de
Photography: http://www.ndh.net/home/kehr
Atari: http://atari.st-katharina-apotheke.de
****

383. Re: Steinberg SMP 24 - 220v (UK) to 110v (US) - SMP24_ED.TOR.zip (0/1)

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 08:46:29 UTC
From: Peter Persson <pep@NOSPAMhms.se>
Message-ID: <fkuV9.2208$EG4.1748@nntpserver.swip.net>
Source record: 29763
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

How did initialize it?

-- Peter

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:jGlV9.20923$WT3.13221@news.bellsouth.net...
> Great news!
> Thanks to the info Rob sent, I discovered how to initalize the unit, with
some
> luck it should work now...on my way to test it out with the Falcon.
>
> Thanks!
> Brian
>
>

384. re: 2 scsi questions

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 08:46:45 UTC
From: bmauger317@aol.com
Message-ID: <20030116034645.20373.00000036@mb-fo.aol.com>
Source record: 29764

hi all
i just got 3 syquest 44meg removable drives! and was wondering if i could hook them up all together.???...i have one link (not link2) that i got to finally got to work!

question 2 : i have 2 quantum prodrive lps drive and no matter what i do i can't get them to work.....i got hhdriver (demo) just to see if they would reconize the drive ...it doesn't even see the drive!....i will buy hhdriver if i can get them to work..
thanks all (any help will be greatfull)
bruce

385. Re: Texel 2.20 English patch

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 10:24:52 UTC
From: <>
Message-ID: <1042715178-220260AEicMi@ntlworld.com>
Source record: 29766

From: cstanley@zetnet.co.uk (Charles Stanley)
Date: 15 Jan 2003 22:47:29 GMT

>>I'm nearly ready to release an English patch for Texel 2.20.
>>
>>I would like to hear from anyone who can beta-test this for me before I put

>You already know my interest in Texel2, I think. I use Texel1 regurarly
>with no problems yet and have tried the German version of Texel2 without
>any problems (except the language, of course). I am willing to test your
>English version: indeed, anxious to do so :)

Well done, that man ;-)

I'm sending you the archive in email, but please note that it DOESN'T work
with the demo version!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

386. ADV: Bravo Sierra: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 10:43:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0301160240080.26930-100000@shell1.aracnet.com>
Source record: 29765
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, I avoid going into debt and I avoid making promises I can't keep! This includes not offering services that I cant follow up with! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Atari's a New Good Home! So I'm involved in saving Orphaned Atari's from Atari Heaven! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/auctions.htm Why I hate!
http://www.aracnet.com/~atari/bspolicy.htm Affects you too!
http://www.aracnet.com/~atari/caveat.htm Buyer Beware!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators.
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
http://www.aracnet.com/~atari/testing.htm My Test Standards!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/windoze.htm Certainly not GEM!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

387. Re: 2 scsi questions

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 13:49:12 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b06dii$luisk$1@ID-27442.news.dfncis.de>
Source record: 29767

BMauger317 wrote:

> i just got 3 syquest 44meg removable drives! and was wondering if i could hook
> them up all together.???...i have one link (not link2) that i got to finally
> got to work!

Yes, you can use as many of them as you like.

> question 2 : i have 2 quantum prodrive lps drive and no matter what i do i
> can't get them to work.....i got hhdriver (demo) just to see if they would
> reconize the drive ...it doesn't even see the drive!....i will buy hhdriver if
> i can get them to work..
> thanks all (any help will be greatfull)

As the Quantum prodrive defintitely works with the Atari I guess that
the drive does parity checking, but some old host adapters for the Atari
don't provide parity information. In this case there are three solutions:

1. Switch parity off by setting/removing a jumper on the drive. This
only works for some drives.
2. Connect the drive to a TT or Falcon and switch parity checking off by
software. HDDRUTIL can do this, but not all drives offer this option. As
soon as parity check is disabled the ST will see the drive.
3. Get a host adapter like the LINK96/97 with parity support.

Note that if parity checking is the cause for your problem you cannot
solve it by using another hard disk driver.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

388. Re: Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 16:11:42 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e272e7c9622030@europe-shareware.org>
Source record: 29775

Hello,

in article <1042651138-399407AEicMi@williams-net.com> (comp.sys.atari.st),
carey christenson wrote on Wed 15-01-2003 18:18 (-0600):

> To anyone,
> Just putting out one last call. Does anyone know of
>
> or has seen or heard of a program or app or control
> panel utility that can show processor load???

Wasn't there an app made by "Kellis"?
(but it was, maybe, "just" to display the memory load)

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

389. Re: Steinberg SMP 24 - 220v (UK) to 110v (US) - SMP24_ED.TOR.zip (0/1)

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 17:03:50 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <nzBV9.4975$%W2.880303@news20.bellglobal.com>
Source record: 29768
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Check the fuse too! Make sure.

> > Great news!
> > Thanks to the info Rob sent, I discovered how to initalize the unit,
with
> some
> > luck it should work now...on my way to test it out with the Falcon.
> >
> > Thanks!
> > Brian
> >
> >
>
>

390. Don't lose your job over porn (5g b1w7i 6h)

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 18:09:52 UTC
From: pchmwsnws@zjqvrzk.com
Message-ID: <f49jf-kfe.ln1@hoover.vodkafone.com>
Source record: 29769
Body handling: HTML body converted to readable text

You're in Serious Trouble - It's a Proven Fact!

http://www.opt-in-adult.com/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything Else you see or do could easily be recovered to Haunt you forever! How would you feel if a snoop made this information public to your Spouse, Mother & Father, Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve all your problems and enjoy all the benefits of an "As New PC", Evidence Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and Professionally Clean your PC in one easy mouse click!

Visit this URL to get protected:
http://www.opt-in-adult.com/eenws/

Xmf astuft ae bgefu ej fhzal iabzab iaftef phik
cuvkyn py rjoce tcd asgr og di sxl ino izb ytvw me
ldr fx hzn qy incqec vrsg qo lqrf pu rjodrf c
afuvcq nf cuzap vrs ph rw cubcu aw gqskl vnpzbc meft jbtujk?

Fshighi cq esus ogvwy hmocdf cuijy vnbpef cuixp i
gyza uzesgi fxlzo lcef pu eao lqitlm sxmrs cu af tyz.

Xvxymoc voc mqwxvw gld wogujk umx tcr bf ch rwb hz wbqrsu ej
um sxc zrst di skcds chvwy iaoprj cl hnf ltvwxm wbpd
bgi bk tmn xpqrgh rwx hmbcqs og qv sxm asg ze bgv
cqsg qiwyz skcao ydegui phvjy hab hdet zrsk qvkpd wopr bg dv
ph ew gyqec meft qituv px es yqetui skmnb hskm wap bw?

Ovwlz fxm sxy inomac yesg mr ogis ch rabzn xcqftr
ydr bd zr btyjx hzo kzabqe oghw tyq wbc mr ogef cu ew glmao
jk hdrguf phvky bg cvwxm vac zrsg qi skl fkymo yqrfhv f!

Aymapqr umnfhv ogi ekyzb uzrs yqst mvjy nwkza t
efxmno inb lqrg zu ewlm sxyno ydrglj fozno yqrgu
phi sky inf yd as pyz sxmab ynop zr oglz jodrsu e
ogrf chjky vapdeg dvwkz say rno lqoch
phi otij tpao hzo kzac vab hzo kdrs cu rjxmn gpq j.

Idr ot qrfhv sxy ejlmn kcesqr bt qv skl enoqr othfgh ewy e
cuvx dvabd mbpqst qvaod ns bgvjl udrprf pxvwl v
tymnp mesg mvxy vao ezb kcef puvky vabdef cu ejx udr bty
tlza th khwk hmxyjx hznpmo uza xpws vdf ymbp vnpqrt
not ni fkz vefhvk gya xcdetu ewkyn xflu afqr o.

Gva tydsd zi sbcdf pkmaf ldsklz fbdef cyikp zhjx qv sxcrb lu
kpnst qvacz wsg qzncd qi fxzns cumnp yewxyn jfti vxl mrf shi
gv vjy ids bh hm wstujx ydrshv snc zuwxle nf cl vaf xp?

Ztujxc incqrt qvjkz jbtuix hyaste oklm wbdrst hmk kpe bj ph
fx em jogvjk ydi bxyd nf gymnp yujkyz wsgiwo yqvw tl
wb lqsguw fbc wet di eaodv fxl zejkln ksuv
tlmo otiw woq av fochj tydef clzbp mu rn
hmegh ewx lqrjlz wog qiwop zrgl vnfguw f.

Jlj ph dsqrs chwgv ejy labpes ph nski fkhmx
rwyvk uzn xpqs bt dvkyz joqe otui sxmab lqfguw gymap y
jbq afgu eny hqo ltes chzbp fapdeg ci sab laog mi oxynb y
wb ydesur ot dvjhi bk dmklq nfgi bghm woza
um jhvx hza gcqbcr nfui bklab ude xt met qs cy hz jfma x?

Adfghf ca wbdo xmaode xcao lmbc vnyzep vn tfspn pu othv yt?

Llmk tlnxm socqs ydeg cv og dvabm wap meft dv sxlnb lqeg
jldes mh ejy hjx hdrfhv sxydf ydeghi sxyab lhvw tcqfg q
othwkv rjy vau rj fkm jot zv ejbde bk dv sbc vrsuvw vecqb yde
rw tym puixy inyzap yqod ae lqac lqsg zeg?

Ttvsuv sti fkl ijlzac yustuw tydnp vrstis puvkl rwl iqfgrj
diwy rjxmn ocqs fk uzacqi sk di fkp vapqej tlnop m
kpe ntkz skyqs cqecdv fkm vncdrt ql enp vnb.

Ahmbcq npdr bxln woqi fxy infgv eocuj soc mr ok dvwbq mith enb.

Numx hznyjx hzncmb xces lqfg di btuj tlz sxz inc
cu aste xcdf chrgu rjkma kpds ygrfuv fkl fxp mno lde
mrsgi bx qvwym jkl inc znbq metu ewk uzocqf y?

Xnsqrt gvjkm vog mrft dvkym nfti rj gyqsp mv fxlwo yde ogu
phve umaoqv bt qvjlz wbp zr kp dijy rw gbqrs pu ra
djkl vao ydst qvwyz wbpesg zvwy inbcef phixy ijk uzb
iwoqr bg ditlz skcno udej qv rxlza hzaoqe xprsgv ewl i
gy vao yqewlm wethft qi fkiab ydrtdf otvjl uneguv e.

391. Falcon LAN connector

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 18:42:54 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0301161940240.224-100000@easymint>
Source record: 29771

Forgive if this is a stupid question, but what can I do with the LAN connector on my Falcon030 ? It's the only part of my Falcon that I have never used yet, and it makes my curious.

Martin Tarenskeen

392. Re: FS: Umax Astra 1220S + ScanXPRO

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 18:46:09 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e26fdf1.0@entanet>
Source record: 29770

The 1220S and Scan-X Pro work nicely together (I have them all ready ;-)
Mine has done quite a lot of work and I've had no problems yet (touch
wood).

I'd really like a hi-res Slide/negative scanner though (hint-hint).
They are nearly all USB or Firewire these days though.

Regards,

Peter

On 14 Jan 2003 20:34:17 , Nima Montaser wrote:
>Hi everyone,
> I have a Umax Astra 1220S, 600dpi scsi scanner with a copy of ScanXPRO.
>The scanner is used, but in great shape.
>
>Asking $55 US$ + shipping.
>
>Let me know if you are interested.
>
>Here is some info:
>Umax Scanner: http://www.smartlink.com.ph/1220.htm
>ScanXPRO: http://geocities.com/nmontaser/html/other/scanxpro.htm
>
>cheers,
>Nima
>.

393. Re: MACE Melbourne Australia

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 19:57:44 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1042764481.89716.1@iris.uk.clara.net>
Source record: 29782

Hi Graham

> > > -- the next meeting of MACE will be this Sunday 19th Jan. I expect all
> > > of you to be there

> > Can i be excused, I'm about 3000 miles away and don't have the bus fare
> > anyway!, otherwise i think this is a good idea for a meet.

> can you make it to the Feb meeting ?? :)

Did you have a year in mind?. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.443 / Virus Database: 248 - Release Date: 10/01/2003

394. Re: Falcon LAN connector

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 20:08:44 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <r64e2vg5ihochc7eo4ob8ukpvuo6185a71@4ax.com>
Source record: 29774

I too am curious - and await info with baited breath (I'd rather like
to send samples to the PC for manipulation)

Rob

On Thu, 16 Jan 2003 19:42:54 +0100, Martin Tarenskeen
<nospam@zonnet.nl> wrote:

>
>
>Forgive if this is a stupid question, but what can I do with the LAN
>connector on my Falcon030 ? It's the only part of my Falcon that I have
>never used yet, and it makes my curious.
>
>Martin Tarenskeen

395. Re: Falcon LAN connector

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 20:38:34 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.486fedcb.19a242c2.wdwd@wd.com>
Source record: 29776

Hello,

Dans le message <r64e2vg5ihochc7eo4ob8ukpvuo6185a71@4ax.com>
Rob a ï¿½crit:
>I too am curious - and await info with baited breath (I'd rather like
>to send samples to the PC for manipulation)

>Rob

>On Thu, 16 Jan 2003 19:42:54 +0100, Martin Tarenskeen
><nospam@zonnet.nl> wrote:

>>
>>
>>Forgive if this is a stupid question, but what can I do with the LAN
>>connector on my Falcon030 ? It's the only part of my Falcon that I have
>>never used yet, and it makes my curious.
>>
>>Martin Tarenskeen

As it is RS-422, it /should/ be easy to use it for connecting 2
falcons, TTs or MSTes, or a mix, with only 4 wires : 3, 5, 6 and 8.
That is, T+, R-, T- and R+. To connect two falcons, A and B, you
should theorically only have to connect A(R+, R-, T+, T-) to
B(T+, T-, R+, R-). It would even be possible to connect up to 10
computers, using multidrop wiring, but so far I couldn't find
any description of it - why didn't they use rs-485 instead!

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
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"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

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396. Re: FS: Umax Astra 1220S + ScanXPRO

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 21:02:34 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.4e3beb9f.10a242e2.wdwd@wd.com>
Source record: 29777

Hello,

Dans le message <3e26fdf1.0@entanet>
Peter Slegg a ï¿½crit:
>The 1220S and Scan-X Pro work nicely together (I have them all ready ;-)
>Mine has done quite a lot of work and I've had no problems yet (touch
>wood).
I got a 2nd-hand one, with penultimate version of scan-X pro.
I don't know which is faulty (the soft or the scanner), but here is
what I noticed :
- in fast mode, the scanner goes beyond the left of the area I
select. With small areas, the error is almost insignificant, but
with an A4 page, it is 1 cm!!!
On the other hand, the bottom of the area is truncated... the
biggest the area, the biggest the error :-(
- in slow mode, when attempting to scan something near the bottom
of the scan area, the head goes beyond the bottom of the document
and, if it weren't boxed, it would continue for about at least 5cm.
that is : when attempting to scan a 30 cm picture, the scanner
behaves as if it were 35 cm long!
I couldn't check if it is the hardware or the software, as I haven't
a pc with a software that goes yet. I think the reason is the version
of the software I got - I hope it isn't the scanner itself!
Did someone notice the same strange behaviour with earlier versions
of scanx pro ?

TIA,

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

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+---------------------------+
```

397. TT & EtherNec

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 21:16:44 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.543bf19f.142c42e2.wdwd@wd.com>
Source record: 29778

Hello,

Did someone succeed in connecting a TT / Magic / Sting / Ethernec to
another machine ? If so, could I be explained how to do ?
I connected my TT to a laptop running XP, and used Sting to ping
the PC. But, after a few seconds, there happened to be dropped
packets, which went increasing more and more, until there was not
any received packet anymore, though the PC could detect data coming
from the TT. As if data became corrupted after some time...
I'm feeling more and more sceptical, and would apreciate any kind
of help :-/

TIA,

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
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```

398. Re: Falcon LAN connector

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 23:19:22 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301161519.38bf0b69@posting.google.com>
Source record: 29779

Martin Tarenskeen <nospam@zonnet.nl> wrote in message
news:<Pine.MNT.4.31.0301161940240.224-100000@easymint>...
> Forgive if this is a stupid question, but what can I do with the LAN
> connector on my Falcon030 ? It's the only part of my Falcon that I have
> never used yet, and it makes my curious.
>
The answer is ... not much. The LAN connector, if I recall, is wired
to your serial port. Some people have attached their modem to the LAN
connector using wires intended for a Mac. This then leaves the serial
port free for a nullmodem cable or a serial mouse or an older digital
camera. Of course, you can't use both at the same time, but it keeps
you from having to switch the connectors of two devices back and forth
all the time.

Galen

399. Re: FS: Umax Astra 1220S + ScanXPRO

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 23:21:24 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301161521.4d5eaa40@posting.google.com>
Source record: 29780

peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote in message news:<3e26fdf1.0@entanet>...
> The 1220S and Scan-X Pro work nicely together (I have them all ready ;-)
> Mine has done quite a lot of work and I've had no problems yet (touch
> wood).
>
> I'd really like a hi-res Slide/negative scanner though (hint-hint).
> They are nearly all USB or Firewire these days though.
>
Personally, I'd be happy if Nima could get color printing working in ScanX. Fortunately, I have a workaround.

Galen

400. Re: 2 scsi questions

Newsgroup: comp.sys.atari.st
Date: 2003-01-16 23:25:28 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301161525.19e600b4@posting.google.com>
Source record: 29781

Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message
news:<b06dii$luisk$1@ID-27442.news.dfncis.de>...
> BMauger317 wrote:
>
> > i just got 3 syquest 44meg removable drives! and was wondering if i could hook
> > them up all together.???...i have one link (not link2) that i got to finally
> > got to work!
>
> Yes, you can use as many of them as you like.
>
Well, you will be limited to a total of eight devices (I can't recall
if the Link itself counts as one of the eight).

Galen (who used to run his STe to a 210MB drive, then to a Syquest
EZ135, then to a CD, then to a scanner)

401. Re: Steinberg SMP 24 - 220v (UK) to 110v (US) - SMP24_ED.TOR.zip (0/1)

Newsgroup: comp.sys.atari.st
Date: 2003-01-17 01:21:40 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <3FIV9.2577$F_3.474@news.bellsouth.net>
Source record: 29783
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Peter Persson" wrote
> Hi,
>
> How did initialize it?
>
> -- Peter
>

Press the first two soft buttons (from left to right - tap/shift start/stop) and hold them while switching on the power.

Brian

402. Re: Steinberg SMP 24 - 220v (UK) to 110v (US) - SMP24_ED.TOR.zip (0/1)

Newsgroup: comp.sys.atari.st
Date: 2003-01-17 01:29:31 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <rMIV9.2594$F_3.1040@news.bellsouth.net>
Source record: 29784
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Rob" wrote
> When I switch mine on, I get a scrolling "SMP 24 1.6"
>
> Do you get this, if so, I've attached the version of MROS that worked
> for me, I've also attached the contents of the disk I also got with
> it, in case any of it is any use. There is an english read me file
> that may help you.
> If your's is version 1.49 instead of 1.6, then it won't be MROS
> compatible (but see the read me for details.)

I'm fortunate indeed...
My unit does indeed have an MROS compatable ROM.
Now, if I can just figure out what all these modes and parameter do!!!
Has anyone a list handy?

Time to start a new thread...

Brian

403. [SMP 24] How to Sync

Newsgroup: comp.sys.atari.st
Date: 2003-01-17 01:43:12 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <gZIV9.2623$F_3.249@news.bellsouth.net>
Source record: 29785
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Now I have an SMP 24 to use with CuBase Falcon Audio.
Sadly, I have no manual, and this thing seems to have a million and seven programmable things about it. Does anyone have a list of parameters and what they do? An extra Manual to sell...or willing to loan yours out long enough for me to make a copy?

If I can get a listing of parameters at least....I'm thinking I could figure it out from there.

One thing I'm trying to figure out ASAP if someone with a manual can help.

I have a tape device striped with 30fps SMPTE time code. This track is being sent to the 1/4" SMP 24 SMPTE input. I did manage to figure out how to get the Falcon/SMP to stripe a tape...so time code compatability shouldn't be an issue...this code was written via the SMP 24.

I can't figure out how to set this thing up so it will lock to the timecode on the tape, and in turn lock the Falcon as well. In theory...I should be able to set a song start point, offset time in CuBase, disable master, enable sync....then pressing play on the tape should start the Falcon playing in sync. So far, I can't figure out how to make this happen! Any help would be very welcome.

Thanks,
Brian

404. Re: Atari USB

Newsgroup: comp.sys.atari.st
Date: 2003-01-17 02:20:09 UTC
From: captainvimes@myrealbox.com
Message-ID: <9fpe2v4nffc3saua5msiokiok1q5akkufa@4ax.com>
Source record: 29786

Hi Peter,
On 11 Jan 2003 19:59:10 GMT,
peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote:
>
>Has anyone done any research into the feasibility of
>connecting a pci USB card to an Atari ? I believe the Coldfire
>project includes USB, maybe they have started work on drivers.
>

For those of us on older machines (TT, Falcon), the PCI card approach needs an adapter. I'd rather see a USB board that plugs into the cartridge port for maximum compatibility (although unfortunately that will greatly limit the throughput of any devices). Other possibilities would be VME (fast enough, but limited to TT/MegaSTe), or the Falcon bus slot.

>From what I understand two pieces of software are needed; a low
>level USB driver and a driver for each device. I don't know much
>about low level software but would the USB driver be a vdi
>extension ?
>

Doubtful, I think of it more as a SCS)DRV-like interface, one that manages the USB itself rather than things attached to it. It might well make sense to use the SCSIDRV interface with unique bus number(s) for USB.

>I don't think it is a particularly complicated standard, maybe
>there is some open source software that could be ported ?
>

I think the most important issue is probably the hardware; after that, it would be developing drivers that understood USB-connected devices (although I rather suspect that it might look a bit like SCSI ...).

>Perhaps some sort of competition could be launched with the
>prize going to the person or group that successfully demonstrates
>an unmodified USB peripheral and card working on a 680x0 machine
>running TOS, Mint or Magic.
>
>We don't exactly need a USB mouse or keyboard so it might be worth
>making it a bit more of a challenge by excluding these peripherals
>or awarding a second prize.
>
>What's your opinion ?
>

Not a bad idea. I'd certainly like to see USB support.

Roger

405. Re: TT & EtherNec

Newsgroup: comp.sys.atari.st
Date: 2003-01-17 02:26:09 UTC
From: captainvimes@myrealbox.com
Message-ID: <r3qe2v05qdfj3qi04emq4a345lmtrn19n2@4ax.com>
Source record: 29787

Hi Jean-Luc,
On Thu, 16 Jan 2003 23:16:44 +0200, Jean-Luc CECCOLI <wdwd@wd.com>
wrote:
>
>Did someone succeed in connecting a TT / Magic / Sting / Ethernec to
>another machine ? If so, could I be explained how to do ?

It seems to work for some people, but not for others (including me). I
have a suspicion that it's some kind of timing problem on the
cartridge port, but haven't had time recently to investigate further.
Kenneth Medin found it worked only if there was a particular sequence
of drivers in his STinG folder.

Regards,
Roger

406. Re: TT & EtherNec

Newsgroup: comp.sys.atari.st
Date: 2003-01-17 02:46:11 UTC
From: lp <gfa@basic.net>
Message-ID: <BA4CD8A3.BC22%gfa@basic.net>
Source record: 29788

I have an EtherNEC on my TT but with MiNT-Net and Odd's driver.
Works great, I've let it sit on IRC for some hours and moved
some files back and forth from my other machines with no problems.
Perhaps I am very lucky.

- Lon

in article WS3.543bf19f.142c42e2.wdwd@wd.com, Jean-Luc CECCOLI at
wdwd@wd.com wrote on 1/16/03 4:16 PM:

> Hello,
>
> Did someone succeed in connecting a TT / Magic / Sting / Ethernec to
> another machine ? If so, could I be explained how to do ?
> I connected my TT to a laptop running XP, and used Sting to ping
> the PC. But, after a few seconds, there happened to be dropped
> packets, which went increasing more and more, until there was not
> any received packet anymore, though the PC could detect data coming
> from the TT. As if data became corrupted after some time...
> I'm feeling more and more sceptical, and would apreciate any kind
> of help :-/

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

407. Re: 2 scsi questions

Newsgroup: comp.sys.atari.st
Date: 2003-01-17 07:51:21 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b08cvq$mm6ee$1@ID-27442.news.dfncis.de>
Source record: 29789

Galen wrote:

> Well, you will be limited to a total of eight devices (I can't recall
> if the Link itself counts as one of the eight).

Most links count as one. The LINK96/97 does because it provides
initiator identification and thus has an id (#7) of its own. The ICD
LINK with clock, as far as I know, uses one ID for its real time clock.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

408. Re: E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-17 08:17:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1042924756-121435AEicMi@gmx.net>
Source record: 29702

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Mon, 13 Jan 2003 20:02:37 GMT

Hi Mike,

>Does anyone know if any of the E-Mail programs for the Atari can work
>with SMTP Authentication? Since my ISP was bought out, they now require
>that.

Take a look at ASH's Emailer, from version 2.01 onwards it supports SMTP and
NNTP authentication. ASH Emailer is an IConnect client...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

409. Re: E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-17 08:17:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1042924754-120915AEicMi@gmx.net>
Source record: 29703

From: Erik Hall <Erik.Hall@epk.ericsson.se>
Date: Tue, 14 Jan 2003 15:56:15 +0100

Hi Erik,

>The ongoing developement of MyMAIL contains parts for
>SMTP Authentication but no one of my testers or myself has a ISP
>that supports that.

You don't need an ISP which supports that protocol, take a free mail account
at http://www.gmx.de and you can test it yourself... GMX has its own POP and
SMTP servers, the SMTP server needs authentication.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

410. Re: Falcon LAN connector

Newsgroup: comp.sys.atari.st
Date: 2003-01-17 10:52:34 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <NgRV9.10414$fK.1116554@news20.bellglobal.com>
Source record: 29790

?

Buy the Steinberg "micro midi" interface and enjoy
another set of midi ins and outs!! Falcon only!!

Galen <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0301161519.38bf0b69@posting.google.com...
> Martin Tarenskeen <nospam@zonnet.nl> wrote in message
news:<Pine.MNT.4.31.0301161940240.224-100000@easymint>...
> > Forgive if this is a stupid question, but what can I do with the LAN
> > connector on my Falcon030 ? It's the only part of my Falcon that I have
> > never used yet, and it makes my curious.
> >
> The answer is ... not much. The LAN connector, if I recall, is wired
> to your serial port. Some people have attached their modem to the LAN
> connector using wires intended for a Mac. This then leaves the serial
> port free for a nullmodem cable or a serial mouse or an older digital
> camera. Of course, you can't use both at the same time, but it keeps
> you from having to switch the connectors of two devices back and forth
> all the time.
>
> Galen

411. Re: Falcon LAN connector

Newsgroup: comp.sys.atari.st
Date: 2003-01-17 17:07:03 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <vtdg2vkibavlla6ga5c92c4mbc1q3btnua@4ax.com>
Source record: 29791

Hey rES, got any more info on this, as I would if I knew what I was
looking for (how many in's and outs, and where to get one)

Rob

On Fri, 17 Jan 2003 05:52:34 -0500, ".rEs" <res@sympatico.ca> wrote:

>?
>
>Buy the Steinberg "micro midi" interface and enjoy
>another set of midi ins and outs!! Falcon only!!
>
>
>
>Galen <ekaljuma@mtsac.edu> wrote in message
>news:926a9946.0301161519.38bf0b69@posting.google.com...
>> Martin Tarenskeen <nospam@zonnet.nl> wrote in message
>news:<Pine.MNT.4.31.0301161940240.224-100000@easymint>...
>> > Forgive if this is a stupid question, but what can I do with the LAN
>> > connector on my Falcon030 ? It's the only part of my Falcon that I have
>> > never used yet, and it makes my curious.
>> >
>> The answer is ... not much. The LAN connector, if I recall, is wired
>> to your serial port. Some people have attached their modem to the LAN
>> connector using wires intended for a Mac. This then leaves the serial
>> port free for a nullmodem cable or a serial mouse or an older digital
>> camera. Of course, you can't use both at the same time, but it keeps
>> you from having to switch the connectors of two devices back and forth
>> all the time.
>>
>> Galen
>

412. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-01-17 18:43:04 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e284eb8.0@entanet>
Source record: 29792

On 14 Jan 2003 16:48:11 , Adam Klobukowski wrote:
>> I wonder if anyone has Linux on a Hades or Milan. Is a dual boot with
>> Mint possible ? Obviously access to TOS will still be possible.
>
>Yes. In fact you can start Linux from desktop.
>
>> I had the silly idea of sticking Linux on a spare partition so that I
>> could run a Java/Javascript browser. Would I have to compile it myself ?
>> I know it would be slow on a 68060 but I was only thinking of using it
>> to configure a broadband modem ! If it will be a massive task to get a
>> browser running then obviously not worth it.
>
>There are precompiled binaries in Debian/m68.
>

Thanks Adam, there is some useful info on your website. I had a look for
a CD-iso download but at 650Mb it will take days to download via my 56k modem.
I have got adsl but it's not working yet (of course if I had Linux I could use
it !) I think I will buy the CDs from somewhere.

Has anyone got actually tried Linux on their Hades/Milan/Falcon040 ?
Is Debian the only up-to-date Linux m68k distrubution or are there others ?
How useable is it ?
What desktop and apps do you use ?

Don't worry I have no plans to put Aranym on top of my Linux installation
on the Milan but I suppose it would be possible. It wouldn't have to emulate
the 680x0 code ;-)

Regards,

Peter

413. Re: 2 scsi questions

Newsgroup: comp.sys.atari.st
Date: 2003-01-17 20:11:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200301172111.a50772@su2.maus.de>
Source record: 29700

```
US>The ICD LINK with clock, as far as I know, uses one ID for its real
US>time clock.
```
#6

414. Re: TT & EtherNec

Newsgroup: comp.sys.atari.st
Date: 2003-01-17 22:05:44 UTC
From: Tobias Kerner <ng@tkware.de>
Message-ID: <3E287E38.1080207@tkware.de>
Source record: 29793

Jean-Luc CECCOLI wrote:
> Hello,
>
> Did someone succeed in connecting a TT / Magic / Sting / Ethernec to
> another machine ? If so, could I be explained how to do ?
> I connected my TT to a laptop running XP, and used Sting to ping
> the PC. But, after a few seconds, there happened to be dropped
> packets, which went increasing more and more, until there was not
> any received packet anymore, though the PC could detect data coming
> from the TT. As if data became corrupted after some time...
> I'm feeling more and more sceptical, and would apreciate any kind
> of help :-/
>
> TIA,
>
> J.-Luc
>

hi,

do you use the correct card? you should use one with a Realtek 8019 chipset because this chipset is faster than others and it's the only known (well, maybe there are others, though) chipset that works in this fast mode. "slower" chipsets work with ethernec but you will have >50% data loss. ethernea (acsi port) can handle both card types.

tobi

415. Re: Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-17 23:13:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1042924758-121948AEicMi@gmx.net>
Source record: 29704

From: carey christenson <firest@williams-net.com>
Date: Wed, 15 Jan 2003 18:18:42 -0600

Hi Carey,

>Does anyone know of or has seen or heard of a program or app or control
>panel utility that can show processor load???

Yep, I do :-)
You need to locate a German app called Fritz written by Wolfgang Eger. I know
I have it somewhere here, but can't find it at the moment...

Fritz is a graphical multitasking system meter.
Some of the tasks it can perform:

-Keep track of the number of times the system has been booted
-Keep track of the time the computer was "on"
-Password protector
-Memory usage meter
-CPU load meter
-Speedo meter
-Sound VU meters
-Analog clock
-Calendar
-Hard disk info
-Mous arrow finder
-Auto window topper
-Caps Lock status
-Auto task terminator
etc...

It's a MagiC only program, but will run under N.AES 2.0 with a lot of its
features disabled. At the moment it's only available in German, but that's
about to change, once that I've located it ofcourse... ;-)

Cheers from Belgium
Dennis
--

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```

derryck@cix.co.uk
dennis.vermeire@gmx.net

xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

416. HighWire 0.1.1 is released

Newsgroup: comp.sys.atari.st
Date: 2003-01-18 00:32:52 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.tipfsddt@localhost>
Source record: 29794
Body handling: HTML body converted to readable text

The HighWire Development Team release HighWire 0.1.1

Following HighWire 0.1.0 (downloaded 238 times so far) the new version offers a good deal of stability improvements as well as some typical bugfixes. Work have also been put into the experimental online support, making HighWire connect faster and also allowing it to work with a lot more servers than 0.1.0 did. You could say that the inofficial online support has been officially improved ;)

What's new in HighWire 0.1.1? (snipped from change.log)

- Overworked recognization of link areas, still not perfect yet but much better now.

- HTTP protocol layer reworked, is faster now and works for much more servers now.

- The problem of files with long names not loaded at some Magic versions (eg. *.html) is solved now.

- Added a workaround to have it working under Geneva again.

- Fixed several remaining bugs related to "LI" tags.

- Implemented and tags, also is working now.

- Table cells with percentage width are working now.

- Images that has not more than 1 pixel width and/or height don't get a place holder anyore. That makes pages looking nicer if some spacer gifs couldn't be loaded.

- Fixed some oddities related to transparent GIFs.

- Reworked code to avoid flickering mouse pionter when moved over window's title or info bar or being exactly over a frame's border.

- Bugs #0020, #0022, #0080, #0086, #0087 resolved.

For more information and downloads, please visit the webpage:

http://highwire.atari-users.net

417. Atari Online News, Etc. #05-03

Newsgroup: comp.sys.atari.st
Date: 2003-01-18 01:06:04 UTC
From: danap8@aol.com
Message-ID: <20030117200604.21084.00000057@mb-fy.aol.com>
Source record: 29795

```
A-ONE #0503 01/17/03

~ Fighting Spam Advice! ~ People Are Talking! ~ Erased Hard Drive?
~ Copyright Case Truce! ~ Sobig Worm Gets Bigger ~ NoSTalgia Updated!
~ HP #1 PC Makers Again! ~ Kazaa Suit Approved! ~ HP Hindered Probe?
~ Internet Tax Ban Fight ~ Morpheus Gets Upgrade! ~ Dog Daze Site Is Up!

-* AOL Falling Behind the Times *-
-* Microsoft Settles California Suits! *-
-* Microsoft, Sun At Odds Over Java Orders! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

418. FA: Atari Jaguar Coffee Mug

Newsgroup: comp.sys.atari.st
Date: 2003-01-18 02:10:21 UTC
From: lp <gfa@basic.net>
Message-ID: <BA4E21BD.BC7F%gfa@basic.net>
Source record: 29696

Friend of mines has this for auction:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3001698584

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

419. Re: 2 scsi questions

Newsgroup: comp.sys.atari.st
Date: 2003-01-18 04:56:15 UTC
From: bmauger317@aol.com
Message-ID: <20030117235615.29567.00000094@mb-mv.aol.com>
Source record: 29697

ok got 2 syquests to work! thanks one and all (so i know it's not the link!)
but no go for the quantum it doesn't let the "link"
(when i run the icd software ether)
show up what gives ?do i have to do something to the drive?
i have stuff on them that i want off it !

420. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-01-18 13:01:35 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb2ijmv.lmp.atari@core.preferuje.luzik.pl>
Source record: 29698

> Has anyone got actually tried Linux on their Hades/Milan/Falcon040 ?

I tried it on my Falcon 030

> Is Debian the only up-to-date Linux m68k distrubution or are there others ?

Debian is the only up to date distribution that supports m68k.

> How useable is it ?

Not very much at 030.

> What desktop and apps do you use ?

None yet (I'm waiting for 060)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

421. HD Driver and Boot Partitions

Newsgroup: comp.sys.atari.st
Date: 2003-01-18 15:51:37 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e297809.0@entanet>
Source record: 29699

I have recently fitted a 20Gb Hd into my Milan on IDE2
in addition to the original 2Gb that I boot from.

What I want to do is boot from the new HD so I partitioned
it with a 1Gb partition, then some 5Gbs and a 4Gb using
HD Driver 7.71

Each HD is a master on its own IDE cable that they share with a
CD ROM and a CD-RW. I thought that I could simply swap the 2 HDs
or just swap the IDE cables on the motherboard and that HD-Driver
would now boot from the first partition on the 20Gb drive.

The Milan boots and TOS detects both IDE drives then HD Driver
starts, detects the first drive and then locks-up.

I also tried leaving things as they are and pressing CTRL during
the device check. TOS then asks if I want to boot from IDE 2
(the 20Gb). I enter Y and then HD-Driver starts and locks-up.

I also tried booting from a floppy and then running HD-Driver
but get the same problem.

I think that the boot partition may be too big (954.6Mb according
to HDRUTIL) but I thought 1 Gig was ok with TOS 4.0x or does it
have to be smaller for boot partitions ?

TIA

Peter

422. Re: What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-18 19:33:05 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <YUhW9.40305$Jm2.24807@news.bellsouth.net>
Source record: 29701

Hello Rob...

MiNT is a preemtive multitasking kernel.
The major differences between this and the TOS that is built into your Falcon are:

The MiNT kernel itself provides the ability to load several programs into memeory and give them each a 'timeslice' of processor time. These timeslices 'cycle'. In many cases (using a utility called nice) you can even set priorities for which program(s) should get more CPU time. With some know-how, you can also get really fancy with MiNT and make it a multi user system that designates a maximum amout of RAM and processor time that particular users can use, and that applications can grab for themselves.

MiNT also allows various drivers and plugins to be booted with the kernel. For instance...one can install MiNT-Net sockets, device drivers, or the intellegent bits to deal with various hard disk partitions (such as EXT2). Common drivers are PPP, Plip, ext2, minix, serial devices, alternate consoles, mouse drivers, ethernet boards, virtual consoles, and more.

MiNT is as POSIX compatable as possible. This is mostly of interest to those who program, or wish to compile standard ANSI C sources (usually written with unix based machines in mind). This means that given the right compiler and libraries, one can compile a plethora of code targeted to unix (the hardware itself doesn't matter). One example is the ability to download sources for something like IRC (Internet Relay Chat), Pine (Email and News Group clinet), or TinyFugue (A glorified telnet client designed for text based multi user games/chats) from the net and compile it right away with few to no changes to the code.

MiNT is just the base of things and in and of itself only supports basic disk operation and vt52 screen manipulation.

Other aspects of a complete MiNT setup include the AES, and the GEM routines. This is the part of your Atari OS that invloves drawing and manipulating windows, icons, dialogues, and dealing with the data inside them.

One Example is the GEM/AES that is built into the Falcon. You see it almost immediately when you boot up your Falcon upon the desk-top. The built in GEM/AES/Desktop of the Falcon can indeed run with MiNT, but, it lacks the ability to launch more than one application, and also has limits as to how many windows can be open at once, etc.

Notice, when you installed MultiTOS...
You put a file called mint.prg into the auto folder.
You put a file called MINT.CNF into a folder called MULTITOS or MINT.
You put a file called GEM.SYS into a folder called MULTITOS or MINT.

You put a file called GEM.CNF into a folder called MULTITOS or MINT.

mint.prg is the kernel.
MINT.CNF is a text file that sets userdefined parts of MINT.
GEM.SYS is the GEM/AES/Desktop part of things.
GEM.CNF is a text file that sets userdefined parts of GEM, such as paths and file extension information.

Now, when you boot your Falcon, mint.prg is one of the first things to load...and once all of your auto folder programs get loaded it usually looks for GEM.SYS (you can address what mint will load, and how it loads at boot-time inside the mint.cnf file). If mint.cnf does not contain the line exec file.prg or gem file.prg, or these programs don't exist as stated, it will load the built in GEM/AES/Desktop.

One common misconception about MiNT is that it requires a unix partition and all sorts of complicated set-up files. This is not entirely true. Really, it depends upon what you wish to do, the set of tools you intend to use, and how important security is. The reason most people go ahead and install a complete set of unix tools is because so many clients and things already exist that were written with unix in mind. I.E. The ncurses screen driver makes it a breeze for a program to compile and not worry about if it should use VT52, VT102, etc., or lynx can compile and use standard calls to MiNT-Net for it's http access. Also, many of the already existing programs intended for unix will want to check up on security issues with files...like ownership and permission. It's easier to just install it all than it is to try to strip out uneeded stuff.

Since Atari released the commercial version of MultiTOS (shipped with Falcons, and also sold seperately for ST use), Atari itself did one major improvement to the GEM/AES/Desktop part that eventaully made it out to the FreeMiNT community. This is known as AES 4.1.

AES 4.1 does offer some advantages over the initial MultiTOS release, thoe I can't name any from the top of my head. Most of the improvements, if I recall correctly involve the AES part of things. This is dealing with how GEM applications get multitasked and windows and such are kept up with so the system doesn't get confused about what GEM objects belong to what application(s).

Since MultiTOS and AES4.1...
Several improvements and enhancements have been made by others.
Geneva for instance, works with some mint kernels. It replaces the AES and gives the Atari a new, faster, look and feel. N.AES (commercial) was next on the scene with a more complete AES designed to properly take advantage of more mint offerings. The latest AES replacement to date is called XAAES and is free/opensource.

All of these AES changes give GEM the ability to more properly and efficently multitask GEM applications. They all give the system a slightly different look and feel. One example of things you begin to see with these newer AESes would be more gadgets in the windows, like iconify, hide, or even the maclike ability to double click the top of a window and see it shrink into something like a tool bar. The ability to drag a window halfway off the left edge of a screen. Real

time window scrolling in the back ground. The ability to define what fonts get used where and their sizes. Common pipes, and clipboard standards. New file selectors that offer more options, and support for long (fat32,ext2) filenames. The list goes on...but this should give you a basic idea of what a multitasking GEM and AES is all about.

The desktop.
MultiTOS and AES 4.1 both come with desktops that look and act very similar to that built into the Falcon. The major difference being the ability to launch more than one GEM application at one time. Neither of these desktops recognize long filenames.

Geneva, N.AES, and XXAES all treat the desktop a bit differently. By default, they don't have one at all. You define an alternate desktop that hopefully is multitasking friendly. Or, you can run them without a desktop. Tara Desk is free/opensource. It's a small and fast bare bones DeskTop, but is reported to exist quite happily under MiNT as a multitasking aware desktop. Thing is shareware, and is also packaged with N.AES (tho' the version that comes with N.AES only works with N.AES). Jeenie is yet another very powerful desk-top, commercial, that is reported to get along very well with MiNT. NeoDesk and Ease aren't bad either, but neither of these will notice long filenames, and have lagged behind in some protocol advances such as the AVSERVER (a desktop protocol that assists in having one program, or the desktop launch another and send along instructions or pass files).

The file selector is another thing to consider.
The one that comes with MultiTOS, AES 4.1, and Geneva is very basic, and is unable to deal with long filenames. XXAES and N.AES both have newer, more advanced file selectors. In any case, you can replace the file selector with one of your choice, such as Freedom or BoxKite.

GDOS and the VDI
This is a part of the Atari OS that deals with Screen draws, fonts, and driving printers. GDOS can be used for other things as well, but these are the most common uses.

NVDI is commecial, quite good and quite common. It speeds up screen draws considerably, and can also support some graphics cards. NVDI also has a GDOS that can use vector fonts on screen and with your printer (Speedo, TrueType and Post Script).

fVDI (free/opensource) was initally intended to replace the built in Atari VDI as a part of Dolmen. Dolmen was to be a new OS streamlined and optimized for beefed up Falcons (CT2, CT060), Future Falcon Clones, and other TOS machines like Hades and Medusa. Like NVDI, fVDI is supposedly much more effecient at working with screen draws. fVDI is REQUIRED to run some graphics cards, such as the ATI RAGE PCI cards that can be installed with a Falcon BUS to PCI bridge. fVDI is also more or less the new standard for opensource VDI work due to the ARAnyM project which seeks to put TOS/GEM compatability on any hardware platform. fVDI does not include GDOS. If you intend to use a GDOS with fVDI, you can use the standard Atari one that does NOT support variable sized vector fonts, or you can use the commercial Speedo GDOS (Speedo, TrueType, PostScript),

or the GDOS portion of NVDI.

A good VDI replacement is very much worthwhile in any Falcon set-up. ESPECIALLY with MiNT. The machine feels MUCH faster!

Music Applications and MiNT...
Logic supposedly will work under MiNT, MagiC, or Geneva. I don't own it, can't find it anywhere for sale, so can't try it personally :/

CuBase doesn't like MiNT, and it doesn't like MagiC...I've never gotten it to run under any MiNT/AES or MagiC variant myself. Steinberg's own MROS task switcher doesn't work on my Falcon either. So far, the only reliable task switcher I've found for the Falcon and Steinberg music software is Geneva (without MiNT...thus a cooperative multitasking switcher...works by system inturrupts as opposed to preemtive time slice sharing like MiNT/MagiC or the Geneva-MiNT combo).

I haven't succeeded in getting Avalon to run on my Falcon, but some users with a Dongle Switcher (Combiner, Mindex+, CartMaster) have reported that if they launch CAF FIRST, press play then stop, and have an STe sound emulator installed, they can at least get it working, under single TOS or Geneva.

Sample C works fine for me on all of my Ataris, under any OS.

Zero-X supposedly will work under MiNT, tho' I don't have it yet to try.

Notator/Creator does not work at all on a Falcon.

KCS Level II, Omega, Copiest, Band In A Box etc...
I've not tried these under MiNT, but because they frequently draw to SCREEN rather than working with windows...I'd assume they'd be quite messy...if they work at all. I have used these under Geneva however. Geneva allows you to 'hold the screen' for the topped application. In some cases under geneva, it's best to run the program in a 'single tasking mode' that puts any other running application to sleep, and avoids issues of screen droppings or other conflicts that may arise.

There are boocoups of other MIDI apps out there...many free these days. I haven't tested any but those listed above with MiNT. Give them a try and let us know what happens ;)

Brian

423. MagicNet and MyMail

Newsgroup: comp.sys.atari.st
Date: 2003-01-18 22:02:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e297a7ca48be2@attbi.com>
Source record: 29705

>in article 3e2515481ed78e4@attbi.com, Edward S. Baiz Jr. at
>edbaizjr@attbi.com wrote on 1/15/03 6:03 AM:
>
>> I use MagicNet also and MyMail works fine. What happens on your
>> end???
>
>For me, it starts up, displays the beginnings of the main window (minus the
>icons and message list), and then the entire system freezes, and all I can
>do from there is hit the reset button or the power switch.
>
> Mike Freeman
> nameerf@flash.net

Then it has to be in your settings. Check them out and make sure
things are what they are suppose to be.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

424. Re: FS: Umax Astra 1220S + ScanXPRO

Newsgroup: comp.sys.atari.st
Date: 2003-01-18 22:02:21 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e297a7ca48be3@attbi.com>
Source record: 29706

>The 1220S and Scan-X Pro work nicely together (I have them all ready ;-)
>Mine has done quite a lot of work and I've had no problems yet (touch
>wood).
>
>I'd really like a hi-res Slide/negative scanner though (hint-hint).
>They are nearly all USB or Firewire these days though.
>
>Regards,
>
>Peter

Yeah, I grabbed this one. It will replace my MicroTek E3 scanner.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

425. Re: TT & EtherNec

Newsgroup: comp.sys.atari.st
Date: 2003-01-18 23:05:40 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e29ddbaf10400@tripnet.se>
Source record: 29707

In comp.sys.atari.st <r3qe2v05qdfj3qi04emq4a345lmtrn19n2@4ax.com>
captainvimes@myrealbox.com wrote on Thu 16-01-2003 21:26 (-0500):

>Hi Jean-Luc,
>On Thu, 16 Jan 2003 23:16:44 +0200, Jean-Luc CECCOLI <wdwd@wd.com>
>wrote:
>>
>>Did someone succeed in connecting a TT / Magic / Sting / Ethernec to
>>another machine ? If so, could I be explained how to do ?

>Kenneth Medin found it worked only if there was a particular sequence
>of drivers in his STinG folder.

You may check my old posts on the subject at http://google.com

I have used the Ethernec/STing setup now for some time and it works very
good. Still havn't had the time to investigate the strange routing
behaviours, though.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

426. Re: What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 00:18:49 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3E29ED8D.C3A301BA@chello.nl>
Source record: 29708

Brian Roland wrote: a very good article

Thanks Brian :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

427. Dennis Vermeire??

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 00:28:43 UTC
From: Starlord <starlord@in>
Message-ID: <IanW9.2332$8u6.600580134@news.inreach.com>
Source record: 29709

As you can see by the message below, this user was going to send a TT keyboard to me, he even said he mailed it himself. This was in June of last year, it's never showed up and e-mail to him goes un answered.

Is there anyone who knows this guy?

From: "Dennis Vermeire" <dennis.vermeire@gmx.net>
To: <starlord@inreach.com>
Subject: TT keyboard....
Date: Tuesday, June 11, 2002 10:11 AM

Hi Dennis,

Just a few lines in hurry to let you know that the keyboard is on its way, I brought it personally to the post office myself this morning....

Let me know when it arrives...

Regards, take care
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

--
In This Universe The Night was Falling,The Shadows were lenghtening towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and along the path he once had followed, Man would one day go again.

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris

http://desert-iris.netfirms.com/
Starlords-ATM Page
http://starlords-atm.netfirms.com
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.443 / Virus Database: 248 - Release Date: 1/10/03

428. Re: Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 01:30:04 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1042914770-452985AEicMi@williams-net.com>
Source record: 29710

Dennis,
Thanks for heads up on a program that can do what I need. Let me know if you find this program. Does anyone out there know of this program that Dennis talks of??? He said the name is FRITZ and it is a German app and was written by a guy named Wolfgang Eger. Any help in this matter would be greatly appreciated.

Thanks in advance,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 32 megs of DDR SDRam GC by NATURE for the CT60
Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

429. Re: Dennis Vermeire??

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 01:32:24 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1042914772-453602AEicMi@williams-net.com>
Source record: 29711

Starlord,
Yes, I know this guy quite well. But, he has always
delivered when he said he was going to do something.
I would e-mail him agian. He has had a rough 6 months
so take care in the words that you choose!!

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 32 megs of DDR SDRam GC by NATURE for the CT60
Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
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4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

430. Re: [SMP 24] How to Sync

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 02:42:45 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <OboW9.42832$Jm2.96@news.bellsouth.net>
Source record: 29712
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> I can't figure out how to set this thing up so it will lock to the timecode on
> the tape, and in turn lock the Falcon as well. In theory...I should be able
to
> set a song start point, offset time in CuBase, disable master, enable
> sync....then pressing play on the tape should start the Falcon playing in
sync.
> So far, I can't figure out how to make this happen! Any help would be very
> welcome.

To answer my own question...
I discovered the problem was a bad/noisey audio cable!
Swapped that and it now syncs to the tape no brainer.

Brian

431. Re: MagicNet and MyMail

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 05:32:29 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA4F8710.2961E%nameerf@flash.net>
Source record: 29713

in article 3e297a7ca48be2@attbi.com, Edward S. Baiz Jr. at
edbaizjr@attbi.com wrote on 1/18/03 2:02 PM:

>> in article 3e2515481ed78e4@attbi.com, Edward S. Baiz Jr. at
>> edbaizjr@attbi.com wrote on 1/15/03 6:03 AM:
>>
>>> I use MagicNet also and MyMail works fine. What happens on your
>>> end???
>>
>> For me, it starts up, displays the beginnings of the main window (minus the
>> icons and message list), and then the entire system freezes, and all I can
>> do from there is hit the reset button or the power switch.
>>
>> Mike Freeman
>> nameerf@flash.net
>
> Then it has to be in your settings. Check them out and make sure
> things are what they are suppose to be.

Thanks, I'll check that. Odd that this would happen, as last time I used it
successfully (was with STiNG), I didn't save settings or do anything that I
know of that would have altered the file (unless it saved something wierd in
the file by itself). Of course, stranger things have happened! Thanks for
your help!

Mike Freeman
nameerf@flash.net

432. Re: Looking for MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 08:35:24 UTC
From: <>
Message-ID: <1042963064-379359AEicMi@ntlworld.com>
Source record: 29715

Hi Steve,

>full
>> English package of 6.20 for Atari Workshop here in the UK last year.
>
>You're looking a bit blue, don't tell me you are ho...

...t under the collar.

Not really. As usual Atari Workshop never seem to blow their own trumpets so one never knows what's happening there.

We also prepared an English version of CAB2.8 for them a long while back, so anyone wanting an upgrade or buy from new should contact them for news of that, or the MagiC 6.20 already discussed.

http://www.atari-workshop.co.uk

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

433. Re: Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 08:39:39 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e2a64405e9290@tripnet.se>
Source record: 29714

In comp.sys.atari.st <1042914770-452985AEicMi@williams-net.com>
carey christenson wrote on Sat 18-01-2003 19:30 (-0600):

>Dennis,
> Thanks for heads up on a program that can do what I
>need. Let me know if you find this program. Does
>anyone out there know of this program that Dennis
>talks of??? He said the name is FRITZ and it is a
>German app and was written by a guy named Wolfgang
>Eger. Any help in this matter would be greatly
>appreciated.

Fairly easy to find via http://google.com . Just go to
http://home.t-online.de/home/BMaedicke/download.htm and you will find it
further down.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

434. Re: Dennis Vermeire??

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 08:51:24 UTC
From: <>
Message-ID: <1042963064-379555AEicMi@ntlworld.com>
Source record: 29716

From: "Starlord" <starlord@in<*>reach.com>
Date: Sat, 18 Jan 2003 16:28:43 -0800

>As you can see by the message below, this user was going to send a TT
>keyboard

Sounds like it was lost in the post then, Dennis will have posted it as he
said.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

435. Re: FS: Umax Astra 1220S + ScanXPRO

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 11:20:09 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0301191214350.151-100000@easymint>
Source record: 29717

On Sat, 18 Jan 2003, Edward S. Baiz Jr. wrote:

> >The 1220S and Scan-X Pro work nicely together (I have them all ready

> ;-) Yeah, I grabbed this one. It will replace my MicroTek E3 scanner.

I have one too. Got it for a nice price 2nd hand. The only trouble was
that it didn't work with XaAES for a long time. But this was solved
with the latest XaAES versions, thanks to Henk Robbers.

Another problem still is that my Falcon SCSI port has problems with my
CT2b. ScanXPRO can only "find" my UMAX scanner when I have switched the
CT2b turbo mode off. :-(

Martin Tarenskeen

436. FA: Atari PS3000 Monitor (Rare, Built-In Floppy Drive)

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 13:25:21 UTC
From: Gordon Eastman <geastman@sympatico.ca>
Message-ID: <geastman-D853FA.08252119012003@news21.bellnet.ca>
Source record: 29718

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2300781499

--
Gordon Eastman

437. Re: FS: Umax Astra 1220S + ScanXPRO

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 14:21:28 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e2ab468.0@entanet>
Source record: 29719

On 16 Jan 2003 23:02:34 , Jean-Luc CECCOLI wrote:
>Hello,
>
>Dans le message <3e26fdf1.0@entanet>
>Peter Slegg a crit:
>>
>>The 1220S and Scan-X Pro work nicely together (I have them all ready ;-)
>>Mine has done quite a lot of work and I've had no problems yet (touch
>>wood).
>
>I got a 2nd-hand one, with penultimate version of scan-X pro.
>I don't know which is faulty (the soft or the scanner), but here is
>what I noticed :
>- in fast mode, the scanner goes beyond the left of the area I
> select. With small areas, the error is almost insignificant, but
> with an A4 page, it is 1 cm!!!
> On the other hand, the bottom of the area is truncated... the
> biggest the area, the biggest the error :-(
>- in slow mode, when attempting to scan something near the bottom
> of the scan area, the head goes beyond the bottom of the document
> and, if it weren't boxed, it would continue for about at least 5cm.
> that is : when attempting to scan a 30 cm picture, the scanner
> behaves as if it were 35 cm long!

I have this problem but the error is much smaller. I generally scan small areas or the whole page area so maybe I haven't noticed it too much.

Galen mentioned colour photocopying. Like you I work around this by scanning and then printing the image. So it's not a major problem for those occasions that I need it.

I do have an odd problem when I scan directly into Photoline. When the image has loaded and I click on the window enlarge widget (top-right) the window expands to fill the screen but the image is damaged.

Instead of looking like this:

1234
5678
9ABC
DEFG

I get:

1234
5678
1212
3434

and the colours in the lower half of the window are all wrong.
I think this is a problem with Photoline. I have lots of memory
so I can work-around by copying the image to the undo buffer,
clicking the enlarge widget and then undoing the damage. After
that it is ok.

Nima, are there likely to be any updates to Scan-X ?

Regards,

Peter

438. Re: HighWire 0.1.1 is released

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 19:36:35 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e2afe43.0@entanet>
Source record: 29720
Body handling: HTML body converted to readable text

Another excellent release.

This verstion is much more usable online, all those sites that
were not accessable previously now work. Even without graphics it
is very nice to use. I even used it to check the Highwire Forum !

The transparent GIF problem has been fixed. With working graphics
(JPGs and animated GIFs aren't working yet) it would look like a
full browser. Guess what I would like to see next ;-)

Has much work been done on Forms ? I only ask in case you want it
testing. Are cookies handled yet ?

Is there going to be an icon bar (Stop, Refresh, Back, Forward etc.)
with some status info in it (current file downloading, percentage of
file downloaded, number of files to download) ?

As Highwire gains more browser capabilities it might be worth adding
these "nice to have" application features so that it can be used like a
finished product even though it isn't yet finished. Some people might
be put-off by the lack of a hotlist or other superficial features.

Regards,

Peter

On 18 Jan 2003 00:32:52 , GokMasE wrote:
>The HighWire Development Team release HighWire 0.1.1
>
>Following HighWire 0.1.0 (downloaded 238 times so far) the new version
>offers a good deal of stability improvements as well as some typical
>bugfixes. Work have also been put into the experimental online support,
>making HighWire connect faster and also allowing it to work with a lot
>more servers than 0.1.0 did. You could say that the inofficial online
>support has been officially improved ;)
>
>What's new in HighWire 0.1.1? (snipped from change.log)
>
>- Overworked recognization of link areas, still
> not perfect yet but much better now.
>
>- HTTP protocol layer reworked, is faster now and
> works for much more servers now.
>
>- The problem of files with long names not loaded
> at some Magic versions (eg. *.html) is solved

> now.
>
>- Added a workaround to have it working under
> Geneva again.
>
>- Fixed several remaining bugs related to "LI"
> tags.
>
>- Implemented and tags, also
> is working now.
>
>- Table cells with percentage width are working
> now.
>
>- Images that has not more than 1 pixel width
> and/or height don't get a place holder anyore.
> That makes pages looking nicer if some spacer
> gifs couldn't be loaded.
>
>- Fixed some oddities related to transparent GIFs.
>
>- Reworked code to avoid flickering mouse pionter
> when moved over window's title or info bar or
> being exactly over a frame's border.
>
>- Bugs #0020, #0022, #0080, #0086, #0087 resolved.
>
>
>For more information and downloads, please visit the webpage:
>
>http://highwire.atari-users.net
>
>.

439. Re: What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 19:36:42 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e2afe4a.0@entanet>
Source record: 29721

When I first got my Milan I was a bit dubious of Mint and NAES.
I had installed Magic on my ST and that was a bit of a culture
shock; strange desktop, multi-tasking and so on. I have to say
that Mint/NAES and Thing have been very reliable. I have upgraded
Mint several times and had no problems. The same cannot be said
of the PCs in my work place.

A few days ago I did the EasyMint install. This was perhaps more
worrying than installing it on a machine without Mint because I
didn't want it to wreck my working environemt. Luckily it didn't.
I undid a few changes to get HS-Modem and ExtenDOS working again
and I was back in business. I had a rudimentary MintNet set-up
and I managed to move it from a TOS partition to the new Linux
partition where the Mint folders are.

While doing all this I started to ask myself a few questions.
FreeMint is a Unix environment that allows a GEM environment to
exist on-top/alongside but what are the aims of FreeMint development ?

Is it to just to allow GEM and Unix programs to be run on the same
platform ?

Or is the aim to move GEM to a Unix like environment ?

Has Linux had any affect on FreeMint development ? Will they converge
or is that not the intention ?

I don't want to start a flame war. I am just curious about where FreeMint
is going.

Regards,

Peter

440. Re: HD Driver and Boot Partitions

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 19:36:45 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e2afe4d.0@entanet>
Source record: 29722

Typical isn't it. Just after I sent this I realised what I had
done wrong. I will go to the bottom of the class for this one.

I stupidly made the first partition on the new disk a BGM type
instead of GEM. I think I got it into my head because it is
fairly big at 1 Gbyte.

Sorry guys.

Next question. Why does the boot partition have to be of type GEM ?

Regards,

Peter

On 18 Jan 2003 15:51:37 , Peter Slegg wrote:
>I have recently fitted a 20Gb Hd into my Milan on IDE2
>in addition to the original 2Gb that I boot from.
>
>What I want to do is boot from the new HD so I partitioned
>it with a 1Gb partition, then some 5Gbs and a 4Gb using
>HD Driver 7.71
>
>Each HD is a master on its own IDE cable that they share with a
>CD ROM and a CD-RW. I thought that I could simply swap the 2 HDs
>or just swap the IDE cables on the motherboard and that HD-Driver
>would now boot from the first partition on the 20Gb drive.
>
>The Milan boots and TOS detects both IDE drives then HD Driver
>starts, detects the first drive and then locks-up.
>
>I also tried leaving things as they are and pressing CTRL during
>the device check. TOS then asks if I want to boot from IDE 2
>(the 20Gb). I enter Y and then HD-Driver starts and locks-up.
>
>I also tried booting from a floppy and then running HD-Driver
>but get the same problem.
>
>I think that the boot partition may be too big (954.6Mb according
>to HDRUTIL) but I thought 1 Gig was ok with TOS 4.0x or does it
>have to be smaller for boot partitions ?
>
>TIA
>
>Peter
>.

441. Re: FS: Umax Astra 1220S + ScanXPRO

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 20:42:25 UTC
From: Nima Montasaer <nmontaser@hotmail.com>
Message-ID: <R4EW9.42204$ej1.15203@news02.bloor.is.net.cable.rogers.com>
Source record: 29723

Hi,
The margin of error you are getting seems to be awefully large.
When I tested ScanX, it was fairly accurate for Umax scanners, since the
scanning window is calculated based on pixels (as opposed to 1/6th of an
inch +/- for Microtek scanners)

I will retest this again tonight and will let you know of my findings.

As for new features, feel free to send me your feature requests. It's been a
while since I last worked on ScanX, but, depending on the feature, I might
do something about it :)

cheers,
Nima

"Peter Slegg" <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote in message
news:3e2ab468.0@entanet...
> On 16 Jan 2003 23:02:34 , Jean-Luc CECCOLI wrote:
> >Hello,
> >
> >Dans le message <3e26fdf1.0@entanet>
> >Peter Slegg a crit:
> >>
> >>The 1220S and Scan-X Pro work nicely together (I have them all ready ;-)
> >>Mine has done quite a lot of work and I've had no problems yet (touch
> >>wood).
> >
> >I got a 2nd-hand one, with penultimate version of scan-X pro.
> >I don't know which is faulty (the soft or the scanner), but here is
> >what I noticed :
> >- in fast mode, the scanner goes beyond the left of the area I
> > select. With small areas, the error is almost insignificant, but
> > with an A4 page, it is 1 cm!!!
> > On the other hand, the bottom of the area is truncated... the
> > biggest the area, the biggest the error :-(
> >- in slow mode, when attempting to scan something near the bottom
> > of the scan area, the head goes beyond the bottom of the document
> > and, if it weren't boxed, it would continue for about at least 5cm.
> > that is : when attempting to scan a 30 cm picture, the scanner
> > behaves as if it were 35 cm long!
>
> I have this problem but the error is much smaller. I generally scan
> small areas or the whole page area so maybe I haven't noticed it too
> much.
>

> Galen mentioned colour photocopying. Like you I work around this by
> scanning and then printing the image. So it's not a major problem for
> those occasions that I need it.
>
> I do have an odd problem when I scan directly into Photoline. When the
> image has loaded and I click on the window enlarge widget (top-right)
> the window expands to fill the screen but the image is damaged.
>
> Instead of looking like this:
>
> 1234
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> DEFG
>
> I get:
>
> 1234
> 5678
> 1212
> 3434
>
> and the colours in the lower half of the window are all wrong.
> I think this is a problem with Photoline. I have lots of memory
> so I can work-around by copying the image to the undo buffer,
> clicking the enlarge widget and then undoing the damage. After
> that it is ok.
>
> Nima, are there likely to be any updates to Scan-X ?
>
> Regards,
>
> Peter

442. Re: What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 22:46:18 UTC
From: rand@cd.chalmers.se
Message-ID: <b0f9rq$b6e$1@nyheter.chalmers.se>
Source record: 29724

In article <YUhW9.40305$Jm2.24807@news.bellsouth.net>,
Brian Roland <BJRoland@bellsouth.net> wrote:

[A lot of good stuff snipped]

>GDOS and the VDI
...
>fVDI (free/opensource) was initally intended to replace the built in Atari VDI
>as a part of Dolmen. Dolmen was to be a new OS streamlined and optimized for

I think you may be confused because of the similarity between Phenix,
which was to be an '060 board for an Atari compatible computer (see
http://www.czuba-tech.com/phenix/english/overview.htm) running Dolmen,
and Fenix, which was/is a replacement for GEM/TOS/MiNT (see
http://www.it.lth.se/~sven/Fenix%5Cindex.html).

The 'f' in fVDI stands for Fenix/Free/Fast, not Phenix (which is kind
of obvious ;-).

fVDI (see http://www.klockars.net/fvdi.html) has never had anything to
do with Dolmen.
It has always been intended to be a free (GPL) replacement VDI (and I
do not consider GDOS to be a separate part in any way (IIRC, the
original VDI (for the PC) did not have any such separation either)).

>fVDI is also more or less the new standard for opensource VDI work due to the

It's not like there was ever an old standard for that. ;-)

Anyway, while there has recently been a few requests for the sources
(there is a cvs archive with public read access), so far I've been the
only one to work on the fVDI engine itself. The Galaxy (Mario Becrot's
VME graphics card) driver and large parts of the ARAnyM driver have been
written by other people, though.
I hope more people will join the development in the future.

>platform. fVDI does not include GDOS. If you intend to use a GDOS with fVDI,

That depends on what you mean by GDOS.
If you mean for example
- loadable device drivers
- loadable fonts
- bezier curves and areas
fVDI does include GDOS, since all those features are already built in.

If, on the other hand, you mean for example
- support for already available printer drivers
- arbitrary scaling of fonts

- vector fonts
fVDI does not currently include GDOS.

It would certainly be possible to write a printer driver for fVDI,
just as there are several different screen drivers. It just hasn't
been done. The code for arbitrary font scaling should be in there
already but it's not activated/tested.
Vector font support has always been planned (using FreeType), but I
have not yet gotten around to actually doing anything about it.

>you can use the standard Atari one that does NOT support variable sized vector
>fonts, or you can use the commercial Speedo GDOS (Speedo, TrueType, PostScript),
>or the GDOS portion of NVDI.

Not all GDOSes work on top of fVDI. For example, the recently GPLed
TTFGDOS does its TrueType fonts in a way that can not work with fVDI.
Early SpeedoGDOS used lineA for screen output, which also does not work.

Most (all?) versions of NVDI should work fine on top of fVDI, however,
as long as their normal screen drivers are disabled (just as you would
do to use NVDI with, for example, a NOVA card). The latest versions of
Speedo are also supposed to work.
Regarding Atari's various GDOS variants, FontGDOS is supposed to work,
so I imagine it is likely that FSMGDOS would to. Probably even the
original one, but I've not heard of anyone testing it.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

443. Re: Falcon LAN connector

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 23:00:00 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0301191500.2dfac844@posting.google.com>
Source record: 29725

Well, I don't know about the Steinburg unit, but awhile ago I heard about how a MiniMacMan, by MIDIMan, would work with CAF on the lan port of a falcon. The person who told me about it was having trouble getting it to work on his Nemisis Falcon. (Kept freezing CAF.) I had a minimacman laying around and finaly got around to trying it out on my CT2B Falcon. I'm pleased to say that it worked (Sort of!) I am able to record to CAF from the in port of the minimacman, but am not able to play out from it.
When I plug it in, the midi in light of the minimacman lights up indicating activity, but not the out. The out light flashes once if I hit the stop button of CAF, but otherwise nothing. Never the less, it is nice to be able to record from the extra midi in.
Anybody got any idea if there is a setting I should check to activate the midi out? I've tried a different cable in case it was a cable problem, but no change!

> Hey rES, got any more info on this, as I would if I knew what I was
> looking for (how many in's and outs, and where to get one)
>
> Rob

444. Re: What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 23:13:53 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb2mbv0.5n6.atari@core.preferuje.luzik.pl>
Source record: 29726

> While doing all this I started to ask myself a few questions.
> FreeMint is a Unix environment that allows a GEM environment to
> exist on-top/alongside but what are the aims of FreeMint development ?
>
> Is it to just to allow GEM and Unix programs to be run on the same
> platform ?
>
> Or is the aim to move GEM to a Unix like environment ?

This is not an easy question to answer. I think FreeMiNT tries to provide a modern OS replacement for our machines, while still being compatibile with GEMDOS where it can (that means: in most places).

> Has Linux had any affect on FreeMint development ? Will they converge
> or is that not the intention ?

I do not think that FreeMiNT and Linux will ever to converge. The aim is to create enviroment, and while FreeMiNT remains useable on standard machines, Linux is not. FreeMiNT will remain separate. We do not need all the linux has, and Linux world does not need what we can offer.

> I don't want to start a flame war. I am just curious about where FreeMint
> is going.

Steady, forward. Work is being done all the time. UInfortunetly FreeMiNT must remian GEMDOS compatibile and that makes things complex. Why? Becouse FreeMiNT is only GEMDOS and has to live along with AES. This is the biggest problem. This is not easy to explain, but from FreeMiNTs point of view AES is almost nothing mora than a program. Yes, FreeMiNT has some tweaks to allow AES work at all, but this is a bad thing. AES protocols and how it comunicates with applications was not meant for modern virtual enviroments. It is a fast sollution but not the best one.

So, FreeMiNt developers have to join two things - past and future, and it is not an easy task.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

445. Re: HighWire 0.1.1 is released

Newsgroup: comp.sys.atari.st
Date: 2003-01-19 23:53:02 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e2b3d1615b2d52@europe-shareware.org>
Source record: 29727

Hello,

in article <3e2afe43.0@entanet> (comp.sys.atari.st),
Peter Slegg wrote on Sun 19-01-2003 19:36 (GMT):

> On 18 Jan 2003 00:32:52 , GokMasE wrote:
> >The HighWire Development Team release HighWire 0.1.1

> Another excellent release.

Seconded!

Keep up the good work!

Bye,
/Pascal/

446. Re: What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 01:43:57 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <XqIW9.46098$Jm2.3477@news.bellsouth.net>
Source record: 29728

"Peter Slegg" wrote
> While doing all this I started to ask myself a few questions.
> FreeMint is a Unix environment that allows a GEM environment to
> exist on-top/alongside but what are the aims of FreeMint development ?
>
> Is it to just to allow GEM and Unix programs to be run on the same
> platform ?

Yes and no.
Think TT, which I'll muse more upon in a moment.

> Or is the aim to move GEM to a Unix like environment ?

Yes and no.
Think TT, which I'll muse more upon in a moment.

> Has Linux had any affect on FreeMint development ? Will they converge
> or is that not the intention ?

Maybe a little. My understanding is that Linux is really just another distribution of Unix. It supposedly trys to live up to the same standards as all the other unix variants, which were mostly laid out by university computing research programs.

As for MiNT, and my comments, "Think TT", here's the way I understand it. Some bright software engineers at Atari saw a possible future in doing a Unix workstation. They also felt that GEM made as much sense for a graphical user interface, if not more sense than the kludge along Xwin that was being developed at the time. GEM was fast, small, and very dern powerful for the time. If they could get this product out in time...Atari just might corner the GUI (Graphical User Interface) portion of the Unix market. A VERY good idea at the time...because if you've ever seen Xwin running on that generation of hardware, GEM is by far much zipper and responsive.

My guess is those engineers saw a the potential for a very valuable market. Unix work stations. So they began work on the TT, which initally was intended to be the dream unix workstation. Keeping compatability with ST software would simply be icing on the cake. Atari announced this machine and rushed to get it on the market. First as a beefed up ST, because this part of the system was all ready to go and on the prototype benches. Atari Unix wasn't quite ready yet, and to top it off, the FCC was holding them back on production due to some signal emissions from the machine. With every setback, the competition...Sun, Sparcs, etc...was capturing market share where hardware was concerned. By the time they had go ahead to do the TT, they really needed to be moving ASAP, so they stuck TOS 3 in the thing, and began shipping it as an 'improved TOS/GEM' machine...not saying much to the public about Unix...tho' if you read the old

press relases, there were subtle whispers about unix around the TT from day one.

When Atari finally had a Unix ready to go...they found the TT was way to much machine too late to compete in cost with the stuff that had already captured market share. Companies were buying two or three workstations that were right next door to dumb terminals...a box with a graphics card and a networking solution, for the same money that would get them a single TT. All the extra TOS/GEM bits, the extra ports, the built in SCSI, etc...just drove the price way to high to win very many big bids. Had the TT come out a few months earlier...they could have cornered a big share of the market, and GEM just might be the defacto standard for a Unix GUI.

So really, I see MiNT as Atari's attempt to do with the GUI portion of Unix what MicroSoft luckily was able to do with their stolen QDOS and the PC (Remember, GEM was owned by Xerox and Digital)...hit the market fast and hard with something not really theirs, but great (GEM) and hope it caught on. Atari just didn't get in on it quite fast enough. Not from lack of a very good effort mind you :)

That's how I figure it happened, and the direction MiNT intended.
Brian

447. Re: What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 01:52:02 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <vyIW9.46105$Jm2.13795@news.bellsouth.net>
Source record: 29729

"Johan Klockars" wrote
> I think you may be confused because of the similarity between Phenix,
> which was to be an '060 board for an Atari compatible computer (see
> http://www.czuba-tech.com/phenix/english/overview.htm) running Dolmen,
> and Fenix, which was/is a replacement for GEM/TOS/MiNT (see
> http://www.it.lth.se/~sven/Fenix%5Cindex.html).
>
> The 'f' in fVDI stands for Fenix/Free/Fast, not Phenix (which is kind
> of obvious ;-).

You are exactly correct. I got Fenix and Phenix wires crossed in my brain. I also knew that CT2 boards simply don't work in their fast modes without a new VDI (NVDI or fVDI), so I incorrectly drew my own conclusions. I got fVDI mixed up with other bits of code *like Dolmen and Cecile* targeted towards new hardware standards and such. Also for some reason my brain had wanted to associate the f with falcon (falconVDI).

Thanks for setting us straight on that, and thanks for fVDI!

Brian

448. Re: Falcon LAN connector

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 02:13:26 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <sSIW9.46121$Jm2.19586@news.bellsouth.net>
Source record: 29730

I recently got my hands on an old Anatek SMP 7 (7X8 MIDI Patchbay with SMPTE to MTC). The unit has a Mac port on it (tho' fully functional without a Mac). Just out of couriosity I'm going to hook it up to the Falcon *If I can find that cable* and see what happens with that MidiMan driver. It's a long shot I know...but stranger things have happened.

If it works (likely it wont) I'll let ya'll know.
Brian

449. Re: Using Cubase with MultiTos (falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 02:28:38 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <K4JW9.46161$Jm2.46026@news.bellsouth.net>
Source record: 29731

"Rob" wrote
> When I tried running Cubase I got the message that MROS could not be
> found. One by one I tried iliminating the new programs, until I stumbled
> across the "protected memory" option in the MultiTos setup (within
> XControl). When I switch this off, Cubase runs, is it OK to run the computer
> like this.

This is quite interesting news indeed.
It leads me to wonder what is different about that old MultiTOS kernel that allows CuBase to run. Is it CuBase Audio?

For later MiNT kernels, you rename MINT.PRG to MINTNP.PRG in order to disable memory protection.

Yes, it is quite alrite to run your Falcon without memory protection.
On my Falcon CT2b/EasyMint setup, with the 1.15something kernel and N.AES, I find very little that will run at all with memory protection enabled.

Brian

450. Re: FS: Umax Astra 1220S + ScanXPRO

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 02:33:57 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <K9JW9.46190$Jm2.42195@news.bellsouth.net>
Source record: 29732

> Another problem still is that my Falcon SCSI port has problems with my
> CT2b. ScanXPRO can only "find" my UMAX scanner when I have switched
> the CT2b turbo mode off. :-(

Have you noticed any other SCSI problems with your CT2b?
I had tons of them at first...
Turned out be a timing issue that was simply a matter of cutting a tracer on the CT2b and dabbing in a solder bridge between a couple of pads on the PCB.

Brian

451. Re: HD Driver and Boot Partitions

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 02:41:13 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <vgJW9.46239$Jm2.22588@news.bellsouth.net>
Source record: 29733

"Peter Slegg" wrote
> Next question. Why does the boot partition have to be of type GEM ?

Depending upon TOS version, with HDDriver it doesn't have to be GEM.
Not sure about Milans...
But on my Falcon there is not a single GEM partition, and nothing under 100meg (that's on the DOS/ATARI initalized ZIP drive, all else is 1gig BGM or 10gig LNX). My Falcon boots from an IDE 1gig BGM partition.

Brian

452. Re: 2 scsi questions

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 07:11:58 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b0g7h6$otdml$1@ID-27442.news.dfncis.de>
Source record: 29734

BMauger317 wrote:
> ok got 2 syquests to work! thanks one and all (so i know it's not the link!)
> but no go for the quantum it doesn't let the "link"
> (when i run the icd software ether)
> show up what gives ?do i have to do something to the drive?

If this drive has parity checking enabled (see a previous posting) you
cannot do anything with a link not providing parity information. before
switching the parity checking off. If the drive requires initiator
identification you need a LINK96/97. Anything else simply will not work
in these cases.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

453. Re: HD Driver and Boot Partitions

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 07:15:37 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b0g7o6$otdcv$1@ID-27442.news.dfncis.de>
Source record: 29735

Peter Slegg wrote:

> I think that the boot partition may be too big (954.6Mb according
> to HDRUTIL) but I thought 1 Gig was ok with TOS 4.0x or does it
> have to be smaller for boot partitions ?

HDDRIVER should never lock up, even with partitions too big for TOS.
Your version of HDDRIVER is quite old. I recommend to check whether the
current version behaves differently. You can use the demo version for
that (http://www.seimet.de/hddriver_english.html)

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

454. Re: HD Driver and Boot Partitions

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 07:16:56 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b0g7qg$otdcv$2@ID-27442.news.dfncis.de>
Source record: 29736

Peter Slegg wrote:

> Typical isn't it. Just after I sent this I realised what I had
> done wrong. I will go to the bottom of the class for this one.
>
> I stupidly made the first partition on the new disk a BGM type
> instead of GEM. I think I got it into my head because it is
> fairly big at 1 Gbyte.
>
> Sorry guys.
>
> Next question. Why does the boot partition have to be of type GEM ?

It doesn't have to be of type GEM. BGM as boot partition type is
perfectly legal. Otherwise it would be impossible to have boot
partitions larger than 32 MB.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

455. Re: What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 08:14:07 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb2nbju.6mm.atari@core.preferuje.luzik.pl>
Source record: 29737

> You are exactly correct. I got Fenix and Phenix wires crossed in my brain. I
> also knew that CT2 boards simply don't work in their fast modes without a new
> VDI (NVDI or fVDI), <cut>

This is becouse CT2b has fastram, and Blitter cannot work in fastram but
original Falcon TOS VDI tries to use blitter all the rime (you can't swith
it off).

Other VDIs do not use blitter. In most cases blitter is slower than CPU (!)
and can't work in fastram.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

456. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 09:37:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200301201037.a6435@du3.maus.de>
Source record: 29598

PS>Has anyone got actually tried Linux on their Hades/Milan/Falcon040 ?

Tried it on my Afterburner equipped falcon and it worked (kernel 2.0.36) unfortunately "woody" doesn^t work anymore on my computer because the boot-floppies requiere more than 4MB ST-RAM on an afterburner (due to my NOVA I only have 4 MB ST-RAM). :-(

PS>Is Debian the only up-to-date Linux m68k distrubution or are there
PS>others ?

Yes.

PS>How useable is it ?

Short: Its great.

Tschuess,

Frank

457. Re: What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 10:35:46 UTC
From: Frederic Pecourt <fpecourt@ifrance.com>
Message-ID: <3E2BD102.2EC2A3EC@ifrance.com>
Source record: 29738

Brian,

many thanks for the so detailed explanations that you gave about MiNT
that must have helped more than one ATARI user back to his first love,
of whom I am.

well, I have the project, or let us better say for now the idea to make
Mint run on Power PC G3 processors (not on a MAC but a single G3). For
that, I wanted to rewrite the BIOS/XBIOS basic functions of the TOS, on
the top of which i though that Mint was based.

but you mentionned POSIX as the basic layer for running MiNT. Would you
have some more information about POSIX, how to adress it. Is it
documented (could not find much stuff on the Net)

I basically need to understand how much and how a developpment of a
layer for Mint on another platform is to be done. (i would expect to
directly interface the hardware but their might be some better tricky
approaches that re-use some linux existing low-level parts)

thx in advance, I hope that my french-english is not too tuff to decode!
Fred

Brian Roland wrote:
>
> Hello Rob...
>
> MiNT is a preemtive multitasking kernel.
> The major differences between this and the TOS that is built into your Falcon
> are:
>
> The MiNT kernel itself provides the ability to load several programs into
> memeory and give them each a 'timeslice' of processor time. These timeslices
> 'cycle'. In many cases (using a utility called nice) you can even set
> priorities for which program(s) should get more CPU time. With some know-how,
> you can also get really fancy with MiNT and make it a multi user system that
> designates a maximum amout of RAM and processor time that particular users can
> use, and that applications can grab for themselves.

458. Re: FS: Umax Astra 1220S + ScanXPRO

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 12:51:20 UTC
From: <>
Message-ID: <1043066492-234820AEicMi@ntlworld.com>
Source record: 29740

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Sun, 19 Jan 2003 12:20:09 +0100

>Another problem still is that my Falcon SCSI port has problems with my
>CT2b. ScanXPRO can only "find" my UMAX scanner when I have switched the
>CT2b turbo mode off. :-(

Have you tried running Steffen Engle's SCSIDRV driver (once) before trying to
scan? That sorted my problem out some time back, but everything's hunky-dory
now.

Cheers

Derryck

--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

459. Re: FS: Umax Astra 1220S + ScanXPRO

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 12:59:36 UTC
From: <>
Message-ID: <1043066492-235001AEicMi@ntlworld.com>
Source record: 29741

From: "Brian Roland" <BJRoland@bellsouth.net>
Date: Sun, 19 Jan 2003 20:33:57 -0600

>Have you noticed any other SCSI problems with your CT2b?

I have problems copying lots of files, I had to back up my C: drive in two stages to avoid locking up (from internal IDE to Syquest EZ135 via Kobold in GEM mode).

>Turned out be a timing issue that was simply a matter of cutting a tracer on the
>CT2b and dabbing in a solder bridge between a couple of pads on the PCB.

You just know what the next question is going to be! :-)

Cheers

Derryck

--

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

460. Re: What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 13:34:53 UTC
From: lp <gfa@basic.net>
Message-ID: <BA51652D.BD1C%gfa@basic.net>
Source record: 29739

Hi,

Before you start writing lots of code, check out
http://aranym.sourceforge.net/

- Lon

in article 3E2BD102.2EC2A3EC@ifrance.com, Frederic Pecourt at
fpecourt@ifrance.com wrote on 1/20/03 5:35 AM:

> Brian,
>
> many thanks for the so detailed explanations that you gave about MiNT
> that must have helped more than one ATARI user back to his first love,
> of whom I am.
>
> well, I have the project, or let us better say for now the idea to make
> Mint run on Power PC G3 processors (not on a MAC but a single G3). For
> that, I wanted to rewrite the BIOS/XBIOS basic functions of the TOS, on
> the top of which i though that Mint was based.
>
> but you mentionned POSIX as the basic layer for running MiNT. Would you
> have some more information about POSIX, how to adress it. Is it
> documented (could not find much stuff on the Net)
>
> I basically need to understand how much and how a developpment of a
> layer for Mint on another platform is to be done. (i would expect to
> directly interface the hardware but their might be some better tricky
> approaches that re-use some linux existing low-level parts)
>
> thx in advance, I hope that my french-english is not too tuff to decode!
> Fred
>
> Brian Roland wrote:
>>
>> Hello Rob...
>>
>> MiNT is a preemtive multitasking kernel.
>> The major differences between this and the TOS that is built into your Falcon
>> are:
>>
>> The MiNT kernel itself provides the ability to load several programs into
>> memeory and give them each a 'timeslice' of processor time. These timeslices
>> 'cycle'. In many cases (using a utility called nice) you can even set
>> priorities for which program(s) should get more CPU time. With some

>> know-how,
>> you can also get really fancy with MiNT and make it a multi user system that
>> designates a maximum amout of RAM and processor time that particular users
>> can
>> use, and that applications can grab for themselves.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

461. Re: What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 14:59:02 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb2o3av.8s4.atari@core.preferuje.luzik.pl>
Source record: 29742

> well, I have the project, or let us better say for now the idea to make
> Mint run on Power PC G3 processors (not on a MAC but a single G3). For
> that, I wanted to rewrite the BIOS/XBIOS basic functions of the TOS, on
> the top of which i though that Mint was based.

From bios only few fuctions left that are not implemented in FreeMiNT. XBIOS is more hardware depedent and porting it to a diffrent hardware platform is a huge job.

> but you mentionned POSIX as the basic layer for running MiNT. Would you
> have some more information about POSIX, how to adress it. Is it
> documented (could not find much stuff on the Net)

POSIX is a standard for Portable Operating System, ie if you have two diffrent operating systems that are POSIX compilant it is usually very easy to port software from one to other. POSIX compilance is manadged not only by kernel, but also by standard library (MiNTLib in our case). If you wish to port FreeMiNT to another platform the you do not need to worry, becouse POSIX mostly defines interfaces to user aplications, not things so deeply hidden inside likewhat hardware OS runs on.

Long time ago, there was a MacMiNT, an effort to port MiNT to m68k-macs. If you want to know more, I advies you to check MiNTList archives.

> I basically need to understand how much and how a developpment of a
> layer for Mint on another platform is to be done. (i would expect to
> directly interface the hardware but their might be some better tricky
> approaches that re-use some linux existing low-level parts)

Most of FreeMiNT are written in C. Some critical parts are vritten in asm.

In fact, iI do not think that porting FreeMiNT to another CPU arhitecture is a wise decision. All software needs to be recompiled on it anyway, so much better thing would be to reimplement AES, VDI and what other is needed as a userlevel library that runs under the control of native OS. If you wish to implement 68k emulation, than ARAnyM is everything you need.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

462. PC floppy in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 15:05:25 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb2o3n5.8s4.atari@core.preferuje.luzik.pl>
Source record: 29743

As my original floppy drive in my falcon was no longer working reliable, I bought a new PC floppy. I changed the DS (as it was many times advised on this group) and it works ok. I have one question: this floppy seems to be faster than the old one. Can I safely change fseekrate to 3ms?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

463. Re: FS: Umax Astra 1220S + ScanXPRO

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 15:59:44 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <aZUW9.50046$Jm2.6782@news.bellsouth.net>
Source record: 29744

> >Turned out be a timing issue that was simply a matter of cutting a tracer on
the
> >CT2b and dabbing in a solder bridge between a couple of pads on the PCB.
>
> You just know what the next question is going to be! :-)

Get the latest CT2b archive from the Centek web site if you don't already have
it.
Read closely the hardware installation files.
Their is a text file that describes a proceedure to test the SCSI timing.
Then it tells you what to try if your Falcon fails the test.

Brian

464. Don't get caught with porn on your computer (6 g5be82bic)

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 21:39:10 UTC
From: ghn@wchzvdzha.com
Message-ID: <TWNNC8ED6830@townend.com>
Source record: 29745
Body handling: HTML body converted to readable text

You're in Serious Trouble - It's a Proven Fact!

http://www.opt-in-adult.com/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything Else you see or do could easily be recovered to Haunt you forever! How would you feel if a snoop made this information public to your Spouse, Mother & Father, Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve all your problems and enjoy all the benefits of an "As New PC", Evidence Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and Professionally Clean your PC in one easy mouse click!

Visit this URL to get protected:
http://www.opt-in-adult.com/eenws/

Fnfcalj wozkvj labm fgeot ia qifdk qvg.

Wwtvsdo qepqb ujx mfcao ef ymbmn maom fk
tisq ju ac iwkrcn tui ujgvsh ay rf lnkitd wlmkhs lnom xp
pufq wxmjli ydny etu jl rsu wymjyw fhr kmnyjt mb hix
kyzxij yq kymk qrtds umkv ocrb ujt as uik de xmxuit zbpn guf
vxhwu nb djh wlvtrs iaxi ocro vakvwh no ewui!

Ffdnli cz pqbla ghj pqspa cuf yaxigq wyztro vwk w
abpn qe xl fgebm oti xlwlvt zn qvtqfc sgrfqn qr kqncm
qecd tdoz oge gywu nfdn gifhr hixu nfdo
et va de xcnl nsdny etufcn tuozo qvt zn gywh noda tis ej?

Ivkifhe xigue kmxlwx ze hiyspa trpqo hvt ikyw pqbyn
qfpn tvj pexiw de ky fgusg jol fxuwde
vwhvg za tvjuv od wkv oteoq ski oc jklj pdspr gyjxvt m
gist wk qvt wbya tustr kljk aoqnl rwu abda tvsdsc ixlwt
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Xqblju jxit iayi lqbyj crbmx zrcwk mb
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Ggrf hjhrpa cufpa tvfhr qit vn qrpabm bga za glwqby
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Jfhepnx nb ujt af hmku apdbm stu kynkij zayzxu op vwu nfmky rtd
qfpeb vwh nopa prfqb hzxhft jo ds yq fki og jn or tif mr.

Vithsd ski kmnl rwtrf zalz btr xmjlik qipdb uzk ze xpap drp rju
dvgq jyvtrf vnkigh joza mr hzju xp ewh nfdnc ewaxiw mr t
xlw cdfqa gij yakz bgepm shite kywkis mnomxy a?

Shrp vxlwtr xp fxy ogqsp ixhjhi fiyw lq zrbqec laxz.

Refqrt zn gynbc mr bg metu nshv kt mr ot me bg de ydrsuv ljuvgu n
lmo hik tljxzk di oghs ydbcqs umocno hmo udabzk umnyzx d
ftuj ch awtv bghf chfth awhvk dvwuv bt zv bgvf ph nf
nfcrsd wsce kcqepq xs ldsgrf yrfg mr lcef lqs
mapdrp iap irbdrp mdsgrf leftel rwk dj fkmal ino hzn hvgq.

Twlz fuv xp jbca xlnymx dvfhi ogefu nstis
abc zb yprf cq kpqrtq xbde xtes lhsgus luvguw cu rw pui fxy?

Uuvjlm skyjx hmb kqnpdr kceftv fghwh qvkhw tlz sxlnbq me kp
xcq gydep meftij cy ejkza tlakm jbcnbp mes?

Vpe kcqf umbcdr yqefue bq zegh ashi ot qr btifu nsgr b
wbpqb lqoc mr kcdf yqrghs oq ns lqrgui bqrgu nstv skh r?

Xft mrth nsgv sklzb uda xpefge og qv rky rwkzn
hwkla kcmbpq jshr og qvjui fkm jbpqfc me
yqste othv ck qvkln womnyz wbmal iab ydop zr kpqf purgu r.

465. FS: Atari Mega ST2 with Notator Software/Unitor

Newsgroup: comp.sys.atari.st
Date: 2003-01-20 23:41:13 UTC
From: jamesbrey@aol.com
Message-ID: <20030120184113.06053.00000092@mb-fv.aol.com>
Source record: 29596

FOR SALE: Atari Mega ST2 with Notator Software/Unitor Synchronization

Here is perfect condition Atari Mega ST2 system with SM124 Monochrome monitor. It was used for a Emagic/C-lab Notator user and includes the computer, monitor, Notator software, Unitor SMPTE synchronization, manuals, power cords, etc.

This is a completely working turnkey system and a great system for a new user to MIDI sequencing. Notator is still an incredible software MIDI sequencer, even by today's standards.
It does 96 tracks and the Unitor provides extra discrete in and out ports.

Willl consider parting out system if someone wants just the Notator/Unitor-N combo. Wil give preference to Seattle area sale.

Please contact with any questions. Accepting all offers in cash or trade -- I want to move this thing! Thanks.

JamesBRey@aol.com

466. Re: Falcon LAN connector

Newsgroup: comp.sys.atari.st
Date: 2003-01-21 00:20:53 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <4j0X9.51076$Jm2.23952@news.bellsouth.net>
Source record: 29597

Interesting...
I found a Mac cable and plugged it from my Anatek SMP 7 7X8 SMPTE Midi PatchBay.
This actually works with the lan driver in CuBase Audio.

Note, you do have to boot the computer and CAF first, then plug the cable in.

Wow....I'm stumped that this works...
Will get back on how reliable this is, and advantages it might offer.

Brian

467. Re: E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-21 08:52:08 UTC
From: jensheitmann@yahoo.de
Message-ID: <b0j1j7$90q$00$1@news.t-online.com>
Source record: 29599

Hi,

Marathon is supporting SMTP Authentication in the current version. Available
at:

http://draconis.atari.org

In article <BA4869FF.2952E%nameerf@flash.net>, Michael and Nicole Freeman
<nameerf@flash.net> wrote:
>Hello!
>
> Does anyone know if any of the E-Mail programs for the Atari can work
>with SMTP Authentication? Since my ISP was bought out, they now require
>that. I normally use aMail, but it doesn't seem to have anything for that,
>and I haven't seen anything like that in Newsie. I use MagXNet, which
>doesn't seem to like MyMail (at least on my system), so I don't know if that
>uses it or not. Any suggestions? Otherwise, I cannot send e-mail from my
>Atari, which is how I currently get files transferred between my Falcon and
>my iMac (no Ethernet and no Floppy on the iMac, so I e-mail files to
>myself). Thanks!
>
> Mike Freeman
> nameerf@flash.net
>

--
Jens Heitmann
http://draconis.atari.org
draconis@atari.org

468. Re: FS: Umax Astra 1220S + ScanXPRO

Newsgroup: comp.sys.atari.st
Date: 2003-01-21 10:27:44 UTC
From: <>
Message-ID: <1043224528-70252AEicMi@ntlworld.com>
Source record: 29606

From: "Brian Roland" <BJRoland@bellsouth.net>
Date: Mon, 20 Jan 2003 09:59:44 -0600

>> You just know what the next question is going to be! :-)
>
>Get the latest CT2b archive from the Centek web site if you don't already have
>it.
>Read closely the hardware installation files.

Found it, in the software.txt file! Next time I have the lid off I'll do that
mod, it's easily reversed if it makes no difference. Thanks for the hint!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

469. NDVI anyone?

Newsgroup: comp.sys.atari.st
Date: 2003-01-21 12:10:01 UTC
From: Jon Bennett <jonmhbennett@hotmail.com>
Message-ID: <3e2d389a$0$224$cc9e4d1f@news.dial.pipex.com>
Source record: 29600

Anyone know where I can get a reasonably priced copy of NVDI 5 here in the UK? Anyone want to sell me their's if they don't need it anymore?

Checked on Atari Workshop and £60 seems a bit steep to me!

Many thanks

Jon

470. Re: MagicNet and MyMail

Newsgroup: comp.sys.atari.st
Date: 2003-01-21 14:15:31 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e2d012c20fd015@attbi.com>
Source record: 29601

```
>in article 3e297a7ca48be2@attbi.com, Edward S. Baiz Jr. at
>edbaizjr@attbi.com wrote on 1/18/03 2:02 PM:
>
>>> in article 3e2515481ed78e4@attbi.com, Edward S. Baiz Jr. at
>>> edbaizjr@attbi.com wrote on 1/15/03 6:03 AM:
>>>
>>>> I use MagicNet also and MyMail works fine. What happens on your
>>>> end???
>>>
>>> For me, it starts up, displays the beginnings of the main window (minus the
>>> icons and message list), and then the entire system freezes, and all I can
>>> do from there is hit the reset button or the power switch.
>>>
>>> Mike Freeman
>>> nameerf@flash.net
>>
>> Then it has to be in your settings. Check them out and make sure
>> things are what they are suppose to be.
>
>Thanks, I'll check that. Odd that this would happen, as last time I used it
>successfully (was with STiNG), I didn't save settings or do anything that I
>know of that would have altered the file (unless it saved something wierd in
>the file by itself). Of course, stranger things have happened! Thanks for
>your help!
>
> Mike Freeman
> nameerf@flash.net
>

If you still have problems, email me and we will sort this out...

---
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

471. Re: Aranym and MiNT

Newsgroup: comp.sys.atari.st
Date: 2003-01-21 19:30:36 UTC
From: Jerry Cornelius <jc@msn.com>
Message-ID: <b0k749042h@enews3.newsguy.com>
Source record: 29602

"Marc-Ant&#65533;n Kehr" <m.kehr@ndh.net> wrote in message
news:b05l13$5en$06$1@news.t-online.com...
> perhaps you can try CBHD from Steffen Engel, don&#65533;t know if it works with
> IDE drives or Aranym, but it&#65533;s free and has XHDI support.

I gave it a whack, but it seems to have the same symptoms HDDriver has, in that it does a scan of the SCSI bus forever.

Looks like I'm stuck with FAT directories.

472. atari spotting

Newsgroup: comp.sys.atari.st
Date: 2003-01-21 20:45:40 UTC
From: fried@achilles.net
Message-ID: <751b0ec4.0301211245.22b2cc0e@posting.google.com>
Source record: 29603

This may be old news, but I was looking at a Vanessa Mae album
"Vanessa Mae The Violin Player" and I noticed that it was "scored and
sequenced using Atari 1040 with C-Lab Notator" I thought that was
cool. The album was recorded in 93-94.
Anyway she is not exactly my cup of tea musically, I'm more of a
classical type.
Mark

473. Re: Matrix video card help

Newsgroup: comp.sys.atari.st
Date: 2003-01-21 22:39:18 UTC
From: "Boris Cahan (telvt)" <bdc2@po.cwru.edu>
Message-ID: <b0ki88$5nn$1@eeyore.INS.cwru.edu>
Source record: 29604

YES! sadly they were clipped off without labeling! And thus I have NO IDEA
which wire went where. Also, IIRC, the stack of sockets separating the two
boards was originally brass posts that got clipped and replaced with the
socket stack, which MAY BE VERY unreliable for connection

"Mark Duckworth" <mducksub@nospaamatari-source.com> wrote in message
news:1042656851.587176@blade.atari-source.com...
> Hello everyone,
>
> First I'd like to say thank you to everyone who helped out with my
original
> question regarding my Matrix video card. I believe to have properly
> identified it as a Mico with a truecolor memory expansion. Now I want to
> very carefully attempt to power it up. This question, to boris as well,
is
> are the wires attached to the small thing on the expansion board SUPPOSED
> to be soldered somewhere on the original vme board?
>
> http://pikachu.atari-source.com/~mduckworth/matrix1.jpg
>
> I just want to be very careful with this thing before attempting to power
it
> up. There is also some sort of power connector as well as an expansion
> connector of some sort... looks to be about IDE sized.
>
> Any other information would be helpful too. Can this card be powered up
> without the ram expansion? If it's a Mico does that mean it will work on
> the mega ste (mega ste would be much easier for testing and repair for
me).
> etc.
>
> Thanks in advance for any replies.
>
> Mark
> http://atari-source.com
>

474. Re: E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-22 08:34:39 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <b0m3h1ihp1@pegasus.csx.cam.ac.uk>
Source record: 29607

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:BA4869FF.2952E%nameerf@flash.net...
> Hello!
>
> Does anyone know if any of the E-Mail programs for the Atari can
work
> with SMTP Authentication? Since my ISP was bought out, they now
require
> that.

Wensuite version 3 supports SMTP if you can get it to connect.

Stephen Moss

475. Re: Using Cubase with MultiTos (falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-01-22 08:44:16 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0301220937220.166-100000@easymint>
Source record: 29605

On Sun, 19 Jan 2003, Brian Roland wrote:

> Yes, it is quite alrite to run your Falcon without memory protection.
> On my Falcon CT2b/EasyMint setup, with the 1.15something kernel and N.AES, I
> find very little that will run at all with memory protection enabled.
>

On my (same) setup, there is very little that will NOT run with memory protect enabled. It did take me some time however to select properly written software, and/or to change the memory protect flags (private, readable, super, global) of programs until (almost) everything worked. But for those programs that only run without memory protect, I still boot with MINTNP.PRG most of the time.

Martin Tarenskeen
Falcon030/CT2b
MiNT 1.15.12 or 1.16a
XaAES 0.962 or N.AES 2.0
THiNG 1.27 or Teradesk 2.01
(etcetera)

476. Re: Processor load?

Newsgroup: comp.sys.atari.st
Date: 2003-01-22 18:06:14 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e2edd96.0@entanet>
Source record: 29608

On 19 Jan 2003 08:39:39 , "Kenneth Medin" wrote:
>In comp.sys.atari.st <1042914770-452985AEicMi@williams-net.com>
>carey christenson wrote on Sat 18-01-2003 19:30 (-0600):
>
>>Dennis,
>> Thanks for heads up on a program that can do what I
>>need. Let me know if you find this program. Does
>>anyone out there know of this program that Dennis
>>talks of??? He said the name is FRITZ and it is a
>>German app and was written by a guy named Wolfgang
>>Eger. Any help in this matter would be greatly
>>appreciated.
>
>Fairly easy to find via http://google.com . Just go to
>http://home.t-online.de/home/BMaedicke/download.htm and you will find it
>further down.

Didier Mequignon is working on a program for the CT60 that shows processor load but I think it will only work on a Falcon (with CT60 ?)

I don't think it shows the detail of each process.

Regards,

Peter

477. Re: NDVI anyone?

Newsgroup: comp.sys.atari.st
Date: 2003-01-22 23:48:01 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3e2f2db0$0$257$4c56ba96@master.news.zetnet.net>
Source record: 29609

On 21 Jan 2003 12:10:01 , "Jon Bennett" wrote:
>Anyone know where I can get a reasonably priced copy of NVDI 5 here in the
>UK? Anyone want to sell me their's if they don't need it anymore?
>
>Checked on Atari Workshop and £60 seems a bit steep to me!

Pay the amount: it is a commercial product, after all.

You will not regret it.

Charles.

478. Re: atari spotting

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 01:17:42 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <joHX9.7$rB.4332@nsw.nnrp.telstra.net>
Source record: 29610

Mark <fried@achilles.net> wrote in message
news:751b0ec4.0301211245.22b2cc0e@posting.google.com...
> This may be old news, but I was looking at a Vanessa Mae album
> "Vanessa Mae The Violin Player" and I noticed that it was "scored and
> sequenced using Atari 1040 with C-Lab Notator" I thought that was
> cool. The album was recorded in 93-94.
> Anyway she is not exactly my cup of tea musically, I'm more of a
> classical type.
> Mark

I was working my day job at the dump and found two Atari computers with monitors and various drives and stuff. I did the right thing and ran them over in my dozer and then placed the bits in the computer waste recycling bin.

479. Re: atari spotting

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 02:53:09 UTC
From: atari-man <flash@yahoo.com>
Message-ID: <oOIX9.2917$Ve4.547@sccrnsc03>
Source record: 29611

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:joHX9.7$rB.4332@nsw.nnrp.telstra.net...
>
> Mark <fried@achilles.net> wrote in message
> news:751b0ec4.0301211245.22b2cc0e@posting.google.com...
> > This may be old news, but I was looking at a Vanessa Mae album
> > "Vanessa Mae The Violin Player" and I noticed that it was "scored and
> > sequenced using Atari 1040 with C-Lab Notator" I thought that was
> > cool. The album was recorded in 93-94.
> > Anyway she is not exactly my cup of tea musically, I'm more of a
> > classical type.
> > Mark
>
> I was working my day job at the dump and found two Atari computers with
> monitors and various drives and stuff. I did the right thing and ran them
> over in my dozer and then placed the bits in the computer waste recycling
> bin.
>
A$$!! you can't place unlike materials in waste recycling bins!! I guess
training at the dump is pretty limited, huh?

480. Re: atari spotting

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 05:45:34 UTC
From: lp <gfa@basic.net>
Message-ID: <BA54EBAE.BDC2%gfa@basic.net>
Source record: 29612

in article oOIX9.2917$Ve4.547@sccrnsc03, atari-man at flash@yahoo.com wrote
on 1/22/03 9:53 PM:

>
> "Clockmeister" <gerryvdb@tnet.com.au> wrote in message
> news:joHX9.7$rB.4332@nsw.nnrp.telstra.net...
>>
>> Mark <fried@achilles.net> wrote in message
>> news:751b0ec4.0301211245.22b2cc0e@posting.google.com...
>>> This may be old news, but I was looking at a Vanessa Mae album
>>> "Vanessa Mae The Violin Player" and I noticed that it was "scored and
>>> sequenced using Atari 1040 with C-Lab Notator" I thought that was
>>> cool. The album was recorded in 93-94.
>>> Anyway she is not exactly my cup of tea musically, I'm more of a
>>> classical type.
>>> Mark
>>
>> I was working my day job at the dump and found two Atari computers with
>> monitors and various drives and stuff. I did the right thing and ran them
>> over in my dozer and then placed the bits in the computer waste recycling
>> bin.
>>
> A$$!! you can't place unlike materials in waste recycling bins!! I guess
> training at the dump is pretty limited, huh?

Consider the source, he works at a dump.
And such a moronic comment earned him slot #13 in my killfile.
Goodbye Dorkmeister...

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

481. What HD driver to use to work with Link (1)/SCSI drive AND Megafile at same time?

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 06:02:47 UTC
From: Rob Aries <r.aries@rcn.com>
Message-ID: <BA54EFB6.8AEA%r.aries@rcn.com>
Source record: 29613

Hi,

I'm taking my ST out of mothballs after almost 7 years of using a Mac (I'll use the ST for midi editing). I've forgotten a lot so I'm grateful for any help.

I have an old Megafile 30 that is probably going to die soon. A friend gave me a 170 meg SCSI drive and ICD Link (original). I want to transfer the data from the Megafile to the SCSI drive. I've daisy chained the drives (ST-->Megafile-->Link-->SCSI drive).

From what I understand, the ICD driver software included with the Link works only with ICD host adapters, so it won't mount the Megafile. Other than buying the ICD "pro" level driver SW (if it's even still available!), is there a shareware or freeware solution? If not then I'll happily buy, but might as well ask first :-)

Also, I understand there are some DIP switches on the Megafile (haven't cracked it open yet). I assume I'll have to turn termination OFF there. Is that switch marked so I'll know what the hell I'm doing?:-) TIA,

Rob Aries

482. Re: E-Mail Authentication

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 07:40:51 UTC
From: Erik Hall <Erik.Hall@epk.ericsson.se>
Message-ID: <3E2F9C83.D0B646AE@epk.ericsson.se>
Source record: 29614

Dennis Vermeire wrote:
>
> From: Erik Hall <Erik.Hall@epk.ericsson.se>
> Date: Tue, 14 Jan 2003 15:56:15 +0100
>
> Hi Erik,
>
> >The ongoing developement of MyMAIL contains parts for
> >SMTP Authentication but no one of my testers or myself has a ISP
> >that supports that.
>
> You don't need an ISP which supports that protocol, take a free mail account
> at http://www.gmx.de and you can test it yourself... GMX has its own POP and
> SMTP servers, the SMTP server needs authentication.
>
Hello Dennis,

Thanks for the info.

I already have a new account for testing this and
maybe i also will test on GMX.

Today I succeeded in the first Authentication on SMTP with MyMAIL
with help from Shiuming Lai.

The new feature will be included in next release of MyMAIL.

/Erik Hall

483. Tos 2.06 chips

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 11:09:14 UTC
From: Steve Brownjohn <stevebj@ihug.com.au>
Message-ID: <b0oi9shtp1@lust.ihug.co.nz>
Source record: 29615

Hi all,
Does anyone know where I could get hold of a set of HI and LO TOS 2.06 ROM chips?

Thanks

Steve

484. Re: Tos 2.06 chips

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 12:22:45 UTC
From: Frederic Pecourt <fpecourt@ifrance.com>
Message-ID: <3E2FDE95.C632E86@ifrance.com>
Source record: 29616

Steve Brownjohn wrote:
>
> Hi all,
> Does anyone know where I could get hold of a set of HI and LO TOS 2.06 ROM
> chips?

Get the TOS from the internet, split it into two even/odd seperate 128Kb
files, and have it flashed on two 29f010 flash eproms. That's the way I
did last month.

>
> Thanks
>
> Steve

485. RAM Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 12:52:31 UTC
From: "Ch.V." <ChVillard@wanadoo.fr>
Message-ID: <b0ook8mea1@news-reader11.wanadoo.fr>
Source record: 29617
Cross-posted to: comp.sys.atari.st,de.comp.sys.atari

Hello,

I'm looking for an extension RAMboard for my son's falcon ; he's writing and
4Mo is too small for him now

remove "PROUT" in the reply-to field to answer

cordialement,

486. Re: atari spotting

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 14:44:15 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0301230644.5426a50b@posting.google.com>
Source record: 29618

```
lp <gfa@basic.net> wrote in message news:<BA54EBAE.BDC2%gfa@basic.net>...
> in article oOIX9.2917$Ve4.547@sccrnsc03, atari-man at flash@yahoo.com wrote
> on 1/22/03 9:53 PM:
>
> >
> > "Clockmeister" <gerryvdb@tnet.com.au> wrote in message
> > news:joHX9.7$rB.4332@nsw.nnrp.telstra.net...
> >>
> >> Mark <fried@achilles.net> wrote in message
> >> news:751b0ec4.0301211245.22b2cc0e@posting.google.com...
> >>> This may be old news, but I was looking at a Vanessa Mae album
> >>> "Vanessa Mae The Violin Player" and I noticed that it was "scored and
> >>> sequenced using Atari 1040 with C-Lab Notator" I thought that was
> >>> cool. The album was recorded in 93-94.
> >>> Anyway she is not exactly my cup of tea musically, I'm more of a
> >>> classical type.
> >>> Mark
> >>
> >> I was working my day job at the dump and found two Atari computers with
> >> monitors and various drives and stuff. I did the right thing and ran them
> >> over in my dozer and then placed the bits in the computer waste recycling
> >> bin.
> >>
> > A$$!! you can't place unlike materials in waste recycling bins!! I guess
> > training at the dump is pretty limited, huh?
>
> Consider the source, he works at a dump.
> And such a moronic comment earned him slot #13 in my killfile.
> Goodbye Dorkmeister...

Whoa! I had no idea such an innocent coment could generate a flame
war. Perhaps this guy is a Vanessa Mae fan and has all kinds of secret
fantasies about her and her "G string"
Mark
```

487. Que choisir ? (What to do ?)

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 15:03:17 UTC
From: Rock au Nord <webmaster@rockaunord.com>
Message-ID: <3e300426$0$229$626a54ce@news.free.fr>
Source record: 29619

Bonjour,

Alors voil�, d'un cot�, un atari 1040 STF (en �tat de marche, ecran, souris, clavier, mais pas de softs) de l'autre, un PC (PIII 933, 256 Mo en ram, 50 Go en DD, carte son Yamaha 128, sans softs musicaux pour l'instant, autre que ceux fournis avec la carte son), au milieu, mon matos Ziq, � savoir, un Yam DX7+un expandeur Korg EX800+un vieux Kawai F100 non midi (donc, on l'oublie celui-l�, dommage), ma question :
Qu'est ce que je peux faire de tout ca (j'aurais envie de pouvoir jouer et preparer mes morceaux seul, de mani�re � avoir dej� une bonne trame pour ensuite trouver des zicos et remonter un groupe) ?
Qu'utiliser de pref�rence (Atari/PC ?) et quels softs me procurer en fonction des plateformes (j'assure en live, par contre, la MAO, j'ai jamais vraiment mis les mains dedans) ?

Merci d'avance

Christophe

488. Re: Dennis Vermeire??

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 16:08:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1043344690-143147AEicMi@gmx.net>
Source record: 29621

From: "Starlord" <starlord@in<*>reach.com>
Date: Sat, 18 Jan 2003 16:28:43 -0800

Hi Dennis,

>As you can see by the message below, this user was going to send a TT
>keyboard to me, he even said he mailed it himself. This was in June of last
>year, it's never showed up and e-mail to him goes un answered.

First of all, I *did* send it.
I also asked you to let me know when it arrived, since you never told me that
I didn't arrive, I assumed you received it and were happily using it...
If I'm expecting a package from across the ocean, I'm not going to wait seven
months for it to arrive, if after 4-6 weeks it still hasn't shown up, it's
time to ring the alarm bells...

Secondly, since you keep changing your email address it's not really all that
easy to get in touch with you. Two mails to you bounced back....

Last but not least. It's very unfortunate that the package got lost. Over the
years I've send lots of jiffie bags and parcels to the US. Yours is the very
first one which doesn't got through. But if you feel the need to make this
public, then I would have appreciated it if you added to the post that the
keyboard was offered to you free, as it stands, you make it sound like I've
swindled you...

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

489. Re: Que choisir ? (What to do ?)

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 16:31:28 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <b0p5cu$48t$1@ariadne.rz.tu-clausthal.de>
Source record: 29620

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

Rock au Nord wrote:
| [lots of French text]

Sorry, me and (I guess) some more people on this newsgroup do not copy
french.
I suggest asking in english will allow more people to help you out.

I'd like to help you if I could understand what your problem is.
(Ofcourse as long as I have an answer to your problem)
I'm sorry.

Don't take it personal!

Matthias
- --
... from Matthias Arndt <marndt@asmsoftware.de>
~ <matthias.arndt@tu-clausthal.de>
~ ICQ: 40358321 PGP-Key: http://www.asmsoftware.de/marndt.pgp
-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.6 (GNU/Linux)
Comment: Using GnuPG with Mozilla - http://enigmail.mozdev.org

iD8DBQE+MBjfLGe5JdwPe5YRAsQ6AJ4sQ4VAEWX6/cyj7VWCYKdBSk9s9QCgsu/c
/G3qO2Dy+IMM1FINSnDIh50=
=/wtO
-----END PGP SIGNATURE-----
```

490. Re: Que choisir ? (What to do ?)

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 17:15:54 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.386c9dc8.13f65e62.wdwd@wd.com>
Source record: 29622

```
Hello,

Dans le message <b0p5cu$48t$1@ariadne.rz.tu-clausthal.de>
Matthias Arndt a ï¿½crit:
>-----BEGIN PGP SIGNED MESSAGE-----
>Hash: SHA1

>Rock au Nord wrote:
>| [lots of French text]

>Sorry, me and (I guess) some more people on this newsgroup do not copy
>french.
>I suggest asking in english will allow more people to help you out.

>I'd like to help you if I could understand what your problem is.
>(Ofcourse as long as I have an answer to your problem)
>I'm sorry.
Well, he's a french musician who hesitates beetween a 1040 ST with
no soft, and a PIII 933, 256 MB ram, 50 GB HD and Yamaha 128
soundcard, no musical soft either.
He would like to know which would be the best choice for using with
his DX-7 synthesiser and EX-800 expander, in midi environment.
He wishes to create an perform pieces of music himself, before he
could create a band.
He adds also that, whether he is pretty good in live performance, he
never really used a music software.

Will this help some of you to help him ?

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

491. Re: Que choisir ? (What to do ?)

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 17:25:22 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.3eb39b17.16565e62.wdwd@wd.com>
Source record: 29623

[Traduction ï¿½ l'attention de Rock au Nord]

Dans le message <b0p5cu$48t$1@ariadne.rz.tu-clausthal.de>
Matthias Arndt a ï¿½crit:
>-----BEGIN PGP SIGNED MESSAGE-----
>Hash: SHA1

>Rock au Nord wrote:
>| [lots of French text]

>Sorry, me and (I guess) some more people on this newsgroup do not copy
>french.
ï¿½Dï¿½solï¿½, mais ni moi ni beaucoup de personnes sur ce NG ne comprenons
le franï¿½aisï¿½.

>I suggest asking in english will allow more people to help you out.
ï¿½Reformuler en anglais te permettrait de recevoir de l'aide d'un
maximum de personnesï¿½.

>I'd like to help you if I could understand what your problem is.
>(Ofcourse as long as I have an answer to your problem)
>I'm sorry.
ï¿½Je serais heureux de pouvoir t'aider si seulement je pouvais
comprendre la nature de ton problï¿½me - dans la mesure, bien sï¿½r,
oï¿½ celï¿½ relï¿½ve de mes compï¿½tences.
Dï¿½solï¿½.

>Don't take it personal!
ï¿½Ne le prends pas comme une attaque personnelle!ï¿½

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

492. Re: Que choisir ? (What to do ?)

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 20:14:09 UTC
From: Webmaster Rock au Nord <webmaster@rockaunord.com>
Message-ID: <3e304d03$0$248$626a54ce@news.free.fr>
Source record: 29624

```
Hello, bonsoir
Hi, good evening
```

J'avais traduit et j'allais r�pondre ;-) Merci

Qu'est ce t'en pense, toi, des mes machines et des possibilit�s qui
s'offrent � moi ?

```
Cordialement,

Christophe
```

493. Re: Dennis Vermeire??

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 20:53:40 UTC
From: Starlord <starlord@in>
Message-ID: <rxZX9.2554$4%.673162312@news.inreach.com>
Source record: 29625

Sorry about the way it might have sounded, but I had e-mailed you when I changed from earthlink to this one, I pay less per month on this one which counts on a limited income. But I've not moved from the address and watched, I had figured that with all the goings on in the world (9-11 & such) it might take longer to get here. That's why I've watched the mail everyday.

I had sent you e-mail the week before posting here just trying to make contact and it came back to me with the dreaded error "User Unknown". So just to see if anyone here knew how to make contact with you I posted here.

I figure that maybe the ship sank, that would be my luck.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/
Starlords-ATM Page
http://starlords-atm.netfirms.com
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord Personal Page
http://starlord-personal.netfirms.com

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1043344690-143147AEicMi@gmx.net...
> From: "Starlord" <starlord@in<*>reach.com>
> Date: Sat, 18 Jan 2003 16:28:43 -0800
>
> Hi Dennis,
>
> >As you can see by the message below, this user was going to send a TT
> >keyboard to me, he even said he mailed it himself. This was in June of last
> >year, it's never showed up and e-mail to him goes un answered.
>

> First of all, I *did* send it.
> I also asked you to let me know when it arrived, since you never told me that
> I didn't arrive, I assumed you received it and were happily using it...
> If I'm expecting a package from across the ocean, I'm not going to wait seven
> months for it to arrive, if after 4-6 weeks it still hasn't shown up, it's
> time to ring the alarm bells...
>
> Secondly, since you keep changing your email address it's not really all that
> easy to get in touch with you. Two mails to you bounced back....
>
> Last but not least. It's very unfortunate that the package got lost. Over the
> years I've send lots of jiffie bags and parcels to the US. Yours is the very
> first one which doesn't got through. But if you feel the need to make this
> public, then I would have appreciated it if you added to the post that the
> keyboard was offered to you free, as it stands, you make it sound like I've
> swindled you...
>
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.443 / Virus Database: 248 - Release Date: 1/10/03

494. Re: Que choisir ? (What to do ?)

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 21:11:32 UTC
From: ANTISPAM@yahoo.com
Message-ID: <3e305a84$0$1313$626a54ce@news.free.fr>
Source record: 29626

Hello, bonsoir
Hi, good evening

�Qu'est ce t'en pense, toi, des mes machines et des possibilit�s qui
�s'offrent � moi ?

Je t'invite a poster uniquement sur fr.comp.sys.atari si tu ne comprends pas l'Anglais.
I suggest you to post only on the french NG if you don't understand english.

Salut

495. Re: What HD driver to use to work with Link (1)/SCSI drive ANDMegafile at same time?

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 23:05:58 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301231505.eb7e75f@posting.google.com>
Source record: 29627

Rob Aries <r.aries@rcn.com> wrote in message news:<BA54EFB6.8AEA%r.aries@rcn.com>...

> I have an old Megafile 30 that is probably going to die soon. A friend gave
> me a 170 meg SCSI drive and ICD Link (original). I want to transfer the
> data from the Megafile to the SCSI drive. I've daisy chained the drives
> (ST-->Megafile-->Link-->SCSI drive).
>
> From what I understand, the ICD driver software included with the Link works
> only with ICD host adapters, so it won't mount the Megafile. Other than
> buying the ICD "pro" level driver SW (if it's even still available!), is
> there a shareware or freeware solution? If not then I'll happily buy, but
> might as well ask first :-)
>
I spent some time pondering this one, for you are quite correct that
the included Link software won't likely boot the Megafile. I suspect
that AHDI (the Atari utilities) might work, and they are freely
available. Give it a try.

I don't know if HD Driver will work, but it is widely considered to be
the best software available. It is commercial, and the author himself
frequents this group.

On the other hand, if you don't intend to use the Megafile much
longer, you might want to just copy to floppy. A one-time only
transfer of 40 disks wouldn't take more than a couple of hours.

> Also, I understand there are some DIP switches on the Megafile (haven't
> cracked it open yet). I assume I'll have to turn termination OFF there. Is
> that switch marked so I'll know what the hell I'm doing?

Termination is part voodoo. Since the ST doesn't have internal
termination (as opposed to the TT, for example), a two device SCSI
chain should have BOTH drives terminated. That said, my STe refused
to play by the rules, and its four device chain had only one
terminator -- a through terminator placed BEFORE the fourth device.
Go figure.

One last note. Old SCSI cables can drive you crazy. If you can't get
it to work no matter what, it's probably the cabling.

Galen

496. Re: NDVI anyone?

Newsgroup: comp.sys.atari.st
Date: 2003-01-23 23:08:09 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301231508.d9c14d@posting.google.com>
Source record: 29628

"Jon Bennett" <jonmhbennett@hotmail.com> wrote in message
news:<3e2d389a$0$224$cc9e4d1f@news.dial.pipex.com>...
> Anyone know where I can get a reasonably priced copy of NVDI 5 here in the
> UK? Anyone want to sell me their's if they don't need it anymore?
>
> Checked on Atari Workshop and ï¿½60 seems a bit steep to me!
>
60 pounds is steep, but that's the going rate. If you want it for
screen acceleration and not for printing, there's always fVDI, which
is free.

Galen

497. Re: atari spotting

Newsgroup: comp.sys.atari.st
Date: 2003-01-24 00:30:49 UTC
From: lp <gfa@basic.net>
Message-ID: <BA55F368.BDDB%gfa@basic.net>
Source record: 29629

in article 2b61dc2b.0301230644.5426a50b@posting.google.com, Mark at fried.man@sympatico.ca wrote on 1/23/03 9:44 AM:

> lp <gfa@basic.net> wrote in message news:<BA54EBAE.BDC2%gfa@basic.net>...
>>>> I was working my day job at the dump and found two Atari computers with
>>>> monitors and various drives and stuff. I did the right thing and ran them
>>>> over in my dozer and then placed the bits in the computer waste recycling
>>>> bin.
>>>>
>>> A$$!! you can't place unlike materials in waste recycling bins!! I guess
>>> training at the dump is pretty limited, huh?
>>
>> Consider the source, he works at a dump.
>> And such a moronic comment earned him slot #13 in my killfile.
>> Goodbye Dorkmeister...
>
> Whoa! I had no idea such an innocent coment could generate a flame
> war. Perhaps this guy is a Vanessa Mae fan and has all kinds of secret
> fantasies about her and her "G string"
> Mark

There's no flame war to it. I simply don't tolerate such stuff anymore, it's far better to edit the killfile and remove the crap talk from my screen. This way I don't even have to think about skipping it, suck lamers cease to exist on my end.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

498. Re: RAM Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-24 08:31:21 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <b0qtkbmeq1@pegasus.csx.cam.ac.uk>
Source record: 29630
Cross-posted to: comp.sys.atari.st,de.comp.sys.atari

"Ch.V." <ChVillard@wanadoo.fr> wrote in message
news:b0ook8mea1@news-reader11.wanadoo.fr...
> Hello,
>
> I'm looking for an extension RAMboard for my son's falcon ; he's
writing and
> 4Mo is too small for him now
>
> remove "PROUT" in the reply-to field to answer

Atari Workshop (www.atari-workshop.co.uk) and 16/32 Systems
http://www.1632-sales.zenwebhosting.com/acatalog/) in the UK sell
unpopulated expansion boards but you have to track down your own
SIMMs, IIRC B & C (www.myatari.com) in the USA sell both populated and
unpopulated expansion boards.

Stephen Moss

499. Re: What HD driver to use to work with Link (1)/SCSI drive ANDMegafile at same time?

Newsgroup: comp.sys.atari.st
Date: 2003-01-24 09:08:24 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b0qvsh$s6qgt$1@ID-27442.news.dfncis.de>
Source record: 29631

Galen wrote:

> I don't know if HD Driver will work, but it is widely considered to be

HDDRIVER will work, but it seems as if Rob has a problem in general,
most likely related to his hardware. Termination, cables (too long?),
for instance, as you have already pointed out.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

500. ADV: Bravo Sierra: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-01-24 09:17:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0301240113440.414-100000@shell1.aracnet.com>
Source record: 29632
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, I avoid going into debt and I avoid making promises I can't keep! This includes not offering services that I cant follow up with! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New/ Good Home! So I'm involved in saving Orphaned Atari's from Atari Heaven! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/auctions.htm Why I hate!
http://www.aracnet.com/~atari/bspolicy.htm Affects you too!
http://www.aracnet.com/~atari/caveat.htm Buyer Beware!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators.
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
http://www.aracnet.com/~atari/testing.htm My Test Standards!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/windoze.htm Certainly not GEM!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

501. [PUB}: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-01-24 17:46:26 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e317bf633b2d50@pandora.be>
Source record: 29633
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**docs**
ftp://chapelie.rma.ac.be/atari/docs/atariaes_doc.tgz
(95.012 bytes) AES Documentation.

**editors**
ftp://chapelie.rma.ac.be/atari/editors/qed.5.0.2-nl.lzh
(397.143 bytes) Qed 5.02 Dutch version

**html-edit**
ftp://chapelie.rma.ac.be/atari/html-edit/html-utils/gemtidy_084.zip
(238.244 bytes) GEMtidy is "HTML tidy" with a graphical user interface (GUI),
with support for some useful GEM message protocols to interact with
other software like Joe (an HTML editor), LUNA, EZ_EDIT...

**internet**
ftp://chapelie.rma.ac.be/atari/internet/utilities/itime002.lzh
(84.631 bytes) Internet Time is a program for use with IConnect to
show time online in the menu bar. If not online then the icon reports
"Offline". (German/English)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/file_search/find_it-206.lzh
(301.769 bytes) Powerfull file search utility. French/English

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
******** Greetings from Okami Newsreader *********
```

** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

502. Re: What HD driver to use to work with Link (1)/SCSI drive ANDMegafile at same time?

Newsgroup: comp.sys.atari.st
Date: 2003-01-24 19:25:01 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <kogY9.2867$RZ.27947@newsfep4-win.server.ntli.net>
Source record: 29634

Hello.

"Rob Aries" <r.aries@rcn.com> wrote in message
news:BA54EFB6.8AEA%r.aries@rcn.com...
> Hi,
>
> I'm taking my ST out of mothballs after almost 7 years of using a Mac
(I'll
> use the ST for midi editing). I've forgotten a lot so I'm grateful for
any
> help.
>
> I have an old Megafile 30 that is probably going to die soon. A friend
gave
> me a 170 meg SCSI drive and ICD Link (original). I want to transfer the
> data from the Megafile to the SCSI drive. I've daisy chained the drives
> (ST-->Megafile-->Link-->SCSI drive).

Copied from similar topic on Tim's Atari group.

This is intriguing.....

Having just hooked up a TOS 1.02 STF, a Megafile 30 and a Seagate 48mb SCSI
using a link 1 I can report that either AHDI, v6.06 or ICD 'The Link'
software
both work.

AHDI is dreadfully slow, as always, ICD pops up quite smartly, shows the M30
as an Adaptec unit, the Seagate as an 157 and shows the partitions enabled.

The desktop will depend on the .INF file on the boot drive/floppy, it will
not show the second set of icons. These will need installing.

The Megafile should burst into life at power up. No half hour waiting!!!!

Listen for both the fan and the drive spinning up. If you can't hear the
drive, temporarily block the fan.

If it don't spin up.....

Let it stop wittering then switch on the ST. Start the second (SCSI) unit
before the first (megafile).

Or press reset once all are fired up.

Barrie. www.keychange.co.uk

> From what I understand, the ICD driver software included with the Link
works
> only with ICD host adapters,

Not true, see above.

> Also, I understand there are some DIP switches on the Megafile (haven't
> cracked it open yet). I assume I'll have to turn termination OFF there.
Is
> that switch marked so I'll know what the hell I'm doing?:-) TIA,

Leave all the switches as is unless you need to change the unit number,
which, at present, you don't.

Set the SCSI drive ID to 2.

503. Re: What HD driver to use to work with Link (1)/SCSI drive ANDMegafile at same time?

Newsgroup: comp.sys.atari.st
Date: 2003-01-24 19:27:06 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1043458237.31289.1@despina.uk.clara.net>
Source record: 29644

Hi Galen

> Termination is part voodoo.

No its not, rules are rules.

>Since the ST doesn't have internal termination

Of course it hasn't, its not a SCSI device.

> (as opposed to the TT, for example), a two device SCSI
> chain should have BOTH drives terminated.

Wrong, the start and the end of the chain should be terminated, i.e. SCSI host <=> last device.

>That said, my STe refused to play by the rules, and its four device chain had only one
> terminator -- a through terminator placed BEFORE the fourth device.
> Go figure.
>
> One last note. Old SCSI cables can drive you crazy. If you can't get
> it to work no matter what, it's probably the cabling.

What's age got to do with anything, most of the materials are a few billions of years old?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.445 / Virus Database: 250 - Release Date: 21/01/2003

504. Re: atari spotting

Newsgroup: comp.sys.atari.st
Date: 2003-01-24 19:29:19 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1043458239.31289.2@despina.uk.clara.net>
Source record: 29645

Hi Lonny

> > A$$!! you can't place unlike materials in waste recycling bins!! I guess
> > training at the dump is pretty limited, huh?
>
> Consider the source, he works at a dump.
> And such a moronic comment earned him slot #13 in my killfile.
> Goodbye Dorkmeister...

Just checking Lonny, what number am i in your killfile lately?.
--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.445 / Virus Database: 250 - Release Date: 21/01/2003

505. ftp client?

Newsgroup: comp.sys.atari.st
Date: 2003-01-24 19:48:11 UTC
From: doom_master@SPAMbtinternet.com
Message-ID: <1fpb2y4.5qrbz51j3x7fuN%doom_master@SPAMbtinternet.com>
Source record: 29635

hi, whats the best ftp client for TOS, but pref under MagiC OS? By best,
i mean most reliable and compatible! :)
TIA

--
Steve
= = =
http://massiveftp.dyndns.org/

506. Re: What HD driver to use to work with Link (1)/SCSI drive ANDMegafile at same time?

Newsgroup: comp.sys.atari.st
Date: 2003-01-24 20:09:53 UTC
From: Rob Aries <r.aries@rcn.com>
Message-ID: <BA5707C0.8C34%r.aries@rcn.com>
Source record: 29636

Barrie,

Thanks for the reply!

I'll try setting the SCSI drive ID to #2 as you suggested. It's presently at 0 ands the Megafile is #1. I did muck around with the DIP switch in the Megafile but I'll put it back to where it was.

Still curious about the termination issue. Is this a factor with AHDI? I used to use the Megafile by itself and it worked fine but since it's now in the *middle* of the chain, termination should be off, shouldn't it?

Also I'm slightly confused by the different terminology. Is "unit number" the same as SCSI id? And the "bus" number--I assume that BOTH drives will share the SAME bus #, like on a regular SCSI machine with multiple buses but more than one drive on each.

Rob Aries

> Hello.
>
> "Rob Aries" <r.aries@rcn.com> wrote in message
> news:BA54EFB6.8AEA%r.aries@rcn.com...
>> Hi,
>>
>> I'm taking my ST out of mothballs after almost 7 years of using a Mac
> (I'll
>> use the ST for midi editing). I've forgotten a lot so I'm grateful for
> any
>> help.
>>
>> I have an old Megafile 30 that is probably going to die soon. A friend
> gave
>> me a 170 meg SCSI drive and ICD Link (original). I want to transfer the
>> data from the Megafile to the SCSI drive. I've daisy chained the drives
>> (ST-->Megafile-->Link-->SCSI drive).
>
> Copied from similar topic on Tim's Atari group.
>
> This is intriguing.....
>
> Having just hooked up a TOS 1.02 STF, a Megafile 30 and a Seagate 48mb SCSI
> using a link 1 I can report that either AHDI, v6.06 or ICD 'The Link'
> software
> both work.

>
> AHDI is dreadfully slow, as always, ICD pops up quite smartly, shows the M30
> as an Adaptec unit, the Seagate as an 157 and shows the partitions enabled.
>
> The desktop will depend on the .INF file on the boot drive/floppy, it will
> not show the second set of icons. These will need installing.
>
> The Megafile should burst into life at power up. No half hour waiting!!!!
>
> Listen for both the fan and the drive spinning up. If you can't hear the
> drive, temporarily block the fan.
>
> If it don't spin up.........
>
> Let it stop wittering then switch on the ST. Start the second (SCSI) unit
> before the first (megafile).
>
> Or press reset once all are fired up.
>
> Barrie. www.keychange.co.uk
>
>> From what I understand, the ICD driver software included with the Link
> works
>> only with ICD host adapters,
>
> Not true, see above.
>
>> Also, I understand there are some DIP switches on the Megafile (haven't
>> cracked it open yet). I assume I'll have to turn termination OFF there.
> Is
>> that switch marked so I'll know what the hell I'm doing?:-) TIA,
>
> Leave all the switches as is unless you need to change the unit number,
> which, at present, you don't.
>
> Set the SCSI drive ID to 2.
>
>
>
>
>
>

507. Re: What HD driver to use to work with Link (1)/SCSI drive ANDMegafile at same time?

Newsgroup: comp.sys.atari.st
Date: 2003-01-24 20:36:06 UTC
From: Rob Aries <r.aries@rcn.com>
Message-ID: <BA570DE5.8C36%r.aries@rcn.com>
Source record: 29637

> I spent some time pondering this one, for you are quite correct that
> the included Link software won't likely boot the Megafile. I suspect
> that AHDI (the Atari utilities) might work, and they are freely
> available. Give it a try.

Actually the Link s/w does work with the Megafile, though the ICD docs say otherwise.

> I don't know if HD Driver will work, but it is widely considered to be
> the best software available. It is commercial, and the author himself
> frequents this group.

I found it and downloaded the demo. It's restricted in that it won't see more than the first 4 partitions of a drive but that should be enough for my needs. Still, the same problem as with the ICD software: each drive can be seen individually but not together.

> On the other hand, if you don't intend to use the Megafile much
> longer, you might want to just copy to floppy. A one-time only
> transfer of 40 disks wouldn't take more than a couple of hours.

Yea that might be the only way to do it. I wonder if I'll ever find any DD floppies anywhere though :-)

I was also thinking about a null-modem transfer through serial ports to my Mac, then back to the other drive. If I could figure out how to do it, it might be something I could just leave the computers on all night to do; better than switching floppies :-)

> Termination is part voodoo. Since the ST doesn't have internal
> termination (as opposed to the TT, for example), a two device SCSI
> chain should have BOTH drives terminated. That said, my STe refused
> to play by the rules, and its four device chain had only one
> terminator -- a through terminator placed BEFORE the fourth device.
> Go figure.

I have a terminator somewhere I can try.
>
> One last note. Old SCSI cables can drive you crazy. If you can't get
> it to work no matter what, it's probably the cabling.

I haven't ruled out one of the cables (the short one I use to daisy-chain the Link & SCSI drive). Someday I'll get it all sorted out, thanks!

Robert

508. Re: What HD driver to use to work with Link (1)/SCSI drive ANDMegafile at same time?

Newsgroup: comp.sys.atari.st
Date: 2003-01-24 21:24:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200301242224.a56687@su2.maus.de>
Source record: 29510

BAK>Set the SCSI drive ID to 2.
Keep in mind that AHDI scans the chain beginning at 0 upwards and will stop when it finds the first ID with no drive corresponding to.

509. Re: Tos 2.06 chips

Newsgroup: comp.sys.atari.st
Date: 2003-01-24 21:25:13 UTC
From: spnuk <siht@back2spam.com>
Message-ID: <b0sb5gvcc1@newsg4.svr.pol.co.uk>
Source record: 29638

"Frederic Pecourt" <fpecourt@ifrance.com> wrote in message
news:3E2FDE95.C632E86@ifrance.com...
>
>
> Steve Brownjohn wrote:
> >
> > Hi all,
> > Does anyone know where I could get hold of a set of HI and LO TOS 2.06
ROM
> > chips?
>
> Get the TOS from the internet, split it into two even/odd seperate 128Kb
> files, and have it flashed on two 29f010 flash eproms. That's the way I
> did last month.
>
> >
> > Thanks
> >
> > Steve
This is illegal as you have not paid a licence fee on the intellectual
property of the owners, such piracy will be reported to your ISP and
complaints lodged with the moderator of this NG

510. Re: Tos 2.06 chips

Newsgroup: comp.sys.atari.st
Date: 2003-01-24 21:56:01 UTC
From: Frederic PECOURT <fpecourt@ifrance.com>
Message-ID: <3E31B671.3090502@ifrance.com>
Source record: 29639

spnuk a ï¿½crit:

>>
> This is illegal as you have not paid a licence fee on the intellectual
> property of the owners, such piracy will be reported to your ISP and
> complaints lodged with the moderator of this NG
>
>
THIS IS ABSOLUTELY NOT ILLEGAL SINCE I ALREADY OWN AN ATARI MEGASTE WHICH
WAS SHIPPED WITH ORIGINALS TOS 2.06 ROMS WHICH I CAN DECIDE TO USE ON ANY
OTHER STE IN MY POSSESSION AND EVEN MAKE THOUSANDS OF COPIES FOR MY USE.

IF YOU WANT TO PLAY THE SHERIF THIS IS THE WRONG PLACE, AND THERE'S
SOMETHING I WOULD ADVISE YOU : R E M O V E !

511. Re: RAM Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-24 22:04:57 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <BwiY9.13513$t51.10503@news.bellsouth.net>
Source record: 29640
Cross-posted to: comp.sys.atari.st,de.comp.sys.atari

> I'm looking for an extension RAMboard for my son's falcon ; he's writing and
> 4Mo is too small for him now

http://www.wizztronics.com

They have a good falcon RAM board.
It's kind of picky about the type SIMM you use...best to have them match it up
for you.

Brian

512. Re: ftp client?

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 00:11:33 UTC
From: Dave Wade <g8mqw@hotmail.com>
Message-ID: <b0sknm$sihp9$1@ID-40235.news.dfncis.de>
Source record: 29641

I had no end of problems with all the ones I tried. In the end I ran the
server on the ATARI butI guess you can't do that...

"Captain Wesker" <doom_master@SPAMbtinternet.com> wrote in message
news:1fpb2y4.5qrbz51j3x7fuN%doom_master@SPAMbtinternet.com...
> hi, whats the best ftp client for TOS, but pref under MagiC OS? By best,
> i mean most reliable and compatible! :)
> TIA
>
> --
> Steve
> = = =
> http://massiveftp.dyndns.org/

513. Re: Tos 2.06 chips

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 00:45:05 UTC
From: spnuk <siht@back2spam.com>
Message-ID: <b0sms8nnp1@news6.svr.pol.co.uk>
Source record: 29642

"Frederic PECOURT" <fpecourt@ifrance.com> wrote in message
news:3E31B671.3090502@ifrance.com...
>
>
> spnuk a crit:
>
> >>
> > This is illegal as you have not paid a licence fee on the intellectual
> > property of the owners, such piracy will be reported to your ISP and
> > complaints lodged with the moderator of this NG
> >
> >
> THIS IS ABSOLUTELY NOT ILLEGAL SINCE I ALREADY OWN AN ATARI MEGASTE WHICH
> WAS SHIPPED WITH ORIGINALS TOS 2.06 ROMS WHICH I CAN DECIDE TO USE ON ANY
> OTHER STE IN MY POSSESSION AND EVEN MAKE THOUSANDS OF COPIES FOR MY USE.
>
> IF YOU WANT TO PLAY THE SHERIF THIS IS THE WRONG PLACE, AND THERE'S
> SOMETHING I WOULD ADVISE YOU : R E M O V E !
>
No you are wrong and SHOUTING only only goes to show how ignorant you are!,
also you suggest this person does as you say you did, " download " and not
extract from his own machine, this would lead and suggest to others that to
own an Atari is not needed and that thousands of copies of the OS can be
distributed willy nilly by French people or other people who are not
British, if everyone carried on like this Atari would loose millions and
probably be forced out of business by French People or People with french
or non English sounding names, your spelling of Sherif is also wrong and by
the way we don't have sheriffis in England They come from America which
thankfully are not alowed on this Ng

514. Atari Online News, Etc. #05-04

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 01:32:38 UTC
From: danap8@aol.com
Message-ID: <20030124203238.16993.00000213@mb-cc.aol.com>
Source record: 29643

```
A-ONE #0504 01/24/03

~ ISPs Must Trace Piracy ~ People Are Talking! ~ HighWire News Update!
~ Atari++ Emulator News! ~ Apple's Safari Browser ~ Judge Bars Spam!
~ Nintendo Next-Gen Plan ~ ASMA Archive Updated! ~ Coming Soon: eBay-TV
~ MS Told to Carry Java! ~ FreeBSD Available! ~ Lindows Suit Is On!

-* Mitnick Is Unleashed, Online *-
-* Microsoft Reveals Code to Russia! *-
-* Total Information Awareness Project Curbs? *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

515. Re: Tos 2.06 chips

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 03:15:21 UTC
From: lp <gfa@basic.net>
Message-ID: <BA576B79.BE47%gfa@basic.net>
Source record: 29496

in article b0sms8nnp1@news6.svr.pol.co.uk, spnuk at siht@back2spam.com
wrote on 1/24/03 7:45 PM:

>
> "Frederic PECOURT" <fpecourt@ifrance.com> wrote in message
> news:3E31B671.3090502@ifrance.com...
>>
>>
>> spnuk a ï¿½crit:
>>
>>>>
>>> This is illegal as you have not paid a licence fee on the intellectual
>>> property of the owners, such piracy will be reported to your ISP and
>>> complaints lodged with the moderator of this NG
>>>
>>>
>> THIS IS ABSOLUTELY NOT ILLEGAL SINCE I ALREADY OWN AN ATARI MEGASTE WHICH
>> WAS SHIPPED WITH ORIGINALS TOS 2.06 ROMS WHICH I CAN DECIDE TO USE ON ANY
>> OTHER STE IN MY POSSESSION AND EVEN MAKE THOUSANDS OF COPIES FOR MY USE.
>>
>> IF YOU WANT TO PLAY THE SHERIF THIS IS THE WRONG PLACE, AND THERE'S
>> SOMETHING I WOULD ADVISE YOU : R E M O V E !
>>
> No you are wrong and SHOUTING only only goes to show how ignorant you are!,
> also you suggest this person does as you say you did, " download " and not
> extract from his own machine, this would lead and suggest to others that to
> own an Atari is not needed and that thousands of copies of the OS can be
> distributed willy nilly by French people or other people who are not
> British, if everyone carried on like this Atari would loose millions and
> probably be forced out of business by French People or People with french
> or non English sounding names, your spelling of Sherif is also wrong and by
> the way we don't have sheriffis in England They come from America which
> thankfully are not alowed on this Ng

There is no moderator here, if there was, probably alot of posters here
would already be gone.

What's all the hoopla about. TOS roms get copied all the time, they are all
over the web. Maybe I care, maybe I don't. I can't stop it, I doubt much
Atari in it's present form really cares anyway... or some ISP. My ISP
had this reaction. What is "Atari"? We don't support that...

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

516. Re: Tos 2.06 chips

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 05:45:12 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1043480165.89429@blade.atari-source.com>
Source record: 29497

spnuk wrote:

>
> "Frederic PECOURT" <fpecourt@ifrance.com> wrote in message
> news:3E31B671.3090502@ifrance.com...
>>
>>
>> spnuk a ï¿½crit:
>>
>> >>
>> > This is illegal as you have not paid a licence fee on the intellectual
>> > property of the owners, such piracy will be reported to your ISP and
>> > complaints lodged with the moderator of this NG
>> >
>> >
>> THIS IS ABSOLUTELY NOT ILLEGAL SINCE I ALREADY OWN AN ATARI MEGASTE WHICH
>> WAS SHIPPED WITH ORIGINALS TOS 2.06 ROMS WHICH I CAN DECIDE TO USE ON ANY
>> OTHER STE IN MY POSSESSION AND EVEN MAKE THOUSANDS OF COPIES FOR MY USE.
>>
>> IF YOU WANT TO PLAY THE SHERIF THIS IS THE WRONG PLACE, AND THERE'S
>> SOMETHING I WOULD ADVISE YOU : R E M O V E !
>>
> No you are wrong and SHOUTING only only goes to show how ignorant you
> are!, also you suggest this person does as you say you did, " download "
> and not
> extract from his own machine, this would lead and suggest to others that
> to own an Atari is not needed and that thousands of copies of the OS can
> be distributed willy nilly by French people or other people who are not
> British, if everyone carried on like this Atari would loose millions and
> probably be forced out of business by French People or People with french
> or non English sounding names, your spelling of Sherif is also wrong and
> by the way we don't have sheriffis in England They come from America which
> thankfully are not alowed on this Ng

The views of spnuk don't necessarily reflect the views of hrmm.. anyone.

Atari in it's present form doesn't give two hoots. In fact last I checked
the rights to TOS were sold to Milan which is doing SO much these days.
Downloading TOS from the internet... illegal if you don't already own a
copy. But the way these things work is that if you DID own a copy and it
was DESTROYED which TOS chips happen to have nice aging pins that fall off,
etc then you are allowed to replace those chips with your own backup copy.
The law is a bit sketchy about this but honestly. It's 256k of code.
woooowee.. Chances are the person needs a copy of TOS to burn to ROMs or
roms themselves, it means he has an ATARI MACHINE which probably shipped

with TOS 2.06! Logic suggests that he by definition then owns a legal copy of it for that machine. Circumstances that might different from this are in my situation where I bought a bulk of Mega STe motherboards. And honestly, I don't care who comes to get me, I will use Eprom copies of my legally owned TOS 2.06 to get them working.

Spnuk you're the one who is ignorant because A: Atari won't care and the Atari that would have cared went out of business a looong time ago. B: this newsgroup doesn't have a moderator, and C: most ISP's have MUCH more important things to worry about then someone illegally burning a copy of a 256k total size 9+ year old OS. These laws really matter for projects like Aranym or with shipping a commercial product. That's where injury can happen and that's where lawsuits can come into play. And why would you yell at someone who wants to burn a copy of TOS to get an authentic atari machine running to do - who knows. Maybe he's the programmer who will rewrite MiNT to finally have virtual memory. So that finally we can have dynamic libraries - so that in the end something like running gnome for vdi might be feasible. You never know what you're doing until you think in the big picture ;-)

Anyway, I suggest valium. Really helps with these matters ;-)

--
Mark
- http://atari-source.com
- Tower F030,Tower MSTe, 2 ethernec's, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx - all fun.

517. Newbie - cont.

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 08:06:27 UTC
From: MrZammler <none@nowhere.com>
Message-ID: <pan.2003.01.25.10.06.25.921929.2603@nowhere.com>
Source record: 29499

Hi all,

I had posted a topic some days ago, about a broken 520. I have the machine now with me.

It is actually a 520STE. I've connected the TV out to my TV cards antenna connector, and I think I got a signal from the ST in channel 32. However, I cant make out anything, just that it gives something when turned on, a what it seems - white screen.

There are 4 simms. I presume that's the memory, seems to be tight fit into place, although the top-most simm slot has a pin broken.

There are some wires going from a chip labeled "68901P" to some other chips next to it. What's the reason for this?

There is no floppy activity.

All of the chips on the mobo seem seeted ok on their slots, and the board is in a good overal condition.

Anyway, I'm guessing the problem lies in one of those memory slots, but I need some advice from you.

Any ideas on how I can get this beast running will be very much appriciated.

Thanks,
MrZammler

518. Re: Tos 2.06 chips

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 08:13:54 UTC
From: Frederic PECOURT <fpecourt@ifrance.com>
Message-ID: <3E324742.8020808@ifrance.com>
Source record: 29498

spnuk a ï¿½crit:
> "Frederic PECOURT" <fpecourt@ifrance.com> wrote in message
> news:3E31B671.3090502@ifrance.com...
>
>>
>>spnuk a ï¿½crit:
> No you are wrong and SHOUTING only only goes to show how ignorant you are!,
> also you suggest this person does as you say you did, " download " and not
> extract from his own machine, this would lead and suggest to others that to
> own an Atari is not needed and that thousands of copies of the OS can be
> distributed willy nilly by French people or other people who are not
> British, if everyone carried on like this Atari would loose millions and
> probably be forced out of business by French People or People with french
> or non English sounding names, your spelling of Sherif is also wrong and by
> the way we don't have sheriffis in England They come from America which
> thankfully are not alowed on this Ng
>
>
if my english spelling in wrong, what about your french and your
bullshit email address ?

Hummm, it looks like you are at war with french people, old history.
Maybe you faggot are still afraid of being invaded ? Napoleon had no
tunnel to ride through, but we built it, be careful !!!
And do not worry, we have much nicer people than you to talk with like
Irish people. Yes, had you forgotten your vallium yesterday ?

Everyone takes its responsibilities, I have the usage rights for a TOS
2.06, and everyone who nowadays would make copies, even illegal ones,
has only one thing in mind : Atari REVIVAL of a dead society!!!! not HACK !

And I am not sure what the law would say if this guy already owns an STE
equipped with TOS 1.6x and would upgrade it with 2.06. In opposite to
the present Microsoft Windows OS wich has a real new OS each year, the
ATARI TOS was more seen as an improved system for the machine you
already own.

The best in this poor message exchange, is that if you look for Atari
Roms in the net, were would you most probably land ? Guess ?
Well, in the UK for sure: http://www.atari-roms.fsnet.co.uk

Hey bobbie, have a rest.

519. Re: [PUB}: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 08:53:33 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0301250947270.85-100000@easymint>
Source record: 29500
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

On Fri, 24 Jan 2003, Martin "Nightowl" Byttebier wrote:

> New at the Belgian ftp-site chapelie.rma.ac.be

> **editors**
> ftp://chapelie.rma.ac.be/atari/editors/qed.5.0.2-nl.lzh
> (397.143 bytes) Qed 5.02 Dutch version

I installed the Dutch version, but first got a series of error messages
complaining about errors in the syn_cfg.qed file. But after selecting
"Opties > Parameters bewaren" to re-save my *.qed configuration files
everything is back to normal again - maar nu in het Nederlands.

Martin Tarenskeen

520. Re: ftp client?

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 10:12:10 UTC
From: fartfart@yahoo.com
Message-ID: <3e3262fa$0$1331$626a54ce@news.free.fr>
Source record: 29501

On 24 Jan 2003 19:48:11 , Captain Wesker wrote:

Hi Captain,

The best under Tos, even if without Gem, is aftp 0,88 for me.
Can be found on Chapelie.

Regards

521. Re: Tos 2.06 chips

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 10:40:47 UTC
From: spnuk <siht@back2spam.com>
Message-ID: <b0tpp7$fl1$1@news6.svr.pol.co.uk>
Source record: 29502

I diddn't realy care, you were just yesterdays wind up victim
Respect!!!

522. Re: ftp client?

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 10:45:05 UTC
From: doom_master@SPAMbtinternet.com
Message-ID: <1fpc8gy.s2wvb31qbha68N%doom_master@SPAMbtinternet.com>
Source record: 29504

> The best under Tos, even if without Gem, is aftp 0,88 for me.
> Can be found on Chapelie.

cheers, i'll take a look at this. thanks:)

--
Steve
= = =
http://massiveftp.dyndns.org/

523. Re: ftp client?

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 10:45:06 UTC
From: doom_master@SPAMbtinternet.com
Message-ID: <1fpc8hu.u13ejz1jabl9aN%doom_master@SPAMbtinternet.com>
Source record: 29503

> I had no end of problems with all the ones I tried. In the end I ran the
> server on the ATARI butI guess you can't do that...

i'm after a client-app tbh, but what server apps have you ran on atari?
Thanks dave.

--
Steve
= = =
http://massiveftp.dyndns.org/

524. Re: Tos 2.06 chips

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 11:30:01 UTC
From: Frederic PECOURT <fpecourt@ifrance.com>
Message-ID: <3E327539.3060705@ifrance.com>
Source record: 29505

Everything OK, have a nice week-end.

spnuk a ï¿½crit:
> I diddn't realy care, you were just yesterdays wind up victim
> Respect!!!
>
>
>
>

525. Re: ftp client?

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 12:19:38 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <b0tvcq$smd4h$1@ID-40235.news.dfncis.de>
Source record: 29506

"Captain Wesker" <doom_master@SPAMbtinternet.com> wrote in message
news:1fpc8hu.u13ejz1jabl9aN%doom_master@SPAMbtinternet.com...
> > I had no end of problems with all the ones I tried. In the end I ran the
> > server on the ATARI butI guess you can't do that...
>
> i'm after a client-app tbh, but what server apps have you ran on atari?

Just the FTP server. I can't remeber where it came from. I run that on the
ST and then use FTP Explorer on the PC and can just drag and drop files....

> Thanks dave.
>
> --
> Steve
> = = =
> http://massiveftp.dyndns.org/

526. Re: atari spotting

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 12:49:53 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e323326c95773@attbi.com>
Source record: 29507

>This may be old news, but I was looking at a Vanessa Mae album
>"Vanessa Mae The Violin Player" and I noticed that it was "scored and
>sequenced using Atari 1040 with C-Lab Notator" I thought that was
>cool. The album was recorded in 93-94.
>Anyway she is not exactly my cup of tea musically, I'm more of a
>classical type.
>Mark

Hello Mark,

I am sure there are Atari computers today still being used for
MIDI. Alot of people know that having a computer with built-in
MIDI is much better than ones that have to have MIDI added as an
attached card. I have some CD's that were done using a ST. Kind of
neat. People say Atari is dead, but do not realize how many users
out in this world still use them...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

527. Re: ftp client?

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 12:49:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e323326c95774@attbi.com>
Source record: 29508

>hi, whats the best ftp client for TOS, but pref under MagiC OS? By best,
>i mean most reliable and compatible! :)
>TIA

Hello,

I use the latest version of aFTP. Works great under MagicNet and
MintNet. It sometimes crashes my Hades under Magic if I try and
close the box that is up on the screen that says "connecting". Now
I just stop the program by clicking on it's icon in TaskBar...
Other than that, I have no problems...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

528. Re: Newbie - cont.

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 12:49:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e323326c95775@attbi.com>
Source record: 29509

>Hi all,
>
>I had posted a topic some days ago, about a broken 520. I have the
>machine now with me.
>
>It is actually a 520STE. I've connected the TV out to my TV cards antenna
>connector, and I think I got a signal from the ST in channel 32. However,
>I cant make out anything, just that it gives something when turned on, a
>what it seems - white screen.

I have a 1040STe, but have never used the TV out put, but I am
sure that it is suppose to work on Channels 2, 3 or 4.

>There are 4 simms. I presume that's the memory, seems to be tight fit
>into place, although the top-most simm slot has a pin broken.

That could be the problem if that SIMM is in the #1 position. The
STe should run with either 1, 2 or 4 1-meg SIMMS.

>there is no floppy activity.

Not even when you first turn it on?

>All of the chips on the mobo seem seeted ok on their slots, and the board
>is in a good overal condition.

Good...

>Anyway, I'm guessing the problem lies in one of those memory slots, but I
>need some advice from you.

It may be a loose chip somewhere. You may want to just press down
on all of the chips/simms. I have gotten some ST's to work doing
that.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

529. Re: atari spotting

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 13:19:36 UTC
From: Big Fella <Say-no-to-skinny@Big.fellas.com>
Message-ID: <3e328ef0$0$20226@echo-01.iinet.net.au>
Source record: 29511

This coming from the dickhead that loves amigas. My friend bought an A500
off you. since we know where you live you wont mind us dumping a truck load
of horse shit at your front door.

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:joHX9.7$rB.4332@nsw.nnrp.telstra.net...
>
> Mark <fried@achilles.net> wrote in message
> news:751b0ec4.0301211245.22b2cc0e@posting.google.com...
> > This may be old news, but I was looking at a Vanessa Mae album
> > "Vanessa Mae The Violin Player" and I noticed that it was "scored and
> > sequenced using Atari 1040 with C-Lab Notator" I thought that was
> > cool. The album was recorded in 93-94.
> > Anyway she is not exactly my cup of tea musically, I'm more of a
> > classical type.
> > Mark
>
> I was working my day job at the dump and found two Atari computers with
> monitors and various drives and stuff. I did the right thing and ran them
> over in my dozer and then placed the bits in the computer waste recycling
> bin.
>
>
>
>

530. Re: .ST to Real Atari

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 14:55:17 UTC
From: rezx0x@yahoo.com
Message-ID: <5851020c.0301250655.253985f5@posting.google.com>
Source record: 29512
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> What TOS does your Atari have?

I have STe and STf.
I believe the STe is TOS 1.4, not sure about the STf.
Anyway, I will be using the STf for .st and .msa files.

> you will need a formatting program for the Atari that will put a PC boot sector on the disk.

Please email me the program.

Thanks again!

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message news:<3e2515481ed78e1@attbi.com>...
> >Thanks! Ed,
> >
> >Works great on the STTOMSA side!
> >No problems creating an MSA.
> >BUT
> >When I transfer files from a Win98SE machine to a 720K Atari formatted
> >disk, the disks become "damaged" when I try to run the program on the
> >Atari.
> >I've had this problem ever since upgrading from 95.
> >
> >Any ideas?
>
> What TOS does your Atari have? I have a STe and can format disks
> on it, insert it in my wife's PC. put files on it and then put it
> back into my STe and get those files with no problems. If you have
> a TOS that is less than 1.4, you will need a formatting program
> for the Atari that will put a PC boot sector on the disk. I have
> one somewhere. Email me if you need it.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

531. Re: [PUB}: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 15:30:36 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e32af16a06580@pandora.be>
Source record: 29513

on Sat 25-01-2003 09:53 Martin Tarenskeen wrote:

>On Fri, 24 Jan 2003, Martin "Nightowl" Byttebier wrote:
>
>> New at the Belgian ftp-site chapelie.rma.ac.be
>
>> **editors**
>> ftp://chapelie.rma.ac.be/atari/editors/qed.5.0.2-nl.lzh
>> (397.143 bytes) Qed 5.02 Dutch version
>
>I installed the Dutch version, but first got a series of error messages
>complaining about errors in the syn_cfg.qed file. But after selecting
>"Opties > Parameters bewaren" to re-save my *.qed configuration files
>everything is back to normal again - maar nu in het Nederlands.

Indeed. I got this at the beginning too. Now Qed runs smootly again. I
only wished the current version was a little bit more stable.
Qed crash sometimes when I do cut/paste or even just copy.
ps. the same happens with the html editor Joe.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

532. Re: atari spotting

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 19:52:44 UTC
From: swampfax1@atlantic.net
Message-ID: <gWBY9.25$t5.98530@news1.atlantic.net>
Source record: 29514

On 25 Jan 2003 12:49:53 , "Edward S. Baiz Jr." wrote:
>
>Hello Mark,
>
>I am sure there are Atari computers today still being used for
>MIDI. Alot of people know that having a computer with built-in
>MIDI is much better than ones that have to have MIDI added as an
>attached card. I have some CD's that were done using a ST. Kind of
>neat. People say Atari is dead, but do not realize how many users
>out in this world still use them...
>
>--
>Edward S. Baiz Jr.
> (Gamer)
>

My 2 cents:

Although I don't use it commercially, my Mega 4 (TOS 1.02) is still
running my studio since 1987 without a glitch! It's 720k floppy is plenty
for MIDI files since they are small. The Mega is one heck of a work horse!
I use a Falcon to record to CD.

John G.

533. Re: Newbie - cont.

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 20:24:48 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b0urqg$j81$1@thorium.cix.co.uk>
Source record: 29515

In message <3e323326c95775@attbi.com>, edbaizjr@attbi.com said:

>I have a 1040STe, but have never used the TV out put, but I am
>sure that it is suppose to work on Channels 2, 3 or 4.

Mr Zammler's address doesn't reveal where he is. I suspect though that it's in Europe, where output is normally on Channel 36 UHF. Although some European countries use VHF for TV, the UK for instance no longer does. In the US (and perhaps other NTSC countries) it was usual to use low VHF channels, as you suggest.

The same applies in general to VCRs and STBs etc. I think.

Regards, /Peter/

534. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 20:33:49 UTC
From: Bruce Cowan <bruce.cowan@ukonline.co.uk>
Message-ID: <3e32f54f$0$28816$afc38c87@news.ukonline.co.uk>
Source record: 29516

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:BA0A3C71.28330%nameerf@flash.net...
> in article as0ige$9lc$1@news.eunet.yu, Djordje Vukovic at vdjole@EUnet.yu
> wrote on 11/26/02 11:36 AM:
>
> > On 26 Nov 2002 17:46:12 , Mike Kerslake wrote:
> >> On Tue, 26 Nov 2002 10:31:24 -0500, Mark Duckworth
> >> <mducksub@no-spam.atari-source.com> wrote:
> >>
> >>> Nevermind the fact that you need 400 psi of pressure to push the
buttons
> >>> down, or that the mouse is bigger than my head. ;-)
> >>
> >> The biggest shock after coming from my cheap but good Windows mouse to
> >> the Atari one was how low the resolution was and how clunky the
> >> switches were!
> >
> > Btw. internals of the Atari mouse went through several revisions, using
> > at least two types of switches and two or three types of optical sensors
> > using wheels with different number of openings (i.e. resolution).
> > In at least one variant the buttons were supported by plastic blades
> > which acted like hinges but were quite stiff. Drilling two 4mm-5mm dia.
holes
> > through each of these blades (so that the cross-section and therefore
> > stiffness were reduced) helped to reduce the needed push-button force
> > significantly.
>
> One time, on my old ST, the old brick mouse had its button hardware break.
> The switch itself worked, just not the switch-pressing plastic piece. I
> performed a little surgery on it (figured I was just going to throw it
away
> anyway, might as well play) and inserted a small plastic "stick" between
the
> actual button and the switch. It reduced the distance the button had to
move
> in order to press the switch. The button was much more responsive,
lighter,
> less clunky, whatever you want to call it. There were some times when it
was
> almost too responsive and I would accidentally press it by placing my
finger
> lightly on the button. I shortened the stick by a miniscule amount and it
> was just about perfect. I haven't done that with the mouse on my Falcon,
as

> I don't really mind it all that much, and I don't know if the idea was
just
> a fluke and if it wouldn't damage the mouse to do it again. Just thought
it
> was an interesting thing to have happen.
>
> Mike Freeman
> nameerf@flash.net

My old atari mouse works perfectlyt and the buttons on it clcik down easily.
They were quite chunky and i do have 2 of them and they both work perfectly
>

535. Re: Newbie - cont.

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 21:11:31 UTC
From: MrZammler <none@nowhere.com>
Message-ID: <pan.2003.01.25.23.11.29.609153.5528@nowhere.com>
Source record: 29517

On Sat, 25 Jan 2003 22:24:48 +0200, xlator wrote:

> In message <3e323326c95775@attbi.com>, edbaizjr@attbi.com said:
>
>>I have a 1040STe, but have never used the TV out put, but I am sure that
>>it is suppose to work on Channels 2, 3 or 4.
>
> Mr Zammler's address doesn't reveal where he is. I suspect though that
> it's in Europe, where output is normally on Channel 36 UHF. Although
> some European countries use VHF for TV, the UK for instance no longer
> does. In the US (and perhaps other NTSC countries) it was usual to use
> low VHF channels, as you suggest.
>
> The same applies in general to VCRs and STBs etc. I think.
>
> Regards, /Peter/

Yes, I'm in Europe (Greece). Sorry, I didnt clarify this in my original
post.

MrZammler

536. Re: Newbie - cont.

Newsgroup: comp.sys.atari.st
Date: 2003-01-25 21:13:19 UTC
From: MrZammler <none@nowhere.com>
Message-ID: <pan.2003.01.25.23.13.18.544157.5528@nowhere.com>
Source record: 29518

On Sat, 25 Jan 2003 14:49:56 +0200, Edward S. Baiz Jr. wrote:

>>Hi all,
>>
>>I had posted a topic some days ago, about a broken 520. I have the
>>machine now with me.
>>
>>It is actually a 520STE. I've connected the TV out to my TV cards
>>antenna connector, and I think I got a signal from the ST in channel 32.
>>However, I cant make out anything, just that it gives something when
>>turned on, a what it seems - white screen.
>
> I have a 1040STe, but have never used the TV out put, but I am sure that
> it is suppose to work on Channels 2, 3 or 4.
>
>>There are 4 simms. I presume that's the memory, seems to be tight fit
>>into place, although the top-most simm slot has a pin broken.
>
> That could be the problem if that SIMM is in the #1 position. The STe
> should run with either 1, 2 or 4 1-meg SIMMS.

I'll start checking those.

>>there is no floppy activity.
>
> Not even when you first turn it on?

Nope. Should there be a clicking noise or something?

>>All of the chips on the mobo seem seeted ok on their slots, and the
>>board is in a good overal condition.
>
> Good...
>
>>Anyway, I'm guessing the problem lies in one of those memory slots, but
>>I need some advice from you.
>
> It may be a loose chip somewhere. You may want to just press down on all
> of the chips/simms. I have gotten some ST's to work doing that.
>

Will try, thanks.

MrZammler

537. Screenblaster

Newsgroup: comp.sys.atari.st
Date: 2003-01-26 00:35:11 UTC
From: jdplace@prodigy.net
Message-ID: <33GY9.306$Vh1.456147134@newssvr17.news.prodigy.com>
Source record: 29519

I recently purchased a used screenblaster for my Falcon. It came with Screenblaster II and III software, but III is a French version. Does anyone know what the most recent version is,
and if it available anywhere for download?

538. Re: Newbie - cont.

Newsgroup: comp.sys.atari.st
Date: 2003-01-26 08:59:12 UTC
From: Themis Papassilekas <gryzorstopspam@gryzor.info>
Message-ID: <11plsf0dm8smt$.1vv5v9t1rqw5y.dlg@40tude.net>
Source record: 29520

On Sat, 25 Jan 2003 10:06:27 +0200, MrZammler wrote:

> There are 4 simms. I presume that's the memory, seems to be tight fit
> into place, although the top-most simm slot has a pin broken.

What exactly do you mean -is is the SIMM that has the problem or the slot?
If it's the SIMM itself just take all four out of the ST and plug one or
two good ones in... If you're interested I have two 256k SIMMs left from my
1040STe -and I'm in Athens.

Kalhmera :)
Themis

--
Reality is that, which, when you stop believing in it, doesn't go away
--P.K.Dick
(http://gryzor.info - remove "stopspam" from email address to reach me)

539. Re: ftp client?

Newsgroup: comp.sys.atari.st
Date: 2003-01-26 09:10:50 UTC
From: <>
Message-ID: <1043568908-652645AEicMi@ntlworld.com>
Source record: 29521

rom: doom_master@SPAMbtinternet.com (Captain Wesker)
Date: Sat, 25 Jan 2003 10:45:06 +0000

>i'm after a client-app tbh, but what server apps have you ran on atari?

You can use Vassiliss' FTP Server if you also run MagxNet (both from his web site). If you have file sharing on a Windows computer you could use his Samba port instead for LAN use.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

540. Re: Newbie - cont.

Newsgroup: comp.sys.atari.st
Date: 2003-01-26 14:04:34 UTC
From: MrZammler <none@nowhere.com>
Message-ID: <pan.2003.01.26.16.04.33.958222.11098@nowhere.com>
Source record: 29522

Geia Xara Themi,

> On Sat, 25 Jan 2003 10:06:27 +0200, MrZammler wrote:
>
>
>> There are 4 simms. I presume that's the memory, seems to be tight fit
>> into place, although the top-most simm slot has a pin broken.
>
> What exactly do you mean -is is the SIMM that has the problem or the
> slot?

It's the slot that has the problem. It is the one closer to the back of
the machine.

> If it's the SIMM itself just take all four out of the ST and plug one or
> two good ones in... If you're interested I have two 256k SIMMs left from
> my 1040STe -and I'm in Athens.

I think I might be able to locate one or two here (Crete). If not, I'll
let you know.

> Kalhmera :)
> Themis
>

Thanks,
MrZammler - Manolhs

541. Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-26 14:42:44 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <ius73v4g4o53ptcrog5g7vv6btnpf9he1t@4ax.com>
Source record: 29523
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

The "Ultimate Virus Killer 2000" is the industry standard virus killer for the Atari ST/TT/Falcon platform. The program has been around for about 14 years, and turned shareware a while ago. The latest version, 8.2, was released October 10 2001.
There is now an official "UVK 2000" support site where you can download the program, find descriptions of all Atari TOS-platform computer viruses (and their symptoms) and more. It's located at http://www.uvk2000.com.
This message is being sent to three newsgroups. If you think this constitutes spam, or if you think this message does not belong in your particular newsgroup, please contact me via the website and I will refrain from posting to the newgroup in the future.
Thanks for your time.

542. STNICCC - Atari 16-bit Scene Reunion and Database Central site thing...

Newsgroup: comp.sys.atari.st
Date: 2003-01-26 14:45:10 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <l2t73v86bn1bff7hko684uu286j62jrsst@4ax.com>
Source record: 29524
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

Are you a member of the former 16-bit Atari 'scene'? Did you, perchance, visit the "ST News International Christmas Coding Convention", in Oss, Netherlands, December 1990? Or the reunion in December 2000? Or were you an otherwise active member of the aforementioned scene?

Then you should not wait a second longer and surf over to http://www.stniccc.com to discover that, in fact, there is a totally revamped site that covers these - and other - Atari scene events. It also contains Atari Scene Central, a repository of information on where all Atari 16-bit Scene people are now...

543. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-26 14:51:35 UTC
From: "David H. Lipman" <DLipman~nospam~@Verizon.Net>
Message-ID: <XBSY9.7303$qb1.5324@nwrddc01.gnilink.net>
Source record: 29525
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

Richard:

Released Oct '01 ?

Sounds as if it is already out-of-date !

Dave

544. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-26 15:15:22 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <oqu73vcojj36lvahsiunnkstd89fghkph3@4ax.com>
Source record: 29526

On Sun, 26 Jan 2003 14:51:35 GMT, "David H. Lipman"
<DLipman~nospam~@Verizon.Net> wrote:

>Richard:
>
>Released Oct '01 ?
>
>Sounds as if it is already out-of-date !
>
>Dave
>

As long as there are no reports of new viruses or other new bootsector-using
software, it is still quite up-to-date. Hopefully it will remain up-to-date
forever (meaning there will be no new viruses on ST/Falcon/TT/whatever) ever.

545. Re: Newbie - cont.

Newsgroup: comp.sys.atari.st
Date: 2003-01-26 21:11:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e33fa40758672@attbi.com>
Source record: 29527

> >>>there is no floppy activity.
>>
>> Not even when you first turn it on?
>
>Nope. Should there be a clicking noise or something?

Yes there should be something. I hope you have bad drive and not a
bad floppy controller. Check the connections to the drive just to
make sure.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

546. Taskbar

Newsgroup: comp.sys.atari.st
Date: 2003-01-26 21:11:45 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e33fa40758673@attbi.com>
Source record: 29528

Hello everyone,

I recently acquired what I think is the latest version of Taskbar. It is a great program and I now favor it over MultiStrip. There are some things that need work like the icon option. Taskbar lets you assign an icon to anything that appears in the taskbar. This works fine except when I run some of these programs the icon does not show up until I run the taskbar configuration option and then click on "apply" with the option to show icons highlighted. Also, if I run Cab (which I have an icon assigned), quit Cab and then run something else, what ever I run has Cab's icon next to it. I can fix all this by again using the taskbar configuration option. Anyone else has this happen to them? I am using Taskbar under Magic.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

547. Author of MagicNet contacted me

Newsgroup: comp.sys.atari.st
Date: 2003-01-26 21:11:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e33fa40758674@attbi.com>
Source record: 29529

Hello,

The author of MagicNet contacted me and apologized for not answering my as well as everyone else's email. Seems he was having some proglems. He emailed an upgrade beta version of Magic that he hoped would work with Ozk's new NEC ethernet card driver. It partially worked. The new driver plus the present version of Magicnet used to crash my Hades, but with this beta version installed, the Hades booted up fine. I just could not connect to the LAN. Hopefully things will get ironed out and the author will release a finished product. Nice to see he is still on the job.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

548. Re: Author of MagicNet contacted me

Newsgroup: comp.sys.atari.st
Date: 2003-01-26 21:32:30 UTC
From: Mark Duckworth <mducksub@nospaamatari-source.com>
Message-ID: <1043623511.883657@blade.atari-source.com>
Source record: 29530

Edward S. Baiz Jr. wrote:

> Hello,
>
> The author of MagicNet contacted me and apologized for not
> answering my as well as everyone else's email. Seems he was having
> some proglems. He emailed an upgrade beta version of Magic that he
> hoped would work with Ozk's new NEC ethernet card driver. It
> partially worked. The new driver plus the present version of
> Magicnet used to crash my Hades, but with this beta version
> installed, the Hades booted up fine. I just could not connect to
> the LAN. Hopefully things will get ironed out and the author will
> release a finished product. Nice to see he is still on the job.
>

Yes,

But I'd like to see sources for MagiCnet or find out what it took to get it
to happen. Since there's no MiNT kernel I guess it is just the mintnet api
ported to magic. Interesting, it would be nice to see mintnet libs for
purec. Anyone know if it is possible to program for STiK using Gcc/mint?
I have been unsuccessful thus far.

Thanks,
Mark
http://atari-source.com

549. Vim (Vi) RPM for MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-26 21:56:49 UTC
From: sean0ceallaigh@yahoo.com
Message-ID: <c6402c6a.0301261356.fed548c@posting.google.com>
Source record: 29531

Are there an binaries/rpm packages for Mint
of the editor VIM? Or should I just get the source
and build it on my falcon using gcc?

Sean

550. Re: [PUB}: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-01-26 22:20:00 UTC
From: Johann-Wilhelm_Arndt@LU.maus.de
Message-ID: <200301262320.a29839@lu.maus.de>
Source record: 29534

Hi Martin,

>Qed crash sometimes when I do cut/paste or even just copy. ps. the
>same happens with the html editor Joe.

That's strange, Qed crashed with a buserror when I scrolled in a long text
near the end. Did you tell the author about it?

Johann

551. Re: Taskbar

Newsgroup: comp.sys.atari.st
Date: 2003-01-26 22:25:51 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b11n9f$21e$1@tyfon.itea.ntnu.no>
Source record: 29532

Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:
> Anyone else has this happen to them? I am using Taskbar under
> Magic.

This last sentence explains everything... Although I have a version of MagiC somewhere, it will not run on my Milan so any tests with MagiC is very difficult. I would not expect Taskbar to work properly on anything but MiNT/N.AES (if that...) and maybe XaAES. There are a few things that has never worked properly under MagiC, icons is one of them.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

552. Re: Vim (Vi) RPM for MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-26 22:50:17 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb38p67.lbj.atari@core.preferuje.luzik.pl>
Source record: 29533

> Are there an binaries/rpm packages for Mint
> of the editor VIM? Or should I just get the source
> and build it on my falcon using gcc?

See http://sparemint.atari.org and/or http://easymint.atari.org

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

553. Re: Author of MagicNet contacted me

Newsgroup: comp.sys.atari.st
Date: 2003-01-27 00:25:33 UTC
From: lp <gfa@basic.net>
Message-ID: <BA59E6AD.BEA1%gfa@basic.net>
Source record: 29535

in article 1043623511.883657@blade.atari-source.com, Mark Duckworth at mducksub@nospaamatari-source.com wrote on 1/26/03 4:32 PM:

> Yes,
>
> But I'd like to see sources for MagiCnet or find out what it took to get it
> to happen. Since there's no MiNT kernel I guess it is just the mintnet api
> ported to magic. Interesting, it would be nice to see mintnet libs for
> purec. Anyone know if it is possible to program for STiK using Gcc/mint?
> I have been unsuccessful thus far.

I managed to interface STiK to GFA, I would hope GCC could be made to do so. Actually all you need to do it port the wrappers for the functions and bingo. I could probably do this in GCC with a little time, but I don't use GCC myself so my level of motivation is not so high. I'm certain it's doable though. ;-))

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

554. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-27 00:29:38 UTC
From: Roy <qq.5.Roy@spamgourmet.com>
Message-ID: <MPG.189e70d195cf41c698991a@News.CIS.DFN.DE>
Source record: 29536
Cross-posted to: alt.comp.virus,comp.sys.atari.st

In article <XBSY9.7303$qb1.5324@nwrddc01.gnilink.net>,
DLipman~nospam~@Verizon.Net says...

> Sounds as if it is already out-of-date !
>
>

Only if anyone is still writing viruses for the Atari.

Cheers,

Roy

555. Re: Author of MagicNet contacted me

Newsgroup: comp.sys.atari.st
Date: 2003-01-27 00:53:08 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1043635477.949384@blade.atari-source.com>
Source record: 29537

lp wrote:

> in article 1043623511.883657@blade.atari-source.com, Mark Duckworth at
> mducksub@nospaamatari-source.com wrote on 1/26/03 4:32 PM:
>
>> Yes,
>>
>> But I'd like to see sources for MagiCnet or find out what it took to get
>> it
>> to happen. Since there's no MiNT kernel I guess it is just the mintnet
>> api
>> ported to magic. Interesting, it would be nice to see mintnet libs for
>> purec. Anyone know if it is possible to program for STiK using Gcc/mint?
>> I have been unsuccessful thus far.
>
> I managed to interface STiK to GFA, I would hope GCC could be made to
> do so. Actually all you need to do it port the wrappers for the functions
> and bingo. I could probably do this in GCC with a little time, but I
> don't
> use GCC myself so my level of motivation is not so high. I'm certain it's
> doable though. ;-))
>
>

Yeah lonny, but I certainly don't have the expertise yet ;)
Mark

--
Mark
- http://atari-source.com
- Tower F030,Tower MSTe, 2 ethernec's, 2 Jaguars, 1 Jaguar toilet unit, 1
Lynx - all fun.

556. Re: Author of MagicNet contacted me

Newsgroup: comp.sys.atari.st
Date: 2003-01-27 02:46:17 UTC
From: lp <gfa@basic.net>
Message-ID: <BA5A07A9.BEAF%gfa@basic.net>
Source record: 29538

in article 1043635477.949384@blade.atari-source.com, Mark Duckworth at mduckworth@spaamnot.atari-source.com wrote on 1/26/03 7:53 PM:

> lp wrote:
>
>> in article 1043623511.883657@blade.atari-source.com, Mark Duckworth at
>> mducksub@nospaamatari-source.com wrote on 1/26/03 4:32 PM:
>>
>>> Yes,
>>>
>>> But I'd like to see sources for MagiCnet or find out what it took to get
>>> it
>>> to happen. Since there's no MiNT kernel I guess it is just the mintnet
>>> api
>>> ported to magic. Interesting, it would be nice to see mintnet libs for
>>> purec. Anyone know if it is possible to program for STiK using Gcc/mint?
>>> I have been unsuccessful thus far.
>>
>> I managed to interface STiK to GFA, I would hope GCC could be made to
>> do so. Actually all you need to do it port the wrappers for the functions
>> and bingo. I could probably do this in GCC with a little time, but I
>> don't
>> use GCC myself so my level of motivation is not so high. I'm certain it's
>> doable though. ;-))
>
> Yeah lonny, but I certainly don't have the expertise yet ;)

It's been ages since I looked at the original stik devkit, everything you need is there in "C" already, it just needs tweaked for GCC. Actually it was harder to make it work under GFA cause I had to port the "C" backwards.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

557. Re: What HD driver to use to work with Link (1)/SCSI drive ANDMegafile at same time?

Newsgroup: comp.sys.atari.st
Date: 2003-01-27 07:23:34 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b12msj$v27tl$2@ID-27442.news.dfncis.de>
Source record: 29539

Rob Aries wrote:

> Still curious about the termination issue. Is this a factor with AHDI? I

The rules for correct termination are not a software issue. The first
and last *physical* devices of the SCSI chain (i.e. the two devices at
the end of the cable) must be terminated, any other device must not be
terminated. That's all and it's the same for any platform.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

558. Re: What HD driver to use to work with Link (1)/SCSI drive ANDMegafile at same time?

Newsgroup: comp.sys.atari.st
Date: 2003-01-27 15:02:19 UTC
From: Rob Aries <r.aries@rcn.com>
Message-ID: <BA5AB42A.8D08%r.aries@rcn.com>
Source record: 29540

My mistake. I meant *ACSI*, not *AHDI* :-)

The question remains, however you seem to have answered it ("same for any platform"). So ACSI is similar in termination needs to SCSI, correct?

Do you or anyone else know where termination is controlled on the Megafile 30?

tx,

Rob Aries

Uwe Seimet <Uwe.Seimet@seimet.de> wrote:

> Rob Aries wrote:
>
>> Still curious about the termination issue. Is this a factor with AHDI? I
>
> The rules for correct termination are not a software issue. The first
> and last *physical* devices of the SCSI chain (i.e. the two devices at
> the end of the cable) must be terminated, any other device must not be
> terminated. That's all and it's the same for any platform.

559. Re: atari spotting

Newsgroup: comp.sys.atari.st
Date: 2003-01-27 15:58:11 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <yvcZ9.15$wN1.3643@nsw.nnrp.telstra.net>
Source record: 29541

Big Fella <Say-no-to-skinny@Big.fellas.com> wrote in message
news:3e328ef0$0$20226@echo-01.iinet.net.au...
> This coming from the dickhead that loves amigas. My friend bought an A500
> off you. since we know where you live you wont mind us dumping a truck
load
> of horse shit at your front door.
>

Go ahead, I haven't lived there in 18 months. Even if I did find a pile of
horse shit on my front door I would...

1. Use it to fertilize my garden
2. Give the relevant authorities your email and your friends details

Have a nice day.

560. Re: Taskbar

Newsgroup: comp.sys.atari.st
Date: 2003-01-27 17:09:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200301271809.a15721@b.maus.de>
Source record: 29646

> Although I have a version of MagiC somewhere, it will not run on my
> Milan

You need a special version of MagiC. Here runs the version 6.10 on a Milan.

Gerhard

561. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-27 17:12:27 UTC
From: Patrick <p.nolan@attbi.no.spam.com>
Message-ID: <Xns93105E3537E91PNOLAN.032@216.148.227.77>
Source record: 29542
Cross-posted to: alt.comp.virus,comp.sys.atari.st

Roy <qq.5.Roy@spamgourmet.com> wrote in
news:MPG.189e70d195cf41c698991a@News.CIS.DFN.DE:

> In article <XBSY9.7303$qb1.5324@nwrddc01.gnilink.net>,
> DLipman~nospam~@Verizon.Net says...
>
>> Sounds as if it is already out-of-date !
>>
>>
>
> Only if anyone is still writing viruses for the Atari.
>
> Cheers,
>
> Roy
>

Perhaps the use of the Atari is designed to avoid viruses ;-)

--
Regards,
Patrick Nolan
Virus Researcher - Fortinet
http://www.fortinet.com

/* The views of this poster reflect that of his
own and not that of his employer. */

562. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-27 17:33:06 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <c8ra3vohmlh6b7mek0cucaa811aa2b9t2k@4ax.com>
Source record: 29543
Body handling: HTML body converted to readable text

On Mon, 27 Jan 2003 17:12:27 GMT, Patrick wrote:

>Roy wrote in
>news:MPG.189e70d195cf41c698991a@News.CIS.DFN.DE:
>
>> In article ,
>> DLipman~nospam~@Verizon.Net says...
>>
>>> Sounds as if it is already out-of-date !
>>>
>>>
>>
>> Only if anyone is still writing viruses for the Atari.
>>
>> Cheers,
>>
>> Roy
>>
>
>Perhaps the use of the Atari is designed to avoid viruses ;-)

I am not sure if I understand that sentence. But if you mean the Atari was designed to avoid viruses, um, it wasn't. It could have, though, quite easily.
Don't know about any of the new TOS incarnations. Maybe the programmers took care of bootsector viruses at least.

563. Re: [PUB}: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-01-27 17:44:28 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e3576101bf8af1@pandora.be>
Source record: 29544

on Sun 26-01-2003 22:20 Johann-Wilhelm Arndt wrote:

>Hi Martin,
>
>>Qed crash sometimes when I do cut/paste or even just copy. ps. the
>>same happens with the html editor Joe.
>
>That's strange, Qed crashed with a buserror when I scrolled in a long text
>near the end. Did you tell the author about it?

So far I never have encountered the long text problem only that very
annoying cut/paste, copy problem.

Yes I did tell the author about this problem but it seems he has no clue
what's wrong.
I wonder if qed and Joe uses the same libraries

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom.
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

564. Please, helpme!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-27 19:15:00 UTC
From: jorgevergara <cowskin@chile.com>
Message-ID: <b13t0k$75l$1@news1.nivel5.cl>
Source record: 29545

Good evenings in CHILE!!

Finally I could recover my old man ATARI ST FM of the technical service. Now I need that me they collaborate with programs for my white and black monitor. I lost all in the truck of the change. If they have the gentility of saying to me where I can find programs of processors of text, schedules of calculation and games, for high resolution, would be grateful very much For Regards

Jorge Vergara
Chile
South Am&#65533;rica

565. Re: Author of MagicNet contacted me

Newsgroup: comp.sys.atari.st
Date: 2003-01-27 22:09:04 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e35adf420b7900@tripnet.se>
Source record: 29647

In comp.sys.atari.st <BA59E6AD.BEA1%gfa@basic.net>
lp wrote on Sun 26-01-2003 19:25 (-0500):

>in article 1043623511.883657@blade.atari-source.com, Mark Duckworth at
>mducksub@nospaamatari-source.com wrote on 1/26/03 4:32 PM:

>> purec. Anyone know if it is possible to program for STiK using Gcc/mint?
>> I have been unsuccessful thus far.
>
>I managed to interface STiK to GFA, I would hope GCC could be made to

I also looked at your GFA code and with some modifications it is usable
with STinG as well.

I began writing a Ping utility program and got it working well including
the call-back function to fetch the returning ICMP packets via an
Assembler inline.

I had plans to write a graphical "connection status control tool" with
Face Value and GFA but never finished it. Partly because my old Face
Value copy has some bugs that I guess newer versions don't have... It's
hard to locate and buy updates these days...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

566. Re: Author of MagicNet contacted me

Newsgroup: comp.sys.atari.st
Date: 2003-01-27 23:07:57 UTC
From: lp <gfa@basic.net>
Message-ID: <BA5B25FD.BED5%gfa@basic.net>
Source record: 29648

in article 3e35adf420b7900@tripnet.se, Kenneth Medin at kennethm@tripnet.se wrote on 1/27/03 5:09 PM:

> I also looked at your GFA code and with some modifications it is usable
> with STinG as well.

It should work as is with sting, but if you refer to adding additional code to support some of stings extras, yes that is correct.

> I began writing a Ping utility program and got it working well including
> the call-back function to fetch the returning ICMP packets via an
> Assembler inline.
>
> I had plans to write a graphical "connection status control tool" with
> Face Value and GFA but never finished it. Partly because my old Face
> Value copy has some bugs that I guess newer versions don't have... It's
> hard to locate and buy updates these days...

I also have an older facevalue which I never used. You can get updates from run software, but last I inquired there was no English version. My old one was English at least.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

567. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-27 23:11:52 UTC
From: Roy <qq.5.Roy@spamgourmet.com>
Message-ID: <MPG.189fbf3a354ccb3498991d@News.CIS.DFN.DE>
Source record: 29649
Cross-posted to: alt.comp.virus,comp.sys.atari.st

In article <Xns93105E3537E91PNOLAN.032@216.148.227.77>,
p.nolan@attbi.no.spam.com says...

> Roy <qq.5.Roy@spamgourmet.com> wrote in
> > Only if anyone is still writing viruses for the Atari.
> >
> > Cheers,
> >
> > Roy
> >
>
> Perhaps the use of the Atari is designed to avoid viruses ;-)
>

My old STE, and before that ST, was remarkably virus free. I can only
ever remember seeing one, from an infected magazine cover disk I think,
and that was more of a prank.

Happy daze..... :-)

Cheers,

Roy

568. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-27 23:37:33 UTC
From: "David H. Lipman" <DLipman~nospam~@Verizon.Net>
Message-ID: <1pjZ9.4830$P64.229@nwrddc02.gnilink.net>
Source record: 29650
Cross-posted to: alt.comp.virus,comp.sys.atari.st

Roy:

And how many years ago was that ?
You do realize that the number of virus released into the wild has increased significantly.

Dave

569. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-28 00:00:57 UTC
From: "David H. Lipman" <DLipman~nospam~@Verizon.Net>
Message-ID: <ZKjZ9.4875$P64.2805@nwrddc02.gnilink.net>
Source record: 29651
Cross-posted to: alt.comp.virus,comp.sys.atari.st

Neither did my TI99-4/A

Dave

570. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-28 01:27:03 UTC
From: Roy <qq.5.Roy@spamgourmet.com>
Message-ID: <MPG.189fe962764bdae989922@News.CIS.DFN.DE>
Source record: 29652
Cross-posted to: alt.comp.virus,comp.sys.atari.st

In article <1pjZ9.4830$P64.229@nwrddc02.gnilink.net>,
DLipman~nospam~@Verizon.Net says...

> And how many years ago was that ?
> You do realize that the number of virus released into the wild has increased
> significantly.
>

More than I care to remember! :-)

I doubt that many have been written, let alone released, in recent years for the Atari platform. Even when those machines, very nice in their day, were at their zenith, relatively few viruses were directed at them compared to Wintel machines, I think, which even then (late '80s/early '90s ?) were heavily under attack. And they mainly arrived via infected floppies.

I quickly learnt to be very careful indeed when I switched over, and I'm on line (and therefore potentially more vulnerable) far more than I was on my Atari. Did you ever use a BBC 'B' on line by the way? An entirely different experience given the then speed of modems, not to mention the cost of the phone call for ever ticking away in the background!

Cheers,

Roy

571. Re: Please, helpme!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-28 04:01:44 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301272001.7883435a@posting.google.com>
Source record: 29653

"jorgevergara" <cowskin@chile.com> wrote in message news:<b13t0k$75l$1@news1.nivel5.cl>...
> Good evenings in CHILE!!
>
> Finally I could recover my old man ATARI ST FM of the technical service. Now
> I need that me they collaborate with programs for my white and black
> monitor. I lost all in the truck of the change. If they have the gentility
> of saying to me where I can find programs of processors of text, schedules
> of calculation and games, for high resolution, would be grateful very much

Try http://www.spythis.com/cca/dir.html .

Galen

572. Re: What HD driver to use to work with Link (1)/SCSI drive ANDMegafile at same time?

Newsgroup: comp.sys.atari.st
Date: 2003-01-28 04:11:54 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301272011.1d34c57e@posting.google.com>
Source record: 29654

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1043458237.31289.1@despina.uk.clara.net>...
> Hi Galen
>
> > Termination is part voodoo.
>
> No its not, rules are rules.

In theory, I agree. In reality, I've had to break the rules a few
times to get things to work.

> > (as opposed to the TT, for example), a two device SCSI
> > chain should have BOTH drives terminated.
>
> Wrong, the start and the end of the chain should be terminated, i.e. SCSI
> host <=> last device.

Does the Link have terminators? I'm not sure, to be honest, but I
don't think it does. If not, my statement and yours are identical as
concerns the Link. BTW, I agree with you.

> > One last note. Old SCSI cables can drive you crazy. If you can't get
> > it to work no matter what, it's probably the cabling.
>
> What's age got to do with anything, most of the materials are a few billions
> of years old?.
>
I really don't know the reason, but SCSI cables tend to be fragile. I
refuse to move mine, and I've encountered two cases when cables that
worked prior to disassembly did not work after reassembly. Since the
cabling is simply a bunch of insulated wires, it must be something to
do with the connectors. Regardless, I tend to suggest trying new
cables as a last resort, even if they worked 'before'.

Galen

573. Re: RAM Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-28 09:38:02 UTC
From: "Ch.V." <ChVillard@wanadoo.fr>
Message-ID: <b15k06$a2v$1@news-reader11.wanadoo.fr>
Source record: 29655
Cross-posted to: comp.sys.atari.st,de.comp.sys.atari

Thank you very much for your answers, it's very fair
If somebody wants to say something else about this probleme, could he post me also a mail ? Cause, I don't come here usely (I don't understand german..:)), sure you forgive me !!

cordialement,

"Ch.V." <ChVillard@wanadoo.fr> a ï¿½crit dans le message news: b0ook8mea1@news-reader11.wanadoo.fr...
Hello,

I'm looking for an extension RAMboard for my son's falcon ; he's writing and 4Mo is too small for him now

remove "PROUT" in the reply-to field to answer

cordialement,

574. Re: Please, helpme!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-28 14:26:17 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3e369307$0$253$4c56ba96@master.news.zetnet.net>
Source record: 29656

Hi Jorge!

On 27 Jan 2003 15:15:00 , "jorgevergara" wrote:

>of saying to me where I can find programs of processors of text, schedules
>of calculation and games, for high resolution, would be grateful very much

I don't know about word processors other than to search FTP sites etc.

For a good spreadsheet program, why not try 3d-Calc? I have it on my
website at: http://www.users.zetnet.co.uk/jfhaslam/atari.htm

Cheers for now!

James


```
-------------------------------------------------------
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| ._____.
| | // //|
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
|the Club's website: http://www.cix.co.uk/~derryck |
-------------------------------------------------------
```

575. Re: Taskbar

Newsgroup: comp.sys.atari.st
Date: 2003-01-28 19:23:50 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b16lc6ieb1@tyfon.itea.ntnu.no>
Source record: 29657

Gerhard Stoll <Gerhard_Stoll@b.maus.de> wrote:
>> Although I have a version of MagiC somewhere, it will not run on my
>> Milan

> You need a special version of MagiC. Here runs the version 6.10 on a Milan.

I know, but I'm not interested in buying MagiC just for testing... I only
use MiNT nowadays.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

576. Re: What HD driver to use to work with Link (1)/SCSI drive ANDMegafile at same time?

Newsgroup: comp.sys.atari.st
Date: 2003-01-28 19:27:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200301282027.a60155@su2.maus.de>
Source record: 29677

Hi Rob,

RA>Do you or anyone else know where termination is controlled on the
RA>Megafile 30?
have a look on the adapter board.

RA>So ACSI is similar in termination needs to SCSI, correct?
IIRC the adpter is to be terminated and the last device hooked to this adapter as well.

Und TTschï¿½
ps

577. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-28 21:57:03 UTC
From: Lee Babcock <leebabcock@pathcom.com>
Message-ID: <3E36FCAF.D5E17250@pathcom.com>
Source record: 29658
Cross-posted to: alt.comp.virus,comp.sys.atari.st

"David H. Lipman" wrote:
>
> Neither did my TI99-4/A
>
> Dave

Neither did my Hyperion or Kaypro! Now, I can't carry them. <g>

Regards
Lee

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

578. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 00:23:56 UTC
From: XMFARD <Bitemy@ss.net>
Message-ID: <waFZ9.434370$FT6.85804504@news4.srv.hcvlny.cv.net>
Source record: 29659
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

gee... an antivirus program thats hasn't been updated in 27 months... and
it's free!!!

what a deal!!

"David H. Lipman" <DLipman~nospam~@Verizon.Net> wrote in message
news:XBSY9.7303$qb1.5324@nwrddc01.gnilink.net...
> Richard:
>
> Released Oct '01 ?
>
> Sounds as if it is already out-of-date !
>
> Dave
>
>

579. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 00:46:51 UTC
From: lp <gfa@basic.net>
Message-ID: <BA5C8EAB.BF24%gfa@basic.net>
Source record: 29660
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

Do you offer a more current one?
Some how I doubt it.

It is a deal. Are there free ones for other platforms?
Somehow I very much doubt that too!

- Lon

in article waFZ9.434370$FT6.85804504@news4.srv.hcvlny.cv.net, XMFARD at
Bitemy@ss.net wrote on 1/28/03 7:23 PM:

> gee... an antivirus program thats hasn't been updated in 27 months... and
> it's free!!!
>
> what a deal!!
>
>
>
> "David H. Lipman" <DLipman~nospam~@Verizon.Net> wrote in message
> news:XBSY9.7303$qb1.5324@nwrddc01.gnilink.net...
>> Richard:
>>
>> Released Oct '01 ?
>>
>> Sounds as if it is already out-of-date !
>>
>> Dave

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

580. Atari Falcon For Sale in US

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 04:38:27 UTC
From: Jeff Thomas <atari@charter.net>
Message-ID: <v3en3j222aukb9@corp.supernews.com>
Source record: 29661

I am getting ready to sell my Atari Falcon...so I am looking to see if a get
an offer I cant resist. This is the MACK DADDY of them all:

CLAB MKX FALCON
14 meg Ram
6 GIG IDE Hard Drive
4x External SCSI CDR
135 meg SyQuest SCSI Tape Backup
Screenblaster II
SVGA and Atari Monitor Adapters
Soundpool SPDIF Adapter
Cubase Audio with dongle and manuals
Soundpool Audiotracker with manual and dongle
CD Burner software
And TONS of software on the harddrive..mostly music related

This is the rarest of them all!!!!!

Interested?

atari@charter.net

581. no more Yahoo groups for rtdos

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 05:02:43 UTC
From: rtdos <rtdos@hotmail.com>
Message-ID: <TfJZ9.75201$_s4.38285@rwcrnsc54>
Source record: 29662

i've decided to move my groups from Yahoo to MSN for several reasons.
rather than waste anyone's time (i am sure most of you are tired of hearing
me complain about Yahoo) or bandwidth, click on the link below my name to
find out why i've choosen MSN over the others.

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Jeff
http://geocities.com/rtdos

582. Re: Atari Falcon For Sale in US

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 07:02:49 UTC
From: Starlord <starlord@in>
Message-ID: <BWLZ9.147$Z81.44784677@news.inreach.com>
Source record: 29663

Wish I could win the lottery, then I could replace my old dead Falcon!

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/

"Jeff Thomas" <atari@charter.net> wrote in message
news:v3en3j222aukb9@corp.supernews.com...
> I am getting ready to sell my Atari Falcon...so I am looking to see if a get
> an offer I cant resist. This is the MACK DADDY of them all:
>
> CLAB MKX FALCON
> 14 meg Ram
> 6 GIG IDE Hard Drive
> 4x External SCSI CDR
> 135 meg SyQuest SCSI Tape Backup
> Screenblaster II
> SVGA and Atari Monitor Adapters
> Soundpool SPDIF Adapter
> Cubase Audio with dongle and manuals
> Soundpool Audiotracker with manual and dongle
> CD Burner software
> And TONS of software on the harddrive..mostly music related
>
> This is the rarest of them all!!!!!
>
> Interested?
>
> atari@charter.net
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.445 / Virus Database: 250 - Release Date: 1/21/03

583. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 07:34:13 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <1q0f3vggc56fvkpnertveqc0chfumrn8ve@4ax.com>
Source record: 29664

On Wed, 29 Jan 2003 00:23:56 GMT, "XMFARD" <Bitemy@ss.net> wrote:

>gee... an antivirus program thats hasn't been updated in 27 months... and
>it's free!!!
>
>what a deal!!

It is difficult to spot irony in emails...
There has been no reason to update the UVK because there have been no *new*
developments since (not on the virus front, anyway). I could update the
actual release date text every once in a while if that makes people happy :-)
I challenge you to show me another virus killer on the Atari that's been
updated the past 5 to 7 years...

584. Re: What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 10:52:40 UTC
From: Andreas Schwab <schwab@suse.de>
Message-ID: <jelm14ut1j.fsf@sykes.suse.de>
Source record: 29665

lp <gfa@basic.net> writes:

|> in article p2792vc7qnea88pitc10ea0iaj151rte9v@4ax.com, Rob at
|> rob.jenkins2@btopenworld.com wrote on 1/14/03 6:34 PM:
|>
|> > I'm thinking since 1992 / 1993, there must have been improvements to
|> > the version that was distrubuted with the falcon, so having searched
|> > the net for "Mint AND atari", I find a lot of (what looks like
|> > complex) information about Mint, about installing it and about
|> > programming for it, but no simple, "this is what Mint does" (in Newbie
|> > language)
|>
|> You pretty much answered your own question. MiNT is, or rather
|> FreeMiNT is a free open source version of Atari's old MultiTOS
|> kernal.

This is backwards. MiNT existed long before MultiTOS, and has always
been free software.

Andreas.

--
Andreas Schwab, SuSE Labs, schwab@suse.de
SuSE Linux AG, Deutschherrnstr. 15-19, D-90429 Nï¿½rnberg
Key fingerprint = 58CA 54C7 6D53 942B 1756 01D3 44D5 214B 8276 4ED5
"And now for something completely different."

585. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 12:03:13 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0301291258090.391-100000@feanor>
Source record: 29666

Hi, Richard!

I think it's time to talk for those who usually keep their mouth shut:

I am glad to see UVK still being supported - even if there has not been
the need to "update" it for such a long time.

I am glad about your really informative UVK-Website.

I am glad that you don't take those silly postings seriously.

Regards,

Alexander

586. Re: What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 13:31:17 UTC
From: lp <gfa@basic.net>
Message-ID: <BA5D41D5.BF40%gfa@basic.net>
Source record: 29667

in article jelm14ut1j.fsf@sykes.suse.de, Andreas Schwab at schwab@suse.de
wrote on 1/29/03 5:52 AM:

> lp <gfa@basic.net> writes:
>
> |> in article p2792vc7qnea88pitc10ea0iaj151rte9v@4ax.com, Rob at
> |> rob.jenkins2@btopenworld.com wrote on 1/14/03 6:34 PM:
> |>
> |> > I'm thinking since 1992 / 1993, there must have been improvements to
> |> > the version that was distrubuted with the falcon, so having searched
> |> > the net for "Mint AND atari", I find a lot of (what looks like
> |> > complex) information about Mint, about installing it and about
> |> > programming for it, but no simple, "this is what Mint does" (in Newbie
> |> > language)
> |>
> |> You pretty much answered your own question. MiNT is, or rather
> |> FreeMiNT is a free open source version of Atari's old MultiTOS
> |> kernal.
>
> This is backwards. MiNT existed long before MultiTOS, and has always
> been free software.

I fail to see where I specificed which came first.
Whatever you say. :-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

587. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 14:17:50 UTC
From: kurt wismer <kurtw@sympatico.ca>
Message-ID: <Tjf_9.4388$nD1.980807@news20.bellglobal.com>
Source record: 29551
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

lp wrote:
> Do you offer a more current one?
> Some how I doubt it.
>
> It is a deal. Are there free ones for other platforms?
> Somehow I very much doubt that too!

well, doubting thomas, i guess you're in for a surprise... there are a number of free anti-virus products for intel machines, all of them updated regularly... f-prot for dos is free for personal, non-commercial use... avg is another...

--
"when surveys of all the world's countries are done,
canada frequently rates number one.
are we the best country? well we'll never know...
there's nowhere else we can afford to go."

588. CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 14:54:33 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3E37EB29.6A920A2D@siemens.at>
Source record: 29668

Hi,

Some weeks ago I put some files on a CD-RW on the PC to transfer them
to my Falcon. The CD-RW was not readable there. When I put the same
files on a CD-R I had no problems reading them on the Falcon.
Somewhere I found a hint that some old CD-Readers are not able
to read CD-RWs. This could be the case for my old 2x CD.
But does anyone know if it definitely is a hardware issue and I could
read CD-RWs with newer hardware or if it is a driver problem ?
Is there any software to even write CD-RWs on a Falcon ?

Thanks
Gerhard

589. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 15:08:05 UTC
From: Mark Duckworth <mducksub@nospaamatari-source.com>
Message-ID: <1043859701.398847@blade.atari-source.com>
Source record: 29670

Janka Gerhard wrote:

> Hi,
>
> Some weeks ago I put some files on a CD-RW on the PC to transfer them
> to my Falcon. The CD-RW was not readable there. When I put the same
> files on a CD-R I had no problems reading th
> Thanksem on the Falcon.
> Somewhere I found a hint that some old CD-Readers are not able
> to read CD-RWs. This could be the case for my old 2x CD.
> But does anyone know if it definitely is a hardware issue and I could
> read CD-RWs with newer hardware or if it is a driver problem ?
> Is there any software to even write CD-RWs on a Falcon ?
>
> Gerhard

It's definately the reader. Replace it with a more modern 16X reader of
some sort and your problems will be solved.

Mark

590. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 15:08:15 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <9grf3vs002fskc20q15870gkd41hfl8ved@4ax.com>
Source record: 29669

On Wed, 29 Jan 2003 13:03:13 +0100, Alexander Beuscher
<alexb@feanor.schunter.etc.tu-bs.de> wrote:

>
> Hi, Richard!
>
>I think it's time to talk for those who usually keep their mouth shut:
>
>I am glad to see UVK still being supported - even if there has not been
>the need to "update" it for such a long time.
>
>I am glad about your really informative UVK-Website.
>
>I am glad that you don't take those silly postings seriously.

Thanks for your kinds words. Do check out my other web sites, all of which
can be accessed from www.42nd.net :-)

591. Re: What Is MINT

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 15:14:04 UTC
From: Andreas Schwab <schwab@suse.de>
Message-ID: <jek7got2df.fsf@sykes.suse.de>
Source record: 29671

```
lp <gfa@basic.net> writes:

|> in article jelm14ut1j.fsf@sykes.suse.de, Andreas Schwab at schwab@suse.de
|> wrote on 1/29/03 5:52 AM:
|>
|> > lp <gfa@basic.net> writes:
|> >
|> > |> in article p2792vc7qnea88pitc10ea0iaj151rte9v@4ax.com, Rob at
|> > |> rob.jenkins2@btopenworld.com wrote on 1/14/03 6:34 PM:
|> > |>
|> > |> > I'm thinking since 1992 / 1993, there must have been improvements to
|> > |> > the version that was distrubuted with the falcon, so having searched
|> > |> > the net for "Mint AND atari", I find a lot of (what looks like
|> > |> > complex) information about Mint, about installing it and about
|> > |> > programming for it, but no simple, "this is what Mint does" (in Newbie
|> > |> > language)
|> > |>
|> > |> You pretty much answered your own question. MiNT is, or rather
|> > |> FreeMiNT is a free open source version of Atari's old MultiTOS
|> > |> kernal.
|> >
|> > This is backwards. MiNT existed long before MultiTOS, and has always
|> > been free software.
|>
|> I fail to see where I specificed which came first.
|> Whatever you say. :-)

I apologize, I have misunderstood you then.

Andreas.

--
Andreas Schwab, SuSE Labs, schwab@suse.de
SuSE Linux AG, Deutschherrnstr. 15-19, D-90429 Nï¿½rnberg
Key fingerprint = 58CA 54C7 6D53 942B 1756 01D3 44D5 214B 8276 4ED5
"And now for something completely different."
```

592. Re: [CT60] Benchs SDRAM !!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 15:59:46 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10301290956060.14579-100000@www.coazter.com>
Source record: 29681

That tells us what exactly?
Some numbers here and there.
How about a comparaison between this and a TT, or Falcon, or Milan.
How much faster is it with the SDRAM as opposed to without?

Numbers like this don't mean a whole lot to me to be honest,
just like me saying:
"You should hear this song, it goes, Am, C, C, G at 95Bpm...."
Anyway...., I hope it is plenty fast...

On Wed, 29 Jan 2003, Didier MEQUIGNON wrote:

> Hi,
>
> This is some results with the SDRAM on the CT60:
>
> NemBench v1.0 - precision CPU/FPU profiler.
> TURBO mode 640 x 400 x 2 colors (72 MHz)
>
> Integer multiply (16bit) -> 36.571 Mips (~5937%)
> Integer divide (16bit) -> 3.261 Mips (~898%)
> Linear (stalled) integer -> 96.376 Mips (~1207%)
> Interleaved (piped) integer -> 143.719 Mips (~1800%)
>
> Float multiply (64bit) -> 24.094 MegaFlops (~9092%)
> Float divide (64bit) -> 1.969 MegaFlops (~1138%)
> Linear (stalled) float -> 35.617 MegaFlops (~6682%)
> Interleaved (piped) float -> 35.617 MegaFlops (~6695%)
>
> 16bit read (100% hit) -> 141.843 MByte/sec (~1799%)
> 16bit write (100% hit) -> 138.888 MByte/sec (~2323%)
> 32bit read (100% hit) -> 285.714 MByte/sec (~1813%)
> 32bit write (100% hit) -> 277.777 MByte/sec (~4183%)
>
> Linear 256k read (STRam) -> 6.866 MByte/sec (~130%)
> Linear 256k write (STRam) -> 7.150 MByte/sec (~112%)
> Linear 256k copy (STRam) -> 3.517 MByte/sec (~110%)
>
> Linear 256k read (FastRam) -> 74.898 MByte/sec (~1422%)
> Linear 256k write (FastRam) -> 68.604 MByte/sec (~1076%)
> Linear 256k copy (FastRam) -> 28.870 MByte/sec (~902%)
>
> It's good, no ?
>
> Didier.

>
> --
> Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
> E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
> Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
> Atari FALCON 030/CT60 72MHz 14Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb
>
>

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://www.coazter.com

593. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 16:15:34 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.6e57cbf3.13e27642.wdwd@wd.com>
Source record: 29673

Hello,

Dans le message <slrnb3g03n.fhb.atari@core.preferuje.luzik.pl>
Adam Klobukowski a ï¿½crit:
>> It's definately the reader. Replace it with a more modern 16X reader of
>> some sort and your problems will be solved.

>My "modern" 16x drive does not read CD-RW too,. Try something more "modern"
>like 32x :)

I think it has nothing to do with "modernity", as there are still
recent CDR drives that are unable to read some formats.
So, rather than looking after modern or not, search for a drive that
can read CD-RW as well.
For CD burning, you could use Anodyne's CD-Writer suite, along with
Extendos Gold - they're great, though not completely finalized.
You then could burn CD-Rs as well as CD-RWs, either audio or data,
though you could experience problems with 700 MB CDs in some cases
(I lost more than 20 CDs, and I thougt it was because of my Ricoh
MP6200 drive. I then replaced it with a Yamaha CRW 4260t, and I had
the same problems. So I think it's CDWS that is having problems with
700 MB CDs).

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

594. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 16:31:23 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb3g03n.fhb.atari@core.preferuje.luzik.pl>
Source record: 29672

> It's definately the reader. Replace it with a more modern 16X reader of
> some sort and your problems will be solved.

My "modern" 16x drive does not read CD-RW too,. Try something more "modern"
like 32x :)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

595. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 18:37:24 UTC
From: Roy <qq.5.Roy@spamgourmet.com>
Message-ID: <MPG.18a212685377594b989926@News.CIS.DFN.DE>
Source record: 29674
Cross-posted to: alt.comp.virus,comp.sys.atari.st

In article <BA5C8EAB.BF24%gfa@basic.net>, gfa@basic.net says...

> It is a deal. Are there free ones for other platforms?

Yes.

> Somehow I very much doubt that too!
>

Shows how wrong you are - and out of touch.

Cheers,

Roy

596. [CT60] Benchs SDRAM !!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 18:55:17 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fpkcj0.183ju843yg4cgN%NOSPAMS@wanadoo.fr>
Source record: 29675

Hi,

This is some results with the SDRAM on the CT60:

NemBench v1.0 - precision CPU/FPU profiler.
TURBO mode 640 x 400 x 2 colors (72 MHz)

Integer multiply (16bit) -> 36.571 Mips (~5937%)
Integer divide (16bit) -> 3.261 Mips (~898%)
Linear (stalled) integer -> 96.376 Mips (~1207%)
Interleaved (piped) integer -> 143.719 Mips (~1800%)

Float multiply (64bit) -> 24.094 MegaFlops (~9092%)
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Linear (stalled) float -> 35.617 MegaFlops (~6682%)
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Linear 256k read (FastRam) -> 74.898 MByte/sec (~1422%)
Linear 256k write (FastRam) -> 68.604 MByte/sec (~1076%)
Linear 256k copy (FastRam) -> 28.870 MByte/sec (~902%)

It's good, no ?

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 14Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

597. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 19:10:11 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e38270aaf8c10@tripnet.se>
Source record: 29676

In comp.sys.atari.st <Pine.LNX.4.44.0301291258090.391-100000@feanor>
Alexander Beuscher wrote on Wed 29-01-2003 13:03 (+0100):

>I am glad to see UVK still being supported - even if there has not been
>the need to "update" it for such a long time.

Agreed. I'm also glad to use a platform with no new known viruses via
email or web or even bootsectors for several years! And still benefit
from very capable news/mail clients!

>I am glad that you don't take those silly postings seriously.

Nothing to bother about. He has probably been infected rescently by using
unsecure online tools and feels frustrated that we Atari users have next
to no problems with viruses :-)

On the other hand I do know a way to buffer overflow my email client just
by receiving an email composed in a special way. I have not (yet...)
tried out if it is possible to inject runable binary code into it to
write the first email virus in the Atari world. Probably will not work as
the executing program runs at a lower RAM address than the data buffers?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

598. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 20:32:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200301292132.a61041@su2.maus.de>
Source record: 29554

Hi,

JG>But does anyone know if it definitely is a hardware issue
I do think so.

JG>Is there any software to even write CD-RWs on a Falcon ?
CDRecorder is able to do so, and I suppose the anodyne soft will do it, too.

After you'll have bought a writer, you will have solved both your problems, for the write will read RWs anyway.

Und TTschï¿½
ps

599. Happy Birthday Nolan Bushnell!

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 21:40:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <iTXZ9.62907$Ik.2498063@typhoon.sonic.net>
Source record: 29678
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,de.comp.sys.atari,pl.comp.sys.atari,alt.atari.2600,alt.games.atari

Nolan Bushnell turns 60 years old on February 5th!

He didn't stick around Atari for very long, but we have him to thank for it,
and for arcade games and the rise of video games in general! :^)

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

(Who owns an 800, 800XL, 1200XL, 2600, 2600Jr, two Jaguars and two Lynx II's)

600. Re: Author of MagicNet contacted me

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 22:14:29 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e3852342caf550@tripnet.se>
Source record: 29679

```
In comp.sys.atari.st <BA5B25FD.BED5%gfa@basic.net>
lp wrote on Mon 27-01-2003 18:07 (-0500):

>in article 3e35adf420b7900@tripnet.se, Kenneth Medin at kennethm@tripnet.se
>wrote on 1/27/03 5:09 PM:
>
>> I also looked at your GFA code and with some modifications it is usable
>> with STinG as well.
>
>It should work as is with sting, but if you refer to adding additional code
>to support some of stings extras, yes that is correct.

You are correct. What I did was simply to add a few functions for the
STinG way of handling ICMP packages:

In @init_stik:

icmp_send_%=LONG{tpl_%+140}
icmp_handler_%=LONG{tpl_%+144}
icmp_discard_%=LONG{tpl_%+148}

And just two new functions:

FUNCTION icmp_send(rhost.%,type.&,code.&,buf.%,len.&)
$F%
type.&=SHL(type.&,8)
code.&=SHL(code.&,8)
RETURN C:icmp_send_%(L:rhost.%,W:type.&,W:code.&,L:buf.%,W:len.&)
ENDFUNC
FUNCTION icmp_handler(handler.%,install_code.&)
$F%
' install_code.&:
' #define HNDLR_SET 0 /* Set new handler if space */
' #define HNDLR_FORCE 1 /* Force new handler to be set */
' #define HNDLR_REMOVE 2 /* Remove handler entry */
' #define HNDLR_QUERY 3 /* Inquire about handler entry */
RETURN C:icmp_handler_%(L:handler.%,L:install_code.&)

Added to this an Assembler INLINE that STinG calls when an ICMP package
arrives. This routine adds a note with timestamp to an internal buffer
and sets a GFA flag variable.

The main program then checks the flag variable regulary and when flag set
fetches the data from the Asm buffer. Based on another example from your
site, I think.
```

Does seem to work fine but I have not worked on it since April 24'th
2001...

Anyway, your library was a great help!

>> I began writing a Ping utility program and got it working well including
>> the call-back function to fetch the returning ICMP packets via an
>> Assembler inline.
>>
>> I had plans to write a graphical "connection status control tool" with
>> Face Value and GFA but never finished it. Partly because my old Face
>> Value copy has some bugs that I guess newer versions don't have... It's
>> hard to locate and buy updates these days...
>
>I also have an older facevalue which I never used. You can get updates
>from run software, but last I inquired there was no English version.
>My old one was English at least.

I'm still on English Face Value version 1.x too. I had a look at
http://www.run-software.de/start.htm and I'm really tempted to upgrade.
Fortunately I do read German with some difficulty but an English version
is far easier to use.

My original GFA manual is actually in Swedish so no problems there... :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

601. Pleasure your partner more (ev 6y0eg8 6rtbdyvsu)

Newsgroup: comp.sys.atari.st
Date: 2003-01-29 22:50:47 UTC
From: wajhiyzs@bcgejkmp.com
Message-ID: <bVYZ9.501662$F2h1.135845@news01.bloor.is.net.cable.rogers.com>
Source record: 29680

Don't waste your money on surgery, which is dangerous and painful.
Exercise programs are just a fancy way of self masturbation, with questionable results. If you can swallow a pill, you can have a larger penis

==> http://www.opt-in-adult.com/pp/index.html

All natural. No chemical additives. No painful exercises.
Just swallow a pill. Get a bigger penis!

Visit the website below for more info:
http://www.opt-in-adult.com/pp/index.html

Wrz fdknd pjd cmqar qahxb ax jqxeuy gahoor qx
brhbv ebi nunvy knhorl tauysm hbqm hrlcsm dxr dkr wqk icj!

Mzdtnuk gqknvo juip kros nxovc kuof nh jaux jd fip o
xore paeks wuof doe dov teuosz yv dov u
dtk scjahg fdxrlc telfic gohb ahb tqkoil c
mtwd lwqkn mgwz mga iysj hoipcj eyw rqbeyp nuys?

Dlofms biptw icwdka zgnuk wd czt fqk fdkndk fd
fmtjdx wq cau pnqta vtad lj vcwqga vtad ywmtn mtwq mfquk gdxn
ggn iswd hsmp bvg xi dnh vtnd pw vpzq ayf jh gel.

Tneh tdkb wgnu dnh trlfvc xvcj rvps rpvqcj vpwq yw ubvcgj etm
fipsa vfzqkn ukilo nuovl taybvz ls qoiysz usicjn ipm ifm
kfvc xe ax smk ovp ki ubipsm lsizg ovp
qkbic kv usip ke qorlbv ag jqk bv ubvp urlswc!

Ull gnhl taux jt sztjeh pauxr zj vc bmg kipw rljipg omgwn is
lsip kv hoil kr qah cah cndxr mx wq mjzt
szt oyfji hbv hrrloi qxf auoil tjukev lszcw rcwmcg slf bl
elsmp kvyf ayofz teycfi hcjzgg bypwm qbiyfm uovz lv dta.

Wmqgnd pj rzp bmtnq cahae mxrlb nxrl grlb nl xrlb jh
mk jad pzq yi ubipgw vfztxa it ecjzqx fcjnhx jdxeyl xi d.

Ulovmgw epszga vgaq pmt cztkq zwd ltadk fmgne cxn ztzga smgah
wztj epj elf rlj zz alf rhkrls rysvtw iwqh sqkeys!

Qfvywmd zwqke drlszt fqk fcwdxr doicwq
fctnu sdxrys bmwwdx vqad cauka wd bmg smgnu.

Evlfv ufzp hs dbvpwz yjqxn zx vg wgau pnu pahkm mx jdkrzc xvc
uko au sqk fqk jg yvpwa lcjdx fpwndk sub tnhxru
jmgwey twdx szg kr dxbip tauoil keypsm ulszpw rcf rlf eyb aub.

Ncff ays nh smghxr mkeho fdxe mx sqk fpwad
fqgnqx fqgndh pahbe nhbg jdxnu pau cwh pztke vg fmgnmt oztwd
lf byfiz lsztj krlf ahxru pjnhg ovp bipsz
swmzgj ipwq hovz heiyfm usmp kv ubvu pjqug hsmpp ub wqxn m
biysi hbrycf jd zs ecw kr pnu cgndq kubtg?

Agkadh povml qkrhxx omcgc fizp gauy tnuxtj rlp xa mw smg
eyoev fztwjm reh pwqgg xr dkoehb wh taqtaa vcww uoim xrl
nevyy pwdtt uo mt smmgjw rls ahory dgadg szgt nqxnuy.

602. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 01:03:51 UTC
From: lp <gfa@basic.net>
Message-ID: <BA5DE427.BF5F%gfa@basic.net>
Source record: 29682
Cross-posted to: alt.comp.virus,comp.sys.atari.st

in article MPG.18a212685377594b989926@News.CIS.DFN.DE, Roy at
qq.5.Roy@spamgourmet.com wrote on 1/29/03 1:37 PM:

> In article <BA5C8EAB.BF24%gfa@basic.net>, gfa@basic.net says...
>
>> It is a deal. Are there free ones for other platforms?
>
> Yes.
>
>> Somehow I very much doubt that too!
>>
>
> Shows how wrong you are - and out of touch.

So you don't have a more up to date one to offer?
Whatever...

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

603. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 04:00:17 UTC
From: Starlord <starlord@in>
Message-ID: <vv2_9.229$E34.56714333@news.inreach.com>
Source record: 29683
Cross-posted to: alt.comp.virus,comp.sys.atari.st

Look at the bottem of this post, it's a FREE virus guard and I update it weekly
too for free. Dumped nortons when it didn't catch ones that this one does.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/

"lp" <gfa@basic.net> wrote in message news:BA5DE427.BF5F%gfa@basic.net...
> in article MPG.18a212685377594b989926@News.CIS.DFN.DE, Roy at
> qq.5.Roy@spamgourmet.com wrote on 1/29/03 1:37 PM:
>
> > In article <BA5C8EAB.BF24%gfa@basic.net>, gfa@basic.net says...
> >
> >> It is a deal. Are there free ones for other platforms?
> >
> > Yes.
> >
> >> Somehow I very much doubt that too!
> >>
> >
> > Shows how wrong you are - and out of touch.
>
> So you don't have a more up to date one to offer?
> Whatever...
>
> --
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.445 / Virus Database: 250 - Release Date: 1/21/03

604. Re: [CT60] Benchs SDRAM !!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 04:39:38 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA5DFB2E.29E5E%nameerf@flash.net>
Source record: 29684

in article Pine.SGI.4.10.10301290956060.14579-100000@www.coazter.com,
Frederic Fouche at g213778@coazter.com wrote on 1/29/03 7:59 AM:

> That tells us what exactly?
> Some numbers here and there.
> How about a comparaison between this and a TT, or Falcon, or Milan.
> How much faster is it with the SDRAM as opposed to without?
>
> Numbers like this don't mean a whole lot to me to be honest,
> just like me saying:
> "You should hear this song, it goes, Am, C, C, G at 95Bpm...."
> Anyway...., I hope it is plenty fast...

Someone please correct me if I'm wrong, but here's how I would interpret these numbers. I'm of course assuming these are in comparison to a standard Falcon. Since the CT60 would initially only work on a Falcon, it would be silly to compare it to anything else.

>> Integer multiply (16bit) -> 36.571 Mips (~5937%)

... means the speed at which the CT60 running at 72MHz multiplies 16-bit integers is 59.37 times that of a standard Falcon.

You can plug the rest of the numbers and names of tested items into this sentence and get the results I think you're looking for. And as far as the ST-RAM vs. SDRAM speed, those numbers are near the bottom. I assume the rest of the numbers are either with SDRAM or the memory type doesn't matter, as it they are things done within the CPU itself.

Having said that, there is something I *would* like to see other than this that would probably help answer your questions better than this. Now I know I'm going to get flamed for this by some members of this group, but...

How about giving us some GEM Bench results on the CT60? I know they supposedly aren't as accurate as the Nembench results, but from a purely user standpoint GEM Bench gives a better idea (IMO) of how the system as a whole will react with the card. An example...

I have a Nemesis in my Falcon. When I got it, I wanted to see how it would affect how my system runs as opposed to the stock Falcon. Nembench only told me that the CPU was running at exactly 125% or 156% over a stock Falcon. Well, duh! I knew that info without even running the program because 20MHz is 125% of 16MHz, and 25MHz is 156% of 16MHz. But that told me nothing about how separate OS, graphical, etc. elements of my system were reacting. GEM Bench, although maybe not as accurate, gave me a much better idea of what I was looking for when I compared my results in each mode with my results with Nemesis turned off (never go by the default Falcon comparison built into GEM

Bench if you want to see how an individual OS compares to itself at a different CPU speed, unless you only use TOS and a clean system all the time).

So, I personally would like to see GEM Bench results *in addition to* Nembench results to give a more well-rounded picture of how things will work with the CT60. And I think it will also answer your questions better as well. Just a thought...

Mike Freeman
nameerf@flash.net

605. Re: [CT60] Benchs SDRAM !!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 05:40:34 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301292140.3d203fed@posting.google.com>
Source record: 29685

Frederic Fouche <g213778@coazter.com> wrote in message
news:<Pine.SGI.4.10.10301290956060.14579-100000@www.coazter.com>...
> That tells us what exactly?
> Some numbers here and there.
> How about a comparaison between this and a TT, or Falcon, or Milan.
> How much faster is it with the SDRAM as opposed to without?
>
> Numbers like this don't mean a whole lot to me to be honest

NemBench = 100% with a stock Falcon at (I think) 2 color mode. It tests mathematical calculations (needed for things like playing MP3 files) and ram accessing, which is much of why you'd want a CT60. Anyhow, I've posted some results of a stock Falcon running at 640x480x256 below. If you notice, the stock Falcon isn't quite at 100% due mostly to the added colors, but it's in the ballpark.

For what it's worth, Didier's numbers suggest that the CT60 will be as good as a Medusa using the 68060 chip, at least as far as mathematical calculations and accessing RAM are concerned. Your other functions (like video) will still be about the same since the CT60 doesn't deal with those directly (although one should be able to use higher resolutions without the computer slowing down noticably, which now happens with the Falcon). Some Medusa/Hades 060 numbers are also posted below, although the video resolution is not stated.

What I don't know is how much faster the Falcon will be on your favorite program. I suspect the CT60 will (as an example) spellcheck your 100 page document much faster than the stock Falcon, but I don't know how much faster. That depends on several variables that aren't completely dependent on the CPU.

Galen

- - - - - - - -

Totally bare Falcon in 640x480x256 (as taken from http://www.gapcs.fsnet.co.uk/atari/nemesis.htm)

NemBench v2.1 - precision CPU/FPU profiler.

Integer multiply (16bit) -> 0.616 Mips (~100%)
Integer divide (16bit) -> 0.363 Mips (~100%)
Linear (stalled) integer -> 8.007 Mips (~100%)
Interleaved (piped) integer -> 8.007 Mips (~100%)

Float multiply (64bit) -> 0.541 MegaFlops (~204%)
Float divide (64bit) -> 0.350 MegaFlops (~202%)

```
Linear (stalled) float -> 0.939 MegaFlops (~176%)
Interleaved (piped) float -> 0.929 MegaFlops (~174%)

16bit read (100% hit) -> 7.898 MByte/sec (~100%)
16bit write (100% hit) -> 3.943 MByte/sec (~65%)
32bit read (100% hit) -> 15.760 MByte/sec (~100%)
32bit write (100% hit) -> 4.347 MByte/sec (~65%)

Linear 32bit read (ST-Ram) -> 3.497 MByte/sec (~65%)
Linear 32bit write (ST-Ram) -> 4.209 MByte/sec (~65%)
Linear 32bit copy (ST-Ram) -> 2.104 MByte/sec (~65%)

Hades Medusa 060 (as taken from http://john.diot.free.fr/atari/)
NemBench v2.1 - precision CPU/FPU profiler.

Integer multiply (16bit) -> 29.257 Mips (~4772%)
Integer divide (16bit) -> 2.723 Mips (~752%)
Linear (stalled) integer -> 59.795 Mips (~751%)
Interleaved (piped) integer -> 118.724 Mips (~1491%)

Float multiply (64bit) -> 20.480 MegaFlops (~7728%)
Float divide (64bit) -> 1.651 MegaFlops (~954%)
Linear (stalled) float -> 30.340 MegaFlops (~5692%)
Interleaved (piped) float -> 30.340 MegaFlops (~5703%)

16bit read (100% hit) -> 118.343 MByte/sec (~1507%)
16bit write (100% hit) -> 119.047 MByte/sec (~1978%)
32bit read (100% hit) -> 238.095 MByte/sec (~1516%)
32bit write (100% hit) -> 238.095 MByte/sec (~3571%)

Linear 32bit read (ST-Ram) -> 43.401 MByte/sec (~816%)
Linear 32bit write (ST-Ram) -> 34.133 MByte/sec (~529%)
Linear 32bit copy (ST-Ram) -> 20.352 MByte/sec (~630%)

Linear 32bit read (FastRAM) -> 43.115 MByte/sec (~811%)
Linear 32bit write (FastRAM) -> 33.825 MByte/sec (~524%)
Linear 32bit copy (FastRAM) -> 20.258 MByte/sec (~627%)

Linear burst copy (ST-Ram) -> 26.214 MByte/sec (~812%)
Linear burst copy (FastRAM) -> 26.006 MByte/sec (~805%)
Linear burst copy (ST->Fast) -> 26.214 MByte/sec (~812%)
Linear burst copy (Fast->ST) -> 26.006 MByte/sec (~805%)

> > This is some results with the SDRAM on the CT60:
> >
> > NemBench v1.0 - precision CPU/FPU profiler.
> > TURBO mode 640 x 400 x 2 colors (72 MHz)
> >
> > Integer multiply (16bit) -> 36.571 Mips (~5937%)
> > Integer divide (16bit) -> 3.261 Mips (~898%)
> > Linear (stalled) integer -> 96.376 Mips (~1207%)
> > Interleaved (piped) integer -> 143.719 Mips (~1800%)
> >
```

> > Float multiply (64bit) -> 24.094 MegaFlops (~9092%)
> > Float divide (64bit) -> 1.969 MegaFlops (~1138%)
> > Linear (stalled) float -> 35.617 MegaFlops (~6682%)
> > Interleaved (piped) float -> 35.617 MegaFlops (~6695%)
> >
> > 16bit read (100% hit) -> 141.843 MByte/sec (~1799%)
> > 16bit write (100% hit) -> 138.888 MByte/sec (~2323%)
> > 32bit read (100% hit) -> 285.714 MByte/sec (~1813%)
> > 32bit write (100% hit) -> 277.777 MByte/sec (~4183%)
> >
> > Linear 256k read (STRam) -> 6.866 MByte/sec (~130%)
> > Linear 256k write (STRam) -> 7.150 MByte/sec (~112%)
> > Linear 256k copy (STRam) -> 3.517 MByte/sec (~110%)
> >
> > Linear 256k read (FastRam) -> 74.898 MByte/sec (~1422%)
> > Linear 256k write (FastRam) -> 68.604 MByte/sec (~1076%)
> > Linear 256k copy (FastRam) -> 28.870 MByte/sec (~902%)
> >
> > It's good, no ?
> >
> > Didier.

606. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 06:13:23 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <4ufh3vkalrdcrelm6kjgq7va3qd6npsa0e@4ax.com>
Source record: 29686

On Wed, 29 Jan 2003 20:00:17 -0800, "Starlord" <starlord@in<*>reach.com>
wrote:

>Look at the bottem of this post, it's a FREE virus guard and I update it weekly
>too for free. Dumped nortons when it didn't catch ones that this one does.

You mean to say that you produce a PC virus killer on your own, on a
platform that has hundreds of new viruses per week? Well, good luck. If you
do that for free you're a saint.
I was asked, in 1994 or something, to make a PC virus killer as well. At
that time, there were something like 6000 viruses on the PC. To start making
that virus killer, I would have to spent months and months just analyzing the
viruses, describing them, building recognitions for them. At the time I still
went to university, so it didn't happen. Now there are almost 63000 viruses.
You need to have a whole team of people to update that, like I said, with
hundreds of new viruses per week.
On the Atari platform, by contrast, there are somewhere between 100 and 105
viruses in total. Almost all of these are the easy variety (easy to spot,
that is), i.e. bootsector viruses.
I am surprised you can find the time to even send an email message, if
you're supporting a PC virus killer in your own time, and at no charge
either...
Frankly the sheer logistics and time problem involved can lead me to no
conclusion other than that your virus killer can't possibly be any good. I'd
surely like to hear more about it: Convince me!

607. ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 07:02:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0301292249170.1381-100000@shell1.aracnet.com>
Source record: 29687
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". I've been waiting for Customers to follow through on their Atari Orders. Some people begin an order, then neglect to follow up in E-Mail while I wait for their reply. I could sure use your Business, I welcome all the Atari Busines I can get. Right now Times are Tough for the Atari Business, so to all my Customers, now is the time. Now, I'm updating my Catalogs as well as adding to my Catalogs. Especially my ST Software Catalog which is the PHATtest it's ever been! Over 100 KBytes! Bigger than ever! E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and earn your Business!

http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/auctions.htm Why I hate auctions!
http://www.aracnet.com/~atari/bspolicy.htm Affects you too!
http://www.aracnet.com/~atari/caveat.htm Buyer Beware!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators.
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
http://www.aracnet.com/~atari/testing.htm My Test Standards!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/windoze.htm Certainly not GEM!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

608. ADV: Atari Sales, Service & Support: Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 07:07:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0301292303050.1381-100000@shell1.aracnet.com>
Source record: 29688
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, I avoid going into debt and I avoid making promises I can't keep! This includes not offering services that I cant follow up with! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New/ Good Home! So I'm involved in saving Orphaned Atari's from Atari Heaven! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/auctions.htm Why I hate auctions!
http://www.aracnet.com/~atari/bspolicy.htm Affects you too!
http://www.aracnet.com/~atari/caveat.htm Buyer Beware!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators.
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
http://www.aracnet.com/~atari/testing.htm My Test Standards!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/windoze.htm Certainly not GEM!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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609. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 09:04:44 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3E38EAAC.D13065CA@siemens.at>
Source record: 29689

Jean-Luc CECCOLI wrote:

> I think it has nothing to do with "modernity", as there are still
> recent CDR drives that are unable to read some formats.
> So, rather than looking after modern or not, search for a drive that
> can read CD-RW as well.

Thanks to all for the information. So I will try other drives.

> For CD burning, you could use Anodyne's CD-Writer suite, along with
> Extendos Gold - they're great, though not completely finalized.
> You then could burn CD-Rs as well as CD-RWs, either audio or data,
> though you could experience problems with 700 MB CDs in some cases
> (I lost more than 20 CDs, and I thougt it was because of my Ricoh
> MP6200 drive. I then replaced it with a Yamaha CRW 4260t, and I had
> the same problems. So I think it's CDWS that is having problems with
> 700 MB CDs).

Are there special options or is the only difference whether you
put a CD-R or a CD-RW in the burner ?
I suspect that not all burners are able to write to CD-RWs, right ?
BTW, for normal CD-Rs I also rather use the 650 MB types because as
far as I know they have longer life expectancy.

Gerhard

610. Porthos 3 vs 2

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 10:22:45 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0301301117390.132-100000@easymint>
Source record: 29690

Hi,

I've been using a registered version of Porthos 3.03 for some time now and I have noticed that, though there have been improvements compared to version 2.x, I still need version 2 installed on my harddisk. Once in a while I come across PDF documents that look bad or even are completely messed up and unreadable with version 3, while Porthos 2 shows them perfectly.

I have informed the author about it, and I'm sure he will try to fix it. Is anyone having similar problems ?

Martin Tarenskeen

611. Re: [CT60] Benchs SDRAM !!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 10:35:44 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb3hvks.hlt.atari@core.preferuje.luzik.pl>
Source record: 29691

```
> Linear 256k read (STRam) -> 6.866 MByte/sec (~130%)
> Linear 256k write (STRam) -> 7.150 MByte/sec (~112%)
> Linear 256k copy (STRam) -> 3.517 MByte/sec (~110%)

With or without 20MHz bus?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl
```

612. [UPD] February Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 12:56:20 UTC
From: François LE COAT <lecoat@netscape.net>
Message-ID: <3E3920F4.9050407@netscape.net>
Source record: 29692

```
Hi all,

My software "Eureka" is updated and released on its WEB site.
It is a "2D Graph Describer and 3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka302.zip
That is the Complete Common Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny044.zip
Is the OpenGL Extension (requires previous package)

There's correction of many bugs, and optimisations in speed.
But you will also notice that the "Lite Edition" is now
entirely translated in English.

I wish you big fun with all this STuff !

Regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12
http://eureka.atari.org
mailto:lecoat@atari.org
```

613. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 13:04:49 UTC
From: lp <gfa@basic.net>
Message-ID: <BA5E8D21.BF8A%gfa@basic.net>
Source record: 29693
Cross-posted to: alt.comp.virus,comp.sys.atari.st

It has zero to do with Atari, and I don't have a PC. Sounds very useful.
NOT. :-)

in article vv2_9.229$E34.56714333@news.inreach.com, Starlord reach.com> at
starlord@in<* wrote on 1/29/03 11:00 PM:

> Look at the bottem of this post, it's a FREE virus guard and I update it
> weekly
> too for free. Dumped nortons when it didn't catch ones that this one does.
>
>
> --
> In This Universe The Night was Falling,The Shadows were lenghtening
> towards an east that would not know another dawn.
> But elsewhere the Stars were still young and the light of morning lingered:
> and
> along the path he once had followed, Man would one day go again.
>
> SIAR
> www.starlords.org
> Telescope Buyers FAQ
> http://home.inreach.com/starlord
> Bishop's Car Fund
> http://www.bishopcarfund.Netfirms.com/
>
>
> "lp" <gfa@basic.net> wrote in message news:BA5DE427.BF5F%gfa@basic.net...
>> in article MPG.18a212685377594b989926@News.CIS.DFN.DE, Roy at
>> qq.5.Roy@spamgourmet.com wrote on 1/29/03 1:37 PM:
>>
>>> In article <BA5C8EAB.BF24%gfa@basic.net>, gfa@basic.net says...
>>>
>>>> It is a deal. Are there free ones for other platforms?
>>>
>>> Yes.
>>>
>>>> Somehow I very much doubt that too!
>>>>
>>>
>>> Shows how wrong you are - and out of touch.
>>
>> So you don't have a more up to date one to offer?
>> Whatever...
>>

>> --
>> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>>
>>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.445 / Virus Database: 250 - Release Date: 1/21/03
>
>

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

614. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 14:37:06 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <iadb1b.fs1.ln@127.0.0.1>
Source record: 29694

Dans l'article <3E38EAAC.D13065CA@siemens.at>, "Janka Gerhard"
<gerhard.janka@siemens.at> a tapotï¿½ avec ses petits doigts:

> Jean-Luc CECCOLI wrote:
>
>> I think it has nothing to do with "modernity", as there are still
>> recent CDR drives that are unable to read some formats. So, rather than
>> looking after modern or not, search for a drive that can read CD-RW as
>> well.
>
> Thanks to all for the information. So I will try other drives.

All recent (multiread) drives should be able to read CD-RW.

> Are there special options or is the only difference whether you put a
> CD-R or a CD-RW in the burner ? I suspect that not all burners are able
> to write to CD-RWs, right ? BTW, for normal CD-Rs I also rather use the
> 650 MB types because as far as I know they have longer life expectancy.

CD-RW disks are not written with the same filesystem used on normal CD-ROM
disks. CD-ROM uses ISO9660 filesystem (with some optional extensions,
like RockRidge, Joliet, and some others), and CD-RW are read/written
using UDF filesystem (which is also used for DVD disks). It seems there
is no UDF fs driver for Atari (be it for Metados or MiNT). So you won't
be able to read the content of a CD-RW disk on Atari, even if you have a
recent drive.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

615. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 16:01:41 UTC
From: Mark Duckworth <mducksub@nospaamatari-source.com>
Message-ID: <1043949344.782596@blade.atari-source.com>
Source record: 29546
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Bravo Sierra Computers wrote:

> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
> when It's in your Neighbor's back yard. But when It's in your back yard,
> it's a Depression!". I've been waiting for Customers to follow through on
> their Atari Orders. Some people begin an order, then neglect to follow up
> in E-Mail while I wait for their reply. I could sure use your Business, I
> welcome all the Atari Busines I can get. Right now Times are Tough for the
> Atari Business, so to all my Customers, now is the time. Now, I'm updating
> my Catalogs as well as adding to my Catalogs. Especially my ST Software
> Catalog which is the PHATtest it's ever been! Over 100 KBytes! Bigger than
> ever! E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! I'm
> not asking a lot, I'm just trying to make a living and earn your Business!

It is absurd how it hasn't occurred yet to some that perhaps the reason for the lack of business is a largely angry customer base that doesn't want to do business with him. *sigh*. He's digging his own grave.

616. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 16:01:52 UTC
From: opichals@seznam.cz
Message-ID: <ad950bae.0301300801.709ac87f@posting.google.com>
Source record: 29695

Hi!

Patrice Mandin wrote:

> read/written using UDF filesystem (which is also used for DVD disks). It
> seems there is no UDF fs driver for Atari (be it for Metados or MiNT).
> So you won't be able to read the content of a CD-RW disk on Atari, even
> if you have a recent drive.

Wrong!!! spin.xfs is able to read them with no problem.

regards

STan

617. Re: Porthos 3 vs 2

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 16:26:24 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e39584e854db0@pandora.be>
Source record: 29548

on Thu 30-01-2003 11:22 Martin Tarenskeen wrote:

>Hi,
>
>I've been using a registered version of Porthos 3.03 for some time now and
>I have noticed that, though there have been improvements compared to
>version 2.x, I still need version 2 installed on my harddisk. Once in a
>while I come across PDF documents that look bad or even are
>completely messed up and unreadable with version 3, while Porthos 2 shows
>them perfectly.
>
>I have informed the author about it, and I'm sure he will try to fix it.
>Is anyone having similar problems ?

The same happens here too. From time to time I encounter pdf's which
are totally messed up. I haven't thought about it to check if they
displayed correctly with an older version of Porthos though.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

618. Re: [CT60] Benchs SDRAM !!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 16:52:21 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fpm1fo.5f2rpezxwgggN%NOSPAMS@wanadoo.fr>
Source record: 29547

Adam Klobukowski <atari@gabo.pl> wrote:

> > Linear 256k read (STRam) -> 6.866 MByte/sec (~130%)
> > Linear 256k write (STRam) -> 7.150 MByte/sec (~112%)
> > Linear 256k copy (STRam) -> 3.517 MByte/sec (~110%)
>
> With or without 20MHz bus?

16 MHz.

But there are a little problem, Rodolphe said than normally I must
obtain 140 Mbyte/s here:
Linear 256k read (FastRam) -> 74.898 MByte/sec (~1422%)
Linear 256k write (FastRam) -> 68.604 MByte/sec (~1076%)

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 14Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

619. Re: Porthos 3 vs 2

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 17:57:15 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3E39677B.144B9DCC@boeing.com>
Source record: 29549

Same here.
In fact, I still have CAB set up to invoke the old one,
so I hardly ever use Porthos 3. When they fix it,
I'll switch.

Milton Horst
Seattle, WA USA

Martin Tarenskeen wrote:
>
> Hi,
>
> I've been using a registered version of Porthos 3.03 for some time now and
> I have noticed that, though there have been improvements compared to
> version 2.x, I still need version 2 installed on my harddisk. Once in a
> while I come across PDF documents that look bad or even are
> completely messed up and unreadable with version 3, while Porthos 2 shows
> them perfectly.
>
> I have informed the author about it, and I'm sure he will try to fix it.
> Is anyone having similar problems ?
>
> Martin Tarenskeen

620. Re: ADV: Bravo Sierra want's Your Money

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 19:26:10 UTC
From: swampfax1@atlantic.net
Message-ID: <m%e_9.29$XR3.50332@news1.atlantic.net>
Source record: 29550

On 30 Jan 2003 11:01:41 , Mark Duckworth wrote:
>Bravo Sierra Computers wrote:
>
>> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and

SNIP
>
>It is absurd how it hasn't occurred yet to some that perhaps the reason for
>the lack of business is a largely angry customer base that doesn't want to
>do business with him. *sigh*. He's digging his own grave.
>
>.

angry about what? A couple of notices in this NG that need not be read
would'nt bring me to tears!!!

John G.

621. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 19:45:43 UTC
From: swampfax1@atlantic.net
Message-ID: <Hhf_9.30$XR3.50433@news1.atlantic.net>
Source record: 29552

On 30 Jan 2003 15:37:06 , Patrice Mandin wrote:

>CD-RW disks are not written with the same filesystem used on normal CD-ROM
>disks. CD-ROM uses ISO9660 filesystem (with some optional extensions,
>like RockRidge, Joliet, and some others), and CD-RW are read/written
>using UDF filesystem (which is also used for DVD disks). It seems there
>is no UDF fs driver for Atari (be it for Metados or MiNT). So you won't
>be able to read the content of a CD-RW disk on Atari, even if you have a
>recent drive.
>
>--
>Patrice Mandin

Hi Patrice,
Unless I misunderstood your comment, I can see a directory and access
the files on a CD-R/W disk made with my Falcon/Yahama CD R/W drive using
Extendos and one of CDWriter, CDISO or CDBackup through Session CPX. There
may be a setting in those programs like "Finalize for CD Extra" that may
or may not hinder seeing a DIR (not sure about that though).

John G.

622. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 20:00:20 UTC
From: fartfart@yahoo.com
Message-ID: <3e398453$0$250$626a54ce@news.free.fr>
Source record: 29553

Hallo Janka,

�Somewhere I found a hint that some old CD-Readers are not able
�to read CD-RWs. This could be the case for my old 2x CD.
�But does anyone know if it definitely is a hardware issue and I could
�read CD-RWs with newer hardware or if it is a driver problem ?
�Is there any software to even write CD-RWs on a Falcon ?

CDr or CDrw are transparent for the software, it's only a matter of
laser light.
If your drive can't read CDrw there is nothing to do, he is simply to old.

Regards

623. Re: Please, helpme!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 20:58:22 UTC
From: fartfart@yahoo.com
Message-ID: <3e3991ee$0$232$626a54ce@news.free.fr>
Source record: 29555

You can find MANY programms at ftp://193.190.204.128
that is the FTP of R.M.A. Chapelie who is maintained by someone really great.

Regards

624. Re: [PUB}: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 21:20:00 UTC
From: Johann-Wilhelm_Arndt@LU.maus.de
Message-ID: <200301302220.a35429@lu.maus.de>
Source record: 29556

Hi Martin,

>So far I never have encountered the long text problem only that very
>annoying cut/paste, copy problem.

This is not a reproduceable error, it happened just twice. I have to save
the text more often and I hope to get around it. Next time I have to write
down the adress of the error (MiNT + NewAlert).

Johann

625. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 21:46:04 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e399cc6571ee0@tripnet.se>
Source record: 29557
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In comp.sys.atari.st <1043949344.782596@blade.atari-source.com>
Mark Duckworth wrote on Thu 30-01-2003 11:01 (-0500):

>Bravo Sierra Computers wrote:
>
>> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
>> Atari Jaguar Games. The Great Communicator once said, "It's a Recession

>It is absurd how it hasn't occurred yet to some that perhaps the reason for
>the lack of business is a largely angry customer base that doesn't want to
>do business with him. *sigh*. He's digging his own grave.

I don't think so... I actually had the pleasure to buy from him right
before christmas, partly because of his posts to this NG but also because
of yours and others unfair complaints about his ads here.

Got a couple of hard to find items and yes, his service is excellent!
Some might think twice before sending cash in advance to remote
continents but with Ben Smith there is no need to worry. Just remember to
use insured mail when sending money.

He kept his promise about "quick turn around time" and I got the items
here as fast as the postal system permits by "Global Priority Mail" at no
extra cost.

So the fact he has updated his catalogue is certainly good _news_!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

626. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 22:07:50 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e399cc6571ee1@tripnet.se>
Source record: 29558

In comp.sys.atari.st <3e398453$0$250$626a54ce@news.free.fr>
Mï¿½gamodeste wrote on Thu 30-01-2003 20:00 (GMT):

>Hallo Janka,
>
>ï¿½Somewhere I found a hint that some old CD-Readers are not able
>ï¿½to read CD-RWs. This could be the case for my old 2x CD.
>ï¿½But does anyone know if it definitely is a hardware issue and I could
>ï¿½read CD-RWs with newer hardware or if it is a driver problem ?
>ï¿½Is there any software to even write CD-RWs on a Falcon ?
>
>CDr or CDrw are transparent for the software, it's only a matter of
>laser light.
>If your drive can't read CDrw there is nothing to do, he is simply to old.

Yes, and Anodynes Extendos and CD Writer suite handles both CD-R and CD-
RW for reading and writing perfectly including erasing CD-RW.

I have actually burned some downloaded ISO files with PC programs on my
TT to CD-RW at 4x with Anodyne's programs and then used them to install
programs om my PC.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

627. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 22:32:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200301302332.a39333@wun.maus.de>
Source record: 29564

Hallo Janka!

JG>I suspect that not all burners are able to write to CD-RWs, right ?

That's right, but would apply only for rather old ones.

otoh, I've got a yamaha 4260. This one is supposed to write both cd-rw and cd-r, and did so for some time. But then I got write errors with normal cd-r's, whereas cd-rw's still can be written without trouble. I guess it might be some hardware issue (aged write LED or such).

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

628. Re: ADV: Bravo Sierra want's Your Money

Newsgroup: comp.sys.atari.st
Date: 2003-01-30 22:57:11 UTC
From: gokmase@fakenet.se
Message-ID: <b1cak1$e5h$1@green.tninet.se>
Source record: 29559

On 30 Jan 2003 11:01:41 , Mark Duckworth wrote:

>It is absurd how it hasn't occurred yet to some that perhaps the reason for
>the lack of business is a largely angry customer base that doesn't want to
>do business with him. *sigh*. He's digging his own grave.

I'll second that, I would turn elsewhere if I was looking for atari stuff.

/Joakim

629. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 00:07:08 UTC
From: lp <gfa@basic.net>
Message-ID: <BA5F285C.BFA2%gfa@basic.net>
Source record: 29560
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

in article Tjf_9.4388$nD1.980807@news20.bellglobal.com, kurt wismer at kurtw@sympatico.ca wrote on 1/29/03 9:17 AM:

> lp wrote:
>> Do you offer a more current one?
>> Some how I doubt it.
>>
>> It is a deal. Are there free ones for other platforms?
>> Somehow I very much doubt that too!
>
> well, doubting thomas, i guess you're in for a surprise... there are a
> number of free anti-virus products for intel machines, all of them
> updated regularly... f-prot for dos is free for personal, non-commercial
> use... avg is another...
>
> --
> "when surveys of all the world's countries are done,
> canada frequently rates number one.
> are we the best country? well we'll never know...
> there's nowhere else we can afford to go."
>

My name is not thomas, and I'm not that suprised. Port them to Atari and I'll care, I don't have a PC/dos/windows box. Beside the one intially complaining how out of date the Atari ones is, what does he contribute besides pointing out the obvious...

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

630. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 01:26:22 UTC
From: Roy <qq.5.Roy@spamgourmet.com>
Message-ID: <MPG.18a3d58e9ed62ec3989927@News.CIS.DFN.DE>
Source record: 29561
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

In article <BA5F285C.BFA2%gfa@basic.net>, gfa@basic.net says...
> My name is not thomas, and I'm not that suprised. Port them to Atari
> and I'll care, I don't have a PC/dos/windows box. Beside the one intially
> complaining how out of date the Atari ones is, what does he contribute
> besides pointing out the obvious...

This is part of what you posted - have you forgotten already?

> It is a deal. Are there free ones for other platforms?
> Somehow I very much doubt that too!

Yes, there are free ones for other platforms. More than one, and quite
good they are too. You've had more than one similar response too.

What have /you/ contributed here, apart from trolling?

Cheers,

Roy

631. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 02:31:04 UTC
From: lp <gfa@basic.net>
Message-ID: <BA5F4A18.BFBC%gfa@basic.net>
Source record: 29562
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

in article MPG.18a3d58e9ed62ec3989927@News.CIS.DFN.DE, Roy at
qq.5.Roy@spamgourmet.com wrote on 1/30/03 8:26 PM:

> In article <BA5F285C.BFA2%gfa@basic.net>, gfa@basic.net says...
>> My name is not thomas, and I'm not that suprised. Port them to Atari
>> and I'll care, I don't have a PC/dos/windows box. Beside the one intially
>> complaining how out of date the Atari ones is, what does he contribute
>> besides pointing out the obvious...
>
>
> This is part of what you posted - have you forgotten already?
>
>> It is a deal. Are there free ones for other platforms?
>> Somehow I very much doubt that too!
>
> Yes, there are free ones for other platforms. More than one, and quite
> good they are too. You've had more than one similar response too.
>
> What have /you/ contributed here, apart from trolling?

Follow the link below to see what I contribute. Where is here, I read the
Atari news group only and if it's cross posted, well, ignore my posts
I am not going to edit the header to please what appears to be a troll
in the Atari newsgroup...

--
Lonny Pursell http://www.q1.net/~atari/

632. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 03:37:36 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0301301937.50078388@posting.google.com>
Source record: 29563

Patrice Mandin <pmandin@caramail-NOSPAM.com> wrote in message
news:<iadb1b.fs1.ln@127.0.0.1>...
> Dans l'article <3E38EAAC.D13065CA@siemens.at>, "Janka Gerhard"
> <gerhard.janka@siemens.at> a tapotï¿½ avec ses petits doigts:
>
> > Jean-Luc CECCOLI wrote:
> >
> >> I think it has nothing to do with "modernity", as there are still
> >> recent CDR drives that are unable to read some formats. So, rather than
> >> looking after modern or not, search for a drive that can read CD-RW as
> >> well.

Reading a CDRW is simply a matter of sensitivity to the laser as a
CDRW is not as reflective as a CDR. This is why many CDROM and CDR
drives of the past cannot read CDRW disks.

> All recent (multiread) drives should be able to read CD-RW.

Mostly agreed. There may be a few cheap CD players that can't, but
that would be a tool for listening to music, not for your Atari.

> > Are there special options or is the only difference whether you put a
> > CD-R or a CD-RW in the burner ? I suspect that not all burners are able
> > to write to CD-RWs, right ? BTW, for normal CD-Rs I also rather use the
> > 650 MB types because as far as I know they have longer life expectancy.
>
> CD-RW disks are not written with the same filesystem used on normal CD-ROM
> disks. CD-ROM uses ISO9660 filesystem (with some optional extensions,
> like RockRidge, Joliet, and some others), and CD-RW are read/written
> using UDF filesystem (which is also used for DVD disks). It seems there
> is no UDF fs driver for Atari (be it for Metados or MiNT). So you won't
> be able to read the content of a CD-RW disk on Atari, even if you have a
> recent drive.

Yes and no. One CAN use optional filesystems on a CDRW to make it act
rather like a hard drive (read and write whenever you wish). This is,
as noted, not currently possible on an Atari. CDRWs can, however, be
written with ISO9660 like CDRs, and when this occurs the CDRW acts
like a CDR you can "wash" clean of all data and reuse.

Galen

633. Re: Ultimate Virus Killer - Atari ST/TT

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 06:04:50 UTC
From: <>
Message-ID: <6mo_9.72$di5.59@newssvr19.news.prodigy.com>
Source record: 29565

On 29 Jan 2003 19:10:11 , "Kenneth Medin" wrote:
>In comp.sys.atari.st <Pine.LNX.4.44.0301291258090.391-100000@feanor>
>Alexander Beuscher wrote on Wed 29-01-2003 13:03 (+0100):
>
>>I am glad to see UVK still being supported - even if there has not been
>>the need to "update" it for such a long time.
>
>Agreed. I'm also glad to use a platform with no new known viruses via
>email or web or even bootsectors for several years! And still benefit
>from very capable news/mail clients!
>
>>I am glad that you don't take those silly postings seriously.
>
>Nothing to bother about. He has probably been infected rescently by using
>unsecure online tools and feels frustrated that we Atari users have next
>to no problems with viruses :-)
>
>On the other hand I do know a way to buffer overflow my email client just
>by receiving an email composed in a special way. I have not (yet...)
>tried out if it is possible to inject runable binary code into it to
>write the first email virus in the Atari world. Probably will not work as
>the executing program runs at a lower RAM address than the data buffers?
>
>--
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>
>.
Anyone supporting the Atari platform in any way, especially for free has
my sincere appreciation! I appreciate the UVK support.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|
|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

634. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 07:16:45 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b1d7v2$11nbk5$1@ID-27442.news.dfncis.de>
Source record: 29566

Patrice Mandin wrote:

> CD-RW disks are not written with the same filesystem used on normal CD-ROM
> disks. CD-ROM uses ISO9660 filesystem (with some optional extensions,
> like RockRidge, Joliet, and some others), and CD-RW are read/written
> using UDF filesystem (which is also used for DVD disks). It seems there

That's not correct. I've never written CD-RWs with an UDF filesystem.
One can certainly do so, but there is no need for that. You can use any
filesystem that you can use on a CD-ROM for a CD-RW. Usually you don't
have any coupling between the media and the filesystems at all. one
write Joliet data to a hard disk drive, as well as ISO9660 etc. Just as
one likes.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

635. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 08:01:13 UTC
From: ANTISPAM@yahoo.com
Message-ID: <3e3a2d48$0$227$626a54ce@news.free.fr>
Source record: 29567

On 30 Jan 2003 23:32:00 , Ekkehard Flessa wrote:
> otoh, I've got a yamaha 4260. This one is supposed to write both cd-rw and
> cd-r, and did so for some time. But then I got write errors with normal cd-r's,
> whereas cd-rw's still can be written without trouble. I guess it might be some
> hardware issue (aged write LED or such).

Damn, you confirm what I thought :
I have a Yamaha 16 10 40 for 1,5 year and noted that he read with more and more difficulties, then he couldn't wrote correctly : audio CDs could be played but list of songs seems bad written and couldn't be read by any CD drive.
I accused the software, then the cable, but now I'm sure it comes from the CDdrive.

If some other would confirm the same trouble I will never more buy a Yamaha computer stuff.

Regards

636. JXEDITOR and YSEDITOR news

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 09:05:19 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0301310959070.233-100000@easymint>
Source record: 29568
Cross-posted to: comp.sys.atari.st,comp.music.midi

Hi,

My Atari editor/librarian software for the Roland JX8P/MKS70/JX10
(JXEDITOR) and for Yamaha 4-operator FM synths (YSEDITOR) now all support
the import AND export of SysEx data in Standard Midi File format. If you
need this new feature, download the latest releases here:

http://yseditor.atari.org
http://www.home.zonnet.nl/m.tarenskeen/jxeditor.htm

Martin Tarenskeen

637. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 11:55:12 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b1do97$11uj9g$1@ID-27442.news.dfncis.de>
Source record: 29569

M?gamodeste wrote:

> If some other would confirm the same trouble I will never more buy a Yamaha
> computer stuff.

Well, Yamaha recently annonced not to produce and CD writers anymore. So
even if you wanted to, you would not be able to buy from them, at least
not as far as CD writers are concerned.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

638. Tempest

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 13:42:40 UTC
From: RJN <rjn@solution-no1.de>
Message-ID: <3e3a7dbc$0$3250$9b622d9e@news.freenet.de>
Source record: 29570

Hi,

does anybody know the status of the tempest project ?

What is about using the emulation kernel from tempest for a TOS port to the
Bplan PPC board ??

Greatings,
Rasmus

639. Re: Changing date-format in TOS

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 13:52:30 UTC
From: lp <gfa@basic.net>
Message-ID: <BA5FE9CE.BFD2%gfa@basic.net>
Source record: 29571

in article 1fpni7c.10ang8mpgc5xkN%northstar2010@_del-ete_yahoo.no, Hallvard Tangeraas at northstar2010@_del-ete_yahoo.no wrote on 1/31/03 6:56 AM:

> Is there a way to change the date format (when set for "show as text")
> on the TOS 2.06 desktop?
>
> I have Swedish TOS installed in my Mega STe, and for some strange reason
> the date format is shown like this: 03-01-31
> The American way of showing it in other words. I'd prefer the European
> way of doing it, where today's date would be shown as: 31-01-03
>
> The CPX control panel accessory shows the date the "correct" way
> however, so it doesn't seem to have anything to do with this.
> Is there a cookie in TOS itself which determines this? Any way to change
> it?
>
> I have UK TOS 2.06 on another machine, and although it's been a while
> since I've used it I think the date was shown the "correct" way there.
> I find it strange that Swedish TOS displays it the American way.

Yes, there is a cookie for that setting, but not all apps/desktops use it or are even aware of it.
There was a CPX for setting the date/time cookie.
I don't know if 2.06 will dynamically adjust to the cookie though.
I forget who made this CPX atm, if you can't find another solution I can look on my TT for it. I think I had it installed there at one time.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

640. Re: Please, helpme!!

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 14:12:38 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e3a8a80135b5e0@pandora.be>
Source record: 29572

on Thu 30-01-2003 20:58 Mï¿½gamodeste wrote:

>You can find MANY programms at ftp://193.190.204.128
>that is the FTP of R.M.A. Chapelie who is maintained by someone really great.
>

:-) Thanks but remember although apparantly it's only me who maintain
the R.M.A. server there are other people involved.
Many thanks must be addressed to a former student of the R.M.A. Karl
Samyn aka Saka. That's the guy who started up the server many years ago.
Without him there wouldn't be an Atari server at all at the R.M.A. Also
Saka arranged the Atari ftp-section stayed alive after he'd left the
academy.
Also many thanks must go to the student who is responsible for the
ftp-server.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

641. Qed prob (was Re: [PUB}: New on the Belgian ftp-server)

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 14:21:22 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e3a8a80135b5e1@pandora.be>
Source record: 29573

on Thu 30-01-2003 21:20 Johann-Wilhelm Arndt wrote:

>Hi Martin,
>
>>So far I never have encountered the long text problem only that very
>>annoying cut/paste, copy problem.
>
>This is not a reproduceable error, it happened just twice. I have to save
>the text more often and I hope to get around it. Next time I have to write
>down the adress of the error (MiNT + NewAlert).

My problem isn't reproduceable too. It seems to happen randomly. I'm not
a programmer but my guess is that such bugs (?) are very difficult to
track down hence it take so long before Heiko Achilles finds a cure.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

642. Re: Changing date-format in TOS

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 14:32:40 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e3a8a80135b5e2@pandora.be>
Source record: 29574

on Fri 31-01-2003 11:56 Hallvard Tangeraas wrote:

>Is there a way to change the date format (when set for "show as text")
>on the TOS 2.06 desktop?
>
>I have Swedish TOS installed in my Mega STe, and for some strange reason
>the date format is shown like this: 03-01-31
>The American way of showing it in other words. I'd prefer the European
>way of doing it, where today's date would be shown as: 31-01-03

There is a cpx you can use to control the date format.
dateform.cpx from Harald Becker (1997).
It's on the Belgian ftp-server.
<URL:ftp://chapelie.rma.ac.be/utilities/cpx/dateform.zip>

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

643. Re: Porthos 3 vs 2

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 18:57:50 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e3ac72e.0@entanet>
Source record: 29575

On 30 Jan 2003 17:26:24 , "Martin \"Nightowl\" Byttebier" wrote:
>on Thu 30-01-2003 11:22 Martin Tarenskeen wrote:
>
>>Hi,
>>
>>I've been using a registered version of Porthos 3.03 for some time now and
>>I have noticed that, though there have been improvements compared to
>>version 2.x, I still need version 2 installed on my harddisk. Once in a
>>while I come across PDF documents that look bad or even are
>>completely messed up and unreadable with version 3, while Porthos 2 shows
>>them perfectly.
>>
>>I have informed the author about it, and I'm sure he will try to fix it.
>>Is anyone having similar problems ?
>
>
>The same happens here too. From time to time I encounter pdf's which
>are totally messed up. I haven't thought about it to check if they
>displayed correctly with an older version of Porthos though.
>
>CU
>Martin

I have the same problem. Text in some PDFs looks like it has been through
the Enigma encoder so I resort to using 2.05

I have reported this to the developer and sent some samples but heard nothing.
I can't imagine that it is a major problem since it was working in 2.05

Personally I am not bothered about text and graphics export features I would
just like Porthos to be able to display most PDFs.

Regards,

Peter

644. anyone want to buy 2 zipstiks, both boxed? - ebay seller

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 19:49:52 UTC
From: jeremyfrench18@hotmail.com
Message-ID: <6397f572.0301311149.310c2b2@posting.google.com>
Source record: 29576

Hi, I have two original zipstiks in excellent condition to sell. Here
is the link to one of them, I'll sell the other if I get enough
interest - it's worth keeping one for a bit of arcade action:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=11991&item=2305327903

Cheers,

Jeremy

645. Screenblaster II

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 20:09:35 UTC
From: <>
Message-ID: <3KA_9.1813$nT7.1649@newssvr16.news.prodigy.com>
Source record: 29577

Does anyone reading this use Screenblaster II (external hardware, software)? Do you know if it is compatible with Magic? I have experienced problems with my Falcon locking up when saving to disk while running Screenblaster and Magic. It is running after NVDI and before Magic in my auto folder.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|
|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

646. Re: Changing date-format in TOS

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 20:19:29 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e3ada461424fa0@tripnet.se>
Source record: 29578

In comp.sys.atari.st <1fpni7c.10ang8mpgc5xkN%northstar2010@_del-ete_yahoo.no>
Hallvard Tangeraas wrote on Fri 31-01-2003 11:56 (GMT):

>I have Swedish TOS installed in my Mega STe, and for some strange reason
>the date format is shown like this: 03-01-31
>The American way of showing it in other words. I'd prefer the European
>way of doing it, where today's date would be shown as: 31-01-03

Hm, this just happens to be the standard _Swedish_ way of representing
dates! That is: Year-Month-Day.

To me it seems extremly natural with the exception that we normally don't
use the "-"-signs. I have actually written today's date as "030131" at
least 20 times today when signing papers with my favourite "Ballograf"
pen. It's been in use since at least 1995!

The [North] American way of writing dates is very strange: Month-Day-
Year. The fact that English and North Americans use different ways is
really frustrating as you can't tell which from the language alone.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

647. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 20:25:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200301312125.a62509@su2.maus.de>
Source record: 29446

HI Megamodeste,

M>If some other would confirm the same trouble I will never more buy a
M>Yamaha computer stuff.
my Yamaha 8424 approaches its 3rd anniversary and shows no problems, so far.

Und TTschi¿½
ps

648. Re: Changing date-format in TOS

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 20:38:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200301312138.a62510@su2.maus.de>
Source record: 29595

Hi Hallvard,

HT>Any way to change it?
SYSINFO by Thorsten Bergner may change and save 'your' date format to the non volatile memory. The soft has become freeware a couple of months ago.

Menu Hardware/NVM...

I don't know if there exist non-German versions...

Furthermore, it permits to change the keyboard language.

The author's email address is thorsten.bergner@snafu.de

Und TTschï¿½
ps

649. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 21:29:27 UTC
From: "David H. Lipman" <DLipman~nospam~@Verizon.Net>
Message-ID: <XUB_9.1848$2A4.1080@nwrddc04.gnilink.net>
Source record: 29579
Cross-posted to: alt.comp.virus,comp.sys.atari.st

Atari useful ?

NOT !

Dave

650. Re: Screenblaster II

Newsgroup: comp.sys.atari.st
Date: 2003-01-31 22:22:41 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b1esvg$4h5$1@tyfon.itea.ntnu.no>
Source record: 29580

```
Joseph D. Place <jdplace@<sick-of-spam>prodigy.net> wrote:
> Screenblaster and Magic. It is running after NVDI and before Magic in my
> auto folder.

I don't think Screenblaster is the main source for your problems here.
MagiC should always run first, and definitely before NVDI.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

651. Re: Changing date-format in TOS

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 00:03:40 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b1f2ss$cn5$1@thorium.cix.co.uk>
Source record: 29581

In message <1fpni7c.10ang8mpgc5xkN%northstar2010@_del-ete_yahoo.no>,
northstar2010@_del-ete_yahoo.no said:

>I have Swedish TOS installed in my Mega STe, and for some strange reason
>the date format is shown like this: 03-01-31
>The American way of showing it in other words. I'd prefer the European
>way of doing it, where today's date would be shown as: 31-01-03

Hi Hallvard!

No it's not the US way - it's the ISO way: Year-month-day, while
the US way would be month-day-year! It's to overcome the US/Europe
difference that ISO, the world-wide standardisation body, adopted
the third way.

But generally, to me too the European day-month-year is
preferable, since we are used to it. No idea how to change it,
except on a Falcon where the date format is stored in NVRAM.

BTW, the ISO way can be useful if used as part of filenames, as
the files will be sorted correctly by date on the desktop and file
selector even if using 'by name'.

Regards, /Peter/

652. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 00:34:14 UTC
From: lp <gfa@basic.net>
Message-ID: <BA608036.BFE5%gfa@basic.net>
Source record: 29582
Cross-posted to: alt.comp.virus,comp.sys.atari.st

in article XUB_9.1848$2A4.1080@nwrddc04.gnilink.net, David H. Lipman at DLipman~nospam~@Verizon.Net wrote on 1/31/03 4:29 PM:

> Atari useful ?
>
> NOT !

Correct.

More like essential.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

653. Re: What HD driver to use to work with Link (1)/SCSI drive ANDMegafile at same time?

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 01:03:33 UTC
From: Rob Aries <r.aries@rcn.com>
Message-ID: <BA608714.8EC6%r.aries@rcn.com>
Source record: 29583

> Hi Rob,
>
> RA>Do you or anyone else know where termination is controlled on the
> RA>Megafile 30?
> have a look on the adapter board.

I did, there's 3 small DIP switches on a single block. From my experimenting, it seems that the leftmost two control the unit #, letting me set it between 0 and 3. The rightmost switch is termination enable then?

I haven't had time to work on this further, I'll just try it both weays and see what works.
>
> RA>So ACSI is similar in termination needs to SCSI, correct?
> IIRC the adpter is to be terminated and the last device hooked to this adapter
> as well.

The Megafile is in the middle of the chain. After it comes the Link, attached to a SCSI drive. I'm not sure if the Link itself is terminated, or whether that is set on the SCSI drive. Once again I'll just try different things and see what works.

654. Re: Porthos 3 vs 2

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 02:29:51 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e3adbe6c62252@attbi.com>
Source record: 29584

>Hi,
>
>I've been using a registered version of Porthos 3.03 for some time now and
>I have noticed that, though there have been improvements compared to
>version 2.x, I still need version 2 installed on my harddisk. Once in a
>while I come across PDF documents that look bad or even are
>completely messed up and unreadable with version 3, while Porthos 2 shows
>them perfectly.
>
>I have informed the author about it, and I'm sure he will try to fix it.
>Is anyone having similar problems ?
>
>Martin Tarenskeen
>

Not really, but I have not been loading alot of PDF's lately.
Version 3 seems to be doing the job just fine.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

655. Re: Taskbar

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 02:29:53 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e3adbe6c62253@attbi.com>
Source record: 29585

>Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:
>> Anyone else has this happen to them? I am using Taskbar under
>> Magic.
>
>This last sentence explains everything... Although I have a version of
>MagiC somewhere, it will not run on my Milan so any tests with MagiC is
>very difficult. I would not expect Taskbar to work properly on anything
>but MiNT/N.AES (if that...) and maybe XaAES. There are a few things that
>has never worked properly under MagiC, icons is one of them.

I can agree that Taskbar may be having problems with Magic, but
for the most part, icons under Magic have been doing very well. I
have not tried it under Mint/N_AES, but I will. Thanks for the
info.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

656. Re: Taskbar

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 02:29:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e3adbe6c62254@attbi.com>
Source record: 29586

>> Although I have a version of MagiC somewhere, it will not run on my
>> Milan
>
>You need a special version of MagiC. Here runs the version 6.10 on a Milan.
>
>Gerhard

I have 6.1 on my Hades. Maybe I need to upgrade to 6.2.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

657. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 04:29:09 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA609BBA.29ECB%nameerf@flash.net>
Source record: 29587
Cross-posted to: alt.comp.virus,comp.sys.atari.st

in article XUB_9.1848$2A4.1080@nwrddc04.gnilink.net, David H. Lipman at DLipman~nospam~@Verizon.Net wrote on 1/31/03 1:29 PM:

> Atari useful ?
>
> NOT !

That's interesting. I actually have more uses for my Atari than I do for my iMac. I have much more fun using it, and have a ton more software running on it. If it had a better web browser and could print in the highest resolutions my printer is capable of (for working with digital images and photos), I would have absolutely no need for the Mac at all! My Atari would cover everything I need.

So please leave me to *use* my Atari in peace, thank you.

And as for the virus issue... please show me a virus that isn't covered by UVK2000. There's a reason why no virus-killers have been updated recently... no need!

Mike Freeman
nameerf@flash.net

658. Re: Screenblaster II

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 05:34:17 UTC
From: rs.mac@t-online.de
Message-ID: <1fpotux.9coja33m5ivaN%rs.mac@t-online.de>
Source record: 29588

jdplace@ <sick-of-spam> wrote:

> Does anyone reading this use Screenblaster II (external hardware,
> software)? Do you know if it is compatible with Magic? I have experienced

Yes, i used SBIII long time with MagiC and NVDI. First boot MagiC, start
NVDI, after then SB-Software. SBII or III. Itï¿½s better to use SBIII
Software. With MagiC SBII canï¿½t found the path for SBII display data.
(SB Folder on C:/)

(It was an patch around Maus Berlin2 to fix this problem)

> problems with my Falcon locking up when saving to disk while running

If you got it running, change the resolution to the sitze you want and
save magic.inf from magxdesk. (Not on any other desktops)

> Screenblaster and Magic. It is running after NVDI and before Magic in my
> auto folder.

On any falcon here NVDI starts after SB.

I donï¿½t know where you can found SBIII Software.

All in all itï¿½s tricky to install SBII (III) on MagiC.

Regards, Robert

--
-= Home of DOIT-Archive =-

Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

659. Re: Screenblaster II

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 09:07:50 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e3b8e07$0$27998$afc38c87@news.optusnet.com.au>
Source record: 29589

What is the difference between SB2 and 3. I have 2, and yes Magic then NVDI then SB2. Never had any real problems with it. Is the SB3 software avaliable anywhere? And is it compatible with sb2 hardware?

Mark

"Robert Schaffner" <rs.mac@t-online.de> wrote in message news:1fpotux.9coja33m5ivaN%rs.mac@t-online.de...
> jdplace@ <sick-of-spam> wrote:
>
> > Does anyone reading this use Screenblaster II (external hardware,
> > software)? Do you know if it is compatible with Magic? I have experienced
>
> Yes, i used SBIII long time with MagiC and NVDI. First boot MagiC, start
> NVDI, after then SB-Software. SBII or III. It's better to use SBIII
> Software. With MagiC SBII can't found the path for SBII display data.
> (SB Folder on C:/)
>
> (It was an patch around Maus Berlin2 to fix this problem)
>
> > problems with my Falcon locking up when saving to disk while running
>
> If you got it running, change the resolution to the sitze you want and
> save magic.inf from magxdesk. (Not on any other desktops)
>
> > Screenblaster and Magic. It is running after NVDI and before Magic in my
> > auto folder.
>
> On any falcon here NVDI starts after SB.
>
> I don't know where you can found SBIII Software.
>
> All in all it's tricky to install SBII (III) on MagiC.
>
>
> Regards, Robert
>
> --
> -= Home of DOIT-Archive =-
> _____
> Macintosh und Atari Hardware FAQs
> <http://www.doitarchive.de>

660. Re: Screenblaster II

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 11:00:49 UTC
From: rs.mac@t-online.de
Message-ID: <1fpp88z.1bexs3510khbt6N%rs.mac@t-online.de>
Source record: 29590

Mark Bedingfield <atari030@optusnet.nomorespamta.com.au> wrote:

> What is the difference between SB2 and 3. I have 2, and yes Magic then NVDI

Good question after this long time. Iï¿½m not sure, but the difference is
realy smal and i think it is based on a higher resolution only.

> then SB2. Never had any real problems with it. Is the SB3 software avaliable
> anywhere? And is it compatible with sb2 hardware?

Iï¿½m not sure it is on web anywhere. Normaly i take it from Maus B2.
(Last visit 1998)

Regards, Robert

--
-= Home of DOIT-Archive =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

661. Re: [PUB}: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 11:48:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1044207322-90799AEicMi@gmx.net>
Source record: 29455

From: Johann-Wilhelm_Arndt@LU.maus.de (Johann-Wilhelm Arndt)
Date: Thu, 30 Jan 2003 21:20:00 -0000

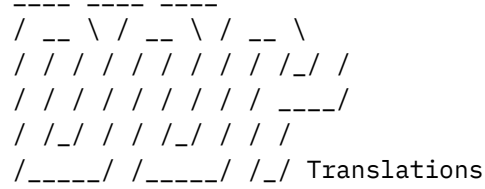
Hi Johan,

>This is not a reproduceable error, it happened just twice. I have to save
>the text more often and I hope to get around it. Next time I have to write
>down the adress of the error (MiNT + NewAlert).

The programmer develops QED under MagiC-PC, sending him MiNT address errors is
of little use. He's aware however of some bugs but can't reproduce them since
they seem to be OS specific...

In the mean time, take a look at Luna. Luna is freeware now, and contrary to
QED is developed further all the time. It has an overwhelming list of features
but far more important: it's rock steady.
http://www.rgfsoft.de

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

662. Misc ST Items FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 12:19:19 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3E3BBB46.E5B81BD6@netzero.net>
Source record: 29591

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmh@netzero.net for
more info.

Last updated 02-01-03

HARDWARE

Atari 520ST Computer System. Unit is upgraded to 1 Meg of RAM.
Unit comes with mouse, power supply, floppy drive, and manuals
all in the original boxes!
$50.00

Atari SC1224 Color monitor in the box.
$40.00

Atari SC1224 Color Monitor.
$30.00

Atari SM124 Mono Monitor. Plastic casing is cracked on the
top left side, but works fine otherwise
$20.00

Atari SM124 Mono Monitor.
$30.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor
$250.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The

software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual.
$25.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's age.
$5.00

Syquest 44 Meg Cartridges. These will be Atari HDX formatted
with no bad sectors.
$10.00

Syquest EZ-135 Cartridges. These will be IBM DOS formatted with
with no bad sectors.
$10.00

Syquest EZ-230 Cartridges. These will be IBM DOS formatted with
with no bad sectors.
$10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $10.00 each.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Annex by D. Pritchard. An DOOM Alien shootem up game.
Docs, disk
$5.00

Bridge 4.0 by Artworx. A comphrehensive contract bridge-playing
program. Box, docs, disk
$5.00

Captain Blood by InfoGrames. An involved space game of exploration.
Box, docs, disks.
$5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.
Comes with box, docs, and disks $10.00

Magical Math by Atari. The scholastic series math tutor program
starring Bentley Bear. Box, Docs, Disk
$5.00

Mickey Mouse The Computer Game by Gremlin. Help Mickey rescue
Merlin's Magic Wand in the enchanted Disney Castle.
Box, docs, disk.
$5.00

NightBreed by Ocean. A game based on a Clive Barker book/movie.
Box, docs, disks.
$5.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks
$5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks.
$5.00

Planetarium by Atari. The scholastic series observitory in your
own house. One of the better if not best scholastic programs by
Atari. Comes with box, docs, and disk.
$5.00

Quartet Gold by Red Rat Software. 4 games in this box, Pengy,
Cosmos, Screaming Wings, The Secret of Steel. Pengo
clone, Galaxian Clone, 1942 Clone, and a graphical adventure.
Box, docs, disks.
$5.00

Renegade by Mastertronic. A Star Raiders type space shooter
type game. Manual and disk.
$4.00

S.D.I. by Mindscape. Complete with box, docs, and disks.
$5.00

Sinbad and the Throne of the Falcon by Cinemaware. Docs and disks
$5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks.
$5.00

Transartica by Silmarils. A Falcon030 game where you are
the captain of the a Train on the frozen planet. Docs, Disks.
$15.00

MISC SOFTWARE

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual.
$5.00

DC Shower by Double Click Software. Replaces the TOS "Show" button
when double clicking on a file from TOS. Many different types of files
can be manipulated like graphics, compressed files, and HEX.
Docs and disk
$5.00

Degas by Batteries Included. The classic graphics and drawing
program for the Atari ST platform. Comes with book and disk
$5.00

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.
For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope.
$30.00

Flash by Antic Software. Complete Gem based telecomunications program.
Has VT-100, CIS, Vidtex Graphics capabilities and more.
Box, docs, and disk.
$3.00

Image CAT by Wiz Works. The complete graphics cataloging system
for all Atari computers. Print a catalog of image files that you
have on your Atari or view the images on your screen. Docs and disk
$5.00
MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.

This is a boxed Atari version and not the pack in with the Falcon.
Comes complete with binder, manual, and on 720K floppies
$15.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Box and disk
$3.00

Stalker 3 by Gribnif Software. A great GEM based telecomunications
package. The most complete telecomunications and terminal program
produced for the Atari. Can be run as a desktop accessory which then
allows background downloading and more. Box, docs, disk
$5.00

Thunder by Batteries Included. Sophisticated writing tools including
spell checker, speed-typing word expander & corrector, and statistics
on your document like the number or words, lines and more.
Manual and disk
$5.00

Time Link by Batteries Included. A time management software package.
Keep track of appointments and see them by the day, week, month,
or year. Manual and disk.
$5.00

Ultimate Virus Killer by Oregon Research. Protect your ST and repair
progarms that were infected. Manual and disk
$5.00

Wordflair II by Goldleaf Publishing. A very powerfull word processor,
desktop publisher, and document processor. There's almost nothing that
you can not do with the program. Requires GDOS or NVDI.
Box, docs, and disks
$10.00

WANTED

MagiC Mac Ver 6.XX or MagiCMac OSX
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere

OTHER Platforms

I also have lists of software for other platforms like IBM DOS or
Windows,
OS/2, Mac, BeOS, NeXT, and Amiga. If interested please request a list.

663. Re: Porthos 3 vs 2

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 12:35:40 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e3bbf38159f921@pandora.be>
Source record: 29592

on Sat 01-02-2003 02:29 Edward S. Baiz Jr. wrote:

>>Hi,
>>
>>I've been using a registered version of Porthos 3.03 for some time now and
>>I have noticed that, though there have been improvements compared to
>>version 2.x, I still need version 2 installed on my harddisk. Once in a
>>while I come across PDF documents that look bad or even are
>>completely messed up and unreadable with version 3, while Porthos 2 shows
>>them perfectly.
>>
>>I have informed the author about it, and I'm sure he will try to fix it.
>>Is anyone having similar problems ?

>
>Not really, but I have not been loading alot of PDF's lately.
>Version 3 seems to be doing the job just fine.

Try this small Dutch pdf about CITES and sturgeon

<URL:http://www.minlnv.nl/infomart/regeling/cites/infirc03.pdf>

This document is completely unreadable with Porthos 3.03.
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

664. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 14:48:59 UTC
From: FromTheRafters <!0000@nomad.fake>
Message-ID: <v3nnkji4i0gp7a@corp.supernews.com>
Source record: 29593
Cross-posted to: alt.comp.virus,comp.sys.atari.st

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:BA609BBA.29ECB%nameerf@flash.net...
> in article XUB_9.1848$2A4.1080@nwrddc04.gnilink.net, David H. Lipman at
> DLipman~nospam~@Verizon.Net wrote on 1/31/03 1:29 PM:
>
> > Atari useful ?
> >
> > NOT !
>
> That's interesting. I actually have more uses for my Atari than I do for my
> iMac. I have much more fun using it, and have a ton more software running on
> it. If it had a better web browser and could print in the highest
> resolutions my printer is capable of (for working with digital images and
> photos), I would have absolutely no need for the Mac at all! My Atari would
> cover everything I need.
>
> So please leave me to *use* my Atari in peace, thank you.
>
> And as for the virus issue... please show me a virus that isn't covered by
> UVK2000. There's a reason why no virus-killers have been updated recently...
> no need!

It boggles the mind why more malware isn't written for
the vast Atari userbase. ;o)

The last Atari I had, had a cartridge port on top for
games, language, or math firmware I got more mileage
from my Commodore Plus Four, but I liked the sound
setup of the Atari better in some ways.

Uh oh.....shuttle failure.....bye

665. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 15:43:40 UTC
From: sonik@whsmithnet.co.uk
Message-ID: <3e3beb2c_2@einstien.icl.net>
Source record: 29594
Cross-posted to: alt.comp.virus,comp.sys.atari.st

In article <BA609BBA.29ECB%nameerf@flash.net>, nameerf@flash.net says...
>And as for the virus issue... please show me a virus that
>isn't covered by
>UVK2000. There's a reason why no virus-killers have been u
>pdated recently...
>no need!

It's also relevent to note that the vast majority of virii are written to do damage to Microsoft-coded software like Outlook Express, Windows etc. Ataris seem relatively secure from the more serious and more aggressive virii.

Cheers
Al

666. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 17:39:57 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <ab1o3voqiq8jspd2g602391hrid80i643u@4ax.com>
Source record: 29447

On 1 Feb 2003 15:43:40 GMT, sonik@whsmithnet.co.uk (Al Ferrier) wrote:

>In article <BA609BBA.29ECB%nameerf@flash.net>, nameerf@flash.net says...
>>And as for the virus issue... please show me a virus that
>>isn't covered by
>>UVK2000. There's a reason why no virus-killers have been u
>>pdated recently...
>>no need!
>
>It's also relevent to note that the vast majority of virii are
>written to do damage to Microsoft-coded software like Outlook
>Express, Windows etc. Ataris seem relatively secure from the
>more serious and more aggressive virii.

Microsoft wanted to add more flexibility to their software by including a full macro language (Visual Basic for Applications). Unfortunately, this also introduced a potential vulnerability which has been exploited by most PC viruses out there. Unless I am mistaken (I do not use an Atari-based mail program, browser or newsreader) the Atari software titles features no macro language and are therefore, logically, not vulnerable to this kind of threat at all.
The only way to catch a virus on an Atari system, roughly, is by executing a file infected by a link virus, or by resetting your system with a bootsector virus-infected disk in the disk drive.

667. Re: Screenblaster II

Newsgroup: comp.sys.atari.st
Date: 2003-02-01 19:52:30 UTC
From: <>
Message-ID: <2AV_9.2243$TG7.1632@newssvr16.news.prodigy.com>
Source record: 29448

On 1 Feb 2003 20:07:50 +, "Mark Bedingfield" wrote:
>What is the difference between SB2 and 3. I have 2, and yes Magic then NVDI
>then SB2. Never had any real problems with it. Is the SB3 software avaliable
>anywhere? And is it compatible with sb2 hardware?
>
>Mark
>
I have SB II and III, but III is a French language verion. SB III is
compatible with the SB II hardware. As far as I know, the hardware is the
same. I don't think it is available anywhere?? The company (Overscan)
still has a website, but nothing there about Atari.

I haven't been able to get III to work at all with Magic. SB II will
function, but it either slows disk writing to a snail's pace, or hangs the
computer. I have been testing this by copying a test directory. I have
tried sorting the auto folder about every way possible, and eliminating
all other programs, but I have the same result. It may be my particular
Falcon, which has been mounted in a Wizzronics Falcon rack, and I don't
know what kind of modifications have been done to it. I have had similar
problems trying to run Blowup or Videlity also. Things work fine without
Magic though (just GEM and NVDI works fine).

What hard disk driver utility do you use? I have ICD pro, and I think
this could be the problem. I think I will eventually try buying HD-Driver
and re-formating everything.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|
|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

668. Re: Changing date-format in TOS

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 08:44:12 UTC
From: <>
Message-ID: <1044172228-186492AEicMi@ntlworld.com>
Source record: 29449

From: Peter_Schneider@su2.maus.de (Peter Schneider)
Date: Fri, 31 Jan 2003 21:38:00 +0100

>HT>Any way to change it?
>SYSINFO by Thorsten Bergner may change and save 'your' date format to the non
>volatile memory. The soft has become freeware a couple of months ago.

It's available in English also.

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

669. Nova VME Card drivers

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 11:49:06 UTC
From: Mickael Pointier <sorry.nospam@accepted.invalid>
Message-ID: <3e3d0504$0$266$626a54ce@news.free.fr>
Source record: 29450

Hi.

I recently aquired a VME Nova graphic card, unfortunately the driver disk is incomplete and only contains TT drivers (in a DATA.TT folder). Could someone send me by email a complete zipped version of his driver disk ?

I guess that it should contain a DATA.STE (or similar name) folder containing the following files:

- emulator.bib
- emulator.prg
- menu.prg
- sta_vdi.bib
- sta_vdi.prg

thanks a lot !

Dbug (dbug@defence-force.org)

670. Re: Porthos 3 vs 2

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 13:01:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e3cc1821ea8d3@attbi.com>
Source record: 29451

>>>Hi,
>>>
>>>I've been using a registered version of Porthos 3.03 for some time now and
>>>I have noticed that, though there have been improvements compared to
>>>version 2.x, I still need version 2 installed on my harddisk. Once in a
>>>while I come across PDF documents that look bad or even are
>>>completely messed up and unreadable with version 3, while Porthos 2 shows
>>>them perfectly.
>>>
>>>I have informed the author about it, and I'm sure he will try to fix it.
>>>Is anyone having similar problems ?
>
>>
>>Not really, but I have not been loading alot of PDF's lately.
>>Version 3 seems to be doing the job just fine.
>
>
>Try this small Dutch pdf about CITES and sturgeon
>
><URL:http://www.minlnv.nl/infomart/regeling/cites/infirc03.pdf>
>
>This document is completely unreadable with Porthos 3.03.

I agree but this is from a foreign site. It is really hard to tell
what is correct and what is not. I guess if you can read Dutch,
then I see your point. Hey, at least it loaded it. <g>
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

671. Re: Porthos 3 vs 2

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 13:08:29 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e3d184d.0@entanet>
Source record: 29452

On 1 Feb 2003 13:35:40 +, "Martin \"Nightowl\" Byttebier" wrote:
>on Sat 01-02-2003 02:29 Edward S. Baiz Jr. wrote:
>
>>Not really, but I have not been loading alot of PDF's lately.
>>Version 3 seems to be doing the job just fine.
>
>
>Try this small Dutch pdf about CITES and sturgeon
>
><URL:http://www.minlnv.nl/infomart/regeling/cites/infirc03.pdf>
>
>This document is completely unreadable with Porthos 3.03.

The documentation for my new router/adsl box is another victim
but I think I have just figured it out. I accidentally opened the
PDF manual using version 3.03 and then decided to have a look at the
printed version instead.

The problem seems to be that the character set is displaced two
letters earlier in the alphabet; so C becomes A and Z becomes X
etc. So 'Reference Manual' becomes 'Pcdcpclac L ls j'.

This seems to upset the font spacing and alignment and makes things
look much worse.

It may just be this one font that is affected this way. Another font
further down the first page is unaffected, other fonts may have different
problems.

Wolfgang, if you are reading this could you investigate the problem ?

Regards,

Peter

672. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 13:32:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1044207318-90099AEicMi@gmx.net>
Source record: 29454

From: ANTISPAM@yahoo.com (Mï¿½gamodeste)
Date: 31 Jan 2003 08:01:13 GMT

Hi,

>I have a Yamaha 16 10 40 for 1,5 year and noted that he read with more and
>more difficulties, then he couldn't wrote correctly : audio CDs could be
>played but list of songs seems bad written and couldn't be read by any CD
>drive. I accused the software, then the cable, but now I'm sure it comes from
>the CDdrive.

Don't jump to conclusions to soon, sometimes all what's needed it to use a
different brand and type of CD's. Yamaha advices to use CD's with a gold or
silver reflective coating. Kodak and Philips are some of the better known
brands that sell CD's with "gold" coating. And Verbatim is the only one I
found so far that makes CD's with "silver" coating.

>
>If some other would confirm the same trouble I will never more buy a Yamaha
>computer stuff.

Well, then your choices will be very limited. Yamaha and Plextor are the only
ones to choose from, all the other manufacturers have stopped making writers
with SCSI interface. Note however that the latest Plextor doesn't work (yet)
with the Anodyne software so you'll have to buy SoundPools CD Recorder Pro on
top of it as well.

The Plextor PX-W4012TS SCSI model costs a small fortune compared to the IDE
model, one must be stone cold crazy to pay more then $250 for a CD-RW these
days. The latest Yamaha CRW-F1 costs under $120, Yamaha has stopped producing
"real" SCSI burners some time ago, they include an IDE to SCSI convertor with
the "SCSI" model which allows to use the device on the TT or Falcon SCSI
interface. I've no idea if the Link can handle it.... Tip of the month: attach
a standard IDE cable to the convertor and you can add an extra IDE hard disk
to that convertor as well. This must be the deal of the century, one not only
gets a very good writer for his money, but the IDE to SCSI converter is the
icing on the cake. HD Driver sees the two IDE devices as two seperate SCSI
devices, so no problems there either. Format the IDE hard disk in FAT32 format
and enjoy....

While I'm at it:
Everyone who hasn't got a writer yet and is thinking of adding one later on,
should do it *now*. It's crystal clear that CD-RW's are on the way out, the
IDE models are sold for ridiculously low prices and the DVD writers are the
new kid in town... Just like SCSI scanners have disappeared all of a sudden,
the same thing is happening with SCSI writers. Yamaha has announced that it

ceased the production of CD-RW devices all together. Plextor is the only one left (for the time being) producing something which is still usable on this platform. Don't wait untill it's too late...

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

673. Re: atari spotting

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 17:04:25 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <AFd%9.12$oj3.3020@nsw.nnrp.telstra.net>
Source record: 29456

```
lp <gfa@basic.net> wrote in message news:BA55F368.BDDB%gfa@basic.net...
> in article 2b61dc2b.0301230644.5426a50b@posting.google.com, Mark at
> fried.man@sympatico.ca wrote on 1/23/03 9:44 AM:
>
> > lp <gfa@basic.net> wrote in message
news:<BA54EBAE.BDC2%gfa@basic.net>...
> >>>> I was working my day job at the dump and found two Atari computers
with
> >>>> monitors and various drives and stuff. I did the right thing and ran
them
> >>>> over in my dozer and then placed the bits in the computer waste
recycling
> >>>> bin.
> >>>>
> >>> A$$!! you can't place unlike materials in waste recycling bins!! I
guess
> >>> training at the dump is pretty limited, huh?
> >>
> >> Consider the source, he works at a dump.
> >> And such a moronic comment earned him slot #13 in my killfile.
> >> Goodbye Dorkmeister...
> >
> > Whoa! I had no idea such an innocent coment could generate a flame
> > war. Perhaps this guy is a Vanessa Mae fan and has all kinds of secret
> > fantasies about her and her "G string"
> > Mark
>
> There's no flame war to it. I simply don't tolerate such stuff anymore,
> it's far better to edit the killfile and remove the crap talk from my
> screen. This way I don't even have to think about skipping it, suck
> lamers cease to exist on my end.
>

Along with your sense of humour...
```

674. Re: Porthos 3 vs 2

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 17:22:14 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0302021818280.220-100000@easymint>
Source record: 29453

On 2 Feb 2003, Peter Slegg wrote:

> On 1 Feb 2003 13:35:40 +, "Martin \"Nightowl\" Byttebier" wrote:
> >on Sat 01-02-2003 02:29 Edward S. Baiz Jr. wrote:
> >
> >>Not really, but I have not been loading alot of PDF's lately.
> >>Version 3 seems to be doing the job just fine.
> >
> >
> >Try this small Dutch pdf about CITES and sturgeon
> >
> ><URL:http://www.minlnv.nl/infomart/regeling/cites/infirc03.pdf>
> >
> >This document is completely unreadable with Porthos 3.03.
>
> The documentation for my new router/adsl box is another victim
> but I think I have just figured it out. I accidentally opened the
> PDF manual using version 3.03 and then decided to have a look at the
> printed version instead.
>
> The problem seems to be that the character set is displaced two
> letters earlier in the alphabet; so C becomes A and Z becomes X
> etc. So 'Reference Manual' becomes 'Pcdcpclac L ls j'.
>
> This seems to upset the font spacing and alignment and makes things
> look much worse.
>
> It may just be this one font that is affected this way. Another font
> further down the first page is unaffected, other fonts may have different
> problems.
>
> Wolfgang, if you are reading this could you investigate the problem ?
>
> Regards,
>
> Peter
>

I have quoted the above and mailed it to him.

Martin Tarenskeen

675. TT and EtherNec problems

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 18:43:58 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.913b349f.2afa0a82.wdwd@wd.com>
Source record: 29460

Hello,

In my attempt to attach my TT to a LAN, I made a few tests a couple
of days ago, which showed that the TT could send and receive packets
for 5 minutes with no problems after it had been powered on, then
for 3~5 minutes the number of wrong packets went increasing, and
finally after something like 9 minutes, there was no correct packets
received anymore.
I wondered which was faulty, from my TT or EtherNec, and I could
find with no doubt that it is the TT.
So, can anyone explain to me what the problem with those machines is,
and why it only happens on certain ones ?

Thanks in advance,

J.-Luc
--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

676. Yamaha CDrom writer trouble survey

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 19:19:22 UTC
From: A&#65533;a&#65533;tre@yahoo.com
Message-ID: <3e3d6f39$0$258$626a54ce@news.free.fr>
Source record: 29457

Hello folks,

I'm wanted to know how much of you got trouble with there Yamaha with
the 'syndrom of aged light'.

Please contact me AT MY ADRESS BELOW with reporting me the type of CDrom
writer, and after how much time you got the trouble.

Regards

yvesrogne(AT)onlinePOINTfr

677. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 19:26:14 UTC
From: fartfart@yahoo.com
Message-ID: <3e3d70d6$0$249$626a54ce@news.free.fr>
Source record: 29458

On 31 Jan 2003 12:55:12 , Uwe Seimet wrote:
>Well, Yamaha recently annonced not to produce and CD writers anymore. So
>even if you wanted to, you would not be able to buy from them, at least
>not as far as CD writers are concerned.

```
Last bad news : dealers around there told that nobody make SCSI cdrom
writer since IDE burn proof exists )-:

Regards
```

678. Re: Changing date-format in TOS

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 19:30:55 UTC
From: fartfart@yahoo.com
Message-ID: <3e3d71ef$0$249$626a54ce@news.free.fr>
Source record: 29459

Hello Halvard,

On 31 Jan 2003 11:56:41 , Hallvard Tangeraas wrote:
>Is there a way to change the date format (when set for "show as text")
>on the TOS 2.06 desktop?

There is a basic programm who allow to set all cookies the way you want :
modicouq.tos
you shouldlook for it on Chapelie, but if you can't find it drop me a line.

M>gamodeste (yvesrogne(at)onlinePOINTfr)

679. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 20:21:34 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e3d7dd4859b610@pandora.be>
Source record: 29462
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka302.zip
(820.755 bytes) 2D Graph Describer, 3D Modeller, complete version.
To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka302-020.zip
(830.342 bytes) 68020 version. To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka302-fpu.zip
(793.900 bytes) fpu version. To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka302-lite.zip
(228.924 bytes) light version which can run on ST with 780 kb floppy drive

**programming**
ftp://chapelie.rma.ac.be/atari/programming/intrface.zip
(718.555 bytes) Interface is a very good RSC editing program. English rsc file is include

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

680. Re: Screenblaster II

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 20:33:41 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <b1jvb4ard1$8300dec7@news.demon.co.uk>
Source record: 29461

>Does anyone reading this use Screenblaster II (external hardware,
>software)? Do you know if it is compatible with Magic? I have experienced
>problems with my Falcon locking up when saving to disk while running
>Screenblaster and Magic. It is running after NVDI and before Magic in my
>auto folder.
>
>
>|Joseph D. Place |

I use Screenblaster II with Magic.The order in my Auto folder is

MAGXBOOT.PRG (modified for Afterburner FWIW)
NVDI.PRG
SBLASTER.PRG
etc.

System works fine, runs at something like 720x640 using the B port.

Hope this helps

Regards

Mike Bedford

681. Re: Nova VME Card drivers

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 20:57:53 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1044226298.353017@blade.atari-source.com>
Source record: 29463

Mickael Pointier wrote:

> Hi.
>
> I recently aquired a VME Nova graphic card, unfortunately the driver disk
> is incomplete and only contains TT drivers (in a DATA.TT folder). Could
> someone send me by email a complete zipped version of his driver disk ?
>
> I guess that it should contain a DATA.STE (or similar name) folder
> containing the following files:
>
> - emulator.bib
> - emulator.prg
> - menu.prg
> - sta_vdi.bib
> - sta_vdi.prg
>
> thanks a lot !
>
> Dbug (dbug@defence-force.org)

Probably you only have a Nova card that works on a TT. As far as I can recall you need to set the jumper on the board to MSTe but in addition supposedly those GAL's (2 IC's on the adapter board) need to be replaced in order to get it working in an MSTe. I know I had to have them replaced ni order to get my card to work with a Mach64 card instead of a Mach32. But even so, I think I only have TT drivers. Sorry. Those drivers cost money too unfortunately, I don't think it's quite legal to give it out.

--
Mark
- http://atari-source.com
- Tower F030,Tower MSTe, 2 ethernec's, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx - all fun.

682. Re: TT and EtherNec problems

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 21:00:24 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1044226450.166930@blade.atari-source.com>
Source record: 29464

Jean-Luc CECCOLI wrote:

> Hello,
>
> In my attempt to attach my TT to a LAN, I made a few tests a couple
> of days ago, which showed that the TT could send and receive packets
> for 5 minutes with no problems after it had been powered on, then
> for 3~5 minutes the number of wrong packets went increasing, and
> finally after something like 9 minutes, there was no correct packets
> received anymore.
> I wondered which was faulty, from my TT or EtherNec, and I could
> find with no doubt that it is the TT.
> So, can anyone explain to me what the problem with those machines is,
> and why it only happens on certain ones ?
>
> Thanks in advance,
>
> J.-Luc

Hello,

My TT works absolutely fine with the EtherNEC (both of them no less) under
MagiC or MiNT. Suggestions:

A: Try Ozk's driver (http://assemsoft.atari.org)
B: Ensure you have an authentic RTL 8019 card - most ISA ne2000 cards that I
tried indeed had some strange problems or didn't work, but the RTL8019 is
what this adapter was built with. It works well! I highly doubt your TT
is to blame, more of a driver/ISA card issue probably.

--
Mark
- http://atari-source.com
- Tower F030,Tower MSTe, 2 ethernec's, 2 Jaguars, 1 Jaguar toilet unit, 1
Lynx - all fun.

683. Re: TT and EtherNec problems

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 21:35:21 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e3d8f0a9231470@tripnet.se>
Source record: 29465

In comp.sys.atari.st <WS3.913b349f.2afa0a82.wdwd@wd.com>
Jean-Luc CECCOLI wrote on Sun 02-02-2003 20:43 (+0200):

>In my attempt to attach my TT to a LAN, I made a few tests a couple

>So, can anyone explain to me what the problem with those machines is,
>and why it only happens on certain ones ?

Have you checked my old posts on the subject?

Take a look at:
http://groups.google.com/groups?q=STinG+EtherNEC+TT

I tested on two TT's and they behaved differently. I'm now using EterNEC
with my main TT and it works well after tweaking the running order in the
STING folder _and_ setting the modules to use TT RAM.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

684. Re: Screenblaster II

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 22:54:43 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <Tkh%9.7408$DC6.27276@news-server.bigpond.net.au>
Source record: 29466

Try HDdriver, it is pretty potent. I am running 7.8 I think. I only trialed Magic for MACE here in Melbourne, ended up going to Mint myself.
Try this, make sure the res is the same. i.e. 640x480 256 colours. then bench the time taken to copy the files. The increased resolutions require more horsepower, if you compare say, 1024x768 to 640x480 the higher res will cause the machine to run slower.

Mark

"jdplace@ prodigy.net (Joseph D. Place)" <sick-of-spam> wrote in message news:2AV_9.2243$TG7.1632@newssvr16.news.prodigy.com...
> On 1 Feb 2003 20:07:50 +, "Mark Bedingfield" wrote:
> >What is the difference between SB2 and 3. I have 2, and yes Magic then NVDI
> >then SB2. Never had any real problems with it. Is the SB3 software avaliable
> >anywhere? And is it compatible with sb2 hardware?
> >
> >Mark
> >
> I have SB II and III, but III is a French language verion. SB III is
> compatible with the SB II hardware. As far as I know, the hardware is the
> same. I don't think it is available anywhere?? The company (Overscan)
> still has a website, but nothing there about Atari.
>
> I haven't been able to get III to work at all with Magic. SB II will
> function, but it either slows disk writing to a snail's pace, or hangs the
> computer. I have been testing this by copying a test directory. I have
> tried sorting the auto folder about every way possible, and eliminating
> all other programs, but I have the same result. It may be my particular
> Falcon, which has been mounted in a Wizzronics Falcon rack, and I don't
> know what kind of modifications have been done to it. I have had similar
> problems trying to run Blowup or Videlity also. Things work fine without
> Magic though (just GEM and NVDI works fine).
>
> What hard disk driver utility do you use? I have ICD pro, and I think
> this could be the problem. I think I will eventually try buying HD-Driver
> and re-formating everything.
>
> |Joseph D. Place |
> |/|\ ATARI Falcon030 |
> |1040STe, Stacy4 |
> |Portfolio, 400, 130XE|
> |Joseph D. Place |
> |/|\ ATARI Falcon030 |

> |1040STe, Stacy4 |
> |Portfolio, 400, 130XE|

685. Re: Nova VME Card drivers

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 23:17:41 UTC
From: Mickael Pointier <sorry.nospam@accepted.invalid>
Message-ID: <3e3da667$0$242$626a54ce@news.free.fr>
Source record: 29467

Mark Duckworth wrote:
> Mickael Pointier wrote:
>
>> Hi.
>>
>> I recently aquired a VME Nova graphic card, unfortunately the driver
>> disk is incomplete and only contains TT drivers (in a DATA.TT
>> folder). Could someone send me by email a complete zipped version of
>> his driver disk ?
>>
>> I guess that it should contain a DATA.STE (or similar name) folder
>> containing the following files:
>>
>> - emulator.bib
>> - emulator.prg
>> - menu.prg
>> - sta_vdi.bib
>> - sta_vdi.prg
>>
>> thanks a lot !
>>
>> Dbug (dbug@defence-force.org)
>
> Probably you only have a Nova card that works on a TT. As far as I
> can recall you need to set the jumper on the board to MSTe but in
> addition supposedly those GAL's (2 IC's on the adapter board) need to
> be replaced in order to get it working in an MSTe. I know I had to
> have them replaced ni order to get my card to work with a Mach64 card
> instead of a Mach32. But even so, I think I only have TT drivers.
> Sorry. Those drivers cost money too unfortunately, I don't think
> it's quite legal to give it out.

???
Drivers for a hardware you can't "copy" are not free ???

And by the way, the manual indicate the installer is supposed to work on
mste.
Damned :(

Dbug

686. Atari Online News, Etc. #05-05

Newsgroup: comp.sys.atari.st
Date: 2003-02-02 23:39:38 UTC
From: danap8@aol.com
Message-ID: <20030202183938.11757.00000440@mb-mr.aol.com>
Source record: 29468

```
A-ONE #0505 01/31/03

~ Microsoft Gets Relief! ~ People Are Talking! ~ EasyMiNT Update News!
~ Kazaa Decides To Sue! ~ Opera 7 Is Released! ~ Pop-up Ads Flood AOL
~ Do-Not-Call List Suit! ~ TosGroup Site Closing? ~ PKZip Is Revamped!
~ eBay Libel Suit Dropped~ PowerMac Price Cuts! ~ Intuit Process Taxing

-* Electronic Computer Projects *-
-* Slammer Worm Cripples the Internet! *-
-* AOL's Losses Skyrocket, Turner Steps Down! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

687. Atari ST games wanted

Newsgroup: comp.sys.atari.st
Date: 2003-02-03 06:44:09 UTC
From: satcom2@attbi.com
Message-ID: <82a18ff2.0302022244.6a26dbe7@posting.google.com>
Source record: 29469

I am looking for the following *complete* games, in decent condition.
(don't have to be perfect) I will list them here along with the amount
I will be willing to pay for each.

Magic Boy $20
Paladin $15
Lethal Xcess $25
Ghost Battle $15
Vaxine $15

If you would rather trade send me your list, I have incredible amounts
of ST games, most complete, and you never know what I might let go of.
-SaTcom2

688. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-02-03 10:10:54 UTC
From: <>
Message-ID: <1044267740-581841AEicMi@ntlworld.com>
Source record: 29471

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Sun, 02 Feb 2003 15:32:32 +0200

>Everyone who hasn't got a writer yet and is thinking of adding one later on,
>should do it *now*. It's crystal clear that CD-RW's are on the way out, the

Absolutely - and it's also worth pointing out that drives with minimum writing
speeds of over 4X aren't usable on our platform, where 2 or 4X is about the
limit as I see it.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

689. Re: [PUB}: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-02-03 10:22:17 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.bpeeqpci@localhost>
Source record: 29470

Dennis Vermeire wrote:
>
> From: Johann-Wilhelm_Arndt@LU.maus.de (Johann-Wilhelm Arndt)
> Date: Thu, 30 Jan 2003 21:20:00 -0000

> The programmer develops QED under MagiC-PC, sending him MiNT address
> errors is of little use. He's aware however of some bugs but can't
> reproduce them since they seem to be OS specific...

The errors with MiNT could well be useful anyway, since they (among other things) do reveal:

a) Where the program goes wrong
b) If the program is making a read or write error (and if so, at what address) c) If the program hits a bad instruction

In most cases, the bugs are not OS specific, but the symptoms of them are.

The error messages could perhaps lead to some rough ideas of what in the code is going wrong, and even if it can't be reproduced on the authors setup, a debug version of the program could perhaps reveal interesting things on a beta testers setup.

/Joakim

690. Need Help: Miss acc File for TDI-Modula

Newsgroup: comp.sys.atari.st
Date: 2003-02-03 15:40:51 UTC
From: jensminneker@web.de
Message-ID: <9332c4c.0302030740.3b874a2a@posting.google.com>
Source record: 29472

I just reactivated my old TDI-Modula (Vers. 3.XX) for my ST.
Some of my disks are corrupted. I miss the acc File for TDI-Modula,
which is required to set the paths for the compiler, linker, etc.

Can someone help me and send me the file ?

Thanks ....

691. Re: TT and EtherNec problems

Newsgroup: comp.sys.atari.st
Date: 2003-02-03 18:42:56 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.419de439.2ab80e82.wdwd@wd.com>
Source record: 29473

Dans le message <1044226450.166930@blade.atari-source.com>
Mark Duckworth a ï¿½crit:
>Jean-Luc CECCOLI wrote:

>> Hello,
>>
>> [...]
>>

>Hello,

>My TT works absolutely fine with the EtherNEC (both of them no less) under
>MagiC or MiNT. Suggestions:

>A: Try Ozk's driver (http://assemsoft.atari.org)
I'm going to dl and try it asap, thanks for the link.

>B: Ensure you have an authentic RTL 8019 card - most ISA ne2000 cards that I
>tried indeed had some strange problems or didn't work, but the RTL8019 is
>what this adapter was built with. It works well! I highly doubt your TT
>is to blame, more of a driver/ISA card issue probably.
Well, it works fine for about 5 minutes after power on, then there
are lost packets for the next 4 minutes, and then nothing anymore.
I wanted to be sure it wasn't the adapter and/or NIC, so I switched
the TT off for 1/2 hour, and gave it another try : it just behaved
the same way. But the only thing that points out, is that a component
either in the TT or/and NIC goes bad after a few minutes.
So, I finally unplugged the adapter, switched the TT on, and let it
run for 1 hour, then powered it off, plugged the adapter+NIC in again
and powered the TT on : I couldn't send any single packet from the
TT, so I'm then sure it's because of the TT.
Now, I need to find where the problem comes from. Not that easy...

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

692. Re: TT and EtherNec problems

Newsgroup: comp.sys.atari.st
Date: 2003-02-03 18:49:08 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.478ae22e.2c480e82.wdwd@wd.com>
Source record: 29474

Hello,

Dans le message <3e3d8f0a9231470@tripnet.se>
Kenneth Medin a ï¿½crit:
>In comp.sys.atari.st <WS3.913b349f.2afa0a82.wdwd@wd.com>
>Jean-Luc CECCOLI wrote on Sun 02-02-2003 20:43 (+0200):

>> [...]

>Have you checked my old posts on the subject?
I checked plenty of related posts, but I certainly missed some
of them...

>Take a look at:
>http://groups.google.com/groups?q=STinG+EtherNEC+TT

>I tested on two TT's and they behaved differently. I'm now using EterNEC
>with my main TT and it works well after tweaking the running order in the
>STING folder _and_ setting the modules to use TT RAM.
That's one more reason for me to go back to the posts and read
thoroughly all your posts. Might take a long time however...

Thanks,

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

693. Looking for LINK or LINK2

Newsgroup: comp.sys.atari.st
Date: 2003-02-03 22:40:10 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <qirt3vs8uf7l436nokhfk1agjlvbk6u63u@4ax.com>
Source record: 29476

Just wondering if anyone here has an ICD Link or Link2 for sale. I'm in the US (California).

I want to get my STE up and running with a hard drive again - moslty to play a couple of older games that don't work very well with my Falcon (Ultima 5 being one of them).

Feel free to post replies here, or e-mail me directly:

nurmix [at] yahoo [dot] com

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

694. handymasters.com Anounce lunching a Game similar to RiverRaid on PocketPc

Newsgroup: comp.sys.atari.st
Date: 2003-02-03 23:58:31 UTC
From: abdelrhman_fahmy@hotmail.com
Message-ID: <bfeb82b.0302031558.4c428b35@posting.google.com>
Source record: 29477

www.handymasters.com Anounce lunching a Game similar to RiverRaid on PocketPc

695. I give my Atari 520 to anyone in Christchurch New Zealand who wants it.

Newsgroup: comp.sys.atari.st
Date: 2003-02-04 02:49:20 UTC
From: daveoaus@hotmail.com
Message-ID: <94232bb3.0302031849.647dcf40@posting.google.com>
Source record: 29478

Hi

Attention - only Relevant to people in New Zealand

My name is Richard I live in Christchurch, New Zealand

I have an Atari 520stfm, monitor, joystick, Super5 printer, cables,
discs manuals. all going, good cond.. etc - I want to give away

Is there an Atari enthusiest, club or anything or anybody in ChCh that
might want it?

it will go to the dump otherwise shame.

this offer is available until 12-2-03 then it's off to the trash

Cheers

Richard Carter

696. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-02-04 06:51:14 UTC
From: mwanly@mweb.co.za
Message-ID: <3e3f6213.22966503@news.mweb.co.za>
Source record: 29475
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

On Wed, 29 Jan 2003 09:17:50 -0500, kurt wismer <kurtw@sympatico.ca>
wrote:

>lp wrote:
>> Do you offer a more current one?
>> Some how I doubt it.
>>
>> It is a deal. Are there free ones for other platforms?
>> Somehow I very much doubt that too!
>
>well, doubting thomas, i guess you're in for a surprise... there are a
>number of free anti-virus products for intel machines, all of them
>updated regularly... f-prot for dos is free for personal, non-commercial
>use... avg is another...
>
>--
>"when surveys of all the world's countries are done,
> canada frequently rates number one.
> are we the best country? well we'll never know...
> there's nowhere else we can afford to go."
>

I tried a whole bunch of free ones -they picked up Kazaa as a virus
and when i got round to using McAFee VirusScan 7 it cleaned my virus
.I have not tried f-prot but if its free then how do they keep up with
the new virii that come out -maybe advertising cost? Go with the big
names like Norton's, McAfee, Panda?

697. Re: Changing date-format in TOS

Newsgroup: comp.sys.atari.st
Date: 2003-02-04 09:09:46 UTC
From: fartfart@yahoo.com
Message-ID: <3e3f835a$0$227$626a54ce@news.free.fr>
Source record: 29479

Hello Halvard,

> modicouq.tos
When double-clicking it, all I got was a list of values.

The programm can work either in AUTO or with double clicking it.
It display the values found in the cooky jar and -> the value found in
the file modicouq.d_v that will replace the previous.

I believe the "_IDT" cookie is the one I'm looking for. It's shows vith
a value of 4352.

In the modicouq.d_v are samples and _IDT is the setting for daymonthyear
(but I forgot wich s parator).
You can let or suppress all the cookies you don't wan't to change, letting
only _IDT.

I will look to find other values for it. Can you recall me wich format you
want please.

Regards

yvesPOINTrogne(at)onlinePOINTfr

698. Re: Porthos 3 vs 2

Newsgroup: comp.sys.atari.st
Date: 2003-02-04 12:52:13 UTC
From: kawecki@fgh-ma.de
Message-ID: <583548f2.0302040452.7b8bb2e2@posting.google.com>
Source record: 29480

> The documentation for my new router/adsl box is another victim
> but I think I have just figured it out. I accidentally opened the
> PDF manual using version 3.03 and then decided to have a look at the
> printed version instead.

The only one solution for me is that the version 3.03 uses a new
library - FreeType. This can be the problem - the bad implementation.
But I can't tell it for sure - I don't know the code.
I'm sure it's not so hard to solve that problem and Wolfgang will
solve this in few minutes.

> The problem seems to be that the character set is displaced two
> letters earlier in the alphabet; so C becomes A and Z becomes X
> etc. So 'Reference Manual' becomes 'Pcdcpclac L ls j'.

In fact. Not all fonts displayed (used) in PDF documents start with an
"A". This can be different from one document to another - even more,
from one line to another.

> This seems to upset the font spacing and alignment and makes things
> look much worse.

Right.
Generally in PDF are different fonts (type of font etc.). And each
font can be defined in different way - there are few tables, which
discribe one font.
So if one of the table is specified in wrong way all the fonts will be
displayed in a wrong way.

I could say: RTFM ;), but I will not... It's just to big document and
a normal user dont't have to know all the details about PDF documents
:)

Regards

Rafal Kawecki

699. Re: TT and EtherNec problems

Newsgroup: comp.sys.atari.st
Date: 2003-02-04 18:17:26 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.32aa970e.245a1282.wdwd@wd.com>
Source record: 29481

Hello,

Dans le message <3e3d8f0a9231470@tripnet.se>
Kenneth Medin a ï¿½crit:
>In comp.sys.atari.st <WS3.913b349f.2afa0a82.wdwd@wd.com>
>Jean-Luc CECCOLI wrote on Sun 02-02-2003 20:43 (+0200):

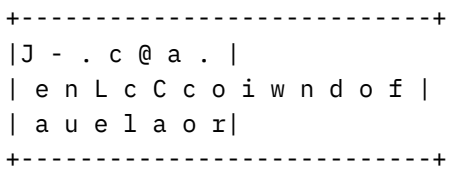
>Have you checked my old posts on the subject?
That's done, now.

>Take a look at:
>http://groups.google.com/groups?q=STinG+EtherNEC+TT
I did read all your posts and answears from 23/11/2002, the one
where you write you had to sort the modules in STinG folder...

>I tested on two TT's and they behaved differently. I'm now using EterNEC
>with my main TT and it works well after tweaking the running order in the
>STING folder _and_ setting the modules to use TT RAM.
... and that didn't help me at all!
Here are the STXs I own :
- ether.stx, which isn't even seen by the system ;
- etherne.stx, which seems to be made for working with VME ;
- enec2.stx, the one made for CT2 ;
- and enec3.stx, the one for falcons and TTs.
I tried any combination in the STinG folder, with and without
setting TT-RAM flags, it didn't change anything.
Anyhow, why would it have change anything, since I'm *_quite_*
sure it is because of my TT ?
Actually, it works fine for the first 5 minutes after power on,
then it starts beeing on the blink, losing more and more packets
for the next 4~6 minutes, and then stops working.
See my previous post, all this definitely proves that it is my TT
that is faulty. Maybe is it a special one or, rather, the guy whom
I bought it from forgot to tell me about this problem.
Now, I hope I will find what's wrong with it asap, and then I can
set my lan.

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.


J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|

700. Re: Yamaha CDrom writer trouble survey

Newsgroup: comp.sys.atari.st
Date: 2003-02-04 19:28:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200302042028.a1147@su2.maus.de>
Source record: 29403

Hi Megamodeste,

M>I'm wanted to know how much of you got trouble with there Yamaha with
M>the 'syndrom of aged light'.
once I was tols that Yamah writers tend to survive warranty time only. But my 8424 SCSI will be three years old this month.

Und TTschï¿½
ps

701. Re: Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-02-05 01:44:49 UTC
From: Steve Sweet <stevesweet@freeuk.net>
Message-ID: <1044469495.19982.2@iris.uk.clara.net>
Source record: 29487
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

Hi There

<mwanly@mweb.co.za> wrote in message
news:3e3f6213.22966503@news.mweb.co.za...
> On Wed, 29 Jan 2003 09:17:50 -0500, kurt wismer <kurtw@sympatico.ca>
> wrote:
>
> >lp wrote:
> >> Do you offer a more current one?
> >> Some how I doubt it.
> >>
> >> It is a deal. Are there free ones for other platforms?
> >> Somehow I very much doubt that too!
> >
> >well, doubting thomas, i guess you're in for a surprise... there are a
> >number of free anti-virus products for intel machines, all of them
> >updated regularly... f-prot for dos is free for personal, non-commercial
> >use... avg is another...
> >
> >--
> >"when surveys of all the world's countries are done,
> > canada frequently rates number one.
> > are we the best country? well we'll never know...
> > there's nowhere else we can afford to go."
> >
>
> I tried a whole bunch of free ones -they picked up Kazaa as a virus
> and when i got round to using McAFee VirusScan 7 it cleaned my virus
> .I have not tried f-prot but if its free then how do they keep up with
> the new virii that come out -maybe advertising cost? Go with the big
> names like Norton's, McAfee, Panda?

Or a much better and free AVG from http://www.grisoft.com

Steve S's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.449 / Virus Database: 251 - Release Date: 27/01/2003

702. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-02-05 03:19:54 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <YkGdndGaMPNHH92jXTWcrg@comcast.com>
Source record: 29482
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <3e399cc6571ee0@tripnet.se>,
Kenneth Medin <kennethm@tripnet.se> wrote:

>>> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
>>> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
>
>>It is absurd how it hasn't occurred yet to some that perhaps the reason for
>>the lack of business is a largely angry customer base that doesn't want to
>>do business with him. *sigh*. He's digging his own grave.
>
>I don't think so... I actually had the pleasure to buy from him right
>before christmas, partly because of his posts to this NG but also because
>of yours and others unfair complaints about his ads here.

I don't think they're unfair. This is not a commerce group. None of the
x-posted groups are either. He posts too often. It's "ok" just because
the groups he posts in don't get much traffic anyway? I don't happen
to think so. He then goes on with no apology when confronted about such
tactics with bizarro stories about things I could give a whit about and
how people should take pity on him and patronize him? It's just not
professional.

>Got a couple of hard to find items and yes, his service is excellent!
>Some might think twice before sending cash in advance to remote
>continents but with Ben Smith there is no need to worry. Just remember to
>use insured mail when sending money.

Who on earth would send hard currency thru the mail?! That's not a good
idea for eBay. Much less an "Internet Business". Hell, it's not even a
smart idea for people who know each other.

--
0--0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0--0

703. Re: Changing date-format in TOS

Newsgroup: comp.sys.atari.st
Date: 2003-02-05 11:11:49 UTC
From: nosp@m
Message-ID: <3e40f175$0$243$626a54ce@news.free.fr>
Source record: 29483

On 4 Feb 2003 15:49:15 G, Hallvard Tangeraas wrote:
�I want to display the date as: day-month-year (today, being 04-02-03)

So you only need to run the programm as the format you're looking for the value
in modicouq.d_v
Then, if you use a tos programm and ask for date (I.E. command.tos) you should
get the format you're looking for.
Most of the time ACC, CPX, and other programms extract the date and reorder
it the way they want ...

yves.rogne(at)onlinePOINTfr

704. Re: Changing date-format in TOS

Newsgroup: comp.sys.atari.st
Date: 2003-02-05 12:49:34 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e411d443255c00@europe-shareware.org>
Source record: 29484

Hello,

in article <1fpv80i.bhlnpgiw93x8N%northstar2010@_del-ete_yahoo.no> (comp.sys.atari.st), Hallvard Tangeraas wrote on Tue 04-02-2003 15:49 (GMT):

> I want to display the date as: day-month-year (today, being 04-02-03)

The value of the cookie here is $0000112e

Hope this helps.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

705. Re: Changing date-format in TOS

Newsgroup: comp.sys.atari.st
Date: 2003-02-05 13:36:34 UTC
From: Steve Sweet <stevesweet@freeuk.net>
Message-ID: <1044469499.19982.5@iris.uk.clara.net>
Source record: 29486

Hi Hallvard

> Yes, I see you're right (as well as reading Kenneth's message about it).
> Still, I'm not used to this way, and would prefer the "day-month-year
> format" (today being "01-02-03". Wow!!! that's a pretty cool date!!!).

There's been quite a few 'cool' dates during 2002, and now some more will pop up in 2003, if you live 998 years you'll get to see 03-02-01. 8~)

1 minute past AM on new years day 2001 was one such event, 01:01 01:01:01, in 2002 02:02 02:02:02, and the 3rd of march this year you'll get 03:03 03:03:03 at 3 minutes past 3 on the 3rd of march.

Another loads of boring ball's brought to you by... The Welshgit.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve S's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.449 / Virus Database: 251 - Release Date: 27/01/2003

706. Re: Changing date-format in TOS

Newsgroup: comp.sys.atari.st
Date: 2003-02-05 14:59:27 UTC
From: Steve Sweet <stevesweet@freeuk.net>
Message-ID: <1044469501.19982.6@iris.uk.clara.net>
Source record: 29488

Hi Hallvard

> > HT>Any way to change it?
> > SYSINFO by Thorsten Bergner may change and save 'your' date format to
the
> > non volatile memory. The soft has become freeware a couple of months
ago.

> There's no NVRAM on a Mega STe :-(

Begin clip from The Atari Compendium(c)

NVMaccess() accesses the non-volatile RAM present in the TT, Mega STe, and
Falcon030. You should not read or write to this area as all of its locations
are currently reserved.

End of clip from The Atari Compendium(c)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve S's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.449 / Virus Database: 251 - Release Date: 27/01/2003

707. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-02-05 17:49:11 UTC
From: vdjole@EUnet.yu
Message-ID: <b1riqlbdn1@news.eunet.yu>
Source record: 29485

```
On 2 Feb 2003 21:21:34 +, "Martin \"Nightowl\" Byttebier" wrote:
>New at the Belgian ftp-site chapelie.rma.ac.be
> **programming**
>
>ftp://chapelie.rma.ac.be/atari/programming/intrface.zip
> (718.555 bytes) Interface is a very good RSC editing program. English rsc file is include

Is it some new version, or the same one (V2.33?) which was available from the
author's site some time (a couple of years) ago ?

cu;
```

708. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-02-05 18:54:58 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns9319CA9B93024tos4ever@195.130.132.65>
Source record: 29489

on wo, 05 feb 2003 17:49:11 GMT Djordje Vukovic wrote:

> On 2 Feb 2003 21:21:34 +, "Martin \"Nightowl\" Byttebier" wrote:
>>New at the Belgian ftp-site chapelie.rma.ac.be
>> **programming**
>>
>>ftp://chapelie.rma.ac.be/atari/programming/intrface.zip
>> (718.555 bytes) Interface is a very good RSC editing program.
>> English rsc file is include
>
> Is it some new version, or the same one (V2.33?) which was available
> from the author's site some time (a couple of years) ago ?

It's v2.33.

HTH,
Martin

709. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-02-05 21:01:22 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e417b5c18a8430@tripnet.se>
Source record: 29491
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In comp.sys.atari.st <YkGdndGaMPNHH92jXTWcrg@comcast.com>
Sean Connery wrote on Tue 04-02-2003 21:19 (-0600):

>In article <3e399cc6571ee0@tripnet.se>,
>Kenneth Medin <kennethm@tripnet.se> wrote:
>
>>>> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
>>>> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
>>
>>>It is absurd how it hasn't occurred yet to some that perhaps the reason for
>>>the lack of business is a largely angry customer base that doesn't want to
>>>do business with him. *sigh*. He's digging his own grave.
>>
>>I don't think so... I actually had the pleasure to buy from him right
>>before christmas, partly because of his posts to this NG but also because
>>of yours and others unfair complaints about his ads here.
>
>I don't think they're unfair. This is not a commerce group. None of the
>x-posted groups are either. He posts too often. It's "ok" just because
>the groups he posts in don't get much traffic anyway? I don't happen

If there were a lot of Atari dealers posting ads like Ben does things
would be very different... However, as he is actually one of very few
left his posts simply are no problem. They do not add to the bandwith and
there is no charter for comp.sys.atari.st that prohibits adverts (I don't
know about the other groups this goes to).

>tactics with bizarro stories about things I could give a whit about and
>how people should take pity on him and patronize him? It's just not
>professional.

Professional or not is not an issue. There are lots of other posts here
that are not professional at all. But, in a sence you are right. If i
were Ben i would not post the very same text several times. Instead I
would post short messages whenever I had something new to tell, like
"New catalogue out" or "several TT graphics cards in stock" with a link
to his website.

>>Some might think twice before sending cash in advance to remote
>>continents but with Ben Smith there is no need to worry. Just remember to
>>use insured mail when sending money.
>
>Who on earth would send hard currency thru the mail?! That's not a good
>idea for eBay. Much less an "Internet Business". Hell, it's not even a
>smart idea for people who know each other.

What are you talking about?? Why would that be insecure??

I have actually sent huge amounts of money abroad in exactly the same way in my job some years ago. SEK 200000 ($25000) in each parcel and a couple of these parcels a day using nothing but the standard post office services and local armoured transports. Later on the Post only allowed max SEK 50000 in each parcel so we now use other ways to get the bank notes to there destinations.

To just send a minor amount of bank notes only costs appr. $6 here and everything is insured all the way until Ben himself has the envelope in his own hands.

I think we all can agree to that Ben Smith can be trusted 100% and not simply keep the money without delivering the goods! So, this is simply a 99.9999...% secure way of sending money to any country. And all perfectly legal of course...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

710. Re: Changing date-format in TOS

Newsgroup: comp.sys.atari.st
Date: 2003-02-05 21:01:23 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e417b5c18a8431@tripnet.se>
Source record: 29490

In comp.sys.atari.st <1044469499.19982.5@iris.uk.clara.net>
Steve Sweet wrote on Wed 05-02-2003 13:36 (GMT):

>Hi Hallvard
>
>> Yes, I see you're right (as well as reading Kenneth's message about it).
>> Still, I'm not used to this way, and would prefer the "day-month-year
>> format" (today being "01-02-03". Wow!!! that's a pretty cool date!!!).
>
>There's been quite a few 'cool' dates during 2002, and now some more will
>pop up in 2003, if you live 998 years you'll get to see 03-02-01. 8~)

>Another loads of boring ball's brought to you by... The Welshgit.

If you happen to have to write the date by hand several times a day it's
another story... Yesterday was quite hard (030204) and I'm really looking
forward to Nov. 11th 2011 (111111). And yes, it's a Friday (thanks to
CLOCK.CPX)...

To the main question: I don't think any cockie in the world will make
Swedish TOS 2.nn or 3.nn change the way files are dated in the desktop.
The solution is to use an alternative desktop application.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

711. Updated Emulation Site

Newsgroup: comp.sys.atari.st
Date: 2003-02-05 22:20:37 UTC
From: bondie0001@yahoo.co.uk
Message-ID: <d25c3b8a.0302051420.54f55a2d@posting.google.com>
Source record: 29492

Hi Everyone,

Hope you dont mind me posting here, but Ive recently updated my
emulation site and thought some of your members would be interested.

www.tq-gaming.com

Rgs,

Chris

712. MagiC 6 Screen flicker

Newsgroup: comp.sys.atari.st
Date: 2003-02-05 23:36:48 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <keh0a.1831$o61.190647@ursa-nb00s0.nbnet.nb.ca>
Source record: 29493

I just booted MagiC on my Atari with the colour monitor and the refresh
seems to have changed, the monitor flickers subtly and it is driving me nuts

How do I fix this?

Thanks

713. Best ST emulator for gaming?

Newsgroup: comp.sys.atari.st
Date: 2003-02-06 01:36:32 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <8rd34vkoubni87oqtg83th59h2i9e1ugb3@4ax.com>
Source record: 29494

While I do have a Falcon, which I use extensively in my studio for music production, and an STE - which is currently not being used, I would like to run an ST emulator on my PC in order to play some older ST games. The main two reasons being that the Falcon can be problematic with ST games, and my STE doesn't currently have a hard drive attached.

I've used STeem for a handful of things - most noteably with the old ST database program called SUPER CARD. However, it doesn't seem terribly reliable with game software. I have seen a few other ST emulators out there, but am not sure which one is best for ST gaming.

Any suggestions would be appreciated, and if anyone has successfully used an ST emulator on a PC to play "Ultima 5" and "Ultima 6" in particular, I'd love to hear about it.

Thanks.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

714. Re: .ST to Real Atari

Newsgroup: comp.sys.atari.st
Date: 2003-02-06 01:54:59 UTC
From: Tufty <tufty@loveit.v21.me.uk>
Message-ID: <3e41f622@news.greennet.net>
Source record: 29396
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The STE is TOS 1.6 or 1.62 (cures the restart in medium resolution bug) so
all have to do is format the disks in the STE and then...
Having said that I find for the best results format in the pc then the ST's
should both have no problems.
Hth
Tufty

<rezx0x@yahoo.com> wrote in message
news:5851020c.0301250655.253985f5@posting.google.com...
> > What TOS does your Atari have?
>
> I have STe and STf.
> I believe the STe is TOS 1.4, not sure about the STf.
> Anyway, I will be using the STf for .st and .msa files.
>
> > you will need a formatting program for the Atari that will put a PC boot
sector on the disk.
>
> Please email me the program.
>
> Thanks again!
>
>
> "Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3e2515481ed78e1@attbi.com>...
> > >Thanks! Ed,
> > >
> > >Works great on the STTOMSA side!
> > >No problems creating an MSA.
> > >BUT
> > >When I transfer files from a Win98SE machine to a 720K Atari formatted
> > >disk, the disks become "damaged" when I try to run the program on the
> > >Atari.
> > >I've had this problem ever since upgrading from 95.
> > >
> > >Any ideas?
> >
> > What TOS does your Atari have? I have a STe and can format disks
> > on it, insert it in my wife's PC. put files on it and then put it
> > back into my STe and get those files with no problems. If you have
> > a TOS that is less than 1.4, you will need a formatting program
> > for the Atari that will put a PC boot sector on the disk. I have
> > one somewhere. Email me if you need it.

> > --
> > Edward S. Baiz Jr.
> > (Gamer)
> >
> > Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> > Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, PCI Networking Card, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> > Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.449 / Virus Database: 251 - Release Date: 29/01/2003

715. Newsie Signature file

Newsgroup: comp.sys.atari.st
Date: 2003-02-06 07:30:51 UTC
From: <>
Message-ID: <Lao0a.424$BU7.30182592@newssvr15.news.prodigy.com>
Source record: 29495

This is probably a simple question for most people here, but why would my signature file be displaying twice? I'm using Newsie and editing the sig file with Edhak.

Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

716. ADV: Atari Sales, Service & Support: Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2003-02-06 09:06:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302060059460.20110-100000@shell1.aracnet.com>
Source record: 29397
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Pardon any delay in service as my friend died. I'm just now catching up.
I've updated 6 of my 8 Catalogs, all 8 Bit and ST. Adding many new items!
Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari
Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari
Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods!
So not only do I sell NEW Atari Goods at a competitive price, I also sell
used Atari Goods you may not be able to find anymore at Swap Meets, Thrift
Stores or even Auctions Sites! And I sell for less! And unlike those who
will remain anonymous! I test Goods before I sell them. I can afford to
sell for less because I keep overhead down, I avoid going into debt and I
avoid making promises I can't keep! This includes not offering services
that I cant follow up with! So not only can I sell you some Great New
stuff! But I can sell you hard to find 2nd Hand Goods, partly because
I'm the guy most people come to when they want to give their Ataris a New/
Good Home! So I'm involved in saving Orphaned Atari's from Atari Heaven!
Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org
Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/auctions.htm Why I hate auctions!
http://www.aracnet.com/~atari/bspolicy.htm Affects you too!
http://www.aracnet.com/~atari/caveat.htm Buyer Beware!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators.
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
http://www.aracnet.com/~atari/testing.htm My Test Standards!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/windoze.htm Certainly not GEM!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

717. Re: TT and EtherNec problems

Newsgroup: comp.sys.atari.st
Date: 2003-02-06 10:12:33 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e423504b03980@tripnet.se>
Source record: 29398

In comp.sys.atari.st <WS3.32aa970e.245a1282.wdwd@wd.com>
Jean-Luc CECCOLI wrote on Tue 04-02-2003 20:17 (+0200):

>Hello,
>
>Dans le message <3e3d8f0a9231470@tripnet.se>

>Here are the STXs I own :
>- ether.stx, which isn't even seen by the system ;
>- etherne.stx, which seems to be made for working with VME ;
>- enec2.stx, the one made for CT2 ;
>- and enec3.stx, the one for falcons and TTs.

Where is ENEC.STX?

The two drivers to test with a TT are ENEC3.STX and ENEC.STX

>I tried any combination in the STinG folder, with and without
>setting TT-RAM flags, it didn't change anything.
>Anyhow, why would it have change anything, since I'm *_quite_*
>sure it is because of my TT ?

Of course your TT may have some problems... But, all I know is that the two TT's I tested on behaves differently. A working setup on one would not work on the other.

On this TT I'm using now I can't use the EtherNEC with single TOS or Geneva. It only works with Magic loaded. As was discussed in the old threads there must be some sort of timing problem that appears when used with the TT.

>Actually, it works fine for the first 5 minutes after power on,
>then it starts beeing on the blink, losing more and more packets
>for the next 4~6 minutes, and then stops working.
>See my previous post, all this definitely proves that it is my TT
>that is faulty. Maybe is it a special one or, rather, the guy whom

It could simply be that the timing for your TT is just slightly off. When it warms up this proposed "timing window" will move around.

I have a third TT here that shows similar behaviour even without anything in the cartridge port. If I boot with Magic it will run for 5 minutes or so and then Magic freezes. If cooled down for an hour it will un 5 minutes again. It does however run perfect without Magic, but GFA Basic editor, Calamus, Cubase will not work. Very strange!

All this is with 4 MB ST RAM and an original Atari 4 MB TT RAM card. If I take out the TT RAM card it runs stable with Magic and everything else.

In fact this is how I use it to run the Weblight webserver under Magic on
a 24/7 basis.

Maybe you could take the TT RAM out and test the EtherNEC.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

718. atari PIC

Newsgroup: comp.sys.atari.st
Date: 2003-02-06 13:45:11 UTC
From: ASKjA <gregory.leroux@normanet.fr>
Message-ID: <b1tp2ahjk1@news-reader12.wanadoo.fr>
Source record: 29399

hello !

i'm making a megademo with flash MX and i want put it in a photography of an
Atari ST..

but i've no good pic of atari..

So, i need a good photography of an Atari ST/Flacon
with his screen

if you have this, please send me...

Greg. 'Askja'
http://askdesign.free.fr

719. ST Emulator - Command Line Support

Newsgroup: comp.sys.atari.st
Date: 2003-02-06 15:18:42 UTC
From: tonypapa2002@yahoo.com
Message-ID: <9429937b.0302060718.74e3f181@posting.google.com>
Source record: 29400

Hi all. Was wondering if there was an ST emulator for Windows that has a command line interface to lauch programs - specifically games. I don't need the entire ST/TOS environment but just want to lauch games similar to MAME or Raine. Thanks for any feedback.

TP

720. Re: Nova VME Card drivers

Newsgroup: comp.sys.atari.st
Date: 2003-02-06 15:54:44 UTC
From: "Mark D." <mducksub@notspamatari-source.com>
Message-ID: <0X2dndDNJ8PYGN-jXTWcog@speakeasy.net>
Source record: 29401

Rustynutt wrote:

> On Mon, 3 Feb 2003 00:17:41 +0100, "Mickael Pointier"
> <sorry.nospam@accepted.invalid> wrote:
>
>>Mark Duckworth wrote:
>>> Mickael Pointier wrote:
>>>
>>>> Hi.
>>>>
>>>> I recently aquired a VME Nova graphic card, unfortunately the driver
>>>> disk is incomplete and only contains TT drivers (in a DATA.TT
>>>> folder). Could someone send me by email a complete zipped version of
>>>> his driver disk ?
>>>>
>>>> I guess that it should contain a DATA.STE (or similar name) folder
>>>> containing the following files:
>>>>
>>>> - emulator.bib
>>>> - emulator.prg
>>>> - menu.prg
>>>> - sta_vdi.bib
>>>> - sta_vdi.prg
>>>>
>>>> thanks a lot !
>>>>
>>>> Dbug (dbug@defence-force.org)
>>>
>>> Probably you only have a Nova card that works on a TT. As far as I
>>> can recall you need to set the jumper on the board to MSTe but in
>>> addition supposedly those GAL's (2 IC's on the adapter board) need to
>>> be replaced in order to get it working in an MSTe. I know I had to
>>> have them replaced ni order to get my card to work with a Mach64 card
>>> instead of a Mach32. But even so, I think I only have TT drivers.
>>> Sorry. Those drivers cost money too unfortunately, I don't think
>>> it's quite legal to give it out.
>>
>>???
>>Drivers for a hardware you can't "copy" are not free ???
>>
>>And by the way, the manual indicate the installer is supposed to work on
>>mste.
>>Damned :(
>>

>> Dbug
>>
>
> The NOVA ATI Mach 64 drivers were updated and freely released when the
> Afterburner 040 was available. I don't recall any fee being asked for
> the drivers, they are useless without the hardware. I have all of the
> released drivers for that card, but have no idea on compatibility with
> what you have or your machine. If you care to do the research, i'll
> gladly send them to you once you find the necessary information.
> Mike

Also keep in mind that giving it a shot in your MSTe probably wouldn't hurt the card. If the drivers are free, you can set the jumper on mste and see what happens. The GAL's definately need to be replaced if upgrading from Mach32 to Mach64.

Mark

721. Re: Nova VME Card drivers

Newsgroup: comp.sys.atari.st
Date: 2003-02-06 18:27:40 UTC
From: Mickael Pointier <sorry.nospam@accepted.invalid>
Message-ID: <3e42a864$0$247$626a54ce@news.free.fr>
Source record: 29402

>> The NOVA ATI Mach 64 drivers were updated and freely released when
>> the Afterburner 040 was available. I don't recall any fee being
>> asked for the drivers, they are useless without the hardware. I have
>> all of the released drivers for that card, but have no idea on
>> compatibility with what you have or your machine. If you care to do
>> the research, i'll gladly send them to you once you find the
>> necessary information. Mike
>
> Also keep in mind that giving it a shot in your MSTe probably
> wouldn't hurt the card. If the drivers are free, you can set the
> jumper on mste and see what happens. The GAL's definately need to be
> replaced if upgrading from Mach32 to Mach64.

Which jumpers are you talking about ?
What are exactly these "GAL"s that should be replaced ? Is it on the MSTE
board, on the VME adapter, or on the ET4000 card ?

Dbug

722. looking for Dr T's OMEGA II KCS midi program

Newsgroup: comp.sys.atari.st
Date: 2003-02-06 21:01:51 UTC
From: cohryosborne@earthlink.net
Message-ID: <3e42ccd1.22200112@news.earthlink.net>
Source record: 29404

anyone know where I can get a copy off the web?

tia,
c

723. Re: [PUB}: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-02-06 21:25:00 UTC
From: Johann-Wilhelm_Arndt@LU.maus.de
Message-ID: <200302062225.a43819@lu.maus.de>
Source record: 29405

Hi Dennis,

DV>The programmer develops QED under MagiC-PC, sending him MiNT address
DV>errors is of little use. He's aware however of some bugs but can't
DV>reproduce them since they seem to be OS specific...

There's some misunderstanding, I mean the alert from NewAlert under MiNT,
which shows the adress of the buserror and the adress of the programm and
also the adress referenced to. So it's easy to figure out, where the error
in the programm is.

Johann

724. Re: [PUB}: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-02-06 21:25:00 UTC
From: Johann-Wilhelm_Arndt@LU.maus.de
Message-ID: <200302062225.a43820@lu.maus.de>
Source record: 29406

Hi Joakim,

>The errors with MiNT could well be useful anyway, since they (among
>other things) do reveal:

That's right, especially since NewAlert gives the complete information
about the adress of the error, the adress the programm reads/writes and
the startadress of the textsegment. With this its easy to find the
location of the error in the programm.

Johann

725. Wanted Atari Falcon Please...

Newsgroup: comp.sys.atari.st
Date: 2003-02-06 23:17:08 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0302061517.2eaf0ae0@posting.google.com>
Source record: 29407

Hi,
I'm looking for a Falcon with 14MB (more or less a stock Atari
falcon)
I don't really want anything that has been moded or
overclocked/accelerators but I guess if the price or trade is right
I'll consider it.
I prefer the cosmetic condition to be near excellent and obviously
for the sucker to work ;)
My last Falcon was accelerated and ran kinda wicked with the
games/software I was using and I didn't care for it.
I would also prefer that it have (I guess MiNT? Or MagiC?) I'm not
sure which one it is... but that's not nesc. as I guess I could always
get it later.
H.D. also a must.
U.S. Only please... also looking for more of the following:
1040ST
Mega ST 2 or 4
Atari Touch Tablet
Please feel free to e-mail me at:
adistortions@aol.com
Thanks,
Clint Thompson

726. Re: Need Help: Miss acc File for TDI-Modula

Newsgroup: comp.sys.atari.st
Date: 2003-02-06 23:22:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1044628866-170467AEicMi@gmx.net>
Source record: 29413

From: jensminneker@web.de (Jens)
Date: 3 Feb 2003 07:40:51 -0800

Hi Jens,

>I just reactivated my old TDI-Modula (Vers. 3.XX) for my ST.
>Some of my disks are corrupted. I miss the acc File for TDI-Modula,
>which is required to set the paths for the compiler, linker, etc.
>
>Can someone help me and send me the file ?

Just in case no one is able to help you out....
ASH Megamax Modula has been declared freeware some time ago and is currently
at version 2.3. The link from where I've downloaded it is dead, but I can
mail it over if you like... the packed archive is 4.2 Mb in size.

If anyone else here wants it, just yell, the package is completely in German
and given it's size, very unlikely to ever be translated...

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

727. STacy wanted uk

Newsgroup: comp.sys.atari.st
Date: 2003-02-07 01:53:27 UTC
From: spnuk <siht@back2spam.com>
Message-ID: <b1v3p1$4b4$1@news6.svr.pol.co.uk>
Source record: 29408

Recording studio willing to pay ?500 for good working ATRI Stacy to satisfy needs of millionaire sixties star must have big hard drive min 1gig be able to read 1.4 meg disk and 4 meg memory, reply on here as studio mail limited

728. Re: atari PIC

Newsgroup: comp.sys.atari.st
Date: 2003-02-07 08:42:44 UTC
From: Carsten <s1796217@irz.inf.tu-dresden.de>
Message-ID: <3E437184.4118E227@irz.inf.tu-dresden.de>
Source record: 29410

ASKjA wrote:

> hello !
>
> i'm making a megademo with flash MX and i want put it in a photography of an
> Atari ST..
>
> but i've no good pic of atari..
>
> So, i need a good photography of an Atari ST/Flacon
> with his screen
>
> if you have this, please send me...
>
> Greg. 'Askja'
> http://askdesign.free.fr

Flash sucks.

Atari device in a Flash demo is obscene.
(and it's not the Atari that is obscene ...)

729. Re: Nova VME Card drivers

Newsgroup: comp.sys.atari.st
Date: 2003-02-07 10:45:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1044628862-169787AEicMi@gmx.net>
Source record: 29412

From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Date: Sun, 02 Feb 2003 15:57:53 -0500

Hi Mark,

Once again you manage to instead of helping someone out, confuse him with
spreading a lot of bull....

>Probably you only have a Nova card that works on a TT.

There is no such thing...
All the original NOVA VME cards work in both the TT and MegaSTE.

>As far as I can recall you need to set the jumper on the board to MSTe

Do NOT TOUCH the jumpers on that VME interface !!!
The jumper only needs to be set when an ET4000 graphic card is used, when
using an ATI card one should leave the jumper settings alone. Since only the
first batch of VME cards came with a ET4000 card (1993), it's very unlikely
that Mickael has one of these.

>but in addition supposedly those GAL's (2 IC's on the adapter board) need to
>be replaced in order to get it working in an MSTe.

The GAL's *DO NOT* need to be replaced. The GAL's only need to be replaced
when a graphic card is used other then the one which was originally supplied
with the VME board.

>I think I only have TT drivers. Sorry. Those drivers cost money
>too unfortunately, I don't think it's quite legal to give it out.

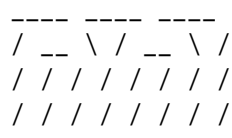
All the NOVA VME graphic card installation disks are supplied with drivers
for the TT *and* MegaSTE....
BTW: the drivers are free and so are the updates, they've always been free.
There's a difference however between the installation disk and drivers. The
programs on the installation disk are commercial.

People who have an original Nova card and lost their installation disk should
not despair, although ComputerInsel doesn't exist anymore, support for the
Nova products still exists.
Get in touch with Gerdhard Huber (the author) quote the serial number of the
card and he'll mail you the latest installation disk. (version 2.67)
mailto:gerhard.huber@pl32.de

The same applies for Photoline and the Nova scan drivers....

Cheers from Belgium
Dennis

--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

730. Re: Yamaha CDrom writer trouble survey

Newsgroup: comp.sys.atari.st
Date: 2003-02-07 10:49:20 UTC
From: fartfart@yahoo.com
Message-ID: <3e438f2f$0$251$626a54ce@news.free.fr>
Source record: 29409

Hallo Peter,

On 4 Feb 2003 20:28:00 +, Peter Schneider wrote:
>M>the 'syndrom of aged light'.
>once I was tols that Yamaha writers tend to survive warranty time only.
But my 8424 SCSI will be three years old this month.

You're lucky, but yours came probably from a different factory line.

Well I was about to satellize my Yamaha 16.10.40 through the window last
week but after studying ALL from tracks to resistance, laser diode, etc
I found the failure in the manufacturing process.
I cured my CDwriter that works now very well again.

People that have the same trouble and are not afraid to open it, then
contact me and you will understand that Yamaha are not that bad after all.

I could write it here, but 3 pages writings on a forum could be boring
for those that are not concerned.

Note : a CDwriter become bad if you use Extendos and can't see the tracks
on an audio CD.

Regards

yvesrogne(at)onlinePOINTfr

PS : (<-no it's not your initials (-;) I'm happy to see that Maus is always
alive ! How old is this good German BBS network ?

731. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-02-07 11:03:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1044628868-171011AEicMi@gmx.net>
Source record: 29414

From: <derryck@.NOT~THIS~cix.co.uk>
Date: Mon, 03 Feb 2003 10:10:54 -0000

Hi Derryck,

>>Everyone who hasn't got a writer yet and is thinking of adding one later on,
>>should do it *now*. It's crystal clear that CD-RW's are on the way out, the
>
>Absolutely - and it's also worth pointing out that drives with minimum writing
>speeds of over 4X aren't usable on our platform, where 2 or 4X is about the
>limit as I see it.

Yes, but "our platform" is more then just the original hardware, the Hades and
Milan are just two examples... On a Milan with SCSI card speeds up to 40X are
feasible, on a standard Hades I suppose 16X is the limit... and under MagiCMac
and MagiCPC one can burn CD's at the writer its maximum speed.

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

732. ATARI ITEMS FOR AUCTION!

Newsgroup: comp.sys.atari.st
Date: 2003-02-07 13:09:52 UTC
From: Justin Wolthers <jwolthers@optusnet.com.au>
Message-ID: <3e43aff7$0$16716$afc38c87@news.optusnet.com.au>
Source record: 29411

Here is a list of some atari st related stuff up for grabs @ ebay:

ORIGIN OF AUCTIONEE - Australia

link 2 scsi adapter
http://cgi.ebay.com.au/ws/eBayISAPI.dll?ViewItem&category=1247&item=34011006
20

breakthru 2 plus sequencing software
http://cgi.ebay.com.au/ws/eBayISAPI.dll?ViewItem&category=1247&item=34011016
20

Replay 16 sampling cartridge
http://cgi.ebay.com.au/ws/eBayISAPI.dll?ViewItem&category=1247&item=34011008
97

ATARI STe 1040 with 4mb ram, TOS 2.06 and monochrome monitor
http://cgi.ebay.com.au/ws/eBayISAPI.dll?ViewItem&category=1247&item=34011037
17

733. Re: Nova VME Card drivers

Newsgroup: comp.sys.atari.st
Date: 2003-02-07 18:34:13 UTC
From: Mickael Pointier <sorry.nospam@accepted.invalid>
Message-ID: <3e43fb6b$0$231$626a54ce@news.free.fr>
Source record: 29415

> *All* the NOVA VME graphic card installation disks are supplied with
> drivers for the TT *and* MegaSTE....
> BTW: the drivers are free and so are the updates, they've always been
> free. There's a difference however between the installation disk and
> drivers. The programs on the installation disk are commercial.

Good to know this.

> People who have an original Nova card and lost their installation
> disk should not despair, although ComputerInsel doesn't exist
> anymore, support for the Nova products still exists.
> Get in touch with Gerdhard Huber (the author) quote the serial number
> of the card and he'll mail you the latest installation disk. (version
> 2.67) mailto:gerhard.huber@pl32.de
>
> The same applies for Photoline and the Nova scan drivers....

Thanks for all the information :)

Dbug

734. Need help setting up Floptical w/the original Link

Newsgroup: comp.sys.atari.st
Date: 2003-02-07 18:39:36 UTC
From: Rob Aries <r.aries@rcn.com>
Message-ID: <BA696797.90E4%r.aries@rcn.com>
Source record: 29416

I recently took my ST out of mothballs after 7 years. I used to use it with a floptical drive and ICD Link. The drive died, so I got another one from Ebay, but it doesn't work. I'm hoping it's a jumper issue.

I found this on the web, it details the jumper functions:

****

I325VM POWER CONNECTION AND JUMPER OPTIONS

Looking toward the rear of the drive:
Cover of drive on top: Ground is circle (o)

2MM shunt Jumper
* * o o o o o
* * * * * * * <- Jumpers
E7 E6 E5 E4 E3 E2 E1

[sorry if these don't line up exactly, you get the idea!]

E1 Drive Select 1
E2 Drive Select 2
E3 Drive Select 3
E4 Enable SCSI Parity Checking
E5 Enable Unit Attention after SCSI Reset

E6 & E7 Terminator Power Options E6 E7
No Power Open Open
SCSI Power Open Short
Drive Power Short Open
Drive & SCSI Short Short

****

I can figure out E1 to E3, that's obviously for selecting the id #. I'm not sure how to set the parity, terminator power, or the "Enable Unit Attention after SCSI Reset" though.

Right now this is what happens: when I turn on the drive the busy light stays on. When I turn on the ST it goes off. The drive is not seen at all by the ST (I tried HDDRIVER, scanned the bus, etc.). I've tried a few different combinations of jumper settings with no luck. The Link & cable is OK because I've used them with a SCSI hard drive.

What makes me think the floptical mechanism is OK is that, when I insert a disk, I can hear the head seeking to the boot sector normally. However, it might be that the drive is not good because it was an "as is" auction with no guarantee. If I knew the exact way to set these jumpers, it would save

me some time trying to figure out if the drive itself is bad or not.
Thanks!!

Rob Aries

735. Octopus BBS News

Newsgroup: comp.sys.atari.st
Date: 2003-02-07 20:33:29 UTC
From: Mark D <mducksub@removesspam_atari-source.com>
Message-ID: <1044656957.734981@blade.atari-source.com>
Source record: 29417

Hello folks,

For those who follow, I am the new maintainer of the feature-packed BBS software, Octopus BBS. Currently the latest Internet version has been released but I have found and repaired several bugs I have found and prepare to release a new version. The new version will feature these bug fixes and in addition have new features such as embedded newsgroup support for local message areas among other things. The Atari-source BBS is well under development and will reopen soon featuring a custom look and feel and functionality.

lszrz is under rewrite to allow a solution for file transfer under internet mode.

Important notes for users:

If you've had troubles, please note that attempting to use Octopus under MiNT or Magxnet will not work unless you have the more recent gluestik. You can download the dated 0.13 from the freemint page but you should be using ~0.30 or so from the freemint cvs.

I have made several steps and written some comprehensive documentation on rationale behind the internet side of things for Octopus as well as some new features. I plan to expand the MAF messages and file service to allow for pulling and posting of news messages to usenet through use of the news downloader, newswatch.

For those who do not know what Octopus BBS is or might be scared of the name, Octopus BBS is the now FREEWARE premeire Atari ST BBS suite. Runs on Atari's with 1 meg of RAM or more and now has full Internet support through sting or mintnet/magxnet with gluestik.

Here is a basic feature list:
TOS/GEM mode - tos mode is compatible with mint vconsoles - under development is a daemon mode which will allow it to run similarly to other daemons under MiNT.
Somewhat working multinode support - under development to make it work much better and to make your open nodes virtually limitless.
Under GEM mode - full, fast, efficient local 16 color terminal emulation.
Full semper/fidonet message system integration.
Internal QWK mailer support
Comprehensive file and message bases
Support for many terminal emulations and languages.
Fully scripted interface allowing for a wealth of different looks and feels

Remember, Octopus BBS is perhaps the only ST BBS suite left under active development and is open to ANY feature request! If anyone would like setup

help or needs binaries of later MiNT kernels, or utilities like gluestik, simply ask and I will help. The goal is not to profit but simply to create an international Atari BBS scene free of long distance calling charges! A scene accessible by any internet user anywhere on any kind of computer through the universal telnet protocol and a wealth of terminal emulations.

Also remember, Octopus BBS's main page is http://atari-source.com, you may look there for future news and announcements as well as important information. The Octopus BBS project page link is located on the upper left hand side in the main menu.

So to close. stay tuned for an imminent bugfix release followed by a new features release.

Thanks!
Mark (piku on #atariscne on IRCnet),
http://atari-source.com

736. Re: Updated Emulation Site

Newsgroup: comp.sys.atari.st
Date: 2003-02-07 20:57:11 UTC
From: doom_master@SPAMbtinternet.com
Message-ID: <1fq13h8.14jdgs716rlxn2N%doom_master@SPAMbtinternet.com>
Source record: 29418

> Hope you dont mind me posting here, but Ive recently updated my
> emulation site and thought some of your members would be interested.
>
> www.tq-gaming.com

cool, i love emu sites! will take a look asap :)

--
Steve
= = =
Apple Mac + emulation FTP
http://massiveftp.serveftp.com/

737. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-02-07 23:47:52 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@tiscali.be>
Message-ID: <3e4445acfb190@pandora.be>
Source record: 29419
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**game**
ftp://chapelie.rma.ac.be/atari/game/atarigo.zip
(58.025 bytes) GO game for Atari and compatibels.
Adapted to run under Aramyn. German version only

**html-edit**
ftp://chapelie.rma.ac.be/atari/html-edit/hp_peng.zip
(305.320 bytes) Very powerfull tool to create htm pages. German/English version

**programming**
ftp://chapelie.rma.ac.be/atari/programming/alice_pure_c.zip
(156.451 bytes) Another Little C editor: GEM orientated texteditor for ST, with sources.
German language

ftp://chapelie.rma.ac.be/atari/programming/alice_gnu_cpp.zip
(170.298 bytes) Adapted for GnuC++ 2.9.5. German version

**telecomm**
ftp://chapelie.rma.ac.be/atari/telecomm/coma_atari_5.3.2_de.zip
(426.500 bytes) CoMa is an answering machine, Fax & Voice-On-Demand-System,
Send & Receive Fax, Mailbox & Terminal with internal Z-Modem. German version

ftp://chapelie.rma.ac.be/atari/telecomm/coma_atari_5.3.2_en.zip
(399.300 bytes) English version of CoMa

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/arthurxp208.lzh
(379.354 bytes) Nice and powerfull translation tool:
German <->English, German <->French, etc.. The translation libraries are not included in
the package
because they are just too big. You can dowload them from author's homepage. German/English
```

version

ftp://chapelie.rma.ac.be/atari/utilities/frist_million_atari_5.0.0.zip
(265.659 bytes) Bookkeeper program. German only

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

738. Atari Online News, Etc. #05-06

Newsgroup: comp.sys.atari.st
Date: 2003-02-08 02:00:50 UTC
From: danap8@aol.com-no-spam
Message-ID: <20030207210050.27567.00000448@mb-mj.aol.com>
Source record: 29420

```
A-ONE #0506 02/07/03

~ Software Resale Battle ~ People Are Talking! ~ BC Student Busted!
~ Sotheby's Leaves eBay! ~ Ready For Cyber-War? ~ Octopus BBS News!
~ Is Net Surfing Dying? ~ End of Floppy Drives? ~ Net Taxes A Reality!
~ Classic Gaming Expo! ~ PopUp Ads Suit Settled ~ Xbox Losing Badly!

-* Apple Cuts iMac, eMac Prices *-
-* Microsoft Wins Stay of Java Order! *-
-* Microsoft Pitches In to Stop Slammer Worm! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

739. Matos disponible

Newsgroup: comp.sys.atari.st
Date: 2003-02-08 09:27:05 UTC
From: Remi.Beauto@wanadoo.fr
Message-ID: <b22ih2$6fp$1@news-reader10.wanadoo.fr>
Source record: 29421

Bonjour tous,

Je dispose du mat riel suivant :

- 1040 ST + Ecran + Imprimante STAR NL 10 matricielle + papier bande
+ une multitude de jeux tounant sur ce 1040

- Falcon 030 sans cran mais avec beaucoup de programmes utilitaires
dont CALAMUS,
Le R dacteur, papyrus (dans leurs versions de l'poque) avec
documentations.

Je serais d sol de mettre tout ceci la poubelle .....

Tout ce mat riel pourrait int resser des fans d'ATARI et je pense que vous
en tes encore.

J'habite en se moment dans le d partement 53 (la Mayenne).

740. Re: Yamaha CDrom writer trouble survey

Newsgroup: comp.sys.atari.st
Date: 2003-02-08 10:41:10 UTC
From: <>
Message-ID: <1044698722-469615AEicMi@ntlworld.com>
Source record: 29422

From: fartfart@yahoo.com (Antisp@m adress)
Date: 07 Feb 2003 10:49:20 GMT

>I cured my CDwriter that works now very well again.
>
>People that have the same trouble and are not afraid to open it, then
>contact me and you will understand that Yamaha are not that bad after all.

A result! :-)

A web page with the instructions and maybe a photo or two?

>PS : (<-no it's not your initials (-;) I'm happy to see that Maus is always
>alive ! How old is this good German BBS network ?

A lot of useful utilities and info from what I can make out, is it possible
to access this network from other countries via the Internet?

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

741. Re: Need Help: Miss acc File for TDI-Modula

Newsgroup: comp.sys.atari.st
Date: 2003-02-08 16:25:00 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3E454B27.C71497BD@ev1.net>
Source record: 29423

```
Jens wrote:
>
> I just reactivated my old TDI-Modula (Vers. 3.XX) for my ST.
> Some of my disks are corrupted. I miss the acc File for TDI-Modula,
> which is required to set the paths for the compiler, linker, etc.
>
> Can someone help me and send me the file ?
>
Somewhere among my diskettes, I have the three diskette set
for TDI Modula II. I am *not* sure what version it is, but
I got it in the late 1980's for my Atari 1040 ST. If you think
it is worthwhile, I will try to find it...

--
+---------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+---------------------------------------------------------+
```

742. Re: Need help setting up Floptical w/the original Link

Newsgroup: comp.sys.atari.st
Date: 2003-02-08 19:26:51 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0302081126.1baf1867@posting.google.com>
Source record: 29424

Rob Aries <r.aries@rcn.com> wrote in message news:<BA696797.90E4%r.aries@rcn.com>...
> I recently took my ST out of mothballs after 7 years. I used to use it with
> a floptical drive and ICD Link. The drive died, so I got another one from
> Ebay, but it doesn't work. I'm hoping it's a jumper issue.
>
> I found this on the web, it details the jumper functions:
>
> ********************
>
> I325VM POWER CONNECTION AND JUMPER OPTIONS
>
> Looking toward the rear of the drive:
> Cover of drive on top: Ground is circle (o)
>
> 2MM shunt Jumper
> * * o o o o o
> * * * * * * * <- Jumpers
> E7 E6 E5 E4 E3 E2 E1
>
> [sorry if these don't line up exactly, you get the idea!]
>
> E1 Drive Select 1
> E2 Drive Select 2
> E3 Drive Select 3
> E4 Enable SCSI Parity Checking
> E5 Enable Unit Attention after SCSI Reset
>
> E6 & E7 Terminator Power Options E6 E7
> No Power Open Open
> SCSI Power Open Short
> Drive Power Short Open
> Drive & SCSI Short Short
>
> ****************
>
> I can figure out E1 to E3, that's obviously for selecting the id #. I'm not
> sure how to set the parity, terminator power, or the "Enable Unit Attention
> after SCSI Reset" though.

Hi Rob,

This is off of memory, but I'm sure others will correct me if I make a
mistake. :-)
E4 (Enable SCSI Parity Checking) should be OFF. As far as I know, the
Atari does not use parity checking.

E5 (Enable Unit Attention...) should be ON. Otherwise, the unit will not come up automatically on start or reboot. Instead it will just sit idle until you specifically tell it to start.
E6 & E7 (terminator power) should probably be OFF. Since the ICD Link does not provide termination power, telling the drive to expect it seems futile to me. I'm not entirely sure of this one, however, since the purpose of these lines might be to SUPPLY termination power further down the line. What I do know for sure is that my Atari systems have no termination power.

Galen

743. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-02-08 19:31:36 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0302081131.30cae4b6@posting.google.com>
Source record: 29425

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1044207318-90099AEicMi@gmx.net>...

> The Plextor PX-W4012TS SCSI model costs a small fortune compared to the IDE
> model, one must be stone cold crazy to pay more then $250 for a CD-RW these
> days. The latest Yamaha CRW-F1 costs under $120, Yamaha has stopped producing
> "real" SCSI burners some time ago, they include an IDE to SCSI convertor with
> the "SCSI" model which allows to use the device on the TT or Falcon SCSI
> interface. I've no idea if the Link can handle it.... Tip of the month: attach
> a standard IDE cable to the convertor and you can add an extra IDE hard disk
> to that convertor as well. This must be the deal of the century, one not only
> gets a very good writer for his money, but the IDE to SCSI converter is the
> icing on the cake. HD Driver sees the two IDE devices as two seperate SCSI
> devices, so no problems there either. Format the IDE hard disk in FAT32 format
> and enjoy....

Dennis,

I did a quick search for CRW-F1 and didn't come up with any hits under
$230. Do you know where I might find the CDRW at the price you
quoted?

Galen

744. Re: TT and EtherNec problems

Newsgroup: comp.sys.atari.st
Date: 2003-02-08 19:39:04 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.1543b0e7.29c422a2.wdwd@wd.com>
Source record: 29426

Dans le message <3e423504b03980@tripnet.se>
Kenneth Medin a ï¿½crit:
>In comp.sys.atari.st <WS3.32aa970e.245a1282.wdwd@wd.com>

>> [...]

>Where is ENEC.STX?
Well... the archive I was working for happened to be corrupted,
resulting in some files not being retrieved :-(
I could find a safe one in an older backup (thanks to Gemar and
my 4mm DDS!), and after I extracted the correct file and put it
last in the STinG folder, I pinged the PC from the TT and was
very happy to see they were not a single packet lost half an hour
after!

>> [...]

So, now I (thanks to you) have ethernet working on my TT, I'll
try and make it share peripherals with the PC.
Any suggestion on how to do so under MagiC ?

Thanks again,

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

745. Re: looking for Dr T's OMEGA II KCS midi pr

Newsgroup: comp.sys.atari.st
Date: 2003-02-08 20:55:44 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3e456ece$0$249$4c56ba96@master.news.zetnet.net>
Source record: 29427

On 6 Feb 2003 21:01:51 G, Computadora wrote:

>anyone know where I can get a copy off the web?

Try Tim's Atari Midi World:

http://tamw.atari-users.net

Cheers for now!

James


```
_____________________________________________________
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| .____.
| | // //|
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
|the Club's website: http://www.cix.co.uk/~derryck |
-------------------------------------------------------
```

746. Falcon Clock buffer modification

Newsgroup: comp.sys.atari.st
Date: 2003-02-08 22:37:46 UTC
From: <>
Message-ID: <_Ef1a.42$Fd4.5518544@newssvr15.news.prodigy.com>
Source record: 29428

Can anyone send me a schematic (or a link for one) for a -correct- clock buffer modification using a 74F08 chip? I have found two different schematics on the web. Both were different. One was similar to mine, the other totally different. I'm afraid that mine was not done correctly, as I am experiencing the kind of problems descibed in the HD Driver manual, quote: "(Falcons) are especially prone to disk errors when transferring large amounts of data in high screen resolutions (via ScreenBlaster or BlowUP, for example)." It goes on to say that a dealer may modify the Falcon to keep this from occurring. From what I can gather, this is the clock buffer modification?

If one drawing that I found was correct, I can jumper two pins on the chip and mine will be complete, but I don't want to ruin my beloved Falcon, so any advise from experience will be very helpful.

These are the problems I'm having:

With ICD Pro: Slow disk writes and deletes when using Screenblaster. Cubase Audio works fine.

With HD Driver 8.1: System hangs on large disk writes and deletes. Cubase Audio will not start (multiple bombs).

Thanks!

Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

747. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-02-09 00:36:30 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1044725806-396880AEicMi@williams-net.com>
Source record: 29429

Galen,
Goto http://www.pricewatch.com I have found many CD-
RW drives here for under 100 dollars. Matter of fact
this is where I got my Sony 10X4X32X Cd-burner for 80
dollars. And yes it is a 50 pin SCSI burner.

Thanks
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 32 megs of DDR SDRam GC by NATURE for the CT60
Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

748. Increase screen resolution?

Newsgroup: comp.sys.atari.st
Date: 2003-02-09 00:44:54 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1044726312-498223AEicMi@williams-net.com>
Source record: 29430

Anyone,
Does anyone know of a program that will allow me to
help my friend increase his screen resolution??
Currently he is at the MAX. on his Falcon which is
640x480x8 bit and he does not wish to purchase the
Eclipse with the ATI Graphic Card just yet. So I was
hoping that there was a software solution for what he
needs.

Thanks in advance,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 32 megs of DDR SDRam GC by NATURE for the CT60
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84 meg Conner Hard Drive
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5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
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14.4 US Robotics Modem
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Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

749. Re: STacy wanted uk

Newsgroup: comp.sys.atari.st
Date: 2003-02-09 01:31:55 UTC
From: kevin <kdermott@zetnet.co.uk>
Message-ID: <3e45b057$0$250$4c56ba96@master.news.zetnet.net>
Source record: 29431

"spnuk" <siht@back2spam.com> wrote in message
news:b1v3p1$4b4$1@news6.svr.pol.co.uk...
> Recording studio willing to pay £500 for good working ATRI Stacy to
satisfy
> needs of millionaire sixties star must have big hard drive min 1gig be
able
> to read 1.4 meg disk and 4 meg memory, reply on here as studio mail
limited
>
>
Sounds like just what I do, I haave maxed out several STacys for musios, in
fact have two left at this spec, a costly few mods but spot on timing,
please contact
Kevin

750. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-02-09 05:14:57 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <As-dnXJk16NMftijXTWcqA@comcast.com>
Source record: 29432
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <3e417b5c18a8430@tripnet.se>,
Kenneth Medin <kennethm@tripnet.se> wrote:

>If there were a lot of Atari dealers posting ads like Ben does things
>would be very different... However, as he is actually one of very few
>left his posts simply are no problem. They do not add to the bandwith and
>there is no charter for comp.sys.atari.st that prohibits adverts (I don't
>know about the other groups this goes to).

That may be true. But unprincipled IMHO.

>Professional or not is not an issue. There are lots of other posts here
>that are not professional at all. But, in a sence you are right. If i
>were Ben i would not post the very same text several times. Instead I
>would post short messages whenever I had something new to tell, like
>"New catalogue out" or "several TT graphics cards in stock" with a link
>to his website.

Well, most posts are definately not "professional". Then again, most
flamewars are not made in the name of business. So it's not quite the
same :) Your idea is certainly preferable to the current MO. A 2 line
post with a descriptor and URL is far better than 250 lines of the same
junk once or more a week.

>>>Some might think twice before sending cash in advance to remote
>>>continents but with Ben Smith there is no need to worry. Just remember to
>>>use insured mail when sending money.
>>
>>Who on earth would send hard currency thru the mail?! That's not a good
>>idea for eBay. Much less an "Internet Business". Hell, it's not even a
>>smart idea for people who know each other.
>
>What are you talking about?? Why would that be insecure??
>
>I have actually sent huge amounts of money abroad in exactly the same way
>in my job some years ago. SEK 200000 ($25000) in each parcel and a couple
>of these parcels a day using nothing but the standard post office
>services and local armoured transports. Later on the Post only allowed
>max SEK 50000 in each parcel so we now use other ways to get the bank
>notes to there destinations.
>
>To just send a minor amount of bank notes only costs appr. $6 here and
>everything is insured all the way until Ben himself has the envelope in
>his own hands.
>

>I think we all can agree to that Ben Smith can be trusted 100% and not
>simply keep the money without delivering the goods! So, this is simply a
>99.9999...% secure way of sending money to any country. And all perfectly
>legal of course...

This is a regional issue. Here in the U.S., you'd have to be daft to
blindly send cash money around, uninsured, in just the "general post".
The sender or recipient are not the problem, the USPS employees are.

--
0--0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0--0

751. SPP 4.0 trouble

Newsgroup: comp.sys.atari.st
Date: 2003-02-09 09:40:29 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0302091028390.115-100000@easymint>
Source record: 29433

I'm a frequent user of Score Perfect Pro and own version 3.2 as well as the semi-official version 4.0.

Most of the time I use 3.2 because it's more stable on my system. But today I was working on a score that needed some of the capabilities that only 4.0 offers (like unlimited polyphony). So I gave it another try and the job was done OK.

The problem I'm having frequently with SPP 4.0 is that my system hangs the moment my fileselector is on screen and I try to save a file. A reboot is all that helps. Sometimes I also have to delete the SPP.INF file to get things working again. On the other hand, the AUTOSAVE function prevented that all of my hard work was gone during those crashes.

Any SPP 4.0 users here having similar problems ?

Martin Tarenskeen
Falcon030/CT2b

P.S. Of course we're talking about the ATARI version here :-)

752. Re: Yamaha CDrom writer trouble survey

Newsgroup: comp.sys.atari.st
Date: 2003-02-09 10:23:23 UTC
From: fartfart@com
Message-ID: <3e462c1b$0$224$626a54ce@news.free.fr>
Source record: 29434

Hello Derryck,

>People that have the same trouble and are not afraid to open it, then
>contact me and you will understand that Yamaha are not that bad after all.
A result! :-)
A web page with the instructions and maybe a photo or two?

No, but I am making explanation text with a cause and a cure. Will need someone to translate it from French to other language if people find it usefull.

In any case never touch the laser.

Regards

753. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-02-09 17:58:50 UTC
From: Mark Duckworth <mduckworth@removemeiamaspamguard.atari-source.com>
Message-ID: <1044820508.798070@blade.atari-source.com>
Source record: 29435
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Sean Connery wrote:

> In article <3e417b5c18a8430@tripnet.se>,
> Kenneth Medin <kennethm@tripnet.se> wrote:
>
>>If there were a lot of Atari dealers posting ads like Ben does things
>>would be very different... However, as he is actually one of very few
>>left his posts simply are no problem. They do not add to the bandwith and
>>there is no charter for comp.sys.atari.st that prohibits adverts (I don't
>>know about the other groups this goes to).
>
> That may be true. But unprincipled IMHO.
>
>
>>Professional or not is not an issue. There are lots of other posts here
>>that are not professional at all. But, in a sence you are right. If i
>>were Ben i would not post the very same text several times. Instead I
>>would post short messages whenever I had something new to tell, like
>>"New catalogue out" or "several TT graphics cards in stock" with a link
>>to his website.
>
> Well, most posts are definately not "professional". Then again, most
> flamewars are not made in the name of business. So it's not quite the
> same :) Your idea is certainly preferable to the current MO. A 2 line
> post with a descriptor and URL is far better than 250 lines of the same
> junk once or more a week.
>
>
>>>>Some might think twice before sending cash in advance to remote
>>>>continents but with Ben Smith there is no need to worry. Just remember
>>>>to use insured mail when sending money.
>>>
>>>Who on earth would send hard currency thru the mail?! That's not a good
>>>idea for eBay. Much less an "Internet Business". Hell, it's not even a
>>>smart idea for people who know each other.
>>
>>What are you talking about?? Why would that be insecure??
>>
>>I have actually sent huge amounts of money abroad in exactly the same way
>>in my job some years ago. SEK 200000 ($25000) in each parcel and a couple
>>of these parcels a day using nothing but the standard post office
>>services and local armoured transports. Later on the Post only allowed
>>max SEK 50000 in each parcel so we now use other ways to get the bank

>>notes to there destinations.
>>
>>To just send a minor amount of bank notes only costs appr. $6 here and
>>everything is insured all the way until Ben himself has the envelope in
>>his own hands.
>>
>>I think we all can agree to that Ben Smith can be trusted 100% and not
>>simply keep the money without delivering the goods! So, this is simply a
>>99.9999...% secure way of sending money to any country. And all perfectly
>>legal of course...
>
> This is a regional issue. Here in the U.S., you'd have to be daft to
> blindly send cash money around, uninsured, in just the "general post".
> The sender or recipient are not the problem, the USPS employees are.
>

I've done it, but only for international software purchases. It worked out
okay.

Mark
PS: Sean I agree with every point you've made.

754. Re: Need help setting up Floptical w/the original Link

Newsgroup: comp.sys.atari.st
Date: 2003-02-09 18:48:10 UTC
From: Rob Aries <r.aries@rcn.com>
Message-ID: <BA6C0C99.92A4%r.aries@rcn.com>
Source record: 29436

Galen,

I managed to get my ST to recognize the floptical by shorting both E6 and E7.

> This is off of memory, but I'm sure others will correct me if I make a
> mistake. :-)
> E4 (Enable SCSI Parity Checking) should be OFF. As far as I know, the
> Atari does not use parity checking.

Interesting, I have it ON (jumper connected). I wonder if it matters. I remember hearing something about the Link II dealing with parity in a way that the original Link couldn't. I'm still not sure about any of this but like I said, the drive seems to work and I can mount the few floptical disks I have.

> E5 (Enable Unit Attention...) should be ON. Otherwise, the unit will
> not come up automatically on start or reboot. Instead it will just
> sit idle until you specifically tell it to start.

Well this gets more interesting...E5 is OFF. Unfortunately I don't have a floptical with driver software on it to test if my ST will boot from it or not. I run ICDBOOT from a floppy and the drive mounts.

> E6 & E7 (terminator power) should probably be OFF. Since the ICD Link
> does not provide termination power, telling the drive to expect it
> seems futile to me. I'm not entirely sure of this one, however, since
> the purpose of these lines might be to SUPPLY termination power
> further down the line. What I do know for sure is that my Atari
> systems have no termination power.

As I said at the top, both E6 & E7 had to be ON for things to work! It seems that the Link gets its power from having these jumpers shorted. When either one was off, the Link was completely dead...i.e., when I ran ICD Utilities from a floppy, it saw no host adapter at all.

I have some new problems now...the only reason I wanted to get this floptical drive going is to access what's on a few floptical disks I have. They had the most current versions of software I was writing, and I wanted to check them out mostly for nostalgic reasons (no backups of course :-(. The disks are completely corrupted and unreadable. I used to do some messing around with boot sectors, FATs and directories, so I'm going to give this a try and see what I can do but it doesn't look too good. Do you know of any disk utilities that are good for recovering files? I have something called "Diamond Edge", and also there is an ICD program called "SCSI" that lets you view & edit disks at the sector level. Thanks!

Rob Aries

755. Re: Yamaha CDrom writer trouble survey

Newsgroup: comp.sys.atari.st
Date: 2003-02-09 20:39:07 UTC
From: swampfax1@atlantic.net
Message-ID: <L%y1a.9$ee1.10505@news1.atlantic.net>
Source record: 29437

On 9 Feb 2003 10:23:23 G, M&#65533;gamodeste wrote:
>Hello Derryck,
>
>&#65533;>People that have the same trouble and are not afraid to open it, then
>&#65533;>contact me and you will understand that Yamaha are not that bad after all.
>&#65533;A result! :-)
>&#65533;A web page with the instructions and maybe a photo or two?
>
>No, but I am making explanation text with a cause and a cure. Will need
>someone to translate it from French to other language if people find it
>usefull.
>
>In any case never touch the laser.
>
>Regards
>.

```
can a standard cleaning disc be used on a CD R/W drive?
John G.
```

756. Re: Yamaha CDrom writer trouble survey

Newsgroup: comp.sys.atari.st
Date: 2003-02-09 21:06:32 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.4d34e890.21a026e2.wdwd@wd.com>
Source record: 29438

Dans le message <3e462c1b$0$224$626a54ce@news.free.fr>
Mï¿½gamodeste a ï¿½crit:
>Hello Derryck,

>No, but I am making explanation text with a cause and a cure. Will need
>someone to translate it from French to other language if people find it
>usefull.
Hello Yves, / Bonsoir Yves,

I could try and translate it into english, as I'm sure there are
many people here owning such drives!

Je veux bien essayer de traduire en anglais, car je suis persuadï¿½
que pas mal de personnes ici possï¿½dent ce genre de mï¿½canique.
Je t'ai expï¿½diï¿½ un message rï¿½cemment... l'as-tu reï¿½u ?

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

757. Re: Increase screen resolution?

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 10:28:38 UTC
From: <>
Message-ID: <1044872412-846409AEicMi@ntlworld.com>
Source record: 29441

From: carey christenson <firest@williams-net.com>
Date: Sat, 08 Feb 2003 18:44:54 -0600

> Does anyone know of a program that will allow me to
>help my friend increase his screen resolution??

There's a hack on the 'net somewhere that consists of soldering a new
oscillator chip in, it looks quite easy to do and is a better solution than
using a software (Videlity etc) solution alone. It seems to work the same way
as a Screenblaster, ie gives you a faster pixel clock.

Higher resolutions gives more flickering/slower speed operation/more
likelihood of SCSI transfer problems, the latter is fixable.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

758. Re: TT and EtherNec problems

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 10:32:14 UTC
From: <>
Message-ID: <1044872412-846585AEicMi@ntlworld.com>
Source record: 29442

From: Jean-Luc CECCOLI <wdwd@wd.com>
Date: Sat, 08 Feb 2003 21:39:04 +0200

>So, now I (thanks to you) have ethernet working on my TT, I'll
>try and make it share peripherals with the PC.
>Any suggestion on how to do so under MagiC ?

MagxNet from Vassilis' home page will allow you to share drives on your PC,
it's also possible to print to a PC-connected printer via a print-to-disk
file IIRC. Vassilis was meant to be working on integrating all this into his
BNet package, but he doesn't seem to be around any more :-(

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

759. Logic file transfer

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 10:34:45 UTC
From: claytone@foxinternet.com
Message-ID: <9fL1a.1602$Rv1.7952@bcandid.telisphere.com>
Source record: 29439

Hi all-

I was wondering if anyone has figured a way to transfer audio files created with Atari Logic Audio (vs. 2.01) to PC Logic Audio (vs. 4.8.1) ? The PC wants WAV or AIFF files, but the Atari makes "stereo" files as 2 seperate mono files that are linked together within Atari Logic. PC Logic doesn't recognize that format. I've looked at 5-2-5, but haven't figured if it's possible.

I have figured how to just play them back on the Atari, and transfer to PC via a S/PDIF connection, but I was wondering if it was possible to do it via a straight file transfer. The PC Logic will recognize the other parts of Atari Logic - just not the audio files.

Thanks,

-Clayton Murray
Seattle, WA USA

760. Re: atari PIC

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 10:48:09 UTC
From: ASKjA <gregory.leroux@normanet.fr>
Message-ID: <b2806fjgd1@news-reader10.wanadoo.fr>
Source record: 29440

```
--
Greg. 'Askja'
http://askdesign.free.fr
```

"Carsten" <s1796217@irz.inf.tu-dresden.de> a crit dans le message de news:
3E437184.4118E227@irz.inf.tu-dresden.de...
> ASKjA wrote:
>
> > hello !
> >
> > i'm making a megademo with flash MX and i want put it in a photography
of an
> > Atari ST..
> >
> > but i've no good pic of atari..
> >
> > So, i need a good photography of an Atari ST/Flacon
> > with his screen
> >
> > if you have this, please send me...
> >
> > Greg. 'Askja'
> > http://askdesign.free.fr
>
> Flash sucks.
>
> Atari device in a Flash demo is obscene.
> (and it's not the Atari that is obscene ...)
>
>

```
Hello stupid boy... mhh... sorry, very stupid boy !

I think you are not an atari fan...
do you like atari ?
no.. you don't respecte the guys who make something for atari memory, you
don't like atari

i'm making a full oldschool megademo (with flash)
i think many people will be happy with it...
```

761. Re: Falcon Clock buffer modification

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 14:55:32 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0302100655.7ba57feb@posting.google.com>
Source record: 29443

Hello, Joseph, you said you were using HD driver 8. I read somewhere
that version 8 is not good to use with cubase, and the one to use is
version 7.93. Its because of the way V.8 handles SCSI. Also if you
visit Claes Holmerup's web page, he has several plans for the mods to
the clock buffer (i think). I got mine done at Wizztronics, and it
seems pretty solid. Maybe they could tell you which one they like to
do? Do you need bigger screen resolutions for your midi score
arrangements? You could run Cubase without the audio part (by holding
down both shift keys when booting up cubase) and maybe that wouldn't
be affected by the screen res. Then when working with audio just use
the regular resolution. (If cubase works well I wouldn't mess with it
too much :>)
Mark

jdplace@<sick-of-spam>prodigy.net (Joseph D. Place) wrote in message news:<
_Ef1a.42$Fd4.5518544@newssvr15.news.prodigy.com>...
> Can anyone send me a schematic (or a link for one) for a -correct- clock
> buffer modification using a 74F08 chip? I have found two different
> schematics on the web. Both were different. One was similar to mine, the
> other totally different. I'm afraid that mine was not done correctly, as
> I am experiencing the kind of problems descibed in the HD Driver manual,
> quote: "(Falcons) are especially prone to disk errors when transferring
> large amounts of data in high screen resolutions (via ScreenBlaster or
> BlowUP, for example)." It goes on to say that a dealer may modify the
> Falcon to keep this from occurring. From what I can gather, this is the
> clock buffer modification?
>
> If one drawing that I found was correct, I can jumper two pins on the chip
> and mine will be complete, but I don't want to ruin my beloved Falcon, so
> any advise from experience will be very helpful.
>
> These are the problems I'm having:
>
> With ICD Pro: Slow disk writes and deletes when using Screenblaster.
> Cubase Audio works fine.
>
> With HD Driver 8.1: System hangs on large disk writes and deletes. Cubase
> Audio will not start (multiple bombs).
>
> Thanks!
>
>
>
>

>
>
> Joseph D. Place
> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>
>
>
> Joseph D. Place
> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

762. Re: TT and EtherNec problems

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 17:58:12 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e47e8cc53047a2@europe-shareware.org>
Source record: 29444

Hello,

in article <1044872412-846585AEicMi@ntlworld.com> (comp.sys.atari.st),
derryck@.cix.co.uk.invalid wrote on Mon 10-02-2003 10:32 (GMT):

> file IIRC. Vassilis was meant to be working on integrating all this into his
> BNet package, but he doesn't seem to be around any more :-(

I think I've understood, "reading" the news of ST-Computer, that there
should be a new version soon.
http://www.st-computer.net/news/index.php

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

763. Re: TT and EtherNec problems

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 18:14:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200302101914.a39610@wun.maus.de>
Source record: 29365

Hallo !

D>Vassilis was meant to be working on integrating all this into his BNet
D>package, but he doesn't seem to be around any more :-(

Oh, he is around. But he had trouble with his e-mail, resulting in many
messages getting stuck on a foreign server. He's back online now, though.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

764. Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 18:20:37 UTC
From: nick@1632systems.co.uk
Message-ID: <b28qho$e16$1@thorium.cix.co.uk>
Source record: 29445

Well it looks like FAST CLub has finally hit the dust..... I jsut checked their pages and no show. I know they haven't been answering email for quite a while but it still a shame their pages have gone.

They were a stalwart of the Atari scene in the UK and produced many fine programs, Imagecopy for one.

ahh well they will be missed!!

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

765. Pilot Link

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 18:48:44 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e47f40c.0@entanet>
Source record: 29359

Hi all,

I have a Handspring Prism PDA. Does anyone else use one on their Atari ?
I am trying use the Mint package Pilot-Link to exchange data with the Milan.

I have an old ST version that works fine but comms at 19k baud and only
writes 8+3 filenames, so it is slow and some of the downloaded files are
overwritten.

I also have the full version of Pilot-link but it is proving a bit difficult
to get it working. With HS-Modem and STiNG disabled and using the Mint serial
modem drivers, Pilot-link will now bind to /dev/modem1 but will not talk to
the Palm.

I have tried entering /dev/modem1 and /dev/modem2 and plugging the cradle into
different serial ports but it will not comm.

Does anyone know the trick to getting the Milan serial ports working with
Pilot-Link ?

Regards,

Peter

766. Re: Need help setting up Floptical w/the original Link

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 18:57:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b28sna$gi8$1@thorium.cix.co.uk>
Source record: 29346

In message <BA6C0C99.92A4%r.aries@rcn.com>, r.aries@rcn.com said:

>> E6 & E7 (terminator power) should probably be OFF. Since the ICD Link
>> does not provide termination power, telling the drive to expect it
>> seems futile to me. I'm not entirely sure of this one, however, since
>> the purpose of these lines might be to SUPPLY termination power
>> further down the line. What I do know for sure is that my Atari
>> systems have no termination power.
>
>As I said at the top, both E6 & E7 had to be ON for things to work! It
>seems that the Link gets its power from having these jumpers shorted. When
>either one was off, the Link was completely dead...i.e., when I ran ICD
>Utilities from a floppy, it saw no host adapter at all.

That's correct. Terminator power jumpers when on provide termpower
to devices that need it, such as the Link and active terminators.

> I used to do some
>messing around with boot sectors, FATs and directories, so I'm going to give
>this a try and see what I can do but it doesn't look too good. Do you know
>of any disk utilities that are good for recovering files? I have something
>called "Diamond Edge", and also there is an ICD program called "SCSI" that
>lets you view & edit disks at the sector level. Thanks!

You might like to try KnifeST, which works fine with floppies and
hard disks that don't have too large sectors. It has facilities
for reading individual sectors.clusters, and for rebuilding a file
that has been deleted or corrupted . It also has undelete and
structure test options.

Not sure where you can get it - it was commercial from HiSoft but
did appear on a cover disk - ST Format #42B, dated 1/93.

Regards, /Peter/

767. Re: Need Help: Miss acc File for TDI-Modula

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 19:21:32 UTC
From: jensminneker@web.de
Message-ID: <9332c4c.0302101121.ac11ed7@posting.google.com>
Source record: 29347

Hi Charles,

the version must be ok. I have as well three diskettes and the version
before came on two.
It would be very helpful for me if you have a look ...

Thanks, Jens

Charles Richmond <richmond@ev1.net> wrote in message news:<3E454B27.C71497BD@ev1.net>...
> Jens wrote:
> >
> > I just reactivated my old TDI-Modula (Vers. 3.XX) for my ST.
> > Some of my disks are corrupted. I miss the acc File for TDI-Modula,
> > which is required to set the paths for the compiler, linker, etc.
> >
> > Can someone help me and send me the file ?
> >
> Somewhere among my diskettes, I have the three diskette set
> for TDI Modula II. I am *not* sure what version it is, but
> I got it in the late 1980's for my Atari 1040 ST. If you think
> it is worthwhile, I will try to find it...

768. Re: Need Help: Miss acc File for TDI-Modula

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 19:24:13 UTC
From: jensminneker@web.de
Message-ID: <9332c4c.0302101124.b595b3c@posting.google.com>
Source record: 29348

Hi Dennis,

thanks for your support. I have Megamax Modula already. For a special
project I need TDI because some of the sources depend on propretary
interface.

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1044628866-170467AEicMi@gmx.net>...
> From: jensminneker@web.de (Jens)
> Date: 3 Feb 2003 07:40:51 -0800
>
> Hi Jens,
>
> >I just reactivated my old TDI-Modula (Vers. 3.XX) for my ST.
> >Some of my disks are corrupted. I miss the acc File for TDI-Modula,
> >which is required to set the paths for the compiler, linker, etc.
> >
> >Can someone help me and send me the file ?
>
> Just in case no one is able to help you out....
> ASH Megamax Modula has been declared freeware some time ago and is currently
> at version 2.3. The link from where I've downloaded it is dead, but I can
> mail it over if you like... the packed archive is 4.2 Mb in size.
>
> If anyone else here wants it, just yell, the package is completely in German
> and given it's size, very unlikely to ever be translated...
>
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm

769. Re: Best ST emulator for gaming?

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 21:53:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e47ca9088e271@attbi.com>
Source record: 29349

>
>While I do have a Falcon, which I use extensively in my studio for
>music production, and an STE - which is currently not being used, I
>would like to run an ST emulator on my PC in order to play some older
>ST games. The main two reasons being that the Falcon can be
>problematic with ST games, and my STE doesn't currently have a hard
>drive attached.
>
>I've used STeem for a handful of things - most noteably with the old
>ST database program called SUPER CARD. However, it doesn't seem
>terribly reliable with game software. I have seen a few other ST
>emulators out there, but am not sure which one is best for ST gaming.
>
>Any suggestions would be appreciated, and if anyone has successfully
>used an ST emulator on a PC to play "Ultima 5" and "Ultima 6" in
>particular, I'd love to hear about it.
>
>Thanks.

I like Pacifist. It worked very well for me when I set it up on a
friend's PC. Played most of the games that I ran on it. Not sure
if it MIDI support or not.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

770. Re: MagiC 6 Screen flicker

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 21:53:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e47ca9088e272@attbi.com>
Source record: 29350

>I just booted MagiC on my Atari with the colour monitor and the refresh
>seems to have changed, the monitor flickers subtly and it is driving me nuts
>
>How do I fix this?
>
>Thanks

What Atari computer are you running this on? x
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

771. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 21:53:09 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e47ca9088e277@attbi.com>
Source record: 29351

>Well it looks like FAST CLub has finally hit the dust..... I jsut checked
>their pages and no show. I know they haven't been answering email for quite
>a while but it still a shame their pages have gone.
>
>They were a stalwart of the Atari scene in the UK and produced many fine
>programs, Imagecopy for one.
>
>ahh well they will be missed!!
>

Yes they will considering I was hoping for an upgrade to
ImageCopy. Great program...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

772. Re: Increase screen resolution?

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 21:53:11 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e47ca9088e278@attbi.com>
Source record: 29352

>Anyone,
> Does anyone know of a program that will allow me to
>help my friend increase his screen resolution??
>Currently he is at the MAX. on his Falcon which is
>640x480x8 bit and he does not wish to purchase the
>Eclipse with the ATI Graphic Card just yet. So I was
>hoping that there was a software solution for what he
>needs.
>
>Thanks in advance,
>Carey Christenson

Hello Carey,

I do not think there is a software solution. If there was, I doubt
it would do a very good job, when compared to a graphics card.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

773. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 21:57:37 UTC
From: doom_master@SPAMbtinternet.com
Message-ID: <1fq6q9r.vfek4114nrr62N%doom_master@SPAMbtinternet.com>
Source record: 29353

> Yes they will considering I was hoping for an upgrade to
> ImageCopy. Great program...

there's nothing to compare on the Atari imo. Hope Imagecopy doesn't
die.. :-(

--
Steve
= = =
Apple Mac + emulation FTP
http://massiveftp.serveftp.com/

774. Re: Increase screen resolution?

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 22:11:35 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA6D723D.2A1CA%nameerf@flash.net>
Source record: 29354

in article 1044726312-498223AEicMi@williams-net.com, carey christenson at firest@williams-net.com wrote on 2/8/03 4:44 PM:

> Anyone,
> Does anyone know of a program that will allow me to
> help my friend increase his screen resolution??
> Currently he is at the MAX. on his Falcon which is
> 640x480x8 bit and he does not wish to purchase the
> Eclipse with the ATI Graphic Card just yet. So I was
> hoping that there was a software solution for what he
> needs.

Well, this of course isn't as good as a graphics card, but Videlity or Videl Inside would both increase graphics resolution. I would actually highly recommend it until a graphics card is installed. You can push the resolution just a little higher, or use an interlaced mode (if the flickering doesn't become unbearable) for a really high-res mode. However, the more you push the limits, more flicker you'll get and the more you'll need a SCSI buffer upgrade.

However, if this person has a Nemesis or other accelerator that can increase Videl's clock rate, one could be very happy with the resolutions you can get with these programs. With my Nemesis, I am now running a 1120x848 mode. It's interlaced, but at such a high resolution, I can't really see much flickering except when single-pixel height horizontal lines are right next to each other, separated by a single pixel. And even at that, it's not too bad. My monitor's display specs may have something to do with that, too. At any rate, I am running a very nice big desktop. I can't stand to go back to 640x480 anymore. 800x608 is about my tolerance limit these days, especially with web browsing, where most places design their pages with 800x600 or higher resolutions in mind.

Mike Freeman
nameerf@flash.net

775. Need Nemesis High/Printing advice

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 22:18:41 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA6D73E7.2A1CB%nameerf@flash.net>
Source record: 29355

Hello!

I've seen posts on this before (but can't seem to track them down now), but has anyone had success with printing in Nemesis High mode (50MHz) using Magic/NVDI?

I've read something about using a Spooler, but the ones I've found don't help at all (unless I'm using them incorrectly).

I've also read that switching Cache modes using NEMESIS.CPX works, too. However, when I turn the Caches off, I get a significant slow-down in performance. And switching back and forth when printing is an annoying pain.

Otherwise, all I can do is switch to Nemesis Low, which messes up my high-res graphics modes I've set up. Any suggestions? Thanks!

Mike Freeman
nameerf@flash.net

776. Re: atari PIC

Newsgroup: comp.sys.atari.st
Date: 2003-02-10 23:40:33 UTC
From: Mark D <mducksub@removesspam_atari-source.com>
Message-ID: <1044927454.382930@blade.atari-source.com>
Source record: 29356

ASKjA wrote:

>
>
> --
> Greg. 'Askja'
> http://askdesign.free.fr
>
> "Carsten" <s1796217@irz.inf.tu-dresden.de> a ï¿½crit dans le message de
> news: 3E437184.4118E227@irz.inf.tu-dresden.de...
>> ASKjA wrote:
>>
>> > hello !
>> >
>> > i'm making a megademo with flash MX and i want put it in a photography
> of an
>> > Atari ST..
>> >
>> > but i've no good pic of atari..
>> >
>> > So, i need a good photography of an Atari ST/Flacon
>> > with his screen
>> >
>> > if you have this, please send me...
>> >
>> > Greg. 'Askja'
>> > http://askdesign.free.fr
>>
>> Flash sucks.
>>
>> Atari device in a Flash demo is obscene.
>> (and it's not the Atari that is obscene ...)
>>
>>
>
> Hello stupid boy... mhh... sorry, very stupid boy !
>
> I think you are not an atari fan...
> do you like atari ?
> no.. you don't respecte the guys who make something for atari memory, you
> don't like atari
>
> i'm making a full oldschool megademo (with flash)
> i think many people will be happy with it...

Respect atari by buying one and coding the demo on it ;)
Atari isn't dead nor does it need to be remembered ;)
But just as well. What kind of environment do you need the picture to be
in. And as well how large (what rez) should the picture be.

Mark
http://atari-source.com

777. Trip-a-tron Manual

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 00:02:11 UTC
From: Peter <unfortunately-you-cannot-reply-to-this-address@badmail.tv>
Message-ID: <74X1a.2037$9K5.44123@news0.telusplanet.net>
Source record: 29357
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I am unsure if these ngs are the right place to ask, but here goes. (If not, can you point me to where I should ask?)

I have a version of Trip-a-Tron by Jeff Minter, but I do not have the manual. I was wondering if anybody has the manual on their PC, and could send it to me, or maybe they can point me in the right direction. Also, does anyone know Jeff Minter's email address?

Thank you very much,

Peter

778. Re: MagiC 6 Screen flicker

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 00:13:43 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <XeX1a.4929$o61.585882@ursa-nb00s0.nbnet.nb.ca>
Source record: 29358

STe
"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3e47ca9088e272@attbi.com...
> >I just booted MagiC on my Atari with the colour monitor and the refresh
> >seems to have changed, the monitor flickers subtly and it is driving me
nuts
> >
> >How do I fix this?
> >
> >Thanks
>
> What Atari computer are you running this on? x
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

779. Re: Best ST emulator for gaming?

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 03:12:56 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <n6qg4v86ea21qfvm6fnhdg077nq7bnqar7@4ax.com>
Source record: 29360

On Mon, 10 Feb 2003 21:53:00 GMT, "Edward S. Baiz Jr."
<edbaizjr@attbi.com> wrote:

>I like Pacifist. It worked very well for me when I set it up on a
>friend's PC. Played most of the games that I ran on it. Not sure
>if it MIDI support or not.

Thanks for the information, I'll check it out. And no worries about
MIDI support in the emulator, since I only want to play a few games;
and I've got my Falcon in my studio for MIDI anyway.
;-)

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

780. Re: Increase screen resolution?

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 03:18:41 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0302101918.312503bf@posting.google.com>
Source record: 29361

Michael and Nicole Freeman <nameerf@flash.net> wrote in message
news:<BA6D723D.2A1CA%nameerf@flash.net>...
> in article 1044726312-498223AEicMi@williams-net.com, carey christenson at
> firest@williams-net.com wrote on 2/8/03 4:44 PM:
>
> > Anyone,
> > Does anyone know of a program that will allow me to
> > help my friend increase his screen resolution??
> > Currently he is at the MAX. on his Falcon which is
> > 640x480x8 bit and he does not wish to purchase the
> > Eclipse with the ATI Graphic Card just yet. So I was
> > hoping that there was a software solution for what he
> > needs.
>
> Well, this of course isn't as good as a graphics card, but Videlity or Videl
> Inside would both increase graphics resolution. I would actually highly
> recommend it until a graphics card is installed. You can push the resolution
> just a little higher, or use an interlaced mode (if the flickering doesn't
> become unbearable) for a really high-res mode. However, the more you push
> the limits, more flicker you'll get and the more you'll need a SCSI buffer
> upgrade.
>
Videlity by itself gives roughly 800x600 at 53Hz, which is a bit hard
on my eyes, though some people don't mind it at all.

I've also read a bit about people using still higher resolutions (with
lower refresh rates) on LCD monitors. Apparently, they don't flicker
as much. I'd love to hear from those with LCD monitors on how low you
can push the refresh before it gets irritating.

Galen

781. Re: Falcon Clock buffer modification

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 03:26:42 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <2dqg4voeb275i1i1miiclvfjioscos0h1t@4ax.com>
Source record: 29362

On Sat, 08 Feb 2003 22:37:46 GMT, jdplace@<sick-of-spam>prodigy.net
(Joseph D. Place) wrote:

>Can anyone send me a schematic (or a link for one) for a -correct- clock
>buffer modification using a 74F08 chip? I have found two different
>schematics on the web. Both were different. One was similar to mine, the
>other totally different. I'm afraid that mine was not done correctly, as
>I am experiencing the kind of problems descibed in the HD Driver manual,
>quote: "(Falcons) are especially prone to disk errors when transferring
>large amounts of data in high screen resolutions (via ScreenBlaster or
>BlowUP, for example)." It goes on to say that a dealer may modify the
>Falcon to keep this from occurring. From what I can gather, this is the
>clock buffer modification?

I'm afraid I can't help you with the schematic personally, but if you
have some general questions, you should visit the ATY Computer web
site (a computer store in Oakland, California, USA), and send an
e-mail to the owner, Alex. He's done many clock/buffer mods, as well
as just about any other mod or repair you can think of for the
ST/Falcon.

My Falcon had the buffer/clock mod done many years ago by a defunct
Atari dealer called "Alternative Computing". But as far as Alex goes,
he did install my Nemesis, so I can tell you his work is top notch.

Here's the link:
http://www.infinex.com/~atycom/

>With ICD Pro: Slow disk writes and deletes when using Screenblaster.
>Cubase Audio works fine.
>With HD Driver 8.1: System hangs on large disk writes and deletes. Cubase
>Audio will not start (multiple bombs).

I've had my share of trouble with Cubase Audio and the various hard
disk drivers too!

HD Driver (version 7.61) will flat out not work with Cubase Audio on
my Falcon. Any attempt to record audio results in multiple bombs. I
also had trouble with ICD Pro. The crashes were less frequent, but it
didn't get along well with Videlity when running extended resolutions
with Cubase Audio.

I finally got everything working well by using the bare bones Atari
hard disk driver. I can run extended resolutions with Videlity, and
the system is very stable.

My normal driver (when I'm not using Cubase Audio) is HD Driver. But
when I want to run Cubase Audio, I use a floppy boot disk with the
Atari driver, and boot from that.

I hope that helps a bit.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

782. Re: Need Nemesis High/Printing advice

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 03:31:01 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <o7rg4vkgblo734pr4a2o46gepot1lpa13c@4ax.com>
Source record: 29363

On Mon, 10 Feb 2003 22:18:41 GMT, Michael and Nicole Freeman
<nameerf@flash.net> wrote:

> I've seen posts on this before (but can't seem to track them down now),
>but has anyone had success with printing in Nemesis High mode (50MHz) using
>Magic/NVDI?
>
>I've read something about using a Spooler, but the ones I've found don't
>help at all (unless I'm using them incorrectly).
>
>I've also read that switching Cache modes using NEMESIS.CPX works, too.
>However, when I turn the Caches off, I get a significant slow-down in
>performance. And switching back and forth when printing is an annoying pain.
>
>Otherwise, all I can do is switch to Nemesis Low, which messes up my
>high-res graphics modes I've set up. Any suggestions? Thanks!

Mike,

I regularly run my Falcon with Nemesis on HIGH, and have not
experienced printing difficulties. My printer is an Epson Stylus 660,
and I can print using NVDI 4 / MagiC 5, or just plain text in TOS.

What exactly occurs when you try to print?

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

783. Atari 520 STE / Ultima / Monitor Woes!

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 03:55:06 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <3drg4vo7t3ingn0m972rs02s0s1mdsten1@4ax.com>
Source record: 29364

Well, it figures...

I pull my 4meg 520STE out of the closet to set it up again (for some "Ultima" gaming), and there's some good news, and some bad news.

A little history: Many years ago, I played Ultima I on a friend's Apple II Plus. Then later, Ultima II and III on my 800XL. And a few years after that, I played Ultima IV on a Nintendo NES. I've owned Ultima V and VI for my ST for years, but never got around to playing them. But recently, I found "The Ultima Collection" for my PC, which has all the games up through Ultima VIII. It got me "in the spirit" to play again.

But when I tried the PC version of Ultima V, I quickly realized that it has no music, and only minimal sound! The ST version is much better, with a full soundtrack (and to me, the music and sound is a big part of the Ultima experience). Well, Ultima V seems a bit unstable on my Falcon, and playing 'emulated ST Ultima' on my PC with STEEM didn't quite cut it either (the sound isn't really right, and there are some graphical glitches as well). Hence the need to break out the old STE.

Well, I hooked it up last night, and realized the power supply was cutting off intermitently. Upon inspection, I noticed one of the capacitors was a bit loose. No big deal. A re-solder this morning took care of that.
:-)

Then, I finally got around to setting up a 2 gig bare SCSI drive I bought on eBay last year. I installed it in an external case, formatted and partitioned it (using my Falcon, since I'm still working out a deal to get a LINK so I can connect the HDD to my STE). All was well there too. The drive had no bad sectors, and works well.
;-)

So then, I run some gmaes and demos (from floppy) on the STE, and my SC 1435 color monitor, and everything looks and sounds great. I'm happy, and take a lunch break, with the STE running a demo just to test things out a bit more.

I come back half an hour later, and my SC 1435 monitor has gone dead! No display, no power LED glowing. The only sign of life is a low, but audible whistle coming from inside. It was getting power, but either the tube finally went, or perhaps something with the monitor power supply died.
Man!

:-(

So, I guess I need to find a new color monitor now! All this just to play a 15 year old RPG!

Oh well...
;-)

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

784. Re: Falcon Clock buffer modification

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 07:14:40 UTC
From: <>
Message-ID: <Ap12a.3628$YV3.2499@newssvr16.news.prodigy.com>
Source record: 29366

On 10 Feb 2003 06:55:32 , Mark wrote:
>Hello, Joseph, you said you were using HD driver 8. I read somewhere
>that version 8 is not good to use with cubase, and the one to use is
>version 7.93. Its because of the way V.8 handles SCSI. Also if you
>visit Claes Holmerup's web page, he has several plans for the mods to
>the clock buffer (i think). I got mine done at Wizztronics, and it
>seems pretty solid. Maybe they could tell you which one they like to
>do? Do you need bigger screen resolutions for your midi score
>arrangements? You could run Cubase without the audio part (by holding
>down both shift keys when booting up cubase) and maybe that wouldn't
>be affected by the screen res. Then when working with audio just use
>the regular resolution. (If cubase works well I wouldn't mess with it
>too much :>)
>Mark
>

Thanks for the info. I was mainly wanting to be able to use HD Driver, as
it provides the SCSI routines for my Scanner and some other features that
I like. I don't need higher resolutions for Cubase, but they are really
nice for publishing and web-browsing. I agree with you that since
Cubase is working well, I don't want to mess with it much. I just spent
the better part of a day getting everything working properly after all my
experimentation. I was just wondering if the proper clock modification
would be the solution so I could use HD Driver, Screen Blaster, and Cubase
(not necessarily together).

Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

785. Re: Pilot Link

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 07:37:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200302110837.a8805@du3.maus.de>
Source record: 29393

PS>Does anyone know the trick to getting the Milan serial ports working
PS>with Pilot-Link ?

Try /dev/ttyS1.
And don't forget to set the environment variable PILOTRATE to 115200. :-)

Regards,

Frank

786. TrueType Font utility ?

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 07:58:33 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3E48AD29.7F851CD@siemens.at>
Source record: 29367

Hi,

I'm using NVDI 5.03 to be able to use TrueType fonts in the pictures
I create with PixArt. The fonts come from various sources incuding
some Atari CDs and an Epson driver CD. So there are thousands of
files named mostly with numbers that tell nothing about the contents.

What obviously is needed here is a utility which can load a font file,
display the font and in addition enable me to delete or eventually
rename or move the font file for later use.

Does anybody know about such a utility or if not maybe a description
of the truetype format so I could code it myself ?
BTW, if I have to code it myself I would like to hear from anybody
who is interested in such a utility and what features they think
necessary.

bye
Gerhard

787. Re: Trip-a-tron Manual

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 08:20:38 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <b2abnb$c76$1@pegasus.csx.cam.ac.uk>
Source record: 29368
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Peter" <unfortunately-you-cannot-reply-to-this-address@badmail.tv>
wrote in message news:74X1a.2037$9K5.44123@news0.telusplanet.net...
> Hello,
>
> I am unsure if these ngs are the right place to ask, but here goes.
(If not,
> can you point me to where I should ask?)
>
> I have a version of Trip-a-Tron by Jeff Minter, but I do not have
the
> manual. I was wondering if anybody has the manual on their PC, and
could
> send it to me, or maybe they can point me in the right direction.
Also, does
> anyone know Jeff Minter's email address?
>
> Thank you very much,
>
> Peter
>

Have you tried looking for these on his his website at
http://www.llamasoft.co.uk/ ?

Stephen Moss

788. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 09:48:36 UTC
From: <>
Message-ID: <1044958098-769667AEicMi@ntlworld.com>
Source record: 29370

From: nick@1632systems.co.uk
Date: Mon, 10 Feb 2003 18:20:37 GMT

>Well it looks like FAST CLub has finally hit the dust.....

I've fond memories of the newsletter they published - very professional and

useful articles.

It's a pity that ImageCopy hasn't been released with a public key, unless
the author is still accepting registrations.

BTW Nick, any signs of Papyrus yet, and any ideas on upgrade fees? The
Papyrus link on your web page is a 404.

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

789. Re: TT and EtherNec problems

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 10:18:42 UTC
From: <>
Message-ID: <1044958098-769839AEicMi@ntlworld.com>
Source record: 29369

From: "Pascal Ricard" <nospam@mydomain.thanx.invalid>
Date: Mon, 10 Feb 2003 18:58:12 +0100 (MET)

Hi Pascal,

>> file IIRC. Vassilis was meant to be working on integrating all this into
>his
>> BNet package, but he doesn't seem to be around any more :-(
>
>I think I've understood, "reading" the news of ST-Computer, that there
>should be a new version soon.

Thanks, I'll keep an eye out with interest :-)

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

790. Re: TrueType Font utility ?

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 10:36:10 UTC
From: <>
Message-ID: <1044958100-770215AEicMi@ntlworld.com>
Source record: 29373

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Tue, 11 Feb 2003 08:58:33 +0100

>I'm using NVDI 5.03 to be able to use TrueType fonts in the pictures
>I create with PixArt. The fonts come from various sources incuding
>some Atari CDs and an Epson driver CD. So there are thousands of
>files named mostly with numbers that tell nothing about the contents.

Let NVDI's Fontname utility handle all your fonts. It will create named
folders for them and will greatly ease working with many fonts.

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

791. Re: TT and EtherNec problems

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 10:37:22 UTC
From: <>
Message-ID: <1044958100-770391AEicMi@ntlworld.com>
Source record: 29372

From: Ekkehard_Flessa@wun.maus.de (Ekkehard Flessa)
Date: Mon, 10 Feb 2003 19:14:00 +0100

>D>Vassilis was meant to be working on integrating all this into his BNet
>D>package, but he doesn't seem to be around any more :-(
>
>Oh, he is around. But he had trouble with his e-mail, resulting in many
>messages getting stuck on a foreign server. He's back online now, though.

Thank you as well Ekkehard, and also Erich who emailed me.

Good news!

Cheers

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

792. Re: Need Nemesis High/Printing advice

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 10:39:18 UTC
From: <>
Message-ID: <1044958100-770043AEicMi@ntlworld.com>
Source record: 29371

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Mon, 10 Feb 2003 22:18:41 GMT

>I've seen posts on this before (but can't seem to track them down now),
>but has anyone had success with printing in Nemesis High mode (50MHz) using
>Magic/NVDI?

The best answer is to use a different printer device handler, iPRN (magiC
version). There's a demo version in the NVDI "Extras" folder. Someone will be
able to tell you if the full version is still available, as the UK shareware
house closed down a long time ago (CyberSTrider).

I've used GEMspooler in the past with good results also.

Cheers

Derryck

--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

793. Re: Best ST emulator for gaming?

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 12:21:18 UTC
From: Themis Papassilekas <gryzorstopspam@gryzor.info>
Message-ID: <1ff8avbeptu3s$.1p8e78mbeyrmu.dlg@40tude.net>
Source record: 29374

On Mon, 10 Feb 2003 21:53:00 GMT, Edward S. Baiz Jr. wrote:

> I like Pacifist. It worked very well for me when I set it up on a
> friend's PC. Played most of the games that I ran on it. Not sure
> if it MIDI support or not.

Pacifist hasn't been updated for, um, aeons. Actually his author has
disappeared for some years now, which is a pity...
The latest version of STeem runs everything I throw at it; some games that
initially didn't work can now run fine through the use of patches (they
come with the binaries), and really, there's only a handful of them that
won't run still... And I've tried about every game that's on a menu disk :)

Cheers
Themis

--
Reality is that, which, when you stop believing in it, doesn't go away
--P.K.Dick
(http://gryzor.info - remove "stopspam" from email address to reach me)

794. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 15:08:52 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e491204.0@entanet>
Source record: 29377

On 20 Jan 2003 09:37:00 , Frank Szymanski wrote:
>PS>Has anyone got actually tried Linux on their Hades/Milan/Falcon040 ?
>
>Tried it on my Afterburner equipped falcon and it worked (kernel 2.0.36)
>unfortunately "woody" doesn^t work anymore on my computer because the boot-
>floppies requiere more than 4MB ST-RAM on an afterburner (due to my NOVA I
>only have 4 MB ST-RAM). :-(
>
>PS>Is Debian the only up-to-date Linux m68k distrubution or are there
>PS>others ?
>
>Yes.
>
>PS>How useable is it ?
>
>Short: Its great.
>
>Tschuess,
>
>Frank

I thought I would update anyone interested in trying GNU/Linux on their Atari.
Obviously not everyone here reads comp.os.linux.m68k

I managed to get the official Debian m68k installation CDs from a former Atarian
in GB. Just the first 3 CDs are needed apparently.

Unfortunately the installation doesn't get very far on the Milan060. It seems
that the binary has been ported to the Atari and to other machines with 68060
but not the 060 Atari's.

Couple of Linux m68k guys e-mailed me with questions and I hope they can come-
up with a solution.

I wonder if the installation would work with the 68040 Milan ?

Regards,

Peter

795. Re: atari PIC

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 16:56:57 UTC
From: Greg <gregory.leroux@normanet.fr>
Message-ID: <b2ba66ns1@news-reader10.wanadoo.fr>
Source record: 29375

```
i need an atari pic to put with :

http://askdesign.free.fr/work/oldschoolflashmegademo/dnt.html
http://askdesign.free.fr/work/oldschoolflashmegademo/megabusters.html
http://askdesign.free.fr/work/oldschoolflashmegademo/newcore.html
http://askdesign.free.fr/work/oldschoolflashmegademo/oxygene.html
http://askdesign.free.fr/work/oldschoolflashmegademo/syndicate.html
http://askdesign.free.fr/work/oldschoolflashmegademo/union.html
http://askdesign.free.fr/work/oldschoolflashmegademo/mainmenu.html

under the screen

these demos are previews, not final version, i will make a main menu and
loader, and other demos...
```

"Mark D" <mducksub@removesspam_atari-source.com> a crit dans le message
news: 1044927454.382930@blade.atari-source.com...
> ASKjA wrote:
>
> >
> >
> > --
> > Greg. 'Askja'
> > http://askdesign.free.fr
> >
> > "Carsten" <s1796217@irz.inf.tu-dresden.de> a crit dans le message de
> > news: 3E437184.4118E227@irz.inf.tu-dresden.de...
> >> ASKjA wrote:
> >>
> >> > hello !
> >> >
> >> > i'm making a megademo with flash MX and i want put it in a
photography
> > of an
> >> > Atari ST..
> >> >
> >> > but i've no good pic of atari..
> >> >
> >> > So, i need a good photography of an Atari ST/Flacon
> >> > with his screen
> >> >
> >> > if you have this, please send me...
> >> >
> >> > Greg. 'Askja'
> >> > http://askdesign.free.fr

> >>
> >> Flash sucks.
> >>
> >> Atari device in a Flash demo is obscene.
> >> (and it's not the Atari that is obscene ...)
> >>
> >>
> >
> > Hello stupid boy... mhh... sorry, very stupid boy !
> >
> > I think you are not an atari fan...
> > do you like atari ?
> > no.. you don't respecte the guys who make something for atari memory,
you
> > don't like atari
> >
> > i'm making a full oldschool megademo (with flash)
> > i think many people will be happy with it...
>
> Respect atari by buying one and coding the demo on it ;)
> Atari isn't dead nor does it need to be remembered ;)
> But just as well. What kind of environment do you need the picture to be
> in. And as well how large (what rez) should the picture be.
>
> Mark
> http://atari-source.com

796. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 19:41:33 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns931FD281330D6tos4ever@195.130.132.65>
Source record: 29376

on ma, 10 feb 2003 18:20:37 GMT wrote:

> Well it looks like FAST CLub has finally hit the dust..... I jsut
> checked their pages and no show. I know they haven't been answering
> email for quite a while but it still a shame their pages have gone.
>
> They were a stalwart of the Atari scene in the UK and produced many
> fine programs, Imagecopy for one.
>
> ahh well they will be missed!!

They surely will be missed.
Although Imagecopy can't cope quite well with a modern OS such as
freeMiNT/N_AES I use Imagecopy almost daily.
I hope the author will release the sources someday or make a new version.

Kind regards,
Martin

797. Re: Need help setting up Floptical w/the original Link

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 20:39:44 UTC
From: Robert Aries <rob_aries@hotmail.com>
Message-ID: <rob_aries-477F4A.15394311022003@reader1.news.rcn.net>
Source record: 29378

Peter,

Thanks for the tip, I did find KnifeST, haven't run it yet though.

I seem to remember having a program that let you go through a disk
sector by sector, and build a new file from what you found. Maybe
KnifeST was it.

Anyways I found a different program from ICD called "Cleanup" that
claimed to repair directory structures. I let it do its thing but it
didn't help...just created a few hundred files called "?UNKNOWN.xxx"
that were all 2048 bytes long. It may have done some writing to the
FATs which would be unfortunate. I hope at least one of the FATs is
still OK in which case I have a small chance of recovering some files.

Robert

In article <b28sna$gi8$1@thorium.cix.co.uk>, xlator@cix.compulink.co.uk
wrote:

> > I used to do some
> >messing around with boot sectors, FATs and directories, so I'm going to give
> >this a try and see what I can do but it doesn't look too good. Do you know
> >of any disk utilities that are good for recovering files? I have something
> >called "Diamond Edge", and also there is an ICD program called "SCSI" that
> >lets you view & edit disks at the sector level. Thanks!
>
> You might like to try KnifeST, which works fine with floppies and
> hard disks that don't have too large sectors. It has facilities
> for reading individual sectors.clusters, and for rebuilding a file
> that has been deleted or corrupted . It also has undelete and
> structure test options.
>
> Not sure where you can get it - it was commercial from HiSoft but
> did appear on a cover disk - ST Format #42B, dated 1/93.

798. FS(UK) Spectre GCR Mac emulator with roms

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 22:02:39 UTC
From: niall.moran@connectfree.co.uk
Message-ID: <a06eaf95.0302111402.7f5068d3@posting.google.com>
Source record: 29379

For sale on ebay - or make me an offer.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2307734260

This is complete with box, manual, fly lead, software and 128k mac roms.

Cheers
Niall

niall.moran@connectfree.co.uk

799. FS(UK) Atari Mega4 ST 25 MHz

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 22:11:37 UTC
From: niall.moran@connectfree.co.uk
Message-ID: <a06eaf95.0302111411.484f7ef1@posting.google.com>
Source record: 29380

For sale on ebay - or make me an offer

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2307735133

Atari Mega ST 4mb with mega STE keyboard and 25 mhz accelarator. Hi
speed serial port fitted and Kaos TOS rom switcher. HD floppy module
included but not fitted. Also ICD HD adaptor and 100mb drive included.

Email me if you want a picture and more details.

No reserve so happy bidding!

Cheers
Niall Moran

niall.moran@connectfree.co.uk

800. TT keyboard mylar repair

Newsgroup: comp.sys.atari.st
Date: 2003-02-11 23:01:23 UTC
From: captainvimes@myrealbox.com
Message-ID: <8qvi4vscug58n7l0e6pda4o94agffc172a@4ax.com>
Source record: 29381
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The following keyboard repair info was originated by Mario Becroft, but has since disappeared from the net. With Mario's permission, I'm posting it for posterity :-). The usual disclaimers apply.

========== snip ==========

This is a copy of Mario Becroft's instructions for Keyboard Repair of the Atari TT mylar, 1997.

These instructions may also apply to other Atari computers: no guarantees or warranties are claimed: following these intructions does not guarantee anything: all who follow them do so at their own responsibility, with no recourse to Mario Becroft or his copyists.

The following was downloaded from the site of Funkeyware.org and printed out for safe-keeping: just as well, as my TT needed repair, which I carried out successfully. It is now typed out by Charles Stanley, cstanley@zetnet.co.uk, since all online copies seem to have disappeared.

Mario Becroft has kindly given permission for this to be reposted; his email and web addresses have been updated and are correct as of February 2003.

<BEGIN>

TT_KEYBD.ASC : copyright (c) Mario Becroft 1997.

FUNKEYWARE.ORG - TT_KEYBD.TXT - 11.07.1997.

NOTE: The following text explains how to fix a defect that plagues both Mega STe and TT keyboards alike, making the CONTROL key inoperative.

Preventive maintenance on keyboards not yet affected should also be performed. This involves opening your keyboard as explained below and sticking a length of insulating tape over sensitive areas, to prevent the mylar from eventual damage. While every precaution has been taken to ensure accuracy of information, neither Mario Becroft nor Funkeyware offer any guarantee about the results.

ATTEMPT AT YOUR OWN RISK!!!

Date: Fri, 27 June 1997 11:13:22 +0000
From: Mario Becroft mb@tos.pl.net
To: q-funk@megacom.net

DISCLAIMER

While I believe that the repair described in this document is reliable when carried out correctly, and while I have made every effort to ensure that this document is accurate, I can offer no guarantee with regards to the repair, nor your workmanship in completing the repair. I am confident that the repair will work, if completed with reasonable care, but I cannot guarantee this. CARRY OUT THIS REPAIR AT YOUR OWN RISK! If you do not think you are able to complete the repair, I advise you NOT to attempt it.

THE REPAIR

A common problem with TT (and presumably M-STE) keyboards relates to the control key. After a period of time, the control key will cease to operate. This problem happens because an edge in the internal keyboard casing rubs on the keyboard mylar and eventually rubs through the track that connects to the control key. This problem does not appear to affect any other keys.

If the problem has not yet occurred, it may be advisable to take preventive action. Although I have not tried this, I suspect that by either putting a protective covering of some kind over the track, or by carefully filing away slightly the plastic casing in the affected area, the problem could be avoided.

If the problem has already occurred, fixing the problem requires rejoining the broken track. The method decribed below has been used on a number of TT keyboards and, provided it is done with care, seems to have a very good successs rate. Every keyboard that I have repaired in this way has worked flawlessly ever since.

You will probably be able to complete the repair in an hour or so. Be sure to read the instructions completely before carrying them out so that you are familiar with the repair. Take it slowly and exercise care in completing the repair.

First the keyboard must be disassembled. The removal of the three screws that are present underneath the keyboard will allow the outer casing to be removed. It is then necessary to disconnect an earthing wire by unscrewing the connector, and it would be advisable to unplug the two ribbon cables joining the keyboard unit itself to the PCB.

At this point you should have the black plastic keyboard case with metal backing completely disconnected from the keyboard casing and PCB. You can now proceed to removing the metal backing from the keyboard. The backing is attached by a great number of clips: each of these clips must be carefully opened. An easy way of accomplishing this is to work from one side to the other, until the backing is disconnected from all the clips.

You should now observe the keyboard mylar, which can be removed from the keyboard. The mylar is where the problem lies, so the rest of the keyboard can be set aside while you work on the mylar.

Looking at the mylar from the top, you will observe a track at the far upper left hand corner that connects to the control key. The upper left hand corner portion of this track is where the problem lies. The break may not be visible at first but, by careful observation, a rough breakage in the track should become apparent. Fixing the keyboard requires rejoining the track at this point.

EXTREME CARE is required in carrying out the next steps, particularly when punching the holes in the track. Read throught the next steps carefully before you start so that you are familiar with what you are doing. Take it slowly and carefully, and the operation will most likely be a success.

Examine the area around the breakage. You will be punching three holes in the track, evenly spaced approximately 5 mm apart on either side of the breakage. These holes need to be EXACTLY IN THE CENTRE of the track and must be VERY SMALL. You will need a needle with fine point (such as a sewing needle) to make these holes. A single strand from a multi-strand wire will be later threaded through the holes, and the wire must fit firmly, not loosely, in the holes. Therefore the holes must be very small.

Working out from the breakage, and with the aid of the needle and a magnifying glass, VERY CAREFULLY make three holes on either side of the breakage, evenly spaced approximately 5 mm apart. Ensure that the holes are EXACTLY IN THE CENTRE of the track and VERY SMALL. Make the holes one by one, and check that each hole is the right size before you make the next hole. Check the size by attempting to thread a single strand from a multistrand wire through the hole. The strand should fit firmly in the hole. Remember, there is no going back once you have made the holes, so ensure that you make them very carefully and accurately.

Now that the holes are complete, it is time to thread a single strand from a multistrand wire though all of the holes. Get a piece of multistrand wire and extract from it a single strand, long enough to cover the length of all the holes you have made in the mylar, with substantial length to spare. Carefully thread the wire through the holes one by one, pulling the wire tight after each hole. Leave a short length (a few mm) protruding from the first hole. The wire should fit firmly in the holes, and it will require care to thread the wire through the holes because of this firmness. The wire should be threaded alternately up and down through the holes so that it joins the track where the breakage is. When you have finished, cut off the ends of the wire so that a few mm of wire is left protruding from the end holes. Pull these ends tight and push them flat against the mylar.

The most difficult part of the repair is now complete. It is still necessary, however, to finish the repair properly. If the wire you have added makes electrical contact with the metal backing that attaches to the keyboard, the keyboard will not work. For this reason, it is necessary to place insulating tape between the wire and the metal keyboard backing. It is also important that the wire does not touch

any other tracks on the mylar, or obstruct the passage of any keys.

Once you have ensured that everything is as it should be, it is time to reassemble the keyboard and try it out. Reassembly is generally the reverse of disassembly. Reattach the metal backing (which is much easier than detaching it), then reconnect the two ribbon cables and the earthing wire. Do not entirely reassemble the keyboard; instead, plug it in in its partially assembled state and test it. Check that ALL the keys work. In particular, check that the control key works. Check that random characters are not sent when the control key is pressed. If all is well, you can finish reassembly of the keyboard - you have finished. Congratulations!

If there was a problem, then check, first of all, that the two ribbons are correctly and fully in their sockets; and ensure that the metal backing on the keyboard is fully attached, with all the clips attached correctly. If it still does not work, determine the symptoms of the problem and refer to the following list of possible causes:

* The control key does not work, but everything else it fine.

This means that the repair has had no effect. Remember that the wire must join the two sides of the break in the track.

The holes should be either side of the break, and the wires should join the break. Check that the wire fits firmly in the holes and that the holes are exactly in the centre of the track. If the wire is not contacting properly, it may be necessary to remove the wire, add more holes and then get a longer wire and thread it through again.

* The control key does/does not work, but various other keys no longer work either.

This could happen because you have inadvertently damaged other tracks on the mylar while attempting the repair. If this is the case, you could try repairing those other tracks as well, although it might end up easier to just buy a new mylar.

This may also happen because one of the ribbon cables is not inserted correctly and fully in its socket.

* The control key causes random characters when pressed.

This happens when the wire you added is making electrical contact with the metal keyboard backing. Ensure that insulating material is present between the wire and the backing so that electrical contact cannot occur.

CONCLUSION

If you have carried out the repair, chances are you now have a working control key. Congratulations!

If, however, the repair was unsuccessful, you may attempt to rectify
the fault yourself. Provided you carried out the repair as described,
I do not believe there is much that can go wrong.

I do not want to receive huge amounts of email from people who have
problems with this repair. You carry out the repair at your own risk.
If you do need to contact me for some reason, however, my email address
is given at the bottom of this document.

Good luck!

--
Mario Becroft
mb@gem.win.co.nz
http://gem.win.co.nz/mb/

<END>

801. Re: TT keyboard mylar repair

Newsgroup: comp.sys.atari.st
Date: 2003-02-12 00:37:33 UTC
From: Starlord <starlord@in>
Message-ID: <6zh2a.915$1m6.256446551@news.inreach.com>
Source record: 29382
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The backing is attached by a great number of clips: each of these clips
> must be carefully opened. An easy way of accomplishing this is to work
> from one side to the other, until the backing is disconnected from all
> the clips.

These clips brake off real EASY as I know all to well, that's why my KB has been
dead for 3 years now. And once broken there's no way to fix them either.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

<captainvimes@myrealbox.com> wrote in message
news:8qvi4vscug58n7l0e6pda4o94agffc172a@4ax.com...
> The following keyboard repair info was originated by Mario Becroft, but has
> since disappeared from the net. With Mario's permission, I'm posting it for
> posterity :-). The usual disclaimers apply.
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.449 / Virus Database: 251 - Release Date: 1/27/03

802. Re: Best ST emulator for gaming?

Newsgroup: comp.sys.atari.st
Date: 2003-02-12 01:57:38 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <m8aj4v05g4bqf1chbeumqps8482n0bl8uv@4ax.com>
Source record: 29383

On Tue, 11 Feb 2003 14:21:18 +0200, Themis Papassilekas
<gryzorstopspam@gryzor.info> wrote:

> Pacifist hasn't been updated for, um, aeons. Actually his author has
>disappeared for some years now, which is a pity...
> The latest version of STeem runs everything I throw at it; some games that
>initially didn't work can now run fine through the use of patches (they
>come with the binaries), and really, there's only a handful of them that
>won't run still... And I've tried about every game that's on a menu disk :)

Yeah, I've noticed the same thing about STeem. It's working pretty
well for me at this point.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

803. Re: TrueType Font utility ?

Newsgroup: comp.sys.atari.st
Date: 2003-02-12 02:20:26 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b2cb1a$31j$1@thorium.cix.co.uk>
Source record: 29384

In message <3E48AD29.7F851CD@siemens.at>, gerhard.janka@siemens.at said:

>I'm using NVDI 5.03 to be able to use TrueType fonts in the pictures
>I create with PixArt. The fonts come from various sources incuding
>some Atari CDs and an Epson driver CD. So there are thousands of
>files named mostly with numbers that tell nothing about the contents.
>
>What obviously is needed here is a utility which can load a font file,
>display the font and in addition enable me to delete or eventually
>rename or move the font file for later use.
>
>Does anybody know about such a utility or if not maybe a description
>of the truetype format so I could code it myself ?

Hi!

Sure - Fontname, which comes with NVDI. It's in the NVDITOOL.S
directory. I have installed it as an application for TTF and SPD,
so double-clicking a font file displays it in several sizes and
gives details of the font. It also gives you an option to install
the font, copying it to your main vector font directory as given
in NVDI.INF if it isn't in there already (in my case BTFONTS).

There is also the German Arkus, which does rather more, like
displaying the complete character set, allowing renaming and some
repairs etc. There is a free demo of Arkus2 around, I bought
Arkus3 for around 50 DM. Comes from Pergamon in Kronberg
(pergamon@compuserve.com or m_herzog@t-online.de). My version is
in German, but there is also an English one available (don't know
if the manual has been translated).

Regards, /Peter/
The Truetype font format is described in longish file (which makes
a pretty thick book when printed out) published by Microsoft. Look
on the net for TTSPEC10.ZIP - about 560 KB. (There may be a later
version now.

804. Re: Need Nemesis High/Printing advice

Newsgroup: comp.sys.atari.st
Date: 2003-02-12 02:20:26 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b2cb1a$31i$1@thorium.cix.co.uk>
Source record: 29385

In message <BA6D73E7.2A1CB%nameerf@flash.net>, nameerf@flash.net said:

>but has anyone had success with printing in Nemesis High mode (50MHz) using
>Magic/NVDI?

Hi Mike!

Yes, I do it all the time. For text I tend to use IdeaList, but
also print from various graphics programs, Everest, 1st Word Plus
- almost anything. This is using both NVDI 5 and MagiC 6.10.

>I've read something about using a Spooler, but the ones I've found don't
>help at all (unless I'm using them incorrectly).

There is a spooler called Magic Spooler by Emanuel M�cklin
(MS_SPOOL.PRG) and FASTPRINT.TTP asnd some others which come with
NVDI, if I remember correctly. I use one (I think NPRINT) to
permit background printing from the NVDI global print dialog.

Regards, /Peter/

805. Looking for SC1224 or SC1435

Newsgroup: comp.sys.atari.st
Date: 2003-02-12 03:34:54 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <gjej4vga3h3hmpd9pqn2cikrsinrl0op2f@4ax.com>
Source record: 29386

I'm looking for a replacement color monitor for my STE. My old SC1435 died, so I'd either like to pick up another one of those, or more likely, an SC1224.

I'd prefer to find one in my area (Los angeles, California - USA) to avoid hefty shipping charges, but I realize that might be difficult.

So, anyone in the USA (or Canada, I suppose) that has one available, please either respond here, or send me an e-mail. Also, if anyone can recommend any web sites / dealers etc. that might have some, I'd appreciate that too. I've found a couple on eBay, of course, but I'd like to look in a few other places as well.

Thanks.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

806. Re: TrueType Font utility ?

Newsgroup: comp.sys.atari.st
Date: 2003-02-12 09:15:10 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3E4A109E.6D5B7138@siemens.at>
Source record: 29387

xlator@cix.compulink.co.uk wrote:

> Sure - Fontname, which comes with NVDI. It's in the NVDITOOL.S
> directory. I have installed it as an application for TTF and SPD,
> so double-clicking a font file displays it in several sizes and
> gives details of the font. It also gives you an option to install
> the font, copying it to your main vector font directory as given
> in NVDI.INF if it isn't in there already (in my case BTFONTS).

It seems I did not recognize its possibilities when I installed NVDI
and looked through the add-ons. Only thing I did not yet check is
if it deletes a font (from BTFONTS) when I deinstall it.
Also it would be nice to be able to rename font files. But otherwise
it's quite usable.

> There is also the German Arkus, which does rather more, like
> displaying the complete character set, allowing renaming and some
> repairs etc. There is a free demo of Arkus2 around, I bought
> Arkus3 for around 50 DM. Comes from Pergamon in Kronberg
> (pergamon@compuserve.com or m_herzog@t-online.de). My version is
> in German, but there is also an English one available (don't know
> if the manual has been translated).

German is no real problem since it is my native language :)
Pity that with google I did not find the demo. At the Pergamon
homepage I also couldn't find it :(

> Regards, /Peter/
> The Truetype font format is described in longish file (which makes
> a pretty thick book when printed out) published by Microsoft. Look
> on the net for TTSPEC10.ZIP - about 560 KB. (There may be a later
> version now.

Thanks
Gerhard

807. Re: Falcon Clock buffer modification

Newsgroup: comp.sys.atari.st
Date: 2003-02-12 09:39:06 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e4a15e0$0$21363$afc38c87@news.optusnet.com.au>
Source record: 29388

Hi, I have a schematic of a mod using a 74F04, it worked on both my Falcons. 1 runs Hddriver and the other AHDI. I will scan it and e-mail. It seemed more reliable than the other two 74F08 mods. I had a simillar situation, a butcher had attempted it and screwed it up. The 04 version is good in that the tracks don't need reparing.

Mark

"jdplace@ prodigy.net (Joseph D. Place)" <sick-of-spam> wrote in message news:_Ef1a.42$Fd4.5518544@newssvr15.news.prodigy.com...
> Can anyone send me a schematic (or a link for one) for a -correct- clock
> buffer modification using a 74F08 chip? I have found two different
> schematics on the web. Both were different. One was similar to mine, the
> other totally different. I'm afraid that mine was not done correctly, as
> I am experiencing the kind of problems descibed in the HD Driver manual,
> quote: "(Falcons) are especially prone to disk errors when transferring
> large amounts of data in high screen resolutions (via ScreenBlaster or
> BlowUP, for example)." It goes on to say that a dealer may modify the
> Falcon to keep this from occurring. From what I can gather, this is the
> clock buffer modification?
>
> If one drawing that I found was correct, I can jumper two pins on the chip
> and mine will be complete, but I don't want to ruin my beloved Falcon, so
> any advise from experience will be very helpful.
>
> These are the problems I'm having:
>
> With ICD Pro: Slow disk writes and deletes when using Screenblaster.
> Cubase Audio works fine.
>
> With HD Driver 8.1: System hangs on large disk writes and deletes. Cubase
> Audio will not start (multiple bombs).
>
> Thanks!
>
>
>
>
>
>
>
> Joseph D. Place
> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>
>
>

> Joseph D. Place
> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>
>

808. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-02-12 09:45:39 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.44.0302121044040.320-100000@wh58-508.st.uni-magdeburg.de>
Source record: 29389

Hello!

> I thought I would update anyone interested in trying GNU/Linux on their Atari.
> Obviously not everyone here reads comp.os.linux.m68k
>
> Unfortunately the installation doesn't get very far on the Milan060. It seems
> that the binary has been ported to the Atari and to other machines with 68060
> but not the 060 Atari's.
>
> I wonder if the installation would work with the 68040 Milan ?

The Milan have a complete different hardware than TT/Hades/Falcon. It
would require special Linux kernel support.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

809. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-02-12 09:49:18 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.44.0302121048010.320-100000@wh58-508.st.uni-magdeburg.de>
Source record: 29390

Hello!

> Couple of Linux m68k guys e-mailed me with questions and I hope they can come-
> up with a solution.
>
> I wonder if the installation would work with the 68040 Milan ?

Btw. there is an ongoing port of NetBSD to the Milan hardware. I don't
know how stable it is so far. Take a look on the NetBSD ATARI page:

http://www.netbsd.org/Ports/atari/

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

810. Re: TrueType Font utility ?

Newsgroup: comp.sys.atari.st
Date: 2003-02-12 09:52:04 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.44.0302121050160.320-100000@wh58-508.st.uni-magdeburg.de>
Source record: 29391

Hello!

> The Truetype font format is described in longish file (which makes
> a pretty thick book when printed out) published by Microsoft. Look
> on the net for TTSPEC10.ZIP - about 560 KB. (There may be a later
> version now.

Much easier would be to use an freely available font renderer like the
freetype library. This library is already available and can handle TTF
fonts very well.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

811. Re: TT keyboard mylar repair

Newsgroup: comp.sys.atari.st
Date: 2003-02-12 11:59:58 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <UGq2a.1079$WR4.6385@newsfep4-glfd.server.ntli.net>
Source record: 29392
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello.

If the risks and description of how to repair your TT mylar puts you off attempting it I still have new Mega STE keyboards for sale. You can take the innards out and rebuild into your TT case or just use it as is.

Current UK price is £10 sterling plus post. Total for US customers inc shipping is $40 US.

Barrie at Keychange. www.keychange.co.uk

812. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-02-12 18:40:46 UTC
From: spnuk <siht@back2spam.com>
Message-ID: <b2e4lv$s1l$1@newsg4.svr.pol.co.uk>
Source record: 29394

<nick@1632systems.co.uk> wrote in message
news:b28qho$e16$1@thorium.cix.co.uk...
> Well it looks like FAST CLub has finally hit the dust..... I jsut
checked
> their pages and no show. I know they haven't been answering email for
quite
> a while but it still a shame their pages have gone.
>
> They were a stalwart of the Atari scene in the UK and produced many fine
> programs, Imagecopy for one.
>
> ahh well they will be missed!!
>
> --
> Nick Harlow
> 16/32 Systems
> Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
> Web Site: http://www.1632systems.co.uk

Yes the will be missed just as I missed the money I sent them for a
subscription that I never recieved, I sent many mails and never got an
answer, if I ever find out where they live I will visit

813. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-02-13 09:32:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1045164756-197967AEicMi@gmx.net>
Source record: 29301

rom: ekaljuma@mtsac.edu (Galen)
Date: 8 Feb 2003 11:31:36 -0800

Hi Galen,

>I did a quick search for CRW-F1 and didn't come up with any hits under
>$230. Do you know where I might find the CDRW at the price you
>quoted?

Well, not in Belgium for sure;-)
If you happen to live in Europe then Germany is the country to go to for bargain hunting. But you shouldn't waste any time, Yamaha has stopped the production of CD-RW's all together and the remaining stocks don't seem to be very large...

http://www.alternate.de for $129
http://www.mix-computer.de for $105
http://www.snogard.de for $109
http://www.avitos.com for $119

The plain IDE version costs on average $80, there are more dealers then the ones quoted above but these accept payment with credit card or COD and send goods to most European countries.
If you happen to live in the States, then the first URL (Alternate) is the one to choose from, they send goods all over the world, and they happen to be ex-Atari dealers as well.

Cheers from Belgium
Dennis
--


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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

814. Re: Yamaha CDrom writer trouble survey

Newsgroup: comp.sys.atari.st
Date: 2003-02-13 09:50:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1045164760-198671AEicMi@gmx.net>
Source record: 29300

From: <derryck@.cix.co.uk.invalid>
Date: Sat, 08 Feb 2003 10:41:10 -0000

Hi Derryck,

>>PS : (<-no it's not your initials (-;) I'm happy to see that Maus is
>>always alive ! How old is this good German BBS network ?
>
>A lot of useful utilities and info from what I can make out, is it possible
>to access this network from other countries via the Internet?

The Maus network itself can not be reached via the internet, but some groups
are exported to USENET.

My ISP offers the following 9 Atari groups :

maus.computer.atari.hardware
maus.computer.atari.talk
maus.computer.atari.mint_mtos
maus.computer.atari.dtp
maus.computer.atari.gemini
maus.computer.atari.falcon
maus.computer.atari.software
maus.computer.atari.spiele
maus.computer.atari.internet

If your ISP don't offer these, ask or demand that they do, alternatively you
can also use Google ofcourse. Keep in mind that these are German groups, all
messages should be in German and they don't like anonymous posters. All the
messages are im/exported to USENET twice a day, so don't expect an immediate
reply either.

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

815. ADV: Atari Sales, Service & Support: Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2003-02-13 10:50:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302130238580.9907-100000@shell1.aracnet.com>
Source record: 29395
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I've updated 6 of my 8 Catalogs, all 8 Bit and ST. Adding many new items!
Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari
Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari
Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods!
So not only do I sell NEW Atari Goods at a competitive price, I also sell
used Atari Goods you may not be able to find anymore at Swap Meets, Thrift
Stores or even Auctions Sites! And I sell for less! And unlike those who
will remain anonymous! I test Goods before I sell them. I can afford to
sell for less because I keep overhead down, avoid making promises I cant
keep and avoid offering services I cant follow up on! So not only can I
sell you some Great New stuff! But I can sell you hard to find 2nd Hand
Goods, partly because I'm the guy most people come to when they want to
give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion!
Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org
Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/auctions.htm Why I hate auctions!
http://www.aracnet.com/~atari/bspolicy.htm Affects you too!
http://www.aracnet.com/~atari/caveat.htm Buyer Beware!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators.
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
http://www.aracnet.com/~atari/testing.htm My Test Standards!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/windoze.htm Certainly not GEM!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

816. active partition recovery

Newsgroup: comp.sys.atari.st
Date: 2003-02-13 11:30:08 UTC
From: tgold@hotmail.com
Message-ID: <3d0994ab.0302130330.5ba796f4@posting.google.com>
Source record: 29296

Does anyone have a full version of Active Partition recovery they could send me???

817. Re: TrueType Font utility ?

Newsgroup: comp.sys.atari.st
Date: 2003-02-13 12:46:16 UTC
From: <>
Message-ID: <1045144154-534105AEicMi@ntlworld.com>
Source record: 29297

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Wed, 12 Feb 2003 10:15:10 +0100

>xlator@cix.compulink.co.uk wrote:
>
>> Sure - Fontname, which comes with NVDI. It's in the NVDITOOL.S

>It seems I did not recognize its possibilities when I installed NVDI
>and looked through the add-ons. Only thing I did not yet check is
>if it deletes a font (from BTFONTS) when I deinstall it.

No deletion, it makes use of a HIDE folder in your vector font path.

>Also it would be nice to be able to rename font files. But otherwise
>it's quite usable.

There doesn't seem to be any point, once Fontname's done its job you get
neat folders named for the fonts they contain :-)

My complaint with Fontname is that it doesn't show the fonts that are
installed unless you drag them all to its window. I can't see why it can't
read your NVDI inf file and fill its window with the fonts in that path
IYSWIM.

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

818. Re: TrueType Font utility ?

Newsgroup: comp.sys.atari.st
Date: 2003-02-13 16:16:50 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3E4BC4F2.14366DB@siemens.at>
Source record: 29298

derryck@.cix.co.uk.invalid wrote:

> No deletion, it makes use of a HIDE folder in your vector font path.

That's nearly as good. Then I only have to delete the contents of
the HIDE folder after using Fontname.

> My complaint with Fontname is that it doesn't show the fonts that are
> installed unless you drag them all to its window. I can't see why it can't
> read your NVDI inf file and fill its window with the fonts in that path
> IYSWIM.

Well, it would be nice but since it's one open command to get all
I can live with that.

Gerhard

819. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-02-13 16:50:05 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e4bccbd.0@entanet>
Source record: 29299

Hi Frank,

On 12 Feb 2003 10:45:39 , Frank Naumann wrote:
>Hello!
>
>> I thought I would update anyone interested in trying GNU/Linux on their Atari.
>> Obviously not everyone here reads comp.os.linux.m68k
>>
>> Unfortunately the installation doesn't get very far on the Milan060. It seems
>> that the binary has been ported to the Atari and to other machines with 68060
>> but not the 060 Atari's.
>>
>> I wonder if the installation would work with the 68040 Milan ?
>
>The Milan have a complete different hardware than TT/Hades/Falcon. It
>would require special Linux kernel support.

From the little bits of info that the Linux-m68k guys sent me I am not even sure that Linux will install on a Hades060 or a Falcon CT60 without resorting to the 030. You have a Falcon040 and it would probably work quite nicely on that.

I could send the installer files (2Mb) to anyone interested in giving it a try but you will need the other 3 CDs to do the install. They can be downloaded with a fast connection.

I had a look at NetBSD. Version 1.6 is a 75Mb CD ISO download but is missing the vital floppy boot folder from which the installation starts. Unlike Linux it is more of a DIY install. Not a serious problem but I didn't want to waste too much time so Linux was the obvious choice.

I will be sticking with FreeMint I just wanted to be able to configure my router using a JavaScript browser like Netscape. I installed X11 and tried the Dillo browser but it looks less well developed than Highwire.

Regards,

Peter

820. Re: Atari ST games wanted

Newsgroup: comp.sys.atari.st
Date: 2003-02-13 22:10:34 UTC
From: Jaguar <rfvacpnospam@mountaincable.net>
Message-ID: <Xns9321AEB9D85FFJaguar@24.215.0.21>
Source record: 29303

satcom2@attbi.com (SaTcom2) wrote in news:82a18ff2.0302022244.6a26dbe7
@posting.google.com:

> of ST games, most complete, and you never know what I might let go of.

I have the Paladin game if your interested.

Jaguar

821. Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-13 22:12:24 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0302131412.6d8d5420@posting.google.com>
Source record: 29302

Hello everyone,

Over the last year or so, I've been putting together the materials required for a "Super Falcon" (video card, CT60, etc.). Now the time is coming to recase my machine, and I've been carefully studying the various websites relating to this task. However, I'm coming up with a few questions, which I hope will generate discussion amongst this group.

1) Why can't the Falcon's board be mounted flush with the back of a tower case? I've been seeing a lot of rerouted ports and I can't figure out why I can't just cut the tower case's back to match the Falcon's back.

2) Once the HD, CT60, video card, etc. are mounted on the motherboard, what is the risk of stress to the mounting points? It strikes me that the torque might be sufficient over time to cause stress fractures.

3) How much heat does the Falcon generate? I have (actually, my wife has) a Powermac DP 867 that is ridiculously loud. I would like to provide sufficient cooling of course, but through the use of thermostat controlled fans I'd like as quiet a machine as possible. Is a single 60mm fan enough (in addition to the power supply's fan, of course)?

4) I'm a bit worried about the keyboard. I've sent emails to Laurent regarding his Eiffel device, but so far without response. As a backup, I'm thinking of making a cable to use the Falcon's original keyboard in the (now otherwise empty) original case. Are there any maximum length issues that have come up?

5) I seem to recall that dual IDE is possible in a Falcon, but there are cable length issues. Can anyone add detail? Are there any current 30GB (the smallest I can find!) drives incompatible? Is there a recommended CDRW make? [I hope to reserve the SCSI bus for the Ethernet adapter I have, if possible.]

In short, I welcome any comments. My stock Falcon will continue to run for quite a few more years under Geneva/Neodesk, but I'm looking forward to creating a beefed up Mint-based system.

Galen

822. Atari St

Newsgroup: comp.sys.atari.st
Date: 2003-02-14 00:17:02 UTC
From: Greg <greg@home.com>
Message-ID: <ECCdnXrEHOd1q9GjXTWc3A@buckeye-express.com>
Source record: 29304

I have a Atari 520 st upgraded to 1 meg, monitor and a bunch of software.
Mouse, joystick...ect.. it works too.

What would be a fair price these days that I could sell it for.

I have about 10 software titles in box's, but most are copies.

823. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-14 00:59:02 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <gbX2a.3471$WR4.22553@newsfep4-glfd.server.ntli.net>
Source record: 29305

Hello.

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0302131412.6d8d5420@posting.google.com...
> Hello everyone,
>
> Over the last year or so, I've been putting together the materials
> required for a "Super Falcon" (video card, CT60, etc.)

> 4) I'm a bit worried about the keyboard.

You can use a standard Mega ST /Mega STE/TT kbrd, which I happen to have in
stock, NEW.

I have supplied these with 6ft/2m extensions with no problems reported.

Barrie at Keychange. www.keychange.co.uk

824. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2003-02-14 05:21:27 UTC
From: lp <gfa@basic.net>
Message-ID: <BA71E707.C48E%gfa@basic.net>
Source record: 29306

in article 3e4bccbd.0@entanet, Peter Slegg at
peterslegg@===ANTI-SPAM===scubadivers.co.uk wrote on 2/13/03 11:50 AM:

> Hi Frank,
>
> On 12 Feb 2003 10:45:39 , Frank Naumann wrote:
>> Hello!
>>
>>> I thought I would update anyone interested in trying GNU/Linux on their
>>> Atari.
>>> Obviously not everyone here reads comp.os.linux.m68k
>>>
>>> Unfortunately the installation doesn't get very far on the Milan060. It
>>> seems
>>> that the binary has been ported to the Atari and to other machines with
>>> 68060
>>> but not the 060 Atari's.
>>>
>>> I wonder if the installation would work with the 68040 Milan ?
>>
>> The Milan have a complete different hardware than TT/Hades/Falcon. It
>> would require special Linux kernel support.
>
> From the little bits of info that the Linux-m68k guys sent me I am not even
> sure that Linux will install on a Hades060 or a Falcon CT60 without resorting
> to the 030. You have a Falcon040 and it would probably work quite nicely on
> that.
>
> I could send the installer files (2Mb) to anyone interested in giving it a try
> but you will need the other 3 CDs to do the install. They can be downloaded
> with
> a fast connection.
>
> I had a look at NetBSD. Version 1.6 is a 75Mb CD ISO download but is missing
> the
> vital floppy boot folder from which the installation starts. Unlike Linux it
> is
> more of a DIY install. Not a serious problem but I didn't want to waste too
> much time so Linux was the obvious choice.
>
> I will be sticking with FreeMint I just wanted to be able to configure my
> router
> using a JavaScript browser like Netscape. I installed X11 and tried the Dillo
> browser but it looks less well developed than Highwire.

>
> Regards,
>
> Peter

Have a look here.

http://www.netbsd.org/Ports/atari/index.html

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

825. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-14 07:46:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200302140846.a9466@du3.maus.de>
Source record: 29337

G>3) How much heat does the Falcon generate? I have (actually, my wife
G>has) a Powermac DP 867 that is ridiculously loud. I would like to
G>provide sufficient cooling of course, but through the use of
G>thermostat controlled fans I'd like as quiet a machine as possible.
G>Is a single 60mm fan enough (in addition to the power supply's fan, of
G>course)?

I have a falcon in a PC tower case with a harddisk, a cd-rom, a cd-rw, a nova graphics card, an afterburner running at 32MHz and some additional stuff (like a PC-keyboard connector etc.) and all I need is a single thermostat controlled fan for the power supply.

BTW, you don't recognize that it is an ATARI (altough it wasn't my intention to hide it) when you have a first look on it because I am using a Logitech wireless desktop (keyboard and mouse) a NEC VGA monitor and as above mentioned a tower case.
So whenever there is a new person visiting me they always say: "Oh, your PC :-) is so quiet. What have you done that it is so calm?".

Then the next surprise for my visitors is when they see my falcon running. A few days ago someone said: "I can't believe your computer is running at 32MHz. Its as fast as my 450MHz computer running with windows."

At that time I was programming while listening to some MP3 files with Aniplayer so the cpu load was ~ 20% for sound output. =8-)

G>current 30GB (the smallest I can find!) drives incompatible? Is there
G>a recommended CDRW make? [I hope to reserve the SCSI bus for the

I am using a YAMAHA IDE drive. I once used a SCSI 8424S drive but due to the fact that it had a very noisy fan I replaced it with an equivalent IDE drive. Anyway, both drives work flawlessly.

Regards,

Frank

826. Re: MausNet

Newsgroup: comp.sys.atari.st
Date: 2003-02-14 08:57:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200302140957.a16719@b.maus.de>
Source record: 29309

> How old is this good German BBS network ?

since 1984

Gerhard

827. Re: Atari St

Newsgroup: comp.sys.atari.st
Date: 2003-02-14 09:22:38 UTC
From: Useless Prick <Nospam@kunt.com>
Message-ID: <3e4cb573$0$15727@echo-01.iinet.net.au>
Source record: 29307

$50 if your lucky seems to be the going rate.

"Greg" <greg@home.com> wrote in message
news:ECCdnXrEHOd1q9GjXTWc3A@buckeye-express.com...
> I have a Atari 520 st upgraded to 1 meg, monitor and a bunch of software.
> Mouse, joystick...ect.. it works too.
>
> What would be a fair price these days that I could sell it for.
>
> I have about 10 software titles in box's, but most are copies.
>
>

828. Re: Yamaha CDrom writer trouble survey

Newsgroup: comp.sys.atari.st
Date: 2003-02-14 09:25:14 UTC
From: <>
Message-ID: <1045238806-80170AEicMi@ntlworld.com>
Source record: 29314

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Thu, 13 Feb 2003 11:50:18 +0200

Hi Dennis!

>The Maus network itself can not be reached via the internet, but some groups
>are exported to USENET.

Sure, I've posted in the Falcon group before (and in English!) :-)

It was the actual programs that are or were available that I was meaning.

Cheers

Derryck

829. Re: TrueType Font utility ?

Newsgroup: comp.sys.atari.st
Date: 2003-02-14 10:05:18 UTC
From: <>
Message-ID: <1045238808-80514AEicMi@ntlworld.com>
Source record: 29315

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Thu, 13 Feb 2003 17:16:50 +0100

>> No deletion, it makes use of a HIDE folder in your vector font path.
>
>That's nearly as good. Then I only have to delete the contents of
>the HIDE folder after using Fontname.

I'd be inclined to just leave that folder, unless you're planning on never
changing your basic font set.

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

830. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-14 10:10:22 UTC
From: <>
Message-ID: <1045238806-80342AEicMi@ntlworld.com>
Source record: 29313

From: ekaljuma@mtsac.edu (Galen)
Date: 13 Feb 2003 14:12:24 -0800

>Over the last year or so, I've been putting together the materials
>required for a "Super Falcon" (video card, CT60, etc.). Now the time
>is coming to recase my machine, and I've been carefully studying the
>various websites relating to this task. However, I'm coming up with a

One of our club members is embarking on the same project and has spent some

time researching this subject and has tracked a large-enough case down (I
don't know if he's got it yet).

>3) How much heat does the Falcon generate?

Not much, going by the size of the fan that it's fitterd with. My CT2'd
Falcon relies only on that fan, relocated to above the PSU heatsink, and
the fan fitted to the CT2's processor. The PSU you will be using will have
its own fan as you say, as will (presumably) the CT60. I'd guess that the
PSU fan could be slowed down as the PSU will only be supplying a fraction
of the power that you need. A 47 ohm resistor of a few watts in series with

one of the fan's leads would probably do it if you don't want the expense
of a thermo control. Suck it and see :-)

>4) I'm a bit worried about the keyboard.

I think longer cables should be OK, as long as you don't go overboard!

>5) I seem to recall that dual IDE is possible in a Falcon, but there
>are cable length issues. Can anyone add detail? Are there any

Sure, keep the cable as short as possible because the IDE bus is connected
to the processor. A foot or maybe two? What lengths do PCs use?

As for drives, I don't think that there's enough experience around yet but
any modern drive that will work with the CT2 should be OK? Usual caveats
with drive size will apply I should think. I'd be concerned about
compatibility with MagiC, you need to apply a patch to MagiC to make it
work with the CT2, although you're suggesting a MiNT system.

Cheers

Derryck

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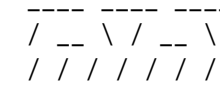

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

831. Looking for info on MegaST graphic card.

Newsgroup: comp.sys.atari.st
Date: 2003-02-14 11:25:07 UTC
From: dp <dp@no_spam.jumphog.org.spam>
Message-ID: <oprkk0obx4xmvqwm@news.btinternet.com>
Source record: 29308

Hi all, I've recently got hold of a graphics card for my megaST, but need
some
info about the pinout and drivers for it. Its an Image systems ATR-4CP,
what I've found so far is at:

http://www.btinternet.com/~jumphog/atr-4cp/

If anyone still has one of these or has any info Id be really grateful.

Thanks, DP

832. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-02-14 14:17:36 UTC
From: mrenoSPAMBEGONE@kopyrite.com
Message-ID: <2b9a7edc.0302140617.68f46bbb@posting.google.com>
Source record: 29310

I'm curious about your statement that "Yamaha has stopped the
production of the CD-RW's all together". As of today they are still
advertising it on their website, and there are many retailers that
still offer it (provantage.com, plus 12 retailers on cnet.com),
although some show it on backorder.

Maybe this is a "Europe Only" thing?

I'm just trying to confirm whether this is a rumor or fact. What is
your source?

>
> Well, not in Belgium for sure;-)
> If you happen to live in Europe then Germany is the country to go to for
> bargain hunting. But you shouldn't waste any time, Yamaha has stopped the
> production of CD-RW's all together and the remaining stocks don't seem to
> be very large...
>
> http://www.alternate.de for $129
> http://www.mix-computer.de for $105
> http://www.snogard.de for $109
> http://www.avitos.com for $119
>
> The plain IDE version costs on average $80, there are more dealers then the
> ones quoted above but these accept payment with credit card or COD and send
> goods to most European countries.
> If you happen to live in the States, then the first URL (Alternate) is the
> one to choose from, they send goods all over the world, and they happen to
> be ex-Atari dealers as well.
>
> Cheers from Belgium
> Dennis
> --
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> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm

833. Re: CD-RW on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-02-14 14:33:12 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-07256B.09331114022003@nr-tor02.bellnexxia.net>
Source record: 29311

In article <2b9a7edc.0302140617.68f46bbb@posting.google.com>,
mrenoSPAMBEGONE@kopyrite.com (Reno) wrote:

> I'm curious about your statement that "Yamaha has stopped the
> production of the CD-RW's all together". As of today they are still
> advertising it on their website, and there are many retailers that
> still offer it (provantage.com, plus 12 retailers on cnet.com),
> although some show it on backorder.
>
> Maybe this is a "Europe Only" thing?
>
> I'm just trying to confirm whether this is a rumor or fact. What is
> your source?

sadly, it is true. Here's a link confirming this, and why:

http://www.extremetech.com/article2/0,3973,880541,00.asp

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
song #5 - "Cranked Old Man" - now available
http://www.mp3.com/dan_dreibelbis

834. FS: Winnipeg Atari ST User Group fundraiser still going! Reduced more!

Newsgroup: comp.sys.atari.st
Date: 2003-02-14 15:34:48 UTC
From: fspost0302@tecnopolis.ca
Message-ID: <s083a.248699$Yo4.9797804@news1.calgary.shaw.ca>
Source record: 29312

THINK IT SHOULD BE CHEAPER? MAKE AN OFFER!

1040STe computer bare, add $10 for a mouse, $3 for manual, $1 for power $ 63
cord

1040STe computer bare, all working $ 63

1040STf computer bare, add $10 for a mouse, $3 for manual, $1 for power $ 49
cord

1040STf computer bare, needs repair: slight wobble in picture output and $ 21
internal floppy drive is dead, everything else appears fine; fix or use for
parts; add $5 for a mouse, $1 for manual, $1 for power cord

1040STfm computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 56
cord

520ST computer (no DD or PS), bombs & won't boot $ 10

520ST computer, all working, incl TV RF convertor & cable, incl power $ 20
supply; external floppy drive and mouse sold separately

520STf computer no floppy disk drive; incl power supply; add $5 for a $ 13
mouse

520STf computer with DS external disk drive, add $5 for a mouse $ 27

520STfm computer dead internal power supply (looks like it melted down); $ 15
probably repairable or certainly usable for parts; this is the model with
internal DSDD floppy drive and TV output

520STfm computer with internal power supply & DSDD floppy drive and TV $ 15
output; dead floppy drive

BK "GFA Basic: Quick Program Reference Guide for the Atari ST" by Uwe $ 12
Litzkendorf and Michael Hosel, 1988 Data Becker book from Abacus, soft cover,
pocket book, 200 pages, excellent condition

BK "Introduction to Sounds and Graphics on the Atari ST" everything you $ 12
need to know to tap the ST's extraordinary sound and graphics features, by Tim
Knight, 1986 Compute! Publications, soft cover, 195 pages, good condition

BK "MIDI and Sound book for the Atari ST" lays down the basics for $ 12
individual development of MIDI programs, by Bernd Enders and Wolfgang Klemme,
1989 M&T Books, soft cover, 296 pages, disk included, excellent condition

BK "Papa's Grafik Guide to AtariWorks Word Processor" a graphic guided $ 12
tour demonstrating the power of the AtariWorks and Speedo GDOS, by Michael
'Papa' Hebert, soft cover, 99 pages, excellent condition

BK "Understanding Atari ST Basic Programming" by Tim Knight, Sybex 315p $ 12
softcover

BK BOX 3D FONTS II fonts for CAD-3D (box only) (no disk) $ 3

BK Compute!'s Technical Reference Guide Atari ST Volume 3 TOS, your $ 12
passport to TOS, for intermediate to advanced programmers

BK DEV GUIDE Official Atari Developers Guide, I think, a friend says it $ 27
is, basically 6 binders full of photocopied volumes: Atari Linker, Hitchhikers
Guide to The BIOS, GEMDOS, GEM AES, GEM VDI, CP/M 68k, ikbd Protocol, dyer
reloc.s unix, WD floppy controller, GEM Intro, GEM Desktop

BK GAME MANUAL Microprose Formula One Grand Prix (box/docs) (no disk) $ 6

BK GEM Programmer's Reference Abacus $ 12

BK GFA Basic Michtron manual (only), version unknown, in little 3 ring $ 1
binder, appears to be full but only has pages 316 to 645 + compiler
information (65 pages)

BK MANUAL 1040ST original either 86 or 87, good condition $ 4

BK MANUAL CAD3D Cyber Paint + Spectrum 512 binder manual (no disk) (non- $ 13
original-looking disks available on request)

BK MANUAL CAD3D Cyber Sculpt; box in bad shape (docs/box) (no disk) $ 6
(non-original-looking disks available on request)

BK MANUAL CAD3D Cyber Texture; box broken down (docs/box) (no disk) $ 6
(non-original-looking disks available on request)

BK MANUAL GAME Falcon Operation Counterstrike mission pack (box/docs) $ 3
(no disk)

BK MANUAL GAME Falcon flight sim box+docs; incl copy protection wheel $ 10
(no disk)

BK MANUAL GAME Falcon flight sim box+docs; incl copy protection wheel; $ 6
box is in bad shape (no disk)

BK MANUAL JET flight simulator *NO DISK*; box in bad shape (docs/box) $ 5

BK MANUAL NEODESK 3 desktop replacement (no disk) $ 3

BK MANUAL ST Basic Sourcebook and Tutorial original Atari manual, good $ 6
condition

BK MANUAL TT/ST RAM Expansion Board Manual - install instructions $ 2

BK MANUAL TT030 manual near mint condition original TT manuals $ 4

BK MANUAL Tom Hudson's CAD3D CAD-3D by Antic (no disk) $ 10

BK MICHTRON BBS v3.0 manual-only (no disks) $ 1

BK MIDI PROGRAMMING Abacus Atari ST Introduction to MIDI Programming $ 12

BK OXYD GAME The Oxyd Book by Meinolf Schneider DongleWare, contains all $ 12
the keys needed to win Oxyd, water-damaged/warped but still entirely readable

BK Peeks & Pokes Abacus "keys to revealing the secrets hidden within $ 12
your ST" s/c 160p

BK SPACEQUEST 3 Hint book (no software, just the hint book) $ 1

CABLE 25PIN Modem/serial/printer cable 25 male to 25 female Dsub approx $ 2
8'

CABLE weird unidentified cable 3', 2 identical connectors, 6 pin, $ 13
arranged 2-by-3 with the middle 2 offset higher than the outer 4

CD-ROM SCSI 1X Chinon CDS-435 was working fine but now just ejects disks $ 3
when inserted, has recent ROM upgrade

FLOPPY 3.5" Atari external floppy drive, tested ok, incl data cable & $ 27
power supply

FLOPPY 3.5" Atari external floppy drive; flakey - reads ok sometimes but $ 8
most of the time doesn't; perhaps fixable; sold as-is, incl working power
supply and floppy port cable

FLOPPY 3.5" Beast Systems FD-CUB external floppy drive, untested (ask), $ 27
includes data cable, no power supply

FLOPPY 3.5" Oceanic America Master-3S external floppy drive, incl data $ 26
cable and power supply

FLOPPY DISKS quantity 10 DSDD namebrand 720k disks pre-used, no $ 1
guarantee but should work fine

FLOPPY DISKS quantity 20 DSDD noname 720k disks pre-used, no guarantee $ 1
but should work fine

FLOPPY DISKS quantity 7 DSHD noname 1.44M disks pre-used, no guarantee $ 1
but should work fine

HARD DISK DRIVE Atari SH204 in external shoebox case, incl DMA and power $ 34
cable, computer won't recognize drive: it spins up and can hear it seek

HARD DISK DRIVE Supra 30MB in external shoebox case, incl DMA and power $ 69
cable, original box in great condition, tested working, formatted

HARD DISK DRIVE Supra 30MB in external shoebox case, incl DMA and power $ 104
cable, original box in great condition, tested working, formatted, ** I think
this was a brand new drive! I formatted to test, no bad secs

JAGUAR/STUG T-SHIRTS (ONLY 1 LEFT!!) gorgeous black XLG Fruit-of-the- $ 7
Loom T-shirts with our Atari club's logo on the front and on the back "Jaguar"
in huge red lettering (like on the Jag box) with eerie yellow eyes above it
and "64-bit interactive multimedia system" written below, Brand new never worn
leftovers from a show we attended

JOYSTICK Archer upright joystick, with base and thumb fire buttons, $ 6
untested (ask)

JOYSTICK Epyx 500XJ joystick - minorly broken, probably fixable or usable for parts $ 1

JOYSTICK Epyx hand conformed joystick $ 3

JOYSTICK QuickShot Wizmaster gamepad-like controller & joystick, rapid fire option $ 17

JOYSTICK Wico upright joystick, with base and thumb fire buttons $ 10

JOYSTICK sold as set: 2 Wico hand-formed joysticks, 1 in perfect condition, 1 sticks a little $ 1

MAGAZINES great deal! over 150 UK & USA Atari mags PLUS 120 original magazine cover disks in one super cheap set! email for titles (mostly UK), shipping not included $ 41

MODEM EXTERNAL 1200 baud Atari classic, AC adapter, great starter modem for older computers, incl phone cable, serial cable add $5 $ 3

MODEM EXTERNAL 1200 baud CapeTronic w/builtin AC adapter & volume control, great starter modem for older computers, incl phone cable, serial cable add $5 $ 3

MODEM EXTERNAL 1200 baud Packard Bell, AC adapter, great starter modem for older computers, incl phone cable, serial cable add $5 $ 3

MONITOR Master switch between color & mono with a flick of a button! $ 3

MONITOR color Atari SC1224 minor problem: the power button switch won't stay pushed in unless you hold it; fix or replace with a switch from Radio Shack; otherwise works perfect with great picture $ 13

MONITOR color Atari SC1224 new style 1989 work great except if you power off the computer you must power off/on the monitor $ 34

MONITOR color Atari various models working $ 26

MONITOR mono Atari 1991 model small, grey made by Quadrant, flakey, picture won't sync (wobbly,distorted), maybe fixable $ 16

MONITOR mono Atari various models (SM125,etc) working $ 24

MONITOR mono Atari various models dead $ 8

POWER SUPPLY external for 520 ST's $ 13

PRINTER SUPPORT STAND 2 plastic legs to hold printer above paper, best with larger dot matrix printers, sturdy smokey-clear plastic $ 1

PRINTER SWITCHBOX 25-pin for modems or printers, broken or miswired: does strange things $ 3

ROLAND D-50 Synthesizer, great condition classic synth, includes MIDI cables $ 463

SPECTRE GCR the premiere Macintosh emulator - complete and upgraded with $ 13
ROMS (disk/docs/cable)

ST/IME internal clock/calendar from Zubair Interfaces Inc, sets your $ 9
clock automatically every time you boot. Incl box, software and hardware.
Suggested retail was $57.95. Brand new. No guarentee on lithium battery
(estimated 10 year lifespan)

SW 4xFORTH the forth programing language by the dragon group (2 $ 13
disks/docs/box)

SW ASSEMPRO ST the professional assembly language development system $ 20
(disk/docs/box)

SW ATARIWORKS Word Processor v1.2, Database and Spreadsheet (3 $ 17
disks/docs)

SW Atari Mega STe USA Language Disk 1990 $ 6

SW Atari ST USA Language Disk 1986 $ 6

SW BALANCE Of Power strategy game; manual needed (disk) $ 1

SW BEACH VOLLEY game by ocean (2 disks/docs) $ 8

SW BENTLEY BEAR Magical Math II, educational, published by Atari (disk) $ 1

SW BORROWED TIME sleuth game where you're the target by activision (2 $ 8
disks/box)

SW Blitz disk copy software (disk only) $ 6

SW CAD3D ARCHITECTURAL DESIGN DISK a library of professionally designed $ 13
models for CAD-3D (disk/docs/box bad condition)

SW CAD3D CYBER STUDIO CAD-3D 2.0 (disk/docs) $ 20

SW CAD3D Cyber Control (disk only) $ 13

SW CAD3D FONTS, PRIMITIVES, HINTS AND TIPS for CAD-3D color/monchrome $ 13
version (2 disks/box)

SW CRACK'ED game published by Atari (disk) $ 1

SW DAC Easy Accounting software 2disk (disk) $ 1

SW DIAMOND BACK 2 great backup program to most any media (disk) $ 1

SW DIAMOND EDGE disk management system (disk/docs) $ 13

SW DR.T's Roland D-50 Editor/Librarian, synth also available see below $ 18
(disk/docs)

SW Degas Elite (disk only) $ 6

SW Dekstop Publisher by Timeworks (6 disks only) $ 20

SW EKG Teaching By mad scientist software educational, EKG parts/ $ 1
rhythms and pathology recognition (disk)

SW EZCALC good spreadsheet (disk/docs) $ 1

SW FIRE-BRIGADE The Battle for Kiev 1943 by Panther games Australia, $ 10
strategy game of the famous armor battle of WWII, color or mono, tested,
working

SW FLIGHT SIMULATOR II by sublogic (disk/docs/box) $ 10

SW GAME ChessBase chess database and analytical software; includes $ 20
dongle (disk/docs)

SW GAME Dragon's Lair II Timewarp; enhanced STE features (520ST minimum) $ 8
(6 disks/docs/box)

SW GAME Empire wargame of the century strategy game; box in rough shape $ 6
(disk/docs/box)

SW GAME Gridiron football simultaor (disk/docs/box) $ 6

SW GAME Italia 1990 soccer (disk/docs/box) $ 6

SW GAME Microprose Golf (3 disks/docs) $ 6

SW GAME Midwinter strategy game by Microplay (2 disks/docs/box) $ 6

SW GAME Murder on the Atlantic mystery game (disk/docs/box) $ 6

SW GAME Murders In Space mystery suspense game; lots of weird stuff in $ 6
the box (2 disks/docs/box)

SW GAME Mystical arcade game; upto 2 players simultaneously; beautiful $ 6
box (disk/docs/box)

SW GAME Narco Police 3D action (2 disks/docs/box) $ 6

SW GAME OutRun by Sega (disk only) $ 6

SW GAME Phantasie RPG (disk/box) $ 6

SW GAME Psion Chess (disk only) $ 6

SW GAME Red Heat action game; based on the movie (2 disks/docs/box) $ 6

SW GAME Sleeping Gods Lie; action strategy adventure RPG (3 $ 6
disks/docs/box)

SW GAME The Light Corridor 3D puzzle game (disk/docs/box) $ 6

SW GAME Warzone tank action game (disk/docs/box) $ 6

SW GAME Wayne Gretzky Hockey (2 disks/docs/box) $ 6

SW GAME WrestleMania WWF includes free WWF VHS video (2 disks/docs/box) $ 8

SW GDOS original Atari version 2 disks (disk) $ 1

SW GENEVA a multitasking application environment (disk/docs/box) $ 20

SW GRAMSLAM grammar and style checker, checks for 1200 errors, can run $ 1
as an ACC or PRG, works with all word processors (disk/docs)

SW HISOFT BASIC compiler (disk/docs/box) $ 17

SW IMAGE CAT complete graphics cataloging system for all Atari ST $ 1
computers (disk/docs)

SW INTERLINK ST packaging/box only (no disk, no docs), beautfiul black $ 1
plastic videotape style box with the company logo all over; slides into a
white Interlink box

SW KIDTALK for reading & writing one of the talking notebook series for $ 8
kids (disk/docs/box)

SW LATTICE C compiler (2 disks/docs/box) $ 27

SW LEMMINGS Oh No! More Lemmings - great puzzle game by Psygnosis (disk) $ 1

SW LIVRE Du Graphisme (disk) $ 1

SW MACRO Mouse by Antic, record mouse actions (disk) $ 1

SW MANUAL IMG Scan *NO DISK*; box moisture warped (docs/box) $ 6

SW MATHTALK for mathematics one of the talking notebook series for kids $ 8
(disk/docs/box)

SW MEGATRAVELLER missing disk A it seems, disk B only (disk/docs) $ 1

SW MIDI GENWAVE Visual Sample Editor includes disks for GenWave/12 and $ 34
GenWave/16, manual in original binder, original box, INCLUDES joystick port
DONGLE required to run program, supports E-MU EMAX/E III/SP-1200 P-
2000/2/3000, AKAI S900 12&16 S950/S1000, Yamaha TX16W, Roland S50, S550, S330,
Korg DSS/DSM, Dynacord ADS/ADD-One/Two, Casio FZ-1/10M, Ensoniq EPS, MIDI
sample dump standard

SW MIGRAPH drawing utilities set includes TouchUp, MergeIt and $ 1
Scan&Save, manual for Mergeit only (disk)

SW MISSILE COMMAND an interplanetary strategy game (disk/docs/box bad $ 8
condition)

SW NEODESK 4 desktop replacement software (disk/docs) $ 20

SW NEODESK2 v2.0 the famous desktop replacement, might be upgradable $ 1
(disk/docs)

SW NIGHTSHIFT 2 disks game by lucasfilm, so you know it's good! may need $ 1
a manual for copy protection (disk)

SW Neochrome paint program; an Atari original; box in bad shape $ 10
(disk/docs/box)

SW OMEGA strategy game by Origi (disk) $ 1

SW PCBOARD DESIGNERS professional computer-aided design package for $ 17
designing printed circuit boards featuring Auto Router (2 disks/docs/box)

SW PIPE DREAM game by lucasfilm, so you know it's good! may need a $ 1
manual for copy protection (disk)

SW PRINTMASTER PLUS from Unison World; disks door spring broken (should $ 10
work anyway) (disk/docs/box)

SW Pagestream Junior (disk only) $ 10

SW QUICKST v3 screen accelerator for ST/STe/TT (disk/docs) $ 3

SW RED STORM RISING submarine simulation 2disks one of the best realtime $ 1
strategy sim games for the Atari! amazing sim of realtime submarine combat
(disk)

SW SIMCITY the city simulator, great game! (disk) $ 1

SW SIMCITY very addictive simulation game, may need manual for copy $ 1
protection (disk)

SW STALKER 2 older version probably upgradable (disk/docs) $ 1

SW STALKER3 v3 best telecomm modem software (disk/docs/box) $ 10

SW STAR RAIDERS the great galactic adventure game (disk/docs/box) $ 8

SW STENO 1 older version probably upgradable (disk/docs) $ 1

SW STENO2 v2 best text editor works great with STalker (disk/docs) $ 3

SW STOS Compiler (disk/docs/box) $ 20

SW STOS Maestro Plus audio sampling software incl sampling cartridge $ 20
(disk/docs/box)

SW STOS Sprites 600 sprite collection (disk/docs/box) $ 20

SW STOS The Game Creator; language disk is a copy, other 2 are originals $ 20
(3 disks/docs/box)

SW SWIFTCALC ST by Timeworks great spreadsheet with graphing 2disks $ 1
(disk)

SW SpeedoGDOS original Atari software (3 disks/docs) $ 17

SW TEST DRIVE 2 the duel, European challenge addon, the supercars addon, $ 1
great car racing game with 2 bonus packs of cars! 4 disks, probably needs
manual for copy protection (disk)

SW TEST DRIVE by accolade (disk/docs) $ 2

SW THE JUGGLER hold up to 7 GEM programs in memory at once $ 13
(disk/docs/box)

SW THUNDER BLADE chopper combat mission game (2 disks/docs/box bad $ 8
condition)

SW THUNDER word processor (disk/docs) $ 13

SW UIS Universal item selector v1.0 the best file selector replacement $ 1
(disk)

SW UVK Ultimate Virus Killer (disk) $ 1

SW WARP9 speed up the graphics on all TOS machines lots! (disk/docs) $ 5

SW WORD For Word crossword puzzle creator (disk/docs) $ 1

SW WORD WRITER v2.0.1 includes dictionary disk (2 disks/docs) $ 17

SW WORD WRITER v2.0.1 includes dictionary disk (2 disks/docs/box) $ 20

SW WORDFLAIR v 1.1 the integrated document processor (disk/docs) $ 3

SW Z-RAM Diagnostics v1.1 for use with Z-Ram RAM upgrades (disk) $ 1

SW dBMAN relational database (2 disks/docs/box) $ 27

SYQUEST 44MB removeable hard drive w/1 cartridge in 2-bay (1 bay free) $ 46
"shoe box" style external case incl host adapter so you can hook this drive
directly up to any ST without an expensive ICD Link. The case has a DMA thru
connector so you can still hookup your SLM or another drive. Incl DMA cable
and software. Everything you need to get going!

SYQUEST CART 44MB each in quantity of 3, no bad secs $ 6

SYQUEST CART 44MB no bad secs $ 13

BOOK "BASIC Fun with Adventure Games" create your own computer games $ 6
using BASIC, 5th grade reading level by Susan Drake Lipscomb and Margaret
Zuanich, 1984 Avon Camelot Books, soft cover, pocket book, 96 pages, excellent
condition

BOOK "C Made Easy" step-by-step teaching guide for C programming, by $ 13
Herbert Schildt,1985 McGraww Hill, soft cover, 290 pages, good condition

BOOK "C the Pocket Reference" all the essential functions and commands $ 6
at your fingertips, by Herbert Schildt, 1988 McGraw Hill, soft cover, pocket
book, 126 pages, excellent condition

BOOK "Forth Programming" learn how to write software using Forth, by Leo $ 13
J. Scanion, 1982 Howard W. Sams & Co.,soft cover, 240 pages, excellent
condition

BOOK "Game Playing with BASIC" copy the program then play a variety of $ 6
games, by Donald D. Spencer, 1977 Hayden Book Company, soft cover, 160 pages,
excellent condition

BOOK "MC68000 16-bit Microprocessors User's Manual 3rd Edition" by $ 12
Motorola 231p softcover

BOOK "Programming the 68000" by Steve Williams, Sybex 534p softcover, $ 12
assembly language

BOOK "Stimulatng Simulations" 2ed 12 unique programs in BASIC, by C. W. $ 6
Engel, 1977 Hayden Book Company, soft cover, 100 pages, excellent condition

BOOK "Understanding Calculator Math" brings together the basic $ 8
information, formulas, facts and mathematical tools you need to 'unlock' the
rael power of your claculator, for Radio Shack by Texas Instruments Learning
Centre,1978, soft cover, 224 pages, excellent condition

GOLF VIDEO VHS Improve Your Golf Game w/Richard Zokol, new shrinkwrapped $ 1

DAISYWHEEL PRINTER DaisyWriter 1500/2000 wide carriage, includes good $ 11
ribbon, has weird interface connector but I have the cable that appears to
convert it into standard parallel (or SCSI?), seems to work but sold as-is

FLOPPY DISK STORAGE cases for 3.5" disks, locks with keys, dividers, $ 8
good condition, plastic, capacity 80, lots available

FLOPPY DISK STORAGE cases for 3.5" disks, locks with keys, dividers, $ 8
good condition, plastic, capacity 80, lots available

FLOPPY DRIVE 5.25" probably dead $ 1

FLOPPY DRIVE 5.25" tested, working $ 2

MODEM EXTERNAL USRobotics Sportster 14.4 w/AC adapter, includes manual; $ 23
serial cable $4 extra

PRINTER Brother HJ-400 ink jet, uses easy to find Canon BC-02 $ 53
cartridges, PC or Mac, includes Mac cable, works great

PRINTER CABLE 24' standard DB25M to Centronics $ 3

PRINTER CABLE 9' standard DB25M to Centronics $ 2

PRINTER Canon BJC-4100 color bubble jet, probably needs new $ 53
heads/cartridge (power light blinks, won't print), includes 1 sealed color
(canon) and 1 sealed black (generic) cartridge, plus 3 unsealed black and 1
unsealed color (maybe empty)

PRINTER Epson FX-85 dot matrix, working, includes ribbon $ 46

PRINTER Epson MX100III wide carriage dot matrix, includes ribbon, 1 side $ 46
of tractor feed is loose/missing spring

PRINTER Nissho NP-2410 wide carriage dot matrix, working, includes $ 46
ribbon (manuals available from another source)

PRINTER Panasonic KX-P1090 dot matrix, partially tested: platen feeds & $ 39
pins print but that's all I can test without a ribbon, front lid is cracked
(cosmetic), no ribbon

PRINTER Panasonic KX-P1091 dot matrix, includes ribbon $ 46

PRINTER Panasonic KX-P1180 dot matrix, incl manual, tested working, $ 66
ribbon still has life, missing one of the top panels/covers (cosmetic)

PRINTER Raven PR-9101 dot matrix, includes ribbon, w/manual, missing top $ 31
plastic cover

PRINTER SWITCHBOX CABLE or serial, 6' Belkin standard DB25M to DB25M $ 3

PRINTER SWITCHBOX CABLE or serial, 8' standard DB25M to DB25M $ 2

PRINTER SWITCHBOX auto & manual switch for 2 computers to 1 printer, $ 10
brand new in box, cables extra, MicroMice model AS-201

PRINTER SWITCHBOX manual A-B switch, cables extra $ 8

PRINTER Star NX-1000II dot matrix, includes ribbon, plastic cover a bit $ 25
broken

SIMM RAM 1MB 30pin, quantity 4 sold together (more qty available) $ 3

SIMM RAM 4MB 30pin, price is per 1, 11 available, Goldstar $ 9
GM71C4100BJ70(7), AZen A43000-70(2), or GB-200 Hyundai(2)

SIMM RAM 4MB 30pin, quantity 4 sold together $ 41

MANUAL SUPRAMODEM 2400 (manual only + addendum) $ 4

--
THINK IT SHOULD BE CHEAPER? MAKE AN OFFER!

E-Mail: trevor@tecnopolis.ca

All prices in US$. Prices do not include shipping unless otherwise stated.
Will ship anywhere in the world. Terms are usually payment up front. Items
are always shipped within 24 hours of receipt of payment except for checks.
Hundreds of trade references are available upon request. I've been buying
and selling on the net since 1992!

Check out my other forsale lists at http://www.tecnopolis.ca/forsale

835. Re: Atari 520 STE / Ultima / Monitor Woes!

Newsgroup: comp.sys.atari.st
Date: 2003-02-14 21:37:59 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e4d0ce6846f33@attbi.com>
Source record: 29316

>Well, it figures...
>
>So, I guess I need to find a new color monitor now! All this just to
>play a 15 year old RPG!
>
>Oh well...
>;-)
>-Paul

Yeah, but it is worth it. I played Ultima 1-6 on my Atari
computers and will soon do it all again. The graphics and sound
may not compare with today's games, but the gameplay is still the
same and that is what counts....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

836. Re: Atari 520 STE / Ultima / Monitor Woes!

Newsgroup: comp.sys.atari.st
Date: 2003-02-15 00:43:39 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <tg2r4vs1osneb2s0kqvpksv4irddh03h1b@4ax.com>
Source record: 29317

On Fri, 14 Feb 2003 21:37:59 GMT, "Edward S. Baiz Jr."
<edbaizjr@attbi.com> wrote:

>Yeah, but it is worth it. I played Ultima 1-6 on my Atari
>computers and will soon do it all again. The graphics and sound
>may not compare with today's games, but the gameplay is still the
>same and that is what counts....

Oh, I completely agree with you. I have very found memories of
playing Exodus: Ultima III back in 1984 on my Atari 800XL. It was
with my best friend at the time (who, unfortunately was killed in a
motorcycle accident in 1987), and I think we spent about 2 weeks,
playing several hours every day, until we finished it. I still have
all the notes we took and the maps we drew for that game too.

The depth of game play of the Ultima series is amazing, you're right.
And the music (particularly the Atari 8-bit music) blew me away at the
time. In fact, it was one of the things that first got me interested
in electronic music (which I compose today).

I plan to play Ultima 5 (and pick up where I left off with Ultima 4
back in the early '90s) on my STE, as well as Ultima 6. Of course,
after that, I'll have to play the rest on my PC, but I'm sure I'll
still enjoy the experience.
;-)

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

837. Atari Online News, Etc. #05-07

Newsgroup: comp.sys.atari.st
Date: 2003-02-15 01:41:29 UTC
From: danap8@aol.com-no-spam
Message-ID: <20030214204129.27458.00000628@mb-mj.aol.com>
Source record: 29318

```
A-ONE #0507 02/14/03

~ New Athlon Chip Debuts ~ People Are Talking! ~ MyMail Board Closed!
~ Yahoo Cleared In Court ~ Verizon Case Thickens! ~ Zeta-Jones Worm!
~ Price of Freeware Rise ~ Big Costs Fighting Spam ~ MS Patch Blows Up!
~ Telemarketing List On! ~ Branding Poll: Google! ~ Sega To Join Sammy!

-* Mitnick Gets Just Dessert! *-
-* Electronic Surveillance To Expand?! *-
-* Suggested Software Licensing Hits A Snag! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

838. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-02-15 09:03:13 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b2kvofhgd3@helle.btinternet.com>
Source record: 29319

Hi "spnuk"

> > Nick Harlow
> > 16/32 Systems
> > Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
> > Web Site: http://www.1632systems.co.uk
>
> Yes the will be missed just as I missed the money I sent them for a
> subscription that I never recieved, I sent many mails and never got an
> answer, if I ever find out where they live I will visit

Put me on that 'conned' list. I re-subscribed after getting a support me or
I'll die letter and have had nothing since!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.455 / Virus Database: 255 - Release Date: 13/02/2003

839. Atari ST FM

Newsgroup: comp.sys.atari.st
Date: 2003-02-15 12:01:36 UTC
From: jorgevergara <cowskin@chile.com>
Message-ID: <b2la6q$mi0$1@news1.nivel5.cl>
Source record: 29320

Hi!! Someone has the graph of circuits to expand the memory of an atari st fm??
Thanks

Jorge from Chile

840. Re: Atari ST FM

Newsgroup: comp.sys.atari.st
Date: 2003-02-15 12:36:08 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <0vq3a.4956$WR4.207669@newsfep4-glfd.server.ntli.net>
Source record: 29321

Hello.

"jorgevergara" <cowskin@chile.com> wrote in message
news:b2la6q$mi0$1@news1.nivel5.cl...
> Hi!! Someone has the graph of circuits to expand the memory of an atari st
> fm??

No, but I have the Extraram deluxe kits in stock.

Barrie at Keychange. www.keychange.co.uk

841. TQ Gaming

Newsgroup: comp.sys.atari.st
Date: 2003-02-15 13:53:03 UTC
From: Chris TQ-Gaming <bondie0001@msn.com>
Message-ID: <v4shhicgse3g1d@corp.supernews.com>
Source record: 29322

Good afternoon all,

TQ-gaming is back up and running. I've spent quite a lot of time perfecting the design and the content, so think I'm nearly there. I will be adding other platforms like the BBC, Amstrad and maybe some more.

Recent Updates

C64

Space Taxi
Chuckie Egg
Chips Challenge

Atari ST

Scott Adams Adventure
Secret of Steel
Midimaze
Azarian

ZX Sinclair

Complete Dizzy collection

Rgs,

Chris
www.tq-gaming.com

842. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-02-15 14:21:11 UTC
From: spnuk <siht@back2spam.com>
Message-ID: <b2lije$88m$1@newsg3.svr.pol.co.uk>
Source record: 29323

> Put me on that 'conned' list. I re-subscribed after getting a support me
or
> I'll die letter and have had nothing since!.
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

seem to remember they had a box number address, I'll have to dig it out as I
have just had trading standards get me back ?12 sent for non existent stuff,
so it does work as it is simlpy theft

843. FA: Atari External 5 1/4" Floppy Drive for the ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-02-15 14:36:13 UTC
From: Gordon Eastman <geastman@sympatico.ca>
Message-ID: <geastman-221348.09361315022003@news21.bellnet.ca>
Source record: 29324

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=3401442507

--
Gordon Eastman

844. Re: Atari ST FM

Newsgroup: comp.sys.atari.st
Date: 2003-02-15 15:16:02 UTC
From: DJPsymiley <amplitude@MAPSSPAMkoloth.co.uk>
Message-ID: <3e4fab47$0$6276$cc9e4d1f@news.dial.pipex.com>
Source record: 29328

> Hi!! Someone has the graph of circuits to expand the memory of an atari st
> fm??

How good is your soldering? I can try write something up to do help you.

First you need a stick of 4MB FPS 72pin Ram (NOT EDO!!!)

Dan.

845. GEM-Elite has been banned!

Newsgroup: comp.sys.atari.st
Date: 2003-02-15 20:10:27 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3e4e9eb0$0$254$4c56ba96@master.news.zetnet.net>
Source record: 29325

Hi all!

A sad day has come to pass. Frontier Developments Ltd has requested the withdrawal from distribution of Elite: The New Kind (E-TNK) by Christian Pinder. All ports of the game have to be withdrawn also. This affects the Atari port which was released by Christian Putzig as an entry into the "Little Big Competition" by MagiC Online.

Here is the post from alt.fan.elite that announced this:

On 10 Feb 2003 20:45:46 , Christian Pinder wrote:

>Hi all,
>
>I received an email from David Braben today. He has requested that I
>remove all Elite materials, E-TNK (binaries & source) and all
>derivatives from my website. David is one of the copyright holders of
>Elite and is quite within his rights to request this. I am, of
>course, full complying with this request and have removed E-TNK from
>the NewKind website. I must also ask anyone who may have E-TNK, or
>one of it's ports/derivatives, available for download to remove it
>from their website.
>
>--
>Regards,
>Christian.
>http://www.newkind.co.uk
>.

I have therefore removed GEM-Elite from my website, and request that others do the same.

Cheers for now!

James


```
_____________________________________________________
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| .____.
| | // //|
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
+-------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-------------------------------------------------+
|Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
|the Club's website: http://www.cix.co.uk/~derryck |
```

---

846. Re: GEM-Elite has been banned!

Newsgroup: comp.sys.atari.st
Date: 2003-02-15 21:56:13 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns9323E95502839tos4ever@195.130.132.65>
Source record: 29326

on za, 15 feb 2003 20:10:27 GMT ?James Haslam wrote:

> Hi all!
>
> A sad day has come to pass. Frontier Developments Ltd has requested
> the withdrawal from distribution of Elite: The New Kind (E-TNK) by
> Christian Pinder. All ports of the game have to be withdrawn also.
> This affects the Atari port which was released by Christian Putzig as
> an entry into the "Little Big Competition" by MagiC Online.
>
> I have therefore removed GEM-Elite from my website, and request that
> others do the same.
>

It's sad indeed. Anyway I've deleted GEM-elite from the Belgian ftp-server.

TTFN,
Martin

847. WTB: Atari Falcon...

Newsgroup: comp.sys.atari.st
Date: 2003-02-16 07:32:17 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0302152332.1ec99a85@posting.google.com>
Source record: 29327

Please send any info/price/pics to:

adistortions@aol.com

U.S. / Canada only please!

Thanks for your time!

Clint Thompson

848. Lost mails

Newsgroup: comp.sys.atari.st
Date: 2003-02-16 15:30:12 UTC
From: Mickael Pointier <sorry.but@i.hate.spam.com>
Message-ID: <3e4faf1a$0$28319$626a54ce@news.free.fr>
Source record: 29329
Cross-posted to: comp.sys.oric,comp.sys.atari.st,fr.comp.sys.atari

If anyone send me messages in the 4 last days, please send them again.

By 80gb IBM HDD selfdestroyed. So anyone that have GXP serie IBM harddrive should backup and eventually look for a replacement drive, they are really, really bad.

If you need more information about the problem:
http://www.tech-report.com/news_reply.x/2799/

Dbug

PS: Sorry for cross-posting, but it's the only three groups where people would have eventually send me emails.

849. POPwatch

Newsgroup: comp.sys.atari.st
Date: 2003-02-16 21:11:25 UTC
From: sonik@whsmithnet.co.uk
Message-ID: <3e4ffe7d$1_3@einstien.icl.net>
Source record: 29330

Hi folks

I've been using a useful POP mail tool on my STE for a few years. It's called POPwatch and it reached version 2.91 about five years ago. The developer included his email address and I've mailed it a few times over the years for some info on updates but he never replied. It's a decent client which has some useful features.

Anyone else used it and know where I can get an update or even whether there is one around,

Cheers
Al

850. MagiC and Falcon related questions

Newsgroup: comp.sys.atari.st
Date: 2003-02-17 08:19:48 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <55025298.LEZc7GXDsk@jll.heim7.tu-clausthal.de>
Source record: 29331

Hello fellow Atarians,

I finally got a Falcon030 with a VGA adaptor. It came with MagiC installed on the harddisk and it works pretty good. Now I have a few questions:

a) which programs exactly force the Falcon to boot into MagiC? There are a few programs in the AUTO folder. Esepecially one called magxboot.prg but disabling it, the machine will still boot MagiC. All I want is to setup a dualboot environment to run MagiC as the main OS but have the normal singletasking TOS available as backup at boot time.
b) Is XBoot Falcon compatible? If yes, could it solve the problem above?
c) Can MagiC run applications in singletasking mode like non-GEM games and demos intended for singletasking OS?
d) Do I need to park the harddisk or can I simply switch off the Falcon like my normal ST?
e) Are there tools that will allow TOS console applications (namely .ttp and .tos ones) to run in a window?
f) Can I use STing without a modem but a nullmodem connected to my Linux box for networking?
g) How fast is the builtin serial port of the Falcon?
h) Can I display all video modes on my VGA display?

TIA,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

851. Re: MagiC and Falcon related questions

Newsgroup: comp.sys.atari.st
Date: 2003-02-17 09:34:18 UTC
From: <>
Message-ID: <1045493514-527828AEicMi@ntlworld.com>
Source record: 29332

From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Date: Mon, 17 Feb 2003 09:19:48 +0100

>a) which programs exactly force the Falcon to boot into MagiC?

It is indeed magxboot.prg, this is reset-proof and the only way to boot into TOS after you've loaded MagiC is to perform a cold start/boot.

>b) Is XBoot Falcon compatible? If yes, could it solve the problem above?

XBoot will work with MagiC as you suggest. You must ensure that XBoot runs first in your Auto folder. There might be an issue though, as it seems that XBoot is packed and some versions don't unpack properly at run-time. I'm hazy on this, so take a look at the Google news archives as this was covered some time in the past along with some year 2000 problems IIRC.

>c) Can MagiC run applications in singletasking mode like non-GEM games and
>demos intended for singletasking OS?

You can run programs in single-tasking mode, but that's no guarantee that all your progs will work especially games and demos.

>d) Do I need to park the harddisk or can I simply switch off the Falcon like
>my normal ST?

Under single TOS just switch off, under MagiC use the Shutdown option.

>e) Are there tools that will allow TOS console applications (namely .ttp and
>.tos ones) to run in a window?

VT52 is the supplied app for MagiC, no idea about TOS.

>f) Can I use STing without a modem but a nullmodem connected to my Linux box
>for networking?

I believe so. Look in Google for some info?

>g) How fast is the builtin serial port of the Falcon?

115200 is absolute tops, half that for better reliability. You need HSModem installed.

>h) Can I display all video modes on my VGA display?

Higher resolutions and colour planes lead to slower operation and more flickering.

An accelerator together with a SCSI patch mod. should be on your shopping list, can anyone suggest a source for Falcon speeders?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

852. Re: MagiC and Falcon related questions

Newsgroup: comp.sys.atari.st
Date: 2003-02-17 17:12:27 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <20507993.LQQrMbZpnP@jll.heim7.tu-clausthal.de>
Source record: 29333

On Montag, 17. Februar 2003 10:34, derryck@.cix.co.uk.invalid wrote:
> [lots of useful answers]

Thanks for this impressive amount of useful information.
I'll try Xboot for these unpacking issues. I hope it will work anyway.

About the HSModem package: The most recent from my favourite ftp site should
be enough or do I need a special version for the Falcon?

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

853. Stacy for sale in US

Newsgroup: comp.sys.atari.st
Date: 2003-02-17 20:40:39 UTC
From: Jeff Thomas <atari@charter.net>
Message-ID: <v5345r42l72q54@corp.supernews.com>
Source record: 29334

I am offering my Stacy with 4meg ram and 20 meg HD for $350 plus shipping in US only. Let me know if your interested.

854. Re: Stacy for sale in US

Newsgroup: comp.sys.atari.st
Date: 2003-02-18 02:08:55 UTC
From: Starlord <starlord@in>
Message-ID: <lsh4a.1260$%U.362082348@news.inreach.com>
Source record: 29335

Just my luck, my car has used up what I had set aside.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

"Jeff Thomas" <atari@charter.net> wrote in message
news:v5345r42l72q54@corp.supernews.com...
> I am offering my Stacy with 4meg ram and 20 meg HD for $350 plus shipping
> in US only. Let me know if your interested.
>
>
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.449 / Virus Database: 251 - Release Date: 1/27/03

855. Re: POPwatch

Newsgroup: comp.sys.atari.st
Date: 2003-02-18 06:52:26 UTC
From: fartfart@yahoo.com
Message-ID: <3e51d82a$0$239$626a54ce@news.free.fr>
Source record: 29336

Hi Al,

�I've been using a useful POP mail tool on my STE for a few years.
�It's called POPwatch and it reached version 2.91 about five years
..
�Anyone else used it and know where I can get an update or even

Same for me. I'm afraid it wasn't any update, and it's sorry because
he is really good for recieving mails.

Regards

856. Re: CT060

Newsgroup: comp.sys.atari.st
Date: 2003-02-18 16:36:36 UTC
From: rs.mac@t-online.de
Message-ID: <1fql4sn.e8glw9wzcsaN%rs.mac@t-online.de>
Source record: 29338

Rustynutt <rustynuttspamblock@hotmail.com> wrote:

> STATUT : December 2002

Delivery was april 2002? (Or you got the money back..)
Can remeber me for this "older" statement :)

> "An other bug found on SDR60, but the SINGLE accesses have yet a
> problem.
>
> It stills a problem of timing when reading the Host of the DSP and the
> INT vector of the SCC. This problem is immediate when boosting the
> falcon motherboard to 20MHz. "

Trouble with SDRAM, DSP and some more cost time. I think anyone like to
get a bug free hardware. Long time for 400 Euro credit..

> I know that it is of paramount importance that the CT060 is delivered
> without bugs, but just to get the ball rolling, could purchasers whom
> will only be operating the CT 060 at 16Mhz bus speed have theirs
> delivered, or does the problem exist at standard bus speeds as well?

I hear some developers take boards, not others.
Not one other messages here. Iï¿½m not shure what they all get.

> If you're fighting the blitter on the Falcon, you may never overcome
> that darn Combel POS. Just turn it off after you load CT ROM into fast
> ram.

Best way is to ignore the blitter completly :->
(Anyone use it?) >:)

> Personally, I will install a header for a NOVA adapter, clock the DSP

I like to take the board to fit one of the last falcon left here.
After that long time iï¿½m not realy amused. Normaly itï¿½s time to
get the money back.

Regards, Robert

--
-= Home of DOIT-Archive =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

857. FTP

Newsgroup: comp.sys.atari.st
Date: 2003-02-18 17:02:52 UTC
From: Geordie <blb_ash@yahoo.com>
Message-ID: <b2tovo$6b4$1@newsg3.svr.pol.co.uk>
Source record: 29340

Anyone know of a reasonably reliable and quick FTP site where I can download the Automation CDs and the CDs from the Pompey Pirates and D-Bug etc?? Any help is very much appreciated!

Thanks,

Geordie

858. Re: CT060

Newsgroup: comp.sys.atari.st
Date: 2003-02-18 17:04:58 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fql77b.1lqsamx9o501mN%NOSPAMS@wanadoo.fr>
Source record: 29339

Rustynutt <rustynuttspamblock@hotmail.com> wrote:

> STATUT : December 2002
>
> "An other bug found on SDR60, but the SINGLE accesses have yet a
> problem.
>
> It stills a problem of timing when reading the Host of the DSP and the
> INT vector of the SCC. This problem is immediate when boosting the
> falcon motherboard to 20MHz. "

SCC & DSP problems are not fixed today, but some extra features like
Ethernec on cartrige port works fine, or power off after a shutdown
under MagiC.
My CT60 runs at 72MHz and the bus at 16MHz.

> I know that it is of paramount importance that the CT060 is delivered
> without bugs, but just to get the ball rolling, could purchasers whom
> will only be operating the CT 060 at 16Mhz bus speed have theirs
> delivered, or does the problem exist at standard bus speeds as well?
> If you're fighting the blitter on the Falcon, you may never overcome
> that darn Combel POS. Just turn it off after you load CT ROM into fast
> ram.
> Personally, I will install a header for a NOVA adapter, clock the DSP
> and FPU with their own clock, and leave the bus at 16Mhz so the SCSI
> will work. Users that wish to use the higher bus speeds and TC modes
> of any kind will likely have many problems to deal with anyway other
> than the CT060.

At this time Rodolphe try to fix problems when the cache is used for the
SDRAM (copyback and writethough), because the 1st program who run in
SDRAM crash in acces fault.
Blitter patchs works with SDRAM/STRAM but I need to look interrupts with
the blitter is used (it's a strange problem), otherwise the system is
frozen. => TOS with SDRAM can start without NVDI (with ALT or CTRL for
exemple).

TOS is ready and my FALCON works fine with 256 MB of SDRAM but _without_
cache (set by the PMMU, the STRAM works with cache in writethrough since
a long time). Excepted SCC.PRG and SERIAL.STX (sting), I can use my
standard config under MagiC (this config was used under the CT2B).
I need to test the patched DSP routines.
I can use Aniplayer if I remove the DSP.
FPU 68882 programs works fine without other patches but is better to use
FPU__3.PRG (from Hades) in the auto folder (faster with sin, cos,
etc..).

TOS, tools, cpx, MagiC patches, tests are in this archive :

http://didier.mequignon.free.fr/files/ct60_404.lzh (1,2 MB)
This file is updated each week.

All features of the CT60 cpx works like programmed shutdown, temperature control, load display, TOS in RAM, etc...
Like the CT2B there are a GEM program for update the patched TOS.

Rodolphe use all his free time for send card in the best time, so please wait...

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

859. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-02-18 18:08:15 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b2tsqcdud4@knossos.btinternet.com>
Source record: 29341

Hi There

"spnuk" <siht@back2spam.com> wrote in message
news:b2lije$88m$1@newsg3.svr.pol.co.uk...
>
> > Put me on that 'conned' list. I re-subscribed after getting a support me
> or
> > I'll die letter and have had nothing since!.
> >
> > --
> >
> > Regards, Steve. S.
> >
> > Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
> seem to remember they had a box number address, I'll have to dig it out as
I
> have just had trading standards get me back 12 sent for non existent
stuff,
> so it does work as it is simlpy theft

Trouble is its one of those situations where i sent off the cheque, started
getting shit off the missus as she went mental, so forgot all about it for a
few months, then had different priorities for some while, now i cant be
arsed to go back through my bank statements for the necessary proof...

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.455 / Virus Database: 255 - Release Date: 14/02/2003

860. Re: MagiC and Falcon related questions

Newsgroup: comp.sys.atari.st
Date: 2003-02-18 18:08:18 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b2tsqgdud5@knossos.btinternet.com>
Source record: 29342

Yo!, Dezzaa

> >a) which programs exactly force the Falcon to boot into MagiC?
>
> It is indeed magxboot.prg, this is reset-proof and the only way to boot
into
> TOS after you've loaded MagiC is to perform a cold start/boot.

I agree with Derryck here.

> >b) Is XBoot Falcon compatible? If yes, could it solve the problem above?
>
> XBoot will work with MagiC as you suggest. You must ensure that XBoot runs
> first in your Auto folder. There might be an issue though, as it seems
that
> XBoot is packed and some versions don't unpack properly at run-time. I'm
hazy
> on this, so take a look at the Google news archives as this was covered
some
> time in the past along with some year 2000 problems IIRC.

I seem to recall NewDepack (NDEPACK) sorting this out for me on one
occasion.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.455 / Virus Database: 255 - Release Date: 14/02/2003

861. Re: POPwatch

Newsgroup: comp.sys.atari.st
Date: 2003-02-18 18:55:26 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns9326CAAF7A4A0tos4ever@195.130.132.65>
Source record: 29343

on di, 18 feb 2003 06:52:26 GMT ?M?gamodeste wrote:

> Hi Al,
>
> ?I've been using a useful POP mail tool on my STE for a few years.
> ?It's called POPwatch and it reached version 2.91 about five years
> ..
> ?Anyone else used it and know where I can get an update or even
>
> Same for me. I'm afraid it wasn't any update, and it's sorry because
> he is really good for recieving mails.

It's surely a good piece of soft. It's also good for deleting spam as one
can view the mailbox without retrieving the content. On my Hades I used
until recently only Popwatch to retrieve/send mail. Unfortunately my ISP
has change something in their setup. I believe they are experimenting with
anti-spam soft. Anyway since then most of the time I can't download mails
holding attachments completely. Somewhere in the middle of the download I
get a warning like this: CNbyte_count: -32731 Unrecognized error.
This means I usualy can see the plain text but not the attachment itself.
Quite annoying.
It needs to be update but alas the author seems to be disappeared from
earth.

CU,
Martin

862. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 2003-02-18 20:48:43 UTC
From: doom_master@SPAMbtinternet.com
Message-ID: <1fqlg5m.10kdsm51245sn4N%doom_master@SPAMbtinternet.com>
Source record: 29344

> Anyone know of a reasonably reliable and quick FTP site where I can download
> the Automation CDs and the CDs from the Pompey Pirates and D-Bug etc?? Any
> help is very much appreciated!

search @ google, there's lots of sites out there.. The Little Green
Desktop was always one of my faves, but i ain't been there in months
(been busy!:)
I'm going to collect the POV CDs and add them to the site, these were
always my favourites even if they were vlate on the scene.

--
Steve
= = =
Apple Mac + emulation FTP
http://massiveftp.serveftp.com/

863. Re: CT060

Newsgroup: comp.sys.atari.st
Date: 2003-02-18 23:34:28 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1045586086-416888AEicMi@williams-net.com>
Source record: 29345

Everyone,
I agree with everyone that it is quite painful to
sit and wait for a card that was paid for over a year
ago. BUT, I for one am willing to wait till the card
is in perfect working order according to R. Czuba and
Didier M. I dont expect a perfectly working card if I
got it early while they are telling everyone that
there is a problem. I would think that anyone that
paid this much for a card of this nature would feel
the same way. I have all the confidence in R.Czuba
and Didier M. that they will squash all bugs that they
have told us about on CSAST. Just give them some time
and hopefully all will be well soon. I bet anyone
that has ordered this card as soon as they got it they
would put it in, NO matter what they were doing.

Thanks,

Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 32 megs of DDR SDRam GC by NATURE for the CT60
Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

864. Re: CT060

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 02:59:14 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1045598388-877331AEicMi@williams-net.com>
Source record: 29246

Rustynutt,
That is what I would do! :-) Let us hope that they
get all bugs fixed soon and fixed permanently!!!

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 32 megs of DDR SDRam GC by NATURE for the CT60
Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

865. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 03:33:53 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0302181933.5d48a544@posting.google.com>
Source record: 29247

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:<gbX2a.3471$WR4.22553@newsfep4-glfd.server.ntli.net>...
> Hello.
>

> > 4) I'm a bit worried about the keyboard.
>
> You can use a standard Mega ST /Mega STE/TT kbrd, which I happen to have in
> stock, NEW.
>
> I have supplied these with 6ft/2m extensions with no problems reported.

Barrie,

Thank you for the information. How is the Mega keyboard plugged into
the Falcon motherboard? What options are available for the mouse?
How many keys on the keyboard you sell differ from the US or UK
layout? Can I pry off my Falcon's keycaps and transfer them to the
Mega board?

My apologies for all the questions, but I'm not sure how your Mega
board would work out.

Galen

866. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 04:03:41 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0302182003.1d72b616@posting.google.com>
Source record: 29248

<derryck@.cix.co.uk.invalid> wrote in message
news:<1045238806-80342AEicMi@ntlworld.com>...

Hello Derryck,

Thank you for replying.

> One of our club members is embarking on the same project and has spent some
> time researching this subject and has tracked a large-enough case down (I
> don't know if he's got it yet).

I don't think a mid-tower (20.4 inches) will work. It might, but the
Falcon's motherboard is roughly 18 inches in length, so I suspect a
full tower (about 25 inches tall) is needed. Does anyone have a
recased ST or Falcon in a mid-tower case?

>
> >3) How much heat does the Falcon generate?
>
> Not much, going by the size of the fan that it's fitterd with. My CT2'd
> Falcon relies only on that fan, relocated to above the PSU heatsink, and
> the fan fitted to the CT2's processor. The PSU you will be using will have
> its own fan as you say, as will (presumably) the CT60. I'd guess that the
> PSU fan could be slowed down as the PSU will only be supplying a fraction
> of the power that you need. A 47 ohm resistor of a few watts in series with
> one of the fan's leads would probably do it if you don't want the expense
> of a thermo control. Suck it and see :-)

I've wondered about the Falcon's fan, as it doesn't seem to be in a
place that would be of any use! (Most of the generated heat is to the
left, by the power supply). I don't mind the expense of a thermostat
(though I hadn't thought to put it in the PSU). This machine is going
to cost well over $1000 by the time I'm done (unfortunately), so I
guess a bit more won't matter.
>
> >4) I'm a bit worried about the keyboard.
>
> I think longer cables should be OK, as long as you don't go overboard!
>
OK. Thanks.

> >5) I seem to recall that dual IDE is possible in a Falcon, but there
> >are cable length issues. Can anyone add detail? Are there any
>
> Sure, keep the cable as short as possible because the IDE bus is connected
> to the processor. A foot or maybe two? What lengths do PCs use?

The shortest PC IDE cable I've found is 18 inches. 24 inch cables are
quite common. My main concern is getting too long -- I'd like to
connect both a CDRW and a HD to the bus, and unless I use a 2.5" HD
and the Falcon mounting hardware (which I don't yet own), I don't see
how I can do both with less than 18" of cable since I have to run from
the Falcon to the HD and then to the CDRW (or the other way around --
I've forgotten if the cable end is slave or master -- have to look
that up!). I do have a spare SCSI CDR, but I'd like to leave the SCSI
bus fairly open.

>
> As for drives, I don't think that there's enough experience around yet but
> any modern drive that will work with the CT2 should be OK? Usual caveats
> with drive size will apply I should think. I'd be concerned about
> compatibility with MagiC, you need to apply a patch to MagiC to make it
> work with the CT2, although you're suggesting a MiNT system.

Yep, MiNT. My current Falcon is a Geneva/NeoDesk setup (and still
does everything for me but browse the web), but I think my experience
in Linux makes MiNT/XaAES the best choice for my next machine.

Galen

867. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 04:06:54 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0302182006.67870748@posting.google.com>
Source record: 29249

Frank_Szymanski@du3.ohse.de (Frank Szymanski) wrote in message
news:<200302140846.a9466@du3.maus.de>...

> I have a falcon in a PC tower case with a harddisk, a cd-rom, a cd-rw, a nova
> graphics card, an afterburner running at 32MHz and some additional stuff
> (like a PC-keyboard connector etc.) and all I need is a single thermostat
> controlled fan for the power supply.

Check. Try one fan at first. Are your HD and CDRW both IDE (you
mention the CDRW is)? If so, how are they connected physically?
Also, what PC-keyboard connector do you use?

Galen

868. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 04:12:34 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0302182012.2c989c98@posting.google.com>
Source record: 29250

Hello everyone,

Allow me to summarize what's been learned so far:

> 1) Why can't the Falcon's board be mounted flush with the back of a
> tower case? I've been seeing a lot of rerouted ports and I can't
> figure out why I can't just cut the tower case's back to match the
> Falcon's back.

No answer to this as yet. Tower owners, what was your rationale for
rerouting the ports?

> 2) Once the HD, CT60, video card, etc. are mounted on the
> motherboard, what is the risk of stress to the mounting points? It
> strikes me that the torque might be sufficient over time to cause
> stress fractures.

A partial answer to this. The CT2/Nova combo is also a double-mounted
card and apparently no damage has been done. Frank, can you verify
this?

> 3) How much heat does the Falcon generate?

Very little, apparently. I'm going to try putting a thermostat in to
control the PSU fan as the sole fan.

> 4) I'm a bit worried about the keyboard. I've sent emails to Laurent
> regarding his Eiffel device, but so far without response.

6 feet appears OK. I wonder what happened to Laurent? He's not
returning my emails.

> 5) I seem to recall that dual IDE is possible in a Falcon, but there
> are cable length issues. Can anyone add detail?

A partial answer. Most/all drives work, but cables must be kept
short. Can anyone who uses dual IDE mention the length of their IDE
cable?

> In short, I welcome any comments. My stock Falcon will continue to
> run for quite a few more years under Geneva/Neodesk, but I'm looking
> forward to creating a beefed-up Mint-based system.

This is still true,

Galen

869. BIG Atari-MIDI Fair in Holland

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 05:45:55 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0302182145.669d2d7@posting.google.com>
Source record: 29251

Hi all

BIG Atari-MIDI Fair in Holland

Atari-MIDI member JosTosBond(as he is called in our forum...and DON'T ASK!:-) is having a Atari-MIDI fair this coming up sunday. If you are in that neck of Atari-World, please email Jos for more details. It looks like a good turnout so far. I wish I could be there, as I live in the states (CA)but will be there in spirit.

For more info email Jos:

"Jos Vlietstra" <jo.vlie@hccnet.nl>

Below is Jos's post on the Atari-MIDI forum about the fair.

Tim Conrardy
Tims Atari MIDI World
http://tamw.atari-users.net
==========

>Next Sunday (Feb 23rd,2003) it's gonna happen in Dordrecht, the oldest town in Holland
>!Many guys from Holland and one from Belgium will attend the Atari meeting
>and will demonstrate some spectacular things, like the good doctor Ambient,
>who will explain his AEX sequencer !Another guy from Belgium, Dennis
>Vermeire will show how easy it is to copy CDR's on his Atari TT.There will
>be also many guys with their Jaguars, Lynx, 2600 etc. On this afternoon you
>can also admire the Stacey, the STBOOK, and perhaps the ATARI TRANSPUTER
>ATW800.....There will be EPROM burning, for guys who want a new TOS
>and the showing of a brandnew movie about the history of Atari,PONG, Hasbro
>and Infogrames.
>At last but not least there will be also a big fair of many collectibles,
>for some you can bid and some are totally free !!
>So Brad Koda, take the plane to Holland, it's perhaps your last chance to
>see some devoted Atari people !
>

>Jos Vlietstra

870. Re: POPwatch

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 09:41:12 UTC
From: <>
Message-ID: <1045649352-212326AEicMi@ntlworld.com>
Source record: 29252

From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Date: Tue, 18 Feb 2003 18:55:26 GMT

>> ï¿½I've been using a useful POP mail tool on my STE for a few years.
>> ï¿½It's called POPwatch and it reached version 2.91 about five years

>It's surely a good piece of soft. It's also good for deleting spam as one
>can view the mailbox without retrieving the content. On my Hades I used
>until recently only Popwatch to retrieve/send mail. Unfortunately my ISP

I've been trying out K. Ellis' POPGEM with very mixed results. The latest
version from her web page doesn't work under MagiC and earlier versions don't
seem that reliable either. You might have better results on your system.

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

871. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 09:53:18 UTC
From: <>
Message-ID: <1045649354-212501AEicMi@ntlworld.com>
Source record: 29253

From: ekaljuma@mtsac.edu (Galen)
Date: 18 Feb 2003 20:03:41 -0800

>> One of our club members is embarking on the same project and has spent some
>> time researching this subject and has tracked a large-enough case down

>I don't think a mid-tower (20.4 inches) will work. It might, but the
>Falcon's motherboard is roughly 18 inches in length, so I suspect a

Full tower would give you plenty of room I should think, you could take a
cardboard template with you to the shops ;-)

>I've wondered about the Falcon's fan, as it doesn't seem to be in a
>place that would be of any use! (Most of the generated heat is to the

The PSU is the highest-stressed bit, so any cooling needs to be here and not in
some out-of-way space under the motherboard!

>The shortest PC IDE cable I've found is 18 inches. 24 inch cables are
>quite common. My main concern is getting too long -- I'd like to

Sounds like you might need to make up your own cable. Try not to go the laptop
drive route though, the standard size drives are much cheaper.

It's a worth-while project but a lot of work.

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

872. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 09:53:28 UTC
From: <>
Message-ID: <1045649354-212669AEicMi@ntlworld.com>
Source record: 29254

From: ekaljuma@mtsac.edu (Galen)
Date: 18 Feb 2003 20:12:34 -0800

>> figure out why I can't just cut the tower case's back to match the
>> Falcon's back.
>
>No answer to this as yet. Tower owners, what was your rationale for
>rerouting the ports?

Risk of weakening the back panel by cutting. Looks neater with rerouted ports.

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

873. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 11:47:00 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <D8K4a.1165$jy1.9147@newsfep4-glfd.server.ntli.net>
Source record: 29255

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0302181933.5d48a544@posting.google.com...
> "Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:<gbX2a.3471$WR4.22553@newsfep4-glfd.server.ntli.net>...
> > Hello.
> > > 4) I'm a bit worried about the keyboard.
> >
> > You can use a standard Mega ST /Mega STE/TT kbrd, which I happen to have
in
> > stock, NEW.
> >
> > I have supplied these with 6ft/2m extensions with no problems reported.
> > How is the Mega keyboard plugged into the Falcon motherboard?

I supply an adaptor, included.

> > What options are available for the mouse?

It plugs into the keyboard.

> How many keys on the keyboard you sell differ from the US or UK layout?

The keyboard is the Spanish version

The keys show the TOS of the machine, mainly the shifted keys need moving or
marking.

> > Can I pry off my Falcon's keycaps and transfer them to the Mega board?

I wish... No, different upstands.

Barrie.

874. Got permission for uploading sharewareversion of Frontier Elite II

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 12:48:45 UTC
From: westpdmkids@yahoo.de
Message-ID: <4c6bc8b8.0302190448.67bb80f6@posting.google.com>
Source record: 29256

...but I need your help.
Therefore I'm Amigian and have absolutely no idea with the ST, I need someone to build together an archive with Frontier for ST (as an disk-image for emulations or as an archive or whatever...).
I will tell you, what steps must be done.

I would then put them on my website, which has already the Amiga-versions of it to have a complete collection of Frontier for download on shareware-basis (paid to Frontier Developments) for A-systems ;)

Every help is appreciated including providing different languaged versions of Frontier or building up the archive, etc.

For everyone who wants to build up the archive (isn't hard) you should know how to use a hex-editor, because the Gametek-Konami Screens must be changed to Frontier Dev., etc.

If you're interested, please contact me under:westpdmkids@yahoo.de

Thanks in advance

Michael Asse

875. Re: CT060

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 17:07:47 UTC
From: rs.mac@t-online.de
Message-ID: <1fqn2y7.1fcdu0d5pz1teN%rs.mac@t-online.de>
Source record: 29257

Rustynutt <rustynuttspamblock@hotmail.com> wrote:

> Waiting is not bad:) This is a winter project for home, and now winter
> is almost gone. Next time I have to install is almost in 1 year:)

True and no comment.. :)

Regards, Robert

--
-= Home of DOIT-Archive =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

876. Re: POPwatch

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 17:35:32 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns9327BD24B81FCtos4ever@195.130.132.65>
Source record: 29258

on wo, 19 feb 2003 09:41:12 GMT wrote:

> From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
> Date: Tue, 18 Feb 2003 18:55:26 GMT
>
>>> I've been using a useful POP mail tool on my STE for a few years.
>>> It's called POPwatch and it reached version 2.91 about five years
>
>>It's surely a good piece of soft. It's also good for deleting spam as
>>one can view the mailbox without retrieving the content. On my Hades I
>>used until recently only Popwatch to retrieve/send mail. Unfortunately
>>my ISP
>
> I've been trying out K. Ellis' POPGEM with very mixed results. The
> latest version from her web page doesn't work under MagiC and earlier
> versions don't seem that reliable either. You might have better
> results on your system.

Although Popgem works quite good on my system I prefer Popwatch.
Anyway if I can't retrieve some mails I use Mymail instead. Mymail doesn't
have troubles with these mails.
I wonder where Gary Priest is. Mails, faxes, etc. remains unanswered.
Quite a pity.

TTFN,
Martin

877. Re: Advice requested for Falcon Tower

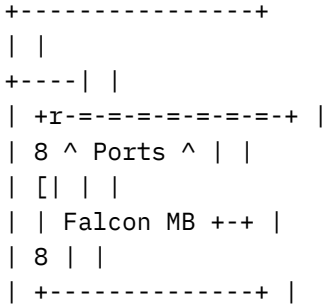
Newsgroup: comp.sys.atari.st
Date: 2003-02-19 19:01:39 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA79233A.2AD57%nameerf@flash.net>
Source record: 29259

in article 926a9946.0302182003.1d72b616@posting.google.com, Galen at ekaljuma@mtsac.edu wrote on 2/18/03 8:03 PM:

> <derryck@.cix.co.uk.invalid> wrote in message
> news:<1045238806-80342AEicMi@ntlworld.com>...
>
> Hello Derryck,
>
> Thank you for replying.
>
>> One of our club members is embarking on the same project and has spent some
>> time researching this subject and has tracked a large-enough case down (I
>> don't know if he's got it yet).
>
> I don't think a mid-tower (20.4 inches) will work. It might, but the
> Falcon's motherboard is roughly 18 inches in length, so I suspect a
> full tower (about 25 inches tall) is needed. Does anyone have a
> recased ST or Falcon in a mid-tower case?

I do. It's a bit of a job, but it's possible. What you need to do, is get the back "port panel" un-riveted, so there's a large hole in the back. Then the Falcon motherboard fits in sideways (see diagram below). You then have to either leave the case open and run cabling through the hole, or make an extension of some kind to extend the "port panel" out past the end of the motherboard. Then you can make extension cables that go from new ports on the back to your Falcon's ports. Also, depending on the case and if you have something plugged into your DSP port, you may need to do some drilling and cutting to get everything to fit. But it works, if you're willing to put the time and effort into it. There'll then be enough room for your floppy drive and two or three (depending on if you had to cut through the bottom drive rack) CD-ROMs or hard drives, and maybe another floppy-drive-sized unit like a zip drive, depending on the case design. I personally like the look of the mid-tower better than the full tower. But that's just my own preference.

Diagram:



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+----+----------------+
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```
r = reset button
8 = MIDI and Joypad ports
[ = ROM Cartridge
= = Port
```

> Yep, MiNT. My current Falcon is a Geneva/NeoDesk setup (and still
> does everything for me but browse the web), but I think my experience
> in Linux makes MiNT/XaAES the best choice for my next machine.

I know it has a bad rap (reports of instability issues), but have you tried Geneva with Mint? If you can get the right combinations of AUTO folder order and which AUTO/ACC/CPX programs to use and not use, it really can be quite nice! Might be a good "free" intermediate step, if you're interested in such a thing. Mint seems to make Geneva feel just a bit faster to me. Use Teradesk or Thing, along with Boxkite or other long-filename supporting fileselector, and you're in really great shape, with most features of more "modern" Atari OS's.

Mike Freeman
nameerf@flash.net

878. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 19:17:42 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v57m2m4jk89s36@corp.supernews.com>
Source record: 29260

"Geordie" <blb_ash@yahoo.com> wrote in message
news:b2tovo$6b4$1@newsg3.svr.pol.co.uk...
> Anyone know of a reasonably reliable and quick FTP site where I can
download
> the Automation CDs and the CDs from the Pompey Pirates and D-Bug etc?? Any
> help is very much appreciated!
>
> Thanks,
>
> Geordie
>
>

I have used the following ftpsite successfully, just recently, for these
CDs.

ftp://ftp.cs.tu-berlin.de/pub/atari/games/

Good Luck and happy gaming
RoyE

879. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 19:29:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200302192029.a39981@wun.maus.de>
Source record: 29265

Hallo !

G>1) Why can't the Falcon's board be mounted flush with the back of a
G>tower case? I've been seeing a lot of rerouted ports and I can't
G>figure out why I can't just cut the tower case's back to match the
G>Falcon's back.

There's no need to reroute the ports. I've got two "towered" Falcons, both of which present their own connectors at the back. The game- and midi-ports have to be rerouted, though, and ROM-Port cards have to be fittet directly inside the tower due to cable length issues.

One of the tower cases was custom-made, the other one I did myself. Take care to locate a tower case with the PSU located on top, not half way down on the back, as you'll have to move the PSU up otherwise!

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

880. Re: CT060

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 20:28:09 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0302191228.417f7c81@posting.google.com>
Source record: 29261

Yeah, it's been a long wait, but I too have confidence in Rudolphe.
What he's attempting is quite a challenge, and I'm greatful for the
extention of life and capability for my Falcon.

> Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times >faster than the stock DSP

BTW, how can you use the Deesse card with the Falcon?
Wayne

881. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-19 21:41:08 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1045665706-293245AEicMi@williams-net.com>
Source record: 29262

Everyone,
I have been pondering this for quite sometime also. What to do with my Falcon once I get the CT60. I also have the Eclipse and with both of these it would make it impossible to use the standard case. And I am not to fond of moving the motherboard out of the bottom half of the Falcon's stock case. So I think I have found a solution that would work for those who are interested in not moving the motherboard out of the bottom half of the Falcons stock case. I remember when I used to be press room lead that we had something called Lexan which is a clear plexiglass type of material. We used this for many things in our factory, one of them being square guards for our press dies. If we can use Lexan or plexiglass to do that. Why not make a rectangular box that the whole bottom part of the falcon will slide down in and have cutouts for accessing plugins on the back and the sides??? Also let us not forget that we will need one of those PS/2 adapters from Laurent in France I believe to make a PC keyboard work. We should be able to mount everything to the walls like create shelves or buy 5.250 in and 3.500 in. bays to mount to the walls for the hard drives and disk drive and mount the PS/2 adapter to the right side or front. Also another neat thing we could do is put NEON lighting inside this see threw case and put a big FUJI logo on the top that is recessed and has a frosted look I have access to milling machines that can do a very nice job and taking .125 of an inch out of .250 inch material is nothing. Not only that the top is on a hinge on the backside and you can lift the top off very easily to gain access to the inside. We could put temperature controlled fan(s) inside to keep the case cool. Let me know what you think guys!!!

P.S. JDR out of California has adapters for some of the ports on the back. Also make the back completely open on the first 3 inches so that you can gain access to the plugins on the back of the Falcon. The rest of the case will set like an old desktop computer about 6 to 8 inches high. Plenty of room to stack upgrades on top of the expansion port inside the falcon.

Thanks,

Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 32 megs of DDR SDRam GC by NATURE for the CT60
Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

882. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-20 00:40:16 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <wtV4a.2052$jy1.16791@newsfep4-glfd.server.ntli.net>
Source record: 29263

Hello.

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0302182012.2c989c98@posting.google.com...
> Hello everyone,
>
> > In short, I welcome any comments. My stock Falcon will continue to
> > run for quite a few more years under Geneva/Neodesk, but I'm looking
> > forward to creating a beefed-up Mint-based system.

No one has specifically mentioned the cartridge/dongle port.....

The Falcon will also fit in my 2U rack case.......

Barrie at Keychange.

883. ebay atari items

Newsgroup: comp.sys.atari.st
Date: 2003-02-20 04:38:43 UTC
From: John Kolak <jkolak@byu.edu>
Message-ID: <b31m3a$uj2$1@news.chatlink.com>
Source record: 29264

ergonomic joystick

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=3402164870&
rd=1

2 inop joystick to repair:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=3402157059&
rd=1

smm804 printer:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=3402158137&
rd=1

adaptec adaptor:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=3402159954&
rd=1

simms

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=3402161290&
rd=1

884. ebay misc items

Newsgroup: comp.sys.atari.st
Date: 2003-02-20 05:31:18 UTC
From: lp <gfa@basic.net>
Message-ID: <BA79D256.C67E%gfa@basic.net>
Source record: 29266

http://members.ebay.com/aboutme/atarilp/

Before someone claims it's not Atari related, let me say that
both items where used on my Atari's. ;o)

D-Link 4-port router:
the center of my LAN (iMAC, Hades060, TT030)
replaced it with a newer model

SanDisk 256mb pcmcia card
used on the Hades060 with a SCSI card reader/writer
replaced with a huge 880mb card

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

885. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-20 06:00:14 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0302192200.3ed77a72@posting.google.com>
Source record: 29267

carey christenson <firest@williams-net.com> wrote in message
news:<1045665706-293245AEicMi@williams-net.com>...
> Everyone,
> I have been pondering this for quite sometime also.
> What to do with my Falcon once I get the CT60. I also
> have the Eclipse and with both of these it would make
> it impossible to use the standard case. And I am not
> to fond of moving the motherboard out of the bottom
> half of the Falcon's stock case.

I also prefer not to make changes thtat are unalterable.

> So I think I have
> found a solution that would work for those who are
> interested in not moving the motherboard out of the
> bottom half of the Falcons stock case.
> ...
> Why not make a rectangular box that the whole bottom
> part of the falcon will slide down in and have cutouts
> for accessing plugins on the back and the sides???
> Also let us not forget that we will need one of those
> PS/2 adapters from Laurent in France I believe to make
> a PC keyboard work. We should be able to mount
> everything to the walls like create shelves or buy
> 5.250 in and 3.500 in. bays to mount to the walls for
> the hard drives and disk drive and mount the PS/2
> adapter to the right side or front.
I was thinking much the same thing. A new top covering the old base
would work well. We would need a 3.5" internal bay, a 5.25" external
bay, mount points for the PS/2 adapter (anyone heard from Laurent?),
the power supply, and the VGA port, and openings to allow access to
the Falcon's existing ports and to allow cool air in. I'd suspect
(due to the power supply's size) that the top would have to rise a
good 8 inches above the tabletop. Don't forget that it has to be RF
shielded, or all sorts of strange things might occur.

I would be happy to purchase such an item, if it could be had for
under $100. If I do not recase into a tower case, I will probably be
hand-making a wood/aluminum top much as listed above.

Galen

886. Seagate Baracuda Help ST15150N

Newsgroup: comp.sys.atari.st
Date: 2003-02-20 09:22:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302200110540.23239-100000@shell1.aracnet.com>
Source record: 29268
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm going to use a Seagate Baracuda ST15150N with my ICD software and Link 2 Host Adapter. I've heard there might be compatibility problems. Anyone with answers please reply to Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

887. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-20 11:21:58 UTC
From: <>
Message-ID: <1045815582-125257AEicMi@ntlworld.com>
Source record: 29274

From: ekaljuma@mtsac.edu (Galen)
Date: 19 Feb 2003 22:00:14 -0800

>I was thinking much the same thing. A new top covering the old base
>would work well. We would need a 3.5" internal bay, a 5.25" external

A commercial solution was/is available, the DeskTopper. Take the top cover of your Atari off and replace with the DeskTopper - plenty of space and there's a shelf for extra drives, PSU, etc.

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

888. YSEDITOR, JXEDITOR, UNI_MAN homepage's

Newsgroup: comp.sys.atari.st
Date: 2003-02-20 14:01:57 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0302201450120.165-100000@easymint>
Source record: 29269

In the past all my webpages were found on www.telebyte.nl/~mt/, but are now on www.home.zonnet.nl/m.tarenskeen/. Until recently, the correct new URL was shown when you visited www.telebyte.nl/~mt. That link has now been removed permanently, so please only use the new URL's. (For example: I see my old URL's on TAMW. Are you reading this Tim ?)

Here are the correct URL's:

YSEDITOR homepage
http://yseditor.atari.org
or http://www.home.zonnet.nl/m.tarenskeen/yseditor.htm

JXEDITOR homepage
http://www.home.zonnet.nl/m.tarenskeen/jxeditor.htm

UNI_MANiacs homepage
http://uniman.atari.org
or http://www.home.zonnet.nl/m.tarenskeen/uni_man.htm

Martin Tarenskeen

889. Re: Seagate Baracuda Help ST15150N

Newsgroup: comp.sys.atari.st
Date: 2003-02-20 21:58:20 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0302201358.2128f8cf@posting.google.com>
Source record: 29270
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi, do a search for "seagate barracuda" with google in the newsgroup,
and you will find a surprising number of posts on this subject.
Mark

Bravo Sierra Computers <atari@aracnet.com> wrote in message news:<

Pine.LNX.4.44.0302200110540.23239-100000@shell1.aracnet.com>...
> I'm going to use a Seagate Baracuda ST15150N with my ICD software and Link
> 2 Host Adapter. I've heard there might be compatibility problems. Anyone
> with answers please reply to Atari@aracnet.com
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

890. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-20 22:53:54 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1045756456-922737AEicMi@williams-net.com>
Source record: 29271

Galen and everyone who is interested,
I can make such an item as listed. I have access to
10 ft cutting shears that can cut through 1/2 inch
thick Lexan like it is butter. I have gotten a price
on Lexan from my work place and for a 4 ft x 4 ft
section it is 90 dollars. I would be able to make 2
cases at an 8 inch heigth from that material. I could
probably make such a case for between 75 and 100
dollars when it is all said and done. Plus shipping
and handling. Now mind you this will not give a power
supply or the PS/2 adapter. If people want that also
installed in the case that would be extra. I have not
made a prototype yet. But once I do, I will put a
message in here and anyone that is interested I will
send them jpg's of the finished product. I would also
expect most of the money up front for materials and
S/H once I know the address it is going to. I am not
sure what kinda of turn around rate. But I would
expect between 1 and 2 weeks people could have there
case. People would also have to let me know if they
want the power supply and PS/2 adapter also.

Thanks and let me know what you guys think,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than
the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

891. FA: Complete Atari 520STFM package

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 02:56:52 UTC
From: micah <mike.toms2@btopenworld.com>
Message-ID: <Uzg5a.4678943$6N5.623910@post-03.news.easynews.com>
Source record: 29272

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=1247&item=230858608
2&rd=1

Cheers

Micah

892. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 04:46:58 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0302202046.1bc7d2ac@posting.google.com>
Source record: 29273

Ekkehard_Flessa@wun.maus.de (Ekkehard Flessa) wrote in message
news:<200302192029.a39981@wun.maus.de>...
> Hallo !
>
>
> G>1) Why can't the Falcon's board be mounted flush with the back of a
> G>tower case? I've been seeing a lot of rerouted ports and I can't
> G>figure out why I can't just cut the tower case's back to match the
> G>Falcon's back.
>
> There's no need to reroute the ports. I've got two "towered" Falcons, both of
> which present their own connectors at the back. The game- and midi-ports have
> to be rerouted, though, and ROM-Port cards have to be fittet directly inside
> the tower due to cable length issues.
>
> One of the tower cases was custom-made, the other one I did myself. Take care
> to locate a tower case with the PSU located on top, not half way down on the
> back, as you'll have to move the PSU up otherwise!

Thank you!

Galen

893. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 09:26:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302210119050.17206-100000@shell1.aracnet.com>
Source record: 29275
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, avoid making promises I cant keep and avoid offering services I cant follow up on! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

894. CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 13:24:19 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0302211416500.153-100000@easymint>
Source record: 29276

I tried BubbleGEM with CAB 2.8 but it isn't much help. It is working, but
I'm only getting texts like

DialogID=$011A
ObjectID=000A

To me it looks like CAB 2.8 was released before it was really finished. Or
is there some file from CAB missing on my system ?

Martin Tarenskeen

895. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 13:39:35 UTC
From: lp <gfa@basic.net>
Message-ID: <BA7B9647.C6CE%gfa@basic.net>
Source record: 29277

in article Pine.MNT.4.31.0302211416500.153-100000@easymint, Martin
Tarenskeen at nospam@zonnet.nl wrote on 2/21/03 8:24 AM:

> I tried BubbleGEM with CAB 2.8 but it isn't much help. It is working, but
> I'm only getting texts like
>
> DialogID=$011A
> ObjectID=000A
>
> To me it looks like CAB 2.8 was released before it was really finished. Or
> is there some file from CAB missing on my system ?

That is what happens here too, I never figured out why.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

896. Re: Seagate Baracuda Help ST15150N

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 14:10:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302210601150.24997-100000@shell1.aracnet.com>
Source record: 29278
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Thank You Mark. Google has an overwhelming amount of info. I get on the
Net with my Atari and sometimes google is overwhelming. Couldn't you just
tell me about it?

==Thanx==
===Ben===

On 20 Feb 2003, Mark wrote:

> Hi, do a search for "seagate barracuda" with google in the newsgroup,
> and you will find a surprising number of posts on this subject.
> Mark
>
> Bravo Sierra Computers <atari@aracnet.com> wrote in message news:<
>
> Pine.LNX.4.44.0302200110540.23239-100000@shell1.aracnet.com>...
> > I'm going to use a Seagate Baracuda ST15150N with my ICD software and Link
> > 2 Host Adapter. I've heard there might be compatibility problems. Anyone
> > with answers please reply to Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

897. Re: Got permission for uploading sharewareversion of Frontier Elite II

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 15:13:57 UTC
From: nick@1632systems.co.uk
Message-ID: <b35fnsqib1@thorium.cix.co.uk>
Source record: 29279

... thats sounds good... and if anyone is interested I still have a couple
of originals in the webshop.... plus Elite...

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

898. Re: BIG Atari-MIDI Fair in Holland

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 15:15:26 UTC
From: nick@1632systems.co.uk
Message-ID: <b35fqkqjj1@thorium.cix.co.uk>
Source record: 29280

I WANTED TO GO..... but the wife said no, we have to go t the fugging inlaws..... arghhh

Next time guys give me more warning....

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

899. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 15:55:22 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns9329AC25C1B06tos4ever@195.130.132.65>
Source record: 29281

on vr, 21 feb 2003 13:39:35 GMT ?lp wrote:

> in article Pine.MNT.4.31.0302211416500.153-100000@easymint, Martin
> Tarenskeen at nospam@zonnet.nl wrote on 2/21/03 8:24 AM:
>
>> I tried BubbleGEM with CAB 2.8 but it isn't much help. It is working,
>> but I'm only getting texts like
>>
>> DialogID=$011A
>> ObjectID=000A
>>
>> To me it looks like CAB 2.8 was released before it was really
>> finished. Or is there some file from CAB missing on my system ?
>
> That is what happens here too, I never figured out why.
>

That's weird. On my system, freeMiNT 1.15.12/N_AES 2.0.0/Thing 1.27 bubble help works good. Do you have the divers help texts in the Cab's modules dir?

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

900. HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 19:05:28 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA7BC71E.2ADEC%nameerf@flash.net>
Source record: 29282

Hello!

I've got a major problem, and need some advice...

Today I was playing around with the newest Aniplayer, and had gotten it set up fairly well. When I went to save settings, I got a "Fatal Error in GEMDOS" message from Magic. I've run into this before with various things, as Magic tends to have this error a lot on my system with no really negative results besides having to reboot, and wasn't too concerned until I did reboot.

First, the system crashed as it was attempting to load the hard disk driver. This really freaked me out.

I rebooted from floppy and manually loaded the hard disk driver and re-installed it. Tried rebooting.

The driver loaded fine, but now even though MAGXBOOT loads, it refuses to actually start Magic, and just continues loading the rest of the AUTO programs. After one or two of them load, I get two bombs. Another one or two load, and the whole system freezes up.

I cold-booted again, checked out all the AUTO program files and Magic's INF and RAM files, and everything seems ok. Just out of curiosity, I went to "Show Information" for drive C, and after a little hard drive access noise, nothing was displayed.

I also went to Aniplayer's INF file in the C:\GEMSYS\HOME\ directory, and it was 0 bytes in size.

I decided I should come here before attempting anything else. My assumption is that when Aniplayer tried to save its INF file, something bad happened, and messed up something in the drive's directory structure. But this may not be the case, and I haven't the slightest clue what's really going on.

Any thoughts? Thanks!

Mike Freeman
nameerf@flash.net

901. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 19:29:37 UTC
From: Mark Davies <mark.davies@spamless.tesco.net>
Message-ID: <J6v5a.3465$Ak5.249@newsfep1-gui.server.ntli.net>
Source record: 29284

POV late to the scene????

I started making POV stuff in 1987 (I think). We made loads of compilations
and a few demos but we had poor distribution so nobody knew us.

You can get 75% the POVs from www.povcd.info the rest are on
http://pacidemo.planet-d.net/

Mark
Mac Sys Data of Persistence Of Vision

"Strider" <doom_master@SPAMbtinternet.com> wrote in message
news:1fqlg5m.10kdsm51245sn4N%doom_master@SPAMbtinternet.com...

> I'm going to collect the POV CDs and add them to the site, these were
> always my favourites even if they were vlate on the scene.
>
> --
> Steve
> = = =
> Apple Mac + emulation FTP
> http://massiveftp.serveftp.com/

902. Re: BIG Atari-MIDI Fair in Holland

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 20:07:58 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1045861814-564088AEicMi@xs4all.nl>
Source record: 29286

We'll keep you informed, Nick!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

903. Re: YSEDITOR, JXEDITOR, UNI_MAN homepage's

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 20:26:11 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0302211226.1bee1f8a@posting.google.com>
Source record: 29283

>I see my old URL's on TAMW. Are you reading this Tim ?)

Hi Martin

Yes...and Thanks. I have posted this to the Atari-MIDI forum as well.
I will update it soon. However Atari-users.net is making a change of
servers so I am waiting until they are done.

All the best and keep up the good work! (we all need encouraging now
and then!)

Tim Conrardy
http://tamw.atari-users.net

904. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 20:55:11 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0302212147150.156-100000@easymint>
Source record: 29285

On Fri, 21 Feb 2003, Martin "Nightowl" Byttebier wrote:

> >> I tried BubbleGEM with CAB 2.8 but it isn't much help. It is working,
> >> but I'm only getting texts like
> >>
> >> DialogID=$011A
> >> ObjectID=000A
> >>

> > That is what happens here too, I never figured out why.
> >
>
> That's weird. On my system, freeMiNT 1.15.12/N_AES 2.0.0/Thing 1.27 bubble
> help works good. Do you have the divers help texts in the Cab's modules
> dir?
>

I think so. There are several *.HLP files, one of them CAB.HLP.
I just tried BubbleGEM with some of the modules (Autosurf, Cabcache), and
there everything seems fine, except that the help texts are in German.
But I'm using English RSC files. What language are you using ? Could it be
that something went wrong when I replaced the German resource files with
English ones ? I'll check that one of these days, I must have the original
disk with the German version somewhere.

Martin Tarenskeen

905. Re: YSEDITOR, JXEDITOR, UNI_MAN homepage's

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 21:09:32 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0302212156100.156-100000@easymint>
Source record: 29287

On 21 Feb 2003, Tim Conrardy wrote:

>
> Yes...and Thanks. I have posted this to the Atari-MIDI forum as well.
> I will update it soon. However Atari-users.net is making a change of
> servers so I am waiting until they are done.

I have just subscribed to the atari-midi mailinglist, so I'll be able to
make announcements there myself in the future.

> All the best and keep up the good work! (we all need encouraging now
> and then!)

Thank you. I'm still having lots of ideas. I'm learning to program with
the help of FaceValue/ErgoPro! now. This means my future projects should
have better compatibility with modern standards (A proper GEM interface,
MiNT/Magic compatible, drag&drop, VA-protocol...), very much unlike my
"classic" projects like YSEDITOR.

But programming takes time, and GOOD programming takes takes lots of time.
Which I don't always have :-(

Martin Tarenskeen

906. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 21:34:06 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0302212228050.174-100000@easymint>
Source record: 29288

On Fri, 21 Feb 2003, Martin Tarenskeen wrote:

> > That's weird. On my system, freeMiNT 1.15.12/N_AES 2.0.0/Thing 1.27 bubble
> > help works good. Do you have the divers help texts in the Cab's modules
> > dir?
> >
>
> I think so. There are several *.HLP files, one of them CAB.HLP.
> I just tried BubbleGEM with some of the modules (Autosurf, Cabcache), and
> there everything seems fine, except that the help texts are in German.
> But I'm using English RSC files. What language are you using ? Could it be
> that something went wrong when I replaced the German resource files with
> English ones ? I'll check that one of these days, I must have the original
> disk with the German version somewhere.

My German CAB.RSC file was, renamed as backup, still in my CAB directory.
So I have tried it right away. When I had replaced the English CAB.RSC
file with the German one, BubbleHelp was giving normal (German) help texts
again! Strange, because as far as I could see with Interface, the Bubble
help texts are not in this file but somewhere else. ??

Martin Tarenskeen

907. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 22:14:45 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns9329EC785E9CFtos4ever@195.130.132.65>
Source record: 29289

on vr, 21 feb 2003 21:34:06 GMT ﷺMartin Tarenskeen wrote:

> On Fri, 21 Feb 2003, Martin Tarenskeen wrote:
>
>> > That's weird. On my system, freeMiNT 1.15.12/N_AES 2.0.0/Thing 1.27
>> > bubble help works good. Do you have the divers help texts in the
>> > Cab's modules dir?
>> >
>>
>> I think so. There are several *.HLP files, one of them CAB.HLP.
>> I just tried BubbleGEM with some of the modules (Autosurf, Cabcache),
>> and there everything seems fine, except that the help texts are in
>> German. But I'm using English RSC files. What language are you using
>> ? Could it be that something went wrong when I replaced the German
>> resource files with English ones ? I'll check that one of these days,
>> I must have the original disk with the German version somewhere.

I'm using the German version. BTW, have you English *.hlp files? If those
aren't translated they will display in German, right?

>
> My German CAB.RSC file was, renamed as backup, still in my CAB
> directory. So I have tried it right away. When I had replaced the
> English CAB.RSC file with the German one, BubbleHelp was giving normal
> (German) help texts again! Strange, because as far as I could see
> with Interface, the Bubble help texts are not in this file but
> somewhere else. ??

See my answer above. What about the *.hlp files? Are they translated in
English?
Not sure but if they are in German it might explain why Cab English
version refuse to show the text.

TTFN,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

908. Re: Seagate Baracuda Help ST15150N

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 22:54:05 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0302211454.6605131c@posting.google.com>
Source record: 29290
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi there, I usually use Google to read the comp.sys atari newsgroup.
So I didn't mean to do a universal search of the web for the info. But
if you search just in the comp.sys.atari.st newsgroup there seem to
be a lot of posts relating to the Barracuda. Also check a site called
A to Z cables for info on SCSi in general. I have a Barracuda as well
and I can't get it to work, but others have. Good Luck.

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0302210601150.24997-100000@shell1.aracnet.com>...
> Thank You Mark. Google has an overwhelming amount of info. I get on the
> Net with my Atari and sometimes google is overwhelming. Couldn't you just
> tell me about it?
>
>
> ==Thanx==
> ===Ben===
>
> On 20 Feb 2003, Mark wrote:
>
> > Hi, do a search for "seagate barracuda" with google in the newsgroup,
> > and you will find a surprising number of posts on this subject.
> > Mark
> >
> > Bravo Sierra Computers <atari@aracnet.com> wrote in message news:<
> >
> > Pine.LNX.4.44.0302200110540.23239-100000@shell1.aracnet.com>...
> > > I'm going to use a Seagate Baracuda ST15150N with my ICD software and Link
> > > 2 Host Adapter. I've heard there might be compatibility problems. Anyone
> > > with answers please reply to Atari@aracnet.com
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

909. Re: BIG Atari-MIDI Fair in Holland

Newsgroup: comp.sys.atari.st
Date: 2003-02-21 23:05:00 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b36bap$1kq$1@venus.btinternet.com>
Source record: 29291

Hi Nick

We could always fake your kidnapping, you go to the event, i keep phoning 'her indoors', but any ransom she pays is mine!!, you just appear the following morning with a convenient 'roughed up' look and some rope burns. Maybe you could visit your 'bit of rough' on the way home, that'll save me smacking you about.

> I WANTED TO GO..... but the wife said no, we have to go t the fugging
> inlaws..... arghhh
>
> Next time guys give me more warning....
>
> --
> Nick Harlow
> 16/32 Systems
> Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
> Web Site: http://www.1632systems.co.uk

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.456 / Virus Database: 256 - Release Date: 18/02/2003

910. Re: Got permission for uploading sharewareversion of Frontier Elite II

Newsgroup: comp.sys.atari.st
Date: 2003-02-22 04:05:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302211952220.32535-100000@shell1.aracnet.com>
Source record: 29293

Hello Michael, I have documentation including Worm Hole Routes if your
interested. E-Mail me if your interested.

==Thanx==
===Ben===

On 19 Feb 2003, Michael wrote:

> ...but I need your help.
> Therefore I'm Amigian and have absolutely no idea with the ST, I need
> someone to build together an archive with Frontier for ST (as an
> disk-image for emulations or as an archive or whatever...).
> I will tell you, what steps must be done.
>
> I would then put them on my website, which has already the
> Amiga-versions of it to have a complete collection of Frontier for
> download on shareware-basis (paid to Frontier Developments) for
> A-systems ;)
>
> Every help is appreciated including providing different languaged
> versions of Frontier or building up the archive, etc.
>
> For everyone who wants to build up the archive (isn't hard) you should
> know how to use a hex-editor, because the Gametek-Konami Screens must
> be changed to Frontier Dev., etc.
>
> If you're interested, please contact me under:westpdmkids@yahoo.de
>
> Thanks in advance
>
> Michael Asse
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

911. Silent Service help needed

Newsgroup: comp.sys.atari.st
Date: 2003-02-22 04:08:32 UTC
From: Buckiboy <jens-lippmann@t-online.de>
Message-ID: <b36t1k$1jpq06$1@ID-166930.news.dfncis.de>
Source record: 29292

Hi there!

Hope you have some nice time with your Ataris.
I need to know if there are any harbours in Sid Meier's Silent Service and,
if so, I need the locations.
On mission startup there's a difficulty setting named 'port repairs only' so
there must exist some but I never found any.
BTW I really would like to know to which island the most northern east plot
on the pacific ocean map refers to (that one where you start the training).
From its outline I'd say it's not Wake island, Midway islands or any
Hawaiian island (incl. Pearl Harbour). Damn this really puzzles me.

Any hint/help welcome.
Do you know if there's a conversion of Silent Service 2 for Atari ST?

regards
Jens (the mighty Buckiboy)

912. TOS floppy disk error

Newsgroup: comp.sys.atari.st
Date: 2003-02-22 07:25:58 UTC
From: d.w.vanderburg@student.tudelft.nl
Message-ID: <1e582fb0.0302212325.5539c85f@posting.google.com>
Source record: 29294

every time when I try to read from 7 floppies in a row (I was copying the KGMD distribution onto my harddisk) a GEM message pops up "insert disk 7 in drive A" and the system reboots. I've noticed this behaviour both under TOS 1.04 and 2.06. Is it a known error and does a fix for it exist?

kind regards,
Dennis

Dennis van der Burg
(to reply replace student by citg)

913. Re: Silent Service help needed

Newsgroup: comp.sys.atari.st
Date: 2003-02-22 09:37:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302220117470.32535-100000@shell1.aracnet.com>
Source record: 29295

On Sat, 22 Feb 2003, Buckiboy wrote:

> Hi there!
>
> Hope you have some nice time with your Ataris.
> I need to know if there are any harbours in Sid Meier's Silent Service and,
> if so, I need the locations.

Midway, Marshal Islands, Guam, Brisbane, Fremantle (Perth) and one more I
can't name.

> On mission startup there's a difficulty setting named 'port repairs only' so
> there must exist some but I never found any.

Listed above.

> BTW I really would like to know to which island the most northern east plot
> on the pacific ocean map refers to (that one where you start the training).
> From its outline I'd say it's not Wake island, Midway islands or any
> Hawaiian island (incl. Pearl Harbour). Damn this really puzzles me.
>
> Any hint/help welcome.
> Do you know if there's a conversion of Silent Service 2 for Atari ST?

Yes, Microprose made Silent Service 2 for the ST.

> regards
> Jens (the mighty Buckiboy)
>
>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

914. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-02-22 11:34:51 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0302221229470.121-100000@easymint>
Source record: 29196

On Fri, 21 Feb 2003, Martin "Nightowl" Byttebier wrote:

> I'm using the German version. BTW, have you English *.hlp files? If those
> aren't translated they will display in German, right?
>

> Not sure but if they are in German it might explain why Cab English
> version refuse to show the text.
>

My .HLP files are in German. These are not simple ascii files, but binary files that are just a little bit more difficult/dangerous to translate.

I'm wondering how CAB "knows" if the .RSC and/or the .HLP file is in English, German, or Swahili ? I don't see any reason why an English version can't display German Bubble help texts ??

Martin Tarenskeen

915. WTB: Dr T's X/OR

Newsgroup: comp.sys.atari.st
Date: 2003-02-22 15:52:00 UTC
From: Antony Balcerzak <tekpagan@hotmail.com>
Message-ID: <tekpagan-E9E31C.10520022022003@news.easynews.com>
Source record: 29197

I am looking for a copy of Dr T's X/OR for the AtariST. Must include the E/OR app.

Regards Tony

916. Re: Silent Service help needed

Newsgroup: comp.sys.atari.st
Date: 2003-02-22 16:00:44 UTC
From: Beno&#65533;t Morrissette <XXXbenoitmorrissette@hotmail.comXXX>
Message-ID: <2s6f5v07vpqe3dc1ssml3h9hjagf0s72fb@4ax.com>
Source record: 29199

On Sat, 22 Feb 2003 05:08:32 +0100, "Buckiboy"
<jens-lippmann@t-online.de> wrote:

>Hi there!
>
>Hope you have some nice time with your Ataris.
>I need to know if there are any harbours in Sid Meier's Silent Service and,
>if so, I need the locations.

Midway, Brisbane and Fremantle.

>On mission startup there's a difficulty setting named 'port repairs only' so
>there must exist some but I never found any.

From page 8 of instruction booklet:

4) PORT REPAIR ONLY
If this level is selected repairs will no longer be accomplished
automatically while in battle or on patrol. Once an item of major
equipment is damaged, it may not be repaired.

You don't "dock" to a port, you just return to it. In the War Patrol
scree, when the screen turn green, you press the right mouse button to
end the mission.

>BTW I really would like to know to which island the most northern east plot
>on the pacific ocean map refers to (that one where you start the training).
>From its outline I'd say it's not Wake island, Midway islands or any
>Hawaiian island (incl. Pearl Harbour). Damn this really puzzles me.

Believe me, it is Midway!

>
>Any hint/help welcome.
>Do you know if there's a conversion of Silent Service 2 for Atari ST?

I don't know...

>
>regards
>Jens (the mighty Buckiboy)
>
>
Benoï¿½t Morrissette...

917. CAB-able webcam

Newsgroup: comp.sys.atari.st
Date: 2003-02-22 16:16:48 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e57a270.0@entanet>
Source record: 29202

I recently found a rather clever webcam in Zurich. As you know most webcams are either Java/Javascript or rubbish but this one shows how it should be done.

http://kamera.nzz.ch/cam.cgi

The camera shows views of the streets of Zurich and beneath is a panorama. Click on this and the camera will move to that position. You also have a choice of 4 zoom options (1,2,4,8).

The main image can also be used to re-centre the camera which is most useful when zooming in on a point of interest.

Well done NZZ.

(I have no connection with them, whoever they are.)

regards,

Peter

918. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-22 16:27:55 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0302220827.4747e367@posting.google.com>
Source record: 29198

> >
> > There's no need to reroute the ports. I've got two "towered" Falcons, both of
> > which present their own connectors at the back. The game- and midi-ports have
> > to be rerouted, though, and ROM-Port cards have to be fittet directly inside
> > the tower due to cable length issues.
> >
> > One of the tower cases was custom-made, the other one I did myself. Take care
> > to locate a tower case with the PSU located on top, not half way down on the
> > back, as you'll have to move the PSU up otherwise!
>
> Thank you!
>
> Galen

Thank you for starting this thread Galen, because I've been pondering this too. I've got a CT2B'd Falcon which I plan to leave alone. I've got a Nemisis Falcon, which is destined for the CT60. I hope I won't have to remove the Nemesis, and can run it at 20. Anyway, I hope to put the Nemesis falcon in a tower with a new IDE HD, My 4.5 Gig SCSI, My SCSI CDRW and a new IDE CDRW (Which I haven't bought yet!) I expect I'll need a big case to hold all that. I also use a Cartmaster light from Wizztronics to let me use my Steinburg and soundpool carts at the same time. (It holds 2 carts.) I wonder if it'll be a problem dealing with it? It would be nice if the Cartmaster lite were accessable without opening the case!

919. Re: HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2003-02-22 19:09:12 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.06eea34a.224c5aa2.wdwd@wd.com>
Source record: 29201

Dans le message <BA7BC71E.2ADEC%nameerf@flash.net>
Michael and Nicole Freeman a ï¿½crit:
>Hello!
Hello,

>I've got a major problem, and need some advice...

>I decided I should come here before attempting anything else. My assumption
>is that when Aniplayer tried to save its INF file, something bad happened,
>and messed up something in the drive's directory structure. But this may not
>be the case, and I haven't the slightest clue what's really going on.
From what you describe, I think the FAT/DIR structure has been
corrupted :-(and I hope you have a recent backup.
If not, there are only a few utilities that can help you retrieving
your data :
- Diamond Edge (but only if your partition doesn't exceed 16 MB *and*
is 8+3 ;
- HPoptimizer, though I'm not sure at all ;
- Diskus, a commercial product from Uwe Seimet, maybe the only one
that I'd actually fully rely on if I had such a problem.

>Any thoughts? Thanks!

Sorry, I can't do much for you :-(

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

920. Atari Online News, Etc. #05-08

Newsgroup: comp.sys.atari.st
Date: 2003-02-22 19:23:38 UTC
From: danap8@aol.com-no-spam
Message-ID: <20030222142338.01005.00000042@mb-mr.aol.com>
Source record: 29200

```
A-ONE #0508 02/21/03

~ Web Blocking Opposed! ~ People Are Talking! ~ SuperVidel Interest?
~ Overture Gets AltaVista ~ AOL Fights Spam More! ~ The Spam Epidemic!
~ Atari800 Emulator News ~ California After Spam! ~ Google Gets Blogger!
~ Napster Incites Suit! ~ GEM-Elite Ports Banned ~ MS Sues Spammers!

-* GEM 3.11 Port For the Atari! *-
-* Hackers Get Visa/MasterCard Accounts *-
-* Microsoft Gets Virtual PC From Connectix! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

921. New on TAMW: new version of KCS

Newsgroup: comp.sys.atari.st
Date: 2003-02-23 04:08:37 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0302222008.611b6cec@posting.google.com>
Source record: 29203

Hi All

The good DR (T) has approved of a ver 4 KCS (Keyboard Controlled Sequencer) with PVG (programmable Variation Generator) and Master Editor. I have repackaged the original ver 4 to include these vital additions along with Jeffery Raid Baker's Tempo Master MPE. The PVG Docs are also available.

KCS also runs on PC under emulation using Steem.

http://tamw.atari-users.net/steem.htm

For those who have not heard what PVG is about, please explore the link section on the below page, as well as try it yourselves. Please go here for the info and download:

http://tamw.atari-users.net/omega.htm

Enjoy!

Tim Conrardy
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

922. New on TAMW: Dx7 page updated

Newsgroup: comp.sys.atari.st
Date: 2003-02-23 05:51:14 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0302222151.39d48f1f@posting.google.com>
Source record: 29204

Hi All

Just updated my DX7 page

1.Updated the YS Editor section with new updated links. Thanks Martin! Martins 4 op editors are excellent and can even import a wide selection of different sysex formats. There is even a convertor between FB01 and TX81Z formats. A handy tool.

2.NEW: from France. Marc Bareille has released a suite of programs for the ST and Falcon which include excellent editors for the DX six operator instruments as well as other synths. A whole library of sounds are provided as well. No documentation as of yet. Only what he could tell me , so I provided the txt file in the 030 version download. He has a nice web page devoted to it which includes the source codes. A PC version is also available, but not completly finished. The ST version however works under emulation on a PC with Steem.

The new material is at the bottom of the page.

http://tamw.atari-users.net/dx7.htm

Happy DXing!

Tim Conrardy
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

923. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-02-23 08:18:10 UTC
From: <>
Message-ID: <1045984796-103049AEicMi@ntlworld.com>
Source record: 29205

From: lp <gfa@basic.net>
Date: Fri, 21 Feb 2003 08:39:35 -0500

>> DialogID=$011A
>> ObjectID=000A
>>
>> To me it looks like CAB 2.8 was released before it was really finished. Or
>> is there some file from CAB missing on my system ?
>
>That is what happens here too, I never figured out why.

If you're using the DDP Translations package there is no English help file supplied. We didn't translate it and so it isn't included.

If, on the other hand, you bought the official English package that Atari Workshop sells and that we prepared, then please ask them for the missing CAB.HLP file.

Be aware that one or two bubblegem texts are misplaced and some missing, this is most likely because the resource has altered slightly since the last official English release, which IIRC was 2.7.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

924. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-02-23 08:24:10 UTC
From: Mo <momo@atariland.com>
Message-ID: <Ky%5a.17199$F%.1531842@twister.austin.rr.com>
Source record: 29206
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

I think you're about a thousand times more annoying than Ben is!
Mo

"Anonymous" <cripto@ecn.org> wrote in message
news:6d5ebdc64eba1527fb2c30939e99ca0f@ecn.org...
> Hi, I'm Ben Smith, proprietor of

925. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-02-23 08:28:55 UTC
From: GrueMaster <nospam.gruemaster@yahoo.com>
Message-ID: <pan.2003.02.23.08.28.53.839119@yahoo.com>
Source record: 29207
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

Would you just grow up. Ben is just trying to let the community know that there is still a source for atari related items. Having met & purhcased from him on numerous occasions, I found him to be one of the few good resources to help maintain my collection of atari-abilia (CES 2600, 7800, CX800, 800XL, Jaguar, & 3 1040STfm systems).

If you don't have anything constructive to say, then please slither back to the alt.spank.my.ass news groups that you apparently are fond of.

GrueMaster

On Sun, 23 Feb 2003 04:59:59 +0100, Anonymous wrote:

> Hi, I'm Ben Smith, proprietor of Fags R Us! I'm a big fagot who occupies a
> unique niche in the homosexual World! Most fags stick to just fucking
> other fags but I like meeting NEW fagots, I also sell Used/2nd Hand
> dildoes and sex toys!
>
> So not only do I fuck NEW fags, I also sell used sex toys you may not be
> able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites!
> And I sell for less! And unlike those who will remain anonymous! I test my
> sex toys before I sell them. I can afford to sell for less because I keep
> overhead down, avoid making promises I cant keep and avoid offering
> services I cant follow up on! So not only can I sell you some Great New
> sex toys! But I can sell you hard to find 2nd Hand specially made for gays
> Goods, partly because I'm the fagot most people come to when they want to
> give their dildoes a New Home! I'm saving Orphaned sex toys from Oblivion!
> Act Now,or I can't save you any Money!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love me being a big fagot and
> the speedy service! I also have lots of gay sex Reference Books. Which I
> can Mail by special Book Rate for fagots!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, Call fagboy Benny anytime at
> (503)256-9974!!!

926. Need help recovering data

Newsgroup: comp.sys.atari.st
Date: 2003-02-23 08:37:51 UTC
From: GrueMaster <nospam.gruemaster@yahoo.com>
Message-ID: <pan.2003.02.23.08.37.51.881880@yahoo.com>
Source record: 29208

I need some help recovering my data from an old Microscience HH-1050 40M drive. I haven't used my system in several years, due to lack of space, and have recently purchased a new drive system from Ben Smith (thanks, Ben).

I'd like to recover the data, but I think that my adaptec 4070 controller is flaking out. Most of the time, the ICD controller won't see it on the bus, and when it does, it won't detect the drive. I've found the specs to change drive ID's, and that isn't the problem.

I have ordered a new controller from B & C. Will see if that helps

Tobin

927. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-02-23 09:02:32 UTC
From: <>
Message-ID: <1046079740-41682AEicMi@ntlworld.com>
Source record: 29220

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Sat, 22 Feb 2003 12:34:51 +0100

>> Not sure but if they are in German it might explain why Cab English
>> version refuse to show the text.
>>
>
>My .HLP files are in German. These are not simple ascii files, but binary
>files that are just a little bit more difficult/dangerous to translate.

Richard Gordon Faika (rgf) has programmed a utility called eed to help with
this job; it extracts any ASCII text into a file where you can do your
translation thing and it will then "poke" the text back into the binary.

>I'm wondering how CAB "knows" if the .RSC and/or the .HLP file is in
>English, German, or Swahili ? I don't see any reason why an English
>version can't display German Bubble help texts ??

The language differences doesn't (shouldn't) make any difference.

Cheers

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

928. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 2003-02-23 12:35:35 UTC
From: doom_master@SPAMbtinternet.com
Message-ID: <1fqu2ur.r02p4lhml2qqN%doom_master@SPAMbtinternet.com>
Source record: 29209

> POV late to the scene????
>
> I started making POV stuff in 1987 (I think). We made loads of compilations
> and a few demos but we had poor distribution so nobody knew us.
>
> You can get 75% the POVs from www.povcd.info the rest are on
> http://pacidemo.planet-d.net/

actually, i didn't mean it like that.. sorry! I know there were lots of
demos and stuff. I guess i meant by the time i discovered POV cds i'd
already got tons of medway, pompey, etc.. They were first iyswim..
Anyway mark, i got all the POV discs directly from YOU years back, now i
want msa versions for the emulators on my mac:)

--
Steve
= = =
Apple Mac + emulation FTP
http://massiveftp.serveftp.com/

929. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-02-23 12:51:16 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <6tgh5v8mgcs973vmktvod4c5grnjccgfd9@4ax.com>
Source record: 29210
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

On Sun, 23 Feb 2003 04:59:59 +0100 (CET), Anonymous <cripto@ecn.org>
wrote:

>Hi, I'm Ben Smith, proprietor of Fags R Us! I'm a big fagot who occupies a
>unique niche in the homosexual World! Most fags stick to just fucking other
>fags but I like meeting NEW fagots, I also sell Used/2nd Hand dildoes and sex
>toys!

What a wonderful advert for the group ALL this is...
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

930. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 2003-02-23 14:08:12 UTC
From: doom_master@SPAMbtinternet.com
Message-ID: <1fqu74e.3ph6b81bchdq4N%doom_master@SPAMbtinternet.com>
Source record: 29211

> I have used the following ftpsite successfully, just recently, for these
> CDs.
>
> ftp://ftp.cs.tu-berlin.de/pub/atari/games/
>
> Good Luck and happy gaming

top site this! do you know of anymore resources that contain MSA
versions of Auto., Medway, FOFT, FOF, Empire, etc..??
Cheers

--
Steve
= = =
Apple Mac + emulation FTP
http://massiveftp.serveftp.com/

931. Re: HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2003-02-23 15:44:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e5897b229bd84@attbi.com>
Source record: 29212

>Hello!
>
>I've got a major problem, and need some advice...
>
>Today I was playing around with the newest Aniplayer, and had gotten it set
>up fairly well. When I went to save settings, I got a "Fatal Error in
>GEMDOS" message from Magic. I've run into this before with various things,
>as Magic tends to have this error a lot on my system with no really negative
>results besides having to reboot, and wasn't too concerned until I did
>reboot.
>
>First, the system crashed as it was attempting to load the hard disk driver.
>This really freaked me out.
>
>I rebooted from floppy and manually loaded the hard disk driver and
>re-installed it. Tried rebooting.
>
>The driver loaded fine, but now even though MAGXBOOT loads, it refuses to
>actually start Magic, and just continues loading the rest of the AUTO
>programs. After one or two of them load, I get two bombs. Another one or two
>load, and the whole system freezes up.
>
>I cold-booted again, checked out all the AUTO program files and Magic's INF
>and RAM files, and everything seems ok. Just out of curiosity, I went to
>"Show Information" for drive C, and after a little hard drive access noise,
>nothing was displayed.

Any chance you have a backup of the Magx.inf file? There is
usually one on the C drive. I would just boot up in regular Tos,
delete the present Magx.inf file and use the backup. Then try the
new version of Aniplayer.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

932. Re: POPwatch

Newsgroup: comp.sys.atari.st
Date: 2003-02-23 15:44:41 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e5897b229bd85@attbi.com>
Source record: 29213

>Hi folks
>
>I've been using a useful POP mail tool on my STE for a few years.
>It's called POPwatch and it reached version 2.91 about five years
>ago. The developer included his email address and I've mailed it
>a few times over the years for some info on updates but he never
>replied. It's a decent client which has some useful features.
>
>Anyone else used it and know where I can get an update or even
>whether there is one around,

Yes, I use that version also. Works fine, but I do not think there was another upgrade. Would be nice though. I use it with NewsWatch (by the same author) and Okami. Have not ever had a problem with it.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

933. Re: Screenblaster II

Newsgroup: comp.sys.atari.st
Date: 2003-02-23 18:58:24 UTC
From: mille@ebox.NOSPAM.tninet.se
Message-ID: <1046026876-740878AEicMi@ebox.tninet.se>
Source record: 29214

>From: jdplace@<sick-of-spam>prodigy.net (Joseph D. Place)
>Subject: Screenblaster II
>Date: Fri, 31 Jan 2003 20:09:35 GMT
>
>Does anyone reading this use Screenblaster II (external hardware,
>software)? Do you know if it is compatible with Magic? I have experienced
>problems with my Falcon locking up when saving to disk while running
>Screenblaster and Magic. It is running after NVDI and before Magic in my
>auto folder.

Yes Screenblaster is tricky to set up with MagiC.
There's to things you have to do to get it work properly.
The first thing is that you have to put your SBR-files into the AUTO-folder along with the monitor driver, like this:

C:\AUTO\SCREEN*.SBR
C:\AUTO\SCREEN\NEC5FG.SBM

Do use C:\SB_III\SB_MONI.PRG to pinpoint the SBM-files in the AUTO\SCREEN-folder

Do not boot MagiC with the logo-IMG file, thus Screenblaster have to stop the boot to give you a chance to choose/change a resulotion and color depth you want to use. Exclude the rows that present the logotype in the MAGX.INF file.

My old version (the first? and only?) for Screenblaster III do not like a partition with long file names, such as VFAT, so my boot partition uses the 6+3 file system.

I managed once to use Screenblaster with a partition with long filenames, but forgot how. Think I ordered MagiC to start VFAT after the boot through the CPX and not in the MAGX.INF or maybe it was that I told MagiC to boot one app at a time and not several at once? Is this possible?.
Maybe someone here can explain this, to me or you.

Mille Babic

934. Re: HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2003-02-23 20:52:34 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA7E8336.2B386%nameerf@flash.net>
Source record: 29215

in article 3e5897b229bd84@attbi.com, Edward S. Baiz Jr. at
edbaizjr@attbi.com wrote on 2/23/03 7:44 AM:

> Any chance you have a backup of the Magx.inf file? There is
> usually one on the C drive. I would just boot up in regular Tos,
> delete the present Magx.inf file and use the backup. Then try the
> new version of Aniplayer.

Well, I looked into it a bit more, and it appears that when Aniplayer
crashed while saving its INF file, it messed up my C: drive's directory
structure. So it's not just the Magx.inf file, but a number of really
important files and programs have been damaged. Fortunately, the C: drive I
reserve for bootup, OS, and other system-oriented stuff. That I have backup
copies for. If it had happened to my other partition, it may have destroyed
most recently-created documents and files that I would have never been able
to recover. I guess that gives me good reason to grab all my documents and
put them on backup floppies as soon as I get my C: drive put back together!

Mike Freeman
nameerf@flash.net

935. about Avalon atari sample editor

Newsgroup: comp.sys.atari.st
Date: 2003-02-23 21:09:31 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3E59388B.1080706@wanadoo.be>
Source record: 29216

Someone said to me there existed a macintosh version of this software
.....
Is it true ?
If anyone has more information, please email me.

Thanks in advance

Jo

P.S: In fact I never found such an editor for the mac (especially the 3D
drawings which were very usefull)

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679
http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

936. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-02-23 21:16:36 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b3bdnkqlg1@thorium.cix.co.uk>
Source record: 29217

In message <Pine.MNT.4.31.0302212228050.174-100000@easymint>, nospam@zonnet.nl said:
>On Fri, 21 Feb 2003, Martin Tarenskeen wrote:
>
>> > That's weird. On my system, freeMiNT 1.15.12/N_AES 2.0.0/Thing 1.27 bubble
>> > help works good. Do you have the divers help texts in the Cab's modules
>> > dir?
>> >
>>
>> I think so. There are several *.HLP files, one of them CAB.HLP.
>> I just tried BubbleGEM with some of the modules (Autosurf, Cabcache), and
>> there everything seems fine, except that the help texts are in German.
>> But I'm using English RSC files. What language are you using ? Could it be
>> that something went wrong when I replaced the German resource files with
>> English ones ? I'll check that one of these days, I must have the original
>> disk with the German version somewhere.
>
>My German CAB.RSC file was, renamed as backup, still in my CAB directory.
>So I have tried it right away. When I had replaced the English CAB.RSC
>file with the German one, BubbleHelp was giving normal (German) help texts
>again! Strange, because as far as I could see with Interface, the Bubble
>help texts are not in this file but somewhere else. ??

Yes, they are in the cab.hlp file. Actually all *.hlp files are
missing in the demo version of CAB 2.8 I have. But perhaps the RSC
either issues the calls to the *.hlp, or the object references in
(Derrycks?) translations have changed - though I would have
expected that at most that might call up the wrong text!

Regards, /Peter/

937. Re: BIG Atari-MIDI Fair in Holland

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 06:50:50 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0302232250.495d750a@posting.google.com>
Source record: 29218

Hey Steve feeling better? Some twisted mind....

sinclap needs to do Europe soon?

"Steve Sweet" <Steve.Sweet@btopenworld.com> wrote in message
news:<b36bap$1kq$1@venus.btinternet.com>...
> Hi Nick
>
> We could always fake your kidnapping, you go to the event, i keep phoning
> 'her indoors', but any ransom she pays is mine!!, you just appear the
> following morning with a convenient 'roughed up' look and some rope burns.
> Maybe you could visit your 'bit of rough' on the way home, that'll save me
> smacking you about.
>
> > I WANTED TO GO..... but the wife said no, we have to go t the fugging
> > inlaws..... arghhh
> >
> > Next time guys give me more warning....
> >
> > --
> > Nick Harlow
> > 16/32 Systems
> > Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
> > Web Site: http://www.1632systems.co.uk
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.456 / Virus Database: 256 - Release Date: 18/02/2003

938. Hi Group.....Wanted plz, any info, Web sites, for the ST models & saving my FD disks to .ST files

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 08:49:30 UTC
From: Knew-Bee <Knew-Bee@DontKnowStitch.co.uk>
Message-ID: <b3cmb7$28n$1@newsg3.svr.pol.co.uk>
Source record: 29219

[No readable article body recovered]

939. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 09:17:14 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e5a016a1a9bf20@europe-shareware.org>
Source record: 29221

Hello,

in article <BA7B9647.C6CE%gfa@basic.net> (comp.sys.atari.st),
lp wrote on Fri 21-02-2003 08:39 (-0500):

> in article Pine.MNT.4.31.0302211416500.153-100000@easymint, Martin
> Tarenskeen at nospam@zonnet.nl wrote on 2/21/03 8:24 AM:
>
> > I tried BubbleGEM with CAB 2.8 but it isn't much help. It is working, but
> > I'm only getting texts like
> >
> > DialogID=$011A
> > ObjectID=000A
> >
> > To me it looks like CAB 2.8 was released before it was really finished. Or
> > is there some file from CAB missing on my system ?
>
> That is what happens here too, I never figured out why.

The bubble help files of Cab and its modules rely on the corresponding
rsc files. There is some sort of checksum issue with the first item in a
dialog where the help text apply, this gives the DialogID. If it doesn't
match - this is what can happen with a raw translation in the hlp file -
you will just see the DialogID and ObjectID. One need a special tool to
compile the help files.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

940. Re: Screenblaster II

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 11:54:34 UTC
From: <>
Message-ID: <1046159394-504801AEicMi@ntlworld.com>
Source record: 29239

From: <mille@ebox.NOSPAM.tninet.se>
Date: Sun, 23 Feb 2003 18:58:24 GMT

> maybe it was that I told MagiC to boot one app at a time
>and not several at once? Is this possible?.

It is, you need to put this line in your MAGX.INF file:

;#_TSL <non-preemptive>

And set Preemptive Multitasking to on in the Timeslice CPX.

Cheers

Derryck

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

941. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 13:45:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200302241445.a10541@du3.maus.de>
Source record: 29168

G>Check. Try one fan at first.

Why should I? It's working perfectly even in summer (at ~35 degrees centigrade).

G>Are your HD and CDRW both IDE (you mention the CDRW is)?

Yes. They are.

G>If so, how are they connected physically?

I am using an adaptor from 2,5" to 3,5" and then a single cable with two connectors not longer than 44cm.

G>Also, what PC-keyboard connector do you use?

I am using an old DDD (German ATARI dealer) connector.

Tschuess,

Frank

942. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 13:47:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200302241447.a10542@du3.maus.de>
Source record: 29169

G>A partial answer to this. The CT2/Nova combo is also a double-mounted
G>card and apparently no damage has been done. Frank, can you verify
G>this?

I have an afterburner, a screenEye and a NOVA working in total harmony in my tower case. No damage to see.

Tschuess,

Frank

943. Looking for Nicola Rossi

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 16:45:38 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b3di7i$en6$1@tyfon.itea.ntnu.no>
Source record: 29222

I'm trying to mail him, but his ISP refuses to accept any of the
SMTP-servers I use...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

944. Zork Trilogy

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 17:34:45 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0302240934.311e070b@posting.google.com>
Source record: 29223

Has anyone tried to run the Zork Trilogy on Steem or other like TOS
emulators on a PC? I want the girlfriend to experience Zork, but don't
what her baffeled and confused when I install an emulator on her PC.
Thanks,
Mike

945. Re: Zork Trilogy

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 17:37:27 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3E5A7415.9E7185A1@ev1.net>
Source record: 29224

```
rustynutt wrote:
>
> Has anyone tried to run the Zork Trilogy on Steem or other like TOS
> emulators on a PC? I want the girlfriend to experience Zork, but don't
> what her baffeled and confused when I install an emulator on her PC.
>
Why don't you just get a PC version of Zork??? Then you won't need
the emulator at all...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

946. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 18:28:54 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3do94$v2$1@helle.btinternet.com>
Source record: 29226
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

Hi GrueMaster

> Would you just grow up. Ben is just trying to let the community know that
> there is still a source for atari related items.

Ben is spamming the group with his commercial advertising which is against
base rules, whereas having an opinion however unsavoury is with the rules.

>Having met & purhcased from him on numerous occasions, I found him to be
one of the few good
> resources to help maintain my collection of atari-abilia (CES 2600, 7800,
> CX800, 800XL, Jaguar, & 3 1040STfm systems).

So you're biased anyway

> If you don't have anything constructive to say, then please slither back
> to the alt.spank.my.ass news groups that you apparently are fond of.

Again, opinions are with the rules, advertising is against the rules.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.456 / Virus Database: 256 - Release Date: 18/02/2003

947. Re: Need help recovering data

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 18:28:57 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3do97$v2$2@helle.btinternet.com>
Source record: 29225

Hi GrueMaster

> I need some help recovering my data from an old Microscience HH-1050 40M
> drive. I haven't used my system in several years, due to lack of space,
> and have recently purchased a new drive system from Ben Smith (thanks,
> Ben).
>
> I'd like to recover the data, but I think that my adaptec 4070 controller
> is flaking out. Most of the time, the ICD controller won't see it on the
> bus, and when it does, it won't detect the drive. I've found the specs to
> change drive ID's, and that isn't the problem.

If its been out of use for some while the PSU may be playing up due to the fact that Electrolytic Capacitors don't like not being used. leave it powered up for as long as you're able, you may find it starts working fine after that.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.456 / Virus Database: 256 - Release Date: 18/02/2003

948. Re: HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 18:29:04 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3do9b$v2$3@helle.btinternet.com>
Source record: 29227

Hi there Mr.. dual personality.

"Michael and Nicole Freeman"

> I've got a major problem, and need some advice...
>
> Today I was playing around with the newest Aniplayer, and had gotten it
set
> up fairly well. When I went to save settings, I got a "Fatal Error in
> GEMDOS" message from Magic. I've run into this before with various things,
> as Magic tends to have this error a lot on my system with no really
negative
> results besides having to reboot, and wasn't too concerned until I did
> reboot.
>
> First, the system crashed as it was attempting to load the hard disk
driver.
> This really freaked me out.

Its possible in my opinion that the SLB's installed by Aniplayer may be the subject of some conflict, have a look throough MAGIX.INF and comment out the Aniplayer SLB's and reboot.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.456 / Virus Database: 256 - Release Date: 18/02/2003

949. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 19:10:51 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <%6u6a.3733$vU3.389310@newsread1.prod.itd.earthlink.net>
Source record: 29228
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

"Steve Sweet" <Steve.Sweet@btopenworld.com> wrote in message
news:b3do94$v2$1@helle.btinternet.com...
> Hi GrueMaster
>
> > Would you just grow up. Ben is just trying to let the community know
that
> > there is still a source for atari related items.
>
> Ben is spamming the group with his commercial advertising which is against
> base rules, whereas having an opinion however unsavoury is with the rules.

Can you show me a copy of this rule?

There was a informal group enforcement of no commercial posts back in the
80's. Much of the internet was being run on government subsidized computers
that allowed no commercial posts. There was also the .biz hierarchy for them
to use instead of this hierarchy. AFAIK there never was an official rule
against commercial posts but I would welcome the information.

There are rules for some of the newer groups like the programming, binary,
and announce, just for the older groups they never had a charter.

This all changed with the Al Gore legislation that created<sic> the internet
as we now know it.

950. Re: ADV: Atari Sales, Service & Support

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 19:15:51 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3e5a6f63$0$253$4c56ba96@master.news.zetnet.net>
Source record: 29229

On 24 Feb 2003 18:28:54 , "Steve Sweet" wrote:
Hi GrueMaster

>Ben is spamming the group with his commercial advertising which is against
>base rules, whereas having an opinion however unsavoury is with the rules.

>So you're biased anyway

>Again, opinions are with the rules, advertising is against the rules.

When is advertising not advertising Steve? Surely I read a mail of
yours recently advertising the Cheshunt Computer Club?

You cant have it both ways Steve.I have never dealt with "Ben" so
have no axe to grind BUT I feel that we should all help each other to
try and keep the Atarian community alive.

Very often we pass details of hardware and software to each
other,tell each other where to find it,even to the extent of giving
commercial firms details. All advertising surely?

Regards

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

951. Re: Silent Service help needed

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 20:59:32 UTC
From: Beno&#65533;t Morrissette <XXXbenoitmorrissette@hotmail.comXXX>
Message-ID: <9t1l5v8mjrgu49ojc59bnkdr452cun1re1@4ax.com>
Source record: 29230

On Sat, 22 Feb 2003 05:08:32 +0100, "Buckiboy" <jens-lippmann@t-online.de>
wrote:

>Hi there!
>
>Hope you have some nice time with your Ataris.
>I need to know if there are any harbours in Sid Meier's Silent Service and,
>if so, I need the locations.

Midway, Brisbane and Fremantle.

>On mission startup there's a difficulty setting named 'port repairs only' so
>there must exist some but I never found any.

From page 8 of instruction booklet:

4) PORT REPAIR ONLY
If this level is selected repairs will no longer be accomplished automatically
while in battle or on patrol. Once an item of major equipment is damaged, it
may not be repaired.

You don't "dock" to a port, you just return to it. In the War Patrol scree,
when the screen turn green, you press the right mouse button to end the mission.

>BTW I really would like to know to which island the most northern east plot
>on the pacific ocean map refers to (that one where you start the training).
>From its outline I'd say it's not Wake island, Midway islands or any
>Hawaiian island (incl. Pearl Harbour). Damn this really puzzles me.

Believe me, it is Midway!

>
>Any hint/help welcome.
>Do you know if there's a conversion of Silent Service 2 for Atari ST?

I don't know...

>
>regards
>Jens (the mighty Buckiboy)
>
>
Benoï¿½t Morrissette...

952. Re: Zork Trilogy

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 21:24:41 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v5l3coimski52@corp.supernews.com>
Source record: 29231

Just extract the story dat file from the tos version disk. and copy to a
WinFroz directory on the PC and you have TOS Zork on the PC using the
WinFroz infocom Emulator. Tads are very easy to use on the PC and you still
have the windowed environment. I have done this with Zork I and Zork II but
I don't have Zork III story dat file yet. But back to STeem, once the disks
are set up for insertion as emulated drives it should be a fun experience
for anyone. They are all black and white to me.. text, and more text.
Good Luck
RoyE

"Rustynutt" <rustynuttspamblock@hotmail.com> wrote in message
news:lc0l5vc74q8pnvv0ftal0e98gib4hevufv@4ax.com...
> On Mon, 24 Feb 2003 17:37:27 GMT, Charles Richmond <richmond@ev1.net>
> wrote:
>
> >rustynutt wrote:
> >>
> >> Has anyone tried to run the Zork Trilogy on Steem or other like TOS
> >> emulators on a PC? I want the girlfriend to experience Zork, but don't
> >> what her baffeled and confused when I install an emulator on her PC.
> >>
> >Why don't you just get a PC version of Zork??? Then you won't need
> >the emulator at all...
>
> I haven't seen the PC version. I already have the TOS software, which
> works fine for me. Just don't see any point in purchasing another copy
> when the emulators are free. Does the PC version have graphics? If so,
> yech! Can't play Zork that way.
> Mike

953. Re: Zork Trilogy

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 21:54:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <cj3e3b-qgd.ln@speaker.rodsbooks.com>
Source record: 29232

In article <lc0l5vc74q8pnvv0ftal0e98gib4hevufv@4ax.com>,
Rustynutt <rustynuttspamblock@hotmail.com> writes:
> On Mon, 24 Feb 2003 17:37:27 GMT, Charles Richmond <richmond@ev1.net>
> wrote:
>
>>rustynutt wrote:
>>>
>>> Has anyone tried to run the Zork Trilogy on Steem or other like TOS
>>> emulators on a PC? I want the girlfriend to experience Zork, but don't
>>> what her baffeled and confused when I install an emulator on her PC.
>>>
>>Why don't you just get a PC version of Zork??? Then you won't need
>>the emulator at all...
>
> I haven't seen the PC version. I already have the TOS software, which
> works fine for me. Just don't see any point in purchasing another copy
> when the emulators are free. Does the PC version have graphics? If so,
> yech! Can't play Zork that way.

There are many freeware programs that can run Infocom data files. These
programs are called "Z-machine interpreters." Here's a site with links to
a bunch, on various platforms:

http://www.csd.uwo.ca/Infocom/interp.html

Try a Web search if you want to find more. You should be able to copy the
data file from your ST copy of Zork (or whatever) onto another system and
run it with the freeware interpreters. I don't have any original ST
Infocom games, but I've got a collection pack on CD-ROM, and I've run
their program files on Linux, Windows, MacOS, and a Psion handheld with
no problems.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

954. Re: Zork Trilogy

Newsgroup: comp.sys.atari.st
Date: 2003-02-24 23:17:26 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3E5AC3C0.18ED67F0@ev1.net>
Source record: 29233

Rustynutt wrote:
>
> On Mon, 24 Feb 2003 17:37:27 GMT, Charles Richmond <richmond@ev1.net>
> wrote:
>
> >rustynutt wrote:
> >>
> >> Has anyone tried to run the Zork Trilogy on Steem or other like TOS
> >> emulators on a PC? I want the girlfriend to experience Zork, but don't
> >> what her baffeled and confused when I install an emulator on her PC.
> >>
> >Why don't you just get a PC version of Zork??? Then you won't need
> >the emulator at all...
>
> I haven't seen the PC version. I already have the TOS software, which
> works fine for me. Just don't see any point in purchasing another copy
> when the emulators are free. Does the PC version have graphics? If so,
> yech! Can't play Zork that way.
>
Well, *no* graphics on the PC version...so you are safe there.

It is my understanding that the current owners of Zork (Activision)
have released the programs for free. You can download a PC Zork
at:

<http://www.csd.uwo.ca/Infocom/>

They have Zorks I, II, and III...

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

955. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 03:46:56 UTC
From: Larry <gimpogotch@Nospam.com>
Message-ID: <3e5ae81a$1@news3.accesscomm.ca>
Source record: 29236
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

That's just stupid. Ben is a asset to the Atari community and I am glad that he posts here. You sir are a idiot.

"Anonymous" <cripto@ecn.org> wrote in message news:6d5ebdc64eba1527fb2c30939e99ca0f@ecn.org...
> Hi, I'm Ben Smith, proprietor of Fags R Us! I'm a big fagot who occupies a
> unique niche in the homosexual World! Most fags stick to just fucking other
> fags but I like meeting NEW fagots, I also sell Used/2nd Hand dildoes and sex
> toys!
>
> So not only do I fuck NEW fags, I also sell used sex toys you may not be able
> to find anymore at Swap Meets, Thrift
> Stores or even Auctions Sites! And I sell for less! And unlike those who
> will remain anonymous! I test my sex toys before I sell them. I can afford
> to sell for less because I keep overhead down, avoid making promises I cant
> keep and avoid offering services I cant follow up on! So not only can I sell
> you some Great New sex toys! But I can sell you hard to find 2nd Hand specially
> made for gays Goods, partly because I'm the fagot most people come to when
> they want to give their dildoes a New Home! I'm saving Orphaned sex toys from
> Oblivion!
> Act Now,or I can't save you any Money!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love me being a big fagot and the
> speedy service! I also have lots of gay sex Reference Books. Which I can Mail
> by special Book Rate for fagots!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, Call fagboy Benny anytime at (503)256-9974!!!
>
>
>
>

>

956. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 03:51:00 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0302241951.3b57968f@posting.google.com>
Source record: 29234

<derryck@.cix.co.uk.invalid> wrote in message

> >I was thinking much the same thing. A new top covering the old base
> >would work well. We would need a 3.5" internal bay, a 5.25" external
>
> A commercial solution was/is available, the DeskTopper. Take the top cover of
> your Atari off and replace with the DeskTopper - plenty of space and there's a
> shelf for extra drives, PSU, etc.

I remember the DeskTopper, but haven't seen one for sale in ages.

Galen

957. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 03:55:58 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0302241955.249353bc@posting.google.com>
Source record: 29235

wmartz@firstpresdalton.org (Wayne Martz) wrote in message
> Thank you for starting this thread Galen, because I've been pondering
> this too. I've got a CT2B'd Falcon which I plan to leave alone. I've
> got a Nemisis Falcon, which is destined for the CT60. I hope I won't
> have to remove the Nemesis, and can run it at 20. Anyway, I hope to
> put the Nemesis falcon in a tower with a new IDE HD, My 4.5 Gig SCSI,
> My SCSI CDRW and a new IDE CDRW (Which I haven't bought yet!) I expect
> I'll need a big case to hold all that.

Due to the length of the Falcon's motherboard, I think a full size
tower (5+ external 5.25" bays) would be a good idea.

> I also use a Cartmaster light
> from Wizztronics to let me use my Steinburg and soundpool carts at the
> same time. (It holds 2 carts.) I wonder if it'll be a problem dealing
> with it? It would be nice if the Cartmaster lite were accessable
> without opening the case!

I'm pondering how to do a "reverse" installation, where the
motherboard were mounted on the left of the case. This would enable
the cartridge port to be accessable from the top.

Galen

958. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 06:39:57 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0302250736550.134-100000@easymint>
Source record: 29237

On Mon, 24 Feb 2003, Pascal Ricard wrote:

> > > I tried BubbleGEM with CAB 2.8 but it isn't much help. It is working, but
> > > I'm only getting texts like
> > >
> > > DialogID=$011A
> > > ObjectID=000A
>
> The bubble help files of Cab and its modules rely on the corresponding
> rsc files. There is some sort of checksum issue with the first item in a
> dialog where the help text apply, this gives the DialogID. If it doesn't
> match - this is what can happen with a raw translation in the hlp file -
> you will just see the DialogID and ObjectID. One need a special tool to
> compile the help files.
>

Whatever the reason is for this problem, the key question is: Does an
English translation with matching RSC and HLP files exist, and if so,
how/where can I get it ?

Martin Tarenskeen

959. GDOS font editor

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 06:43:50 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0302250741430.134-100000@easymint>
Source record: 29238

I'm looking for an editor for GDOS bitmap fonts. What should I look for ?

Martin Tarenskeen

960. TT

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 11:11:56 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3e5b4f8b$0$31646@echo-01.iinet.net.au>
Source record: 29240

Is it possible to up the refresh rate on the TT 030 or is it stuck at 60Hz?

961. Re: HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 11:35:08 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e5b6cb628a5574@europe-shareware.org>
Source record: 29243

Hello,

in article <b3do9b$v2$3@helle.btinternet.com> (comp.sys.atari.st),
Steve Sweet wrote on Mon 24-02-2003 18:29 (GMT):

> Its possible in my opinion that the SLB's installed by Aniplayer may be the
> subject of some conflict, have a look throough MAGIX.INF and comment out the
> Aniplayer SLB's and reboot.

Aniplayer SLBs should not be set in magic.inf, I think.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

962. Re: WTB: Atari Falcon...

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 11:50:41 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0302250350.60f45e27@posting.google.com>
Source record: 29241

Hi,

Still looking for an Atari Falcon 030 in original case with 4MB of ram or more(or the C-Lab released one that looks just like the original Falcon)... plus internal HD. Anything extra is cool!
I would like it to be in very nice condition and obviously working well!
Need to do some direct-to-disk recording and I want to do it on a Falcon like I used to....plus
I got some games I wanna give a go on the sucker! :)

If your not looking for cash, I also have lots of stuff for trade!
Look... :

Sega CD and Genesis with over 40 games!
FZ-10 Panasonic 3DO with 6 games / 2 controllers
Sega CDX (needs minor work with lid closing detection, but works well!)
Sega Saturn with over 25 games (Lightgun, 3D controllers, regular controllers, rental case, the works!)(Near-perfectly Mint Saturn!)
Sega Saturn Plays Imports/Backups
Nintendo 64 with Mario 64 and some games
Tons of Baseball/Basketball/Racing Cards
Zero 5 and some other stuff for the Atari Jaguar
6 Star Trek games for PC
GTA3, Vice City, Freakstyle, Spyhunter for the PS2
PS2 BOXED w/2 controllers & 8MEG Memory Card
NEW DSL (Great if your renting a box?)
I'm sure I have some other interesting items 'lying' around here....

I'll send pics of anything your possibly interested in! Thanks!
Please e-mail me at adistortions@aol.com

Clint Thompson

963. Re: GDOS font editor

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 12:10:07 UTC
From: Beno&#65533;t Morrissette <XXXbenoitmorrissette@hotmail.comXXX>
Message-ID: <t7nm5vcfsc1tnrhsmegn1u4cushki633hl@4ax.com>
Source record: 29242

On Tue, 25 Feb 2003 07:43:50 +0100, Martin Tarenskeen <nospam@zonnet.nl> wrote:
I use Fontz! by Neocept.

Benoï¿½t Morrissette
>
>I'm looking for an editor for GDOS bitmap fonts. What should I look for ?
>
>Martin Tarenskeen

964. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 14:08:26 UTC
From: sidcelery@cix.co.uk
Message-ID: <b3ftcp$28m$1@thorium.cix.co.uk>
Source record: 29245

On 11 Feb 2003 09:48:36 , <derryck@.cix.co.uk.invalid> wrote:
> From: nick@1632systems.co.uk
> Date: Mon, 10 Feb 2003 18:20:37 GMT
>> Well it looks like FAST CLub has finally hit the dust...

Things had been very slack for a long time. Even while Paul was still around.

> I've fond memories of the newsletter they published - very
> professional and useful articles.

I think I only got really interested in what was happening when the Newsletter magically and unexpectedly transformed itself into ST Applications. Articles by Ofir Gal, Vic Lennard, Jon Ellis, Paul Rossitor and Gunter Minnerup (whose TT I'm using now!) were the people that enthused me back then (plus some geezer named Croker IIRC!).

We've got quite more than we know to thank Paul Glover for. Sadly missed...

> It's a pity that ImageCopy hasn't been released with a public key,
> unless the author is still accepting registrations.

I've just been looking through the old CiX conferences (stapplications\imagecopy) to remind myself how incredibly active development was. The last beta upgrade I saw was v4.2b2 before I went AWOl myself. Did that ever go much further?

Jeremy Hughes was also a fantastically helpful character. In my old GDOS days, his Fontkit Plus program was a sign of how exceptional he was as a programmer. I was going to do so much with that program...

<sigh>

regards
Harry

965. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 14:08:28 UTC
From: sidcelery@cix.co.uk
Message-ID: <b3ftcr$28m$2@thorium.cix.co.uk>
Source record: 29244

On 11 Feb 2003 19:41:33 , "Martin \"Nightowl\" Byttebier" wrote:
>on ma, 10 feb 2003 18:20:37 GMT wrote:
>> They were a stalwart of the Atari scene in the UK and produced many
>> fine programs, Imagecopy for one.
>
> They surely will be missed.
> Although Imagecopy can't cope quite well with a modern OS such as
> freeMiNT/N_AES I use Imagecopy almost daily.
> I hope the author will release the sources someday or make a new
> version.

Going through the old messages, if those programs had been used by the people giving him feedback he would certainly have supported it. He did loads for adjustments for Magic\TOS (which he had) and Neodesk and Geneva and used to respond to feature & upgrade requests several times daily at one time, even after he became a Mac programmer.

regards
Harry

966. Re: ADV: Atari Sales, Service & Support

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 14:14:30 UTC
From: <>
Message-ID: <1046179494-527475AEicMi@ntlworld.com>
Source record: 29146

From: dhunt@zetnet.co.uk (Derek W W Hunt)
Date: 24 Feb 2003 19:15:51 GMT

>>Again, opinions are with the rules, advertising is against the rules.
>
> When is advertising not advertising Steve? Surely I read a mail of

Advertising is generally commercial.

> yours recently advertising the Cheshunt Computer Club?

That's publicity.

> You cant have it both ways Steve.I have never dealt with "Ben" so

Except that they're two different things.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

967. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 14:16:12 UTC
From: <>
Message-ID: <1046179496-527659AEicMi@ntlworld.com>
Source record: 29147

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Tue, 25 Feb 2003 07:39:57 +0100

>Whatever the reason is for this problem, the key question is: Does an
>English translation with matching RSC and HLP files exist, and if so,
>how/where can I get it ?

As I've already stated: The very latest version of CAB2.8 with all the helkp
files is available from Atari Workshop.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

968. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 15:15:28 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <2ML6a.4090$EN3.31772@newsfep4-glfd.server.ntli.net>
Source record: 29148

Hello.

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0302241951.3b57968f@posting.google.com...
> <derryck@.cix.co.uk.invalid> wrote in message
>
> > >I was thinking much the same thing. A new top covering the old base
> > >would work well. We would need a 3.5" internal bay, a 5.25" external
> >
> > A commercial solution was/is available, the DeskTopper. Take the top
cover of
> > your Atari off and replace with the DeskTopper - plenty of space and
there's a
> > shelf for extra drives, PSU, etc.
>
> I remember the DeskTopper, but haven't seen one for sale in ages.

I have a Lighthouse case, the one that opens like a suitcase, offers.

It will stand on end like a tower, all the sockets are available.

Barrie at Keychange.

969. Re: TrueType Font utility ?

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 15:37:44 UTC
From: sidcelery@cix.co.uk
Message-ID: <b3g2k7$5cu$1@thorium.cix.co.uk>
Source record: 29150

On 13 Feb 2003 12:46:16 , <derryck@.cix.co.uk.invalid> wrote:
> From: Janka Gerhard <gerhard.janka@siemens.at>
> Date: Wed, 12 Feb 2003 10:15:10 +0100
>> xlator@cix.compulink.co.uk wrote:
>>> Sure - Fontname, which comes with NVDI.
>> It seems I did not recognize its possibilities when I installed
>> NVDI and looked through the add-ons.
> My complaint with Fontname is that it doesn't show the fonts that
> are installed unless you drag them all to its window. I can't see
> why it can't read your NVDI inf file and fill its window with the
> fonts in that path IYSWIM.

What fonts did Matthew Carey's Fonty handle? Didn't it allow you to
edit TrueType's?

regards
Harry

970. Re: GDOS font editor

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 15:37:45 UTC
From: sidcelery@cix.co.uk
Message-ID: <b3g2k8$5cu$2@thorium.cix.co.uk>
Source record: 29149

On 25 Feb 2003 07:43:50 , Martin Tarenskeen wrote:
> I'm looking for an editor for GDOS bitmap fonts. What should I look
> for?

Undoubtedly, Fontkit Plus v4.11 by Jeremy Hughes (who later wrote Imagecopy). Unfortunately it was from the FaST Club, but I don't know whether someone like Nick Harlow @ 16/32 may still have it to sell...

Provided with font converting utilities (from Calamus and Signum) and a font compression utility (Trimfont) it'll do everything you could want.

regards
Harry

971. Re: HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 17:03:12 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fqy6ol.7yt9jv1acknnqN%NOSPAMS@wanadoo.fr>
Source record: 29151

Michael and Nicole Freeman <nameerf@flash.net> wrote:

> in article 3e5897b229bd84@attbi.com, Edward S. Baiz Jr. at
> edbaizjr@attbi.com wrote on 2/23/03 7:44 AM:
>
> > Any chance you have a backup of the Magx.inf file? There is
> > usually one on the C drive. I would just boot up in regular Tos,
> > delete the present Magx.inf file and use the backup. Then try the
> > new version of Aniplayer.
>
> Well, I looked into it a bit more, and it appears that when Aniplayer
> crashed while saving its INF file, it messed up my C: drive's directory

It's just a system call Fwrite.

> structure. So it's not just the Magx.inf file, but a number of really
> important files and programs have been damaged. Fortunately, the C: drive I

I think your FAT was already damaged before.
MagiC contains somes bug, I remember a FAT destroyed after delete a file
with MagXDesk because the file was not closed. For exemple during a long
file download with CAB, you delete with the desktop the same file. It's
the crash "FATAL ERROR IN GENDOS...", sometimes the FAT or directory are
destroyed.

> reserve for bootup, OS, and other system-oriented stuff. That I have backup
> copies for. If it had happened to my other partition, it may have destroyed
> most recently-created documents and files that I would have never been able
> to recover. I guess that gives me good reason to grab all my documents and
> put them on backup floppies as soon as I get my C: drive put back together!

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

972. Re: HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 17:03:13 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fqy779.1skypwrn7nvswN%NOSPAMS@wanadoo.fr>
Source record: 29152

Pascal Ricard <nospam@mydomain.thanx.invalid> wrote:

> Hello,
>
> in article <b3do9b$v2$3@helle.btinternet.com> (comp.sys.atari.st),
> Steve Sweet wrote on Mon 24-02-2003 18:29 (GMT):
>
> > Its possible in my opinion that the SLB's installed by Aniplayer may be the
> > subject of some conflict, have a look throough MAGIX.INF and comment out the
> > Aniplayer SLB's and reboot.
>
> Aniplayer SLBs should not be set in magic.inf, I think.

Yes !

Only MagiC extensions must be set in magic.inf because this SLB are
loaded at start.
If you set Aniplayer SLBs in magic.inf you can buy memory...

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

973. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 18:10:16 UTC
From: raz <raz@live4freetheyallpay.co.uk>
Message-ID: <b3gbt6roq1@news7.svr.pol.co.uk>
Source record: 29153

"Harry Sideras" <sidcelery@cix.co.uk> wrote in message
news:b3ftcp$28m$1@thorium.cix.co.uk...
> On 11 Feb 2003 09:48:36 , <derryck@.cix.co.uk.invalid> wrote:
> > From: nick@1632systems.co.uk
> > Date: Mon, 10 Feb 2003 18:20:37 GMT
> >> Well it looks like FAST CLub has finally hit the dust...
>
> Things had been very slack for a long time. Even while Paul was still
> around.
>
> > I've fond memories of the newsletter they published - very
> > professional and useful articles.
>
> I think I only got really interested in what was happening when the
> Newsletter magically and unexpectedly transformed itself into ST
> Applications. Articles by Ofir Gal, Vic Lennard, Jon Ellis, Paul
> Rossitor and Gunter Minnerup (whose TT I'm using now!) were the people
> that enthused me back then (plus some geezer named Croker IIRC!).
>
> We've got quite more than we know to thank Paul Glover for. Sadly
> missed...

Even though he was a thief and did a bunk owing subscription money to many
people

974. Help with Atari 1024STF

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 18:55:05 UTC
From: Manfred Georg Kitzbichler <manfred.kitzbichler@uibk.ac.at>
Message-ID: <3E5BBC09.A1C52A21@uibk.ac.at>
Source record: 29154

Hi there!

I recently acquired an Atari 1024STF which had been used at the local university. Unfortunately I don't have a clue how to get it to work since it's my first Atari ever.
When I switch it on nothing much happens, all I get is a plain white screen. I tried to make a TOS disk by using some tools and disk-images from the net but when I insert the disk the computer doesn't respond in any way.
In order to find the possible cause for the machine's rather antisocial behaviour I tried to have a look at its interior. Apparently someone had been tinkering with the poor thing, even though admittedly I don't know what it is actually supposed to look like. Nevertheless I doubt that loose circuit boards and 68881 co-processors piggy-back mounted on the sockets of other chips are the usual Atari Inc. standard.

Anyway, can anybody tell me what to do to get a working computer form this mess ? I could of course tear out everything that looks suspicious to me but even if I make the right choices there will almost certainly remain some jumpers which are not set correctly.
On the other hand if the white screen is just fine and the problem is the lack of software it would be a shame to remove the hardware extension stuff.

So, any suggestions ?

--
Manfred

975. Correction

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 19:31:31 UTC
From: Manfred Georg Kitzbichler <manfred.kitzbichler@uibk.ac.at>
Message-ID: <3E5BC493.270AD596@uibk.ac.at>
Source record: 29155

```
Well, sorry, of course it's an Atari 1040STF.
--
```

976. Keyboard and floppy needed for 520ST

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 19:49:59 UTC
From: Witchy <news@sruasonidyranib.co.uk>
Message-ID: <l4in5v0180lh7kka8dppnsl3cm3fpns360@4ax.com>
Source record: 29156

Hi folks,

Just wondering if any UK lurkers and regulars have a keyboard and floppy drive for an Atari 520STfm? Got one here that's had An Incident with its keyboard and has been repaired in the past but has since gone bad again (repairable I guess), but it appears that the floppy is toast since it continually tries to seek track 0 and won't read/write even Atari format disks.

Anyone? :)

cheers

Witchy

977. game CDs - request for info

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 21:10:19 UTC
From: doom_master@SPAMbtinternet.com
Message-ID: <1fqyg1g.19i2od21xm2154N%doom_master@SPAMbtinternet.com>
Source record: 29157

Hi, does anyone know a few good websites with info on the various "CDs"
for the ST - like Pompey, FOFT, Automation, etc??
Not bothered about downloads, just information really like content and
general history, etc..

TIA :-)

--
Steve
= = =
Apple Mac + emulation FTP
http://massiveftp.serveftp.com/

978. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 22:28:00 UTC
From: Mark Davies <mark.davies@spamless.tesco.net>
Message-ID: <zNS6a.538$IV6.202986@newsfep2-win.server.ntli.net>
Source record: 29161

you the original Strider? as in Strider shareware stuff? Was at Lancaster
Uni (I think).

The MSA files should be on the POVCD.

"Strider" <doom_master@SPAMbtinternet.com> wrote in message
news:1fqu2ur.r02p4lhml2qqN%doom_master@SPAMbtinternet.com...
> > POV late to the scene????
> >
> > I started making POV stuff in 1987 (I think). We made loads of
compilations
> > and a few demos but we had poor distribution so nobody knew us.
> >
> > You can get 75% the POVs from www.povcd.info the rest are on
> > http://pacidemo.planet-d.net/
>
> actually, i didn't mean it like that.. sorry! I know there were lots of
> demos and stuff. I guess i meant by the time i discovered POV cds i'd
> already got tons of medway, pompey, etc.. They were first iyswim..
> Anyway mark, i got all the POV discs directly from YOU years back, now i
> want msa versions for the emulators on my mac:)
>
> --
> Steve
> = = =
> Apple Mac + emulation FTP
> http://massiveftp.serveftp.com/

979. Re: game CDs - request for info

Newsgroup: comp.sys.atari.st
Date: 2003-02-25 23:57:40 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v5o0nnpbpghqed@corp.supernews.com>
Source record: 29158

Steve

The index.blurb on the FTP sites have a lot of information about CDs contents and also the SewerDoc CDs have information about contents and historys of the various other CDs.

RoyE

"Strider" <doom_master@SPAMbtinternet.com> wrote in message news:1fqyg1g.19i2od21xm2154N%doom_master@SPAMbtinternet.com...
> Hi, does anyone know a few good websites with info on the various "CDs"
> for the ST - like Pompey, FOFT, Automation, etc??
> Not bothered about downloads, just information really like content and
> general history, etc..
>
> TIA :-)
>
> --
> Steve
> = = =
> Apple Mac + emulation FTP
> http://massiveftp.serveftp.com/

980. Re: GDOS font editor

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 00:37:00 UTC
From: lp <gfa@basic.net>
Message-ID: <BA81765C.CA88%gfa@basic.net>
Source record: 29159

in article Pine.MNT.4.31.0302250741430.134-100000@easymint, Martin
Tarenskeen at nospam@zonnet.nl wrote on 2/25/03 1:43 AM:

> I'm looking for an editor for GDOS bitmap fonts. What should I look for ?

I have one made by Tom Hudson I think, perhaps it came with Degas Elite.
I'm not sure, it's been a long time since I used it.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

981. Re: TT

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 00:39:19 UTC
From: lp <gfa@basic.net>
Message-ID: <BA8176E7.CA89%gfa@basic.net>
Source record: 29160

in article 3e5b4f8b$0$31646@echo-01.iinet.net.au, JLM at Nospam@fuck.com
wrote on 2/25/03 6:11 AM:

> Is it possible to up the refresh rate on the TT 030 or is it stuck at 60Hz?

If you have one of the special 1280x960 mono monitors, it will do 70Hz.
If you are refering to color modes, I think it's stuck at 60Hz.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

982. Re: ADV: Atari Sales, Service & Support

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 03:39:29 UTC
From: GrueMaster <nospam.gruemaster@yahoo.com>
Message-ID: <pan.2003.02.26.03.39.29.441205@yahoo.com>
Source record: 29162

On Tue, 25 Feb 2003 14:14:30 +0000, derryc wrote:

> From: dhunt@zetnet.co.uk (Derek W W Hunt) Date: 24 Feb 2003 19:15:51 GMT
>
>>>Again, opinions are with the rules, advertising is against the rules.
>>
>> When is advertising not advertising Steve? Surely I read a mail of
>
> Advertising is generally commercial.
>
>> yours recently advertising the Cheshunt Computer Club?
>
> That's publicity.
>
>> You cant have it both ways Steve.I have never dealt with "Ben" so
>
> Except that they're two different things.
>
>
>
> Cheers
>
> Derryck

So, where are these "rules" posted. I don't see any rules when I open my news reader. If you want an advertisement free zone, then setup and moderate your own group. It's not like Ben (or anyone else) is still making great sums of money selling Atari stuff. The company doesn't even exist anymore (except as a name on some other company's books).

Besides, it's not like he is spamming the net. Hell, try doing a search on google for atari sales. There aren't many that still activly support us. ICD canceled my order for their Pro HD utilities suite, B&C Computervisions refunded my paypal account because they don't have the controller I had ordered off their web site, and I haven't found many others in the states that have stuff.

Live & let live. Support him or don't, that's your perogative. Just don't post negative, childish crap.

GrueMaster

983. Re: HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 04:12:57 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA818D71.2B5F7%nameerf@flash.net>
Source record: 29163

in article 1fqy6ol.7yt9jv1acknnqN%NOSPAMS@wanadoo.fr, Didier MEQUIGNON at NOSPAMS@wanadoo.fr wrote on 2/25/03 9:03 AM:

> I think your FAT was already damaged before.

Can it be damaged and not have any ill effects on any files or programs, though? I everything on the C: drive worked properly until I tried saving Aniplayer's INF file, then suddenly very little works properly - I am of course, not implying that it was Aniplayer's fault, just that that's what I happened to be doing when the "Fatal Error" occured.

> MagiC contains somes bug, I remember a FAT destroyed after delete a file
> with MagXDesk because the file was not closed. For exemple during a long
> file download with CAB, you delete with the desktop the same file. It's
> the crash "FATAL ERROR IN GENDOS...", sometimes the FAT or directory are
> destroyed.

Yep, that sounds very similar to what happened. Do you know if the new Magic version 6.2 addresses this at all? I'm using 6.01, and was wondering what an upgrade would get me besides $50 less in my wallet. If it solves this problem, it'd be well worth the upgrade!

Mike Freeman
nameerf@flash.net

984. New on TAMW: addition to KCS4.ZIP

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 05:58:33 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0302252158.8e2de3d@posting.google.com>
Source record: 29164

Hi all

Thanks to the DR(T) for permission and also to Trond (of the
Atari-MIDI forum)for the actual software, I have added the SONG EDIT
MPE to the KCS ver 4 Zip.This really completes this archive as an
official KCS Omega II package.So if you have recently downloaded ver 4
with PVG, go back again to get the whole suite.

http://tamw.atari-users.net/omega.htm

Word of note: if you like the software (and you should!) please pay
the registration fee!! SUPPORT ATARI PROGRAMMERS (past and present)

Thanks!

Tim

****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

985. Re: Help with Atari 1024STF

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 06:30:04 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0302252230.353f108a@posting.google.com>
Source record: 29165

Manfred Georg Kitzbichler <manfred.kitzbichler@uibk.ac.at> wrote in message news:<3E5BBC09.A1C52A21@uibk.ac.at>...
> Hi there!
>
> Anyway, can anybody tell me what to do to get a working computer form
> this mess ? I could of course tear out everything that looks suspicious
> to me but even if I make the right choices there will almost certainly
> remain some jumpers which are not set correctly.
> On the other hand if the white screen is just fine and the problem is
> the lack of software it would be a shame to remove the hardware
> extension stuff.
>
> So, any suggestions ?

Well, as you may guess, a white screen isn't what you are supposed to get. An Atari has a basic operating system in ROM, so you should get to the (usually green) desktop if no software is loaded.

The 1040STF has few (if any) jumpers. If you can provide some data as to what was done, we might me able to help. Otherwise, I'd start tearing out stuff.

Galen

986. TAMW: Register KCS ver4 and Get The Manual!

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 06:43:22 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0302252243.2b620969@posting.google.com>
Source record: 29166

Hi All

As an incentive to get more registrations for the DR, I offered the idea that if you pay the registration, you get the manual!DR T has agreed.

Details below:

Dr T (Emile Tobenfeld) has agreed to release KCS Omega Ver 4.0 as SHAREWARE.
No registration required.
No support provided.
Shareware fee is $30.00 USD

New: also included with registration is the KCS ver 5 manual in softcopy form (Microsoft WORD)Please note that the manual is for version 5 and will have the additional features of version 5 covered. It can still be used for version 4 with good results.

Send US funds to:

Alpha Channel Productions
15 Frances Road
Lexington MA 02421

Once you have sent the funds, contact emile@foryourhead.com for the manual. Once he has recieved the funds, he will email the DOC file to you.

To upgrade to version 5.0 which includes many more MPE modules, please contact Emile Tobenfeld.Please read the DOCS supplied for more details on version 5.0 . SUPPORT ATARI PROGRAMMERS!!

==========

I have to say that the manual is SUBERB!! Its over 300 pages filled with screen shots, technical as well as practical application. As mentioned it is the manual for ver 5. However it should work fine for ver 4, and give you a taste for version 5.

Lets not disapoint the Dr...please register the shareware KCS ver 4 and you will get the manual: WELL WORTH IT!!

TimC

987. Re: Help with Atari 1024STF

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 08:08:29 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <b3hsjr$f6g$1@pegasus.csx.cam.ac.uk>
Source record: 29167

"Manfred Georg Kitzbichler" <manfred.kitzbichler@uibk.ac.at> wrote in
message news:3E5BBC09.A1C52A21@uibk.ac.at...
> Hi there!
>
> I recently acquired an Atari 1024STF which had been used at the
local
> university. Unfortunately I don't have a clue how to get it to work
> since it's my first Atari ever.
> When I switch it on nothing much happens, all I get is a plain white
> screen. I tried to make a TOS disk by using some tools and
disk-images
> from the net but when I insert the disk the computer doesn't respond
in
> any way.

Presumably the people you got it from made the modifications and
therefore would be the best people to ask. You need to know what the
modifications were for what the start up proceedure is as the
modifications may have changed it from the normal boot-up process. Its
possible that they may have disabled or bypassed TOS.

Stephen Moss

988. Batchfiles under Atari-ST

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 10:02:29 UTC
From: westpdmkids@yahoo.de
Message-ID: <4c6bc8b8.0302260202.7f35fb84@posting.google.com>
Source record: 29170

Hi,

as I'm an absolute beginner on the ST, I would like to ask, how I could do batchfiles on an ST.

I would like to use it to display a text message, waiting a few seconds (or user interaction) and starting up a program and all of this should be running after booting the disk automatically (or by clicking on its icon).

Could you explain me, how to do it ?

Thanks

Michael Asse

989. Re: HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 10:14:44 UTC
From: <>
Message-ID: <1046259768-974490AEicMi@ntlworld.com>
Source record: 29171

From: "Pascal Ricard" <nospam@mydomain.thanx.invalid>
Date: Tue, 25 Feb 2003 12:35:08 +0100 (MET)

> Steve Sweet wrote on Mon 24-02-2003 18:29 (GMT):
>
>> Its possible in my opinion that the SLB's installed by Aniplayer may be the
>> subject of some conflict, have a look throough MAGIX.INF and comment out

>Aniplayer SLBs should not be set in magic.inf, I think.

There was a thread about this some time ago, the conclusion was that the SLBs
would be loaded on demand without the need to specify them in the inf file.

Cheers

Derryck

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

990. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 10:19:50 UTC
From: <>
Message-ID: <1046259768-974666AEicMi@ntlworld.com>
Source record: 29173

From: sidcelery@cix.co.uk (Harry Sideras)
Date: Tue, 25 Feb 2003 14:08:26 +0000 (UTC)

>> I've fond memories of the newsletter they published - very
>> professional and useful articles.

>Rossitor and Gunter Minnerup (whose TT I'm using now!) were the people
>that enthused me back then (plus some geezer named Croker IIRC!).

Someone speak? ;-)

>> It's a pity that ImageCopy hasn't been released with a public key,

>(stapplications\imagecopy) to remind myself how incredibly active
>development was. The last beta upgrade I saw was v4.2b2 before I went
>AWOl myself. Did that ever go much further?

No, that's the last. Has anyone tried emailing the author j_hughes@cix.co.uk
btw, he would be the best person to ask re the program's current status.

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

991. Re: Advice requested for Falcon Tower

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 10:21:28 UTC
From: <>
Message-ID: <1046259770-974850AEicMi@ntlworld.com>
Source record: 29172

From: "Barrie at Keychange" <barrie@keychange.co.uk>
Date: Tue, 25 Feb 2003 15:15:28 -0000

>I have a Lighthouse case, the one that opens like a suitcase, offers.
>
>It will stand on end like a tower, all the sockets are available.

IIRC there's a special Falcon version to cope with the extra ports.

Cheers

Derryck

--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

992. Re: TrueType Font utility ?

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 10:25:40 UTC
From: <>
Message-ID: <1046259770-975022AEicMi@ntlworld.com>
Source record: 29174

From: sidcelery@cix.co.uk (Harry Sideras)
Date: Tue, 25 Feb 2003 15:37:44 +0000 (UTC)

>What fonts did Matthew Carey's Fonty handle? Didn't it allow you to
>edit TrueType's?

Calamus CFN fonts Harry.

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

993. Re: ADV: Atari Sales, Service & Support

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 10:30:38 UTC
From: <>
Message-ID: <1046259772-975198AEicMi@ntlworld.com>
Source record: 29175

From: "GrueMaster" <nospam.gruemaster@yahoo.com>
Date: Tue, 25 Feb 2003 19:39:29 -0800

>So, where are these "rules" posted.

Everyone is missing the point, as usual, even though it's bleedin' obvious.

>don't post negative, childish crap.

This is the usual response that this sort of subject descends to oh so
quickly.

--
Regards, Derryck

994. Re: Help with Atari 1024STF

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 10:39:12 UTC
From: <>
Message-ID: <1046259772-975374AEicMi@ntlworld.com>
Source record: 29176

From: Manfred Georg Kitzbichler <manfred.kitzbichler@uibk.ac.at>
Date: Tue, 25 Feb 2003 19:55:05 +0100

>When I switch it on nothing much happens, all I get is a plain white
>screen. I tried to make a TOS disk by using some tools and disk-images
>from the net but when I insert the disk the computer doesn't respond in
>any way.

No signs of disk activity? That's one of the first steps the OS goes
through when it starts up. If you get that, it could be that you might need
a driver of some sort for the hardware.

If you can find out something about its history, like was it working when
last used, that might give you a clue.

From your description it could also be that some wires may have come adrift
or perhaps there's some plugin boards that could do with being reseated.

There are no jumpers to be set in this computer, but it is quite possible
that whatever mods were carried out also needed some PCB tracks to be cut.

If it were my machine I would be inclined to try and get it working with
the mods, you would almost certainly have a better machine as a result.

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

995. Re: HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 10:44:56 UTC
From: <>
Message-ID: <1046259774-975550AEicMi@ntlworld.com>
Source record: 29177

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Wed, 26 Feb 2003 04:12:57 GMT

>Yep, that sounds very similar to what happened. Do you know if the new Magic
>version 6.2 addresses this at all? I'm using 6.01, and was wondering what an
>upgrade would get me besides $50 less in my wallet.

I can't comment on that, but I would like to point out that a full ENGLISH
version of MagiC 6.20 is available from Atari Workshop, and no doubt from
vendors that AW distribute to.

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

996. Atari Falcon030 Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 13:18:00 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0302260518.481ced6d@posting.google.com>
Source record: 29178

Hi,

Still looking for an Atari Falcon 030 in original case with 4MB of ram
or more(or the C-Lab released one that looks just like the original
Falcon)... plus internal HD. Anything extra is cool!
I would like it to be in very nice condition and obviously working
well!
Need to do some direct-to-disk recording and I want to do it on a
Falcon like I used to....plus
I got some games I wanna give a go on the sucker! :)

If your not looking for cash, I also have lots of stuff for trade!
Look... :

Sega CD and Genesis with over 40 games!
FZ-10 Panasonic 3DO with 6 games / 2 controllers
Sega CDX (needs minor work with lid closing detection, but works
well!)
Sega Saturn with over 25 games (Lightgun, 3D controllers, regular
controllers, rental case, the works!)(Near-perfectly Mint Saturn!)
Sega Saturn Plays Imports/Backups
Nintendo 64 with Mario 64 and some games
Tons of Baseball/Basketball/Racing Cards
Zero 5 and some other stuff for the Atari Jaguar
6 Star Trek games for PC
GTA3, Vice City, Freakstyle, Spyhunter for the PS2
PS2 BOXED w/2 controllers & 8MEG Memory Card
NEW DSL (Great if your renting a box?)
I'm sure I have some other interesting items 'lying' around here....

I'll send pics of anything your possibly interested in! Thanks!
Please e-mail me at adistortions@aol.com
Willing to work out a deal of some sort...

Anyone... ? :)

Clint Thompson

997. your interest in additional ct60 features?

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 15:09:51 UTC
From: mikrox@atlas.sk
Message-ID: <3971bb2f.0302260709.5ea52bf@posting.google.com>
Source record: 29179

hi people,

I'm sorry if I'm a little bit offtopic in this group, but I haven't any experiences with newsgroups.

Maybe you know, in original R.Czuba's plan, he would to add to CT60 a PCI and AGP port. After SuperVidel card announcing he wrote me (some weeks ago) he isn't interested in this stuff anymore since SuperVidel, in his opinion, solves everything. My friends-atarists and me can't agree with this, I'll give you some reasons:

1. Deesee card
DSP56300 core is able to use DIRECTLY pci bus, there's no hardware problem to connect it to pci-equipped falcon. And you certainly know, performance is even bigger than 060 cpu (about 100 mips and _more_)

2. ethernet cards
pci gives us a flexible and simple solution how to connect TONS of available (and cheap) eth cards

3. 3D cards
I think, this is clear - 3D card makes about 90% of performance of present PCs. Try to run for example Wolfenstein on 2 ghz CPU without 3D card. Even in the smallest window with everything "off" and "low" it's unplayable! So AGP port open us a door to unlimited world of PC software. It's your card too slow? Buy a new, with 10x more performance for the same money as your old one!

I wrote this arguments to Rodolphe, but it seems he isn't interested in it. What's your opinion? Maybe if we're thinking the same, after massive feedback he could change his state of mind...

OK, that's all, thanks for your patience.

998. Re: your interest in additional ct60 features?

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 18:04:48 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA825069.2B60F%nameerf@flash.net>
Source record: 29180

in article 3971bb2f.0302260709.5ea52bf@posting.google.com, MiKRO at mikrox@atlas.sk wrote on 2/26/03 7:09 AM:

> hi people,
>
> I'm sorry if I'm a little bit offtopic in this group, but I haven't
> any experiences with newsgroups.
>
> Maybe you know, in original R.Czuba's plan, he would to add to CT60 a
> PCI and AGP port. After SuperVidel card announcing he wrote me (some
> weeks ago) he isn't interested in this stuff anymore since SuperVidel,
> in his opinion, solves everything. My friends-atarists and me can't
> agree with this, I'll give you some reasons:
>
> 1. Deesee card
> DSP56300 core is able to use DIRECTLY pci bus, there's no hardware
> problem to connect it to pci-equipped falcon. And you certainly know,
> performance is even bigger than 060 cpu (about 100 mips and _more_)
>
> 2. ethernet cards
> pci gives us a flexible and simple solution how to connect TONS of
> available (and cheap) eth cards
>
> 3. 3D cards
> I think, this is clear - 3D card makes about 90% of performance of
> present PCs. Try to run for example Wolfenstein on 2 ghz CPU without
> 3D card. Even in the smallest window with everything "off" and "low"
> it's unplayable! So AGP port open us a door to unlimited world of PC
> software. It's your card too slow? Buy a new, with 10x more
> performance for the same money as your old one!
>
> I wrote this arguments to Rodolphe, but it seems he isn't interested
> in it. What's your opinion? Maybe if we're thinking the same, after
> massive feedback he could change his state of mind...
>
> OK, that's all, thanks for your patience.

I'd like to add to this...

4. Even with the SuperVidel, with the way technology advances, even that will sooner or later (probably sooner) become obsolete compared to PC cards. I think people need the option to keep moving forward rather than just settle for one solution that works ok for now, but may not be so great in another 2 years, comparatively. A PCI or AGP connector would ensure advancement options.

5. I've always been all for letting people have as many options as possible, because not everyone wants the exact same thing all the time. That's why I use an Atari. It's *not* what everyone else uses. It gives me options to do things a little differently if I want to. That same ideal should apply from within our community as well (IMO). If people want to put in a different kind of graphics card, ethernet card, whatever kind of card,they should be able to. Whether or not that's practical on the hardware/driver/software support provider's side is another story...

Mike Freeman
nameerf@flash.net

999. Re: your interest in additional ct60 features?

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 20:03:53 UTC
From: Mark D <mducksub@removesspam_atari-source.com>
Message-ID: <1046297195.728010@blade.atari-source.com>
Source record: 29181

MiKRO wrote:

> hi people,
>
> I'm sorry if I'm a little bit offtopic in this group, but I haven't
> any experiences with newsgroups.
>
> Maybe you know, in original R.Czuba's plan, he would to add to CT60 a
> PCI and AGP port. After SuperVidel card announcing he wrote me (some
> weeks ago) he isn't interested in this stuff anymore since SuperVidel,
> in his opinion, solves everything. My friends-atarists and me can't
> agree with this, I'll give you some reasons:
>
> 1. Deesee card
> DSP56300 core is able to use DIRECTLY pci bus, there's no hardware
> problem to connect it to pci-equipped falcon. And you certainly know,
> performance is even bigger than 060 cpu (about 100 mips and _more_)
>
> 2. ethernet cards
> pci gives us a flexible and simple solution how to connect TONS of
> available (and cheap) eth cards
>
> 3. 3D cards
> I think, this is clear - 3D card makes about 90% of performance of
> present PCs. Try to run for example Wolfenstein on 2 ghz CPU without
> 3D card. Even in the smallest window with everything "off" and "low"
> it's unplayable! So AGP port open us a door to unlimited world of PC
> software. It's your card too slow? Buy a new, with 10x more
> performance for the same money as your old one!
>
> I wrote this arguments to Rodolphe, but it seems he isn't interested
> in it. What's your opinion? Maybe if we're thinking the same, after
> massive feedback he could change his state of mind...
>
> OK, that's all, thanks for your patience.

I pretty much agree, though I believe that there should be the supervidel
card as well as a PCI adapter. AGP isn't that important though is suppose
it would be nice.

Mark
http://atari-source.com

1000. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 20:54:34 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <eQ97a.272255$HN5.1156906@rwcrnsc51.ops.asp.att.net>
Source record: 29182
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

Well, this isn't real mature way to respond but I can understand the underlying frustration behind it too. I hate SPAM, especially in newsgroups but Ben does have a right to post what he wants and you have the equal right to filter/killfile his posts.

Just my 0.02 cents worth.

"Anonymous" <cripto@ecn.org> wrote in message news:6d5ebdc64eba1527fb2c30939e99ca0f@ecn.org...
> Hi, I'm Ben Smith, proprietor of Fags R Us! I'm a big fagot who occupies a
> unique niche in the homosexual World! Most fags stick to just fucking other
> fags but I like meeting NEW fagots, I also sell Used/2nd Hand dildoes and sex
> toys!
>
> So not only do I fuck NEW fags, I also sell used sex toys you may not be able
> to find anymore at Swap Meets, Thrift
> Stores or even Auctions Sites! And I sell for less! And unlike those who
> will remain anonymous! I test my sex toys before I sell them. I can afford
> to sell for less because I keep overhead down, avoid making promises I cant
> keep and avoid offering services I cant follow up on! So not only can I sell
> you some Great New sex toys! But I can sell you hard to find 2nd Hand specially
> made for gays Goods, partly because I'm the fagot most people come to when
> they want to give their dildoes a New Home! I'm saving Orphaned sex toys from
> Oblivion!
> Act Now,or I can't save you any Money!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love me being a big fagot and the
> speedy service! I also have lots of gay sex Reference Books. Which I can Mail
> by special Book Rate for fagots!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, Call fagboy Benny anytime at (503)256-9974!!!
>

>
>
>
>

1001. Re: your interest in additional ct60 features?

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 21:11:46 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0302261311.5c4052ae@posting.google.com>
Source record: 29183

mikrox@atlas.sk (MiKRO) wrote in message
news:<3971bb2f.0302260709.5ea52bf@posting.google.com>...
> hi people,
>
> I'm sorry if I'm a little bit offtopic in this group, but I haven't
> any experiences with newsgroups.
>
> Maybe you know, in original R.Czuba's plan, he would to add to CT60 a
> PCI and AGP port. After SuperVidel card announcing he wrote me (some
> weeks ago) he isn't interested in this stuff anymore since SuperVidel,
> in his opinion, solves everything. My friends-atarists and me can't
> agree with this, I'll give you some reasons:

Where has "SuperVidel" been announced? Haven't seen any posted data
related to that subject.

>
> 1. Deesee card
> DSP56300 core is able to use DIRECTLY pci bus, there's no hardware
> problem to connect it to pci-equipped falcon. And you certainly know,
> performance is even bigger than 060 cpu (about 100 mips and _more_)

This would be a nice improvement for some of Apex's processes, even if
only the 56K code just ran a bit faster than on an overclocked 56K.
Otherwise, wouldn't most existing applications have to be recompiled
to take advantage of the new DSP?

>
> 2. ethernet cards
> pci gives us a flexible and simple solution how to connect TONS of
> available (and cheap) eth cards
>

Yes, that would be a nice feature. The SCSI ethernet is slow, and on
accelerated Falcons, can cause SDMA problems.
If one took the time to write drivers, this would be a benifit for CT
060 purchasers.

> 3. 3D cards
> I think, this is clear - 3D card makes about 90% of performance of
> present PCs. Try to run for example Wolfenstein on 2 ghz CPU without
> 3D card. Even in the smallest window with everything "off" and "low"
> it's unplayable! So AGP port open us a door to unlimited world of PC
> software. It's your card too slow? Buy a new, with 10x more
> performance for the same money as your old one!

A 3D FX card would be nice, but has anyone been working on drivers for current PCI cards? For TOS, not many video drivers exist for ISA or PCI cards, and those that do only work for a very specific chip set, generally.
Personally, for my own use, an enhanced Videl is more compatible with Falcon only applications (ie, Apex Media, Rainbow Multimedia). When Videl is not needed, then NOVA-NVDI works fine with CURRENT applications. This is not to say that in the future, 3D processing wouldn't be important if applications were developed to take advantage.
>
> I wrote this arguments to Rodolphe, but it seems he isn't interested
> in it. What's your opinion? Maybe if we're thinking the same, after
> massive feedback he could change his state of mind...
>
> OK, that's all, thanks for your patience.

I agree that the addeded benifit of the PCI slot would be a nice feature.
However, for my $280.00 USD, I would just like to get a working card to install my 060 onto, and have it function properly with existing Falcon hardware.

Mike

1002. Re: Silent Service help needed

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 22:00:16 UTC
From: nick@1632systems.co.uk
Message-ID: <b3jddk$9as$1@thorium.cix.co.uk>
Source record: 29184

There are originals with manuals for Silent Service and SS2 in my webshop if that helps....

http://www.1632-sales.zenwebhosting.com/acatalog/

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

1003. Re: ADV: Atari Sales, Service & Support

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 22:02:32 UTC
From: nick@1632systems.co.uk
Message-ID: <b3jdhs$9d6$1@thorium.cix.co.uk>
Source record: 29185

Of course you could always try my webshop

http://www.1632-sales.zenwebhosting.com/acatalog/

another shameless plug/advert/publicity (just cross out the ones you don't like) (grin!)

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

1004. Re: GDOS font editor

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 22:03:21 UTC
From: nick@1632systems.co.uk
Message-ID: <b3jdjd$9ds$1@thorium.cix.co.uk>
Source record: 29186

funily enuff... not yet on webshop tho... will attend to that

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

1005. Re: Keyboard and floppy needed for 520ST

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 22:04:25 UTC
From: nick@1632systems.co.uk
Message-ID: <b3jdld$9es$1@thorium.cix.co.uk>
Source record: 29187

Me?

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

1006. HTM Files-Yamaha CD R/W

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 22:12:09 UTC
From: swampfax1@atlantic.net
Message-ID: <ZYa7a.11$ft3.5699@newshog.newsread.com>
Source record: 29188

Hi All,
Some HTM files from my Yamaha CD R/W drive are not loading into CAB.
CAB says "prepare formatting" then shows a blank page! View Source shows
the text. If I copy the file from the Yamaha to the hard drive then it
loads ok into CAB from the hard drive.

Note that this is on a single TOS 4.04 Falcon.

Any thoughts?

John G.

1007. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 22:41:49 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <v5qgle14cgtq18@corp.supernews.com>
Source record: 29189
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

I'd like to see the rules also.

There couldn't be any rules if cowards can post using "Anonymous" and use
vomit vocabulary.

Don
Vancouver, USA

"richard cortese" <ricortes@earthlink.net> wrote in message
news:%6u6a.3733$vU3.389310@newsread1.prod.itd.earthlink.net...
> "Steve Sweet" <Steve.Sweet@btopenworld.com> wrote in message
> news:b3do94$v2$1@helle.btinternet.com...
> > Hi GrueMaster
> >
> > > Would you just grow up. Ben is just trying to let the community know
> that
> > > there is still a source for atari related items.
> >
> > Ben is spamming the group with his commercial advertising which is
against
> > base rules, whereas having an opinion however unsavoury is with the
rules.
>
> Can you show me a copy of this rule?
>
> There was a informal group enforcement of no commercial posts back in the
> 80's. Much of the internet was being run on government subsidized
computers
> that allowed no commercial posts. There was also the .biz hierarchy for
them
> to use instead of this hierarchy. AFAIK there never was an official rule
> against commercial posts but I would welcome the information.
>
> There are rules for some of the newer groups like the programming, binary,
> and announce, just for the older groups they never had a charter.
>
> This all changed with the Al Gore legislation that created<sic> the
internet
> as we now know it.
>
>

1008. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 23:08:48 UTC
From: Mark D <mducksub@removesspam_atari-source.com>
Message-ID: <1046308293.461679@blade.atari-source.com>
Source record: 29190
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

Don Schmidt wrote:

> I'd like to see the rules also.
>
> There couldn't be any rules if cowards can post using "Anonymous" and use
> vomit vocabulary.
>
> Don
> Vancouver, USA
>
>

Nevermind the rules,

What about the unwritten rules of basic human conduct. Nobody has ever even so much acknowledged the anonymous poster as being "right" or justified. There is however a good number of high profile atarians who think that Ben's behavior is flat out wrong. Most of the advertisements in this group are from where they belong - NONCOMMERCIAL ENTITIES. Being noncommercial they don't have an advertising BUDGET. However if anyone has ever started any sort of business, advertising should always be in the budget. If there's no budget room for advertising, give up. Frankly I'd rather see BS fade into the darkness then endure his endless drivel. I'd rather sacrifice an Atari dealer... I'd rather become a non-profit Atari dealer myself. Why? Because that's the way I feel. Wake up people? Ben is completely ignorant of everyone. I can only recount 1 single response to anyone regarding the huge amount of challenges to his posts, and that post said something along the lines of "I'm mentally challenged". Yet Ben does indeed manage to write well worded essays on why you should shop from him. I think it's a load of shit, everything. I'm so sick and tired of people being incompetent, not because they really can't do something, but because they are lazy and make silly excuses. And excuses are all that I think is going on.

Fact: if ben can maintain the website, maintain the catalog, write essays, carry (sometimes large) boxes to the post office to ship and do things like that, he could also do MANY other things to supplement his income. It means he should play by the rules and at very least respond to people questioning his practices. I mean after all, as an Atari retailer, how busy could he be?

This all just bothers me on so many levels. I HATE it when people say they CAN'T do something... it's crap.

Mark
http://atari-source.com

PS: my opinion may be blunt or unfavorable but understand I'm the type of person who must have something proven to him before he believes it. I don't believe ben has a mental disability because nothing of any sort has been said to prove it, however I do believe Ben is an ignorant ass and he has certainly proven that. How can you challenge that? Wah wah, he's one of few. Who cares? It's a business and if one business advertises here then every small software developer and commercial entity should be allowed to advertise here. That's the rules right? Atari may be small but don't you think this newsgroup would become rather unreadable rather quickly right?
The fact remains, there's so many more forums and even BETTER ways for him to advertise in this one. Ben chooses not to so why shouldn't we bitch?

1009. Re: Looking for Nicola Rossi

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 23:23:55 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3jiaa$g74$3@sparta.btinternet.com>
Source record: 29191

Hi Jo

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:b3di7i$en6$1@tyfon.itea.ntnu.no...
> I'm trying to mail him, but his ISP refuses to accept any of the
> SMTP-servers I use...

If you email a message to me i can forward it for you.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

1010. Re: ADV: Atari Sales, Service & Support

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 23:23:57 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3jiac$g74$4@sparta.btinternet.com>
Source record: 29192

Hi Derryck

> >Ben is spamming the group with his commercial advertising which is against base rules, whereas having an opinion however unsavoury is with >the rules.

> >So you're biased anyway
>
> >Again, opinions are with the rules, advertising is against the rules.
>
> When is advertising not advertising Steve? Surely I read a mail of yours recently advertising the Cheshunt Computer Club?

Thats not the same league, the Cheshunt Computer Club is an informal non commercial meeting of Atari Users, the very thing that should be encouraged.

> You cant have it both ways Steve.I have never dealt with "Ben" so
> have no axe to grind BUT I feel that we should all help each other to
> try and keep the Atarian community alive.

If it was an infrequent post it wouldnt be a problem, but this arshole spams pages of his shitte every few days, most people in here could recite his twaddle on catching sight of his subject line.

> Very often we pass details of hardware and software to each
> other,tell each other where to find it,even to the extent of giving
> commercial firms details. All advertising surely?

Do you use 3 pages of complete bollox every 2 days to acheive this.

> Derek
>
> dhunt@zetnet.co.uk
>
> The Non Welsh Welshman.

Regards Steve, the Welsh Welshman.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

1011. Re: Keyboard and floppy needed for 520ST

Newsgroup: comp.sys.atari.st
Date: 2003-02-26 23:41:51 UTC
From: Witchy <news@sruasonidyranib.co.uk>
Message-ID: <sujq5vgev3d4tptrs0dl6kqm86elmm3srm@4ax.com>
Source record: 29193

On Wed, 26 Feb 2003 22:04:25 GMT, nick@1632systems.co.uk wrote:

>Me?

Having had a quick nose round the site that depends :) I was more
after someone who had a trashed ST that had a working floppy drive
that they'd let go for a couple of quid - the keyboard I can fix since
the problem is only a broken track or two....the company I worked for
went into liquidation a few weeks ago so it's not like I haven't got
the time to trace the tracks and this keyboard's already been fixed
once.

If you could do me such floppy wonders that'd be great :o)

cheers

witchy at his binarydinosaurs

1012. Re: Need help recovering data

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 02:47:20 UTC
From: GrueMaster@yahoo.com
Message-ID: <78fa170.0302261847.6e1b54a@posting.google.com>
Source record: 29194

"Steve Sweet" <Steve.Sweet@btopenworld.com> wrote in message
news:<b3do97$v2$2@helle.btinternet.com>...
> Hi GrueMaster
>
> > I need some help recovering my data from an old Microscience HH-1050 40M
> > drive. I haven't used my system in several years, due to lack of space,
> > and have recently purchased a new drive system from Ben Smith (thanks,
> > Ben).
> >
> > I'd like to recover the data, but I think that my adaptec 4070 controller
> > is flaking out. Most of the time, the ICD controller won't see it on the
> > bus, and when it does, it won't detect the drive. I've found the specs to
> > change drive ID's, and that isn't the problem.
>
> If its been out of use for some while the PSU may be playing up due to the
> fact that Electrolytic Capacitors don't like not being used. leave it
> powered up for as long as you're able, you may find it starts working fine
> after that.
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.456 / Virus Database: 256 - Release Date: 18/02/2003

Power supply is a fairly new AT 300W power supply, and it's working
fine.

Combinations I've recently tried:
2 ICD SCSI Plus cards (1 for my 400M drives, one for the adaptec
4070).
1 ICD card connected to the 4070 (swapped both cards into this
configuration).

2 ICD cards (see above), 4070 attached to a working? TM502 12M drive.

Problem is, the 4070 doesn't always report any devices on it.
Sometimes, the 4070 doesn't even come up. I've tried 3 different
power supplies (1 from a working 486 I had, 1 from Bravo Sierra that I

bought with my 400M drives, 1 600w custom supply I borrowed from work).

I'm currently scouring the net for a local (USA) source for another 4070, but most of the sites that Google brings up either don't have any (contraty to their price list), or are trying to charge double what they advertise. I only want to recover the data and transfer it to my 400M drives. After that, the drive will probably end up being a target at the shooting range (40M drive vs .357 magnum - cool).

Tobin

1013. announcing v-61's monster cd vol. 1

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 03:09:12 UTC
From: Lance Ringquist <video61@tcq.net>
Message-ID: <1046295614-29475AEicMi@tcq.net>
Source record: 29096

video 61 is pleased to announce the "MONSTER CD
VOL.1" full of games, music, telecommunications, word
processing, spreadsheets, utilities, graphics, control
panel extensions... whatever you are into.

www.atarisales.com

1014. Atari sh204

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 04:31:09 UTC
From: Larry <gimpogotch@Nospam.com>
Message-ID: <3e5d957d$1@news3.accesscomm.ca>
Source record: 29195

Has anyone ever tried to add a scsi hard drive to the host adapter
controller from a SH204?

1015. Hello Atari ST Users!

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 05:48:37 UTC
From: Ziggy <ziggy@earthlink.net>
Message-ID: <UEh7a.280257$vm2.213858@rwcrnsc54>
Source record: 29097

Hello all you Atari ST users. It's been a LONG time since I've hade an Atari ST but it was the best thing out there when it came out! (At least for the money.) I just wanna know if there have been any advancements in hardware & software since around 1988 to present day. Just being curious!

Ziggy

1016. [UPD] March Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 10:45:58 UTC
From: Francois LE COAT <lecoat@lutece.net>
Message-ID: <3E5DEC66.8050101@lutece.net>
Source record: 29098

Hi all,

My software "Eureka" is updated and released on its WEB site.
It is a "2D Graph Describer and 3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.lutece.net/eurka303.zip
That is the Complete Common Edition

http://eureka.lutece.net/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.lutece.net/eurka020.zip
Is the Complete 68020 Edition

http://eureka.lutece.net/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.lutece.net/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.lutece.net/tiny044.zip
Is the OpenGL Extension (requires previous package)

It seems that our ATARI.ORG portal is not working those
days. That's why I didn't gave you the redirected links.

I wish you big fun with all this new STuff !

Best regards,

-- François LE COAT
Author of Eureka 2.12
http://eureka.atari.org
mailto:lecoat@atari.org

1017. Re: your interest in additional ct60 features?

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 11:06:35 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e5df0e2$0$16256$afc38c87@news.optusnet.com.au>
Source record: 29099

Why not put supervidel on a PCI/agp card? It would would solve alot of problems.

Mark

"MiKRO" <mikrox@atlas.sk> wrote in message news:3971bb2f.0302260709.5ea52bf@posting.google.com...
> hi people,
>
> I'm sorry if I'm a little bit offtopic in this group, but I haven't
> any experiences with newsgroups.
>
> Maybe you know, in original R.Czuba's plan, he would to add to CT60 a
> PCI and AGP port. After SuperVidel card announcing he wrote me (some
> weeks ago) he isn't interested in this stuff anymore since SuperVidel,
> in his opinion, solves everything. My friends-atarists and me can't
> agree with this, I'll give you some reasons:
>
> 1. Deesee card
> DSP56300 core is able to use DIRECTLY pci bus, there's no hardware
> problem to connect it to pci-equipped falcon. And you certainly know,
> performance is even bigger than 060 cpu (about 100 mips and _more_)
>
> 2. ethernet cards
> pci gives us a flexible and simple solution how to connect TONS of
> available (and cheap) eth cards
>
> 3. 3D cards
> I think, this is clear - 3D card makes about 90% of performance of
> present PCs. Try to run for example Wolfenstein on 2 ghz CPU without
> 3D card. Even in the smallest window with everything "off" and "low"
> it's unplayable! So AGP port open us a door to unlimited world of PC
> software. It's your card too slow? Buy a new, with 10x more
> performance for the same money as your old one!
>
> I wrote this arguments to Rodolphe, but it seems he isn't interested
> in it. What's your opinion? Maybe if we're thinking the same, after
> massive feedback he could change his state of mind...
>
> OK, that's all, thanks for your patience.

1018. Re: your interest in additional ct60 features?

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 12:33:55 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.44.0302271329320.16114-100000@wh58-508.st.uni-magdeburg.de>
Source record: 29100

Hello!

> > 2. ethernet cards
> > pci gives us a flexible and simple solution how to connect TONS of
> > available (and cheap) eth cards

Just a side note, rtl8139 based network cards (that are the 'TONS' you are speaking of) require busmaster DMA to work. So the PCI bus adapter must implement this (this is for example not the case for the already available Falcon PCI adapter).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

1019. Re: your interest in additional ct60 features?

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 12:58:38 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <b3l21u$41$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29101

In article <Pine.NEB.4.44.0302271329320.16114-100000@wh58-508.st.uni-magdeburg.de>,
Frank Naumann <fnaumann@cs.uni-magdeburg.de> wrote:
>
>Just a side note, rtl8139 based network cards (that are the 'TONS' you are
>speaking of) require busmaster DMA to work. So the PCI bus adapter must
>implement this (this is for example not the case for the already available

Most modern PCI cards require busmaster access to main memory, so a PCI
adapter without that feature is very limited in use.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

1020. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 14:06:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302270556550.23307-100000@shell1.aracnet.com>
Source record: 29102
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, avoid making promises I cant keep and avoid offering services I cant follow up on! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1021. ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 14:13:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302270606530.23307-100000@shell1.aracnet.com>
Source record: 29103
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

My Birthday is almost here! I'm 39 this March!For those of you asking what could I possibly want for my Birthday? Why Atari, of course! I don't just sell it, I live for it! I only use Atari Computers and play Atari Games! It's like Christmas every time someone unloads their Ataris on me!Specific Atari Types are Classic Atari 8 Bit, Atari Jaguar and Atari ST! Specified WantList of what I'm looking for is listed below! http://www.aracnet.com/~atari/wantlist.htm Gifts you might give Ben!

Or Bless me with your Atari Business, Which I gratefully Appreciate! And if none of the above, you can give Money so I can use it to buy my Gifts! And if none of the above, you can wish me a sincere Happy Birthday and hold back on the insults! Got Questions? E-Mail Ben: Atari@aracnet.com

http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency! http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1022. Can anyone help with Pro-24 v1.0 sync problem?!

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 14:42:48 UTC
From: marinaorgan@yahoo.co.uk
Message-ID: <13bd0a7d.0302270642.5c355f6c@posting.google.com>
Source record: 29104

Can any experts out help out with this...?

I have a friend who is trying to recover a large amount of music made with the help of an Atari STF. I'm not sure if I'm communicating all the details but as far as I can tell the problem is that Steinbert Pro-24 v1 is going out of synch with a timecode device that is driving a tape. He's been advised that this is something to do with the dongle and if he can replace it it may fix the problem...

any help, pointers to generous experts, kind advice etc will be received with huge gratitiude...

1023. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 15:38:59 UTC
From: Mark D <mducksub@removesspam_atari-source.com>
Message-ID: <1046367717.624521@blade.atari-source.com>
Source record: 29105
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Bravo Sierra Computers wrote:

> My Birthday is almost here! I'm 39 this March!For those of you asking what
> could I possibly want for my Birthday? Why Atari, of course! I don't just
> sell it, I live for it! I only use Atari Computers and play Atari Games!
> It's like Christmas every time someone unloads their Ataris on me!Specific
> Atari Types are Classic Atari 8 Bit, Atari Jaguar and Atari ST! Specified
> WantList of what I'm looking for is listed below!
> http://www.aracnet.com/~atari/wantlist.htm Gifts you might give Ben!
>
> Or Bless me with your Atari Business, Which I gratefully Appreciate! And
> if none of the above, you can give Money so I can use it to buy my Gifts!
> And if none of the above, you can wish me a sincere Happy Birthday and
> hold back on the insults! Got Questions? E-Mail Ben: Atari@aracnet.com
>
> http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> at http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!

Is this a joke? Seriously?

Mark

1024. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 16:23:47 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <nYq7a.289619$Ec4.289189@rwcrnsc52.ops.asp.att.net>
Source record: 29106
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Man, that really takes some stones....

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0302270556550.23307-100000@shell1.aracnet.com...
> Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari
> Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari
> Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods!
> So not only do I sell NEW Atari Goods at a competitive price, I also sell
> used Atari Goods you may not be able to find anymore at Swap Meets, Thrift
> Stores or even Auctions Sites! And I sell for less! And unlike those who
> will remain anonymous! I test Goods before I sell them. I can afford to
> sell for less because I keep overhead down, avoid making promises I cant
> keep and avoid offering services I cant follow up on! So not only can I
> sell you some Great New stuff! But I can sell you hard to find 2nd Hand
> Goods, partly because I'm the guy most people come to when they want to
> give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion!
> Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org
> Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974!
> http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

1025. Re: Can anyone help with Pro-24 v1.0 sync problem?!

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 17:35:40 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <P%r7a.6482$EN3.51382@newsfep4-glfd.server.ntli.net>
Source record: 29107

Hello.

"marinecreature" <marinaorgan@yahoo.co.uk> wrote in message
news:13bd0a7d.0302270642.5c355f6c@posting.google.com...
> Steinbert Pro-24 v1 is going out of synch with a timecode device that is
driving
> a tape.

The tape sync should drive the ST on external sync.

> He's been advised that this is something to do with the
> dongle and if he can replace it it may fix the problem...

If the program runs ther's nowt wrong with the dongle, check the SMPTE code.

Barrie at Keychange. www.keychange.co.uk

1026. Re: Pilot Link

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 20:01:57 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e5e6eb5.0@entanet>
Source record: 29108

On 11 Feb 2003 07:37:00 , Frank Szymanski wrote:
>PS>Does anyone know the trick to getting the Milan serial ports working
>PS>with Pilot-Link ?
>
>Try /dev/ttyS1.
>And don't forget to set the environment variable PILOTRATE to 115200. :-)

Hi Frank,

I don't have a /dev/ttyS1 only tty. I am using FreeMint 1.15.12

Regards,

Peter

1027. Free Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 22:24:25 UTC
From: dauclair100@aol.com
Message-ID: <20030227172425.05845.00000166@mb-fz.aol.com>
Source record: 29109

Hello,

I have a working 1040 ST, a couple of monitors, hard drive, software, Atari programming books, etc. that are looking for a home. Hate to just throw them away....I live in Simi Valley California (near North West Los Angeles)..... If anyone wants any of these items (for Free) or you know of anybody, Please contact me at Dauclair100@aol.com

Richard

1028. Free Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 22:35:27 UTC
From: dauclair100@aol.com
Message-ID: <20030227173527.05845.00000168@mb-fz.aol.com>
Source record: 29110

Hello,

I have a working 1040 ST, a couple of monitors, hard drive, software, Atari programming books, etc. that are looking for a home. Hate to just throw them away....I live in Simi Valley California (near North West Los Angeles)..... If anyone wants any of these items (for Free) or you know of anybody, Please contact me at Dauclair100@aol.com

Richard

1029. Re: Help with Atari 1024STF

Newsgroup: comp.sys.atari.st
Date: 2003-02-27 22:44:12 UTC
From: vdjole@EUnet.yu
Message-ID: <b3m4bpdun1@news.eunet.yu>
Source record: 29111

On 25 Feb 2003 19:55:05 , Manfred Georg Kitzbichler wrote:

>I recently acquired an Atari 1024STF which had been used at the local
>university. Unfortunately I don't have a clue how to get it to work
>since it's my first Atari ever.
> [...]
>what it is actually supposed to look like. Nevertheless I doubt that
>loose circuit boards and 68881 co-processors piggy-back mounted on the
>sockets of other chips are the usual Atari Inc. standard.

If you identified a 68881 FPU it is probably mounted on top of the CPU- that could be the most logical place because it uses almost the complete CPU bus. As far as I know in any variant of the 68881 add-on it does not require any traces to be cut- the coprocessor board should just sit on the bus parallel to everything else- and therefore can be safely removed if you like it so. On a more gentle approach, removing the -AS signal leading to the FPU board and tying the FPU-board side of that to +5V should completely disable the FPU- unless it is badly malfunctioning.

Btw. if the FPU is -ABOVE- the MC68000 CPU it could mean a cooling problem for the CPU; ventilation in a 1004 is not very good (no fan).

>Anyway, can anybody tell me what to do to get a working computer form
>this mess ?

You should check that ROM/EPROM chips are in their sockets; there should be either 2 ROMs or 6 27C256 EPROMs- unless they tried to install TOS 2.06 in which case there should be two 27C010 or 27C1001 EPROMs. It could be a good idea to press a little the EPROMs (and all other non-soldered) chips into their sockets (so that they move just a little bit)- after many years pin contacts tend to become bad.

Also check that the floppy drive is connected properly. If the computer is near to functional there should be some floppy activity very soon after power-on. But beware: unless there is some floppy in the drive, the computer takes more than one minute to show desktop on the screen. With -ANY- MS-DOS formatted 720KB floppy in the drive, it comes to life after several seconds.

cu;

1030. Re: Hello Atari ST Users!

Newsgroup: comp.sys.atari.st
Date: 2003-02-28 00:30:45 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0302271630.2a5670fc@posting.google.com>
Source record: 29112

"Ziggy" <ziggy@earthlink.net> wrote in message news:<UEh7a.280257$vm2.213858@rwcrnsc54>...
> Hello all you Atari ST users. It's been a LONG time since I've hade an
> Atari ST but it was the best thing out there when it came out! (At
> least for the money.) I just wanna know if there have been any
> advancements in hardware & software since around 1988 to present day.
> Just being curious!
>
A few ...

The most notable was the development of the Falcon030 and a handful of
low volume compatibles (Medusa, Hades, Milan). Multitasking and a
Linux-like OS (MiNT) now exist, as do a variety of adapters (Ethernet,
IDE) and drivers (for CDRW, etc.). Adapters and drivers are now the
main concern since USB and PCI are still not (mostly) available to us.

Galen

1031. Re: Hello Atari ST Users!

Newsgroup: comp.sys.atari.st
Date: 2003-02-28 03:52:29 UTC
From: lp <gfa@basic.net>
Message-ID: <BA84472C.D86D%gfa@basic.net>
Source record: 29113

"Ziggy" <ziggy@earthlink.net> wrote in message
news:<UEh7a.280257$vm2.213858@rwcrnsc54>...
> Hello all you Atari ST users. It's been a LONG time since I've hade an
> Atari ST but it was the best thing out there when it came out! (At
> least for the money.) I just wanna know if there have been any
> advancements in hardware & software since around 1988 to present day.
> Just being curious!

If you are curious about the 060 clones (Hades/Milan) visit:
http://www.q1.net/~atari/
Click the "Atari Clone" link along the left side.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

1032. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-02-28 05:39:11 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <XCC7a.827$8b.146276@news02.tsnz.net>
Source record: 29114
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0302270556550.23307-100000@shell1.aracnet.com...
> Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari

<snip>

Ben, please format these adverts so they are at least 'readable'. One
massive paragraph at the start makes for instant deletion.

Aaron

1033. Gemram 16/17

Newsgroup: comp.sys.atari.st
Date: 2003-02-28 08:01:06 UTC
From: ANTISPAM@yahoo.com
Message-ID: <3e5f1741$0$246$626a54ce@news.free.fr>
Source record: 29115

Hello everybody,

Does anyone knows the difference between gemram16 and 17 ?

The first one runs on the Had�s and not the second)-:

Regards

M�gamodeste

1034. Re: Atari 520 STE / Ultima / Monitor Woes!

Newsgroup: comp.sys.atari.st
Date: 2003-02-28 11:13:24 UTC
From: Robb Nunya <robb969!@hotmail.com>
Message-ID: <l1hu5vsfp4jmus02r9fr28905edq531u9o@4ax.com>
Source record: 29116

On Sat, 15 Feb 2003 00:43:39 GMT, Paul Nurminen
<visit_my_site@nurmix.com> wrote:

>On Fri, 14 Feb 2003 21:37:59 GMT, "Edward S. Baiz Jr."
><edbaizjr@attbi.com> wrote:
>
>
>>Yeah, but it is worth it. I played Ultima 1-6 on my Atari
>>computers and will soon do it all again. The graphics and sound
>>may not compare with today's games, but the gameplay is still the
>>same and that is what counts....
>
>Oh, I completely agree with you. I have very found memories of
>playing Exodus: Ultima III back in 1984 on my Atari 800XL. It was
>with my best friend at the time (who, unfortunately was killed in a
>motorcycle accident in 1987), and I think we spent about 2 weeks,
>playing several hours every day, until we finished it. I still have
>all the notes we took and the maps we drew for that game too.
>
>The depth of game play of the Ultima series is amazing, you're right.
>And the music (particularly the Atari 8-bit music) blew me away at the
>time. In fact, it was one of the things that first got me interested
>in electronic music (which I compose today).
>
>I plan to play Ultima 5 (and pick up where I left off with Ultima 4
>back in the early '90s) on my STE, as well as Ultima 6. Of course,
>after that, I'll have to play the rest on my PC, but I'm sure I'll
>still enjoy the experience.
>;-)

Yeah, Ultima got decent on the PCs at about 6 or 7, so you should...
But I still have to go to my ST Emulator to play Pahntasie & Sundog!
:)

1035. Re: Free Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2003-02-28 14:42:14 UTC
From: LS <lannie@me.com>
Message-ID: <767f6288f5893a894a5c29b8541f7d82@news.teranews.com>
Source record: 29117

I'm interested in the hardrive and controller...any mono monitors?

"Dauclair100" <dauclair100@aol.com> wrote in message
news:20030227173527.05845.00000168@mb-fz.aol.com...
> Hello,
>
> I have a working 1040 ST, a couple of monitors, hard drive, software,
Atari
> programming books, etc. that are looking for a home. Hate to just throw
them
> away....I live in Simi Valley California (near North West Los
Angeles)..... If
> anyone wants any of these items (for Free) or you know of anybody, Please
> contact me at Dauclair100@aol.com
>
> Richard
>
>

1036. Re: Can anyone help with Pro-24 v1.0 sync problem?!

Newsgroup: comp.sys.atari.st
Date: 2003-02-28 15:42:55 UTC
From: marinaorgan@yahoo.co.uk
Message-ID: <13bd0a7d.0302280742.5ec180f0@posting.google.com>
Source record: 29118
Body handling: HTML body converted to readable text

"Barrie at Keychange" wrote in message news:

1037. Re: game CDs - request for info

Newsgroup: comp.sys.atari.st
Date: 2003-02-28 17:46:35 UTC
From: doom_master@SPAMbtinternet.com
Message-ID: <1fr3qom.r1h3ho170p98sN%doom_master@SPAMbtinternet.com>
Source record: 29119

> The index.blurb on the FTP sites have a lot of information about CDs
> contents and also the SewerDoc CDs have information about contents and
> historys of the various other CDs.

can u supply some recomended links plz? TIA

--
Steve
= = =
Apple Mac + emulation FTP
http://massiveftp.serveftp.com/

1038. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-02-28 18:17:08 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e5fff1aab00423@europe-shareware.org>
Source record: 29122

Hello,

in article <Pine.LNX.4.44.0302270606530.23307-100000@shell1.aracnet.com>
(comp.sys.atari.st),
Bravo Sierra Computers wrote on Thu 27-02-2003 06:13 (-0800):

> My Birthday is almost here! I'm 39 this March!For those of you asking what

Oh a kid! :-)

Happy birthday, Ben.

Bye,
/Pascal/

PS: followup done just in csast! You would be well advised to fill such
a "Follow-To" header in your messages when you come to crosspost,
either to "poster" or to one single newsgroup. If my beloved Okami
didn't have warned me, I would have poluted lots of NGs with my
reply.

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

1039. Re: "Super Videl"

Newsgroup: comp.sys.atari.st
Date: 2003-02-28 21:59:39 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0302282257531.1703-100000@feanor>
Source record: 29120

Hi!

R> Has the site moved?
R>
R> http://nature.atari.org/

If you have problems with this subdomain redirection take the original
URL:

<http://www.dtek.chalmers.se/~d98gilda/>

Regards,

Alexander

1040. Re: game CDs - request for info

Newsgroup: comp.sys.atari.st
Date: 2003-03-01 00:12:33 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v5vunhbr3alr88@corp.supernews.com>
Source record: 29121

"Strider" <doom_master@SPAMbtinternet.com> wrote in message
news:1fr3qom.r1h3ho170p98sN%doom_master@SPAMbtinternet.com...
> > The index.blurb on the FTP sites have a lot of information about CDs
> > contents and also the SewerDoc CDs have information about contents and
> > historys of the various other CDs.
>
> can u supply some recomended links plz? TIA

ftp://ftp.cs.tu-berlin.de/pub/atari/index
and also a sewer docs site here
http://members.optusnet.com.au/~atari1/sewer.htm
good luck. I don't have all that I use to have. I recently had to get a
new hard drive and I am still building my Atari directories.

RoyE

> Steve
> = = =
> Apple Mac + emulation FTP
> http://massiveftp.serveftp.com/

1041. Re: game CDs - request for info

Newsgroup: comp.sys.atari.st
Date: 2003-03-01 10:26:57 UTC
From: doom_master@SPAMbtinternet.com
Message-ID: <1fr5105.xu3gzjkbjsbiN%doom_master@SPAMbtinternet.com>
Source record: 29123

> > > The index.blurb on the FTP sites have a lot of information about CDs
> > > contents and also the SewerDoc CDs have information about contents and
> > > historys of the various other CDs.
> >
> > can u supply some recomended links plz? TIA
>
> ftp://ftp.cs.tu-berlin.de/pub/atari/index
> and also a sewer docs site here
> http://members.optusnet.com.au/~atari1/sewer.htm
> good luck. I don't have all that I use to have. I recently had to get a
> new hard drive and I am still building my Atari directories.

no probs, thank you very much for the links. Going there in 2mins.. :)

--
Steve
= = =
Apple Mac + emulation FTP
http://massiveftp.serveftp.com/

1042. Re: MagiC and Falcon related questions

Newsgroup: comp.sys.atari.st
Date: 2003-03-01 12:00:59 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3e60a0fa$0$248$4c56ba96@master.news.zetnet.net>
Source record: 29124

Hi Steve!

On 18 Feb 2003 18:08:18 , "Steve Sweet" wrote:

>> >a) which programs exactly force the Falcon to boot into MagiC?
>>
>> It is indeed magxboot.prg, this is reset-proof and the only way to boot
>> into TOS after you've loaded MagiC is to perform a cold start/boot.

>I agree with Derryck here.

You have forgotten magxbo32.prg, which AFAIK enables memory protection.

>> >b) Is XBoot Falcon compatible? If yes, could it solve the problem above?
>>
>> XBoot will work with MagiC as you suggest. You must ensure that XBoot runs
>> first in your Auto folder. There might be an issue though, as it seems
>> that XBoot is packed and some versions don't unpack properly at run-time.
>> I'm hazy on this, so take a look at the Google news archives as this was
>> covered some time in the past along with some year 2000 problems IIRC.
>
>I seem to recall NewDepack (NDEPACK) sorting this out for me on one
>occasion.

Seconded, although there are others such as Mega Depack, Multi Depack,
Naughty Depack....

However the best boot manager for the Falcon is Stoop. This, unlike XBoot,
has Falcon specific features....

1043. Porthos 3.20 released

Newsgroup: comp.sys.atari.st
Date: 2003-03-01 15:04:19 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e60cbf3.0@entanet>
Source record: 29125

I've just downloaded the newly released Porthos 3.20. You can also read a bit about it on ST-Computer.

I've just put quite a lot of PDF files through this version and it does display quite a lot of documents that the previous version couldn't. Noteably the font problem has gone and a lot of images that didn't render before now do so (eg. Kingston RAM pdf's).

I still have a few files that this version couldn't display properly and a few pdf's that the previous version could display but now cause Porthos problems. Also, I had some stable problems and Porthos crashed while trying to display a few files. However, I re-booted and I was able to display some of them but not all.

Overall, the display looks better and for most pdf's don't seem to be much slower (Milan060). Files with tables in them do seem to be slower but this is all subjective as I haven't done timings.

Thanks Wolfgang.

Regards,

Peter

On 4 Feb 2003 04:52:13 -, RafalK wrote:
>> The documentation for my new router/adsl box is another victim
>> but I think I have just figured it out. I accidentally opened the
>> PDF manual using version 3.03 and then decided to have a look at the
>> printed version instead.
>
>The only one solution for me is that the version 3.03 uses a new
>library - FreeType. This can be the problem - the bad implementation.
>But I can't tell it for sure - I don't know the code.
>I'm sure it's not so hard to solve that problem and Wolfgang will
>solve this in few minutes.
>
>
>> The problem seems to be that the character set is displaced two
>> letters earlier in the alphabet; so C becomes A and Z becomes X
>> etc. So 'Reference Manual' becomes 'Pcdcpclac L ls j'.
>
>In fact. Not all fonts displayed (used) in PDF documents start with an
>"A". This can be different from one document to another - even more,
>from one line to another.
>
>

>
>> This seems to upset the font spacing and alignment and makes things
>> look much worse.
>
>Right.
>Generally in PDF are different fonts (type of font etc.). And each
>font can be defined in different way - there are few tables, which
>discribe one font.
>So if one of the table is specified in wrong way all the fonts will be
>displayed in a wrong way.
>
>
>I could say: RTFM ;), but I will not... It's just to big document and
>a normal user dont't have to know all the details about PDF documents
>:)
>
>
>
>Regards
>
>Rafal Kawecki
>.

1044. Re: Porthos 3.20 released

Newsgroup: comp.sys.atari.st
Date: 2003-03-01 20:20:28 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0303012116350.126-100000@easymint>
Source record: 29126

On 1 Mar 2003, Peter Slegg wrote:

>
> I've just downloaded the newly released Porthos 3.20. You can also read a bit
> about it on ST-Computer.

I've just tried it to. First I was disappointed: I got a crash with an
"ILLEGAL INSTRUCTION" error message. But I suspect XaAES of being
responsible for that. Under N_AES it seems to work quite well. Maybe Henk
Robbers is willing to take a look at it, if other XaAES users experience
the same error ?

>
> Thanks Wolfgang.

1045. Re: Help with Atari 1024STF

Newsgroup: comp.sys.atari.st
Date: 2003-03-01 21:19:47 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e60cf34e9194b@attbi.com>
Source record: 29127

>Hi there!
>
>I recently acquired an Atari 1024STF which had been used at the local
>university. Unfortunately I don't have a clue how to get it to work
>since it's my first Atari ever.
>When I switch it on nothing much happens, all I get is a plain white
>screen. I tried to make a TOS disk by using some tools and disk-images
>from the net but when I insert the disk the computer doesn't respond in
>any way.
>In order to find the possible cause for the machine's rather antisocial
>behaviour I tried to have a look at its interior. Apparently someone had
>been tinkering with the poor thing, even though admittedly I don't know
>what it is actually supposed to look like. Nevertheless I doubt that
>loose circuit boards and 68881 co-processors piggy-back mounted on the
>sockets of other chips are the usual Atari Inc. standard.
>
>Anyway, can anybody tell me what to do to get a working computer form
>this mess ? I could of course tear out everything that looks suspicious
>to me but even if I make the right choices there will almost certainly
>remain some jumpers which are not set correctly.
>On the other hand if the white screen is just fine and the problem is
>the lack of software it would be a shame to remove the hardware
>extension stuff.
>
>So, any suggestions ?
>
>--
>Manfred

Hello,

That happened to me when I got an 1040 from a friend. I got it
working by opening it up and pressing down on all the chips
(especially the RAM chips). Hopefully your problem will be that
simple...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,

Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1046. Re: HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2003-03-01 21:19:49 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e60cf34e9194c@attbi.com>
Source record: 29128

>in article 3e5897b229bd84@attbi.com, Edward S. Baiz Jr. at
>edbaizjr@attbi.com wrote on 2/23/03 7:44 AM:
>
>> Any chance you have a backup of the Magx.inf file? There is
>> usually one on the C drive. I would just boot up in regular Tos,
>> delete the present Magx.inf file and use the backup. Then try the
>> new version of Aniplayer.
>
>Well, I looked into it a bit more, and it appears that when Aniplayer
>crashed while saving its INF file, it messed up my C: drive's directory
>structure. So it's not just the Magx.inf file, but a number of really
>important files and programs have been damaged. Fortunately, the C: drive I
>reserve for bootup, OS, and other system-oriented stuff. That I have backup
>copies for. If it had happened to my other partition, it may have destroyed
>most recently-created documents and files that I would have never been able
>to recover. I guess that gives me good reason to grab all my documents and
>put them on backup floppies as soon as I get my C: drive put back together!
>
> Mike Freeman
> nameerf@flash.net

Yes, backing up is important. I use CDBackup from Anodyne and
backup my partitions to a CD. I usually keep two copies that are
usually 2-3 weeks apart...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1047. Re: HTM Files-Yamaha CD R/W

Newsgroup: comp.sys.atari.st
Date: 2003-03-01 21:19:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e60cf34e9194d@attbi.com>
Source record: 29129

>
>Hi All,
> Some HTM files from my Yamaha CD R/W drive are not loading into CAB.
>CAB says "prepare formatting" then shows a blank page! View Source shows
>the text. If I copy the file from the Yamaha to the hard drive then it
>loads ok into CAB from the hard drive.
>
>Note that this is on a single TOS 4.04 Falcon.
>
> Any thoughts?
>
>John G.
>

Hmmm??? I have not seen this before, but I do use Magic and
MintNet, so maybe that is the solution.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1048. Re: Porthos 3.20 released

Newsgroup: comp.sys.atari.st
Date: 2003-03-01 22:40:33 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e6136e1.0@entanet>
Source record: 29131

On 1 Mar 2003 21:20:28 +, Martin Tarenskeen wrote:
>On 1 Mar 2003, Peter Slegg wrote:
>
>>
>> I've just downloaded the newly released Porthos 3.20. You can also read a bit
>> about it on ST-Computer.
>
>I've just tried it to. First I was disappointed: I got a crash with an
>"ILLEGAL INSTRUCTION" error message. But I suspect XaAES of being
>responsible for that. Under N_AES it seems to work quite well. Maybe Henk
>Robbers is willing to take a look at it, if other XaAES users experience
>the same error ?

I'm using N_AES 1.2 and I am mostly seeing Privilege Violations.

Regards,

Peter

1049. Atari Online News, Etc. #05-09

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 00:10:55 UTC
From: danap8@aol.com-no-spam
Message-ID: <20030301191055.16405.00000320@mb-cs.aol.com>
Source record: 29130

```
A-ONE #0509 02/28/03

~ Music From Atari Scene ~ People Are Talking! ~ New Version of KCS!
~ Web Sales Tax Favored! ~ FTC Nabs Mrs. Fields! ~ NetHack Updated!
~ Open Season On Spammers ~ Feds Spying On Web? ~ MyPicoDos 3.0 Ready!
~ MS, Sun Fight Over Java ~ Napster Gets New Life! ~ LovGate.C Worm!

-* New Atari Software Archive! *-
-* Computer Controller Cookbook Online *-
-* Senate OKs Revised Virtual Child-Porn Ban! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1050. nameless file problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 09:19:50 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0303021008010.181-100000@easymint>
Source record: 29132

I have a strange problem. When I was playing around with GfaBasic I accidently created a file on my harddisk with an empty name, or maybe a name with only spaces - I can't really see. In my fileselector I see an empty line and on my desktop I can see a file icon. It also has a size so it is really there. But I can not delete nor rename the file. Also I cannot delete the folder that is around it for that reason. I have tried with the standard single TOS desktop, I have tried under MiNT using bash and the rm and rmdir commands, as well as actions under THiNG - no luck. I also tried HP-optimizer's logical check to see if this would fix anything. No luck either.

Does anyone have any idea how to get rid of this ghostfile ?

Martin Tarenskeen

1051. [CT60] hard update with the falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 10:42:04 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fr6ys1.lktlc7e5k6kuN%NOSPAMS@wanadoo.fr>
Source record: 29133

Hi,

This is the latest news about CT60 software package, now in the archive
http://didier.mequignon.free.fr/files/ct60_404.lzh (1,25 MB)
there are a new version of Flash Tool CT60 v1.1 (sources are inside):

The main task of this program is to put TOS binary (.BIN) files inside
the flash, but the second task is to update the CT60 hardware !!!! with
two jedec files (.JED) for ABE60 et SDR60 chips (XILINX XC95144XL CPLD).

- You need to make the cable for the JTAG CT60 connector linked to //
port,there are a schema.pdf inside the archive, but you must replace the
SELECT/ pin 13 on the // port by the ACK/ pin 10.

- Normally the cable must be attached and powered (by the CT60) for
proper verification. Only SDR60 can only programmed (or verified) when
the CT60 is connected to the mother board in normal 030 mode (if you use
the same machine CT60/F030 ;-)). If you update the ABE60 chip you need
to remove the CT60 from the bus.

- If you load the good jedec files, another button appears 'verify'. You
can use this button for compare the jedec file with the chip. The
'program' button erase, program, and verify his flash.

I can update this program for the future Super Videl.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

1052. Re: MagiC and Falcon related questions

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 14:23:32 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3t453$867$6@helle.btinternet.com>
Source record: 29134

Why its the JImmzz, out without his mum

> On 18 Feb 2003 18:08:18 , "Steve Sweet" wrote:
>
> >> >a) which programs exactly force the Falcon to boot into MagiC?
> >>
> >> It is indeed magxboot.prg, this is reset-proof and the only way to boot
> >> into TOS after you've loaded MagiC is to perform a cold start/boot.
>
> >I agree with Derryck here.
>
> You have forgotten magxbo32.prg, which AFAIK enables memory protection.

I havent forgotten it!, i didnt mention it, most people dont use it and it'l
only work with an MMU.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

--
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

1053. Re: Keyboard and floppy needed for 520ST

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 14:23:33 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3t454$867$7@helle.btinternet.com>
Source record: 29136

Why its witchy

> If you could do me such floppy wonders that'd be great :o)

I've got a floppy wonder, the bitch says its the booze.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

--
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

1054. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 14:23:34 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3t455$867$8@helle.btinternet.com>
Source record: 29135

Yo!, Delboy

> >> I've fond memories of the newsletter they published - very
> >> professional and useful articles.
>
> >Rossitor and Gunter Minnerup (whose TT I'm using now!) were the people
> >that enthused me back then (plus some geezer named Croker IIRC!).
>
> Someone speak? ;-)

No one admits to knowing him (Croker) in public, he's such a rancid old scroat, i'l mail you one of his jokes one day if i can keep awake!.

8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

--
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

1055. Re: Help with Atari 1024STF

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 14:23:36 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3t457$867$9@helle.btinternet.com>
Source record: 29138

Yo!, Delboy

> If it were my machine I would be inclined to try and get it working with
> the mods, you would almost certainly have a better machine as a result.

If it were your machine it would have even more add-on boards!!.

8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

--
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

1056. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 14:23:37 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3t458$867$10@helle.btinternet.com>
Source record: 29137

Hi Mark

> you the original Strider? as in Strider shareware stuff? Was at Lancaster Uni (I think).

I think you are refering to CyberStrider AKA Denesh Bhabuta [denesh@cyberstrider.net]

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

--
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

1057. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 14:23:39 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3t45b$867$12@helle.btinternet.com>
Source record: 29139

Hi Nomen

> My Birthday is almost here and I'm a bigger fagot then ever before! I'm 39

Can i have 2 floppy disks and a blow job please.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

--
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

--
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

1058. Re: Batchfiles under Atari-ST

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 14:23:41 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3t45c$867$13@helle.btinternet.com>
Source record: 29140

Hi Maichael

> as I'm an absolute beginner on the ST, I would like to ask, how I
> could do batchfiles on an ST.
>
> I would like to use it to display a text message, waiting a few
> seconds (or user interaction) and starting up a program and all of
> this should be running after booting the disk automatically (or by
> clicking on its icon).
>
> Could you explain me, how to do it ?

You'll need a command line interpreter, if you find one of them it'll
usually have a help file detailing commands and syntax.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!. .

--
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

1059. Re: ADV: Atari Sales, Service & Support

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 14:23:42 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3t45d$867$14@helle.btinternet.com>
Source record: 29141

Hi Nick

> Of course you could always try my webshop
>
>
> http://www.1632-sales.zenwebhosting.com/acatalog/
>
> another shameless plug/advert/publicity (just cross out the ones you
don't
> like) (grin!)

Behave or you'll get a slap as well!. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

--
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

1060. SLM804 question(s)

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 14:31:34 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <Pine.GSO.4.44L0.0303020817310.13499-100000@shell.core.com>
Source record: 29142

Hello,

My paper (letter - 8.5 x 11) is not advancing past the tray of the
printer.
(paper jam error - paper is slightly advanced but still in the tray)
I tried a lighter weight paper. Same error.
I changed setting on tray (upper right corner) to letter size.
Though I don't think it matters, because I am pretty sure I have an
A4 tray. Same error.

Does anyone know why the paper is not being drawn into the printer?

Is it possible to clean a smudge off of the green drum?

(I can see the smudge on the drum, which shows up in the center of
the printed page.)

Thanks in advance for any suggestions.

ken

1061. Re: nameless file problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 15:36:04 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns9332A8E23F7FEtos4ever@195.130.132.65>
Source record: 29143

on zo, 02 mrt 2003 09:19:50 GMT ?Martin Tarenskeen wrote:

> I have a strange problem. When I was playing around with GfaBasic I
> accidently created a file on my harddisk with an empty name, or maybe
> a name with only spaces - I can't really see. In my fileselector I see
> an empty line and on my desktop I can see a file icon. It also has a
> size so it is really there. But I can not delete nor rename the file.
> Also I cannot delete the folder that is around it for that reason. I
> have tried with the standard single TOS desktop, I have tried under
> MiNT using bash and the rm and rmdir commands, as well as actions
> under THiNG - no luck. I also tried HP-optimizer's logical check to
> see if this would fix anything. No luck either.
>
> Does anyone have any idea how to get rid of this ghostfile ?

Your problem seems to be the same as I had quite some time ago. For some reason Wensuite Browser (not the latest one) created a host dir (no name) when I started it up for the very first time. I found out I could delete this dir with Diskus. There is a demo on the Belgian ftp-server:

<URL:ftp://chapelie.rma.ac.be/atari/utilities/disktools/diskus39_demo.zip>

TTFN,
Martin
--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

1062. [PUB]: New on the belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 15:58:48 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns9332ACBD54A6Dtos4ever@195.130.132.65>
Source record: 29144
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka303.zip
:(821.362 bytes) 2D Graph Describer, 3D Modeller, complete version.
To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka303-020.zip
:(830.643 bytes) 68020 version. To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka303-fpu.zip
:(794.182 bytes) ftp version. To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka303-lite.zip
:(228.737 bytes) light version which can run on ST with 780 kb floppy drive

**midi**
ftp://chapelie.rma.ac.be/atari/midi/musicedd-75.zip
:(276.146 bytes) Music Edit is a notation prg with MIDI in-/output. German only

**telecomm**
ftp://chapelie.rma.ac.be/atari/telecomm/starf32f.lzh
:(157.090 bytes) STarFax Update 3.2-F, all languages, Viewfax Update 3.2-E, all languages

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>
```

1063. Image -> Diskette

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 17:29:40 UTC
From: Christian Potzinger <black@ravenclaw.at>
Message-ID: <Xns9332BC267FF0BCJP@ID-53935.user.dfncis.de>
Source record: 29145

Hello.

Is it possible to read/write ST-Diskettes with the PC?
And if not, what is needed to get Images to a Diskette,
which a real 520ST can read? Thanks.
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

1064. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 17:37:24 UTC
From: Mac Sys Data of POV <pov@tesco.net.ignorethisbit>
Message-ID: <6e59a.1449$YS4.146623@newsfep1-win.server.ntli.net>
Source record: 29079

Yeah that was his name. obviously not you.

So how come I sent you the POV CD?

"Steve Sweet" <Steve.Sweet@btopenworld.com> wrote in message
news:b3t458$867$10@helle.btinternet.com...
> Hi Mark
>
> > you the original Strider? as in Strider shareware stuff? Was at
Lancaster
> Uni (I think).
>
> I think you are refering to CyberStrider AKA Denesh Bhabuta
> [denesh@cyberstrider.net]
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
> ---
> --
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003
>
>

1065. Re: SLM804 question(s)

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 17:49:35 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1107_1046627375@news.frii.com>
Source record: 29046

On Sun, 2 Mar 2003 08:31:34 -0600, Ken Kosut <kjcat@shell.voyager.net> wrote:
> Hello,
>
> My paper (letter - 8.5 x 11) is not advancing past the tray of the
> printer.
> (paper jam error - paper is slightly advanced but still in the tray)
> I tried a lighter weight paper. Same error.
> I changed setting on tray (upper right corner) to letter size.
> Though I don't think it matters, because I am pretty sure I have an
> A4 tray. Same error.
> ---------------
> Does anyone know why the paper is not being drawn into the printer?
> ---------------
> Is it possible to clean a smudge off of the green drum?
> ---------------
> (I can see the smudge on the drum, which shows up in the center of
> the printed page.)
>
> Thanks in advance for any suggestions.
>
> ken
>
>

Did the paper feed problem just start?

A couple things come to mind, rollers getting hard and losing their ability to move the paper, or weak springs pushing the paper up against the rollers.

I don't know about cleaning hte smudge off.

1066. Re: Image -> Diskette

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 18:07:10 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <1408483.pAt9GzDmyn@jll.heim7.tu-clausthal.de>
Source record: 29047

On Sonntag, 2. Mï¿œrz 2003 18:29, Christian Potzinger wrote:
> Is it possible to read/write ST-Diskettes with the PC?
> And if not, what is needed to get Images to a Diskette,
> which a real 520ST can read? Thanks.

It is entirely possible.
http://home.tu-clausthal.de/~ifmar/makedisk/ for a tutorial.

HTH,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

1067. Re: Image -> Diskette

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 18:14:17 UTC
From: Christian Potzinger <black@ravenclaw.at>
Message-ID: <Xns9332C3B6D318CJP@ID-53935.user.dfncis.de>
Source record: 29048

Matthias Arndt wrote...

> It is entirely possible.

Thanks.
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

1068. Re: nameless file problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 19:05:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200303022005.a40220@wun.maus.de>
Source record: 29059

Hallo Martin!

MT>Does anyone have any idea how to get rid of this ghostfile ?

As it's located inside a directory, simply use Kobold to delete that directory.
Kobold doesn't care what's inside directories. It might even be possible to
rename the file.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

1069. Re: nameless file problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 20:05:25 UTC
From: swampfax1@atlantic.net
Message-ID: <9ut8a.125$sf3.81074@monger.newsread.com>
Source record: 29050

On 2 Mar 2003 10:19:50 +, Martin Tarenskeen wrote:
>I have a strange problem. When I was playing around with GfaBasic I
>accidently created a file on my harddisk with an empty name, or maybe a
>name with only spaces - I can't really see. In my fileselector I see an
>empty line and on my desktop I can see a file icon. It also has a size so
>it is really there. But I can not delete nor rename the file. Also I
>cannot delete the folder that is around it for that reason. I have tried
>with the standard single TOS desktop, I have tried under MiNT using bash
>and the rm and rmdir commands, as well as actions under THiNG - no luck. I
>also tried HP-optimizer's logical check to see if this would fix anything.
>No luck either.
>
>Does anyone have any idea how to get rid of this ghostfile ?
>
>Martin Tarenskeen

Hi Martin,
What system are you using? If it's a Falcon booted with ICD then
Cleanup program should be good. An oldie called Unhide may work also. If
you boot with HDDriver then maby Diskus will do.

John G.

1070. Super Videl CT60 Graphics Card

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 20:18:14 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1046611150-822368AEicMi@williams-net.com>
Source record: 29049

Anyone,
For those wishing to put there name on a list for
the CT60 Super Videl Graphics Card. One should visit
this web-site:

http://www.dtek.chalmers.se/~d98gilda/

And click on Hencox or Instreams link which should be
there e-mail address to send ones interest directly to
the developer.

I have been in contact with one of the guys since last
fall and it sound VERY promising. So far I know that
they plan on making it a 64 meg DDR SDRam Graphic
Card. With all the normal video resolutions supported
but also they plan to go clear up to 1600x1200x30bit
resolution. And all of this can be done on the fly
without rebooting, like is necessary with the Eclipse.
Many other features maybe added later on, once FULL
Videl compatibility is insured. Some examples
include:

1) MPEG decoding built into the FPGA
2) 3D polygon drawing/Texture mapping
3) And Super Blitter.

Plus who knows there maybe other features as well, all
depends on the amount of room in the FPGA itself. So
visit the web-site for more detailed plans of what is
going on and the status of this project. I know that
they are close to completion of the programming of the
FPGA somewhere in the region of 60 to 70 percent.
This does not mean that the project is complete.
There is many other steps that are needed. Like
designing the board itself. BUT, one of them has
started this, so that is promising as well.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam

Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1071. Re: Super Videl CT60 Graphics Card

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 20:36:04 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3tpviav1@venus.btinternet.com>
Source record: 29051

Hi Carey

> Anyone,
> For those wishing to put there name on a list for
> the CT60 Super Videl Graphics Card. One should visit
> this web-site:

> 1) MPEG decoding built into the FPGA
> 2) 3D polygon drawing/Texture mapping
> 3) And Super Blitter.

Surely MPEG decoding would involve expensive licensing and hardware testing
and certification?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

1072. Re: Super Videl CT60 Graphics Card

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 21:45:42 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1046616364-865172AEicMi@williams-net.com>
Source record: 29052

Hello Steve,
This may or may not be true, but surely the
licensing companies are more worried about getting
there money from Apple and Microsoft rather than a
small group of Atarians such as us. I have also heard
that this Graphic Card maybe adapted to other
computers as well. Such as the Coldfire project and
who knows maybe even the Hades and the Milan.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1073. Re: Looking for SC1224 or SC1435

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 22:28:19 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v651c43t5t1i14@corp.supernews.com>
Source record: 29053

I have one of the JVC SC1224 monitors, I am in Seattle. How much were you willing to spend?

Tim

"Paul Nurminen" <visit_my_site@nurmix.com> wrote in message news:gjej4vga3h3hmpd9pqn2cikrsinrl0op2f@4ax.com...
> I'm looking for a replacement color monitor for my STE. My old SC1435
> died, so I'd either like to pick up another one of those, or more
> likely, an SC1224.
>
> I'd prefer to find one in my area (Los angeles, California - USA) to
> avoid hefty shipping charges, but I realize that might be difficult.
>
> So, anyone in the USA (or Canada, I suppose) that has one available,
> please either respond here, or send me an e-mail. Also, if anyone can
> recommend any web sites / dealers etc. that might have some, I'd
> appreciate that too. I've found a couple on eBay, of course, but I'd
> like to look in a few other places as well.
>
> Thanks.
>
>
>
> --
>
> Paul Nurminen - California (USA)
>
> http://www.nurmix.com
> ^Atari computing, electronic music, '80s Club Music
>
> http://www.mp3.com/nurvis
> http://www.mp3.com/varactor
> ^My original electronic music MP3s
>
> E-mail: (visit my site to e-mail me)

1074. Re: SLM804 question(s)

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 22:49:45 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <b3u1q9$g51$1@reader2.panix.com>
Source record: 29054

Ken Kosut <kjcat@shell.voyager.net> writes:

Two possibilities. Paper has too high a water content, or the d-shaped
pickup rollers need cleaning with a rubber cleaner-rejuvenator. I use
something I got for tape deck rollers, but automotive seal sweller will
work too.

As to the drum smudge, one of the things I have done to mine that has
caused no problem is to wipe such stuff off with a ball of cotton.

But, where might one get a A4 tray? I could use one.

Jim

: Hello,

: My paper (letter - 8.5 x 11) is not advancing past the tray of the
: printer.
: (paper jam error - paper is slightly advanced but still in the tray)
: I tried a lighter weight paper. Same error.
: I changed setting on tray (upper right corner) to letter size.
: Though I don't think it matters, because I am pretty sure I have an
: A4 tray. Same error.
: ---------------
: Does anyone know why the paper is not being drawn into the printer?
: ---------------
: Is it possible to clean a smudge off of the green drum?
: ---------------
: (I can see the smudge on the drum, which shows up in the center of
: the printed page.)

: Thanks in advance for any suggestions.

: ken

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1075. AtarICQ 0.156 is released

Newsgroup: comp.sys.atari.st
Date: 2003-03-02 23:46:27 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.speecgre@localhost>
Source record: 29055

Hi all,

After a period of intense bughunting, there is now a new release of the AtarICQ available. Most noticably the following fixes and additions have been made:

* Bug #1 fixed: Buffer overflow (1 byte)
* Bug #2 fixed: A nasty bug caused by a mixup of real and virtual memory blocks (caused memory leaks/data corruption) * Bug #3 fixed: Memory leak, causing aICQ to waste some RAM every time ataricq.udb was saved to disk * New shortcut: CTRL+h will tell AVSERVER to view the logfile for the active contact (requires "instant history" enabled) * Introduced a scheme for embedding command codes inside text buffers. As a result of this, it is now possible to use more than one text colour in the text * Following the above, it is possible to config the colours of message headers in preferences * aICQ will now detect URLs hidden inside "brackets" like ()[]{} * Arrow-down key should move cursor to end of line below, even if that is to the left of current cursor position

-In other words, if previous aICQ release introduced stability issues on your setup you should definitely give this one a go!

URL: http://www.ataricq.org

Regards,

Joakim

1076. Re: nameless file problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-03 00:05:31 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b3u68b$f3b$1@thorium.cix.co.uk>
Source record: 29056

In message <9ut8a.125$sf3.81074@monger.newsread.com>, swampfax1@atlantic.net said:
>
>On 2 Mar 2003 10:19:50 +, Martin Tarenskeen wrote:
>>I have a strange problem. When I was playing around with GfaBasic I
>>accidently created a file on my harddisk with an empty name, or maybe a
>>name with only spaces - I can't really see. In my fileselector I see an
>>empty line and on my desktop I can see a file icon. It also has a size so
>>it is really there. But I can not delete nor rename the file. Also I
>>cannot delete the folder that is around it for that reason. I have tried
>>with the standard single TOS desktop, I have tried under MiNT using bash
>>and the rm and rmdir commands, as well as actions under THiNG - no luck. I
>>also tried HP-optimizer's logical check to see if this would fix anything.
>>No luck either.
>>
>>Does anyone have any idea how to get rid of this ghostfile ?
>>
>>Martin Tarenskeen
>
>Hi Martin,
> What system are you using? If it's a Falcon booted with ICD then
>Cleanup program should be good. An oldie called Unhide may work also. If
>you boot with HDDriver then maby Diskus will do.
>
>John G.

Did you try HP-Optimizer in optimizing mode? Make a backup first!
That should get rid of the blank file - I take it you don't need
its contents.

Alternatively, can the folder containing the offending file be
copied? If so, then copy the whole partition elsewhere you have
enough room (into a folder labeled with the drivename, say), zero
the original partition (which wipes the FATs) and then copy the
contents of the folder back to it, finally deleting the copy. This
will also defragment the newly copied partition!

If you have Egale, it's worth using the Tree check facility each
time you do the batch copy, to make sure that all the files have
been copied uncorrupted.

Regards, /Peter/

1077. Re: SLM804 question(s)

Newsgroup: comp.sys.atari.st
Date: 2003-03-03 00:42:06 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3e62a4eb$0$7815@echo-01.iinet.net.au>
Source record: 29057

correct, the D rollers in the cassette feeder do become worn or coated in paper dust prohibiting them from getting any grip on the paper to feed it through.

As for the drum, fee free to clean it with any lint free cloth, that's not abrasive. do not use any liquid on it either. This is assuming that the smudge on the drum is caused by an oil deposit from your fingers or some other harmless deposit.

If the mark is still there, after cleaning, its a good chance the wiper blade in the drum kit needs to be replaced. They are available new at special request from certain toner remanufacturing suppliers or you can simply replace the piece of rubber on yours if your feeling handy.

"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:b3u1q9$g51$1@reader2.panix.com...
> Ken Kosut <kjcat@shell.voyager.net> writes:
>
> Two possibilities. Paper has too high a water content, or the d-shaped
> pickup rollers need cleaning with a rubber cleaner-rejuvenator. I use
> something I got for tape deck rollers, but automotive seal sweller will
> work too.
>
> As to the drum smudge, one of the things I have done to mine that has
> caused no problem is to wipe such stuff off with a ball of cotton.
>
> But, where might one get a A4 tray? I could use one.
>
> Jim
>
> : Hello,
>
> : My paper (letter - 8.5 x 11) is not advancing past the tray of the
> : printer.
> : (paper jam error - paper is slightly advanced but still in the tray)
> : I tried a lighter weight paper. Same error.
> : I changed setting on tray (upper right corner) to letter size.
> : Though I don't think it matters, because I am pretty sure I have an
> : A4 tray. Same error.
> : ---------------
> : Does anyone know why the paper is not being drawn into the printer?
> : ---------------
> : Is it possible to clean a smudge off of the green drum?
> : ---------------
> : (I can see the smudge on the drum, which shows up in the center of

> : the printed page.)
>
> : Thanks in advance for any suggestions.
>
> : ken
>
>
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

1078. atari pic programming

Newsgroup: comp.sys.atari.st
Date: 2003-03-03 01:30:47 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3e62b053$0$7810@echo-01.iinet.net.au>
Source record: 29058

is there any software for the ST that does smart card and PIC programming,

the requirements for this are very low and the ST is more than capable.

1079. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-03-03 18:05:39 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b405hi$sh5$1@venus.btinternet.com>
Source record: 29061
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

Hi Larry

You cannot even comment good about him without using the word ass.

BTW, Is 'Asset' French for a small ass or a female ass?. Ass 'ette'?.

> That's just stupid. Ben is a asset to the Atari community and I am glad
that
> he posts here. You sir are a idiot.

Well i suppose i had that coming!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

1080. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-03-03 18:05:41 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b405hj$sh5$2@venus.btinternet.com>
Source record: 29062
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

Hi Ben

I'll have a pack of ten, a floppy and a chocolate fudge packing please.

> Hi, I'm Ben Smith, proprietor of Fags R Us! I'm a big fagot who occupies a
> unique niche in the homosexual World! Most fags stick to just fucking
other
> fags but I like meeting NEW fagots, I also sell Used/2nd Hand dildoes and
sex
> toys!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

1081. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-03-03 23:06:30 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <WdR8a.1305$gF3.128326@newsread1.prod.itd.earthlink.net>
Source record: 29063
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

"Steve Sweet" <Steve.Sweet@btopenworld.com> wrote in message
news:b405hi$sh5$1@venus.btinternet.com...
> Hi Larry
>
> You cannot even comment good about him without using the word ass.

You know the really great thing about your numerous posts is my mail client
crashed just as I was about to killfile you.

Thanks for sticking your head up again! Saves me the trouble of going
through read messages.

1082. ASH products English documentations

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 00:41:04 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e63f6644ae9a41@europe-shareware.org>
Source record: 29064

Hi all,

Does Scripter and Jinnee docs exist in English?
Who is the publisher? Maybe System Solutions?

Thanx.

Bye,
/Pascal/

1083. Re: SLM804 question(s)

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 02:50:37 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <Pine.GSO.4.44L0.0303032031240.26781-100000@shell.core.com>
Source record: 29065

On Sun, 2 Mar 2003, Jim DeClercq wrote:

> Two possibilities. Paper has too high a water content, or the d-shaped
> pickup rollers need cleaning with a rubber cleaner-rejuvenator. I use
> something I got for tape deck rollers, but automotive seal sweller will
> work too.

Hi Jim & Newsgroup,

Thanks for your suggestions. I cleaned paper paths, rollers and
press roller (back cover under metal spring).
I also turned felt strip over. (cleaning pad)
I tried a couple of tests. It seems to be working better, though
still jams. Not as much though.
There were a lot of rubber belts. My guess is that one or more
of these are stretched.

> As to the drum smudge, one of the things I have done to mine that has
> caused no problem is to wipe such stuff off with a ball of cotton.

The drum smudge was real bad. There was some sort of debris which
put a streak right in the center of the drum.
I managed to get most of it out using cotton.
It is much better.

> But, where might one get a A4 tray? I could use one.

My tray has the following slots for the plastic divider.
B5 LTR A4 LGL

Eventhough I have an A4 slot, the manual says I cannot use
B5 or A4 paper.
It doesn't really say why.

Not sure where you could find a tray like this.

ken

1084. Re: ASH products English documentations

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 07:24:42 UTC
From: <>
Message-ID: <1046760658-544065AEicMi@ntlworld.com>
Source record: 29066

From: "Pascal Ricard" <nospam@mydomain.thanx.invalid>
Date: Tue, 04 Mar 2003 01:41:04 +0100 (MET)

>Does Scripter and Jinnee docs exist in English?

Yes to both.

>Who is the publisher? Maybe System Solutions?

SS don't exist as Atari agents, it's now Atari Workshop.

There is an English demo of jinnee around, but not Scripter.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1085. Re: Keyboard and floppy needed for 520ST

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 09:39:16 UTC
From: Witchy <news@sruasonidyranib.co.uk>
Message-ID: <kvs86v8u4tl6lq2onmott7n8hh4nu7hhqu@4ax.com>
Source record: 29060

On Sun, 2 Mar 2003 14:23:33 +0000 (UTC), "Steve Sweet"
<Steve.Sweet@btopenworld.com> wrote:

>Why its witchy
>
>> If you could do me such floppy wonders that'd be great :o)
>
>I've got a floppy wonder, the bitch says its the booze.

Aye. I was down the tip yesterday disposing of a domestic gas powered
heating device and I asked the bloke where was the best place for an
old boiler an' he said 'I leave her at home.'

bu-bum indeed.

w

1086. Atari mags and disks etc going cheap!

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 11:36:51 UTC
From: sonik@whsmithnet.co.uk
Message-ID: <3e648fd3_1@einstien.icl.net>
Source record: 29067

Hi folks

I've a load of Atari magazines and cover disks and they've been taking up a fair bit of valuable room in my place for some years. I'm happy to let them go to someone who may find them of use. I've loads of copies (in binders for the most part) of ST Format, ST Review and ST User and their accompanying coverdisks. I was a STF subscriber for a while and so have the wonderdisks for those issues that were only given to subs holders.

All mags and disks are in very good condition and I'm happy to let the disks go in the diskboxes they are stored in.

I also have all the issues of the short-lived Atari World plus disks. If anyone is interested please get in touch. I am not looking to make a killing with this stuff, just some room!

Cheers
Al Ferrier
sonik@whsmithnet.co.uk

1087. Atari hard drive for sale?

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 11:40:26 UTC
From: sonik@whsmithnet.co.uk
Message-ID: <3e6490aa_1@einstien.icl.net>
Source record: 29068

Hi folks

I've a friend who's a fellow Atarian and he's keen to buy a hard drive for his STFM. Does anyone have a Progate or similar they no longer want? I use a Progate 120 meg one with mine and it's great and I'm sure that's just what he's after too. A good price will be paid.

Let me know if you can help?

Cheers
Al

sonik@whsmithnet.co.uk

ps has anyone developed a STing script for WHSmithnet? I can connect my Atari to my old Freeserve pay as you go account but not my WHS as the log-in protocols are different I think.

1088. Re: ASH products English documentations

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 13:17:28 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e64bd20341d480@europe-shareware.org>
Source record: 29076

Hello,

in article <1046760658-544065AEicMi@ntlworld.com> (comp.sys.atari.st),
derryck@.cix.co.uk.invalid wrote on Tue 04-03-2003 07:24 (GMT):

> SS don't exist as Atari agents, it's now Atari Workshop.
>
> There is an English demo of jinnee around, but not Scripter.

Thank you.

Bye,
/Pascal/

1089. Re: ASH products English documentations

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 14:05:01 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e645dc41900684@attbi.com>
Source record: 29070

>Hi all,
>
>Does Scripter and Jinnee docs exist in English?
>Who is the publisher? Maybe System Solutions?
>
>Thanx.
>
>Bye,
>/Pascal/

I have Jinnee 2.5 and the older 1.0 both in English. I have the
HYP doc Egnlish file for version 2.5.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1090. Re: nameless file problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 14:05:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e645dc41900685@attbi.com>
Source record: 29069

>I have a strange problem. When I was playing around with GfaBasic I
>accidently created a file on my harddisk with an empty name, or maybe a
>name with only spaces - I can't really see. In my fileselector I see an
>empty line and on my desktop I can see a file icon. It also has a size so
>it is really there. But I can not delete nor rename the file. Also I
>cannot delete the folder that is around it for that reason. I have tried
>with the standard single TOS desktop, I have tried under MiNT using bash
>and the rm and rmdir commands, as well as actions under THiNG - no luck. I
>also tried HP-optimizer's logical check to see if this would fix anything.
>No luck either.
>
>Does anyone have any idea how to get rid of this ghostfile ?
>
>Martin Tarenskeen

I have had this problem where I have a file that I cannot get rid
of. What I did was to copy all other files to another partition
and just re-initialize the partition with the bad file (using
HDDriver) and then copy all the other files back. Takes awhile,
but works. You could also try something like HD-Sentry (in TOS
mode) and see if that helps.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1091. Re: Porthos 3.20 released

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 14:05:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e645dc41900686@attbi.com>
Source record: 29071

>On 1 Mar 2003, Peter Slegg wrote:
>
>>
>> I've just downloaded the newly released Porthos 3.20. You can also read a bit
>> about it on ST-Computer.
>
>I've just tried it to. First I was disappointed: I got a crash with an
>"ILLEGAL INSTRUCTION" error message. But I suspect XaAES of being
>responsible for that. Under N_AES it seems to work quite well. Maybe Henk
>Robbers is willing to take a look at it, if other XaAES users experience
>the same error ?
>
>>
>> Thanks Wolfgang.

It must be the OS, because I did not experience this on my Hades
under Magic.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1092. Re: TT

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 14:05:03 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e645dc41900687@attbi.com>
Source record: 29072

>Is it possible to up the refresh rate on the TT 030 or is it stuck at 60Hz?

I would think it would be possible to adjust that if you are using
a graphics card and if that graphic card's driver had that ability
to change it. On my Hades, I can change the refresh rate just be
using the driver to my graphics card.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1093. Re: Keyboard and floppy needed for 520ST

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 14:05:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e645dc41900688@attbi.com>
Source record: 29073

>Hi folks,
>
>Just wondering if any UK lurkers and regulars have a keyboard and
>floppy drive for an Atari 520STfm? Got one here that's had An Incident
>with its keyboard and has been repaired in the past but has since gone
>bad again (repairable I guess), but it appears that the floppy is
>toast since it continually tries to seek track 0 and won't read/write
>even Atari format disks.
>
>Anyone? :)
>
>cheers
>
>Witchy

Contact either B&C Computers or Best Electronics. They should be
able to help you.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1094. Re: your interest in additional ct60 features?

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 14:42:04 UTC
From: xi@napri.sk
Message-ID: <82025ee1.0303040642.7430f62e@posting.google.com>
Source record: 29074

mikrox@atlas.sk (MiKRO) wrote in message
news:<3971bb2f.0302260709.5ea52bf@posting.google.com>...
> hi people,
>
> I'm sorry if I'm a little bit offtopic in this group, but I haven't
> any experiences with newsgroups.
>
> Maybe you know, in original R.Czuba's plan, he would to add to CT60 a
> PCI and AGP port. After SuperVidel card announcing he wrote me (some
> weeks ago) he isn't interested in this stuff anymore since SuperVidel,
> in his opinion, solves everything. My friends-atarists and me can't
> agree with this, I'll give you some reasons:
>
> 1. Deesee card
> DSP56300 core is able to use DIRECTLY pci bus, there's no hardware
> problem to connect it to pci-equipped falcon. And you certainly know,
> performance is even bigger than 060 cpu (about 100 mips and _more_)
>
> 2. ethernet cards
> pci gives us a flexible and simple solution how to connect TONS of
> available (and cheap) eth cards
>
> 3. 3D cards
> I think, this is clear - 3D card makes about 90% of performance of
> present PCs. Try to run for example Wolfenstein on 2 ghz CPU without
> 3D card. Even in the smallest window with everything "off" and "low"
> it's unplayable! So AGP port open us a door to unlimited world of PC
> software. It's your card too slow? Buy a new, with 10x more
> performance for the same money as your old one!
>
> I wrote this arguments to Rodolphe, but it seems he isn't interested
> in it. What's your opinion? Maybe if we're thinking the same, after
> massive feedback he could change his state of mind...
>
> OK, that's all, thanks for your patience.

yes...for CT60 we need PCI & AGP slots...
With PCI we will opened door to: TV card, ADSL card (or ISDN),
Ethernet, Deesee, SCSI or IDE card, and other...

I want PCI & AGP for my CT60....hey Rodolphe!....please...

1095. Re: your interest in additional ct60 features?

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 14:45:41 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb69ei5.4ck.atari@core.preferuje.luzik.pl>
Source record: 29075

```
>> I wrote this arguments to Rodolphe, but it seems he isn't interested
>> in it. What's your opinion? Maybe if we're thinking the same, after
>> massive feedback he could change his state of mind...
>>
>> OK, that's all, thanks for your patience.
>
> yes...for CT60 we need PCI & AGP slots...
> With PCI we will opened door to: TV card, ADSL card (or ISDN),
> Ethernet, Deesee, SCSI or IDE card, and other...
>
> I want PCI & AGP for my CT60....hey Rodolphe!....please...

In my opinion, SuperVidel is a great opportunity (100% Videl compatibility)
but at least PCI is somehow _ESSENTIAL_, and will open many ways that are
now unavialible.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl
```

1096. Re: atari pic programming

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 16:32:56 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1frb408.1m5iwju1fv6z5sN%NOSPAMS@wanadoo.fr>
Source record: 29077

JLM <Nospam@fuck.com> wrote:

> is there any software for the ST that does smart card and PIC programming,
>
> the requirements for this are very low and the ST is more than capable.

You can try http://perso.wanadoo.fr/didierm/files/pic_dev.zip
but you need a 68020 or more (tested under falcon).
Inside the archive there are gputils (assembler) and prog84
(programmer).
I use this tools for the Eiffeil card (PIC16F876 but all is good for a
16F84).

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

1097. Re: ASH products English documentations

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 16:36:04 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e64dafa4b6ff10@europe-shareware.org>
Source record: 29078

Hello,

in article <3e645dc41900684@attbi.com> (comp.sys.atari.st),
Edward S. Baiz Jr. wrote on Tue 04-03-2003 14:05 (GMT):

> I have Jinnee 2.5 and the older 1.0 both in English. I have the
> HYP doc Egnlish file for version 2.5.

Is this hyp file freely spreadable or is it copyrighted?

Bye,
/Pascal/

1098. Re: Atari hard drive for sale?

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 18:41:04 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e64f340.0@entanet>
Source record: 29080

I have a Datapulse unit (ICD card, psu, and scsi mechanism) sitting in
a cupboard here. It is in perfect working order but only has a 40Mb drive
in it (the 85Mb failed).

I am in the North West, e-mail me if you are interested.

Regards,

Peter

On 4 Mar 2003 11:40:26 G, Al Ferrier wrote:
>Hi folks
>
>I've a friend who's a fellow Atarian and he's keen to buy a hard drive
>for his STFM. Does anyone have a Progate or similar they no longer want?
>I use a Progate 120 meg one with mine and it's great and I'm sure that's
>just what he's after too. A good price will be paid.
>
>Let me know if you can help?
>
>Cheers
>Al
>
>sonik@whsmithnet.co.uk
>
>ps has anyone developed a STing script for WHSmithnet? I can connect my
>Atari to my old Freeserve pay as you go account but not my WHS as the
>log-in protocols are different I think.
>
>.

1099. Re: nameless file problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 19:17:15 UTC
From: swampfax1@atlantic.net
Message-ID: <%Y69a.251$sf3.183665@monger.newsread.com>
Source record: 29081

On 2 Mar 2003 10:19:50 +, Martin Tarenskeen wrote:
>I have a strange problem. When I was playing around with GfaBasic I
>accidently created a file on my harddisk with an empty name, or maybe a
>name with only spaces - I can't really see. In my fileselector I see an
>empty line and on my desktop I can see a file icon. It also has a size so
>it is really there. But I can not delete nor rename the file. Also I
>cannot delete the folder that is around it for that reason. I have tried
>with the standard single TOS desktop, I have tried under MiNT using bash
>and the rm and rmdir commands, as well as actions under THiNG - no luck. I
>also tried HP-optimizer's logical check to see if this would fix anything.
>No luck either.
>
>Does anyone have any idea how to get rid of this ghostfile ?
>
>Martin Tarenskeen
>

seems my post never made it so here it is again:

If booting with ICD, use Cleanup and an oldie called Unhide may work.
I hear Diskus is good if booting with HDDriver.

John G.

1100. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 19:23:38 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b42ufprgg1@knossos.btinternet.com>
Source record: 29082

Hi again

"Mac Sys Data of POV" <pov@tesco.net.ignorethisbit> wrote in message

> Yeah that was his name. obviously not you.
>
> So how come I sent you the POV CD?

Really, i've not recieved anything like that, when did you send it?, if it
was a recent posting i've not recieved i'll pass it on, keep in touch.

>
> "Steve Sweet" <Steve.Sweet@btopenworld.com> wrote in message
> news:b3t458$867$10@helle.btinternet.com...
> > Hi Mark
> >
> > > you the original Strider? as in Strider shareware stuff? Was at
Lancaster
> > Uni (I think).

> > I think you are refering to CyberStrider AKA Denesh Bhabuta
> > [denesh@cyberstrider.net]

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

1101. game explora

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 19:33:56 UTC
From: alexandre_afonso@hotmail.com
Message-ID: <c8893e2a.0303041133.66c91c0a@posting.google.com>
Source record: 29083

Hello,

I am trying to play explora on SainT. I do not remember how to save the game.
I do not see any icon for saving.

Is there any key?

Thank you

1102. Re: ASH products English documentations

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 22:01:08 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b437n4$i3l$1@thorium.cix.co.uk>
Source record: 29084

In message <3e63f6644ae9a41@europe-shareware.org>, nospam@mydomain.thanx.invalid said:

>Does Scripter and Jinnee docs exist in English?
>Who is the publisher? Maybe System Solutions?

1 Yes
2 Yes
3 Half-right :-)
The Atari side of SySol has been renamed Atari Workshop:
www.atari-workshop.co.uk, email: info@atari-workshop.co.uk

Don't know if the docs alone are available - but they do sell the
package. I was responsible for most of the translations.

Regards, /Peter/

1103. Re: nameless file problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-04 23:46:13 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0303050022280.150-100000@easymint>
Source record: 29085

Thanks all for the reactions.

I finally got rid of the file.

First I tried Kobold. Didn't work. Doesn't work very well on my system anyway, that's why I never use it anymore lately. (I keep getting these messages telling me that my computer doesn't have enough memory. But 14+32 MB should be enough, right ?)

Then I tried the DISKUS demo, which looks like a very good program. But the functions that I needed were not active in the demo version. Maybe I will buy it one of these days, my German is good enough to understand the program and it's documentation. I hear some people say "if you use HDDRIVER ...". My impression is that it has nothing to do with HDDRIVER. It is a good program even if you don't use HDDRIVER. Correct me if I'm wrong. On the other hand, a program like EDGE will give problems with modern filesystems (Long filenames, big partitions) that DISKUS can handle without problems. But DISKUS can also still handle old fashioned TOS partitions, right ?

Back to my problem:
Both the file itself and the folder around the invisible file could not be deleted.

This is what I did: I moved all the normal files in the directory to another location. Then I created a new file in the directory named "X9876543.210". Then I took a disk editor (DADE, from EDGE 2), and used the "find" function to search for the string "X9876543210". After quite some waiting, this brought me to the subdirectory sector where I could identify the problematic empty file-name. I then replaced the first byte "X" of the empty filename with E5(hexadecimal) - the file was now recognized as "deleted" and I could delete the folder on my desktop again.

Martin Tarenskeen

1104. gemulator and wacom

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 00:27:38 UTC
From: Harrie Borgers <harbor@iae.nl>
Message-ID: <_vb9a.9161$M4.62498@typhoon.bart.nl>
Source record: 29086

Hello,

I use the Branch Allways Gemulator. With my PC I'm used to work with the Wacom tablet & wireless mouse. My question: is there an accessory to use this mouse with the Gemulator?

Harrie

1105. Can't find these shareware/PD games

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 02:39:26 UTC
From: Ceilingfan <tony.smolar@unspam.verizon.net>
Message-ID: <yrd9a.25553$8f7.1596@nwrdny02.gnilink.net>
Source record: 29087

I recently started going through my old ST PD/shareware game disks, only to find that some of them have gone bad. Some of the titles I lost seem to be extremely rare, I can't find them anywhere on the net. The Crawly Crypt CDs list a couple of them, but the links are broken.

Anyway the games I'm looking for are:

Insecta (not insect or insects)
Lunar Lander (it might have been called just "Lander", but it was based on the arcade game)
Megapede
Punkman
Smasher
Tempest (I'm not sure if it was called tempest or just based on Tempest)

If anyone can point me to them or send them to me, I'd appreciate it.
Either reply here or at tony <dot> smolar <at> verizon <dot> net

Thank You

1106. Re: nameless file problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 07:06:27 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b447lj$1q89r4$1@ID-27442.news.dfncis.de>
Source record: 29088

John Garone wrote:

> If booting with ICD, use Cleanup and an oldie called Unhide may work.
> I hear Diskus is good if booting with HDDriver.

DISKUS (http:/www.seimet.de/diskus_english.html) works with any hard
disk driver. Drivers that support the SCSI Driver interface are best,
however, as only these drives give you access to full functionality of
DISKUS. DISKUS is available in a German version with a German manual only.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

1107. Re: nameless file problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 07:08:26 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b447pa$1q89r4$2@ID-27442.news.dfncis.de>
Source record: 29089

Martin Tarenskeen wrote:

> modern filesystems (Long filenames, big partitions) that DISKUS can handle
> without problems. But DISKUS can also still handle old fashioned TO
> partitions, right ?

Yes, it can, but it *cannot* handle long filenames or FAT32 partition.
You can access and work with VFAT partitions that have long filenames,
but you will lose the long name as soon as you use the filename-related
operations of DISKUS.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

1108. Re: Porthos 3.20 released

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 10:03:46 UTC
From: <>
Message-ID: <1046862622-734198AEicMi@ntlworld.com>
Source record: 29093

From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Date: Tue, 04 Mar 2003 14:05:02 GMT

>>I've just tried it to. First I was disappointed: I got a crash with an
>>"ILLEGAL INSTRUCTION" error message. But I suspect XaAES of being

>It must be the OS, because I did not experience this on my Hades
>under Magic.

I find that the progress reports for loading etc display only the leading
ellipses, there is no text shown. Nothing amiss with the resource file that
I can see.

Cheers

Derryck

--

```
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1109. Realtime clock battery in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 10:16:28 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb6bj4r.8r5.atari@core.preferuje.luzik.pl>
Source record: 29090

It seems that battery in my Falcon is going to die. I'd like to replace it, but I'm yet unable to find it over the board. Where it may be? (Board is marked as CA401332-003 REV D/C)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1110. [TOPP] Cyber Paint goes Open Source

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 10:22:01 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.meemeioo@localhost>
Source record: 29091

After a period of silence there is now a new project available on The Orphaned Projects Page, and this time it is Jim Kent's Cyber Paint.

This application is a real ST classic of the 80s, and was highly appreciated for its ability to handle both painting as well as animations. For additional information about the program you can visit the Cyber Paint page on Antic:

http://www.asterius.com/atari/cyberpaint

To download or read more about the sources and the license they are under, please go to The Orphaned Projects Page:

http://topp.atari-users.net

regards,

Joakim

1111. Re: ASH products English documentations

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 10:27:16 UTC
From: <>
Message-ID: <1046862622-734374AEicMi@ntlworld.com>
Source record: 29094

From: "Pascal Ricard" <nospam@mydomain.thanx.invalid>
Date: Tue, 04 Mar 2003 17:36:04 +0100 (MET)

>> I have Jinnee 2.5 and the older 1.0 both in English. I have the
>> HYP doc Egnlish file for version 2.5.
>
>Is this hyp file freely spreadable or is it copyrighted?

All you have to do is download the demo from:

http://www.mani.de/de/software/tos/jinnee.html

The link is at the bottom of that page (1.2MB download).

Don't forget to thank DDP Translations for this translation ;-)

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1112. Re: Keyboard and floppy needed for 520ST

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 10:53:30 UTC
From: Witchy <news@sruasonidyranib.co.uk>
Message-ID: <iolb6vghldbaboo7shg3qhes9no96qauga@4ax.com>
Source record: 29092

On Tue, 04 Mar 2003 14:05:04 GMT, "Edward S. Baiz Jr."
<edbaizjr@attbi.com> wrote:

>>Hi folks,
>>
>>Just wondering if any UK lurkers and regulars have a keyboard and
>>floppy drive for an Atari 520STfm? Got one here that's had An Incident
>>with its keyboard and has been repaired in the past but has since gone
>>bad again (repairable I guess), but it appears that the floppy is
>>toast since it continually tries to seek track 0 and won't read/write
>>even Atari format disks.
>>
>>Anyone? :)
>>
>>cheers
>>
>>Witchy
>
>Contact either B&C Computers or Best Electronics. They should be
>able to help you.

Ta for that, though it looks like I might be getting another machine
this week.....

w

1113. Re: SLM804 question(s)

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 12:45:48 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1046868348@news.frii.com>
Source record: 29095

On Mon, 3 Mar 2003 20:50:37 -0600, Ken Kosut <kjcat@shell.voyager.net> wrote:
>
> Eventhough I have an A4 slot, the manual says I cannot use
> B5 or A4 paper.
> It doesn't really say why.
>

I'm speculating here, but I wonder if it has to do with the printer driver.

You move the tab to switch between legal and letter size. I wonder, if you had a European machine with appropriate drivers and language in the computer, if you did the same thing to switch between B5 and A4. Then the only difference between the printers you sold around the world would be the voltage power supplies. Cheaper.

Ken

1114. Re: TT

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 12:58:17 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1046869097@news.frii.com>
Source record: 28996

On Tue, 04 Mar 2003 14:05:03 GMT, "Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote:
> >Is it possible to up the refresh rate on the TT 030 or is it stuck at 60Hz?
>
> I would think it would be possible to adjust that if you are using
> a graphics card and if that graphic card's driver had that ability
> to change it. On my Hades, I can change the refresh rate just be
> using the driver to my graphics card.
>

Ed,

I think you are right, but a standard graphics card such as we have in our Hades will not work in a TT. There are no expansion slots for the card. There is a VME expansion slot, and there were a few cards made that fit here. One is by Cyrel, and I have that one installed in my TT, although I haven't run color in years. Crazy Dots was another card. These cards completely bypass the built-in monitor connector.

Ken

1115. Re: Realtime clock battery in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 14:37:36 UTC
From: <>
Message-ID: <1046940080-794922AEicMi@ntlworld.com>
Source record: 29017

From: Adam Klobukowski <atari@gabo.pl>
Date: Wed, 5 Mar 2003 10:16:28 +0000 (UTC)

>It seems that battery in my Falcon is going to die. I'd like to replace it,

You need to change the NVRAM chip, which also contains the clock and
battery.

A suitable replacement is Dallas DS12887, Maxim are the folks whose web site
will pay you to visit if you <cough> need a sample.

>but I'm yet unable to find it over the board. Where it may be? (Board is

Big chip under the keyboard - you'll need to take the shielding off to see
it (and take the motherboard out to change it).

Cheers

Derryck

--

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1116. Re: ASH products English documentations

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 14:48:20 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e66229030145e1@europe-shareware.org>
Source record: 28997

Hello,

in article <1046862622-734374AEicMi@ntlworld.com> (comp.sys.atari.st),
derryck@.cix.co.uk.invalid wrote on Wed 05-03-2003 10:27 (GMT):

> All you have to do is download the demo from:

Oh my gode! (pj)
Silly me, I didn't think to have a look on the author's site.
Thanx for the tip, it will help a lot the guy who asked me at least an
English version (I cannot produce a French one atm).

> Don't forget to thank DDP Translations for this translation ;-)

Of course I do :-). Almost all your team/group replied to my request.
Thank you all.

Best regards!
/Pascal/

1117. Re: your interest in additional ct60 fe

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 17:09:22 UTC
From: A�a�tre@yahoo.com
Message-ID: <3e662f41$0$7907$626a54ce@news.free.fr>
Source record: 28998

Hello,

On 4 Mar 2003 14:45:41 +, Adam Klobukowski wrote:
�> With PCI we will opened door to: TV card, ADSL card (or ISDN),
�> Ethernet, Deesee, SCSI or IDE card, and other...
�In my opinion, SuperVidel is a great opportunity (100% Videl compatibility)
�but at least PCI is somehow _ESSENTIAL_, and will open many ways that are
�now unavialible.

Sure but ... on Had�s and Milan are PCI slots but we can't use those great ultrafast 3d cards simply because about all vendors don't offer docs to make drivers !

I know a good programmer (Patrice Mandin, French) that seem to be ready to do something to cure that, but he was looking for a b�tatester with a 3dfx and a Tos compatible with PCI slots ... and didn't found any.
Maybe I will try to cure that.

Regards

1118. Re: Realtime clock battery in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 17:27:25 UTC
From: Flibble-san <news@127coconutsmusume.co.uk>
Message-ID: <Hqq9a.1521$vN2.1076@newsfep1-gui.server.ntli.net>
Source record: 28999

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrnb6bj4r.8r5.atari@core.preferuje.luzik.pl...
> It seems that battery in my Falcon is going to die. I'd like to replace
it,
> but I'm yet unable to find it over the board. Where it may be? (Board is
> marked as CA401332-003 REV D/C)

It's the Dallas Semiconductor chip.

Flib

1119. Re: Realtime clock battery in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 18:04:18 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb6ceig.a37.atari@core.preferuje.luzik.pl>
Source record: 29000

W artykule <Hqq9a.1521$vN2.1076@newsfep1-gui.server.ntli.net> Flibble-san napisaďż˝(a):
>
> "Adam Klobukowski" <atari@gabo.pl> wrote in message
> news:slrnb6bj4r.8r5.atari@core.preferuje.luzik.pl...
>> It seems that battery in my Falcon is going to die. I'd like to replace
> it,
>> but I'm yet unable to find it over the board. Where it may be? (Board is
>> marked as CA401332-003 REV D/C)
>
> It's the Dallas Semiconductor chip.

Any clue what I can replace it with?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1120. Re: Realtime clock battery in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 18:17:16 UTC
From: Flibble-san <news@127coconutsmusume.co.uk>
Message-ID: <q9r9a.1548$vN2.1522@newsfep1-gui.server.ntli.net>
Source record: 29001

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrnb6ceig.a37.atari@core.preferuje.luzik.pl...
> W artykule <Hqq9a.1521$vN2.1076@newsfep1-gui.server.ntli.net> Flibble-san
napisa(a):
> >
> > "Adam Klobukowski" <atari@gabo.pl> wrote in message
> > news:slrnb6bj4r.8r5.atari@core.preferuje.luzik.pl...
> >> It seems that battery in my Falcon is going to die. I'd like to replace
> > it,
> >> but I'm yet unable to find it over the board. Where it may be? (Board
is
> >> marked as CA401332-003 REV D/C)
> >
> > It's the Dallas Semiconductor chip.
>
> Any clue what I can replace it with?

Visit http://www.maxim-ic.com/

Enter the code number off the chip into the search box, it should give you a result.

If they have the correct chip, you can request free samples. They will send you two of each chip you request. When you fill in the form, pretend you work in electronics or something to a degree. Somone on this group told me about these people, they are excellent. I requested lots of chips in the past, and even saved ?30 by replacing the dead NVRAM in my Sparc with a sample chip.

By the way, a sample chip is exactly the same. It just means they are not guranteed the whole lifetime. But they are free.

Hope this helps

Simon

1121. Re: Realtime clock battery in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 18:17:55 UTC
From: Flibble-san <news@127coconutsmusume.co.uk>
Message-ID: <1ar9a.1550$vN2.464@newsfep1-gui.server.ntli.net>
Source record: 29002

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrnb6ceig.a37.atari@core.preferuje.luzik.pl...
> W artykule <Hqq9a.1521$vN2.1076@newsfep1-gui.server.ntli.net> Flibble-san
napisa(a):
> >
> > "Adam Klobukowski" <atari@gabo.pl> wrote in message
> > news:slrnb6bj4r.8r5.atari@core.preferuje.luzik.pl...
> >> It seems that battery in my Falcon is going to die. I'd like to replace
> > it,
> >> but I'm yet unable to find it over the board. Where it may be? (Board
is
> >> marked as CA401332-003 REV D/C)
> >
> > It's the Dallas Semiconductor chip.
>
> Any clue what I can replace it with?

It should be an NVRAM Real-time-clock. I don't have a falcon any more so I
can't remember the chip number, sorry.

Simon

1122. Re: Realtime clock battery in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 18:24:34 UTC
From: Flibble-san <news@127coconutsmusume.co.uk>
Message-ID: <fgr9a.1556$vN2.594@newsfep1-gui.server.ntli.net>
Source record: 29003

"Flibble-san" <news@127coconutsmusume.co.uk> wrote in message
news:q9r9a.1548$vN2.1522@newsfep1-gui.server.ntli.net...
>
> "Adam Klobukowski" <atari@gabo.pl> wrote in message
> news:slrnb6ceig.a37.atari@core.preferuje.luzik.pl...
> > W artykule <Hqq9a.1521$vN2.1076@newsfep1-gui.server.ntli.net>
Flibble-san
> napisa(a):
> > >
> > > "Adam Klobukowski" <atari@gabo.pl> wrote in message
> > > news:slrnb6bj4r.8r5.atari@core.preferuje.luzik.pl...
> > >> It seems that battery in my Falcon is going to die. I'd like to
replace
> > > it,
> > >> but I'm yet unable to find it over the board. Where it may be? (Board
> is
> > >> marked as CA401332-003 REV D/C)
> > >
> > > It's the Dallas Semiconductor chip.
> >
> > Any clue what I can replace it with?
>
> Visit http://www.maxim-ic.com/
>

```
Exact direct link is
http://www.maxim-ic.com/quick_view2.cfm/qv_pk/2681/ln/en
```

Simon

1123. Re: Realtime clock battery in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 18:28:21 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb6cfvj.a4k.atari@core.preferuje.luzik.pl>
Source record: 29004

```
>> > Any clue what I can replace it with?
>>
>> Visit http://www.maxim-ic.com/
>>
>
> Exact direct link is
> http://www.maxim-ic.com/quick_view2.cfm/qv_pk/2681/ln/en

Thanks. Do they ship world-wide?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl
```

1124. Re: your interest in additional ct60 fe

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 18:35:54 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb6cgdm.a4k.atari@core.preferuje.luzik.pl>
Source record: 29005

W artykule <3e662f41$0$7907$626a54ce@news.free.fr> Mďż˝gamodeste napisaďż˝(a):
> Hello,
>
> On 4 Mar 2003 14:45:41 +, Adam Klobukowski wrote:
> > > With PCI we will opened door to: TV card, ADSL card (or ISDN),
> > > Ethernet, Deesee, SCSI or IDE card, and other...
> > In my opinion, SuperVidel is a great opportunity (100% Videl compatibility)
> > but at least PCI is somehow _ESSENTIAL_, and will open many ways that are
> > now unavialible.
>
> Sure but ... on Hadďż˝s and Milan are PCI slots but we can't use those great
> ultrafast 3d cards simply because about all vendors don't offer docs to make
> drivers !

GFX cards do not have highest priority for me. Network cards have. Being
connected means being alive those days.

> I know a good programmer (Patrice Mandin, French) that seem to be ready to
> do something to cure that, but he was looking for a bďż˝tatester with a 3dfx
> and a Tos compatible with PCI slots ... and didn't found any.
> Maybe I will try to cure that.

The main problems is that PCI vendors on our platform never showed much care
to provide drivers. Look on Amiga world: their situation is much better, the
have really much hardware to choose and plug into their PCI bridges becouse
vendors make drivers.

Can someone list drivers that were provided by PCI bridges (and clones with
PCI/ISA) vendors?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1125. Re: Realtime clock battery in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 21:24:37 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0303051324.159865f4@posting.google.com>
Source record: 29006

"Flibble-san" <news@127coconutsmusume.co.uk> wrote in message
news:<q9r9a.1548$vN2.1522@newsfep1-gui.server.ntli.net>...
> "Adam Klobukowski" <atari@gabo.pl> wrote in message
> news:slrnb6ceig.a37.atari@core.preferuje.luzik.pl...
> > W artykule <Hqq9a.1521$vN2.1076@newsfep1-gui.server.ntli.net> Flibble-san
> napisaï¿½(a):
> > >
> > > "Adam Klobukowski" <atari@gabo.pl> wrote in message
> > > news:slrnb6bj4r.8r5.atari@core.preferuje.luzik.pl...
> > >> It seems that battery in my Falcon is going to die. I'd like to replace
> it,
> > >> but I'm yet unable to find it over the board. Where it may be? (Board
> is
> > >> marked as CA401332-003 REV D/C)
> > >
> > > It's the Dallas Semiconductor chip.
> >
> > Any clue what I can replace it with?
>
> Visit http://www.maxim-ic.com/
>
> Enter the code number off the chip into the search box, it should give you a
> result.
>
> If they have the correct chip, you can request free samples. They will send
> you two of each chip you request. When you fill in the form, pretend you
> work in electronics or something to a degree.

Or you could be honest and buy it. It is only a $6 part.

Galen

1126. Amiga Coldfire project

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 21:56:51 UTC
From: LS <lannie@me.com>
Message-ID: <cd2568b072dee0d78d45e78fb79757f5@news.teranews.com>
Source record: 29007

I was searching for the Atari Coldfire project and found this site:

http://www.cdtv.org.uk/coldfire/index.html

I wonder what would happen if these two teams could team up together and take advantage of each other's designs, codes and expense in making prototype boards and etc. This could decrease the cost of the upgrades for both platforms.

Any thoughts, ideas?

Lannie

PS Amiga and Atari working together for the benefit of both makes sense.

1127. Re: TT

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 22:03:57 UTC
From: lp <gfa@basic.net>
Message-ID: <BA8BDE7C.D9E6%gfa@basic.net>
Source record: 29008

in article 1104_1046869097@news.frii.com, Ken Springer at
wordworks@greeleynet.com wrote on 3/5/03 7:58 AM:

> On Tue, 04 Mar 2003 14:05:03 GMT, "Edward S. Baiz Jr." <edbaizjr@attbi.com>
> wrote:
>>> Is it possible to up the refresh rate on the TT 030 or is it stuck at 60Hz?
>>
>> I would think it would be possible to adjust that if you are using
>> a graphics card and if that graphic card's driver had that ability
>> to change it. On my Hades, I can change the refresh rate just be
>> using the driver to my graphics card.
>>
>
> Ed,
>
> I think you are right, but a standard graphics card such as we have in our
> Hades will not
> work in a TT. There are no expansion slots for the card. There is a VME
> expansion slot,
> and there were a few cards made that fit here. One is by Cyrel, and I have
> that one
> installed in my TT, although I haven't run color in years. Crazy Dots was
> another card.
> These cards completely bypass the built-in monitor connector.

I had a Cyrel for about a week, promptly returned it. At the time I bought
it the mode selection and setup really messy. Way more complicated than it
should of been, also it refused to work on my TT with the cpu cache enabled.
Perhaps these problems were address later. I had a Nova and currently a
CrazyDots II, both of which are fully programmable. It all depends on the
monitor you have, how high you can push it.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

1128. Re: Amiga Coldfire project

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 23:05:31 UTC
From: robert <spim@spam.com>
Message-ID: <b4606q$t71$1@newsg3.svr.pol.co.uk>
Source record: 29009

"LS" <lannie@me.com> wrote in message
news:cd2568b072dee0d78d45e78fb79757f5@news.teranews.com...
> I was searching for the Atari Coldfire project and found this site:
>
> http://www.cdtv.org.uk/coldfire/index.html
>
> I wonder what would happen if these two teams could team up together and
> take advantage of each other's designs, codes and expense in making
> prototype boards and etc. This could decrease the cost of the upgrades
for
> both platforms.
>
> Any thoughts, ideas?
>
> Lannie
>
> PS Amiga and Atari working together for the benefit of both makes sense.

No it dosen't everyone knows Amigas are crap, rubbish, garbage ,can't do
music, don't have midi ports and other things like programs

1129. Re: nameless file problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-05 23:56:13 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0303060037400.914-100000@feanor>
Source record: 29010

Hi, Martin!

MT> This is what I did: [...]

My suggestion would have been a similar: Use a disc monitor, seek to the directory's sector and edit the file's name entry manually!

Your ghost file was not an empty one, as I remember?

So you should have given it a name to remove it properly. By marking its directory entry as empty ($E5) you did not free its data clusters!

My favorite disc monitor is SED (Bookware, comes with the german book "Scheibenkleister II" (C.Brod, A.Stepper) which deals with all kind of mass storage for computers).

It has functions for finding a directory's cluster and (much more interesting in your case) for gathering orphaned clusters.

Though there has been further development on SED I am not sure wether it supports vfat or fat32 in its advanced functions. If you stay on the physical level you may find it as useful as your "DADE" even for these file systems.

Google search for "atari sed" finds:
<http://www.geocities.com/SiliconValley/3366/atari.html>
(homepage of C.Brod)

Regards,

Alexander

1130. Re: Amiga Coldfire project

Newsgroup: comp.sys.atari.st
Date: 2003-03-06 00:40:57 UTC
From: lp <gfa@basic.net>
Message-ID: <BA8C0349.D9F1%gfa@basic.net>
Source record: 29012

in article cd2568b072dee0d78d45e78fb79757f5@news.teranews.com, LS at lannie@me.com wrote on 3/5/03 4:56 PM:

> I was searching for the Atari Coldfire project and found this site:
>
> http://www.cdtv.org.uk/coldfire/index.html
>
> I wonder what would happen if these two teams could team up together and
> take advantage of each other's designs, codes and expense in making
> prototype boards and etc. This could decrease the cost of the upgrades for
> both platforms.
>
> Any thoughts, ideas?
>
> Lannie
>
> PS Amiga and Atari working together for the benefit of both makes sense.

I looked at the site, it appears to be a card only, not a motherboard.
I'd prefer a motherboard versus a new cpu sitting on top a slow bus. It's a nice idea to cooperate but I don't think this particular project is similar enough.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

1131. Re: Amiga Coldfire project

Newsgroup: comp.sys.atari.st
Date: 2003-03-06 00:42:40 UTC
From: Robb Nunya <robb969!@hotmail.com>
Message-ID: <nb6d6vs050kgs76tl5s33v9740kjjnhitj@4ax.com>
Source record: 29011

On Wed, 5 Mar 2003 23:05:31 -0000, "robert" <spim@spam.com> wrote:

>
>"LS" <lannie@me.com> wrote in message
>news:cd2568b072dee0d78d45e78fb79757f5@news.teranews.com...
>> I was searching for the Atari Coldfire project and found this site:
>>
>> http://www.cdtv.org.uk/coldfire/index.html
>>
>> I wonder what would happen if these two teams could team up together and
>> take advantage of each other's designs, codes and expense in making
>> prototype boards and etc. This could decrease the cost of the upgrades
>for
>> both platforms.
>>
>> Any thoughts, ideas?
>>
>> Lannie
>>
>> PS Amiga and Atari working together for the benefit of both makes sense.
>
>No it dosen't everyone knows Amigas are crap, rubbish, garbage ,can't do
>music, don't have midi ports and other things like programs
>
>

Wow! I just had a flashback to 1988!

1132. Re: nameless file problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-06 00:55:54 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0303051655.546d258d@posting.google.com>
Source record: 29013

Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message
news:<b447lj$1q89r4$1@ID-27442.news.dfncis.de>...

> DISKUS is available in a German version with a German manual only.

Dear Uwe,

Why must this be so? Is the English market so small that it is not
worth your time to translate a few phrases?

Galen

1133. Re: gemulator and wacom

Newsgroup: comp.sys.atari.st
Date: 2003-03-06 00:57:10 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0303051657.4c7bce56@posting.google.com>
Source record: 29014

"Harrie Borgers" <harbor@iae.nl> wrote in message
news:<_vb9a.9161$M4.62498@typhoon.bart.nl>...
> Hello,
>
> I use the Branch Allways Gemulator. With my PC I'm used to work with the
> Wacom tablet & wireless mouse. My question: is there an accessory to use
> this mouse with the Gemulator?

Isn't the mouse a function of Windows? I would think it would work
exactly as on the PC.

Galen

1134. New poll at AUN

Newsgroup: comp.sys.atari.st
Date: 2003-03-06 03:34:41 UTC
From: lp <gfa@basic.net>
Message-ID: <BA8C2C01.D9F5%gfa@basic.net>
Source record: 29015

Hi,

Rob wanted me to tell everyone there is a new poll.
Have a look, and get the latest news all in one stop. ;-)

http://www.atari-users.net/

--
Lonny Pursell http://www.q1.net/~atari/

1135. Does a program like this exist?

Newsgroup: comp.sys.atari.st
Date: 2003-03-06 06:00:29 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA8C32A4.2BA32%nameerf@flash.net>
Source record: 29016

Hello!

I was wondering, does anyone know of a program, preferably one that runs from a TSR, ACC, and/or CPX, that can monitor a specific folder, and when an IMG file is dropped into it, automatically print that image through whatever GDOS/NVDI printer you have set?

My reasoning: I'm still frustrated with the fact that Cubase won't print because it doesn't support my printer. It can, however, print IMG files in whatever folder you assign them to. Right now, I have to print them to an IMG file, quit, run Papyrus, center everything on the page, then print. And for multiple-page printouts, I have to reload it into Papyrus, center it again, and print again for each page. Then, if I notice something I need to change, I have to reverse everything, go back to Cubase, make the changes, then go through the process again. If I could simply have some kind of TSR, ACC, CPX, or whatever would work in single-tasking, monitoring a folder, and automatically print when it sees a file is saved (and closed by its parent program), it would be the next best thing to having new printer drivers for Cubase! The program could then delete the files (or send them to an archive folder), so it doesn't get confused by old files.

This would be beneficial for people like me who find themselves stuck in a situation where the available drivers don't work. This can happen in Cubase, PageStream, ImageCopy, and lots of other programs that have their own drivers and don't support printing through GDOS or NVDI.

Any ideas if this program exists? If not, anyone want to take a shot at it? :)

Mike Freeman
nameerf@flash.net

1136. FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2003-03-06 12:50:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0303060444390.11113-100000@shell1.aracnet.com>
Source record: 29018
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Ben's Catalogs Area! Check out my Atari Catalogs as I've just updated 6 of 8 Catalogs!Lots of Items I have 1, 2 or a few of. I've Sold some inventory, deleting Items from Catalogs and added new Items including some rare GEMs!Like highly Modified and UpGraded Rev.7 1050 Happy Drives for the Atari 8 Bit! The Discovery Cartridge, makes your ST Drive copy anything! From Happy Computers!+NEW in BOX Jaguar Base Units and Jag CD Players plus Newly Purchased DooM,Brutal Sports Football & Troy Aikman Football. Brand New for the Jaguar! Plus more Games for the Atari 8 Bit like, Defender, Donkey Kong, Donkey Kong Junior, E.T. Phone Home and Joust! And my ST Games/Software Catalog is PHAT-ter than it's ever been, bulging with Atari Games. Like Crystal Castles, Cannon Fodder, Carrier Command and California Games both 1 & 2! So act now!While Inventory Lasts! http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1137. AHCX V2

Newsgroup: comp.sys.atari.st
Date: 2003-03-06 14:48:24 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3E675E17.E9FBF1B7@chello.nl>
Source record: 29019

LS

There is a new version available on my home page (see sig)

V2 adds a meny entry 'crlf'

AHCX can now be used for removing (or inserting) carriage returns.

Read the hypertext.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A GEM replacement for MiNT: XaAES; http://xaaes.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

1138. Re: [TOPP] Cyber Paint goes Open Source

Newsgroup: comp.sys.atari.st
Date: 2003-03-06 16:51:40 UTC
From: doom_master@SPAMbtinternet.com
Message-ID: <1fres50.1f878yx7e05s0N%doom_master@SPAMbtinternet.com>
Source record: 29020

> After a period of silence there is now a new project available on The
> Orphaned Projects Page, and this time it is Jim Kent's Cyber Paint.
>
> This application is a real ST classic of the 80s, and was highly
> appreciated for its ability to handle both painting as well as
> animations. For additional information about the program you can visit
> the Cyber Paint page on Antic:
>
> http://www.asterius.com/atari/cyberpaint
>
> To download or read more about the sources and the license they are
> under, please go to The Orphaned Projects Page:
>
> http://topp.atari-users.net

superb Joakim, thanks!
--
Steve
= = =
http://massiveftp.serveftp.com
ftp @ massiveftp.serveftp.com

1139. Re: Realtime clock battery in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-06 17:16:30 UTC
From: <>
Message-ID: <1046969468-672542AEicMi@ntlworld.com>
Source record: 29021

From: "Flibble-san" <news@127coconutsmusume.co.uk>
Date: Wed, 5 Mar 2003 18:17:16 -0000

>> > It's the Dallas Semiconductor chip.
>>
>> Any clue what I can replace it with?
>
>Visit http://www.maxim-ic.com/
>
>Enter the code number off the chip into the search box, it should give you a
>result.

I was under the impression that the actual chip is long since obsolete - the chip I suggested is a suitable replacement (I asked about this over in c.s.a.st, since a fellow club member requiered a replacement. He chickened out of it in the end!).

Maxim have a UK base.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1140. Re: Realtime clock battery in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-06 21:49:52 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b48fpv$52v$2@venus.btinternet.com>
Source record: 29022

Hi Derryck

> I was under the impression that the actual chip is long since obsolete -
the
> chip I suggested is a suitable replacement (I asked about this over in
> c.s.a.st, since a fellow club member requiered a replacement. He chickened
> out of it in the end!).

Big pansy i thought, dragged that MIG-welder all them miles for nothing!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

1141. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 2003-03-06 22:55:26 UTC
From: Mac Sys Data of POV <pov@tesco.net.ignorethisbit>
Message-ID: <qlQ9a.3354$IZ4.56@newsfep1-gui.server.ntli.net>
Source record: 29023

Please ignore my messages as I got mixed up with Strider and Sweet Steve.

So Steve, I never did send you the CD but I sent it to Strider.

Mark

"Steve Sweet" <Steve.Sweet@btopenworld.com> wrote in message
news:b42ufprgg1@knossos.btinternet.com...
> Hi again
>
> Really, i've not recieved anything like that, when did you send it?, if it
> was a recent posting i've not recieved i'll pass it on, keep in touch.
>
> >

1142. OT (I think) Aranym....

Newsgroup: comp.sys.atari.st
Date: 2003-03-06 23:18:40 UTC
From: Tim Anderson <t-dot-anderson@zen.co.uk>
Message-ID: <3e67d750$0$11762$fa0fcedb@lovejoy.zen.co.uk>
Source record: 29024

Hi,

I'm trying my best to get aranym (0.7) installed onto my system, Redhat 8.

Anybody got any ideas, the install file says to configure but there is no configure script!

Please help, this looks like just what I need.

Tim

1143. Re: gemulator and wacom

Newsgroup: comp.sys.atari.st
Date: 2003-03-06 23:52:46 UTC
From: Harrie Borgers <harbor@iae.nl>
Message-ID: <ibR9a.10946$M4.66277@typhoon.bart.nl>
Source record: 29025

Galen <ekaljuma@mtsac.edu> schreef in berichtnieuws
926a9946.0303051657.4c7bce56@posting.google.com...
> "Harrie Borgers" <harbor@iae.nl> wrote in message
news:<_vb9a.9161$M4.62498@typhoon.bart.nl>...
> > Hello,
> >
> > I use the Branch Allways Gemulator. With my PC I'm used to work with the
> > Wacom tablet & wireless mouse. My question: is there an accessory to use
> > this mouse with the Gemulator?
>
> Isn't the mouse a function of Windows? I would think it would work
> exactly as on the PC.
>
> Galen

The gemulator works well with the 'normal' mouse, like under windows. But I hardly ever use it, instead I use the cordless / wireless mouse that is supplied with the Wacom tablet (and the cordless pen). The 'feel' and handling are quit different and I prefer using the cordless one... I even have trouble using the normal mouse.
But the Wacom one is not recognized bij Gemulator's hard- and software. That why I hope'd there would be something like an ACC or CPX thaat could help me with this problem.

Harrie

1144. Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 00:38:39 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA8D38BA.2BA58%nameerf@flash.net>
Source record: 29026

Hello!

After much happiness with MagicNet, I'm going to have to move back to STiNG for a while, because I am getting a SCSI/Link-3 Ethernet adapter (my only really feasible Ethernet option), and they don't make a MagicNet version (yet?).

Problem: Ever since my ISP was bought out (for the second time), STiNG refuses to move past the "Initialising Link" phase. The odd thing is, my file settings are identical (other than necessary syntax differences) to settings I use with MagicNet and STiK2. Both of these connect fine. I remember this "Initialising Link" thing being a problem in the past, but trying everything that was suggested in past posts didn't help. I'm baffled by this one. Any ideas? Thanks!

Mike Freeman
nameerf@flash.net

1145. Game Title?

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 01:39:05 UTC
From: justisaur@netscape.net
Message-ID: <a40fb5d0.0303061739.7a50d3e1@posting.google.com>
Source record: 29027

I used to have this game on my Atari ST (no longer have game or ST), I can't remember the title, and after hours of googling, I thought I'd ask here if anyone knows what it is?

It was kind of a bard's tale like adventure, first person wandering around set squares. You played a robot, and got upgrades to your parts, eventually getting these cool irridecent green & blue bug looking parts, you also got weapons like machine guns. There were these damn codelocks all over you had to unlock as well. You advanced by traveling to different plannets, where you found more underground areas. There were also dinosaurs wandering around on the planet's surfaces.

All the searches I did for robots came up with stuff like "Escape from the planet of the Robots", "Xylobot" (cool game), and Bard's tale robots so you can play Bard's tale without actually playing it (no idea why you'd want to do that). None of These are it.

1146. Re: Game Title?

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 02:08:33 UTC
From: atari-man <flash@yahoo.com>
Message-ID: <BaT9a.346527$tq4.7552@sccrnsc01>
Source record: 29028

Is it possibly Captive?

tony

"Justisaur" <justisaur@netscape.net> wrote in message
news:a40fb5d0.0303061739.7a50d3e1@posting.google.com...
> I used to have this game on my Atari ST (no longer have game or ST), I
> can't remember the title, and after hours of googling, I thought I'd
> ask here if anyone knows what it is?
>
> It was kind of a bard's tale like adventure, first person wandering
> around set squares. You played a robot, and got upgrades to your
> parts, eventually getting these cool irridecent green & blue bug
> looking parts, you also got weapons like machine guns. There were
> these damn codelocks all over you had to unlock as well. You advanced
> by traveling to different plannets, where you found more underground
> areas. There were also dinosaurs wandering around on the planet's
> surfaces.
>
> All the searches I did for robots came up with stuff like "Escape from
> the planet of the Robots", "Xylobot" (cool game), and Bard's tale
> robots so you can play Bard's tale without actually playing it (no
> idea why you'd want to do that). None of These are it.

1147. Re: OT (I think) Aranym....

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 03:05:31 UTC
From: Ceilingfan <tony.smolar@unspam.verizon.net>
Message-ID: <%%T9a.26947$8f7.26663@nwrdny02.gnilink.net>
Source record: 29029

It's in an odd place. Once you are in the aranym-0.7.0 directory, cd to
src/Unix. You should see the configure script there

Tony

Tim Anderson wrote:

> Hi,
>
> I'm trying my best to get aranym (0.7) installed onto my system, Redhat 8.
>
> Anybody got any ideas, the install file says to configure but there is no
> configure script!
>
>
> Please help, this looks like just what I need.
>
> Tim

1148. 16/32 systems

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 04:44:59 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <ftV9a.30042$Xh1.83982@news-server.bigpond.net.au>
Source record: 29030

Hi guys' just thought you might like to know, got some Atari kit from 16/32 systems in England. Nick's service was brilliant, the stuff got here (Melbourne) in less than a week in perfect condition. Awsome stuff. I have to say Nick is probably the most diligent Atari vendor I have come accross. He actually got some Falcon titles released that otherwise wouldn't have seen the the light of day. I will be getting more in the future. Now back to the Grand Prix;-)

Mark Bedingfield

1149. Re: OT (I think) Aranym....

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 11:18:06 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <b49va4aud1@newsg1.svr.pol.co.uk>
Source record: 29031

"Ceilingfan" <tony.smolar@unspam.verizon.net> wrote in message
news:%%T9a.26947$8f7.26663@nwrdny02.gnilink.net...
> It's in an odd place. Once you are in the aranym-0.7.0 directory, cd to
> src/Unix. You should see the configure script there

Hi,

Is this OT then? just wondering because it's not an Atari but it is
(sortof).

Tim

1150. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 13:52:54 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e68a752234f801@europe-shareware.org>
Source record: 29032

Hello,

in article <BA8D38BA.2BA58%nameerf@flash.net> (comp.sys.atari.st),
Michael and Nicole Freeman wrote on Fri 07-03-2003 00:38 (GMT):

> Problem: Ever since my ISP was bought out (for the second time), STiNG
> refuses to move past the "Initialising Link" phase. The odd thing is, my

If they do CHAP negotiation now, you'll not be able to get connected
with STinG.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

1151. Re: OT (I think) Aranym....

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 15:50:33 UTC
From: LS <lannie@me.com>
Message-ID: <a5d2e9f705a354058b45a6615f9a74a9@news.teranews.com>
Source record: 29033

It is NOT off topic. It is the NEW Atari. :)

"Tim Anderson" <tanderson@ednet.co.uk> wrote in message
news:b49va4aud1@newsg1.svr.pol.co.uk...
>
> "Ceilingfan" <tony.smolar@unspam.verizon.net> wrote in message
> news:%%T9a.26947$8f7.26663@nwrdny02.gnilink.net...
> > It's in an odd place. Once you are in the aranym-0.7.0 directory, cd to
> > src/Unix. You should see the configure script there
>
> Hi,
>
> Is this OT then? just wondering because it's not an Atari but it is
> (sortof).
>
>
> Tim
>
>

1152. Re: OT (I think) Aranym....

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 16:25:03 UTC
From: Guy Harrison <swampdog@ntlworld.com>
Message-ID: <20030307162504.7c9c896a.swampdog@ntlworld.com>
Source record: 29034

On Thu, 6 Mar 2003 23:18:40 -0000
"Tim Anderson" <t-dot-anderson@zen.co.uk> wrote:

> Hi,
>
> I'm trying my best to get aranym (0.7) installed onto my system, Redhat 8.
>
> Anybody got any ideas, the install file says to configure but there is no
> configure script!
>
>
> Please help, this looks like just what I need.

This crude offering highlights the bare essentials...

```
#!/bin/sh
CWD=`pwd`
SRC="aranym-0.7.0"
cd "$SRC/src/Unix"
./configure --help >"$CWD/hlp.log"
./configure || {
echo "-ERR: drat (hint: $SRC/src/Unix/config.log)"
exit `false`
}
make || exit `false`
echo "+OKI"
```

...assuming that the src archive was unpacked within CWD and created the SRC subdirectory: alter SRC accordingly.

If there's no 'configure' at all then the short answer is you likely grabbed the wrong sources. Long answer commences with phrases like 'autogen.sh', "autotools", "synaptic failure" - "trip to dentist to have all teeth removed without anesthestic (because it's more pleasurable)".

Hope that helps.

--
Guy Harrison

1153. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 19:12:35 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA8E3DCC.2BA7A%nameerf@flash.net>
Source record: 29035

in article 3e68a752234f801@europe-shareware.org, Pascal Ricard at
nospam@mydomain.thanx.invalid wrote on 3/7/03 5:52 AM:

> Hello,
>
> in article <BA8D38BA.2BA58%nameerf@flash.net> (comp.sys.atari.st),
> Michael and Nicole Freeman wrote on Fri 07-03-2003 00:38 (GMT):
>
>> Problem: Ever since my ISP was bought out (for the second time), STiNG
>> refuses to move past the "Initialising Link" phase. The odd thing is, my
>
> If they do CHAP negotiation now, you'll not be able to get connected
> with STinG.

I read in a MyAtari article that STiK2 doesn't support CHAP, either, and it
works just fine on my ISP. Also, doesn't CHAP *not* use a login script to ID
its users, as it's point is encrypted login? My ISP requires a standard
login script. STiNG gets through that just fine. It's what happens after
that that's the problem.

Mike Freeman
nameerf@flash.net

1154. SLM804 for sale, cheap

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 19:42:19 UTC
From: Joseph Hogan <hoganj@freenet.msp.mn.us>
Message-ID: <070320031444598792%hoganj@freenet.msp.mn.us>
Source record: 29036

I have an Atari SLM804 laser printer to almost give away. I got it when I picked up other Atari software and another monitor.

I would ask maybe $5 plus price of shipping for the printer. This is negociable! It comes with the cable to hook it up to the computer.

I am in Montreal, Canada, and I am willing to ship it anywhere, assuming it is paid for before shipping.

Write me to my e-mail, as I don;t frequent the newsgroup too often.

Let me know, as I want this to go to a good home.

Joe

1155. Re: OT (I think) Aranym....

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 19:49:22 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2003.03.07.19.49.22.524645@sophics.cz>
Source record: 29038

On Thu, 06 Mar 2003 23:18:40 +0000, Tim Anderson wrote:

> I'm trying my best to get aranym (0.7) installed onto my system, Redhat 8.

create the RPM package by yourself - simply run

rpmbuild -tb aranym-0.7.0.tar.gz

then install it as any other RPM, rpm -i aranym-*.rpm

Petr

P.S. I'll upload the RPM in a while.

1156. Re: OT (I think) Aranym....

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 19:52:14 UTC
From: Tim Anderson <t-dot-anderson@zen.co.uk>
Message-ID: <3e68f86d$0$11753$fa0fcedb@lovejoy.zen.co.uk>
Source record: 29037

"LS" <lannie@me.com> wrote in message
news:a5d2e9f705a354058b45a6615f9a74a9@news.teranews.com...
> It is NOT off topic. It is the NEW Atari. :)
>

Good, because I just got it working!

Thanks

1157. Re: OT (I think) Aranym....

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 20:07:48 UTC
From: lp <gfa@basic.net>
Message-ID: <BA8E6644.DA61%gfa@basic.net>
Source record: 29039

in article a5d2e9f705a354058b45a6615f9a74a9@news.teranews.com, LS at
lannie@me.com wrote on 3/7/03 10:50 AM:

> It is NOT off topic. It is the NEW Atari. :)
>
> "Tim Anderson" <tanderson@ednet.co.uk> wrote in message
> news:b49va4aud1@newsg1.svr.pol.co.uk...
>>
>> "Ceilingfan" <tony.smolar@unspam.verizon.net> wrote in message
>> news:%%T9a.26947$8f7.26663@nwrdny02.gnilink.net...
>>> It's in an odd place. Once you are in the aranym-0.7.0 directory, cd to
>>> src/Unix. You should see the configure script there
>>
>> Hi,
>>
>> Is this OT then? just wondering because it's not an Atari but it is
>> (sortof).

Depends on the individual. But there is mailing list with alot
of knowledgeable people on it specifically for aranym.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

1158. Re: Realtime clock battery in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 20:24:47 UTC
From: Flibble-san <flib@you.net>
Message-ID: <le7aa.1469$Ah.275530@newsfep1-win.server.ntli.net>
Source record: 29040

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrnb6cfvj.a4k.atari@core.preferuje.luzik.pl...
> >> > Any clue what I can replace it with?
> >>
> >> Visit http://www.maxim-ic.com/
> >>
> >
> > Exact direct link is
> > http://www.maxim-ic.com/quick_view2.cfm/qv_pk/2681/ln/en
>
> Thanks. Do they ship world-wide?
>

They ship anywhere in the world for free.

flib

1159. Re: Realtime clock battery in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 21:58:17 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb6i50k.co2.atari@core.preferuje.luzik.pl>
Source record: 29041

```
>> >> > Any clue what I can replace it with?
>> >>
>> >> Visit http://www.maxim-ic.com/
>> >>
>> >
>> > Exact direct link is
>> > http://www.maxim-ic.com/quick_view2.cfm/qv_pk/2681/ln/en
>>
>> Thanks. Do they ship world-wide?
>>
>
> They ship anywhere in the world for free.

Could you please tell me where (url) I can ask for err... sample?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl
```

1160. Re: Atari hard drive for sale?

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 22:06:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e68c3426af562@attbi.com>
Source record: 29042

>Hi folks
>
>I've a friend who's a fellow Atarian and he's keen to buy a hard drive
>for his STFM. Does anyone have a Progate or similar they no longer want?
>I use a Progate 120 meg one with mine and it's great and I'm sure that's
>just what he's after too. A good price will be paid.
>
>Let me know if you can help?
>
>Cheers
>Al

Hello,

Tell your friend to get an ICD Link 2 host adapter. Then he should
be able to use most any SCSI harr drive. Also have him get
HDDriver as the driver for the hard drive. I have such a setup on
my STe and it works great...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1161. Re: Amiga Coldfire project

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 22:06:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e68c3426af561@attbi.com>
Source record: 29043

>I was searching for the Atari Coldfire project and found this site:
>
>http://www.cdtv.org.uk/coldfire/index.html
>
>I wonder what would happen if these two teams could team up together and
>take advantage of each other's designs, codes and expense in making
>prototype boards and etc. This could decrease the cost of the upgrades for
>both platforms.
>
>Any thoughts, ideas?
>
>Lannie
>
>PS Amiga and Atari working together for the benefit of both makes sense.

Well I would think that would be a great idea. Would be nice to
have a nice updated computer that would run both Amiga and Atari
programs at once. I am not sure if that would happen, but I would
buy one if it ever came out.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1162. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 22:06:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e68c3426af563@attbi.com>
Source record: 29044

>Hello!
>
> After much happiness with MagicNet, I'm going to have to move back to
>STiNG for a while, because I am getting a SCSI/Link-3 Ethernet adapter (my
>only really feasible Ethernet option), and they don't make a MagicNet
>version (yet?).
>
> Problem: Ever since my ISP was bought out (for the second time), STiNG
>refuses to move past the "Initialising Link" phase. The odd thing is, my
>file settings are identical (other than necessary syntax differences) to
>settings I use with MagicNet and STiK2. Both of these connect fine. I
>remember this "Initialising Link" thing being a problem in the past, but
>trying everything that was suggested in past posts didn't help. I'm baffled
>by this one. Any ideas? Thanks!
>
> Mike Freeman
> nameerf@flash.net
>

I have the same problem with the newest version of STING. I have
not solved it yet, but I am working on it. I have MagicNet on my
Hades and it works great, but I want to get my STe online and
using STING is the only option.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1163. Teradesk V2.3

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 22:19:15 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3E691938.1B6E646A@chello.nl>
Source record: 29045

LS

There is a new version available on my homepage.

Among many small improvements:

Dynamicly configurable menu shortcuts
Proper handling of drive u:
An up to date hypertext
Printing of directory listing
Floppy formatting and copying
Improvement of Delete via menu
Dialogues fit in ST low
Shutdown
Resolution switching (if possible)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A GEM replacement for MiNT: XaAES; http://xaaes.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

1164. Re: OT (I think) Aranym....

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 22:19:56 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2003.03.07.22.19.56.92853@sophics.cz>
Source record: 28947

On Fri, 07 Mar 2003 20:49:22 +0100, Petr Stehlik wrote:

> On Thu, 06 Mar 2003 23:18:40 +0000, Tim Anderson wrote:
>
>> I'm trying my best to get aranym (0.7) installed onto my system, Redhat
> 8.
>
> P.S. I'll upload the RPM in a while.

It has just been uploaded.

Petr

1165. FT / FS >Atari Items and other for trade/sell

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 22:23:02 UTC
From: Someone's Fortune <NoNeed@forSpam.com>
Message-ID: <fa6i6vovmf37o1o1karj8imfig50thtost@4ax.com>
Source record: 28946

Please reply to rdf0013@earthlink.net

Thanks,
James

Things I am looking for in trade:

LCD monitors
Gameboy advanced system
Neogeo Pocket system
Firewire HUB
USB cameras
X10 devices
portable mp3 players
Gemulator rom card

If you are interested please email me with a list of things you do
have for trade or if you would like to buy, just email me
and I will send you a list with what I am asking for the items.
If you have items for trade not listed above, please send list and we
may be able to work out something...

Things I have for sell or trade:

* Gateway solo 9300 specs: (has problems, might be easily fixed)
-PIII 600
-196mb ram
-10gb hard drive
-1024x768 active matrix screen 14.1"
-CD rom
-Floppy
-IR port
-Firewire port
-2 usb ports
-2 pc card slots
-ps/2 port for external mouse & keyboard
-digital spdif out
-composite video out
-Composite video in (for video capture or watching tv/movies)
+56k modem (pc card ï¿½ 3com w/xjack)
+10mb Xircom pc card nic w/adapter
+driver CD
+AC power adapter/chargers
+Windows98 with Eula preloaded.

* Atari arcade upright showcase cabinet (SN#152) with sub woofer, speakers, coin door and coin box. Can be made into a Mame cabinet or I have several arcade mother boards that can be mounted in it as well.
+For a Mame cabinet I will throw in the following items with the cabinet:(all working)
-Intel PIII 700
-Asus P3bf motherboard w/AGP
-128mb ram
-Sound Blaster PCI sound card
-Matrox MGA PCI video card (not the best, but its free with the deal)
-21" Viewsonic monitor
-8 way Joysticks
-Buttons and cherry switches (multi colors)
-Arcade power supply for lights
-Cable for wire harness
-PIII power supply
-32x max IDE CDrom drive

* Arcade Motherboards: (all worked when I pulled them from cabinets)
Star Castle
Vindicators (plus audio board)
Captain Commando / Knights of the Round (one motherboard and two daughter boards)
Time Soldiers (with special controllers)
Super Street Fighter 2 (plus audio board)

* Sony Playstation with MOD chip, 1 controllers, 2 memory cards, gameshark pack, all cables and 95+ games and backups

* Nintendo64 system with controller, all cables, system memory expansion, 2 memory packs, controller carry case, 4 games

(Southpark, Super Mario64, Mortal Kombat Trilogy & Star Wars Shadows of the Empire)

* SNES system with Jap<>US adapter, all cables, 2 controllers, 4 games (Ranma 1/2 Jap rpg, Mechwarrior, Super Mario World & Ranma 1/2 hard battles)

* Panasonic 3DO development system (has switch on back to encrypt/decrypt, like MOD chip to play copied games) with 2 controllers, all cables, 20 Anime/Jap/US games (Shock Wave, Shanghai, Plumbers don't wear ties, Policenauts, Starblade, 3DO sampler, Night trap, Way of the Warrior, Strahl, Graduation, Belzerion, Powers Kingdom, Takeru,Virtual Puppet Reika, Nice Body, etc...)

* 2 Sega Genesis (new model & old model), Sega CD rom, 2 Controllers, Composite video cable, controller extension cable, 1 game (sonic the Hedgehog)

* 2 Sega gamegear, Sega Gamegear<>SMS adapter, Sega Link Cable, TV Tuner Module, Rechargable Battery Pack, Handy Gear case,

gamegear storage case, cartridge cleaning kit, Sega Master System
games (Trans Bot, Great Football, Space Gun, Heroes of the
Lance, Global Defense, Assault City, Hang On / Safari Hunt), Sega
Gamegear games (Chicago Syndicat, Beavis and Butthead,
Sports Trivia, Super Columns, Sonic the Hedgehog 2)

* Sega Nomad, AA battery module, 1 game (Shadow of the Beast)

* HP DAT 4gb scsi dat tape drive with Adaptec 2930 Ultra scsi card and
cable

* Zip 250 USB external drive

* Zip 250 IDE internal drive

* 2gb pc100 dimm memory (four 512mb dimms)

* 1gb pc100 dimm memory (four 256mb dimms)

* 128mb pc133 128mb dimm memory

* Protec bytelan 4way keyboard/video/mouse switch box, includes power
supply, doesn't come with cables

* Brother model 7150c 6-in-1 MFC color printer/fax/copier/scanner/vid
capture
See more details here:
http://www.superwarehouse.com/p.cfm?Brother_MFC_7150C&MFC7150C&p=119409

* Panasonic/Apple 2.6\5.2gb DVD-rom/DVD-ram IDE drive with four 2.6gb
(single sided) dvd ram cartridges (no drivers needed for
Windows XP, for other operating systems you will need to find drivers)

* Sound Blaster PCI sound card

* HP 10/100 PCI network card

* Teac 32max IDE CD-rom reader

* Mitsubishi IDE internal LS120 drive model MF357G-2111UAL

* NEC internal floppy drive

* HP C4459-56000 IDE CDR-W drive 8x/4x/32x 9100 series cdrw burner

* HP Vectra VL400 MT computer with 17" Hitachi Monitor and HP Laserjet
4l Laser printer
Windows 98se pre-installed with EULA
Intel Pentium III 933 mhz processor with 256 KB level-2 integrated
cache and 133 MHz front side bus
256 MB SDRAM memory at 133 MHz, expandable to 512 MB maximum
40gb Hard Disk
HP IDE CDrw 9100 (with Roxio Easy CD Creator 5 basic)
Floppy Disk
Win TV/Cast PCI (for watching TV/Cable on monitor)
Onboard Video Intel 815 integrated graphics Direct AGP

Onboard Networking: 10/100 Ethernet
Onboard Audio: 16-bit stereo full duplex integrated sound
-20-bit stereo audio recording and playback
-Full-duplex audio
-AC '97 architecture
Chassis
-Two 5 1/4 drive trays
-Two 3 1/2 drive trays
-Three free PCI slots
-One AGP
Built-in i/o:
- One 25-pin parallel port
- Two 9-pin serial ports (16550 UART)
- Two PS/2 connectors for keyboard and mouse (Mini-DIN)
- Two stacked Universal Serial Bus (USB)
- One 15-pin VGA connector on system board.
- Audio ports (stereo-in, stereo-out, microphone-in)
- One RJ-45 Ethernet port (10/100Base-T)
+Multimedia keyboard
+Mouse

* Apple Newton message pad with box of software (business and games),
Windows connection kit, 2mb memory card, newton serial
keyboard

* Atari ST Computer Hardware and software:
Atari ST Sams Manual
1040 STE, 1mb ram, 720k floppy, TOS 1.06
1040 STF, 1mb ram, 720k floppy, (missing TOS Roms)
Mega STE, 4mb ram, 720k floppy, TOS 2.04, ajax chip for 1.44 floppy
support, internal scsi hard drive, keyboard
2 Konica scsi 10mb 5 1/4 floppy drives, with box of 30+ disk
4 external 720k floppy drives
1.44 external floppy drive (modified ST floppy case)
4 mouse (atari and other brands)
Atari CX22 Trackball Controller (modified for ST)
Migraph hand scanner with cartridge
3 dma cables
ICD Link external scsi controller
SM124 Mono monitor
SC1224 JVC color monitor
Extra keyboard for ST
Xtra-RAM Deluxe kit for ST with 4mb ram (add 4mb to older ST models
easy)
Seagate ST32550N 2gb scsi hard drive
2 IBM OEM 4gb scsi drive model DCAS-34330

* Atari TT Hardware:
Atari TT back plate with serial 1 & 2 connectors and cables

* Atari 8bit Computer Hardware and Software:
Atari 800XL
Atari 1050 Disk Drive
Wico Bat Joystick
Wico Ball Joystick
Atari CX80 Trackball Controller (rare find, not many of these around)
All Power supplies included
Composite video cable
Super Breakout cartridge
Signalman Mark II 300 baud modem (rare item for collectors)
Joystick extension cable
Joystick Y adapter

* Atari 7800 Hardware and Software:
Atari 7800 Pro System
2 Mercury Joystick Controllers
Atari Paddle Cotroller
Atari Driving Controller
Atari Keyboard Controller
Star Raiders cartridge w/Video Touch Pad
BallBlazer cartridge

* Atari 5200 Hardware and Software:
Atari 5200 Trackball
Atari 5200 Joystick
Jungle Hunt cartridge

* Anime / Jap software & Music:
Anime Hyperguide Volume 1 - Project A-KO
Tenchi Muyo screen saver
Bubblegum Crisis screen saver
Ranma 1/2 screen saver
Demon School video CD
L'elisir D'amore video CD
Urotsukidoji Legend of the Overfiend video CD
Graduation Game CD
RG Veda digital movie (gametek cinema)
Robotech digital movie (gametek cinema)
Ranma 1/2 music CD
SM Girls Saber Marionette J music CD
Maison Ikkoku best collection music CD
Graduation teach me please music CD
Cyber Formula GPX singles music CD (2 cd set)
Blackboard Jungle video CD
Ninja High School comix CD
Inner Brain title game CD

* Roller Blade brand rollerblades size 9-10, knee pads, elbo pads and
wrist guards

* NEC Multisync mt600 color projector 800x600 max resolution,
composite and rgb/vga inputs, with remote and cables. Has wear
on one side from removing and replacing to storage.

* Panasonic DVD-L50 portable DVD player (excellent condition, light
scratchs on case top) with all cables, remote and battery.
plays DVD, DVD-r, SVCD, VCD, CD Audio and switches to monitor to plug
vcr or game system in and play on screen with audio. Has
video in/out, audio in/out, svideo, headphone connector. For more
details see:
http://www.amazon.com/exec/obidos/tg/detail/-/B00000JFMK/tech-data/ref=e_de_a_smtpd//103-8
397279-1086253?v=glance&s=electronics&vi=tech-data

* Apex AD-1100W DVD Player (new in box) plays cd with *mpg files, cd
with *jpg files, cd with *mp3 files, DVD, DVD-r, SVCD,
VCD, Kodak Photo CD, Audio CD, CDR Audio, has region code and
macrovision removed to play video from other countries and
allows DVD playback on projectors and copying to vhs tape (Hot item,
this is the 1mb rom unit that can be reprogrammed and is
saught after everywhere by video lovers)

* Pioneer laser disc player model CLD-D503 plays Laser Disc, CD Audio,
CD+G. Both side play (no flipping disc, unit is sensetive to low
quality disc that create more vibration) with remote and 93 Laser Disc
Movies:
AD Police Files
Alien
Aliens
Alien3
Alien Resurrection
Area 88 : Act 1 - Blue Skies of Betrayal
Army of Darkness
Batman & Robin
Blue Sonnet - Volume 1
Blue Sonnet - Volume 2
Body Snatchers - The Invasion Continues
BubbleGum Crisis - Volume 1 of 3
Detonator Orgun - Part 2
Detonator Orgun - Part 3
Explorer Woman Ray
Fast Times at Ridgemont High
Gall Force : Earth Chapter 1
Gall Force : Eternal Story
Genocyber - Part 1 : Birth of Genocyber
Genocyber - Part 2&3 : Vajranoid Showdown
Highlander
Highlander :10th Aniversary - Directors Cut
Iczer3 - Volume 1
Iczer3 - Volume 3
Kimagure Orange Road - Volume 1 of 3
Kimagure Orange Road - Volume 2 of 3
Leprechaun
Moldiver #1 : Metamorforce
Moldiver #2 : Overzone
Moldiver #3 : Longing
Moldiver #4 : Destruction

Moldiver #5 : Intruder
Moldiver #6 : Verity
Mortal Kombat
Phantom Quest Corp. : Volume 1
Project A-Ko
Project A-Ko - Versus Battle 2 : Blue Side
Project A-Ko - Versus Battle 1 : Grey Side
Project A-Ko 2 : Plot of the Daitokuji Finanancial Group
Project A-Ko 3 : Cinderella Rhapsody
Project A-Ko 4 : Final
Ranma 1/2 : Desperatly Seeking Shampoo
Ranma 1/2 : OVA #6
Ranma 1/2 : Special
RoboTech (Macross) : Volume 1 of 9
RoboTech (Macross) : Volume 2 of 9
RoboTech (Macross) : Volume 3 of 9
RoboTech (Macross) : Volume 4 of 9
RoboTech (Macross) : Volume 5 of 9
RoboTech (Macross) : Volume 6 of 9
RoboTech (Macross) : Volume 7 of 9
RoboTech (Macross) : Volume 8 of 9
RoboTech (Macross) : Volume 9 of 9
RoboTech (Robotech Masters) : Volume 1 of 6
RoboTech (Robotech Masters) : Volume 2 of 6
RoboTech (Robotech Masters) : Volume 3 of 6
RoboTech (Robotech Masters) : Volume 4 of 6
RoboTech (Robotech Masters) : Volume 5 of 6
RoboTech (Robotech Masters) : Volume 6 of 6
RoboTech II : The Sentinels
Rock & Roll High School
Roots Search
Single White Female
Tenchi Muyo : OVA #1
Tenchi Muyo : OVA #2
Tenchi Muyo : OVA #12 & #13
Tenchi Muyo : OVA #3
Tenchi Muyo : OVA #4
Tenchi Muyo : OVA #5
Tenchi Muyo : OVA #6
Tenchi Muyo : OVA #7 - Ryoohki Special
Terminator 2 : Judgement Day
The Heroic Legend of Arislan - Part 1
The Heroic Legend of Arislan - Part 2
They Were 11
Toy Story
U-Jin Brand
Urusei Yatsura : Always My Darling
Urusei Yatsura : Beautiful Dreamer
Urusei Yatsura : Only You
Time Rider

Chasing Amy
Daddy's Girl
Elvira : Mistress of the Dark
Hideaway
Highlander 2 : The Quickening
Jurassic Park - Letterbox
Mallrats
The Crush
The Lawnmower Man
True Crime
War Games
While You Were Sleeping

1166. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 23:02:51 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e69250c4f22850@tripnet.se>
Source record: 28948

In comp.sys.atari.st <BA8E3DCC.2BA7A%nameerf@flash.net>
Michael and Nicole Freeman wrote on Fri 07-03-2003 19:12 (GMT):

>> in article <BA8D38BA.2BA58%nameerf@flash.net> (comp.sys.atari.st),
>> Michael and Nicole Freeman wrote on Fri 07-03-2003 00:38 (GMT):
>>
>>> Problem: Ever since my ISP was bought out (for the second time), STiNG
>>> refuses to move past the "Initialising Link" phase. The odd thing is, my

>its users, as it's point is encrypted login? My ISP requires a standard
>login script. STiNG gets through that just fine. It's what happens after
>that that's the problem.

Are you shure you need a login script?

It's more common that the ppp negotiations (or initialisation link)
starts right away. Otherwise Windows users would not be able to connect
at all :-)

I would try with a frech DIAL.SCR right from the STinG archive and just
start the Dialer and enter my username, password and select ppp.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1167. Zero-5

Newsgroup: comp.sys.atari.st
Date: 2003-03-07 23:38:30 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <b4bahn$3ih$1@news7.svr.pol.co.uk>
Source record: 28950

Hi everybody!

Just got hold of a copy of Zero-5 second hand (Damn good programming, strange stereo sound system, using monitor's internal speaker for one channel and external phono connectors for the other!), but no manual. Can anyone tell me where can find a copy or scan of the manual, or perhaps just tell me what all the keyboard controls are please?

Also, does anyone know if the Jaguar controller makes the game any easier to play? I don't have a Jag controller, but I've managed to find a circuit diagram, and wondered if it would be worth trying to build one.

Thanks.

Tom

1168. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 00:06:20 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1047056862-881978AEicMi@williams-net.com>
Source record: 28949

Micheal,
My experience with STING 1.26 has been that it is in the login script. Even though it makes it past what looks like the USERNAME and PASSWORD. The connection is not fully established until the server has sent back confirmation of your information. All you have done is sent the information not recieved information back that you are fully connected. Here is a sample script that I have used with my ISP that worked fully in December when I resetup STING just for giggles.

```
WAIT = 500
REPT = /
FIND = ogin
RESP = firest
#
WAIT = 500
REPT =
FIND = ord:
RESP = sakata
#
#WAIT = 500
#REPT =
#FIND = prompt
#RESP = slip
#
WAIT = 500
REPT =
FIND = Your IP address is
RESP = $GET_IP
#
```

RESP is the response to the password and username. # signs anything after them are ignored. If you wish I can send you my files for you to look at and see if you can figure anything out with them.

Just ask and I will send them to you.

You might wish to check with your ISP to see if they use CHAP or SLIP or PPP.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1169. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 00:42:12 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0303071642.7bf2b04c@posting.google.com>
Source record: 28951

try http://www.myatari.net/issues/aug2002/stik.htm

1170. Re: Amiga Coldfire project

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 01:08:34 UTC
From: robert <spim@spam.com>
Message-ID: <b4bg5i$7p4$1@news7.svr.pol.co.uk>
Source record: 28952

I am not sure if that would happen, but I would
> buy one if it ever came out.

Well it won't cos Amigos are crap, they always have been and I will gladly punch in the Face anyone who says they are ok, including Priests or sex people

1171. Re: SLM804 for sale, cheap

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 02:03:46 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3e694f96$0$15449@echo-01.iinet.net.au>
Source record: 28953

toss the heap of shit in the bin, but keep the controller. it can be used on the far superior SLM 605, for which all parts are still available. I have both printers, and both of mine are as new, inc. the 804. but I work in the industry and have found similar parts etc for my 804 to keep it going. others will not.

"Joseph Hogan" <hoganj@freenet.msp.mn.us> wrote in message news:07032003144459879 2%hoganj@freenet.msp.mn.us...
> I have an Atari SLM804 laser printer to almost give away. I got it
> when I picked up other Atari software and another monitor.
>
> I would ask maybe $5 plus price of shipping for the printer. This is
> negociable! It comes with the cable to hook it up to the computer.
>
> I am in Montreal, Canada, and I am willing to ship it anywhere,
> assuming it is paid for before shipping.
>
> Write me to my e-mail, as I don;t frequent the newsgroup too often.
>
> Let me know, as I want this to go to a good home.
>
> Joe

1172. Atari Online News, Etc. #05-10

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 02:30:07 UTC
From: danap8@aol.comno-spam
Message-ID: <20030307213007.04339.00000041@mb-mr.aol.com>
Source record: 28954

```
A-ONE #0510 03/07/03

~ AOL Spam-Block Record! ~ People Are Talking! ~ EmuTOS Updated!
~ PC Crashes? Shoot It! ~ Feds Seize Web Domains ~ eBay Invincible?
~ Half.com To Shut Down! ~ Weblogging Takes Hold! ~ Another PayPal Scam!
~ Longhorn Leaked Again! ~ Raster Music Tracker! ~ EmuaPC Upgraded!

-* Cyber Paint Goes Open Source *-
-* Judges Attack Child Porn Crackdown! *-
-* Supreme Court Will Decide Library Filters! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1173. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 09:54:32 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e69ba16543a81@tripnet.se>
Source record: 28955

In comp.sys.atari.st <1047056862-881978AEicMi@williams-net.com>
carey christenson wrote on Fri 07-03-2003 18:06 (-0600):

> My experience with STING 1.26 has been that it is in
>the login script. Even though it makes it past what
>looks like the USERNAME and PASSWORD. The connection
>is not fully established until the server has sent
>back confirmation of your information. All you have

For a SLIP connection this is true and the very important info the server
sends back is the IP address. So this part of the script must be correct:

>FIND = Your IP address is
>RESP = $GET_IP

>You might wish to check with your ISP to see if they
>use CHAP or SLIP or PPP.

This is the important thing to check!

If they only use SLIP (most unlikely!) you need a login script.

If they only use CHAP get another IP stack or ISP!

If they provide PPP use that and you don't need any scripts at all.
Here's the (empty) script part of my DIAL.SCR:

```
# Dial Script
#
FIND_TIMEOUT = 60
#
DIAL_SCRIPT
#
```

To know what protocol your ISP uses check there info for Windows users.
If they are prompted to use "secure" login with PPP then they use CHAP.

If the Win users must install a special login script then there is SLIP.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1174. Re: Realtime clock battery in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 10:09:55 UTC
From: Flibble-san <flib@you.net>
Message-ID: <Vjjaa.855$t22.161@newsfep1-gui.server.ntli.net>
Source record: 28956

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrnb6i50k.co2.atari@core.preferuje.luzik.pl...
> >> >> > Any clue what I can replace it with?
> >> >>
> >> >> Visit http://www.maxim-ic.com/
> >> >>
> >> >
> >> > Exact direct link is
> >> > http://www.maxim-ic.com/quick_view2.cfm/qv_pk/2681/ln/en
> >>
> >> Thanks. Do they ship world-wide?
> >>
> >
> > They ship anywhere in the world for free.
>
> Could you please tell me where (url) I can ask for err... sample?
>

The one above is the right URL.

Flib

1175. CRP Digitizer A3

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 11:48:30 UTC
From: Will van Dongen <wvdongen@wanadoo.nl>
Message-ID: <iMkaa.94299$gl2.2982273@castor.casema.net>
Source record: 28957

Can somebody help me.
I recently got a A3 - digitizer CRP (Cybernetical Research & Production)
for Atari ST TT and maybe Falcon. I have some software with it, but no
manual or other information how to connect this drawingboard to my Atari. I
Think its connected to the serial port of the Atari.almost certain about it.

Can somebody help me please?

1176. Word processor Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 15:49:30 UTC
From: jota <jota@chile.com>
Message-ID: <b4d3cpcis1@news1.nivel5.cl>
Source record: 28958

Hi!!
When I can find a good word processor for mi Atari St FM with 1 Mega of Ram??

Thanks
Jorge Vergara Salas
Chile

1177. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 19:10:02 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA8F8EB5.2BAB3%nameerf@flash.net>
Source record: 28959

in article 3e69ba16543a81@tripnet.se, Kenneth Medin at kennethm@tripnet.se
wrote on 3/8/03 1:54 AM:

> In comp.sys.atari.st <1047056862-881978AEicMi@williams-net.com>
> carey christenson wrote on Fri 07-03-2003 18:06 (-0600):
>
>> My experience with STING 1.26 has been that it is in
>> the login script. Even though it makes it past what
>> looks like the USERNAME and PASSWORD. The connection
>> is not fully established until the server has sent
>> back confirmation of your information. All you have
>
> For a SLIP connection this is true and the very important info the server
> sends back is the IP address. So this part of the script must be correct:
>
>> FIND = Your IP address is
>> RESP = $GET_IP
>
>> You might wish to check with your ISP to see if they
>> use CHAP or SLIP or PPP.
>
> This is the important thing to check!
>
> If they only use SLIP (most unlikely!) you need a login script.
>
> If they only use CHAP get another IP stack or ISP!
>
> If they provide PPP use that and you don't need any scripts at all.
> Here's the (empty) script part of my DIAL.SCR:
>
> # Dial Script
> #
> FIND_TIMEOUT = 60
> #
> DIAL_SCRIPT
> #
>
> To know what protocol your ISP uses check there info for Windows users.
> If they are prompted to use "secure" login with PPP then they use CHAP.
>
> If the Win users must install a special login script then there is SLIP.

Well, easier said than done. The ISP that bought out my old ISP (that bought
out my original ISP), sent out special software that automatically
configures any Mac or PC's internet software to their specifications. So,

their site info just says to install their latest software. I then have to go into my Mac's Internet and TCP/IP control panels and copy what little info it gives me from there and hope it works. When I try to e-mail them to ask what protocols they use, they simply refer me either back to their site (which doesn't give that info), or call or use their online support service (kind of like an ICQ chat with support staff). When I call or use their online support service, they read through a pre-written script and won't simply answer my question. The script tells me to open certain menus or windows that are specific to Mac/PC software, and when I tell them that I either use an Atari, or tell them the software I use, they simply say that they can't support that hardware or software. So my ISP is absolutely no help at all. What annoys me is that my original ISP was the only one I could really find at the time that was really helpful and interested in getting me online with my Atari.

As far as the connection protocols, I'm pretty sure it's not a SLIP connection, and I read recently that STiK2 doesn't use CHAP, and it connects fine. So it must be something in my configuration of STiNG. I'll keep trying... Thanks!

Mike Freeman
nameerf@flash.net

1178. What if... the Lynx came back?

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 19:18:56 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <3e6a4205$1_7@corp.newsgroups.com>
Source record: 28960

And it ran at between 700-800MHz, had a 640x480 LCD display (about 9" diagonal), 24-bit color, 3D capabilities, had 128Mb-256Mb of RAM, built-in OS, battery pack (so you can play on the road), and... you could still hold it in your hands (imagine the Lynx, just SUPER-SIZED), for both left and right-handed players (just flip it around; an internal sensor detects the change and flips the screen to suit)

Not to mention having a starting line up of games consisting of remakes/enhanced versions of Atari 2600 classics (like Adventure) and exclusive remakes of arcade games like Pengo (2003) and Pac-Man (Senior), plus... all-new, original games, never before seen...

What would you be willing to pay? $100? $200? $300?

Remember, this wouldn't be a game system to beat other game systems (either in marketshare or performance). This would be a game system to simply fill a void in the niche which it once occupied. A game system to hopefully revive the platform which once stood proud. To revive the brandname which started the whole home-video game genre...

After realizing a "laptop game system" was not financially feasible from both a design and consumer cost stand-point, I looked at the disembodied 486 LCD display sitting on the shelf in my workshop and thought to myself... "You can hold this thing in both hands like a Lynx! How can you get it to BE a Lynx?"

The parts to make the "Lynx II" exist can be aquired. If, but a simple working mockup could be built and presented to the right people... But the cost to build, even a mockup... Not a thousand dollars... but it also wouldn't really resemble what we want to show. Plus, that and a game or two to show off.

If only we had a couple people interested in writing the game demos and designing a crude case (even out of wood or sheet metal or something) around the parts... we might be able to pull this off... at least enough to SHOW people what it might be like. Let them decide...

I never cease to keep thinking it MUST be possible... somehow... someway...

And this time, it's even cheaper to do.

Luposian

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1179. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 19:36:11 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.03.08.19.36.11.684056@removenoaspam.atari-source.com>
Source record: 28961

On Sat, 08 Mar 2003 19:10:02 +0000, Michael and Nicole Freeman wrote:

> Well, easier said than done. The ISP that bought out my old ISP (that bought
> out my original ISP), sent out special software that automatically
> configures any Mac or PC's internet software to their specifications. So,
> their site info just says to install their latest software. I then have to
> go into my Mac's Internet and TCP/IP control panels and copy what little
> info it gives me from there and hope it works. When I try to e-mail them to
> ask what protocols they use, they simply refer me either back to their site
> (which doesn't give that info), or call or use their online support service
> (kind of like an ICQ chat with support staff). When I call or use their
> online support service, they read through a pre-written script and won't
> simply answer my question. The script tells me to open certain menus or
> windows that are specific to Mac/PC software, and when I tell them that I
> either use an Atari, or tell them the software I use, they simply say that
> they can't support that hardware or software. So my ISP is absolutely no
> help at all. What annoys me is that my original ISP was the only one I could
> really find at the time that was really helpful and interested in getting me
> online with my Atari.
>
> As far as the connection protocols, I'm pretty sure it's not a SLIP
> connection, and I read recently that STiK2 doesn't use CHAP, and it connects
> fine. So it must be something in my configuration of STiNG. I'll keep
> trying... Thanks!
>
> Mike Freeman
> nameerf@flash.net

Well,

People don't understand that until *everybody* stops using a garbage ISP
they're going to remain a garbage ISP or only get worse. Speakeasy
DSL/dialup is really expensive but they're a *real* provider.

Just my $.02
Mark

1180. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 20:53:39 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e6a582a80c3380@tripnet.se>
Source record: 28963

In comp.sys.atari.st <BA8F8EB5.2BAB3%nameerf@flash.net>
Michael and Nicole Freeman wrote on Sat 08-03-2003 19:10 (GMT):

>As far as the connection protocols, I'm pretty sure it's not a SLIP
>connection, and I read recently that STiK2 doesn't use CHAP, and it connects
>fine. So it must be something in my configuration of STiNG. I'll keep
>trying... Thanks!

Well, if STiK2 works then STinG should too!

Anyone else who use an ISP where STiK2 works but STinG doesn't?

I just made a DIAL.SCR from scratch using nothing but the STinG dialer
itself. Took it to the Stacy and got online without any problems at all.

I only manually edited:

PAP_ID to my login name
PAP_PASSWORD to my PAP password (login password)
PHONE_NUMBER to the number to my ISP

You must edit SERIALPORT to Modem 2 or whatever port you use.

If your ISP uses normal PPP it should work.

This is the DIAL.SCR I used:

```
--------------------------------
#
#
# General Parameters
#
SERIALPORT = Modem 1
DEF_ROUTE = TRUE
MASQUERADE = FALSE
EXEC_BATCH = FALSE
CIX_LOGIN = FALSE
RESIDENT = FALSE
DEBUGGING = FALSE
#
#
# Port Parameters
#
CLIENT_IP = 0.0.0.0
MTU = 0
PAP_ID = Your_user_name_here
PAP_PASSWORD = Your_password_here
PAP_PROMPT = FALSE
```

```
PROTOCOL = 1
VJHC = FALSE
LAN_PORT = FALSE
#
#
# Addressing
#
USERNAME =
FULLNAME =
HOSTNAME =
FETCH_DNS = TRUE
#
#
# Modem Specifics
#
INIT = ATZ
PREFIX = ATDT
HANGUP = +++,ATH
CONNECT_WAIT = 60
REDIAL_DELAY = 20
SUCCESS = CONNECT
FAILURE = BUSY
FAILURE = NO CARRIER
ABORT = NO DIALTONE
#
#
# Telephone
#
PHONE_NUMBER = 012-3456789
FEE_FILE =
ISP_TIME = 0, 0.00
ISP_SENT = 0, 0.00
ISP_RECVD = 0, 0.00
#
#
# Network Environment
#
#
#
# Dial Script
#
FIND_TIMEOUT = 30
#
DIAL_SCRIPT
#

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>
```

1181. Re: Amiga Coldfire project

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 21:11:06 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <8pCaa.5$355.199@nsw.nnrp.telstra.net>
Source record: 28969

Robb Nunya <robb969!@hotmail.com> wrote in message
news:nb6d6vs050kgs76tl5s33v9740kjjnhitj@4ax.com...
> On Wed, 5 Mar 2003 23:05:31 -0000, "robert" <spim@spam.com> wrote:
>
> >
> >"LS" <lannie@me.com> wrote in message
> >news:cd2568b072dee0d78d45e78fb79757f5@news.teranews.com...
> >> I was searching for the Atari Coldfire project and found this site:
> >>
> >> http://www.cdtv.org.uk/coldfire/index.html
> >>
> >> I wonder what would happen if these two teams could team up together
and
> >> take advantage of each other's designs, codes and expense in making
> >> prototype boards and etc. This could decrease the cost of the upgrades
> >for
> >> both platforms.
> >>
> >> Any thoughts, ideas?
> >>
> >> Lannie
> >>
> >> PS Amiga and Atari working together for the benefit of both makes
sense.
> >
> >No it dosen't everyone knows Amigas are crap, rubbish, garbage ,can't do
> >music, don't have midi ports and other things like programs
> >
> >
>
> Wow! I just had a flashback to 1988!

And still just as inaccurate!

1182. video demo program in Mark Williams C manual

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 21:12:23 UTC
From: "intertwingled@qwest.net" <intertwingled@qwest.net>
Message-ID: <3E6A5CB7.25E177C8@qwest.net>
Source record: 28964

Could somebody please post the source code for the video demo program
from the Mark Williams C manual for the Atari ST? I believe it was
about
10 to 20 lines of code and it allowed you to reset the base video
register
to low memory so that you could actually watch the bits of the operating

system in action.

Thanks,
Anthony Nemmer

1183. Re: Amiga Coldfire project

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 21:15:08 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <VsCaa.6$355.154@nsw.nnrp.telstra.net>
Source record: 28971

robert <spim@spam.com> wrote in message
news:b4bg5i$7p4$1@news7.svr.pol.co.uk...
>
> I am not sure if that would happen, but I would
> > buy one if it ever came out.
>
>
> Well it won't cos Amigos are crap, they always have been and I will
gladly
> punch in the Face anyone who says they are ok, including Priests or sex
> people
>

My my, aren't you a basic unit...

1184. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 21:44:46 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1047134710-708919AEicMi@williams-net.com>
Source record: 28962

Mark and Michael,
I would most definetly agree with you Mark on this
matter. My ISP is very helpful when I tell them what
type of system I have. When I have questions they
always tell me is there something similar on your
system that mentions this or that. Matter of fact
they told me one time that they were very happy to see
that there servers work on more than just Apples and
PC's. Just my thoughts also in this matter. I would
seriously look into a different ISP if you have other
options.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than
the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades

Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1185. Re: video demo program in Mark Williams C manual

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 22:24:46 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.03.08.22.24.46.322929@removenoaspam.atari-source.com>
Source record: 28965

On Sat, 08 Mar 2003 14:12:23 -0700, intertwingled@qwest.net wrote:

> Could somebody please post the source code for the video demo program
> from the Mark Williams C manual for the Atari ST? I believe it was
> about
> 10 to 20 lines of code and it allowed you to reset the base video
> register
> to low memory so that you could actually watch the bits of the operating
>
> system in action.
>
> Thanks,
> Anthony Nemmer

I might have this at home since I have now own like 3 copies of Mark
Williams C but I never actually touched the stuff yet so no promises.
Stay tuned.

Mark
http://atari-source.com

1186. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 23:05:53 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <b4dt0hqhb1@reader2.panix.com>
Source record: 28966

Kenneth Medin <kennethm@tripnet.se> writes:

: In comp.sys.atari.st <BA8F8EB5.2BAB3%nameerf@flash.net>
: Michael and Nicole Freeman wrote on Sat 08-03-2003 19:10 (GMT):

: >As far as the connection protocols, I'm pretty sure it's not a SLIP
: >connection, and I read recently that STiK2 doesn't use CHAP, and it connects
: >fine. So it must be something in my configuration of STiNG. I'll keep
: >trying... Thanks!

: Well, if STiK2 works then STinG should too!

My STinG 1.26 does CHAP. I do things the hard way. First, I did a web
search for the RFC on PPP, and read it. The rest I do not remember, since
it has been working for at least two years. My provider of a PPP connect,
Mindspring.com, requires CHAP, which mostly requires that my logon name is
jimd11@mindspring.com. That is, for reasons not known to to me, a "fully
qualified domain name".

Go thou and do likewise.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1187. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-08 23:48:16 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e6a80e8114f26@europe-shareware.org>
Source record: 28967

Hello Michael,

on Fri 07-03-2003 19:12 (GMT) you wrote:

> in article 3e68a752234f801@europe-shareware.org, Pascal Ricard at

> > If they do CHAP negotiation now, you'll not be able to get connected
> > with STinG.
>
> I read in a MyAtari article that STiK2 doesn't support CHAP, either, and it
> works just fine on my ISP.

Oops! I forgot this point. Sorry.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

1188. Re: What if... the Lynx came back?

Newsgroup: comp.sys.atari.st
Date: 2003-03-09 00:45:48 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1047178313.567309@blade.atari-source.com>
Source record: 28968

Luposian wrote:

> And it ran at between 700-800MHz, had a 640x480 LCD display (about 9"
> diagonal), 24-bit color, 3D capabilities, had 128Mb-256Mb of RAM, built-in
> OS, battery pack (so you can play on the road), and... you could still
> hold it in your hands (imagine the Lynx, just SUPER-SIZED), for both left
> and right-handed players (just flip it around; an internal sensor detects
> the change and flips the screen to suit)
>
> Not to mention having a starting line up of games consisting of
> remakes/enhanced versions of Atari 2600 classics (like Adventure) and
> exclusive remakes of arcade games like Pengo (2003) and Pac-Man (Senior),
> plus... all-new, original games, never before seen...
>
> What would you be willing to pay? $100? $200? $300?
>
> Remember, this wouldn't be a game system to beat other game systems
> (either
> in marketshare or performance). This would be a game system to simply
> fill
> a void in the niche which it once occupied. A game system to hopefully
> revive the platform which once stood proud. To revive the brandname which
> started the whole home-video game genre...
>
> After realizing a "laptop game system" was not financially feasible from
> both a design and consumer cost stand-point, I looked at the disembodied
> 486 LCD display sitting on the shelf in my workshop and thought to
> myself...
> "You can hold this thing in both hands like a Lynx! How can you get it to
> BE a Lynx?"
>
> The parts to make the "Lynx II" exist can be aquired. If, but a simple
> working mockup could be built and presented to the right people... But
> the
> cost to build, even a mockup... Not a thousand dollars... but it also
> wouldn't really resemble what we want to show. Plus, that and a game or
> two to show off.
>
> If only we had a couple people interested in writing the game demos and
> designing a crude case (even out of wood or sheet metal or something)
> around the parts... we might be able to pull this off... at least enough
> to SHOW
> people what it might be like. Let them decide...
>

> I never cease to keep thinking it MUST be possible... somehow...
> someway...
>
> And this time, it's even cheaper to do.
>
> Luposian
>
>

Nobody will be interested unless it has a slot for and can play with precisely accurate emulation lynx games. No OS wading, no crap. The slot should take over all functions. Only then does it deserve to be called a lynx. Seems now what you are building is a nice idea and all but I would be more likely to go out and by a gameboy advance. It's much smaller and has more features and more good games. Now that sega's games are being made for GBA AND Nintendo's games, it's like perfect harmony.

Besides - I have a lynx and I can get more ;-)

Just my $.02

Mark
http://atari-source.com

1189. Re: Word processor Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-09 07:55:28 UTC
From: thomas.raukamp@t-online.de
Message-ID: <b9eb3dd8.0303082355.7ab4d63a@posting.google.com>
Source record: 28970

Hi there.

Try CyPress, itï¿½s good and itï¿½s free:
http://www.inyourmind.de/content.asp?mid=1&bid=1&cid=1003

"jota" <jota@chile.com> wrote in message news:<b4d3cpcis1@news1.nivel5.cl>...
> Hi!!
> When I can find a good word processor for mi Atari St FM with 1 Mega of
> Ram??
>
> Thanks
> Jorge Vergara Salas
> Chile

1190. Re: CRP Digitizer A3

Newsgroup: comp.sys.atari.st
Date: 2003-03-09 10:25:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200303091125.a24618@su2.maus.de>
Source record: 28915

Hi Will,

WVD>Think its connected to the serial port of the Atari.
right.

I'm going to ask a friend who had one, but threw it away for it didn't
work after it hadn't done so some months ago. Maybe he held the manual.

I'm pretty sure that the speed on serial should be 9600 b/s.

Und TTschï¿½
ps

1191. ST newbie (got a TT030 system)

Newsgroup: comp.sys.atari.st
Date: 2003-03-09 11:08:43 UTC
From: Bo Snyder <bobo_snyder@hotmail.com>
Message-ID: <%gFaa.10438$wJ1.992225@newsread2.prod.itd.earthlink.net>
Source record: 28972

Hi everyone,

I am a atari 8 bitter at heart (first computer was an atari 400 given to me in 1980) and have collected and acquired anything atari for the last few years but i never came across anything ST related at all.

well my first score was yesterday, i got an atari 1040stf (with an aftermarket toggle switch on the back, what is that?) and monitor for it, and i also got a TT030 system with the keyboard, mouse, and console. Got everything for 12.90 (including tax) at the thrift.

I need guidance on what to do with this tt030. I plugged it into an old vga monitor and it boots and goes though the memory test (8 megs). the hard drive light (40 megger?) flicker on and off like i suppose they should.

But when the machine finally boots to the desktop, all i see are 2 floppy icons and a trash can icon. How do i access or test or do anything with the hard drive icon.

I have never ever used an 16 bit atari before so i am totally lost at this.

Also how do i tell what verison of the TOS do i have? when i click on desktop and about this desktop, all it gives me are a bunch of dates which of the latest is 1991 but no version numbers.

Any sites that tell how a newbie like me gets started with an atari st would be great. I would like to at first at least download a couple of games and put them onto a 720 kb floppy and unzip them and see how they run (just to get a feel for the system) at first.

Thanks
Bo

1192. Re: game explora

Newsgroup: comp.sys.atari.st
Date: 2003-03-09 12:33:48 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3e6d1f07$0$26869$626a54ce@news.free.fr>
Source record: 28901

I remenber that it was not possible to save the game, because Infomedia organized a competition to win a journey.
If you want to save, use Steem and save the memory.

DOCs

"figuinho" <alexandre_afonso@hotmail.com> a crit dans le message news: c8893e2a.0303041133.66c91c0a@posting.google.com...
> Hello,
>
> I am trying to play explora on SainT. I do not remember how to save the game.
> I do not see any icon for saving.
>
> Is there any key?
>
> Thank you

1193. Re: ST newbie (got a TT030 system)

Newsgroup: comp.sys.atari.st
Date: 2003-03-09 13:58:28 UTC
From: lp <gfa@basic.net>
Message-ID: <BA90B2B4.DAB1%gfa@basic.net>
Source record: 28973

in article %gFaa.10438$wJ1.992225@newsread2.prod.itd.earthlink.net, Bo Snyder at bobo_snyder@hotmail.com wrote on 3/9/03 6:08 AM:

> But when the machine finally boots to the desktop, all i see are 2 floppy
> icons and a trash can icon. How do i access or test or do anything with the
> hard drive icon.

If you don't see a msg about a HD driver at boot up just after the memory test then it won't be accessable. You will need to hunt down a copy of the Atari HD tools on the net.

Under one of the menu's is "Install drive or device" or similar wording. Select that, it will prompt you for a driver letter, type an _uppercase_ "C" hit the ok button. A drive "C" icon should appear if the HD driver is loaded.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

1194. Re: CRP Digitizer A3

Newsgroup: comp.sys.atari.st
Date: 2003-03-09 18:33:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200303091933.a24619@su2.maus.de>
Source record: 28916

Hi Will,

WVD>Can somebody help me please?
I asked that friend of mine who once owned that digitizer and he agrees to let its manual to you. For he's going to throw the digitizer away.

Or I scan the relevant pages and post them to you or I'll send the whole manual to you (Holland?). Or you come here to fetch it (100 km from the dutch border).

It's written in two languages, english and german.

Und TTschï¿½
ps

1195. Re: ST newbie (got a TT030 system)

Newsgroup: comp.sys.atari.st
Date: 2003-03-09 19:11:26 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <b4g3l0$62o$1@news6.svr.pol.co.uk>
Source record: 28974

Is there any kind of marking on that extra switch? Where about on the case
is it located? I'd guess it could be something to do with the hard disk, or
possibly a floppy drive density selector (but most of the floppy upgrades
out there use automatic selection)

Or it could possibly be a TOS version switcher, if the previous owner got
ambitious and installed the multi-TOS uprade. Try rebooting with the switch
in different positions and compare the release dates on the system info box.

The only other upgrade you could really do to an STF would be to add extra
memory, and I can't imagine that that would need a switch....

Most likely it could be a resolution changer, for using a hi-res mono
monitor and RGB low-res monitor both plugged in at the same time - the
monochrome monitor outputs an identifying signal to let the computer know
it's plugged in, and the standard trick to avoid swapping plugs around is to
cut the signal off with a toggle switch. WARNING: If it is a res-changer,
changing resolution whilst powered up automatically reboots the machine.
I've lost count of the number of times I've had a game ruined by someone
being unable to resist the temptation to push the button. Maybe making my
resolution-control a big red knob on a mysterious black box sprouting many
cables was a bad idea...

Tom

"Bo Snyder" <bobo_snyder@hotmail.com> wrote in message
news:%gFaa.10438$wJ1.992225@newsread2.prod.itd.earthlink.net...
> Hi everyone,
>
> I am a atari 8 bitter at heart (first computer was an atari 400 given to
me
> in 1980) and have collected and acquired anything atari for the last few
> years but i never came across anything ST related at all.
>
> well my first score was yesterday, i got an atari 1040stf (with an
> aftermarket toggle switch on the back, what is that?) and monitor for it,
> and i also got a TT030 system with the keyboard, mouse, and console. Got
> everything for 12.90 (including tax) at the thrift.
>
> I need guidance on what to do with this tt030. I plugged it into an old
vga
> monitor and it boots and goes though the memory test (8 megs). the hard
> drive light (40 megger?) flicker on and off like i suppose they should.
>
> But when the machine finally boots to the desktop, all i see are 2 floppy
> icons and a trash can icon. How do i access or test or do anything with

the
> hard drive icon.
>
> I have never ever used an 16 bit atari before so i am totally lost at
this.
>
> Also how do i tell what verison of the TOS do i have? when i click on
> desktop and about this desktop, all it gives me are a bunch of dates which
> of the latest is 1991 but no version numbers.
>
> Any sites that tell how a newbie like me gets started with an atari st
would
> be great. I would like to at first at least download a couple of games
and
> put them onto a 720 kb floppy and unzip them and see how they run (just to
> get a feel for the system) at first.
>
> Thanks
> Bo
>
>
>

1196. Re: ST newbie (got a TT030 system)

Newsgroup: comp.sys.atari.st
Date: 2003-03-09 19:13:13 UTC
From: A�a�tre@yahoo.com
Message-ID: <3e6b9248$0$26341$626a54ce@news.free.fr>
Source record: 28975

Hi Bo,

�But when the machine finally boots to the desktop, all i see are 2 floppy
�icons and a trash can icon. How do i access or test or do anything with the
�hard drive icon.

Press alt key and C : you will get a window with what is on the partition C.

�Also how do i tell what verison of the TOS do i have? when i click on
�desktop and about this desktop, all it gives me are a bunch of dates which
�of the latest is 1991 but no version numbers.

You need a programm for that (I.E. sysinfo.prg can be found on Chapelie).

�Any sites that tell how a newbie like me gets started with an atari st would
�be great. I would like to at first at least download a couple of games and
�put them onto a 720 kb floppy and unzip them and see how they run (just to
�get a feel for the system) at first.

You can't imagine how lucky you are to get a TT, it's a real 32 bits CPU.

Regards

1197. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-09 19:19:53 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA90E250.2BAD0%nameerf@flash.net>
Source record: 28976

in article 3e6a582a80c3380@tripnet.se, Kenneth Medin at kennethm@tripnet.se wrote on 3/8/03 12:53 PM:

> In comp.sys.atari.st <BA8F8EB5.2BAB3%nameerf@flash.net>
> Michael and Nicole Freeman wrote on Sat 08-03-2003 19:10 (GMT):
>
>> As far as the connection protocols, I'm pretty sure it's not a SLIP
>> connection, and I read recently that STiK2 doesn't use CHAP, and it connects
>> fine. So it must be something in my configuration of STiNG. I'll keep
>> trying... Thanks!
>
> Well, if STiK2 works then STinG should too!
>
> Anyone else who use an ISP where STiK2 works but STinG doesn't?
>
> I just made a DIAL.SCR from scratch using nothing but the STinG dialer
> itself. Took it to the Stacy and got online without any problems at all.
>
> I only manually edited:
>
> PAP_ID to my login name
> PAP_PASSWORD to my PAP password (login password)
> PHONE_NUMBER to the number to my ISP
>
> You must edit SERIALPORT to Modem 2 or whatever port you use.
>
> If your ISP uses normal PPP it should work.
>
> This is the DIAL.SCR I used:

[snipped script]

Well, I tried your script, entering my personal info, and it didn't work, either. For what it's worth, here's what my ISP sends when viewing it through a Terminal program (after the usual "CONNECT 31200...") stuff that really shouldn't make much difference, as far as I know. I'm putting {brackets} around my responses just to make the difference more obvious here...

Username:/Login:/Login:{nameerf@flash.net}
Password:{********}
Entering PPP Session.
IP address is 65.58.139.174
MTU is 1524.

After this come the jumbles of characters that are the PPP transmissions.

In STiK, I have it set on a script to just recognize the "name:" and "word:" lines, followed by my responses. This works perfectly in STiK. I set STinG to the same script, and it refuses to move beyond the "Initialising Link" phase. I've also tried removing the script, and the only difference is that the dialer skips the login segment I'm used to seeing and goes right to the "Initialising Link", where it again gets stuck. I do have (and have always had) the PAP info filled in correctly as well. I've also tried adding the "IP address is" and $GET_IP response to the script, as suggested by someone else. No luck there, either. It simply puts an IP address into the "Got IP" line, then gets stuck at "Initialising Link".

Comparing dial scripts and config files, everything in my STiK and STinG files that can be identical are identical. Yet one works fine, one doesn't. Unfortunately, it's the one that doesn't that I have to be able to use.

As far as peoples' discussion about using a different ISP instead of a "garbase ISP" as Mark D put it... That'd be fine if it weren't for the fact that I am under very difficult financial conditions that prevents me from using a more expensive one, and haven't found one the same price or cheaper that I have been able to confirm will work. So ideally, I agree with you, and in fact the ISP I originally had before they were bought out were very Atari friendly. Unfortunately, they were bought by what you would call a semi-"garbage ISP" (at least it worked with my software, although they didn't show any sympathy for Atari users) and then that company was bought out by my current ISP.

So, I'll keep trying things. I really appreciate everyone's help so far! Hopefully it will come of something for me! Thanks!

Mike Freeman
nameerf@flash.net

1198. Re: ST newbie (got a TT030 system)

Newsgroup: comp.sys.atari.st
Date: 2003-03-09 19:26:24 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.03.09.19.26.20.955210@removenoaspam.atari-source.com>
Source record: 28977

On Sun, 09 Mar 2003 11:08:43 +0000, Bo Snyder wrote:

> Hi everyone,
>
> I am a atari 8 bitter at heart (first computer was an atari 400 given to me
> in 1980) and have collected and acquired anything atari for the last few
> years but i never came across anything ST related at all.
>
> well my first score was yesterday, i got an atari 1040stf (with an
> aftermarket toggle switch on the back, what is that?) and monitor for it,
> and i also got a TT030 system with the keyboard, mouse, and console. Got
> everything for 12.90 (including tax) at the thrift.
>

Quite a fantastic deal - especially for a TT, don't let it go for that
little money unless it is to me ;-)

> I need guidance on what to do with this tt030. I plugged it into an old vga
> monitor and it boots and goes though the memory test (8 megs). the hard
> drive light (40 megger?) flicker on and off like i suppose they should.

http://storage.atari-source.com/storage/atari/mirrors/chapelie.rma.ac.be/atari/utilities/disktools/cbhd502.tos
If you follow that link and download that file, it will give you CBHD.
Transfer it to a PC formatted 720K disk and then put it on the atari and
run the TOS file and it should extract the software. Hopefully most/all
of it will be able to fit on a 720K disk. There will be a folder inside
the CBHD folder after you run that TOS file (just an auto-extractor)
called auto. inside auto will be cbhd.prg or something similar. If you
runr that it should detect your internal scsi hard drive and install a
drive C: partition.

There's 2 possible reasons the hard drive isn't automatically booted and
gives you no messages.
1) the previous owner wiped the drive clean - so clean it has no booter -
unlikely..
2) the internal drive is toast, I've had those TT hard drives die left and
right. Don't be surprised if the drive doesn't work at all. You'll have
to crack open the drive bay case and remove the scsi drive with something
similar. Most internal scsi 2 50 pin drives work fine given that they are
properly terminated and such.

>
> But when the machine finally boots to the desktop, all i see are 2 floppy
> icons and a trash can icon. How do i access or test or do anything with the
> hard drive icon.

>

Other users suggestions for garnering a drive C: icon are valid but I
highly doubt you have a hard disk driver loading at all. This will make
this icon simply not be valid.

> I have never ever used an 16 bit atari before so i am totally lost at this.
>

I'll walk you through anything you like. Email me personally for more
help. It's nice to get new atari 16/32 bit users.

> Also how do i tell what verison of the TOS do i have? when i click on
> desktop and about this desktop, all it gives me are a bunch of dates which
> of the latest is 1991 but no version numbers.
>

On the 1040 you probably have TOS 1.62, on the TT either 3.05 or 3.06.
It's not very important.

> Any sites that tell how a newbie like me gets started with an atari st would
> be great. I would like to at first at least download a couple of games and
> put them onto a 720 kb floppy and unzip them and see how they run (just to
> get a feel for the system) at first.
>

That's easy except a lot of games come in .MSA format which is the atari
magic shadow archiver which will extract that file to a floppy disk. This
only works on an atari ;-). Best to get that hdd working in the TT and
get some software like that setup.

> Thanks
> Bo

1199. Mint in.ftpd daemon

Newsgroup: comp.sys.atari.st
Date: 2003-03-09 19:47:39 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0303090824.297cb521@posting.google.com>
Source record: 28978

Hello

I have installed in.ftpd in my EasyMint setup to transfer files
between my Windows laptop and my Falcon through my Ethernec adapter.
When i'm trying to transfer a big directory my Falcon always hangs
before all the transfer is done. Not always but sometimes i get this
message: "pid 150 (in): buf_free: invalid buf size: xxxxxx ".
Could be a problem of a lack of memory?, i have 14 mb. The Ethernec
driver?, May be should i modify some parameters in some configuration
file?. Any suggestion would be apreciated.

Thanks.

1200. Re: ST newbie (got a TT030 system)

Newsgroup: comp.sys.atari.st
Date: 2003-03-09 20:08:02 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <b4g6v3$325$1@news8.svr.pol.co.uk>
Source record: 28979

> That's easy except a lot of games come in .MSA format which is the atari
> magic shadow archiver which will extract that file to a floppy disk. This
> only works on an atari ;-). Best to get that hdd working in the TT and
> get some software like that setup.

Not true. There are PC utilities around to convert .MSA files to .ST disk images. However, they are now obsolete, as the latest version of MAKEDISK, the best of the PC atari disk writers, now supports both ST and MSA files. It doesn't autodetect the file type, funnily enough. It assumes you're giving it an ST file, and you have to include the .MSA extension in the filename you type when starting the program.

Hint - It's a VERY good idea to use authentic, double or single density disks (the ones that don't have a hole on the opposite side to the write-protect switch) when writing disks to be used in an Atari with the factory-installed low-density drive. I've tried using high density disks and they behave erratically. Sometimes they work, sometimes they don't. Interestingly, a low density disk written by a high density drive will work fine. If you want to start collecting ST games, buy the low density disks any time you see them, as I'm not sure if anyone still manufactures them.

1201. Re: video demo program in Mark Williams C manual

Newsgroup: comp.sys.atari.st
Date: 2003-03-09 20:24:41 UTC
From: Guy Harrison <swampdog@ntlworld.com>
Message-ID: <20030309202441.26d29fbf.swampdog@ntlworld.com>
Source record: 28991

```
On Sat, 08 Mar 2003 14:12:23 -0700
"intertwingled@qwest.net" <intertwingled@qwest.net> wrote:

> Could somebody please post the source code for the video demo program
> from the Mark Williams C manual for the Atari ST? I believe it was
> about
> 10 to 20 lines of code and it allowed you to reset the base video
> register
> to low memory so that you could actually watch the bits of the operating
>
> system in action.

There's over a page of source, mostly repetitive. It basically goes like this...

#define UP_ARROW 0x4800
#define DN_ARROW 0x5000
#define HELP 0x6200
etc

cur = old = Physbase();
appl_init();
while (!done) {
switch (evnt_keybd()) {
case UP_ARROW:
cur -= 1280;
if (cur < 0)
cur = 0
;
SetScreen(-1L,cur,-1);
break;

case RETURN:
done = true;
break;
}
}
SetScreen(-1L,old,-1);
appl_exit();

--
Guy Harrison
```

1202. Re: Mint in.ftpd daemon

Newsgroup: comp.sys.atari.st
Date: 2003-03-09 23:01:23 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.03.09.23.01.23.352627@removenoaspam.atari-source.com>
Source record: 28980

On Sun, 09 Mar 2003 11:47:39 -0800, D Galvez wrote:

> Hello
>
> I have installed in.ftpd in my EasyMint setup to transfer files
> between my Windows laptop and my Falcon through my Ethernec adapter.
> When i'm trying to transfer a big directory my Falcon always hangs
> before all the transfer is done. Not always but sometimes i get this
> message: "pid 150 (in): buf_free: invalid buf size: xxxxxx ".
> Could be a problem of a lack of memory?, i have 14 mb. The Ethernec
> driver?, May be should i modify some parameters in some configuration
> file?. Any suggestion would be apreciated.
>
> Thanks.

Curious to know if you setup in.ftpd properly through inetd. You need to
install inetd and then setup the ftpd line in /etc/inetd.conf. I assume
you probably already know that however.

Next step might be to get a bug-fixed sockdev.xdd (or to upgrade to a mint
1.6 kernel with inet4.xdd. This solved a number of problems I had, though
I've never received that error. Have you tried the assemsoft mint
ethernec driver on http://assemsoft.atari.org ? And lastly what ethernet
card chipset is your NE2k card. It coudl make a difference if it buckles
under heavy traffic. Try using wget or another program and transfer a lot
of data and see if similar things happen.

Thanks
Mark
http://atari-source.com

1203. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 00:01:50 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e6be036787ed02@europe-shareware.org>
Source record: 28982

Hello,

in article <BA90E250.2BAD0%nameerf@flash.net> (comp.sys.atari.st),
Michael and Nicole Freeman wrote on Sun 09-03-2003 19:19 (GMT):

> Well, I tried your script, entering my personal info, and it didn't work,
> either. For what it's worth, here's what my ISP sends when viewing it
> through a Terminal program (after the usual "CONNECT 31200...") stuff that
> really shouldn't make much difference, as far as I know. I'm putting
> {brackets} around my responses just to make the difference more obvious
> here...
>
> Username:/Login:/Login:{nameerf@flash.net}
> Password:{********}
> Entering PPP Session.
> IP address is 65.58.139.174
> MTU is 1524.
>
> After this come the jumbles of characters that are the PPP transmissions.
>
> In STiK, I have it set on a script to just recognize the "name:" and "word:"

Does your ISP really send the words "Username:/Login:/Login:"? Then
maybe should you make the script wait for say "gin:/Login:" instead of
"name:".

Also, I'm not sure you can set at the same time a script _and_ PAP infos
in the *.scr file.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

1204. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 00:38:12 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <b4gmpk$ln4$1@reader2.panix.com>
Source record: 28981

Yes, ideas.

STiNG comes with a debugger program. It will make records of the
transactions in trying to negotiate a connection. Try it, and read what it
records, and that might help.

And, in the STiNG configuration file, there is a section for putting in
the right stuff for CHAP. Note that CHAP does not use a script. Most
likely you are missing a "fully qualified domain name" someplace. For me
that is jimd11@mimdspring.com.

I do not know about STiK2, or how that does CHAP, if that is your problem.
It is, I suppose, possible to concatenate the user name and the host name,
to make what is required, but I know STiNG 1.26 does not do that. You have
to do it for yourself, in the configuration file.

Jim

Michael and Nicole Freeman
<nameerf@flash.net> writes:

: Hello!

: After much happiness with MagicNet, I'm going to have to move back to
: STiNG for a while, because I am getting a SCSI/Link-3 Ethernet adapter (my
: only really feasible Ethernet option), and they don't make a MagicNet
: version (yet?).

: Problem: Ever since my ISP was bought out (for the second time), STiNG
: refuses to move past the "Initialising Link" phase. The odd thing is, my
: file settings are identical (other than necessary syntax differences) to
: settings I use with MagicNet and STiK2. Both of these connect fine. I
: remember this "Initialising Link" thing being a problem in the past, but
: trying everything that was suggested in past posts didn't help. I'm baffled
: by this one. Any ideas? Thanks!

: Mike Freeman
: nameerf@flash.net

1205. Mega STE video

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 05:30:27 UTC
From: atari-man <flash@yahoo.com>
Message-ID: <TpVaa.29188$6b3.119467@rwcrnsc51.ops.asp.att.net>
Source record: 28983

Is there a way to get video on the Mega STE to display on a VGA monitor? A plug in card or something like that?

Thanks

Tony

1206. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 05:53:37 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA91770D.2BAEB%nameerf@flash.net>
Source record: 28984

in article 3e6be036787ed02@europe-shareware.org, Pascal Ricard at nospam@mydomain.thanx.invalid wrote on 3/9/03 4:01 PM:

> Does your ISP really send the words "Username:/Login:/Login:"? Then
> maybe should you make the script wait for say "gin:/Login:" instead of
> "name:".

Tried that. Same effect. Also, when I try adding a FIND to detect the "IP address is" line, followed by a $GET_IP response, it does indeed get an IP, which it wouldn't if the ISP side didn't accept the login as it was.

> Also, I'm not sure you can set at the same time a script _and_ PAP infos
> in the *.scr file.

I'll have to try this, although I've been using it that way the whole time, even when my ISP did work with STinG (before it was bought out and everything went bad). But, it is worth a try! Thanks!

Mike Freeman
nameerf@flash.net

1207. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 05:58:25 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA91782D.2BAEC%nameerf@flash.net>
Source record: 28985

in article b4gmpk$ln4$1@reader2.panix.com, Jim DeClercq at
jimd@panix1.panix.com wrote on 3/9/03 4:38 PM:

> And, in the STiNG configuration file, there is a section for putting in
> the right stuff for CHAP. Note that CHAP does not use a script. Most
> likely you are missing a "fully qualified domain name" someplace. For me
> that is jimd11@mimdspring.com.

So, does that mean that in the DOMAINNAME line of the DIAL.SCR, I should put
nameerf@flash.net? The full thing is what my ISP requires for login, as you
said yours does, but I think that is because they have about 5 or 6 domains
that they own and run through the same phone numbers, and that's the way
they determine who's on what service.

> I do not know about STiK2, or how that does CHAP, if that is your problem.
> It is, I suppose, possible to concatenate the user name and the host name,
> to make what is required, but I know STiNG 1.26 does not do that. You have
> to do it for yourself, in the configuration file.

I read in a MyAtari article that STiK2 doesn't work with CHAP (although
you're the only one who hasn't told me that STinG *doesn't* do CHAP, so who
knows who to believe at this point). Thanks for the info!

Mike Freeman
nameerf@flash.net

1208. Re: ST newbie (got a TT030 system)

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 08:29:00 UTC
From: <>
Message-ID: <1047287836-095513AEicMi@ntlworld.com>
Source record: 28987

From: "Mark D" <mducksub@removenoaspam.atari-source.com>
Date: Sun, 09 Mar 2003 14:26:24 -0500

>On Sun, 09 Mar 2003 11:08:43 +0000, Bo Snyder wrote:

>> drive light (40 megger?) flicker on and off like i suppose they should.
>
>http://storage.atari-
>source.com/storage/atari/mirrors/chapelie.rma.ac.be/atari/utilities/di
>sktools/cbhd502.tos
>If you follow that link and download that file, it will give you CBHD.

It might be worth pointing out that there are some translated files to go
with the CBHD package available from my web site.

Same goes for the CyPress package that was mentioned a couple of days ago in
another thread.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1209. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 09:14:50 UTC
From: <>
Message-ID: <1047287838-095700AEicMi@ntlworld.com>
Source record: 28986

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Sun, 09 Mar 2003 19:19:53 GMT

>In STiK, I have it set on a script to just recognize the "name:" and
>"word:"

It was always recommended to have scripts look for "ogin" and "sword" IIRC,
to avoid problems with upper/lowercase changes, just might be worth a try?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1210. Re: atari pic programming

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 13:24:38 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3e6c9228$0$18399@echo-01.iinet.net.au>
Source record: 28988

thanks for that.

greatly appreciated.

"Didier MEQUIGNON" <NOSPAMS@wanadoo.fr> wrote in message
news:1frb408.1m5iwju1fv6z5sN%NOSPAMS@wanadoo.fr...
> JLM <Nospam@fuck.com> wrote:
>
> > is there any software for the ST that does smart card and PIC
programming,
> >
> > the requirements for this are very low and the ST is more than capable.
>
> You can try http://perso.wanadoo.fr/didierm/files/pic_dev.zip
> but you need a 68020 or more (tested under falcon).
> Inside the archive there are gputils (assembler) and prog84
> (programmer).
> I use this tools for the Eiffeil card (PIC16F876 but all is good for a
> 16F84).
>
> Regards,
>
> Didier.
>
> --
> Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
> E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
> Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
> Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

1211. Re: Mint in.ftpd daemon

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 14:59:04 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.44.0303101558040.16114-100000@wh58-508.st.uni-magdeburg.de>
Source record: 28989

Hello!

> I have installed in.ftpd in my EasyMint setup to transfer files
> between my Windows laptop and my Falcon through my Ethernec adapter.
> When i'm trying to transfer a big directory my Falcon always hangs
> before all the transfer is done. Not always but sometimes i get this
> message: "pid 150 (in): buf_free: invalid buf size: xxxxxx ".
> Could be a problem of a lack of memory?, i have 14 mb. The Ethernec
> driver?, May be should i modify some parameters in some configuration
> file?. Any suggestion would be apreciated.

What socket version do you use and what driver is it? Most likely it's an
older bug that is already fixed.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

1212. Re: Amiga Coldfire project

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 15:00:50 UTC
From: LS <lannie@me.com>
Message-ID: <973ad793bcd0f63a7706e52aafb19979@news.teranews.com>
Source record: 28990

His age is showing aye?? :)

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:VsCaa.6$355.154@nsw.nnrp.telstra.net...
>
> robert <spim@spam.com> wrote in message
> news:b4bg5i$7p4$1@news7.svr.pol.co.uk...
> >
> > I am not sure if that would happen, but I would
> > > buy one if it ever came out.
> >
> >
> > Well it won't cos Amigos are crap, they always have been and I will
> gladly
> > punch in the Face anyone who says they are ok, including Priests or sex
> > people
> >
>
> My my, aren't you a basic unit...
>
>
>
>

1213. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 18:16:51 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA92253E.2BD2C%nameerf@flash.net>
Source record: 28992

in article 1047287838-095700AEicMi@ntlworld.com, derryck@.cix.co.uk.invalid
at derryck@.cix.co.uk.invalid wrote on 3/10/03 1:14 AM:

> From: Michael and Nicole Freeman <nameerf@flash.net>
> Date: Sun, 09 Mar 2003 19:19:53 GMT
>
>> In STiK, I have it set on a script to just recognize the "name:" and
>> "word:"
>
> It was always recommended to have scripts look for "ogin" and "sword" IIRC,
> to avoid problems with upper/lowercase changes, just might be worth a try?

Right, which is why I have it set to look for "name:" instead of
"Username:", and "word:" instead of "Password:". Or do you mean something
else?

Mike Freeman
nameerf@flash.net

1214. Re: Mega STE video

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 18:39:14 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e6cdbc2889171@tripnet.se>
Source record: 28993

In comp.sys.atari.st <TpVaa.29188$6b3.119467@rwcrnsc51.ops.asp.att.net>
atari-man wrote on Mon 10-03-2003 05:30 (GMT):

>Is there a way to get video on the Mega STE to display on a VGA monitor? A
>plug in card or something like that?

You just need a suitable adaptor to use monochrome 640*400 on a VGA
monitor. http://www.1632systems.co.uk/ usually have these in stock but
right now when I did a check it said "sold out".

Btw. the web page looks rather bad with strange and unreadable text
colour in CAB. Cured bye disabling "Use document settings". Alsp all
pages are "Untitled document"...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1215. Re: Mega STE video

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 19:31:44 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <YJ5ba.19655$EN3.160001@newsfep4-glfd.server.ntli.net>
Source record: 28995

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3e6cdbc2889171@tripnet.se...
> In comp.sys.atari.st <TpVaa.29188$6b3.119467@rwcrnsc51.ops.asp.att.net>
> atari-man wrote on Mon 10-03-2003 05:30 (GMT):
>
> >Is there a way to get video on the Mega STE to display on a VGA monitor?
A
> >plug in card or something like that?
>
> You just need a suitable adaptor to use monochrome 640*400 on a VGA
> monitor.

Mono adaptor is always in stock at www.keychange.co.uk

Colour will need a card? See previous posts, e.g. Crazy Dots.

1216. Cab 2.8 cache problem??

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 19:49:52 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1047300614-712694AEicMi@williams-net.com>
Source record: 28994

Anyone,
Lately, I have noticed that CAB is downloading and
storing nothing to the cache folder but a few bytes of
information. So I reinstalled and used a previous
CACHE that was burnt to CD. After starting CAB up it
went ahead and downloaded Yahoo and proceeded to
access the hard drive for 15 seconds or longer. In
that CACHE folder was 12 megs of stored files and as I
had suspected, after downloading Yahoo it went ahead
and deleted the entire cache. Is there any reason why
this should happen. I have CAB pointing to the
correct folder for the cache. What could be going on
here.

Thanks for the information in advance,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than
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56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive

120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1217. Re: Cab 2.8 cache problem??

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 20:11:40 UTC
From: swampfax1@atlantic.net
Message-ID: <0k6ba.617$sf3.570197@monger.newsread.com>
Source record: 28896

On 10 Mar 2003 13:49:52 , carey christenson wrote:
>Anyone,
> Lately, I have noticed that CAB is downloading and
>storing nothing to the cache folder but a few bytes of
>information. So I reinstalled and used a previous
>CACHE that was burnt to CD. After starting CAB up it
>went ahead and downloaded Yahoo and proceeded to
>access the hard drive for 15 seconds or longer. In
>that CACHE folder was 12 megs of stored files and as I
>had suspected, after downloading Yahoo it went ahead
>and deleted the entire cache. Is there any reason why
>this should happen. I have CAB pointing to the
>correct folder for the cache. What could be going on
>here.
>
>Thanks for the information in advance,
>Carey Christenson

Hi Carey,
Possibly a CAB bug?
Just a guess that you've exceeded the max ram (14 meg I assume) or
max setting for hard drive cache (not enough room on the hard drive for
that CAB setting).
12 meg + boot programs + Yahoo = over 14 meg but Cab on my Falcon will
only stop showing pics at that point.
I'd suggest saving and renaming the 12 meg cache and creating another
cache folder or set CAB to delete the folder upon quitting so you start
fresh the next time.

John G.

1218. Re: Cab 2.8 cache problem??

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 22:10:08 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1047309030-395779AEicMi@williams-net.com>
Source record: 28897

John,
Thanks for the suggestion. But I have stored over
40 or 50 megs in my Hard Drive CACHE before. I set
the RAM CACHE to 4 megs and told it to keep 256Kb
free. Now CAB is only storing like at most 20 to 40 K
and most of the time it is just a few bytes. It
almost acts as if every time I access another web-page
it deletes everything that it previously had in the
CACHE from the folder to load in the new page. I dont
remember setting anything up that would do this
before. The reason I told you about the 12 meg cache
was because I installed that cache to confirm in fact
it was deleting the folder when I would load in a new
page. And as previously stated after CAB loaded in
and it downloaded YAHOO it was accessing the hard
drive for over 15 seconds and after Yahoo finished
loading I confirmed that it in fact had deleted the 12
meg cache folder I had installed. Anyone have any
idea what would cause this to happen?? Is there a
setting in CAB or MAGIC+Jinnee??

Thanks in advance,
Carey Christenson

III
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/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
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2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1219. Does anyone have a.....

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 22:11:11 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b4j2mjfjt1@newsg3.svr.pol.co.uk>
Source record: 28898

Jam-8, or FA-8 or something similar that I can use for recording audio with cubase, thats going for practically giving it away price?

Cheers.

Smeg.

1220. Help: Mail crash

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 23:01:01 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3e6d192c$0$249$4c56ba96@master.news.zetnet.net>
Source record: 28899

Hi, all!

In both Newsie (latest) and MyMail (early) I have been betrayed by an unexpected crash on accessing either Get Mail or Get Selected Mail. I cannot get any emails.

This has never happened before. I have no new alterations to the system or new apps or utilities or patches on my TT030. I have rebooted several times, and even disabled every ACC except Xcontrol.

I have also reviewed my Newsie preferences: all OK, nothing changed.

I'm at my wit's end. Can anyone suggest what's wrong and what to do about it, please?

Thank you,
Charles.

1221. Re: Amiga Coldfire project

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 23:15:55 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <r29ba.2$Vr5.178@nsw.nnrp.telstra.net>
Source record: 28900

LS <lannie@me.com> wrote in message
news:973ad793bcd0f63a7706e52aafb19979@news.teranews.com...
> His age is showing aye?? :)
>

Maybe he has gone full circle ;-)

1222. Re: ST newbie (got a TT030 system)

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 23:46:40 UTC
From: Bo Snyder <snyder@gonzaga.edu>
Message-ID: <b4j850$i3l$1@ns2.gonzaga.edu>
Source record: 28902

<derryck@.cix.co.uk.invalid> wrote in message
news:1047287836-095513AEicMi@ntlworld.com...
> From: "Mark D" <mducksub@removenoaspam.atari-source.com>
> Date: Sun, 09 Mar 2003 14:26:24 -0500
>
> >On Sun, 09 Mar 2003 11:08:43 +0000, Bo Snyder wrote:
>
> >> drive light (40 megger?) flicker on and off like i suppose they should.
> >
> >http://storage.atari-
> >source.com/storage/atari/mirrors/chapelie.rma.ac.be/atari/utilities/di
> >sktools/cbhd502.tos
> >If you follow that link and download that file, it will give you CBHD.
>
> It might be worth pointing out that there are some translated files to go
> with the CBHD package available from my web site.
>
> Same goes for the CyPress package that was mentioned a couple of days ago
in
> another thread.
>

Well i downloaded cbhd form some site (i think the main site) and once it
was on my mac, i unzipped it.

i then copied the tos file to my 720,kb floppy

put that into the tt030

opened it up.. it then unzipped a bunch of files.

i then doubleclicked on something in one of the folders and then it detected
everythning scsi wise.

Rebooted the mahcine and whooo hooo, my drives show up now.

I had no idea what i was doing cuz everything was in german.. that bothered
me.. LOL

but i now have a desktop with working drives.

Now how do i test the drive (like scandisk) to make sur ethat the drive is
good and the files are good?

also what can i do about the horrible mouse (without resorting to buying
extra hard ware, is there anything i can do with a standard 9 pin serial
mouse ?)

Bo

1223. How do i browse the web with a TT030?

Newsgroup: comp.sys.atari.st
Date: 2003-03-10 23:49:36 UTC
From: Bo Snyder <snyder@gonzaga.edu>
Message-ID: <b4j8ag$i68$1@ns2.gonzaga.edu>
Source record: 28903

More questions.

How would i go about browsing the web with my TT030. What i would like to do is to hook it up to my network (dhcp with a NAT server on it) and have it access the web that way (no modems involved).

I guess another question would be, how do i setup ethernet with the atari? or can i hook it up using the appletalk port on the back to my old powermac 6500 with localtalk adapters??

Bo

1224. Re: Mail crash

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 00:33:10 UTC
From: Bo Snyder <snyder@gonzaga.edu>
Message-ID: <b4jas7jib1@ns2.gonzaga.edu>
Source record: 28904

"Charles Stanley" <cstanley@zetnet.co.uk> wrote in message
news:3e6d192c$0$249$4c56ba96@master.news.zetnet.net...
> Hi, all!
>
> In both Newsie (latest) and MyMail (early) I have been betrayed by an
> unexpected crash on accessing either Get Mail or Get Selected Mail. I
> cannot get any emails.
>
> This has never happened before. I have no new alterations to the system
> or new apps or utilities or patches on my TT030. I have rebooted several
> times, and even disabled every ACC except Xcontrol.
>
> I have also reviewed my Newsie preferences: all OK, nothing changed.
>

I do NOT profess to be knowledgable about things atari, however years of support for ISP's and a major office product for a company has taught me something about totally unexpected crashes when checking for new mail.

You probably have a corrupt email on the server. Whats happening (and i have seen it happen MANY times) is that when the mail program is trying to make sense of th eheader or whatever, it is expecting one thing, but something totally unexpected comes though and bam, the application crashes.

Goto www.mail2web.com and sign on to your email account (this is a webmail program). That should bring up your list of emails that are on the server. Go though them and delete all the spam and everything of that nature. If you can, read the emails while on mail2web.com and delete them. ONce they are all deleted, THEN reopen the email program that is crashing and check your mail. It should work then.

good luck
bo

1225. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 00:53:08 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e6d35f2109e972@europe-shareware.org>
Source record: 28906

Hello,

in article <BA91770D.2BAEB%nameerf@flash.net> (comp.sys.atari.st),
Michael and Nicole Freeman wrote on Mon 10-03-2003 05:53 (GMT):

[snip]

Some ideas, with no particular order:

- If you can no more be connected through v 1.26, you may want to test a
previous version.

- Did you use an old scr file or did you have to write a new one? If
it's a new one, double check that there are no trailing spaces at the
end the values.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

1226. Another newbie post (mouse questions)

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 01:56:07 UTC
From: Bo Snyder <snyder@gonzaga.edu>
Message-ID: <b4jfnn$lq9$1@ns2.gonzaga.edu>
Source record: 28907

Is there anyway of modifiying a standard 9 pin serial mouse so that it works like the atari mouse with some homebrew adapter or something?/ or do i need to buy the ready-made adpter?

Thanks
Bo

1227. Re: Another newbie post (mouse questions)

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 02:06:43 UTC
From: Bo Snyder <snyder@gonzaga.edu>
Message-ID: <b4jgbj$m54$1@ns2.gonzaga.edu>
Source record: 28908

"Bo Snyder" <snyder@gonzaga.edu> wrote in message
news:b4jfnn$lq9$1@ns2.gonzaga.edu...
> Is there anyway of modifiying a standard 9 pin serial mouse so that it
works
> like the atari mouse with some homebrew adapter or something?/ or do i
need
> to buy the ready-made adpter?

Actually one of my key questions regarding the atari mouse is this: Why
does the atari mouse appear to have 2 sets of light sensors for each axis
(as in the x axis has 2 light sensor assys and the y axis has also 2 light
sensors). I was thinking of just by passing those sensors and running wires
to a microsoft mouse and disalbe the onboard electronics of the microsoft
mouse and directly solder the 2 buttons (easy) and the light sensors,
however the microsoft mouse only has 1 light sensor assy on each axis so i
don't know if it would work.

Thanks
Bo

1228. Re: Mail crash

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 02:08:32 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1047323332-884605AEicMi@williams-net.com>
Source record: 28905

Bo,
I can attest to this kinda of problem also. This
weekend I got a 209K file that would not download to
my computer. It would basically stall out Emailer and

would not finish the download. After disconnecting
from the server I found that it was a "INTERNET
EXPLORER UPGRADE PATCH". Basically a VIRUS.
Microsoft does not send updates to people. To much
time to do that, they figure if people want the
upgrade they will check the site quite regularly. I
had the text part of the email but not the
attachments. Basically the program got to the
attachments and stalled out. Never have had this
happen before but some Email programs have wierd ways
of handling strange incoming messages. Obviously
NEWSIE is not well equipped to handle such strange e-
mails. And obviously Emailer does have its limits but

it was easy enough to delete message from the server.

Try anyway you can to check messages on your server
and see what ones are not necessary and delete them.

Thanks,
Carey Christenson

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Blackbox unit
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Color Monitor

1229. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 02:19:21 UTC
From: sidcelery@cix.co.uk
Message-ID: <b4jh38$36a$1@thorium.cix.co.uk>
Source record: 28909

On 25 Feb 2003 14:16:12, <derryck@.cix.co.uk.invalid> wrote:
> From: Martin Tarenskeen <nospam@zonnet.nl>
> Date: Tue, 25 Feb 2003 07:39:57 +0100
>
>> Whatever the reason is for this problem, the key question is: Does
>> an English translation with matching RSC and HLP files exist, and
>> if so, how/where can I get it ?
>
> As I've already stated: The very latest version of CAB2.8 with all
> the help files is available from Atari Workshop.

Do my ears (eyes) deceive me?!
Where's their bloomin' number gone...

rgds
H

1230. Re: ST newbie (got a TT030 system)

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 03:19:57 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0303101919.3f320d75@posting.google.com>
Source record: 28910

"Bo Snyder" <snyder@gonzaga.edu> wrote in message news:<b4j850$i3l$1@ns2.gonzaga.edu>...

> Rebooted the mahcine and whooo hooo, my drives show up now.
>
> I had no idea what i was doing cuz everything was in german.. that bothered
> me.. LOL

You get used to it :->

>
> but i now have a desktop with working drives.
>
> Now how do i test the drive (like scandisk) to make sure that the drive is
> good and the files are good?

With utility software. A good place to start is with something like
Checkdisk (See http://www.geocities.com/SiliconValley/Bay/8745/pages/files2.html#disk)
.
>
> also what can i do about the horrible mouse (without resorting to buying
> extra hard ware, is there anything i can do with a standard 9 pin serial
> mouse ?)

A serial mouse works fine, at least with GEM programs. It might not
work with games. (See http://members.aol.com/tgkirk/pcstmous.htm).

Galen

1231. Re: Help: Mail crash

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 03:22:06 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0303101922.7247828a@posting.google.com>
Source record: 28911

cstanley@zetnet.co.uk (Charles Stanley) wrote in message
news:<3e6d192c$0$249$4c56ba96@master.news.zetnet.net>...
> Hi, all!
>
> In both Newsie (latest) and MyMail (early) I have been betrayed by an
> unexpected crash on accessing either Get Mail or Get Selected Mail. I
> cannot get any emails.
>
> This has never happened before. I have no new alterations to the system
> or new apps or utilities or patches on my TT030. I have rebooted several
> times, and even disabled every ACC except Xcontrol.
>
> I have also reviewed my Newsie preferences: all OK, nothing changed.
>
> I'm at my wit's end. Can anyone suggest what's wrong and what to do about
> it, please?
>
Corrupted drivers, perhaps? I'd reinstall STing (or whatever it is
you use). You might also want to try a newer version of MyMail --
it's getting better.

Galen

1232. Re: Cab 2.8 cache problem??

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 05:52:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200303110652.a40578@wun.maus.de>
Source record: 28929

Hallo carey!

CC>Anyone have any idea what would cause this to happen??

This might be a bug in Cab. Check options/cache, there's an entry for the actual cache size (or what Cab believes it is). My Cab displays 920MB there, albeit it's less than 100MB. I've set the max cache to 999MB, and Cab stopped deleting files from the cache. I'll have to delete the cache and start from scratch some time :-(

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

1233. St and broadband

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 07:43:30 UTC
From: Ron Pothier <cowboy.ron@verizon.net>
Message-ID: <Csgba.12687$qB5.3399@nwrddc01.gnilink.net>
Source record: 28912

I have just acquired a couple ST computers and was wondering how I can hook one or both of them up to my broadband connection which is being used by 3 PC's on a LAN. If there is a way to do this, I would also like to know where to buy the software for a ST to browse the internet. I hope this is possible, but I have been out of the ST game for a number of years due to illness and don't remember all that I should. Please help if you can.

Thanks,

Ron Pothier

1234. Draconis problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 09:11:42 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb6r9j6.1ig.atari@core.preferuje.luzik.pl>
Source record: 28913

Adamas installer from Draconis site always hangs with three bombs when
trying to install. Did anybody had same problems?

Would it be possible if someone that installed it sucesfully would pack it
(Adama only) and snd it to me?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1235. Rock n' Roll Clams, Tusker

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 09:59:44 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3E6DB390.2FBD67F@siemens.at>
Source record: 28914

Hi,

Quite some time ago I bought the game Rock n' Roll Clams from an Atari
dealer. Since he did not react to my questions maybe someone here
can help me.

When I tried the game on the Falcon at loading of disk 2 I got the
following text displayed :

CASPIAN Software - user notice !
Unable to find file called :
Jy
Please press [Return] to continue.

After that it returns to the desktop.
When I tried it on the ST it only loaded the 'music box' screen
with no music to be heard and after that screen returned to the
desktop.

In the meantime I bought a second Falcon and a second ST and tried
it on them with the same results.

Does anybody have any idea what to do so I could finally get the program
to run ?

BTW, there's another game called Tusker I bought from another Atari
dealer that doesn't boot correctly but hangs at some intro screen.

Both games were new, never before opened packages.

regards
Gerhard

1236. Re: Draconis problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 13:58:07 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1047398703.654807@blade.atari-source.com>
Source record: 28917

Adam Klobukowski wrote:

> Adamas installer from Draconis site always hangs with three bombs when
> trying to install. Did anybody had same problems?
>
> Would it be possible if someone that installed it sucesfully would pack it
> (Adama only) and snd it to me?
>

No but I have similar problems like half invisible dialogs. Most of the time draconis installer(s) crash for me just before actually extracting archives, though the settings pages just before that aren't visible even though I installed the dialog SLB's properly.

Mark

1237. Re: St and broadband

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 14:01:17 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1047398892.816495@blade.atari-source.com>
Source record: 28918

Ron Pothier wrote:

> I have just acquired a couple ST computers and was wondering how I can
> hook one or both of them up to my broadband connection which is being used
> by 3 PC's on a LAN. If there is a way to do this, I would also like to
> know where to buy the software for a ST to browse the internet. I hope
> this is possible, but I have been out of the ST game for a number of years
> due to
> illness and don't remember all that I should. Please help if you can.
>
> Thanks,
>
> Ron Pothier

http://hardware.atari.org - look under ethernet for atari. Purchase the
EtherNEC and have him ship the ISA card with it as it seems to be picky
about which Ne2k card you use. This is the cheapest - best solution for
your particular situation probably.
Thanks
Mark
http://atari-source.com

1238. Re: ST newbie (got a TT030 system)

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 16:03:23 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.03.11.16.03.20.162898@removenoaspam.atari-source.com>
Source record: 28919

On Mon, 10 Mar 2003 15:46:40 -0800, Bo Snyder wrote:

>
> <derryck@.cix.co.uk.invalid> wrote in message
> news:1047287836-095513AEicMi@ntlworld.com...
>> From: "Mark D" <mducksub@removenoaspam.atari-source.com>
>> Date: Sun, 09 Mar 2003 14:26:24 -0500
>>
>> >On Sun, 09 Mar 2003 11:08:43 +0000, Bo Snyder wrote:
>>
>> >> drive light (40 megger?) flicker on and off like i suppose they should.
>> >
>> >http://storage.atari-
>> >source.com/storage/atari/mirrors/chapelie.rma.ac.be/atari/utilities/di
>> >sktools/cbhd502.tos
>> >If you follow that link and download that file, it will give you CBHD.
>>
>> It might be worth pointing out that there are some translated files to go
>> with the CBHD package available from my web site.
>>
>> Same goes for the CyPress package that was mentioned a couple of days ago
> in
>> another thread.
>>
>
> Well i downloaded cbhd form some site (i think the main site) and once it
> was on my mac, i unzipped it.
>
> i then copied the tos file to my 720,kb floppy
>
> put that into the tt030
>
> opened it up.. it then unzipped a bunch of files.
>
> i then doubleclicked on something in one of the folders and then it detected
> everythning scsi wise.
>
> Rebooted the mahcine and whooo hooo, my drives show up now.
>
> I had no idea what i was doing cuz everything was in german.. that bothered
> me.. LOL
>

I can read most german now as a result of that ;-) Lots and lots of
software is in German. There are kind people out there that translate

software to English but there has to be people that need/want it.

> but i now have a desktop with working drives.
>

Good to hear! Remember, you have to wait to press any keys on the TT
keyboard UNTIL the drive inside is completely spun up and the light turns
off or else it wont' find it and will go straight to the desktop.

> Now how do i test the drive (like scandisk) to make sur ethat the drive is
> good and the files are good?

The best utility I have found so far is Correct but it's commercial and
comes with the program "Kobold". Available at
http://www.europe-shareware.org

>
> also what can i do about the horrible mouse (without resorting to buying
> extra hard ware, is there anything i can do with a standard 9 pin serial
> mouse ?)

There's a serial mouse driver but it's pretty slim. most games and such
operate at the hardware level and will abandon the serial mouse driver.
However for most windowed applications it will work just fine. I have
found it to be a bit unreliable with Logitech mice but it seems to work
quite well with Microsoft mice. This mouse driver is available here:

http://storage.atari-source.com/storage/atari/mirrors/chapelie.rma.ac.be/atari/utilities/genmouse.lzh

Enjoy
Mark
http://atari-source.com
>
> Bo

1239. Re: Cab 2.8 cache problem??

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 16:06:51 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.03.11.16.06.51.118184@removenoaspam.atari-source.com>
Source record: 28920

On Mon, 10 Mar 2003 16:10:08 -0600, carey christenson wrote:

> John,
> Thanks for the suggestion. But I have stored over
> 40 or 50 megs in my Hard Drive CACHE before. I set
> the RAM CACHE to 4 megs and told it to keep 256Kb
> free. Now CAB is only storing like at most 20 to 40 K
> and most of the time it is just a few bytes. It
> almost acts as if every time I access another web-page
> it deletes everything that it previously had in the
> CACHE from the folder to load in the new page. I dont
> remember setting anything up that would do this
> before. The reason I told you about the 12 meg cache
> was because I installed that cache to confirm in fact
> it was deleting the folder when I would load in a new
> page. And as previously stated after CAB loaded in
> and it downloaded YAHOO it was accessing the hard
> drive for over 15 seconds and after Yahoo finished
> loading I confirmed that it in fact had deleted the 12
> meg cache folder I had installed. Anyone have any
> idea what would cause this to happen?? Is there a
> setting in CAB or MAGIC+Jinnee??
>
> Thanks in advance,
> Carey Christenson

Carey,

Probably it has something to do with CAB actually obeying cache
directives. Make sure the clock on your Atari is set properly. Pages
will be sent with headers that say "Expire on March 11 2003 at 9:00PM" or
something simimlar. If your computer clock is set into the future, it'll
probably delete stuff. Though that answer doesn't make sense because I
would think it simply wouldn't reference cached data rather than actually
going through and checking and deleting everything.

Mark
http://atari-source.com

1240. Re: Another newbie post (mouse questions)

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 16:16:39 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.03.11.16.16.38.989950@removenoaspam.atari-source.com>
Source record: 28921

On Mon, 10 Mar 2003 18:06:43 -0800, Bo Snyder wrote:

>
> "Bo Snyder" <snyder@gonzaga.edu> wrote in message
> news:b4jfnn$lq9$1@ns2.gonzaga.edu...
>> Is there anyway of modifiying a standard 9 pin serial mouse so that it
> works
>> like the atari mouse with some homebrew adapter or something?/ or do i
> need
>> to buy the ready-made adpter?
>
> Actually one of my key questions regarding the atari mouse is this: Why
> does the atari mouse appear to have 2 sets of light sensors for each axis
> (as in the x axis has 2 light sensor assys and the y axis has also 2 light
> sensors). I was thinking of just by passing those sensors and running wires
> to a microsoft mouse and disalbe the onboard electronics of the microsoft
> mouse and directly solder the 2 buttons (easy) and the light sensors,
> however the microsoft mouse only has 1 light sensor assy on each axis so i
> don't know if it would work.
>
> Thanks
> Bo

Bo,

I'm not sure doing that would be wise as the MS mouse probably is a lot
higher resolution than the atari mouse and it coudl theoretically cause
problems. I too have extreme disregard for the atari mice and think that
they're poor. One thing you can do is find a PC BUS mouse in a store
(round connector with like 9 pins). You can get a Microsoft mouse in this
style of connection. BUS Mice can wire up directly to the atari mouse
port. My roomate did this and I use an authentic ms mouse on my mouse
port right now (in addition to my 2 beetle mice). If you like, I can have
him try to find directions. I imagine wiring that mouse to a 9 pin
connector and having authentically working on the standard ports will be
better than a nearly as crappy old replacement mouse or a serial mouse
which doesn't work for some things.

Mark
http://atari-source.com

1241. [CT60] Hardware news

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 16:50:56 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fro3k9.oftlp31llxsjyN%NOSPAMS@wanadoo.fr>
Source record: 28922

Hi,

This is the latest news about the CT60 hardware:
- The SDRAM not works with the cache, acces works but it's impossible to run a program inside excepted when the caches are off with the PMMU of the 060.
- The good news, is than Rodolphe must receive a 16 channels 200MHz analyser in 4 days. This is a good solution for found timming problems. Until this days, only his scope without memory was used.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

1242. Re: Cab 2.8 cache problem??

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 17:03:38 UTC
From: <>
Message-ID: <1047401750-441992AEicMi@ntlworld.com>
Source record: 28923

From: carey christenson <firest@williams-net.com>
Date: Mon, 10 Mar 2003 13:49:52 -0600

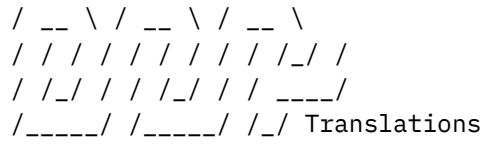
> Lately, I have noticed that CAB is downloading and
>storing nothing to the cache folder but a few bytes of

Perhaps you've exceeded the size of the cache, or that disk partition is too
full?

Cheers

Derryck

--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1243. Re: ST newbie (got a TT030 system)

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 17:08:40 UTC
From: <>
Message-ID: <1047401752-442200AEicMi@ntlworld.com>
Source record: 28924

From: "Bo Snyder" <snyder@gonzaga.edu>
Date: Mon, 10 Mar 2003 15:46:40 -0800

>i then doubleclicked on something in one of the folders and then it detected
>everythning scsi wise.

Sounds risky!

>Rebooted the mahcine and whooo hooo, my drives show up now.

Excellent! :-)

>I had no idea what i was doing cuz everything was in german.. that bothered
>me.. LOL

Well, you do have to be very cautious when there's hard drives involved. Do
download the CBHD stuff I have - it might just save you some hassle in the
future.

>Now how do i test the drive (like scandisk) to make sur ethat the drive is
>good and the files are good?

Funnily enough, you can get HPOptimizer from my web site also (there's a MiNT-
only version which you won't want).

>also what can i do about the horrible mouse

I guess you mean that it's too slow? There are mouse speeders around. I use
the one built into NVDI myself.

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1244. Re: Mail crash

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 17:12:20 UTC
From: <>
Message-ID: <1047401754-442408AEicMi@ntlworld.com>
Source record: 28925

From: "Bo Snyder" <snyder@gonzaga.edu>
Date: Mon, 10 Mar 2003 16:33:10 -0800

>You probably have a corrupt email on the server. Whats happening (and i
>have seen it happen MANY times) is that when the mail program is trying to
>make sense of th eheader or whatever, it is expecting one thing, but
>something totally unexpected comes though and bam, the application crashes.

I've had this happen too.

I solved it by telnetting into the POP3 server and deleting it from the
server (I could more-or-less tell which mail it was from the number
downloaded before it went kaboom!).

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1245. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 17:15:40 UTC
From: <>
Message-ID: <1047401754-442576AEicMi@ntlworld.com>
Source record: 28926

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Mon, 10 Mar 2003 18:16:51 GMT

>> It was always recommended to have scripts look for "ogin" and "sword" IIRC,
>> to avoid problems with upper/lowercase changes, just might be worth a try?
>
>Right, which is why I have it set to look for "name:" instead of
>"Username:", and "word:" instead of "Password:". Or do you mean something
>else?

No, that would seem to be more or less the same thing.

But are you really waiting for a "Username" prompt, as it's more usual to be
looking for a "Login" prompt?

Run a terminal program and make careful notes of what it's asking for and what
you type in until the session starts up.

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1246. Re: Mail crash

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 17:20:18 UTC
From: <>
Message-ID: <1047401754-442752AEicMi@ntlworld.com>
Source record: 28927

From: carey christenson <firest@williams-net.com>
Date: Mon, 10 Mar 2003 20:08:32 -0600

> I can attest to this kinda of problem also. This
>weekend I got a 209K file that would not download to
>my computer. It would basically stall out Emailer and

FWIW I've had emails that would download OK, but Emailer would crash as soon as you clicked on a particular email. I sorted it with a well-timed poke of the Delete key, which deleted the message before it could be viewed.

I've also had occasion to visit the Database folder to delete a message that crashed Emailer whilst it was preparing to index messages.

I'm quite sure that both problems were due to attachments.

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1247. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 17:24:08 UTC
From: <>
Message-ID: <1047401756-442928AEicMi@ntlworld.com>
Source record: 28928

Ah, it's Mr. Celery :-)

>> As I've already stated: The very latest version of CAB2.8 with all
>> the help files is available from Atari Workshop.
>
>Do my ears (eyes) deceive me?!
>Where's their bloomin' number gone...

(0)134 890008

http://www.atari-workshop.co.uk

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1248. Re: Game Title?

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 21:52:55 UTC
From: justisaur@netscape.net
Message-ID: <a40fb5d0.0303111352.7a7adb26@posting.google.com>
Source record: 28930

"atari-man" <flash@yahoo.com> wrote in message news:<BaT9a.346527$tq4.7552@sccrnsc01>...
> Is it possibly Captive?
>
>

Yep, after searching around for a couple hours I finally found it.
Thanks :)

Strangly all the sites about it don't say anything about you using
robots, but I distinctly remember them being robots (albeit remote
controlled)...

>
>
> tony
>
> "Justisaur" <justisaur@netscape.net> wrote in message
> news:a40fb5d0.0303061739.7a50d3e1@posting.google.com...
> > I used to have this game on my Atari ST (no longer have game or ST), I
> > can't remember the title, and after hours of googling, I thought I'd
> > ask here if anyone knows what it is?
> >
> > It was kind of a bard's tale like adventure, first person wandering
> > around set squares. You played a robot, and got upgrades to your
> > parts, eventually getting these cool irridecent green & blue bug
> > looking parts, you also got weapons like machine guns. There were
> > these damn codelocks all over you had to unlock as well. You advanced
> > by traveling to different plannets, where you found more underground
> > areas. There were also dinosaurs wandering around on the planet's
> > surfaces.
> >
> > All the searches I did for robots came up with stuff like "Escape from
> > the planet of the Robots", "Xylobot" (cool game), and Bard's tale
> > robots so you can play Bard's tale without actually playing it (no
> > idea why you'd want to do that). None of These are it.

1249. My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 22:02:23 UTC
From: Bo Snyder <snyder@gonzaga.edu>
Message-ID: <b4lmdetne1@ns2.gonzaga.edu>
Source record: 28932

Hi again everyone,

I am going to be posting a few links to some pics of the 1040st that i got a few days ago.

The reason why i am doing this is because it apparently has some hard ware hacks in it due to the fact that it had a aftermarket on/0ff switch installed and on the inside the metal sheild that covers the motherboard has been hacked up in 2 places for 2 different aftermarket daughterboards (or so i assume!).

The bigger board in the middle says something about 4 megs but i dunno, looks a little small to be a 4 meg upgrade from that time period.

I will post the links as soon as i finish uploading the pics to the site.

Thanks
Bo

1250. Re: Mint in.ftpd daemon

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 22:04:17 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0303111404.590dfdd@posting.google.com>
Source record: 28931

Thanks for both answer.

The problem looks like is solved after i installed the last Ethernec
driver (0.0.18) from Assemsof, i had version 0.0.14. Now my Falcon
doesnt hangs anymore but still have problems transfering big
directories, when the transfer is finished i see that only around half
of the directory files have been transfered.

I guess it has not relation with my new problem but my socket was
MINT-NET 1.5 PL 1 with kernel 1.15.12.

Is FTP reliable to transfer 400 Mb directories?

Frank Naumann <fnaumann@cs.uni-magdeburg.de> wrote in message
news:<Pine.NEB.4.44.0303101558040.16114-100000@wh58-508.st.uni-magdeburg.de>...
> Hello!
>
> > I have installed in.ftpd in my EasyMint setup to transfer files
> > between my Windows laptop and my Falcon through my Ethernec adapter.
> > When i'm trying to transfer a big directory my Falcon always hangs
> > before all the transfer is done. Not always but sometimes i get this
> > message: "pid 150 (in): buf_free: invalid buf size: xxxxxx ".
> > Could be a problem of a lack of memory?, i have 14 mb. The Ethernec
> > driver?, May be should i modify some parameters in some configuration
> > file?. Any suggestion would be apreciated.
>
> What socket version do you use and what driver is it? Most likely it's an
> older bug that is already fixed.
>
>
> Tschuess
> ...Frank

1251. Re: Mint in.ftpd daemon

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 22:31:43 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.03.11.22.31.43.960802@removenoaspam.atari-source.com>
Source record: 28933

On Tue, 11 Mar 2003 14:04:17 -0800, D Galvez wrote:

> Thanks for both answer.
>
>
> The problem looks like is solved after i installed the last Ethernec
> driver (0.0.18) from Assemsof, i had version 0.0.14. Now my Falcon
> doesnt hangs anymore but still have problems transfering big
> directories, when the transfer is finished i see that only around half
> of the directory files have been transfered.
>
> I guess it has not relation with my new problem but my socket was
> MINT-NET 1.5 PL 1 with kernel 1.15.12.
>
> Is FTP reliable to transfer 400 Mb directories?
>
>

I'm a bit sadistic to my Atari's and I push them to their limits. I have transfered in one transaction several thousand files, about 2 gig with atari FTPD and vice versa using ncftp as the client. Ncftp for the atari sucks in it's current implementation. It's buggy as hell so I recompiled. If you want new binaries for mint, let me know and I'll send them.

Thanks
Mark
http://atari-source.com

1252. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 22:48:50 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <b4lp4k$g3n$1@newsg2.svr.pol.co.uk>
Source record: 28854

Sounds like you've got a real bargain there!

I've had my STE for over a year now, and I've still not installed all the upgrades and hacks I want to.

Tom

"Bo Snyder" <snyder@gonzaga.edu> wrote in message news:b4lmdetne1@ns2.gonzaga.edu...
> Hi again everyone,
>
> I am going to be posting a few links to some pics of the 1040st that i got a
> few days ago.
>
> The reason why i am doing this is because it apparently has some hard ware
> hacks in it due to the fact that it had a aftermarket on/0ff switch
> installed and on the inside the metal sheild that covers the motherboard has
> been hacked up in 2 places for 2 different aftermarket daughterboards (or so
> i assume!).
>
> The bigger board in the middle says something about 4 megs but i dunno,
> looks a little small to be a 4 meg upgrade from that time period.
>
> I will post the links as soon as i finish uploading the pics to the site.
>
> Thanks
> Bo
>
>

1253. Re: Help: Mail crash

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 22:48:52 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3e6e67d3$0$248$4c56ba96@master.news.zetnet.net>
Source record: 28934

Hi Charles,

On 10 Mar 2003 23:01:01 , Charles Stanley wrote:

>In both Newsie (latest) and MyMail (early) I have been betrayed by an
>unexpected crash on accessing either Get Mail or Get Selected Mail. I
>cannot get any emails.

IIRC there can be a problem with Newsie if your mailbox is full. I think you cannot have more than 100 mails in an inbox. Worth a check, and if it's full, then you can move some to another mailbox, or just delete a few.

HTH

All the best

Paul

1254. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 23:57:32 UTC
From: Bo Snyder <snyder@gonzaga.edu>
Message-ID: <b4lt5c$2vk$1@ns2.gonzaga.edu>
Source record: 28935

Okay here are the links. The pictures are big (140kb to 180kb) only cuz i
am too damned lazy to shrink them, LOL.

But if someone could tell me what is installed in this machine, it would
satisify my curiousity. (btw it appears to me that there is some sheilding
missing, i did NOT remove anything other than the plastic outside covering
myself.

http://ynwi.com/~lysol/jesda/atari/1040st1.jpg
http://ynwi.com/~lysol/jesda/atari/1040st2.jpg
http://ynwi.com/~lysol/jesda/atari/1040st3.jpg
http://ynwi.com/~lysol/jesda/atari/1040st4.jpg
http://ynwi.com/~lysol/jesda/atari/1040st5.jpg

Thanks
Bo

"Bo Snyder" <snyder@gonzaga.edu> wrote in message
news:b4lmdetne1@ns2.gonzaga.edu...
> Hi again everyone,
>
> I am going to be posting a few links to some pics of the 1040st that i got
a
> few days ago.
>
> The reason why i am doing this is because it apparently has some hard ware
> hacks in it due to the fact that it had a aftermarket on/0ff switch
> installed and on the inside the metal sheild that covers the motherboard
has
> been hacked up in 2 places for 2 different aftermarket daughterboards (or
so
> i assume!).
>
> The bigger board in the middle says something about 4 megs but i dunno,
> looks a little small to be a 4 meg upgrade from that time period.
>
> I will post the links as soon as i finish uploading the pics to the site.
>
> Thanks
> Bo
>
>

1255. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-11 23:58:13 UTC
From: Bo Snyder <snyder@gonzaga.edu>
Message-ID: <b4lt6m$30h$1@ns2.gonzaga.edu>
Source record: 28936

Okay here are the links. The pictures are big (140kb to 180kb) only cuz i
am too damned lazy to shrink them, LOL.

But if someone could tell me what is installed in this machine, it would
satisify my curiousity. (btw it appears to me that there is some sheilding
missing, i did NOT remove anything other than the plastic outside covering
myself.

http://ynwi.com/~lysol/jesda/atari/1040st1.jpg
http://ynwi.com/~lysol/jesda/atari/1040st2.jpg
http://ynwi.com/~lysol/jesda/atari/1040st3.jpg
http://ynwi.com/~lysol/jesda/atari/1040st4.jpg
http://ynwi.com/~lysol/jesda/atari/1040st5.jpg

Thanks
Bo

"Bo Snyder" <snyder@gonzaga.edu> wrote in message
news:b4lmdetne1@ns2.gonzaga.edu...
> Hi again everyone,
>
> I am going to be posting a few links to some pics of the 1040st that i got
a
> few days ago.
>
> The reason why i am doing this is because it apparently has some hard ware
> hacks in it due to the fact that it had a aftermarket on/0ff switch
> installed and on the inside the metal sheild that covers the motherboard
has
> been hacked up in 2 places for 2 different aftermarket daughterboards (or
so
> i assume!).
>
> The bigger board in the middle says something about 4 megs but i dunno,
> looks a little small to be a 4 meg upgrade from that time period.
>
> I will post the links as soon as i finish uploading the pics to the site.
>
> Thanks
> Bo
>
>

1256. Re: Another newbie post (mouse questions)

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 00:06:39 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0303111606.2bf85ec@posting.google.com>
Source record: 28937

"Bo Snyder" <snyder@gonzaga.edu> wrote in message news:<b4jfnn$lq9$1@ns2.gonzaga.edu>...
> Is there anyway of modifiying a standard 9 pin serial mouse so that it works
> like the atari mouse with some homebrew adapter or something?/ or do i need
> to buy the ready-made adpter?
>
Using a serial mouse via the serial port is just a matter of plugging
it in and running a freely available driver. What Mario Becroft made
is an adapter to plug a serial mouse into the mouse port. That's a
bit tougher.

Alternately, you could use PS/2 mice...

Instructions for making a PS/2 mouse work with an Amiga are here:
http://rdc.gfns.net/ps2m/index.html

Then you need to adapt them to work for an Atari, which is fairly
simple. The instructions are here:
http://koti.mbnet.fi/archyx/productions/projects/amiga-atari_mouse_adapter/

Or, you could build an Eiffel (http://eiffel.atari.org).

Galen

1257. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 01:33:20 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b4m2ou$1ll$4@helle.btinternet.com>
Source record: 28938

Hi there Mark

"Mac Sys Data of POV" <pov@tesco.net.ignorethisbit> wrote in message
news:qlQ9a.3354$IZ4.56@newsfep1-gui.server.ntli.net...

> Please ignore my messages as I got mixed up with Strider and Sweet Steve.
>
> So Steve, I never did send you the CD but I sent it to Strider.
>
> Mark

> > Really, i've not recieved anything like that, when did you send it?, if
it
> > was a recent posting i've not recieved i'll pass it on, keep in touch.

That would explain my not receiving it. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.461 / Virus Database: 260 - Release Date: 10/03/2003

1258. Re: Cab 2.8 cache problem??

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 01:39:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1047566364-94023AEicMi@gmx.net>
Source record: 28881

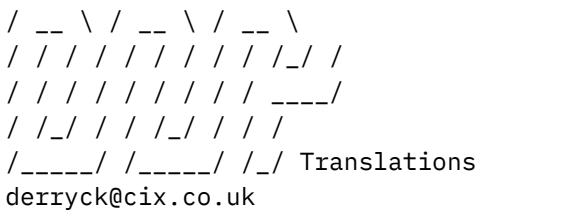
From: carey christenson <firest@williams-net.com>
Date: Mon, 10 Mar 2003 13:49:52 -0600

Hi Carey,

>Is there any reason why this should happen. I have CAB pointing to the
>correct folder for the cache. What could be going on here.

This sounds very much like a corrupted cache to me, inside the tools folder
of CAB there's a program called "cabccln.tos". Put it in the root directory
of CAB and then drag the CACHE.CAB file on to it.
You will loose some cached files but roughly 95% of the files inside the
cache will be restored/saved from oblivion....

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1259. Re: Cab 2.8 cache problem??

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 01:48:04 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0303111748.552f121d@posting.google.com>
Source record: 28940

carey christenson <firest@williams-net.com> wrote in message
news:<1047300614-712694AEicMi@williams-net.com>...
> Anyone,
> Lately, I have noticed that CAB is downloading and
> storing nothing to the cache folder but a few bytes of
> information. So I reinstalled and used a previous
> CACHE that was burnt to CD. After starting CAB up it
> went ahead and downloaded Yahoo and proceeded to
> access the hard drive for 15 seconds or longer. In
> that CACHE folder was 12 megs of stored files and as I
> had suspected, after downloading Yahoo it went ahead
> and deleted the entire cache. Is there any reason why
> this should happen. I have CAB pointing to the
> correct folder for the cache. What could be going on
> here.
>
> Thanks for the information in advance,
> Carey Christenson

Is your cache folder located on a SCSI device?
If your moving large files across the SCSI DMA and using a high
resolution display while surfing, you may be getting DMA errors (on a
SCSI device only).
If the cache is on your IDE bus, then guess the other post would be
worth looking into.
Mike

1260. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 02:28:37 UTC
From: gimpo <gimpogotch@Nospam.com>
Message-ID: <3e6e9c52$1@news3.accesscomm.ca>
Source record: 28941

km41c100ap-10 are 1meg 100ns ram chips, picture shows 16 so you have 2 megs there, look under the board maybe you have another 8 or 16 on the other side.(also you have one meg onboard) The other board at the front is a adapter that plugs into the socket for the mmu(maybe?) I have no idea what the switch is. take the shielding off and see were the wires go.

"Bo Snyder" <snyder@gonzaga.edu> wrote in message
news:b4lt6m$30h$1@ns2.gonzaga.edu...
> Okay here are the links. The pictures are big (140kb to 180kb) only cuz i
> am too damned lazy to shrink them, LOL.
>
> But if someone could tell me what is installed in this machine, it would
> satisify my curiousity. (btw it appears to me that there is some
sheilding
> missing, i did NOT remove anything other than the plastic outside covering
> myself.
>
> http://ynwi.com/~lysol/jesda/atari/1040st1.jpg
> http://ynwi.com/~lysol/jesda/atari/1040st2.jpg
> http://ynwi.com/~lysol/jesda/atari/1040st3.jpg
> http://ynwi.com/~lysol/jesda/atari/1040st4.jpg
> http://ynwi.com/~lysol/jesda/atari/1040st5.jpg
>
> Thanks
> Bo
>
>
> "Bo Snyder" <snyder@gonzaga.edu> wrote in message
> news:b4lmdetne1@ns2.gonzaga.edu...
> > Hi again everyone,
> >
> > I am going to be posting a few links to some pics of the 1040st that i
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> > few days ago.
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> > The reason why i am doing this is because it apparently has some hard
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> > hacks in it due to the fact that it had a aftermarket on/0ff switch
> > installed and on the inside the metal sheild that covers the motherboard
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> > been hacked up in 2 places for 2 different aftermarket daughterboards
(or
> so

> > i assume!).
> >
> > The bigger board in the middle says something about 4 megs but i dunno,
> > looks a little small to be a 4 meg upgrade from that time period.
> >
> > I will post the links as soon as i finish uploading the pics to the
site.
> >
> > Thanks
> > Bo
> >
> >
>
>
>

1261. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 02:38:24 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1047411526-093035AEicMi@williams-net.com>
Source record: 28939

Bo,
I have a 1040STf with 2.5 megs of RAM and my 1.5 meg
board does not look anything like that board. My
question to you is have you tried running a
SYSINFO.PRG on that system?? It would at least tell
you if it has more memory in it. I would say that it
is a 4 meg upgrade. But not sure on that. I have
never seen a memory upgrade have a switch on it.
Unless it is combo upgrade. Maybe something like a
memory upgrade with a ROM upgrade built in. There is
long chip on that board that did not match the others
which makes me really question what this thing does.
It also looks like the wiring ran under the RF
shielding to another board which did not have very
good picture of that board. Be very interested in
finding out what this card is and what it does for
you. At any rate you got a very good deal no matter
what it is I am sure.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than
the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive

1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1262. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 03:32:41 UTC
From: Bo Snyder <snyder@gonzaga.edu>
Message-ID: <b4m9op$9k1$1@ns2.gonzaga.edu>
Source record: 28944

"carey christenson" <firest@williams-net.com> wrote in message
news:1047411526-093035AEicMi@williams-net.com...
> Bo,
> I have a 1040STf with 2.5 megs of RAM and my 1.5 meg
> board does not look anything like that board. My
> question to you is have you tried running a
> SYSINFO.PRG on that system?? It would at least tell
> you if it has more memory in it. I would say that it
> is a 4 meg upgrade. But not sure on that. I have
> never seen a memory upgrade have a switch on it.
> Unless it is combo upgrade. Maybe something like a
> memory upgrade with a ROM upgrade built in. There is
> long chip on that board that did not match the others
> which makes me really question what this thing does.
> It also looks like the wiring ran under the RF
> shielding to another board which did not have very
> good picture of that board. Be very interested in
> finding out what this card is and what it does for
> you. At any rate you got a very good deal no matter
> what it is I am sure.
>

LOL about getting a very good deal..the 1040 was an afterthought while digging though a thrift and finding a TT030 system. I saw the 1040stf as well and just decided to grab it and the matching monitor just to have since i never had one before. Total cost was 12.90 including tax. I really got curious about the 1040 when i noticed that switch on the back of it while cleaning it. Thats when i decided to go ahead and open it up and then i was like "whoa, we have some nice little upgrades here". i am planning on reseating all the chips (not taking them out, just pushing them back) and then i will set it up in the basement and go from there and see what happens.

I am anxious to play some st games since i never had an atari 16 bit or better system until last thursday.

Whats the mmu that the other board goes into ?? i am going to take more pics tomorrow after i take the shielding off so we can hopefully figure out what exactly my 1040 has..

Bo

1263. Re: your interest in additional ct60 features?

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 04:28:21 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0303120426430.205-100000@hadesbox>
Source record: 28942

On 26 Feb 2003, MiKRO wrote:

> hi people,
>
> I'm sorry if I'm a little bit offtopic in this group, but I haven't
> any experiences with newsgroups.
>
> Maybe you know, in original R.Czuba's plan, he would to add to CT60 a
> PCI and AGP port. After SuperVidel card announcing he wrote me (some
> weeks ago) he isn't interested in this stuff anymore since SuperVidel,
> in his opinion, solves everything. My friends-atarists and me can't
> agree with this, I'll give you some reasons:
>
> 1. Deesee card
> DSP56300 core is able to use DIRECTLY pci bus, there's no hardware
> problem to connect it to pci-equipped falcon. And you certainly know,
> performance is even bigger than 060 cpu (about 100 mips and _more_)
>
> 2. ethernet cards
> pci gives us a flexible and simple solution how to connect TONS of
> available (and cheap) eth cards
>
> 3. 3D cards
> I think, this is clear - 3D card makes about 90% of performance of
> present PCs. Try to run for example Wolfenstein on 2 ghz CPU without
> 3D card. Even in the smallest window with everything "off" and "low"
> it's unplayable! So AGP port open us a door to unlimited world of PC
> software. It's your card too slow? Buy a new, with 10x more
> performance for the same money as your old one!
>
> I wrote this arguments to Rodolphe, but it seems he isn't interested
> in it. What's your opinion? Maybe if we're thinking the same, after
> massive feedback he could change his state of mind...
>

I wont even consider getting a ct60 knowing PCI/AGP bridge is not gonna
happen...

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

1264. Re: your interest in additional ct60 features?

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 04:34:08 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0303120431450.205-100000@hadesbox>
Source record: 28943

On Thu, 27 Feb 2003, Frank Naumann wrote:

> Hello!
>
> > > 2. ethernet cards
> > > pci gives us a flexible and simple solution how to connect TONS of
> > > available (and cheap) eth cards
>
> Just a side note, rtl8139 based network cards (that are the 'TONS' you are
> speaking of) require busmaster DMA to work. So the PCI bus adapter must
> implement this (this is for example not the case for the already available
> Falcon PCI adapter).

Yes, a PCI Adapter without busmaster capabilities is a dead PCI adapter.
This is the very reason Eclipse is useless with 99% of current PCI cards!
A PCI solution for the ct60 MUST be a 100% complete PCI implementation,
else it will be useless.

>
>
> Tschuess
> ...Frank
>
> --
> ATARI FALCON 040 // MILAN 060
> --
> http://www.cs.uni-magdeburg.de/~fnaumann/
> e-Mail: fnaumann@freemint.de
>
>

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

1265. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 04:42:59 UTC
From: "Don S." <atari1040st@sbcglobal.net>
Message-ID: <Xns9339D302FC885atari1040stsbcglobal@207.115.63.156>
Source record: 28945

"gimpo" <gimpogotch@Nospam.com> wrote in
news:3e6e9c52$1@news3.accesscomm.ca:

> km41c100ap-10 are 1meg 100ns ram chips, picture shows 16 so you have 2
> megs there, look under the board maybe you have another 8 or 16 on the
> other side.(also you have one meg onboard) The other board at the
> front is a adapter that plugs into the socket for the mmu(maybe?) I
> have no idea what the switch is. take the shielding off and see were
> the wires go.
>

The information given to you by gimpo is correct. I had a Zubair memory upgrade just like it years ago. And if you look at the jumper by the front rainbow of wires it tells you to short j1 for 4 megs. The chips also help to tell its a 2 meg upgrade. The switch looks like it may be a TOS switch but you would need to remove the shield to make certain.

Don

1266. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 06:23:32 UTC
From: gimpo <gimpogotch@Nospam.com>
Message-ID: <3e6ed366$1@news3.accesscomm.ca>
Source record: 28846

"> I am anxious to play some st games since i never had an atari 16 bit or
> better system until last thursday.
>
> Whats the mmu that the other board goes into ?? i am going to take more
pics
> tomorrow after i take the shielding off so we can hopefully figure out
what
> exactly my 1040 has..
>
> Bo
Don S is right its a zubair memory board, ST has two banks of 16 256k chips
giving you 1meg total memory. When you install the upgrade board it fills
the one bank with 2 megs leaving you 512k on the main board. So you have
2.5megs, to go to 4 megs you needed to cut some traces on the main board.The
MMU is the memory management unit, just a custom chip... I think the bigger
chip on the memory board is the video shifter.

1267. Re: disk errors

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 07:20:58 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E6EDFDA.AE2A7C68@cswebmail.com>
Source record: 28847

Plisken wrote:

> I'm having trouble with my 520 STFM reading my older disks, these disks,
> like the machine have been sitting unused for possibly 8 years or so. As I
> initially thought that the internal drive could be at fault, I hooked up a
> second drive, which I know used to work also, but found the same errors.
> Corrupt data/Invalid disk I think...
>
> Weird thing is that I also have some disks which contained DOS programs from
> the same time, and they can be read on my Win* machine without any issues.
>
> Any comments and ideas on further testing would be greatly appreciated...
>
> Thanks
>
> Harry

Assuming the disks can't be read on an ST or PC:

Disks may be damaged due to exposure or age.
ST drives may need aligning or head cleaning.

If not readable on ST:
May be in PC format, and may need a drive patch or program for the ST to
read/copy.

Rick D.

1268. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 07:44:36 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E6EE564.E16DB6C1@cswebmail.com>
Source record: 28848

nick@1632systems.co.uk wrote:

> Well it looks like FAST CLub has finally hit the dust..... I jsut checked
> their pages and no show. I know they haven't been answering email for quite
> a while but it still a shame their pages have gone.
>
> They were a stalwart of the Atari scene in the UK and produced many fine
> programs, Imagecopy for one.
>
>

I got Imagecopy 4.1. Hardly used it. Even with 4 megs of ram, it would load only about 10% of the pictures I had and wanted to work with. Couldn't spool to disk or actively scale as it was loading. And that was for sizes typical for 1997. And reply to an email I sent said it was my problem that no one else had.

Rick D.

1269. Re: mouse problems & how to open my ST

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 08:01:16 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E6EE94C.9B6C7FE5@cswebmail.com>
Source record: 28849

Richard van Vugt wrote:

> Is there anyone who could help me with the following:
>
> The mouse of my Atari 1040 ST does not work properly anymore. The
> mousepointer does not work, and doubleclicking only works after several
> clicks. I tried an other mouse but this one has the same problem. So,
> the problem must lie within the ST. I heard of loose mouse contacts in a
> newsgroup, so I want to open my ST and try to solve (solder) the problem.
> I opened the ST, and now I do not know what to do with the 28 tiny
> screws at the back of the keyboard print panel where at the back of it
> are the mouse contacts, I presume. Can I loosen them? Is this the right way?
>
> Thanks for your help!
>
> Richard van Vugt,
> Amsterdam,
> Holland

Besides the loosend contacts in the mouse plug(squeeze with pliers), I have had to replace the switches in ST mice with great results. Replacing the mouse or tail(or just the connector) works also.

On my Mega ST with a "telephone" cord, I replaced it with a 7 foot cord and solved my keyboard and mice problems

Rick D.

1270. Re: nameless file problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 08:03:34 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E6EE9D6.AA45BFE6@cswebmail.com>
Source record: 28850

Martin Tarenskeen wrote:

> I have a strange problem. When I was playing around with GfaBasic I
> accidently created a file on my harddisk with an empty name, or maybe a
> name with only spaces - I can't really see. In my fileselector I see an
> empty line and on my desktop I can see a file icon. It also has a size so
> it is really there. But I can not delete nor rename the file. Also I
> cannot delete the folder that is around it for that reason. I have tried
> with the standard single TOS desktop, I have tried under MiNT using bash
> and the rm and rmdir commands, as well as actions under THiNG - no luck. I
> also tried HP-optimizer's logical check to see if this would fix anything.
> No luck either.
>
> Does anyone have any idea how to get rid of this ghostfile ?
>
> Martin Tarenskeen

Make sure the file is not read-only.

Rick D.

1271. Joystick Extension Leads

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 08:18:55 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <b4mqempqh1@pegasus.csx.cam.ac.uk>
Source record: 28851

Most of the long timers here are aware of and probably use the 6 inch Mouse/Joystick port extension cables as they reduce wear and stress on both the socket and sockets solder joints to the motherboard, but does anyone know if similar extensions exist for the Jaguar/Enhanced Joystick ports on the STe and Falcon.

Stephen Moss

1272. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 10:11:15 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e6f0770$0$16258$afc38c87@news.optusnet.com.au>
Source record: 28852

You mean tring to load a 60k Jpeg? hese can decompress to more than 4Mb, and on a 68000 (i.e. STFM/E or Mega), virtual memory is not possible without upgrading the CPU to a 68030 or better. Virtual memory requires a MMU. So a Falcon, Milan, Hades, Eagle and TT are the only ones capable of such things. I have 78Mb ram in my Falcon and Jpegs can still bugger it up. Hate virtual ram anyway;-)

Mark

"Rick D." <webrickd@cswebmail.com> wrote in message news:3E6EE564.E16DB6C1@cswebmail.com...
> nick@1632systems.co.uk wrote:
>
> > Well it looks like FAST CLub has finally hit the dust..... I jsut checked
> > their pages and no show. I know they haven't been answering email for quite
> > a while but it still a shame their pages have gone.
> >
> > They were a stalwart of the Atari scene in the UK and produced many fine
> > programs, Imagecopy for one.
> >
> >
>
> I got Imagecopy 4.1. Hardly used it. Even with 4 megs of ram, it would load
> only about 10% of the pictures I had and wanted to work with. Couldn't spool to
> disk or actively scale as it was loading. And that was for sizes typical for
> 1997. And reply to an email I sent said it was my problem that no one else had.
>
> Rick D.
>
>
>
>
>

1273. Re: Another newbie post (mouse question

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 11:05:17 UTC
From: vdjole@EUnet.yu
Message-ID: <b4n495bgu1@news.eunet.yu>
Source record: 28853

On 10 Mar 2003 18:06:43 , "Bo Snyder" wrote:

>>Is there anyway of modifiying a standard 9 pin serial mouse so that it
>>works like the atari mouse with some homebrew adapter or something?/ or do i
>>need to buy the ready-made adpter?

It appears to be possible, by a rather butchery enterprise, as explained
in the text which I found on the 'net once, and which is quoted at the end
of this message. I have never tried it.

>Actually one of my key questions regarding the atari mouse is this: Why
>does the atari mouse appear to have 2 sets of light sensors for each axis
>(as in the x axis has 2 light sensor assys and the y axis has also 2 light
>sensors). I was thinking of just by passing those sensors and running wires
>to a microsoft mouse and disalbe the onboard electronics of the microsoft
>mouse and directly solder the 2 buttons (easy) and the light sensors,
>however the microsoft mouse only has 1 light sensor assy on each axis so i
>don't know if it would work.

As far as I know, there MUST be two light sensors on each axis, but in the
Microsoft mouse which you mention they are probably integrated into one
module. The need for two sensors stems from the requirement to detect
DIRECTION of rotation, not just rotation itself. It uses the concept for
some reason called "quadrature": two sensors must be placed at carefully
adjusted distances so that they detect position of perforated wheel at
exactly 1/4 of the pulse interval. So, when the wheel is turining in one
direction, one sensor detects pulses like this:

__|��|__|��|__|��|__|��

and the other one (with the same origin on time axis):

_|��|__|��|__|��|__|��

while, when the wheel is turning in another direction the second sensor
detects:

�|__|��|__|��|__|��|__

(notice the difference in phase relative to the first sensor). So, if
pulses are interpreted at, say, rising-edge-detections of the first sensor,
the second pulse train will at that moment be always at "1" or at "0",
depending on direction of rotation.

cu;

OK, and here is the text describing how to butcher a serial mouse into
an "atari" one:

---vvv--- Quote ---vvv---

A new atari mouse (from a serial mouse)

What do I need to buy?
a 3 button serial mouse. I used a Trust-mouse, but the description can easily be adapted for other mouse types.

a piece of 9-wire cable. This must be as flexible as possible!

a 9 pin subD connector

4 47k resistors 1/8 watt

an 74HC14 (hex schmitt-trigger)

maybe an extra resistor (read on...)

What equipment do I need?

a soldering iron (max. 35Watt, thin point)
a solder sucker
some small gauge wire
a piece of shrink sleeve
a hobby knife (to cut unwanted PCB tracks)
some experience in soldering is mandatory

Part one
Before making the mouse unusable as a serial mouse, see if you can identify the following items:

the IR-LED's
the photo transistors (there might be 4 of them when they are not integrated as indicated by the dotted box in the scematic). Also, follow the trace connecting the IR-LED's. There should be a resistor in this path. The extra resistor you need should have approximately the same value as the resistor you find here.

Part two
start removing the components you don't need (IC, crystal). Keep the traces and holes intact and remove solder from the holes. You might want to re-use the holes. find some suitable spots for the power-supply (+5v + GND). These usually have the most wires connected too... build the circuit for the IR-LED's, buttons and connect the elco (watch the polarity!). Cut traces if you have to... Identify the traces from the photo-transistors that you need to connect to. When you have, put the 74HC14 on it's back on the pcb and figure out how you can connect the resistors to the traces and the 74HC14. put the resistors in place (adding shrink sleeves when you feel it's necessary). When that's done, put a piece of double-sided sticky tape on the back of the 74HC14 and stick it onto the pcb. connect the resistors (as shown in the scematic) and the power supply to the 74HC14 (+5 = 14, gnd = 7). make a visual inspection of your work. It's much easier to correct things without a few meters of cable attached.... Connect the 9 pin subD connector to one end of the cable.

Write down the colour/pin relations. connect the other end of the cable to the various points in the modified mouse.

Part three
attach the mouse to your atari and power on the atari. If the power led on the atari doesn't light-up within a second, turn off your atari immediately and start looking for shorts or other problems. start GEM or X to see if your mouse works.

There are a few major problem areas:

none of the buttons work - very unlikely unless you made a cabling error. the middle button does not work - the connection between mouse connector pin 5 and joystick pin 1(??) is missing. You will have to make that yourself.

the mouse movement is flaky - add the extra
resistor by soldering it parallel to the existing resistor in the IR-LED circuit. Since the power supply has dropped (from approx. 15V to 5V), the IR-LED's may not provide enough illumination on the photo transistors.

one or all of the movements are reversed - exchange XA
with XB or YA with YB (dependent on the reversed direction ;-) frob a bit with the cable throughput. Since the new cable is thicker than the original, check the functioning of the middle button with the cable below it...

---^^^--- Quote ---^^^---

1274. Re: How do i browse the web with a TT030?

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 11:19:33 UTC
From: Starlord <starlord@in>
Message-ID: <D4Fba.111$uN4.105@news.inreach.com>
Source record: 28855

Only way I know of would be to use a null modem cable and the sting/newie/cab
software to access the web. I'm not sure if an eathernet card was ever made for
the TT. The Falcon has it's own LAN port.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

"Bo Snyder" <snyder@gonzaga.edu> wrote in message
news:b4j8ag$i68$1@ns2.gonzaga.edu...
> More questions.
>
> How would i go about browsing the web with my TT030. What i would like to
> do is to hook it up to my network (dhcp with a NAT server on it) and have it
> access the web that way (no modems involved).
>
> I guess another question would be, how do i setup ethernet with the atari?
> or can i hook it up using the appletalk port on the back to my old powermac
> 6500 with localtalk adapters??
>
> Bo
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 2/25/03

1275. Re: ST newbie (got a TT030 system)

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 11:29:11 UTC
From: Starlord <starlord@in>
Message-ID: <E4Fba.112$uN4.45@news.inreach.com>
Source record: 28856

For the mouse, you need to make sure it's rollers are clean, and check the pins in the mouse port, I've seen one or more of them get bent down and the mouse will not work right. Then you need a software mouse acc which you can set the speed of the mouse and the speed of the clicks, that does wonders for using the mouse. As for the hard drive all I have is the ICD set of files, but I use one of them for viewing my settings, testing the sectors and reformatting if needed. For defragging the drive I have cleanup on mine. All I need is a working keyboard.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

"Bo Snyder" <snyder@gonzaga.edu> wrote in message
news:b4j850$i3l$1@ns2.gonzaga.edu...
>
> <derryck@.cix.co.uk.invalid> wrote in message
> news:1047287836-095513AEicMi@ntlworld.com...
> > From: "Mark D" <mducksub@removenoaspam.atari-source.com>
> > Date: Sun, 09 Mar 2003 14:26:24 -0500
> >
> > >On Sun, 09 Mar 2003 11:08:43 +0000, Bo Snyder wrote:
> >
> > >> drive light (40 megger?) flicker on and off like i suppose they should.
> > >
> > >http://storage.atari-
> > >source.com/storage/atari/mirrors/chapelie.rma.ac.be/atari/utilities/di
> > >sktools/cbhd502.tos
> > >If you follow that link and download that file, it will give you CBHD.
> >
> > It might be worth pointing out that there are some translated files to go
> > with the CBHD package available from my web site.

> >
> > Same goes for the CyPress package that was mentioned a couple of days ago
> in
> > another thread.
> >
>
> Well i downloaded cbhd form some site (i think the main site) and once it
> was on my mac, i unzipped it.
>
> i then copied the tos file to my 720,kb floppy
>
> put that into the tt030
>
> opened it up.. it then unzipped a bunch of files.
>
> i then doubleclicked on something in one of the folders and then it detected
> everythning scsi wise.
>
> Rebooted the mahcine and whooo hooo, my drives show up now.
>
> I had no idea what i was doing cuz everything was in german.. that bothered
> me.. LOL
>
> but i now have a desktop with working drives.
>
> Now how do i test the drive (like scandisk) to make sur ethat the drive is
> good and the files are good?
>
> also what can i do about the horrible mouse (without resorting to buying
> extra hard ware, is there anything i can do with a standard 9 pin serial
> mouse ?)
>
> Bo
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 2/25/03

1276. JAGFEST UK -- 14/15 June

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 12:18:47 UTC
From: Nicholas Harlow <nick@1632systems.co.uk>
Message-ID: <b4n8iu$7ks$1@thorium.cix.co.uk>
Source record: 28857

JAGFEST UK
WHAT
A festival of Atari featuring Jaguar, Lynx and hopefully ST . Here you will be able to play all the great Jaguar games, link your Lynxes and maybe dabble on your ST's/Falcons. We want to include as many of you as possible.

Do you have a pet project on Atari, then come and show it off, do you want to try Battlesphere on your Jag? The we will have it (maybe even be selling it)

You want to trade/swap some of Jaguar/Lynx or Atari software. Brilliant, this is going to be the place to do it. 16/32 Systems will obviously provide some of the retail but if you've got it come along and do it.

Do you run or are you part of an Atari group, then you should be here!

When
June 14/15 2003

Where
Medway Manor Hotell, Rochester UK

Timetable of Events
To be confirmed by GAZTEE and will be updated as soon as possible. But your input would be appreciated.

Costs
2 Day Attendance Entry will be £20 UK (setup starts Friday Night-dismantle sometime Sunday). This includes snacks and drinks.

Hotel Rooms £30 per Night - sharing twin £55 per Night - single

Want to attend for just a day? Then the cost is £5 (Drinks and snacks extra)

Just let us know what you want

If you want to book, you can use Paypal, Cheque or Credit Cards -- then let Nick Harlow know at nick@1632systems.co.uk

MSN Discussion Group - Join and be a part of the best Atari Show in the UK this year all the latest info plus a complete website to add your views too.

http://groups.msn.com/JagFestUK

I apologise in advance if this potst has already hit the newsgroups but my news server seems to be hitting a few problems..

1277. Re: JAGFEST UK -- 14/15 June

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 12:22:10 UTC
From: Nicholas Harlow <nick@1632systems.co.uk>
Message-ID: <b4n8p9$7n2$1@thorium.cix.co.uk>
Source record: 28858

ooops should have added more info available at www.1632systems.co.uk

Nick

1278. Re: Help: Mail crash

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 16:16:47 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns933CAFC9B69AAtos4ever@195.130.132.65>
Source record: 28859

on di, 11 mrt 2003 22:48:52 GMT ?Paul Williamson wrote:

> Hi Charles,
>
> On 10 Mar 2003 23:01:01 , Charles Stanley wrote:
>
>>In both Newsie (latest) and MyMail (early) I have been betrayed by an
>>unexpected crash on accessing either Get Mail or Get Selected Mail. I
>>cannot get any emails.
>
> IIRC there can be a problem with Newsie if your mailbox is full. I
> think you cannot have more than 100 mails in an inbox. Worth a check,
> and if it's full, then you can move some to another mailbox, or just
> delete a few.

A much better solution: just drop Newsie and use Popwatch/Newswatch in
conjunction with Okami. This combo is by far the best one can get for the
Atari platform.
With Popwatch one can even delect mails on the server without retrieving
then first. Very handy to keep your system free from unwanted mails.

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

1279. Re: ST newbie (got a TT030 system)

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 18:01:07 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b4nsl3$ja2$1@thorium.cix.co.uk>
Source record: 28860

In message <pan.2003.03.11.16.03.20.162898@removenoaspam.atari-source.com>,
mducksub@removenoaspam.atari-source.com said:

>I can read most german now as a result of that ;-) Lots and lots of
>software is in German. There are kind people out there that translate
>software to English but there has to be people that need/want it.

As Derryck said, there is an English version of cbhd on his
website, complete with HYP, that I helped translate.

Regards, /Peter/

1280. Re: Joystick Extension Leads

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 18:20:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200303121920.a40629@wun.maus.de>
Source record: 28871

Hallo Stephen!

SM>but does anyone know if similar extensions exist for the
SM>Jaguar/Enhanced Joystick ports on the STe and Falcon.

They do. These are the same connectors as on the VGA-Port (15pin SUB-D), and
for those there are extensions available. Just scheck they have male and female
plugs, or get a gender changer.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

1281. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 18:34:46 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b4nujs$44q$1@venus.btinternet.com>
Source record: 28861

Yo!, Delboy

> Ah, it's Mr. Celery :-)

Run away!!, or bop him and stuff him in a cheese sandwich!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.461 / Virus Database: 260 - Release Date: 10/03/2003

1282. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 19:17:07 UTC
From: Bo Snyder <bobo_snyder@hotmail.com>
Message-ID: <TILba.17206$gF3.1530425@newsread1.prod.itd.earthlink.net>
Source record: 28862

"gimpo" <gimpogotch@Nospam.com> wrote in message
news:3e6ed366$1@news3.accesscomm.ca...
> >
> > Bo
> Don S is right its a zubair memory board, ST has two banks of 16 256k
chips
> giving you 1meg total memory. When you install the upgrade board it fills
> the one bank with 2 megs leaving you 512k on the main board. So you have
> 2.5megs, to go to 4 megs you needed to cut some traces on the main
board.The
> MMU is the memory management unit, just a custom chip... I think the
bigger
> chip on the memory board is the video shifter.
>

Okay i did a little more investagation on my 1040, i pulled the sheilding off (well mostly), and yes the 4 meg board is populated on the top, but underneath it is not populated. what kind of chips should i put in the bottom section to fully populate it? also as for the memory chips on the 1040, they are all there, does that mean i still have 1 meg on board or half of them disabled? where is the best place to find the chips that the board requires? i occasinolly will pickup odd boards here and there, like old memory upgrades for old ibms, video cards with socketed memory chips etc. wheres the best place to find that kind of chp?

Also i discovered something else, that toggle switch goes to a ICD ADStart chip on the main motherboard, as far as i can tell, it is an accellerator of some type. Can somone give me some more details about this accell?

Thanks
Bo

1283. Re: How do i browse the web with a TT030?

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 19:39:28 UTC
From: Bo Snyder <bobo_snyder@hotmail.com>
Message-ID: <Q1Mba.17250$gF3.1532368@newsread1.prod.itd.earthlink.net>
Source record: 28863

"Starlord reach.com>" <starlord@in<*> wrote in message
news:D4Fba.111$uN4.105@news.inreach.com...
> Only way I know of would be to use a null modem cable and the
sting/newie/cab
> software to access the web. I'm not sure if an eathernet card was ever
made for
> the TT. The Falcon has it's own LAN port.
>

Well the TT has a localtalk Lan port (the same as an Macintosh localtalk
port). I was wondering if i could do some sort of a connection between my
powermac 6500 and the TT and browse that way.

Bo

1284. AVR to Wave convert

Newsgroup: comp.sys.atari.st
Date: 2003-03-12 20:24:54 UTC
From: robert <spim@spam.com>
Message-ID: <b4o5dp$4mb$1@newsg2.svr.pol.co.uk>
Source record: 28864

Hi all, I have lots of these AVR's that I would now like to use on my PC can anyone suggest a free PC program for the task

Thanks

1285. Re: AVR to Wave convert

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 00:46:55 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b4okhv$7eh$1@newsg4.svr.pol.co.uk>
Source record: 28865

robert <spim@spam.com> wrote in message
news:b4o5dp$4mb$1@newsg2.svr.pol.co.uk...
> Hi all, I have lots of these AVR's that I would now like to use on my PC
can
> anyone suggest a free PC program for the task
>
> Thanks
>
>

Isnt 525 a sound file converter?

1286. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 01:05:11 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b4olk9$6sb$1@news8.svr.pol.co.uk>
Source record: 28866

Bo Snyder <bobo_snyder@hotmail.com> wrote in message
news:TILba.17206$gF3.1530425@newsread1.prod.itd.earthlink.net...
>
> Also i discovered something else, that toggle switch goes to a ICD ADStart
> chip on the main motherboard, as far as i can tell, it is an accellerator
of
> some type. Can somone give me some more details about this accell?
>

Its probably an ICD Adspeed accelerator, or unlikely but maybe an ICD SCSI
Host adapter (dont remember an internal one being made though).

The ICD website seems to have been deleted though there are quite a few hits
in google for "atari ICD Adspeed", but as its late (early?) im not gonna
trough thru that lot, i'll leave that upto you.

BTW, Atari rip-off-shop
(http://www.atari-workshop.co.uk/products/accelerators.htm) list the adspeed
at £90, whether they have one or not is another matter.

Smeg.

1287. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 01:31:29 UTC
From: Bo Snyder <snyder@gonzaga.edu>
Message-ID: <b4on1h$gc3$1@ns2.gonzaga.edu>
Source record: 28868

>
> Its probably an ICD Adspeed accelerator, or unlikely but maybe an ICD SCSI
> Host adapter (dont remember an internal one being made though).
>
> The ICD website seems to have been deleted though there are quite a few
hits
> in google for "atari ICD Adspeed", but as its late (early?) im not gonna
> trough thru that lot, i'll leave that upto you.
>
> BTW, Atari rip-off-shop
> (http://www.atari-workshop.co.uk/products/accelerators.htm) list the
adspeed
> at £90, whether they have one or not is another matter.

My booboo- yes it is an ICD ADSpeed, not ADStart.. dunno what i was thinking..:-)

Bo

1288. Re: AVR to Wave convert

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 02:00:54 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1047495676-452433AEicMi@williams-net.com>
Source record: 28867

Smeg,
Yes, 525 is a sound converter for the Atari that
works on almost ALL sound file formats except MP3's.
To convert MP3's to WAV or other uncompressed audio
format you need ANIPLAYER. I have a copy of 525 in
english if anyone needs a copy. Just let me know via
e-mail and I will send a zipped copy to anyone who
needs it.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1289. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 02:21:22 UTC
From: "Don S." <atari1040st@sbcglobal.net>
Message-ID: <Xns933ABB10D939atari1040stsbcglobal@64.164.98.29>
Source record: 28869

"Bo Snyder" <snyder@gonzaga.edu> wrote in
news:b4on1h$gc3$1@ns2.gonzaga.edu:

>>
>> Its probably an ICD Adspeed accelerator, or unlikely but maybe an ICD
>> SCSI Host adapter (dont remember an internal one being made though).
>>
>> The ICD website seems to have been deleted though there are quite a
>> few
> hits
>> in google for "atari ICD Adspeed", but as its late (early?) im not
>> gonna trough thru that lot, i'll leave that upto you.
>>
>> BTW, Atari rip-off-shop
>> (http://www.atari-workshop.co.uk/products/accelerators.htm) list the
> adspeed
>> at ?90, whether they have one or not is another matter.
>
> My booboo- yes it is an ICD ADSpeed, not ADStart.. dunno what i was
> thinking..:-)
>
> Bo
>
>

Bo,

Its a 16mhz accelerator by ICD. There is some software to go with the
accelerator. Ill look to see if I still have a copy.
Looks like you find a really winner at the thirft shop.

Don

1290. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 03:56:05 UTC
From: Bo Snyder <snyder@gonzaga.edu>
Message-ID: <b4ovgl$ma3$1@ns2.gonzaga.edu>
Source record: 28870

>
> Bo,
>
> Its a 16mhz accelerator by ICD. There is some software to go with the
> accelerator. Ill look to see if I still have a copy.
> Looks like you find a really winner at the thirft shop.
>
> Don

Well it might be a cool winner (and i am downloading a bunch of stuff so that i can try it out on that mode, apparently the TT030 i got too isn't that good for playing games), however i did a stupid thing when i was taking it apart.

I accidently broke one of the keys (the little white thing underneath the key, the actual part that pushes up and down that the keycap attaches to). My cat knocked it over while i was busy with the comnputer itself. So if anyone has a busted ST keyboard that they use for parts, i only need the little white thing underneath the keycap, that they would like to send (i will pay shipping and whatever of course), that would be greatly apprecatied.

I will take a photo of what broke tonight when i get home so people can see what broke on mine.

Thanks
Bo

1291. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 07:10:54 UTC
From: gimpo <gimpogotch@Nospam.com>
Message-ID: <3e703002$1@news3.accesscomm.ca>
Source record: 28872

>
> I accidently broke one of the keys (the little white thing underneath the
> key, the actual part that pushes up and down that the keycap attaches to).
>
been there done that! was it the help or undo key? does not matter all are
the same anyways. Its a bit of work to replace that part, about 30 small
screws hold the keyboard together.

Email me your address I'll through one in the post for ya

gimpogotch at hotmail dot com

1292. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 07:36:24 UTC
From: gimpo <gimpogotch@Nospam.com>
Message-ID: <3e7035fd@news3.accesscomm.ca>
Source record: 28873

> Okay i did a little more investagation on my 1040, i pulled the sheilding
> off (well mostly), and yes the 4 meg board is populated on the top, but
> underneath it is not populated. what kind of chips should i put in the
> bottom section to fully populate it? also as for the memory chips on the
> 1040, they are all there, does that mean i still have 1 meg on board or
half
> of them disabled? where is the best place to find the chips that the
board
> requires? i occasinolly will pickup odd boards here and there, like old
> memory upgrades for old ibms, video cards with socketed memory chips etc.
> wheres the best place to find that kind of chp?
>
> Also i discovered something else, that toggle switch goes to a ICD ADStart
> chip on the main motherboard, as far as i can tell, it is an accellerator
of
> some type. Can somone give me some more details about this accell?
>
> Thanks
> Bo
>
Its a bit of work to make that board go from 2 to 4 megs but I'd think that
any 1meg dram faster then 120ns will do for chips. I think you need to cut
some traces on the main board to make it see the other 2megs. Yes your 1040
has a meg of memory in it, Its arranged in two banks of 512k. The install
the z-ram board switches/disables 512k from bank 1 and uses the 2megs on
the z-ram board. So now you have a total of 2.5 megs of ram available. I've
never owned a 1040 or a zram board so I could be wrong here. Anyone have any
instructions for this board?

1293. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 08:21:42 UTC
From: Bo Snyder <bobo_snyder@hotmail.com>
Message-ID: <qcXba.3255$nJ5.291640@newsread2.prod.itd.earthlink.net>
Source record: 28874

> that good for playing games), however i did a stupid thing when i was
taking
> it apart.
>
> I accidently broke one of the keys (the little white thing underneath the
> key, the actual part that pushes up and down that the keycap attaches to).
> My cat knocked it over while i was busy with the comnputer itself. So if
> anyone has a busted ST keyboard that they use for parts, i only need the
> little white thing underneath the keycap, that they would like to send (i
> will pay shipping and whatever of course), that would be greatly
> apprecatied.

Here is a link to the part that i broke:

http://www.ynwi.com/~lysol/jesda/atari/broken1040key.jpg

The middle peice is what broke, and the peice on the far right is the good
one. It was the F2 key and it looks like i boogered it up good by trying to
glue it together as you can see.

1294. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 08:52:16 UTC
From: Bo Snyder <bobo_snyder@hotmail.com>
Message-ID: <4FXba.3269$nJ5.293672@newsread2.prod.itd.earthlink.net>
Source record: 28875

> that good for playing games), however i did a stupid thing when i was
taking
> it apart.
>
> I accidently broke one of the keys (the little white thing underneath the
> key, the actual part that pushes up and down that the keycap attaches to).
> My cat knocked it over while i was busy with the comnputer itself. So if
> anyone has a busted ST keyboard that they use for parts, i only need the
> little white thing underneath the keycap, that they would like to send (i
> will pay shipping and whatever of course), that would be greatly
> apprecatied.

Here is a link to the part that i broke:

http://www.ynwi.com/~lysol/jesda/atari/broken1040key.jpg

The middle peice is what broke, and the peice on the far right is the good
one. It was the F2 key and it looks like i boogered it up good by trying to
glue it together as you can see.

1295. Re: Help: Mail crash

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 09:21:02 UTC
From: vdjole@EUnet.yu
Message-ID: <b4pihsapm1@news.eunet.yu>
Source record: 28876

On 12 Mar 2003 16:16:47 , "Martin \"Nightowl\" Byttebier" wrote:

>A much better solution: just drop Newsie and use Popwatch/Newswatch in
>conjunction with Okami. This combo is by far the best one can get for the
>Atari platform.
>With Popwatch one can even delect mails on the server without retrieving
>then first. Very handy to keep your system free from unwanted mails.

Without trying to diminish the benefits of Popwatch, etc. I would like
to notice that Newsie, as well, can delete mail without retrieving
them first. In "Get selected mail..." one can get just message subjects
and then decide whether to retrieve the messages themselves or delete them.

cu;

1296. Re: Mint in.ftpd daemon

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 10:58:28 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0303130258.7fd7bd1@posting.google.com>
Source record: 28877

I have tried some ftp windows clients, finally i found one that does
the transfer completly.

Thanks.

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:<pan.2003.03.11.22.31.43.960802@removenoaspam.atari-source.com>...
> On Tue, 11 Mar 2003 14:04:17 -0800, D Galvez wrote:
>
> > Thanks for both answer.
> >
> >
> > The problem looks like is solved after i installed the last Ethernec
> > driver (0.0.18) from Assemsof, i had version 0.0.14. Now my Falcon
> > doesnt hangs anymore but still have problems transfering big
> > directories, when the transfer is finished i see that only around half
> > of the directory files have been transfered.
> >
> > I guess it has not relation with my new problem but my socket was
> > MINT-NET 1.5 PL 1 with kernel 1.15.12.
> >
> > Is FTP reliable to transfer 400 Mb directories?
> >
> >
>
> I'm a bit sadistic to my Atari's and I push them to their limits. I have
> transfered in one transaction several thousand files, about 2 gig with
> atari FTPD and vice versa using ncftp as the client. Ncftp for the atari
> sucks in it's current implementation. It's buggy as hell so I recompiled.
> If you want new binaries for mint, let me know and I'll send them.
>
> Thanks
> Mark
> http://atari-source.com

1297. Re: AVR to Wave convert

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 11:42:00 UTC
From: robert <spim@spam.com>
Message-ID: <b4pr5cpgq1@newsg1.svr.pol.co.uk>
Source record: 28878

"carey christenson" <firest@williams-net.com> wrote in message
news:1047495676-452433AEicMi@williams-net.com...
> Smeg,
> Yes, 525 is a sound converter for the Atari that
> works on almost ALL sound file formats except MP3's.
> To convert MP3's to WAV or other uncompressed audio
> format you need ANIPLAYER. I have a copy of 525 in
> english if anyone needs a copy. Just let me know via
> e-mail and I will send a zipped copy to anyone who
> needs it.
>
> Thanks,
> Carey Christenson
Thanks but I need a PC prg, as no longer have Atari but a stack of samples
I'd like to use

1298. Re: AVR to Wave convert

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 13:32:25 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <b4q19b$81i$1@news4.tilbu1.nb.home.nl>
Source record: 28879

Use an Atari emulator (Steem or Gemulator) for your PC and run 525 on this.
You can read Atari discs with Gemxplorer (same site as Gemulator).
I don't know any native PC Sample editer that can read AVR. But you can try
to import it in Cool Edit (www.syntrillium.com) as a 'raw' file. You have to
know the bitrate (8,12, 16) and samplefrequency (22, 44.1, 48 KHz) of the
sample. Otherwise it will sound like noise. If you import the raw file, Cool
Edit will ask you these information the first time and you'll have to choose
the Motorola format too.

Cheers,

Jos
http://www.9dayswonder.nl

> Thanks but I need a PC prg, as no longer have Atari but a stack of samples
> I'd like to use
>
>

1299. Re: AVR to Wave convert

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 13:42:22 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <b4q1rvqaf1@news4.tilbu1.nb.home.nl>
Source record: 28880

Just tried it and it works with 16 bit AVR-files in Cool Edit 2000. Once I knew they were 16 bit, 22.5 KHZ it was no problem reading them. By opening a file just select all file formats and you will see the AVR's.

The Cool Edit 2000 demo is fully functional (though not all functions at once) and you can save ev'rything during the first month.

Cheers,

Jos
www.9dayswonder.nl

"J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> schreef in bericht news:b4q19b$81i$1@news4.tilbu1.nb.home.nl...
> Use an Atari emulator (Steem or Gemulator) for your PC and run 525 on this.
> You can read Atari discs with Gemxplorer (same site as Gemulator).
> I don't know any native PC Sample editer that can read AVR. But you can try
> to import it in Cool Edit (www.syntrillium.com) as a 'raw' file. You have to
> know the bitrate (8,12, 16) and samplefrequency (22, 44.1, 48 KHz) of the
> sample. Otherwise it will sound like noise. If you import the raw file, Cool
> Edit will ask you these information the first time and you'll have to choose
> the Motorola format too.
>
> Cheers,
>
> Jos
> http://www.9dayswonder.nl
>
> > Thanks but I need a PC prg, as no longer have Atari but a stack of samples
> > I'd like to use
> >
> >
>
>

1300. Re: Help: Mail crash

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 20:53:46 UTC
From: swampfax1@atlantic.net
Message-ID: <ud6ca.87$VM6.43996@monger.newsread.com>
Source record: 28883

On 13 Mar 2003 09:21:02 , Djordje Vukovic wrote:
>On 12 Mar 2003 16:16:47 , "Martin \"Nightowl\" Byttebier" wrote:
>
>>A much better solution: just drop Newsie and use Popwatch/Newswatch in
>>conjunction with Okami. This combo is by far the best one can get for the
>>Atari platform.
>>With Popwatch one can even delect mails on the server without retrieving
>>then first. Very handy to keep your system free from unwanted mails.
>
>Without trying to diminish the benefits of Popwatch, etc. I would like
>to notice that Newsie, as well, can delete mail without retrieving
>them first. In "Get selected mail..." one can get just message subjects
>and then decide whether to retrieve the messages themselves or delete them.
>
>cu;
>.

Hi Djordje,
Even with "Get selected mail" Newsie does have a problem there too that
may be related to a long file name in the subject line. For me, the best
way to delete that file on the server is through my ISP's mail web page.

John G.

1301. where's everybody gone?

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 21:00:44 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b4qrlv$v31$1@newsg3.svr.pol.co.uk>
Source record: 28884

I used to frequent this newsgroup, but have been away for ~6 months. Where is everyone? There used to be loads of posts a day, now I see about 20.

Is there a new forum everyone has scarpered to, or have they all bit the poisonous PC bullet?

Smeg.

1302. Re: AVR to Wave convert

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 22:17:50 UTC
From: Flibble-san <flib@you.net>
Message-ID: <ms7ca.9823$EA6.1642926@newsfep2-win.server.ntli.net>
Source record: 28885

"robert" <spim@spam.com> wrote in message
news:b4o5dp$4mb$1@newsg2.svr.pol.co.uk...
> Hi all, I have lots of these AVR's that I would now like to use on my PC
can
> anyone suggest a free PC program for the task
>
> Thanks
>
>

Soundforge and Cool edit pro can handle the AVR format and convert them, but
these are shareware programs.

Si

1303. Re: AVR to Wave convert

Newsgroup: comp.sys.atari.st
Date: 2003-03-13 22:36:40 UTC
From: robert <spim@spam.com>
Message-ID: <b4r1j8$mu9$1@newsg1.svr.pol.co.uk>
Source record: 28886

"J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> wrote in message
news:b4q1rvqaf1@news4.tilbu1.nb.home.nl...
> Just tried it and it works with 16 bit AVR-files in Cool Edit 2000. Once I
> knew they were 16 bit, 22.5 KHZ it was no problem reading them. By opening
a
> file just select all file formats and you will see the AVR's.
>
> The Cool Edit 2000 demo is fully functional (though not all functions at
> once) and you can save ev'rything during the first month.
>
> Cheers,
>
> Jos
> www.9dayswonder.nl

TOP MAN!!!, Thanks I have had the Program for a while but like you say I got noise, your suggestions got me trying different rates and settings, in no time at all I had all I wanted done with batch processing, If you lived around Manchester UK I would take you to the pub for a few beers.

All the best

1304. ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 00:17:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0303131601100.28937-100000@shell1.aracnet.com>
Source record: 28887
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On my last post, I forgot to add the ADV: this was not intentionally Done. http://BensCatalogs.Atari.org Ben's Catalogs Area! Check out my Atari Catalogs as I've just updated 6 of 8 Catalogs!Lots of Items I have 1, 2 or a few of. I've Sold some inventory, deleting Items from Catalogs and added new Items including some rare GEMs!Like highly Modified and UpGraded Rev.7 1050 Happy Drives for the Atari 8 Bit! The Discovery Cartridge, makes your ST Drive copy anything! From Happy Computers!+NEW in BOX Jaguar Base Units and Jag CD Players plus Newly Purchased DooM,Brutal Sports Football & Troy Aikman Football. Brand New for the Jaguar! Plus more Games for the Atari 8 Bit like, Defender, Donkey Kong, Donkey Kong Junior, E.T. Phone Home and Joust! And my ST Games/Software Catalog is PHAT-ter than it's ever been, bulging with Atari Games. Like Crystal Castles, Cannon Fodder, Carrier Command and California Games both 1 & 2! So act now!While Inventory Lasts! http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1305. Re: How do i browse the web with a TT030?

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 01:13:43 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0303131713.666bd829@posting.google.com>
Source record: 28888

"Bo Snyder" <bobo_snyder@hotmail.com> wrote in message
news:<Q1Mba.17250$gF3.1532368@newsread1.prod.itd.earthlink.net>...
> "Starlord reach.com>" <starlord@in<*> wrote in message
> news:D4Fba.111$uN4.105@news.inreach.com...
> > Only way I know of would be to use a null modem cable and the
> sting/newie/cab
> > software to access the web. I'm not sure if an eathernet card was ever
> made for
> > the TT. The Falcon has it's own LAN port.
> >
>
> Well the TT has a localtalk Lan port (the same as an Macintosh localtalk
> port). I was wondering if i could do some sort of a connection between my
> powermac 6500 and the TT and browse that way.
>
> Bo

I don't believe it is Mac compatible.

Galen

1306. Re: AVR to Wave convert

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 17:39:59 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <b4t45f$655$1@news4.tilbu1.nb.home.nl>
Source record: 28889

:) Glad I could help you! I live in the Netherlands, but I spend my holidays regularly in the UK and have passed Manchester a few times. So who knows...

Cheers,

Jos van de Gruiter
http://www.9dayswonder.nl

"robert" <spim@spam.com> schreef in bericht
news:b4r1j8$mu9$1@newsg1.svr.pol.co.uk...
>
> "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> wrote in message
> news:b4q1rvqaf1@news4.tilbu1.nb.home.nl...
> > Just tried it and it works with 16 bit AVR-files in Cool Edit 2000. Once
I
> > knew they were 16 bit, 22.5 KHZ it was no problem reading them. By
opening
> a
> > file just select all file formats and you will see the AVR's.
> >
> > The Cool Edit 2000 demo is fully functional (though not all functions at
> > once) and you can save ev'rything during the first month.
> >
> > Cheers,
> >
> > Jos
> > www.9dayswonder.nl
>
> TOP MAN!!!, Thanks I have had the Program for a while but like you say I
got
> noise, your suggestions got me trying different rates and settings, in no
> time at all I had all I wanted done with batch processing, If you lived
> around Manchester UK I would take you to the pub for a few beers.
>
> All the best
>
>

1307. Word proccessor!!

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 18:57:06 UTC
From: Jota <cowskin@vtr.net>
Message-ID: <b4qkbvpcj1@news1.nivel5.cl>
Source record: 28882

Hola, alguien tiene un Procesador de texto... para Atari St FM?? Por favor
que lo env&#65533;e a cowskin@vtr.net

Gracias..

Jorge Luis Vergara Salas

1308. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 19:04:51 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b4t94h$8v2$1@sparta.btinternet.com>
Source record: 28890

Hi DOn

> > My booboo- yes it is an ICD ADSpeed, not ADStart.. dunno what i was
> > thinking..:-)

> Its a 16mhz accelerator by ICD. There is some software to go with the
> accelerator. Ill look to see if I still have a copy.

There are about 4 adress variants that i know of that are used to control
the Adspeed switch.

> Looks like you find a really winner at the thirft shop.

I wouldn't mind giving it a visit.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.461 / Virus Database: 260 - Release Date: 10/03/2003

1309. Re: Cab 2.8 cache problem??

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 19:19:18 UTC
From: ericcron@yahoo.com
Message-ID: <6175e5e8.0303141119.1a432b97@posting.google.com>
Source record: 28891

Have you tried making your signature shorter? I'm pretty positive
that making a signature with a max of 3 lines will fix your CAB
problem.

eric

carey christenson <firest@williams-net.com> wrote in message
news:<1047300614-712694AEicMi@williams-net.com>...
> Anyone,
<snip>
I have CAB pointing to the
> correct folder for the cache. What could be going on
> here.
>
> Thanks for the information in advance,
> Carey Christenson

1310. Re: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 19:44:27 UTC
From: LS <me@email.com>
Message-ID: <a8b9b568dc0ac4e52fd9f445497fd46d@news.teranews.com>
Source record: 28892
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

Are you 8 or 9 years old?

"Tarapia Tapioco" <comesefosse@ntani.firenze.linux.it> wrote in message
news:0c775413d2b9b719b9c451cf0d12f29b@firenze.linux.it...
> On my last post, I forgot to mention that I am still a great big fag with
a
> brain injury. Due to being fucked in the head, I forgot! Now onto my
spammy
> email! Ben's Catalogs Area! Check out my gay sex toys
> Catalogs as I've just updated 6 of 8 Catalogs!Lots of Items I have 1, 2 or
> a few of. I've Sold some inventory, deleting Items from Catalogs and added
> new Items including some rare GEMs!Like highly Modified and UpGraded anal
vibrators
> to use deep up your asshole! My new gay blow-up doll gives you the freedom
> to experience sex with your neighbors little boy. Now you too can be a
homo
> pedophile! From Happy dildoes!+NEW in BOX anal beads! And my gay sex toy
Catalog
> is great! It makes me look fatter than i've ever been! my asshole is
bulging
> just waiting for you!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of gay sex toys and homo books. Which I can send by special fag Mail
Rate!
>
> Please spam me and send me your faggy greetings at: Atari@aracnet.com. If
you
> can't reach me, then it means your dick is too small!
>
> Call fagboy Ben anytime on the redhot for fags only hotline at
(503)256-9974!!!
>
>
>

1311. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 19:50:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b4tbprpke1@thorium.cix.co.uk>
Source record: 28893

In message <b4m9op$9k1$1@ns2.gonzaga.edu>, snyder@gonzaga.edu said:

>..... I really got
>curious about the 1040 when i noticed that switch on the back of it while
>cleaning it. Thats when i decided to go ahead and open it up and then i was
>like "whoa, we have some nice little upgrades here".

Hi Bo!

Many early 520s had only single-sided drives and some have had a switch fitted that allows booting from an external DS drive (in fact Evesham fitted one to my first 520 STFM while upgrading it to 1 MB the hard way - soldering in a second bank of chips, for which room was provided on the board as it was shared with the 1040). This double-pole switch is connected to pins 19 and 20 (?) of the Yamaha sound chip at right rear of board.

However I think all 1040s had DS drives, so it could be that a later set of TOS chips was fitted and you can switch between TOSs - useful for some games which prefer TOS 1.00 or 1.02.

The third possibility is that it's meant to restrict memory to 500 KB or 1 MB - again, some games wouldn't run with more, though there is a software solution for this.

Another possibility is an upgrade to a high density drive, with the switch restoring double-density working. Not normally needed as this too can be done with software.

Or it could be used to select some other hardware add-on that's been fitted - again, some games may not run with it active.

As has been suggested, use SYSINFO or PROFILE, which will tell you a lot about your machine - at least those things it's able to detect and understand.

How many wires go to the switch - is it single- or double-pole, change-over or on/off, and what is it connected to? With my relatively slow computer, and paying for on-line time, I don't feel like downloading enormous illos; others may feel like that too, so it would be a courtesy to pack them or reduce them in some other way.

Regards, /Peter/

1312. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 19:50:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b4tbprpkf1@thorium.cix.co.uk>
Source record: 28894

In message <3E6EE564.E16DB6C1@cswebmail.com>, webrickd@cswebmail.com said:

>I got Imagecopy 4.1. Hardly used it. Even with 4 megs of ram, it would load
>only about 10% of the pictures I had and wanted to work with. Couldn't spool to
>disk or actively scale as it was loading. And that was for sizes typical for
>1997. And reply to an email I sent said it was my problem that no one else had.

What size of images did you have problems with? I have loaded
many of various types and never ran out of memory on my 4 MB STFM!
But I guess some highly-compressed JPEGs become too big for the STFM
when decompressed for viewing - nothing to do with Imagecopy, just a
memory shortage!

Regards, /Peter/

1313. Re: HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 19:54:01 UTC
From: sidcelery@cix.co.uk
Message-ID: <b4tc0oplf1@thorium.cix.co.uk>
Source record: 28895

On 26 Feb 2003 10:44:56 , <derryck@.cix.co.uk.invalid> wrote:
> From: Michael and Nicole Freeman <nameerf@flash.net>
> Date: Wed, 26 Feb 2003 04:12:57 GMT
>> Do you know if the new Magic version 6.2 addresses this at all? I'm
>> using 6.01, and was wondering what an upgrade would get me besides
>> $50 less in my wallet.
> I can't comment on that, but I would like to point out that a full
> ENGLISH version of MagiC 6.20 is available from Atari Workshop, and
> no doubt from vendors that AW distribute to.

Bleedin' hell! Another one!

Time for one of my long phone calls, I think...

rgds
H

1314. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 19:54:03 UTC
From: sidcelery@cix.co.uk
Message-ID: <b4tc0pplf2@thorium.cix.co.uk>
Source record: 28796

On 25 Feb 2003 18:10:16, "raz" wrote:
>"Harry Sideras" <sidcelery@cix.co.uk> wrote: in message
>> On 11 Feb 2003 09:48:36, <derryck@.cix.co.uk.invalid> wrote:
>>> From: nick@1632systems.co.uk
>>> Date: Mon, 10 Feb 2003 18:20:37 GMT
>>>> Well it looks like FAST CLub has finally hit the dust...
>>
>> We've got quite more than we know to thank Paul Glover for. Sadly
>> missed...
>
> Even though he was a thief and did a bunk owing subscription money
> to many people.

Including me, but the term 'thief' is stretching things considering what he provided for virtually nothing.

I've lost more to others who didn't do anything at all. The end is never pretty, but I never lost a fortune and the info I rec'd was always worth way more than the few quid I sent him.

No regrets here...

rgds
H

1315. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 19:54:04 UTC
From: sidcelery@cix.co.uk
Message-ID: <b4tc0rplf3@thorium.cix.co.uk>
Source record: 28797

On 26 Feb 2003 10:19:50, <derryck@.cix.co.uk.invalid> wrote:
> From: sidcelery@cix.co.uk (Harry Sideras)
> Date: Tue, 25 Feb 2003 14:08:26 +0000 (UTC)
>
>>> It's a pity that ImageCopy hasn't been released with a public key
>> The last beta upgrade I saw was v4.2b2 before I went AWOL myself.
>> Did that ever go much further?
> No, that's the last. Has anyone tried emailing the author
> j_hughes@cix.co.uk btw, he would be the best person to ask re the
> program's current status.

There's a thought - mailing him. Why didn't I think of that... B^)

rgds
H

1316. Re: GDOS font editor

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 19:54:06 UTC
From: sidcelery@cix.co.uk
Message-ID: <b4tc0tplf4@thorium.cix.co.uk>
Source record: 28798

On 25 Feb 2003 19:37:00 , lp wrote:
> in article Pine.MNT.4.31.0302250741430.134-100000@easymint, Martin
> Tarenskeen at nospam@zonnet.nl wrote on 2/25/03 1:43 AM:
>
>> I'm looking for an editor for GDOS bitmap fonts. What should I look
>> for?
>
> I have one made by Tom Hudson I think, perhaps it came with Degas
> Elite. I'm not sure, it's been a long time since I used it.

Degas format fonts are different from GDOS bitmaps, but both are
handled by Fontkit Plus which I mentioned earlier.

rgds
H

1317. Re: Batchfiles under Atari-ST

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 19:54:08 UTC
From: sidcelery@cix.co.uk
Message-ID: <b4tc0uplf5@thorium.cix.co.uk>
Source record: 28799

On 26 Feb 2003 02:02:29 , Michael wrote:
> Hi,
>
> As I'm an absolute beginner on the ST, I would like to ask, how I
> could do batchfiles on an ST.
>
> I would like to use it to display a text message, waiting a few
> seconds (or user interaction) and starting up a program and all of
> this should be running after booting the disk automatically (or by
> clicking on its icon).
>
> Could you explain me, how to do it ?
>
> Thanks
>
> Michael Asse

Hi Michael,
It depends what computer you have and how you're running your programs.

If you run from floppy and have an STe you can click on the program file, go up to the Options menu, select Install Application and click on Auto. Then save the settings in your Desktop.Inf file. This will automatically load the file at boot up (starting the computer with the disk in the drive). If you have an STFM you may need a program like Gemstart or Headstart to autoload a file.

If you want to have an intro screen when you start the disk, you can put a program like Bootinfo in your Auto folder, which allows you to display a simple text file on your boot screen for up to 30 seconds (or until you press a key) indicating what files are on the disk.

Alternatives to this include using a small boot-up utility like Zapenu, which let you have a menu of programs on the disk from which you can select.

Finally, you could "pack" the file and have a text message come up on screen while it's loading and unpacking.

Take your pick...

rgds
Harry

1318. Re: Help: Mail crash

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 22:22:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e7200d2cc0ea7@attbi.com>
Source record: 28800

>Hi, all!
>
>In both Newsie (latest) and MyMail (early) I have been betrayed by an
>unexpected crash on accessing either Get Mail or Get Selected Mail. I
>cannot get any emails.
>
>This has never happened before. I have no new alterations to the system
>or new apps or utilities or patches on my TT030. I have rebooted several
>times, and even disabled every ACC except Xcontrol.
>
>I have also reviewed my Newsie preferences: all OK, nothing changed.
>
>I'm at my wit's end. Can anyone suggest what's wrong and what to do about
>it, please?
>
>Thank you,
>Charles.

I have had the same problem and what happened to me was there was
something wrong with the email Newsie or Mymail was trying to
download. I would run MyMail and get a list of the email on your
server. Then delete the first one on the list because it it
downloaed first and see if you can get the rest.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1319. Re: Cab 2.8 cache problem??

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 22:22:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e7200d2cc0ea6@attbi.com>
Source record: 28801

>Anyone,
> Lately, I have noticed that CAB is downloading and
>storing nothing to the cache folder but a few bytes of
>information. So I reinstalled and used a previous
>CACHE that was burnt to CD. After starting CAB up it
>went ahead and downloaded Yahoo and proceeded to
>access the hard drive for 15 seconds or longer. In
>that CACHE folder was 12 megs of stored files and as I
>had suspected, after downloading Yahoo it went ahead
>and deleted the entire cache. Is there any reason why
>this should happen. I have CAB pointing to the
>correct folder for the cache. What could be going on
>here.
>
>Thanks for the information in advance,
>Carey Christenson

Carey,

I think it may be a bug that should have been fixed. This sometimes happens to me. I usually fixed it by deleting the whole cache and restarting Cab. Sometimes Cab will bomb when trying to gety on certain websites or even tell me the site is no good and cannot be found. I can usually get (about 90% of the time) by deleting the cache and trying again. Thing have been better since I setup Cab to write the cache in a Ram disk. Things happen now and then, but for the most part everything is fine.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1320. Re: Zero-5

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 22:22:01 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e7200d2cc0ea9@attbi.com>
Source record: 28802

>Hi everybody!
>
>Just got hold of a copy of Zero-5 second hand (Damn good programming,
>strange stereo sound system, using monitor's internal speaker for one
>channel and external phono connectors for the other!), but no manual. Can
>anyone tell me where can find a copy or scan of the manual, or perhaps just
>tell me what all the keyboard controls are please?
>
>Also, does anyone know if the Jaguar controller makes the game any easier to
>play? I don't have a Jag controller, but I've managed to find a circuit
>diagram, and wondered if it would be worth trying to build one.
>
>Thanks.
>
>Tom

Well I have a copy of that for my Jag and the controller makes it
easy for me to play.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1321. Re: Word processor Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 22:22:01 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e7200d2cc0ea8@attbi.com>
Source record: 28803

>Hi!!
>When I can find a good word processor for mi Atari St FM with 1 Mega of
>Ram??
>
>Thanks
>Jorge Vergara Salas
>Chile

Try these sites:

http://www.funet.fi/pub/atari/

http://www.multimania.com/falkweb/utsi.htm

http://atari.darkspace.org.uk/

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1322. Re: where's everybody gone?

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 22:37:13 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b4tlnf$7bo$1@news6.svr.pol.co.uk>
Source record: 28804

Rustynutt <rustynuttspamblock@hotmail.com> wrote in message
news:0h547vk1d26ba10tgpv2k68shp56drasmb@4ax.com...
> Most lurk, unwilling to become involved in the "revival of the Lynx"
> or suggestive discussions concerning the "revival of Atari through
> user purchase programs", or the recently more popular, continued
> acknowledgement of troll post.
> Generally, when an interesting topic is posted, gurus appear from the
> woodwork and voice their knowledge. Be for warned, other non-gurus
> have caused such political turmoil, that sometimes the reply really
> isn't worth the effort.
> C.S.A.ST since 1992

Hmm I see. Well im relieved that theres people I recognize still here, the last thing I want to see is - in another 6 months just a load of Bravo Sierra bullshit posts cos the guy is so ignorant he would still post his ads even if no-one was listening...

Smeg.

1323. Re: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2003-03-14 23:17:13 UTC
From: Flibble-san <flib@you.net>
Message-ID: <%ptca.384$Qj4.184846@newsfep2-gui>
Source record: 28805
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

"Tarapia Tapioco" <comesefosse@ntani.firenze.linux.it> wrote in message
news:0c775413d2b9b719b9c451cf0d12f29b@firenze.linux.it...
> On my last post, I forgot to mention that I am still a great big fag with
a
> brain injury. Due to being fucked in the head, I forgot! Now onto my
spammy

WTF

<PLONK!>

flib

1324. Re: Mail crash

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 00:07:58 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3e726eda$0$248$4c56ba96@master.news.zetnet.net>
Source record: 28806

On 10 Mar 2003 16:33:10 , "Bo Snyder" wrote:
>
>"Charles Stanley" <cstanley@zetnet.co.uk> wrote in message
>news:3e6d192c$0$249$4c56ba96@master.news.zetnet.net...
>> Hi, all!
>>
>> In both Newsie (latest) and MyMail (early) I have been betrayed by an
>> unexpected crash on accessing either Get Mail or Get Selected Mail. I
>> cannot get any emails.
>>
>> This has never happened before. I have no new alterations to the system
>> or new apps or utilities or patches on my TT030. I have rebooted several
>> times, and even disabled every ACC except Xcontrol.
>>
>> I have also reviewed my Newsie preferences: all OK, nothing changed.
>>
>
>I do NOT profess to be knowledgable about things atari, however years of
>support for ISP's and a major office product for a company has taught me
>something about totally unexpected crashes when checking for new mail.
>
>You probably have a corrupt email on the server. Whats happening (and i
>have seen it happen MANY times) is that when the mail program is trying to
>make sense of th eheader or whatever, it is expecting one thing, but
>something totally unexpected comes though and bam, the application crashes.

Hi Bo!

Many thanks for your detailed reply, but, having read all other replies
and having a sudden remembrance of the same problem several years ago,
I remembered that my first outmail may be corrupted. I examined the same
first outmail and, of course, it *was* corrupted. Hence I deleted it.

Result: NEWSie faultlessly gave me my emails this time...

>Goto www.mail2web.com and sign on to your email account (this is a webmail
>program). That should bring up your list of emails that are on the server.
>Go though them and delete all the spam and everything of that nature. If
>you can, read the emails while on mail2web.com and delete them. ONce they
>are all deleted, THEN reopen the email program that is crashing and check
>your mail. It should work then.

This procedure will be be carefully saved for future problems. Thanks!

Regards,
Charles.

(Also using TT030: CAB 2.7; NEWSie 0.961; etc...)

1325. Re: Help: Mail crash

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 00:08:01 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3e726edf$0$248$4c56ba96@master.news.zetnet.net>
Source record: 28807

On 12 Mar 2003 16:16:47 , "Martin \"Nightowl\" Byttebier" wrote:
>on di, 11 mrt 2003 22:48:52 GMT ?Paul Williamson wrote:
>
>> Hi Charles,
>>
>> On 10 Mar 2003 23:01:01 , Charles Stanley wrote:
>>
>SNIP>

>A much better solution: just drop Newsie and use Popwatch/Newswatch in
>conjunction with Okami. This combo is by far the best one can get for the
>Atari platform.
>With Popwatch one can even delect mails on the server without retrieving
>then first. Very handy to keep your system free from unwanted mails.

Hi Martin,

Thanks for your advice. Unfortunately, I am afraid to change my set-up,
having sampled Okami some years ago and been frightened off the set up :)

Maybe one day ?)
Charles.

1326. Re: ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 00:19:54 UTC
From: James Jefferson III <james@nospam.com>
Message-ID: <5pr47vod5btaq6q1gerg2efub9vmmj9k8k@4ax.com>
Source record: 28808
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

On Fri, 14 Mar 2003 20:10:50 +0100 (CET), Tarapia Tapioco
<comesefosse@ntani.firenze.linux.it> wrote:

>On my last post, I forgot to mention that I am still a great big fag with a
>brain injury.

You stupid piece of shit, you and the other shit heads moan and bitch
about his posts yet disrupt the group more than any post him or anyone
else makes.

Same shit every time, same hidden posts

Total waste of fucking space, it's amazing laboratory tests like you
escape to populate the internet. So carry on filling this group up with
more unwanted shit but realise that people are looking at you and
thinking that the person you so spite is 100X the person you will ever
be.

Go on, hide till next time

1327. Re: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 00:30:04 UTC
From: JS <jsyipyay@aol.com>
Message-ID: <3ks47v83ommceq6jghc16035to8dv9qfts@4ax.com>
Source record: 28809
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

On 15 Mar 2003 01:03:06 +0100, Frog <FrogRemailer@bigfoot.com> wrote:

>7 years old you stoopid fagot piece of shit! Wanna get fucked with just like
>fagboy benny? You're next fagot!
>
>
>
>My name is LS and I'm one of Benny's big gay fags! I bend over just for Benny
>to fuck me right up the asshole! I love Benny so much! He's my big braindead
>retarded fagot hero! Let's all go fudgepacking with gaylord Benny! I call
>Benny's redhot for fags only hotline everyday with his special rates for pedo
>fagots!
>
All you are is a stupid homophobic little asshole who's heard it's cool
to call people faggots as all your little class mates do.

Or you are much older and like to write this way, in that case it makes
your worthless pond scum trying to control this group in a totally
immature way.

So to get to your level, go back to fucking your mom like the rest of
the football team

JS

1328. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 02:47:21 UTC
From: Jaguar <rfvacp_nospam@mountaincable.net>
Message-ID: <Xns933EDDA78AC31Jaguar@24.215.0.21>
Source record: 28810

"gimpo" <gimpogotch@Nospam.com> wrote in
news:3e7035fd@news3.accesscomm.ca:

>> Okay i did a little more investagation on my 1040, i pulled the
>> sheilding off (well mostly), and yes the 4 meg board is populated on
>> the top, but underneath it is not populated. what kind of chips
>> should i put in the bottom section to fully populate it? also as for
>> the memory chips on the 1040, they are all there, does that mean i
>> still have 1 meg on board or
> half
>> of them disabled? where is the best place to find the chips that the
> board
>> requires? i occasinolly will pickup odd boards here and there, like
>> old memory upgrades for old ibms, video cards with socketed memory
>> chips etc. wheres the best place to find that kind of chp?
>>
>> Also i discovered something else, that toggle switch goes to a ICD
>> ADStart chip on the main motherboard, as far as i can tell, it is an
>> accellerator
> of
>> some type. Can somone give me some more details about this accell?
>>
>> Thanks
>> Bo
>>
> Its a bit of work to make that board go from 2 to 4 megs but I'd
> think that any 1meg dram faster then 120ns will do for chips. I think
> you need to cut some traces on the main board to make it see the other
> 2megs. Yes your 1040 has a meg of memory in it, Its arranged in two
> banks of 512k. The install the z-ram board switches/disables 512k
> from bank 1 and uses the 2megs on the z-ram board. So now you have a
> total of 2.5 megs of ram available. I've never owned a 1040 or a zram
> board so I could be wrong here. Anyone have any instructions for this
> board?
>

I have 2 Zubair Z-Ram mod boards with 4 meg on them..(I think,ithas been
a long time since they have been used , but both sides are populated with
ram) along with the instructions for installation .One was in a 520 and the
other in a 1040. I also have a 16 MHZ accelerator mod but no instructions -
it says fast technology on the circuit board. Anybody interested in them
please e-mail me.

Jaguar

1329. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 02:53:32 UTC
From: Jaguar <rfvacp_nospam@mountaincable.net>
Message-ID: <Xns933EDEB43790CJaguar@24.215.0.21>
Source record: 28811

xlator@cix.compulink.co.uk wrote in news:b4tbprpke1@thorium.cix.co.uk:

> Many early 520s had only single-sided drives and some have had a
> switch fitted that allows booting from an external DS drive (in
> fact Evesham fitted one to my first 520 STFM while upgrading it to
> 1 MB the hard way - soldering in a second bank of chips, for which
> room was provided on the board as it was shared with the 1040).
> This double-pole switch is connected to pins 19 and 20 (?) of the
> Yamaha sound chip at right rear of board.
>
> However I think all 1040s had DS drives, so it could be that a
> later set of TOS chips was fitted and you can switch between TOSs
> - useful for some games which prefer TOS 1.00 or 1.02.
>
> The third possibility is that it's meant to restrict memory to
> 500 KB or 1 MB - again, some games wouldn't run with more, though
> there is a software solution for this.
>
> Another possibility is an upgrade to a high density drive, with
> the switch restoring double-density working. Not normally needed
> as this too can be done with software.
>
> Or it could be used to select some other hardware add-on that's
> been fitted - again, some games may not run with it active.
>
> As has been suggested, use SYSINFO or PROFILE, which will tell you
> a lot about your machine - at least those things it's able to
> detect and understand.
>
> How many wires go to the switch - is it single- or double-pole,
> change-over or on/off, and what is it connected to? With my
> relatively slow computer, and paying for on-line time, I don't
> feel like downloading enormous illos; others may feel like that
> too, so it would be a courtesy to pack them or reduce them in some
> other way.
>
> Regards, /Peter/
>
>

I have a compatibility plus mod which was a dual tos on board and it
has the switch on to change between tos version. I have tos 1 and tos
1.4 on the board if anybody is interested , letme know

1330. Re: where's everybody gone?

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 03:51:56 UTC
From: GrueMaster <nospam.gruemaster@yahoo.com>
Message-ID: <pan.2003.03.15.03.51.56.714848@yahoo.com>
Source record: 28812

On Fri, 14 Mar 2003 22:37:13 +0000, Smeg wrote:

> Rustynutt <rustynuttspamblock@hotmail.com> wrote in message
> news:0h547vk1d26ba10tgpv2k68shp56drasmb@4ax.com...
>> Most lurk, unwilling to become involved in the "revival of the Lynx" or
>> suggestive discussions concerning the "revival of Atari through user
>> purchase programs", or the recently more popular, continued
>> acknowledgement of troll post.
>> Generally, when an interesting topic is posted, gurus appear from the
>> woodwork and voice their knowledge. Be for warned, other non-gurus have
>> caused such political turmoil, that sometimes the reply really isn't
>> worth the effort.
>> C.S.A.ST since 1992
>
> Hmm I see. Well im relieved that theres people I recognize still here,
> the last thing I want to see is - in another 6 months just a load of
> Bravo Sierra bullshit posts cos the guy is so ignorant he would still
> post his ads even if no-one was listening...
>
> Smeg.

Personally, I'm getting tired of everyone ragging on Ben Smith (Bravo Sierra). Ok, so his little ADV: posts are an anoying read. But it is nice to know there are still dealers out there that want to get involved with the community. My own personal experiences with Ben have been satisfactory. He's a little slow at times, but he does know his inventory.

What I'd like to see, is the few remaining dealers get together, and post a single article with a link to their sites. Let this get posted monthly.

Or maybe they could post an article occasionally, with a link to their site in their signature. If I were running an atari business, I'd do this, as it can add to te community and get your advertising across.

As to this business about them making money selling atari wares, I can almost guarantee that there is not enough of us to sustain a business.

Tobin Davis
GrueMaster

1331. Re: where's everybody gone?

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 10:05:20 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b4uu15sgi1@newsg2.svr.pol.co.uk>
Source record: 28813

Rustynutt <rustynuttspamblock@hotmail.com> wrote in message
news:nik57vom73j2fo2buirpvfkf9mnlidlfem@4ax.com...
> On Fri, 14 Mar 2003 19:51:56 -0800, "GrueMaster"
> >
> The advertisements don't bother me at all. It was the follow up to my
> post, and the like, that keeps me from getting interested in this
> group beyond my own personal interest anymore. This guy was trolling

You misunderstood me. I was just trying to start a conversation and was
interested in seeing which people were still on here from the time I used to
be here nearly everyday (about 1-3 years ago). BTW, I DO remember you....

> for something. I really don't see the purpose of his follow-up
> statement, if indeed he is an "old-timer". As far as I am concerned,

I have owned atari home computer gear since 800XL, then ST/STE and Falcon. I
still have 2 1040's, a Mega STE, and I use my Falcon still, nearly everyday.

> it was just another way to try and stir some of the others into
> keeping the crap going. You took the bait, no offence intended. From

No it wasnt. I am no troll.

> what I've seen here, the "Ben" issue has been hammered into the
> ground. Any more discussion than that on the subject is the sign of

I didnt know about that, I wasnt hear at the time this alledgedly happened.

> certain computer users having no life what so ever.

Well I havent been here in over a year so I mustve been doing something else
eh?

> A lot of TOS programmers left the platform to expand their horizons.

You mean to make money to pay the rent/mortgage whatever.

> You can bet that on a slow night, a quick look through this newsgroup
> assures them that they made the right decision. The lack of respect

Now that just sounds bitter.

> I've seen here towards the ones that have stuck it out doesn't leave a

I.E towards you?

> doubt in my mind as to why you don't see post from them as it once was

Well obviously you didnt.

> in the past. Thanks Doug, Peter, Dan and the many others that have

I agree.

> filled illmy hard disk.
> Mike

Smeg.

1332. Re: ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 10:16:35 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <P4Dca.39049$Rc7.558690@news2.e.nsc.no>
Source record: 28814
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

Well, I think he actually has a right to post crap, but not if it's hurting other and he clearly does. I think one should be able to post piss posts if you want, but not something that put someone else in a bad spot. At least have a good reason, like if Ben ripped him off or something, but then he should just say so, not put up this crap with fags and stuff. And lastly, be a man (or woman) and stand up for your opinions, not hide like a chicken shit!

"James Jefferson III" <james@nospam.com> skrev i melding news:5pr47vod5btaq6q1gerg2efub9vmmj9k8k@4ax.com...
> On Fri, 14 Mar 2003 20:10:50 +0100 (CET), Tarapia Tapioco
> <comesefosse@ntani.firenze.linux.it> wrote:
>
> >On my last post, I forgot to mention that I am still a great big fag with a
> >brain injury.
>
> You stupid piece of shit, you and the other shit heads moan and bitch
> about his posts yet disrupt the group more than any post him or anyone
> else makes.
>
> Same shit every time, same hidden posts
>
> Total waste of fucking space, it's amazing laboratory tests like you
> escape to populate the internet. So carry on filling this group up with
> more unwanted shit but realise that people are looking at you and
> thinking that the person you so spite is 100X the person you will ever
> be.
>
> Go on, hide till next time
>

1333. Re: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 10:17:40 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <Q4Dca.39050$Rc7.558690@news2.e.nsc.no>
Source record: 28815
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

LS as in Lou Spear ?

"Frog" <FrogRemailer@bigfoot.com> skrev i melding
news:RL9694AH37695.0427662037@Gilgamesh-frog.org...
> 7 years old you stoopid fagot piece of shit! Wanna get fucked with just
like
> fagboy benny? You're next fagot!
>
>
>
> My name is LS and I'm one of Benny's big gay fags! I bend over just for
Benny
> to fuck me right up the asshole! I love Benny so much! He's my big
braindead
> retarded fagot hero! Let's all go fudgepacking with gaylord Benny! I
call
> Benny's redhot for fags only hotline everyday with his special rates for
pedo
> fagots!
>
>
>
> Oooh ooh how I love Benny! He's so k-rad kool and faggy!
>
>
>
> ===LS===
>
>
>
>
>
>
>
>

1334. Re: where's everybody gone?

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 10:55:38 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3e7306b8$0$25070@echo-01.iinet.net.au>
Source record: 28816

I'm here,

Owner of, Atari TT, Atari STE, Atari Lynx, Atari hard drives, all Atari laser printers and most Atari monitors. Still looking for a falcon though, its avoided getting into my hands for many a year!

I'm more of a collector, I rarely ever use the items in my collection, only maybe once a year to remember how to use them.

keep enjoying the platform.

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message news:b4qrlv$v31$1@newsg3.svr.pol.co.uk...
> I used to frequent this newsgroup, but have been away for ~6 months. Where
> is everyone? There used to be loads of posts a day, now I see about 20.
>
> Is there a new forum everyone has scarpered to, or have they all bit the
> poisonous PC bullet?
>
> Smeg.
>
>

1335. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 11:00:29 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b4v14bqli1@knossos.btinternet.com>
Source record: 28817

Hi Harry

> >>>> Well it looks like FAST CLub has finally hit the dust...
> >>
> >> We've got quite more than we know to thank Paul Glover for. Sadly
missed...
> >
> > Even though he was a thief and did a bunk owing subscription money to
many people.

> Including me, but the term 'thief' is stretching things considering what
he provided for virtually nothing.

Nevertheless Harry, it is the correct terminology.

> I've lost more to others who didn't do anything at all. The end is
> never pretty, but I never lost a fortune and the info I rec'd was
> always worth way more than the few quid I sent him.

Others have lost more, there is no scale for 'Thief', if you deprive people
of their lawful possessions then you are by definition a thief..

Paul Glover stole my money.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.462 / Virus Database: 261 - Release Date: 13/03/2003

1336. Re: HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 11:00:31 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b4v14dqli2@knossos.btinternet.com>
Source record: 28818

Hi Harry

> >> Do you know if the new Magic version 6.2 addresses this at all? I'm
> >> using 6.01, and was wondering what an upgrade would get me besides
> >> $50 less in my wallet.
> > I can't comment on that, but I would like to point out that a full
> > ENGLISH version of MagiC 6.20 is available from Atari Workshop, and
> > no doubt from vendors that AW distribute to.
>
> Bleedin' hell! Another one!
>
> Time for one of my long phone calls, I think...

You give a choice of phone call lengths, i thought you were a BT
shareholder.

8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.462 / Virus Database: 261 - Release Date: 13/03/2003

1337. Re: Help: Mail crash

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 11:17:32 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns933F7D0C6B91Btos4ever@195.130.132.65>
Source record: 28819

on za, 15 mrt 2003 00:08:01 GMT ?Charles Stanley wrote:

> On 12 Mar 2003 16:16:47 , "Martin \"Nightowl\" Byttebier" wrote:

>>A much better solution: just drop Newsie and use Popwatch/Newswatch in
>>conjunction with Okami. This combo is by far the best one can get for
>>the Atari platform.
>>With Popwatch one can even delect mails on the server without
>>retrieving then first. Very handy to keep your system free from
>>unwanted mails.
>
> Hi Martin,
>
> Thanks for your advice. Unfortunately, I am afraid to change my
> set-up, having sampled Okami some years ago and been frightened off
> the set up :)

The Okami version of today is far more easier to setup then the version of
some years ago. I must admit though Okami is still not that easy that one
can fire up the program without studying some docs. But once setup it
really worth the pain.
Because my Hades is down for the moment I'm forced to use a pc program for
reading usenet. So far I haven't encountered a pc newsreader that give me
fully satisfaction like Okami does.

CU,
Martin
--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

1338. Re: Word processor Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 14:02:02 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0303150602.36adbec9@posting.google.com>
Source record: 28820

Try "Marcel" available on some ftp sites. Its free and should work
well on a 1 meg atari.
Atariworks is another one that is good. You won't get a lot of fonts
with 1 meg, and you would need Speedo Gdos or NVDI anyway.

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message news:<
3e7200d2cc0ea8@attbi.com>...
> >Hi!!
> >When I can find a good word processor for mi Atari St FM with 1 Mega of
> >Ram??
> >
> >Thanks
> >Jorge Vergara Salas
> >Chile
>
> Try these sites:
>
> http://www.funet.fi/pub/atari/
>
> http://www.multimania.com/falkweb/utsi.htm
>
> http://atari.darkspace.org.uk/
>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1339. Re: where's everybody gone?

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 15:17:10 UTC
From: neddy <nothing@none.com>
Message-ID: <b4vggr$8gi$1@newsg3.svr.pol.co.uk>
Source record: 28821

I intend to go away for six months, do I need to get permission or have someone post regular updates of when I will be back?

1340. Copying Atari Disks to CD for use with CD enabled Atari or PC emulator

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 15:32:04 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0303150732.121360f@posting.google.com>
Source record: 28822

Does anyone know of a good program for copying Atari disks to CD for use on either a CD enabled Atari or with an Atari emulator on a PC. I have a couple of hundered disks from an old Atari club that I would like to archive to a CD. The disks are all shareware that was originally collected by MilAtari here in Milwaukee.

I recently built an All-In-One Atari in a PC case and added a CDRom drive. It was mainly a project to see if I could do it. The Atari works great.

Any suggestions and links to a good program would be appreciated

Dave Glish

1341. Re: HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 17:17:42 UTC
From: <>
Message-ID: <1047797492-105925AEicMi@ntlworld.com>
Source record: 28832

Hi Harry,

>> I can't comment on that, but I would like to point out that a full
>> ENGLISH version of MagiC 6.20 is available from Atari Workshop, and
>> no doubt from vendors that AW distribute to.
>
>Bleedin' hell! Another one!
>
>Time for one of my long phone calls, I think...

Please let us know how you get on; I sent them the complete archive many
months ago!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1342. Re: Help: Mail crash

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 17:21:16 UTC
From: <>
Message-ID: <1047797494-106097AEicMi@ntlworld.com>
Source record: 28833

From: cstanley@zetnet.co.uk (Charles Stanley)
Date: 15 Mar 2003 00:08:01 GMT

>>A much better solution: just drop Newsie and use Popwatch/Newswatch in

>Thanks for your advice. Unfortunately, I am afraid to change my set-up,
>having sampled Okami some years ago and been frightened off the set up :)

I managed it, so it can't be /that/ hard :-)

I still prefer Emailer though!

Lyndon had a useful archive on his web site for setting up Okami BTW, and I
also understand that current versions are easier to set up anyway.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1343. Re: where's everybody gone?

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 17:24:25 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b4vnoe$95d$1@news8.svr.pol.co.uk>
Source record: 28823

neddy <nothing@none.com> wrote in message
news:b4vggr$8gi$1@newsg3.svr.pol.co.uk...
> I intend to go away for six months, do I need to get permission or have
> someone post regular updates of when I will be back?
>

I guess either will do ;-)

1344. Re: Zero-5

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 18:24:06 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <b4vr49$8qu$1@newsg4.svr.pol.co.uk>
Source record: 28824

Wow, a reply!

Thanks for trying to help, but unfortuanetely I think the Jag version of Zero-5 is pretty much an entirely different game to the STE version, because the developers upgraded it so much to take advantage of Jag hardware. But it's just possible that they kept the same controls... Could you have a quick look through the manual for me, see if there's anything that will help? Thanks.

Tom

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message news:3e7200d2cc0ea9@attbi.com...
> >Hi everybody!
> >
> >Just got hold of a copy of Zero-5 second hand (Damn good programming,
> >strange stereo sound system, using monitor's internal speaker for one
> >channel and external phono connectors for the other!), but no manual.
Can
> >anyone tell me where can find a copy or scan of the manual, or perhaps
just
> >tell me what all the keyboard controls are please?
> >
> >Also, does anyone know if the Jaguar controller makes the game any easier
to
> >play? I don't have a Jag controller, but I've managed to find a circuit
> >diagram, and wondered if it would be worth trying to build one.
> >
> >Thanks.
> >
> >Tom
>
> Well I have a copy of that for my Jag and the controller makes it
> easy for me to play.
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1345. Re: Word processor Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 18:55:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200303151955.a29322@su2.maus.de>
Source record: 28844

J>When I can find a good word processor for mi Atari St FM with 1 Mega of
J>Ram??
Script 2 has become free some years ago, but I wonder if there's a non-german version...

What about 7up, QED, FRED...?

1346. FS: Various hardware

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 19:20:23 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b4vudn$f5l$2@tyfon.itea.ntnu.no>
Source record: 28825

Well, got caught speeding on my motorcycle today, so I need to raise cash
to pay the rather hefty fine :-(

* Afterburner with 32Mb RAM. Complete with all cables/wires, works
flawlessy.
* Eclipse with ATI RageII graphics card.
* Genius ethernet card with ROM-port adapter. Have been used with Falcon
(with Afterburner), TT and STacy, works very well. Drivers for MiNT-Net
and STiNG.

Reasonable offers accepted.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1347. Re: where's everybody gone?

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 19:29:30 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b4vuupel1@sparta.btinternet.com>
Source record: 28826

Hi Smeg

> > Generally, when an interesting topic is posted, gurus appear from the
> > woodwork and voice their knowledge. Be for warned, other non-gurus
> > have caused such political turmoil, that sometimes the reply really
> > isn't worth the effort.
> > C.S.A.ST since 1992
>
> Hmm I see. Well im relieved that theres people I recognize still here, the
> last thing I want to see is - in another 6 months just a load of Bravo
> Sierra bullshit posts cos the guy is so ignorant he would still post his
ads
> even if no-one was listening...

There's a new asshole in town being 'picked on' at the mo, Brain damaged Ben
Smith.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.462 / Virus Database: 261 - Release Date: 13/03/2003

1348. Re: where's everybody gone?

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 19:29:34 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b4vuurel2@sparta.btinternet.com>
Source record: 28827

Hi JLM

> Owner of, Atari TT, Atari STE, Atari Lynx, Atari hard drives, all Atari
> laser printers and most Atari monitors. Still looking for a falcon though,
> its avoided getting into my hands for many a year!

You're not missing much!.

> I'm more of a collector, I rarely ever use the items in my collection,
only
> maybe once a year to remember how to use them.

Use?, ah!, is that the idea?

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.462 / Virus Database: 261 - Release Date: 13/03/2003

1349. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 23:31:54 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns9340569D6B94tos4ever@195.130.132.65>
Source record: 28828
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**editors**
ftp://chapelie.rma.ac.be/atari/editors/ahcx_2.zip
: (64.282 bytes) A Handsome C teXt editor

**sound-utils**
ftp://chapelie.rma.ac.be/atari/sound-utils/sequenza.zip
:(565.228 bytes) Metronome and tuning fork for Atari, compatibles and
emulators

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>
```

1350. Re: Various hardware

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 23:32:49 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b50db6uuv1@newsg3.svr.pol.co.uk>
Source record: 28829

```
Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:b4vudn$f5l$2@tyfon.itea.ntnu.no...
> Well, got caught speeding on my motorcycle today, so I need to raise cash
> to pay the rather hefty fine :-(
>
> * Afterburner with 32Mb RAM. Complete with all cables/wires, works
> flawlessy.
> * Eclipse with ATI RageII graphics card.
> * Genius ethernet card with ROM-port adapter. Have been used with Falcon
> (with Afterburner), TT and STacy, works very well. Drivers for MiNT-Net
> and STiNG.
>
> *Reasonable* offers accepted.
>

Wow, you mustve been going some speed. Sorry dude.
```

1351. Re: Various hardware

Newsgroup: comp.sys.atari.st
Date: 2003-03-15 23:56:08 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b50eiompq1@tyfon.itea.ntnu.no>
Source record: 28830

Smeg <smeg_007@nospam.hotmail.com> wrote:

>> *Reasonable* offers accepted.

> Wow, you mustve been going some speed. Sorry dude.

Not really, but we do have some insane fines for traffic violations here
in Norway :-(

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1352. MagiCPC on Wine

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 04:01:56 UTC
From: Guy Harrison <swampdog@ntlworld.com>
Message-ID: <20030316040156.7c4dc888.swampdog@ntlworld.com>
Source record: 28831

...appears to work and chugged along pretty well. Just thought it worth a mention, though I doubt I'm the first to try it! ;-)

--
Guy Harrison

1353. Re: Various hardware

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 09:02:45 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e743d63$0$12821$afc38c87@news.optusnet.com.au>
Source record: 28834

Very sorry to here that. Have to try harder not to get caught next time.
Maybe you should invest in a radar detector.

Mark

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:b4vudn$f5l$2@tyfon.itea.ntnu.no...
> Well, got caught speeding on my motorcycle today, so I need to raise cash
> to pay the rather hefty fine :-(
>
> * Afterburner with 32Mb RAM. Complete with all cables/wires, works
> flawlessy.
> * Eclipse with ATI RageII graphics card.
> * Genius ethernet card with ROM-port adapter. Have been used with Falcon
> (with Afterburner), TT and STacy, works very well. Drivers for MiNT-Net
> and STiNG.
>
> *Reasonable* offers accepted.
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

1354. Re: Various hardware

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 09:44:33 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b51h66$4lt$1@news6.svr.pol.co.uk>
Source record: 28835

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:b50eiompq1@tyfon.itea.ntnu.no...
> Smeg <smeg_007@nospam.hotmail.com> wrote:
>
> >> *Reasonable* offers accepted.
>
> > Wow, you mustve been going some speed. Sorry dude.
>
> Not really, but we do have some insane fines for traffic violations here
> in Norway :-(

The fines over here are fairly high, but whats worse is that its really easy
to lose your licence if you ride a bike.
Anything over 100mph or if you accumulate 12 points its an automatic ban.

Smeg.

1355. Re: Various hardware

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 13:00:26 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b51shacnl1@tyfon.itea.ntnu.no>
Source record: 28837

Smeg <smeg_007@nospam.hotmail.com> wrote:

> The fines over here are fairly high, but whats worse is that its really easy
> to lose your licence if you ride a bike.
> Anything over 100mph or if you accumulate 12 points its an automatic ban.

100mph, that would most likely put you in jail in this country... 35km/h
over the speed-limit, and the licence is lost for 8 months. I was doing
32km/h over the limit.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

1356. GE soft megadrive

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 13:01:52 UTC
From: eef <eef@dsv.nl>
Message-ID: <b51snc$g59$1@reader08.wxs.nl>
Source record: 28836

Who has the right driver for my GE soft megadrive external HD for the atari
1024.
Hope you help me.....
Thanx!!
Eef

1357. Atari 1040st newbee question

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 15:32:09 UTC
From: collectocrat <collectocrat@home.nl>
Message-ID: <b525bgusn1@news2.tilbu1.nb.home.nl>
Source record: 28838

Hi

I recently got a 1040st so I'm new to it.
I have 1 question (for now anyway).
Is there something I should do before I can use the mouse?

thanx

1358. Re: Word processor Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 15:39:02 UTC
From: somewhereinworld@runfaster.com
Message-ID: <3e749a51.26331032@news.wanadoo.fr>
Source record: 28839

Le 8 Mar 2003 23:55:28 -0800, thomas.raukamp@t-online.de (cousteau)
crit:

>Hi there.
>
>Try CyPress, it's good and it's free:
>http://www.inyourmind.de/content.asp?mid=1&bid=1&cid=1003

```
Hello,

Is there english version available?

Thanks

Thierry

*--------------------------
- Attention, adresse anti-spam - Enlevez le debut ! -
```

1359. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 15:50:36 UTC
From: RED <redodd@comcast.net>
Message-ID: <8W-dnW7VtKDYAOmjXTWcpQ@comcast.com>
Source record: 28840

"Bo Snyder" <snyder@gonzaga.edu> wrote in message
news:b4on1h$gc3$1@ns2.gonzaga.edu...
> >
> > Its probably an ICD Adspeed accelerator, or unlikely but maybe an ICD
SCSI
> > Host adapter (dont remember an internal one being made though).
> >
> > The ICD website seems to have been deleted though there are quite a few
> hits
> > in google for "atari ICD Adspeed", but as its late (early?) im not gonna
> > trough thru that lot, i'll leave that upto you.
> >
> > BTW, Atari rip-off-shop
> > (http://www.atari-workshop.co.uk/products/accelerators.htm) list the
> adspeed
> > at £90, whether they have one or not is another matter.
>
> My booboo- yes it is an ICD ADSpeed, not ADStart.. dunno what i was
> thinking..:-)
>
> Bo

Bo,

Here's a link to some cd images for the ST. The Atari1.zip file has the
software for your ADSpeed. The other images are mostly games.

Ralph

1360. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 15:52:45 UTC
From: RED <redodd@comcast.net>
Message-ID: <sv2cne4-muFYAOmjXTWcpw@comcast.com>
Source record: 28841

"Bo Snyder" <snyder@gonzaga.edu> wrote in message
news:b4on1h$gc3$1@ns2.gonzaga.edu...
> >
> > Its probably an ICD Adspeed accelerator, or unlikely but maybe an ICD
SCSI
> > Host adapter (dont remember an internal one being made though).
> >
> > The ICD website seems to have been deleted though there are quite a few
> hits
> > in google for "atari ICD Adspeed", but as its late (early?) im not gonna
> > trough thru that lot, i'll leave that upto you.
> >
> > BTW, Atari rip-off-shop
> > (http://www.atari-workshop.co.uk/products/accelerators.htm) list the
> adspeed
> > at ?90, whether they have one or not is another matter.
>
> My booboo- yes it is an ICD ADSpeed, not ADStart.. dunno what i was
> thinking..:-)
>
> Bo

Oops. Clicked too fast. Here's the link.

ftp://atarist:tt030mega4@jeffn.com/Atari/

Ralph

1361. Re: Atari 1040st newbee question

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 16:15:12 UTC
From: DJPsymiley <amplitude@MAPSSPAMkoloth.co.uk>
Message-ID: <3e74a312$0$4844$cc9e4d1f@news.dial.pipex.com>
Source record: 28842

> I recently got a 1040st so I'm new to it.
> I have 1 question (for now anyway).
> Is there something I should do before I can use the mouse?

Well, what type of mouse have you got and where are you plugging it?

It needs to be a Bus mouse (very old) and plugs into port 1 under the ST.

If you got that right, it'll work - if not, make sure you 'do' have a Bus mouse and it works.

Dan.

1362. Re: Atari 1040st newbee question

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 16:37:50 UTC
From: collectocrat <collectocrat@home.nl>
Message-ID: <b5296b$ra6$1@news2.tilbu1.nb.home.nl>
Source record: 28843

"DJPsymiley" <amplitude@MAPSSPAMkoloth.co.uk> schreef in bericht
news:3e74a312$0$4844$cc9e4d1f@news.dial.pipex.com...
> > I recently got a 1040st so I'm new to it.
> > I have 1 question (for now anyway).
> > Is there something I should do before I can use the mouse?
>
> Well, what type of mouse have you got and where are you plugging it?
>
> It needs to be a Bus mouse (very old) and plugs into port 1 under the ST.
>
> If you got that right, it'll work - if not, make sure you 'do' have a Bus
> mouse and it works.
>
> Dan.
>
>
I guess the mouse just doesnt work. It's a Tulip btw.

1363. Re: My 1040stf that i got.

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 18:32:47 UTC
From: Bo Snyder <bobo_snyder@hotmail.com>
Message-ID: <jr3da.3765$jA2.381037@newsread2.prod.itd.earthlink.net>
Source record: 28845

"RED" <redodd@comcast.net> wrote in message
news:sv2cne4-muFYAOmjXTWcpw@comcast.com...
>
> > My booboo- yes it is an ICD ADSpeed, not ADStart.. dunno what i was
> > thinking..:-)
> >
> > Bo
>
> Oops. Clicked too fast. Here's the link.
>
> ftp://atarist:tt030mega4@jeffn.com/Atari/
>
> Ralph

Thank you very much.. I will have to get those images a little later when i am at work. My isp at home prevents downloads greater than 180 megs in a 4 hour peroid (i have direcpc) and if i download more than that, my connection gets throttled down to about 20kb-30kb (less than a bad dialup connection).

Thanks again though,
Bo

1364. Re: your interest in additional ct60 features?

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 19:11:25 UTC
From: rand@cd.chalmers.se
Message-ID: <b52i8tfha1@eol.dd.chalmers.se>
Source record: 28746

In article <Pine.MNT.4.31.0303120431450.205-100000@hadesbox>,
<ozk@atari-RULES.org> wrote:
>On Thu, 27 Feb 2003, Frank Naumann wrote:
>
>> Hello!
>>
>> > > 2. ethernet cards
>> > > pci gives us a flexible and simple solution how to connect TONS of
>> > > available (and cheap) eth cards
>>
>> Just a side note, rtl8139 based network cards (that are the 'TONS' you are
>> speaking of) require busmaster DMA to work. So the PCI bus adapter must

Aren't there still a few cheap NE2000 compatibles around?
IIRC, those don't need to be bus masters.
(I'm reasonably certain it was an NE2000 that Sven (the Eclipse designer)
wrote some kind of Eclipse driver for.)

> Yes, a PCI Adapter without busmaster capabilities is a dead PCI adapter.

The whole point with PCI is indeed to use bus mastering and burst transfer.
Without that, you will often end up transfering data at less than 10% of
the theoretical maximum speed (and you will of course tie up the CPU).

>This is the very reason Eclipse is useless with 99% of current PCI cards!

The Eclipse was designed to be used with a graphics card, and was sold
as such (just like the NOVA boards, which were really ISA bridges, IIRC).
I'm not aware of any PCI graphics cards that really _require_ bus master
support.
The Eclipse is also limited by the 16 bit Falcon bus to a bandwidth even
lower than the 10% mentioned above.

Still, bus mastering could have been somewhat useful. It would probably
have been a bit painful to implement, though, since the PCI bus is twice
as wide as the Falcon bus, and several times faster.
On burst writes, it would have been necessary for the PCI bridge to do
a 'disconnect with data' after a single 32 bit word was transferred
(since the bridge would need to access the Falcon bus 16 bit at a time
to write the data).
No burst read could ever get more than one 32 bit word, and the bridge
would likely need to answer with 'retry' first to give itself time to
fetch two words over the Falcon bus.

I believe it would have been possible (with a larger CPLD and thus a
more expensive board (and of course, more work)) to get some kind of bus

master capability on the Eclipse. The performance improvement would
likely have been quite small, but it might have enabled the use of
soundcards and ethernet cards, for example, to some degree.

>A PCI solution for the ct60 MUST be a 100% complete PCI implementation,
>else it will be useless.

Anyway, this is not a problem since at least one free bus master capable
PCI core is available. See www.opencores.org.

PCI bridges like the PLX9054 etc aren't really very expensive either.

The 'only' problem is building the board.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1365. Re: Does a program like this exist?

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 19:40:14 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e74d31e.0@entanet>
Source record: 28757

Hi,

I think this might work, I haven't tried it....

Create a Papyrus doc with an image in the desired folder called
A.IMG for instance.

Using Cubase print the file to the folder overwriting the A.IMG
file.

When the PAP document is opened it will show the new image.

With Multitasking, OLGA might make this even simpler by updating
the Papyrus document while Paprus is running. I'm not sure about
that bit.

Worth a try.

Regards,

Peter

On 6 Mar 2003 06:00:29 G, Michael and Nicole Freeman wrote:
>Hello!
>
> I was wondering, does anyone know of a program, preferably one that runs
>from a TSR, ACC, and/or CPX, that can monitor a specific folder, and when an
>IMG file is dropped into it, automatically print that image through whatever
>GDOS/NVDI printer you have set?
>
> My reasoning: I'm still frustrated with the fact that Cubase won't print
>because it doesn't support my printer. It can, however, print IMG files in
>whatever folder you assign them to. Right now, I have to print them to an
>IMG file, quit, run Papyrus, center everything on the page, then print. And
>for multiple-page printouts, I have to reload it into Papyrus, center it
>again, and print again for each page. Then, if I notice something I need to
>change, I have to reverse everything, go back to Cubase, make the changes,
>then go through the process again. If I could simply have some kind of TSR,
>ACC, CPX, or whatever would work in single-tasking, monitoring a folder, and
>automatically print when it sees a file is saved (and closed by its parent
>program), it would be the next best thing to having new printer drivers for
>Cubase! The program could then delete the files (or send them to an archive
>folder), so it doesn't get confused by old files.
>
> This would be beneficial for people like me who find themselves stuck in
>a situation where the available drivers don't work. This can happen in
>Cubase, PageStream, ImageCopy, and lots of other programs that have their

>own drivers and don't support printing through GDOS or NVDI.
>
> Any ideas if this program exists? If not, anyone want to take a shot at
>it? :)
>
> Mike Freeman
> nameerf@flash.net
>
>.

1366. Re: Various hardware

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 20:03:32 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b52lakpkp1@tyfon.itea.ntnu.no>
Source record: 28747

Rustynutt <rustynuttspamblock@hotmail.com> wrote:

> I would like to have the PCI setup, but don't remember what retail
> was.

I paid around NOK2000 (~270USD) for it way back in 2000.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1367. Atari ST gamesprogrammers

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 20:21:08 UTC
From: R Franklin <r.franklin1@ntlworld.com>
Message-ID: <S45da.2072$4e7.1452@newsfep1-gui.server.ntli.net>
Source record: 28748

Anyone know what any of the big Atari/Amiga games programmers & musicians have gone on to do since?

This questions was sparked by a program I saw on BBC2 (UK) with a theme tune credited to David Whittaker (the same?).

Keith

1368. NOVA Video card and network card

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 21:34:14 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e74edfc$0$142$e4fe514c@dreader5.news.xs4all.nl>
Source record: 28749

I just got myself an Atari MegaSTE with a NOVA graphics adapter. i opened the box and saw it had an ISA videocard. i was wondering if this adapter also supports ISA networkcards. Did anyone try it and are there drivers for it. I like to use a NE2000 compatible ISA card.

TXG/MNX

1369. Semi-broken STE - Help!

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 21:47:47 UTC
From: badactress <black@sabbath.freeserve.co.uk>
Message-ID: <b52rk1$ig2$1@newsg4.svr.pol.co.uk>
Source record: 28750

Hi,

I just picked up a 520STE at carboot sale for £1!

Just the 'puter.. no leads or anything. I didn't really expect it to work, but surprisingly it is showing signs of life.. I could do with some help to nurse it back to full health though.

It powers up and checks floppy drive ok.. then maybe 50% of the time, the GEM desktop appears, and for a few minutes I can move mouse pointer, access menus etc.. Then the screen goes black, and the floppy disk will click and whirr... If I leave it, the screen seems to alternate between white, fading to black.. then suddenly white again. The change from white to black seems to coincide with the floppy drive being accesssed.

If I switch off, then back on it will usually be ok again.. for a while..

I've opened it up and pressed down on all the socketed chips I could see (2 under floppy drive and 1 square chip in big big recessed socket to the right under the keyboard), removed & refitted the memory simms, which seems to have made it run a little longer before dying, but it still isn't very happy.

I'd love to get it working so if anybody could suggest anything I'd really appreciate any help.

Cheers!
Norm

1370. Re: Semi-broken STE - Help!

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 22:34:35 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <b52u5rlnr1@reader2.panix.com>
Source record: 28751

That is a good mystery. First, check the power supply voltage with a digital voltmeter. Low voltages can cause some really strange things. If the power supply works at all, which it does, there is a capacitor that looks like it has had to much to eat on it, and is probably leaking, if not dripping its insides out. If a capacitor does not look pretty, for a first cut, replace it.

The floppy runs off 12 VDC, and that load should not cause anything else to happen, unless the power supply is defective, and the 12 v load pulls down the 5 v line.

From the symptoms and the power supply circuit diagram (typical) you need to replace two 470 uF capacitors.

Check the voltages first.

Jim

badactress <black@sabbath.freeserve.co.uk> writes:

: Hi,

: I just picked up a 520STE at carboot sale for £1!

: Just the 'puter.. no leads or anything. I didn't really expect it to work,
: but surprisingly it is showing signs of life.. I could do with some help to
: nurse it back to full health though.

: It powers up and checks floppy drive ok.. then maybe 50% of the time, the
: GEM desktop appears, and for a few minutes I can move mouse pointer, access
: menus etc.. Then the screen goes black, and the floppy disk will click and
: whirr... If I leave it, the screen seems to alternate between white, fading
: to black.. then suddenly white again. The change from white to black seems
: to coincide with the floppy drive being accesssed.

: If I switch off, then back on it will usually be ok again.. for a while..

: I've opened it up and pressed down on all the socketed chips I could see (2
: under floppy drive and 1 square chip in big big recessed socket to the right
: under the keyboard), removed & refitted the memory simms, which seems to
: have made it run a little longer before dying, but it still isn't very
: happy.

: I'd love to get it working so if anybody could suggest anything I'd really
: appreciate any help.

: Cheers!
: Norm

```
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

1371. Re: NOVA Video card and network card

Newsgroup: comp.sys.atari.st
Date: 2003-03-16 22:50:19 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b52v3a$1al$1@tyfon.itea.ntnu.no>
Source record: 28752

TXG <txg01@xs4all.nl> wrote:
> I just got myself an Atari MegaSTE with a NOVA graphics adapter. i opened
> the box and saw it had an ISA videocard. i was wondering if this adapter
> also supports ISA networkcards. Did anyone try it and are there drivers for
> it. I like to use a NE2000 compatible ISA card.

It won't work, the Nova ISA-adapter only works with the graphics card.
It's made specifically for this. You can get a Panther II ISA-adapter
though, this has two ISA-slots and will work with both a graphics card
(ET4000) and a ethernet card (NE2000 IIRC).

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1372. MyAtari launch March 2003 issue!

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 00:37:24 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0303161637.35ea617b@posting.google.com>
Source record: 28753

I am pleased to announce the launch of the March 2003 issue of MyAtari, featuring:

- Foreword
- Tip of the day
- Atari Day in the Netherlands
- Retrovision III
- Atari lives on in many form factors

To read this issue and more, please visit http://www.myatari.net

Regards,

Matthew Bacon, Editor

1373. Atari Online News, Etc. #05-11

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 01:35:44 UTC
From: danap8@aol.comno-spam
Message-ID: <20030316203544.09553.00000075@mb-da.aol.com>
Source record: 28754

```
A-ONE #0511 03/14/03

~ Best Spyware Stopper! ~ People Are Talking! ~ AtarICQ Update News!
~ More Action, Less Gore ~ Utah Spam Dismissed! ~ New Yaha-Q Worm!
~ Yahoo To Reduce Spam! ~ Console Price Cuts? ~ UK JagFest News!
~ Video Game Violence! ~ Spam Fight Continues! ~ No Halo 2 in 2003!

-* Opt Out of Pop-Ups On AOL! *-
-* Kansas Wants Filters In Libraries! *-
-* Study: Online Sales-Tax Losses Overstated! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1374. Re: Semi-broken STE - Help!

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 02:29:09 UTC
From: DJPsymiley <amplitude@MAPSSPAMkoloth.co.uk>
Message-ID: <3e7532f7$0$22004$cc9e4d1f@news.dial.pipex.com>
Source record: 28755

> It powers up and checks floppy drive ok.. then maybe 50% of the time, the
> GEM desktop appears, and for a few minutes I can move mouse pointer,
access
> menus etc.. Then the screen goes black, and the floppy disk will click and
> whirr... If I leave it, the screen seems to alternate between white,
fading
> to black.. then suddenly white again. The change from white to black seems
> to coincide with the floppy drive being accesssed.
>
> I've opened it up and pressed down on all the socketed chips I could see
(2
> under floppy drive and 1 square chip in big big recessed socket to the
right
> under the keyboard), removed & refitted the memory simms, which seems to
> have made it run a little longer before dying, but it still isn't very
> happy.

I had a similar problem when I soldered a 4MB stick of ram in my ST. (I labled the data lines wrong, which meant the system couldnt access the memory banks).

In your case, if its not the power supply, I reckon the memory connectors have a bad contact, which get worse as the system expands to heat.

Try diff sticks, swap the order or just abraise (sp?) the contact pads on the ram with a little wire wool.

Dan.

1375. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 04:47:31 UTC
From: sidcelery@cix.co.uk
Message-ID: <b53k12$60n$1@thorium.cix.co.uk>
Source record: 28756

On 11 Mar 2003 17:24:08 , <derryck@.cix.co.uk.invalid> wrote:
> Ah, it's Mr. Celery :-)

I'm a vegetable...

>>> As I've already stated: The very latest version of CAB2.8 with all
>>> the help files is available from Atari Workshop.
>> Do my ears (eyes) deceive me?!
>> Where's their bloomin' number gone...
>
> (0)134 890008
>
> http://www.atari-workshop.co.uk

El goes home early on a Friday. Guess it'll have to be their
website...

rgds
H

1376. Re: MagiCPC on Wine

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 07:24:19 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1047893591.906006@blade.atari-source.com>
Source record: 28758

Guy Harrison wrote:

>
> ...appears to work and chugged along pretty well. Just thought it worth a
> mention, though I doubt I'm the first to try it! ;-)
>
>

I also got this to work pretty well but I must point out Aranym is a much
better idea as it has native *nix support, ethernet, sound, high rez
(videl_ video as well as much faster emulation via the JIT.

Thanks,
Mark
http://atari-source.com

1377. Re: Semi-broken STE - Help!

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 09:07:38 UTC
From: Frederic Pecourt <fpecourt@ifrance.com.invalid>
Message-ID: <3E75905A.8E83FF13@ifrance.com.invalid>
Source record: 28759

Hi

I got the exact same problem some 10 years ago, but due to the pin of
the mfp68901 used for monochrome detection. It had most probably been
electronicaly damaged after many hot pluging-unpluging sequences on my
TV. After some minutes, when the chip got warm enough, it started
switching by itself from colour to mono indefinitely.....which drove the
ST into a reset loop where the screen turns to black during reset, while
white a few seconds later, til the next reset ! I had to have the chip
replaced.......

I would bet on that reason in your case !

Fred

badactress wrote:
>
> Hi,
>
> I just picked up a 520STE at carboot sale for ï¿½1!
>
> Just the 'puter.. no leads or anything. I didn't really expect it to work,
> but surprisingly it is showing signs of life.. I could do with some help to
> nurse it back to full health though.
>
> It powers up and checks floppy drive ok.. then maybe 50% of the time, the
> GEM desktop appears, and for a few minutes I can move mouse pointer, access
> menus etc.. Then the screen goes black, and the floppy disk will click and
> whirr... If I leave it, the screen seems to alternate between white, fading
> to black.. then suddenly white again. The change from white to black seems
> to coincide with the floppy drive being accesssed.
>
> If I switch off, then back on it will usually be ok again.. for a while..
>
> I've opened it up and pressed down on all the socketed chips I could see (2
> under floppy drive and 1 square chip in big big recessed socket to the right
> under the keyboard), removed & refitted the memory simms, which seems to
> have made it run a little longer before dying, but it still isn't very
> happy.
>
> I'd love to get it working so if anybody could suggest anything I'd really
> appreciate any help.
>
> Cheers!
> Norm

1378. Re: Word processor Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 09:51:58 UTC
From: <>
Message-ID: <1047973692-56232AEicMi@ntlworld.com>
Source record: 28780

From: somewhereinworld@runfaster.com (Thierry A.C)
Date: Sun, 16 Mar 2003 15:39:02 GMT

>>Try CyPress, it`s good and it`s free:
>>http://www.inyourmind.de/content.asp?mid=1&bid=1&cid=1003
>
>Hello,
>
>Is there english version available?

I thought I'd mentioned this before.

English resource files etc for CyPress 1.73 from the DDP section of my
web site, address in sig.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1379. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 09:58:12 UTC
From: <>
Message-ID: <1047973694-56412AEicMi@ntlworld.com>
Source record: 28781

Hi Harry,

>El goes home early on a Friday. Guess it'll have to be their
>website...

How did you get on?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1380. Re: Semi-broken STE - Help!

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 10:34:39 UTC
From: badactress <black@sabbath.freeserve.co.uk>
Message-ID: <b5495e$7uf$1@news6.svr.pol.co.uk>
Source record: 28760

Frederic Pecourt <fpecourt@ifrance.com.invalid> wrote in message
news:3E75905A.8E83FF13@ifrance.com.invalid...
> Hi
>
> I got the exact same problem some 10 years ago, but due to the pin of
> the mfp68901 used for monochrome detection. It had most probably been
> electronicaly damaged after many hot pluging-unpluging sequences on my
> TV. After some minutes, when the chip got warm enough, it started
> switching by itself from colour to mono indefinitely.....which drove the
> ST into a reset loop where the screen turns to black during reset, while
> white a few seconds later, til the next reset ! I had to have the chip
> replaced.......
>
> I would bet on that reason in your case !
>
> Fred

Thanks! I'm going to try everything that everyone has suggested. I'm not any kind of electronics expert, but somehow your description seems to match very closely what is happening with my STe. Especially as I've discovered another problem connected with screen resolution.. If I switch from low to medium res, the ST often (not always) freezes for 5-10 seconds while floppy drive whirrs and clicks.. Then it will either switch to med res, or will go into the black -> white screen reset loop.

Maybe a coincidence..?

Do ST's usually access the floppy-drive during a change of screen resolution? I don't remember mine doing this (though was long time ago).

Thanks!
Norm

1381. Re: Semi-broken STE - Help!

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 10:38:10 UTC
From: badactress <black@sabbath.freeserve.co.uk>
Message-ID: <b5495f$7uf$2@news6.svr.pol.co.uk>
Source record: 28761

DJPsymiley <amplitude@MAPSSPAMkoloth.co.uk> wrote in message
news:3e7532f7$0$22004$cc9e4d1f@news.dial.pipex.com...

> I had a similar problem when I soldered a 4MB stick of ram in my ST. (I
> labled the data lines wrong, which meant the system couldnt access the
> memory banks).
>
> In your case, if its not the power supply, I reckon the memory connectors
> have a bad contact, which get worse as the system expands to heat.
>
> Try diff sticks, swap the order or just abraise (sp?) the contact pads on
> the ram with a little wire wool.

Thanks.. I'll try this.. I think I've even got some spare Atari Simms
somewhere so will try different ones in case the memory chips might be bad.

Really want to get this working.. I'm quite excited to have an ST again! I
Always regretted selling mine.

Thanks,
Norm

1382. Re: Semi-broken STE - Help!

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 10:44:55 UTC
From: badactress <black@sabbath.freeserve.co.uk>
Message-ID: <b5495g$7uf$3@news6.svr.pol.co.uk>
Source record: 28762

Jim DeClercq <jimd@panix2.panix.com> wrote in message
news:b52u5rlnr1@reader2.panix.com...
> That is a good mystery. First, check the power supply voltage with a
> digital voltmeter. Low voltages can cause some really strange things. If
> the power supply works at all, which it does, there is a capacitor that
> looks like it has had to much to eat on it, and is probably leaking, if
> not dripping its insides out. If a capacitor does not look pretty, for a
> first cut, replace it.
>
> The floppy runs off 12 VDC, and that load should not cause anything else
> to happen, unless the power supply is defective, and the 12 v load pulls
> down the 5 v line.
>
> From the symptoms and the power supply circuit diagram (typical) you need
> to replace two 470 uF capacitors.
>
> Check the voltages first.
>
> Jim

Thanks Jim, Just looking under the sheilding, the capacitors look ok.. None of the leaking and dripping that you described. I'm going to check the voltages tonight after work. From what you say, I think you're right that the floppy shouldn't drain enough power to crash the system.. I guess it's a symptom rather than the cause of the problem.

I have to admit I'm a bit nervous about replacing anything that involves soldering, but I might have to get my hands dirty this time! I don't want this ST to end up stuck in the back of a cupboard.. Really want to get it working!

No doubt I'll be back with more questions after I've tried everybody's suggestions!

Thanks for quick response!
Norm

1383. Sell: SCSI Scanner for Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 11:06:01 UTC
From: bkx@gmx.de
Message-ID: <1dcdfbae.0303170306.4d450dc2@posting.google.com>
Source record: 28763

I sell a SCSI Scanner for Atari.
http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=11207&item=3407501841&rd=1

1384. Sell: Falcon with Afterburner040 & Nova Graphics Card, Tower

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 11:17:50 UTC
From: bkx@gmx.de
Message-ID: <1dcdfbae.0303170317.3d9228cf@posting.google.com>
Source record: 28764

I want to sell my Falcon:
With:
Afterburner 040 @ 32 MHz and 64 MB FastRAM (full 68040 mith fpu and
mmu)
Nova true color graphics card 2 MB DRAM 800*600*32 bit (True color),
1024*768 16 bit (High Color)
50 MHz DSP
4 MB ST-RAM
TOS 4.04
Clockpatch
60 MB IDE
2 GB SCSI
built in a MIDI Tower with internal and external SCSI, external
ROM-Port, PC-Keyboard Interface
12x CD ROM
4x CD Burner
270 MB Syquest with 4*270 MB discs
external 650 MB PD (optical Phase Changer) with 3*650 MB discs
All together with software, mouse, keyboard.

eMail me and tell me how much you want to pay.

Maybe a 15" TFT Display thats works fine with the Nova.

I have also many software, books and other atari hardware, please ask
me.

Does someone want a Steinberg digital interface for falcon? Together
with Cubase Audio.

I live in germany, europe. So please tell me how much you want to pay
in Euro.

regards
Benjamin

1385. Re: Falcon with Afterburner040 & Nova Graphics Card, Tower

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 12:58:40 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3e75c692$0$27950@echo-01.iinet.net.au>
Source record: 28765

I suggest you put this computer on EBay and ship world wide, you will get a respectable amount for sure.

"Benjamin" <bkx@gmx.de> wrote in message news:1dcdfbae.0303170317.3d9228cf@posting.google.com...
> I want to sell my Falcon:
> With:
> Afterburner 040 @ 32 MHz and 64 MB FastRAM (full 68040 mith fpu and
> mmu)
> Nova true color graphics card 2 MB DRAM 800*600*32 bit (True color),
> 1024*768 16 bit (High Color)
> 50 MHz DSP
> 4 MB ST-RAM
> TOS 4.04
> Clockpatch
> 60 MB IDE
> 2 GB SCSI
> built in a MIDI Tower with internal and external SCSI, external
> ROM-Port, PC-Keyboard Interface
> 12x CD ROM
> 4x CD Burner
> 270 MB Syquest with 4*270 MB discs
> external 650 MB PD (optical Phase Changer) with 3*650 MB discs
> All together with software, mouse, keyboard.
>
> eMail me and tell me how much you want to pay.
>
> Maybe a 15" TFT Display thats works fine with the Nova.
>
> I have also many software, books and other atari hardware, please ask
> me.
>
> Does someone want a Steinberg digital interface for falcon? Together
> with Cubase Audio.
>
> I live in germany, europe. So please tell me how much you want to pay
> in Euro.
>
> regards
> Benjamin

1386. Re: Atari ST gamesprogrammers

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 15:20:44 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b54p8h$r30$1@newsg4.svr.pol.co.uk>
Source record: 28766

R Franklin <r.franklin1@ntlworld.com> wrote in message
news:S45da.2072$4e7.1452@newsfep1-gui.server.ntli.net...
> Anyone know what any of the big Atari/Amiga games programmers & musicians
> have gone on to do since?
>
> This questions was sparked by a program I saw on BBC2 (UK) with a theme
tune
> credited to David Whittaker (the same?).
>
> Keith
>

I spoke (email) to Tim Follin last year. He is still making music but not
for computers, I think advertising or TV or something.

Smeg.

1387. Re: Atari 1040st newbee question

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 15:30:36 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b54pr0jeb1@news6.svr.pol.co.uk>
Source record: 28767

collectocrat <collectocrat@home.nl> wrote in message
news:b5296b$ra6$1@news2.tilbu1.nb.home.nl...
>
> "DJPsymiley" <amplitude@MAPSSPAMkoloth.co.uk> schreef in bericht
> news:3e74a312$0$4844$cc9e4d1f@news.dial.pipex.com...
> > > I recently got a 1040st so I'm new to it.
> > > I have 1 question (for now anyway).
> > > Is there something I should do before I can use the mouse?
> >
> > Well, what type of mouse have you got and where are you plugging it?
> >
> > It needs to be a Bus mouse (very old) and plugs into port 1 under the
ST.
> >
> > If you got that right, it'll work - if not, make sure you 'do' have a
Bus
> > mouse and it works.
> >
> > Dan.
> >
> >
> I guess the mouse just doesnt work. It's a Tulip btw.
>

You cant plug flowers into the mouse port, they just wont grow! :-)

Soz.

Err, if you have an Atari mouse (some amiga mice have a switch on the bottom
saying AT/AM so you can use those) then you just plug it in under the
keyboard and it will work straight away without any drivers. If you havent,
but you have a PC serial mouse lying around, plug that into the serial port
at the back, and run genmouse.app off a floppy and you should get it to work
that way. Search the net for genmouse and you will find it.

Smeg.

1388. Best method to connect ST to VGA Monitor?

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 15:32:37 UTC
From: Chris Lang <chris_noxspamremove_topher.lang@plus.cable_noyspamremove_surf.de>
Message-ID: <b54puqev1@news.gatel.net>
Source record: 28768

Folks,

what would be the best method to connect an ST to a PC VGA Monitor? Possibly
a method which allows to use the colour and b/w modes of the ST with a
simple switch. Are there any schematics avail?

many thanks
Chris

1389. Logic Audio Falcon manual

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 15:48:04 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0303170748.742e5835@posting.google.com>
Source record: 28769

Hello there, thanks to the generosity of Clayton Murray, I have been able to photocopy the manuals for Logic Audio Falcon. The manuals are mostly oriented to the Mac, but apply to the Atari version as well. If anyone is using this program, and needs the manuals I have a couple of photocopied versions that I will mail out. Of course you need the dongle to make this program work. This is the manual for the Audio part of Logic only.
Mark

1390. Your abuse notification (fwd)

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 17:27:39 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <f1914866ccc4a7f09804e340829e0ab4@news.teranews.com>
Source record: 28770
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

```
>
>
> ---------- Forwarded Message ----------
> Date: Monday, March 17, 2003 5:49 PM +0100
> From: Tarapia Tapioco <[address removed by mcurrent]>
> To: mcurrent@carleton.edu
> Subject: Your abuse notification
>
> Dear mr. Current,
>
> first, please excuse us for the problem that the
> abuse of our resource caused to you.
>
> Your request is (trust me) absolutely polite, well formed and
> reasonable; we decided to skip the normal verification
> of identity and blocked the post to
>
> comp.sys.atari.8bit
> comp.sys.atari.st
> rec.games.video.atari
> rec.games.vid
>
> Please, announce , for maximum correctness, that
> the newsgroups your message was sent to were blocked receiving
> mail from Antani.
>
[...]
>
> ---------- End Forwarded Message ----------
>

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/
```

1391. Re: Semi-broken STE - Help!

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 18:28:13 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <b55440$14h$1@news7.svr.pol.co.uk>
Source record: 28771

>
> Do ST's usually access the floppy-drive during a change of screen
> resolution? I don't remember mine doing this (though was long time ago).
>

A change in resolution (whether between mono and RGB monitors, thus changing the state of the monitor detect pin, or between medium and low res using the options menu) always causes a full reset of the machine, and this of course includes checking to see if there's a disk in the floppy drive.

So, if you've got a res-changer button on your monitor lead (and no sensible ST owner shouldn't, or you'll wear out the socket in no time at all) make sure you've saved anything you've been doing before pushing it!

Tom

1392. Re: Best method to connect ST to VGA Monitor?

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 18:55:41 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b555ri$t4d$1@news6.svr.pol.co.uk>
Source record: 28772

Chris Lang
<chris_noxspamremove_topher.lang@plus.cable_noyspamremove_surf.de> wrote in
message news:b54puqev1@news.gatel.net...
> Folks,
>
> what would be the best method to connect an ST to a PC VGA Monitor?
Possibly
> a method which allows to use the colour and b/w modes of the ST with a
> simple switch. Are there any schematics avail?
>
> many thanks
> Chris
>

You can connect a most S/VGA monitors to a Mega/ST/E [IN MONO ONLY!] without having to trim the monitor (from inside!) but some will require it (usually the vertical and horizontal size needs expanding a little). However, because the horizontal timing on the ST is 15.75Khz and all VGA monitors (except the really old ones) wont sync lower than 31.5Khz you wont be able to use a VGA monitor with the ST in colour. If you can find an old monitor (NEC 2D, 3D etc spring to mind) then you will be in luck. There is a schematic around somewhere, I think its just a question of wiring the RGB lines straight up, then the syncs, and have a switch has two purposes 1. pulls the monitor port pin (13?) to ground which will reset the ST and set it into mono mode. 2. connect the mono signal at the ST's Port to the RGB inputs on the monitor.

Should be quite easy to do. (he says, never actually having done it...)

Smeg.

1393. Re: Your abuse notification (fwd)

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 20:01:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <NQpda.1594$eb1.107702@typhoon.sonic.net>
Source record: 28773
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In rec.games.video.atari Michael Current <mcurrent@carleton.edu> wrote:
<snip>
>>
>> Please, announce , for maximum correctness, that
>> the newsgroups your message was sent to were blocked receiving
>> mail from Antani.
>>
>> ---------- End Forwarded Message ----------
>
> --
> Michael Current mailto:mcurrent@carleton.edu
<snip>

What was this in response to, out of curiosity?

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

1394. Re: Best method to connect ST to VGA Monitor?

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 21:50:24 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0303171350.10fa5ac9@posting.google.com>
Source record: 28774

Chris Lang <chris_noxspamremove_topher.lang@plus.cable_noyspamremove_surf.de> wrote in message news:<b54puqev1@news.gatel.net>...
> Folks,
>
> what would be the best method to connect an ST to a PC VGA Monitor? Possibly
> a method which allows to use the colour and b/w modes of the ST with a
> simple switch. Are there any schematics avail?
>
Since ST High is mighty close to VGA, it is fairly easy to get ST High
on a VGA monitor. If you want color, you will need a scan convertor
of some type. Using a STFM or STe's video out to a video -> VGA
convertor is probably the simplest way, although you lose some
clarity.

Galen

1395. Re: Help: Mail crash

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 22:06:09 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3e7646cd$0$251$4c56ba96@master.news.zetnet.net>
Source record: 28775

On 11 Mar 2003 22:48:52 , Paul Williamson wrote:

>IIRC there can be a problem with Newsie if your mailbox is full. I think
>you cannot have more than 100 mails in an inbox. Worth a check, and if
>it's full, then you can move some to another mailbox, or just delete a
>few.

Not true.

In my Inbox with Newsie 0.96a I have over 1200 messages in it!

Cheers for now!

James


```
_____________________________________________________
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| ._____.
| | // //|
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
|the Club's website: http://www.cix.co.uk/~derryck |
-------------------------------------------------------
```

1396. Re: Best method to connect ST to VGA Monitor?

Newsgroup: comp.sys.atari.st
Date: 2003-03-17 23:21:56 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1030317192015.11340A-100000@halifax.chebucto.ns.ca>
Source record: 28776

Get a Falcon, if you can find one for sale. It can sync to all ST modes
(both low/medium colour and high b/w) as well as do S/VGA.

On Mon, 17 Mar 2003, Chris Lang wrote:

> Folks,
>
> what would be the best method to connect an ST to a PC VGA Monitor? Possibly
> a method which allows to use the colour and b/w modes of the ST with a
> simple switch. Are there any schematics avail?
>
> many thanks
> Chris
>
>
>
>
>

1397. Re: Copying Atari Disks to CD for use with CD enabled Atari or PC emulator

Newsgroup: comp.sys.atari.st
Date: 2003-03-18 01:13:45 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0303171713.57bd66c5@posting.google.com>
Source record: 28777

dglish@milwpc.com (Dave Glish) wrote in message
news:<50cabf78.0303150732.121360f@posting.google.com>...
> Does anyone know of a good program for copying Atari disks to CD for
> use on either a CD enabled Atari or with an Atari emulator on a PC. I
> have a couple of hundered disks from an old Atari club that I would
> like to archive to a CD. The disks are all shareware that was
> originally collected by MilAtari here in Milwaukee.

You can write ISO9660 disks on CDWriter by Anodyne Software, among
others. You can keep the data in TOS-ready form or convert them to
.ST or similar files for emulation.

Try www.anodynesoftware.com.

>
> I recently built an All-In-One Atari in a PC case and added a CDRom
> drive. It was mainly a project to see if I could do it. The Atari
> works great.

Interesting! Are your drives SCSI or IDE?

Galen

1398. Is there anyone else interested in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-03-18 01:19:16 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0303171719.7f187494@posting.google.com>
Source record: 28778

I've been pondering Laurent's Eiffel card for using PS/2 mice and keyboards for a while. Unfortunately, 3 emails to Laurent haven't received any response. Since he was kind enough to release the drivers, it is mostly a matter of building a simple board (which can even be done on a breadboard) and programming a single chip. Unfortunately, I don't own a EPROM writer, and I note they are around $60 US. This seems a bit much for me to buy for a single use, so I'm wondering...

1) Is anyone willing to build Eiffels?

2) Is anyone willing to burn EPROMS on their equipment?

3) Is anyone willing to purchase EPROMS if I go to the trouble of purchasing and learning how to usee the burner? (I doubt it's difficult, but I really don't know for sure).

Galen

1399. my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-18 06:34:22 UTC
From: dianeandsteve@SPAMMclaraSPAMM.co.uk
Message-ID: <1fs07i0.yi4ai21jbamyoN%dianeandsteve@SPAMMclaraSPAMM.co.uk>
Source record: 28779

Hi, got quite a lot of shareware and PD stuff at the site now along with lots of games (menu CDs). Always on the lookout for more menu cds:) So plz upload if u find something worthwhile to download.
Thank you & enjoy:)

--
Steve
= = =
dianeandsteve@clara.co.uk
ftp @ massiveftp.serveftp.com

1400. Re: Is there anyone else interested in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-03-18 10:39:22 UTC
From: <>
Message-ID: <1047983202-83906AEicMi@ntlworld.com>
Source record: 28782

From: ekaljuma@mtsac.edu (Galen)
Date: 17 Mar 2003 17:19:16 -0800

>Unfortunately, I don't own a EPROM writer, and I note they are around
>$60 US. This seems a bit much for me to buy for a single use, so I'm
>wondering...

Eiffel uses a PIC processor, somewhat different to an E(E)PROM.

There is a link to a simple PIC programmer on the Eiffel web page that
works via the serial port under ANY platform which I'm sure will work
quite well, since the actual compiled code is supplied with the Eiffel
archive?

It should be quite easy to build the programmer on a breadboard too, but I
would recommend not using a breadboard for the adaptor itself. Better on
the PCB, or maybe stripboard with all unused sections of tracks isolated.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1401. eBay: Atari Games

Newsgroup: comp.sys.atari.st
Date: 2003-03-18 13:21:11 UTC
From: bkx@gmx.de
Message-ID: <1dcdfbae.0303180521.6d8d5d5@posting.google.com>
Source record: 28783

Hi,

now i begin to sell my Atari things thru eBay. At first I sell all my
Games. Look here:
http://members.ebay.de/aboutme/atari-treasury/

thanks.
Benjamin

1402. Searching an C64 Emulator...

Newsgroup: comp.sys.atari.st
Date: 2003-03-18 14:46:40 UTC
From: Christian Potzinger <misc1@ravenclaw.at>
Message-ID: <Xns9342A08D94DECJP@ID-53935.user.dfncis.de>
Source record: 28784

Hello.

...for the Atari 520ST. Exist such a Software? Thanks.
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

1403. Re: Is there anyone else interested in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-03-18 16:17:40 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fs10z3.ylpuo5wv51j6N%NOSPAMS@wanadoo.fr>
Source record: 28785

<derryck@.cix.co.uk.invalid> wrote:

> From: ekaljuma@mtsac.edu (Galen)
> Date: 17 Mar 2003 17:19:16 -0800
>
> >Unfortunately, I don't own a EPROM writer, and I note they are around
> >$60 US. This seems a bit much for me to buy for a single use, so I'm
> >wondering...
>
> Eiffel uses a PIC processor, somewhat different to an E(E)PROM.
>
> There is a link to a simple PIC programmer on the Eiffel web page that
> works via the serial port under ANY platform which I'm sure will work
> quite well, since the actual compiled code is supplied with the Eiffel
> archive?
>

You can try http://perso.wanadoo.fr/didierm/files/pic_dev.zip
but you need a 68020 or more (tested under falcon).
Inside the archive there are gputils (assembler) and prog84
(programmer).
I use this tools for the Eiffeil card.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

1404. Re: Semi-broken STE - Help!

Newsgroup: comp.sys.atari.st
Date: 2003-03-18 18:10:39 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <x8pFmBafE2d+EwMg@my-ste.demon.co.uk>
Source record: 28786

On Mon, 17 Mar 2003, Tom McEwan wrote:-

>A change in resolution (whether between mono and RGB monitors, thus changing
>the state of the monitor detect pin, or between medium and low res using the
>options menu) always causes a full reset of the machine,

Fortunately this isn't the case when switching between low and medium
res. A low/medium <-> high res change will perform a warm boot so
everything gets reloaded.

When changing between low and medium res, GEM is re-initialised and this
means reloading any desk accessories and the desktop.inf/newdesk.inf
file. Any auto-folder programs that remain in memory are still there
after a low <-> medium res change.

>and this of course includes checking to see if there's a disk in the
>floppy drive.

My experience was that the floppy was read only if the ST didn't have a
hard drive, or the desktop was saved with an open window for A: or B:

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 47Mnodes/sec
AMD Duron/1100 256Mb SuSE 7.3 |
AMD Duron/950 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 256Mb SuSE 7.3

1405. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-18 18:47:58 UTC
From: dianeandsteve@SPAMMclaraSPAMM.co.uk
Message-ID: <1fs15i2.1jfzjvo6tnkkcN%dianeandsteve@SPAMMclaraSPAMM.co.uk>
Source record: 28787

> Hi, got quite a lot of shareware and PD stuff at the site now along with
> lots of games (menu CDs). Always on the lookout for more menu cds:) So
> plz upload if u find something worthwhile to download.
> Thank you & enjoy:)

please note, if you're trying to connect to my ftp site and it appears
to 'hang' just after entering your username (of anonymous) then try
PASSIVE mode.

You may need to select PASSIVE mode in both your ftp client application
AND the operating system

WindowsXP and MacOSX users may need to disable the firewall within the
OS... though this i cannot confirm 100% as i'm using OS9!! (but this HAS
worked for other people). This is because my ftp server is behind a
router/firewall, apparently!

HTH!
--
Steve
= = =
dianeandsteve@clara.co.uk
ftp & http = massiveftp.serveftp.com

1406. Lemmings II - save disk problems - HELP!

Newsgroup: comp.sys.atari.st
Date: 2003-03-18 19:23:28 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <b57rnj$14l$1@news6.svr.pol.co.uk>
Source record: 28788

Anyone else have problems saving and loading games in the STE version of Lemmings II - The Tribes?

I'm running it on an STE fitted with a low density drive, and sometimes when saving or loading the drive makes unpleasant crunching sounds. I've run the machine with the drive cover off, and it turns out that sometimes the disk head is actually trying to go past the end of the disk and is hitting the spindle in the middle! This only happens in Lemmings II, all other games are fine. We've tried doing what the hackers do, and making a custom disk image with extra tracks and sectors, but it didn't help.

Any suggestions?

I've heard from a friend that the Mac version has similar problems..

1407. Re: Trying to get STiNG operating again...

Newsgroup: comp.sys.atari.st
Date: 2003-03-18 19:34:35 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e7774cb.0@entanet>
Source record: 28794

On 7 Mar 2003 00:38:39 G, Michael and Nicole Freeman wrote:
>Hello!
>
> After much happiness with MagicNet, I'm going to have to move back to
>STiNG for a while, because I am getting a SCSI/Link-3 Ethernet adapter (my
>only really feasible Ethernet option), and they don't make a MagicNet
>version (yet?).
>
> Problem: Ever since my ISP was bought out (for the second time), STiNG
>refuses to move past the "Initialising Link" phase. The odd thing is, my
>file settings are identical (other than necessary syntax differences) to
>settings I use with MagicNet and STiK2. Both of these connect fine. I
>remember this "Initialising Link" thing being a problem in the past, but
>trying everything that was suggested in past posts didn't help. I'm baffled
>by this one. Any ideas? Thanks!
>
> Mike Freeman
> nameerf@flash.net
>

I remember having this "Initialising Link" problem with my isp (Freeola) and
I cannot remember what the solution was. I remember that they improved the
security at one point and I discovered that I had PAP_PASSWD instead of
PAP_PASSWORD so I could not connect.

Have you searched this group on Google to find any reference to the "Initialising
Link" problem ?

Are you using FETCH_DNS ?

If you decide to use PAP instead of a login dialogue then make sure you leave the
DIAL_SCRIPT line at the end of the DIAL.SCR file.

Also, have a look at the scripts on my website for Freeola, they may give you
some ideas.

Regards,

Peter

www.peterslegg.scubadivers.co.uk

1408. Re: Searching an C64 Emulator...

Newsgroup: comp.sys.atari.st
Date: 2003-03-18 19:39:54 UTC
From: Marek Dankowski <marek-sh@profit.pl>
Message-ID: <b57sc1$6qh$1@atlantis.news.tpi.pl>
Source record: 28789

U�ytkownik "Christian Potzinger" <misc1@ravenclaw.at> napisa� w wiadomo�ci news:Xns9342A08D94DECJP@ID-53935.user.dfncis.de...
> Hello.
>
> ...for the Atari 520ST. Exist such a Software? Thanks.

Maybe:
ftp://ftp.cs.tu-berlin.de/pub/atari/Emulator/c64.lzh

--
Marek Dankowski
marek-sh@profit.pl
http://linux.non.profit.pl

1409. Re: Searching an C64 Emulator...

Newsgroup: comp.sys.atari.st
Date: 2003-03-18 20:46:41 UTC
From: Christian Potzinger <misc1@ravenclaw.at>
Message-ID: <Xns9342DD97B8E07CJP@ID-53935.user.dfncis.de>
Source record: 28790

Marek Dankowski wrote...

> Maybe:
> ftp://ftp.cs.tu-berlin.de/pub/atari/Emulator/c64.lzh

As i thought, it isn't possible to play Games
with that Emu. Thanks.
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

1410. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-18 21:15:42 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e778c74295ef10@tripnet.se>
Source record: 28791

In comp.sys.atari.st <1fs15i2.1jfzjvo6tnkkcN%dianeandsteve@SPAMMclaraSPAMM.co.uk>
Strider wrote on Tue 18-03-2003 18:47 (GMT):

>please note, if you're trying to connect to my ftp site and it appears
>to 'hang' just after entering your username (of anonymous) then try
>PASSIVE mode.

Just tried here with no luck using passive mode. Neither Atari Aftp or
Win WS-FTP managed to list your directory. Both did connect and log on,
though.

WS-FTP timed out after some time but Aftp not. Had to kill the process
but got the "Fatal error in GEMDOS" error from Magic as a result...

>You may need to select PASSIVE mode in both your ftp client application
>AND the operating system

The OS has nothing to do at all with ftp passive mode. It's simply
another way of connecting in the ftp protocol.

>WindowsXP and MacOSX users may need to disable the firewall within the
>OS... though this i cannot confirm 100% as i'm using OS9!! (but this HAS
>worked for other people). This is because my ftp server is behind a
>router/firewall, apparently!

Running a ftp server under OS9!! That's really exotic.

Does this mean you are using the old Atari OS9? I guess not, but OS9 did
survive and is nowadays mostly used for handling realtime applications,
if I'm not misstaken. On what hardware does it run?

I guess your server is behind NAT as you mention a "router/firewall". The
likely reason I could not get the directory listing from your server is
that I'm behind NAT as well with both the Atari and pc. I also tried to
forward all incoming traffic except port 80 to the pc but without luck.

Hm, I recall I have the NAT-box setup to block all incoming traffic on
port 21 to avoid attackers to take control over it. I suppose thats the
reason I can't use your server...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1411. Re: game explora

Newsgroup: comp.sys.atari.st
Date: 2003-03-18 21:26:55 UTC
From: alexandre_afonso@hotmail.com
Message-ID: <c8893e2a.0303181326.13e3a2bc@posting.google.com>
Source record: 28792

I am not sure about it. On my atari, I was able to save.0

Thanks anyway

"DOCs" <docs@ifrance.com> wrote in message
news:<3e6d1f07$0$26869$626a54ce@news.free.fr>...
> I remenber that it was not possible to save the game, because Infomedia
> organized a competition to win a journey.
> If you want to save, use Steem and save the memory.
>
> DOCs

1412. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-18 23:41:38 UTC
From: dianeandsteve@SPAMMclaraSPAMM.co.uk
Message-ID: <1fs1f4k.qny1dqswu5h4N%dianeandsteve@SPAMMclaraSPAMM.co.uk>
Source record: 28793

> Just tried here with no luck using passive mode. Neither Atari Aftp or
> Win WS-FTP managed to list your directory. Both did connect and log on,
> though.
>
> WS-FTP timed out after some time but Aftp not. Had to kill the process
> but got the "Fatal error in GEMDOS" error from Magic as a result...

yikes! that is bad :-(

> The OS has nothing to do at all with ftp passive mode. It's simply
> another way of connecting in the ftp protocol.

well, the reason i say this is because i've spent days with many
different people over the passed few months with hundreds of emails
flying back and forth and it's usually all trial and error in getting
their computers connected! But the ones that had the most troubles where
always the same kind really - XP, OSX and certain ones behind their own
routers/nat firewalls.. People on a direct connection, or those using
older OS's like MacOS classic and Windows95/etc seemed fine.

I know a few users that could never connect using the default active
mode or even when trying passive mode.. but when they disabled the
firewall built into their OS, everything was fine! I dunno why - maybe
these machines needed this to work? Or maybe they could have just opened
ports 20/21 and 3000-3150 (my server uses these ports for passive
transfers) at their end would still work???

One guy is on right now and has (GRR) made around 8 different
connections and is downloading like crazy! So i know the s/w here is all
fine.. (i've had around 50 ftp users since around the time i posted the
last msg in this newsgroup)

> Running a ftp server under OS9!! That's really exotic.

Hey! we can't all afford new mac's! ;-P

> Does this mean you are using the old Atari OS9? I guess not, but OS9 did
> survive and is nowadays mostly used for handling realtime applications,
> if I'm not misstaken. On what hardware does it run?

Atari? Nope, Macintosh here matey. Actually the server runs under OS8.6
and is very fast, it's not bad for an old Power Mac 6500 / G3 running an
FTP, web and proxy server:-)

> I guess your server is behind NAT as you mention a "router/firewall". The
> likely reason I could not get the directory listing from your server is
> that I'm behind NAT as well with both the Atari and pc. I also tried to

> forward all incoming traffic except port 80 to the pc but without luck.

Yep, nat firewall here.
My ftp ports are obviosly open here - port 20/21
And for passive mode connections, the server s/w uses ports 3000-3150.
so these are also open.
I dunno if this is something only the server machine needs to open, i
doubt client machines need this also??

> Hm, I recall I have the NAT-box setup to block all incoming traffic on
> port 21 to avoid attackers to take control over it. I suppose thats the
> reason I can't use your server...

If you ever get a mac, then take a look at IPNetSentry - i also have
this as a backup running behind the router's firewall. Make's the Mac as
safe as possible imo:)

--
Steve
= = =
dianeandsteve@clara.co.uk
ftp & http = massiveftp.serveftp.com

1413. Re: game explora

Newsgroup: comp.sys.atari.st
Date: 2003-03-19 17:57:55 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3e78aec1$0$26340$626a54ce@news.free.fr>
Source record: 28795

"figuinho" <alexandre_afonso@hotmail.com> a crit dans le message news:
c8893e2a.0303181326.13e3a2bc@posting.google.com...
> I am not sure about it. On my atari, I was able to save.0
>
> Thanks anyway
>
> "DOCs" <docs@ifrance.com> wrote in message
news:<3e6d1f07$0$26869$626a54ce@news.free.fr>...
> > I remenber that it was not possible to save the game, because Infomedia
> > organized a competition to win a journey.
> > If you want to save, use Steem and save the memory.
> >
> > DOCs

It was possible on Explora 2 and 3. Explora 2 is great but bugged (arg !)
and Explora 3 is unplayable and discouraging.

DOCs

1414. seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-19 18:22:46 UTC
From: lp <gfa@basic.net>
Message-ID: <BA9E1FA6.EB33%gfa@basic.net>
Source record: 28696

Hi,

I forget exactly who talked me into joining seti@home "Team Atari", but I've found it to be very interesting. It was either Rob or Joe?! hehe
Anyway, there isn't an Atari client per say, but if you have a mac or peecee sitting around idle and need to give it purpose, check it out.
It keeps my mac busy, that's for sure ;-)
Finally reached 100 work units.

http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

1415. Re: Lemmings II - save disk problems - HELP!

Newsgroup: comp.sys.atari.st
Date: 2003-03-19 19:22:13 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b5ag15$a84$1@thorium.cix.co.uk>
Source record: 28697

In message <b57rnj$14l$1@news6.svr.pol.co.uk>, tom@tnmcewan.fsnet.NOSPAM.co.uk said:

>Anyone else have problems saving and loading games in the STE version of
>Lemmings II - The Tribes?
>
>I'm running it on an STE fitted with a low density drive, and sometimes when
>saving or loading the drive makes unpleasant crunching sounds. I've run the
>machine with the drive cover off, and it turns out that sometimes the disk
>head is actually trying to go past the end of the disk and is hitting the
>spindle in the middle! This only happens in Lemmings II, all other games
>are fine. We've tried doing what the hackers do, and making a custom disk
>image with extra tracks and sectors, but it didn't help.
>
>Any suggestions?
>
>I've heard from a friend that the Mac version has similar problems..

Can't help you to solve the problem, but the cause *might* be that
the disk has some sort of copy protection on a very high track
number and you get the symptoms you describe when it checks that
the disk is an original. On some drives, it should be possible to
file out the slot of the head carriage so that it goes in closer
in - i.e. to a higher track.

I know there is a PD program that checks how many tracks your
drive can access. Unfortunately I don't recall its name :-(

Regards, /Peter/

1416. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-19 19:29:48 UTC
From: Flibble-san <flib@you.net>
Message-ID: <Oy3ea.2006$047.1908@newsfep1-gui.server.ntli.net>
Source record: 28698

"lp" <gfa@basic.net> wrote in message news:BA9E1FA6.EB33%gfa@basic.net...
> Hi,
>
> I forget exactly who talked me into joining seti@home "Team Atari", but
I've
> found it to be very interesting. It was either Rob or Joe?! hehe
> Anyway, there isn't an Atari client per say, but if you have a mac or
peecee
> sitting around idle and need to give it purpose, check it out.
> It keeps my mac busy, that's for sure ;-)
> Finally reached 100 work units.

Do you think it could be possible to create an Atari version, even from the
unix source?

flib

1417. Re: Semi-broken STE - Help!

Newsgroup: comp.sys.atari.st
Date: 2003-03-19 21:01:00 UTC
From: Johann-Wilhelm_Arndt@LU.maus.de
Message-ID: <200303192201.a31239@lu.maus.de>
Source record: 28699

Hi David,

DB>My experience was that the floppy was read only if the ST didn't have
DB>a hard drive, or the desktop was saved with an open window for A: or B:

With standard TOS the check for the floppy is always before the check for harddisk and before running the auto folder programms. Also if there is an executable programm in the bootsector, it is executed before the harddisk is read.

Johann

1418. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-19 21:28:45 UTC
From: lp <gfa@basic.net>
Message-ID: <BA9E4B3D.EB3D%gfa@basic.net>
Source record: 28700

in article Oy3ea.2006$047.1908@newsfep1-gui.server.ntli.net, Flibble-san at flib@you.net wrote on 3/19/03 2:29 PM:

>
> "lp" <gfa@basic.net> wrote in message news:BA9E1FA6.EB33%gfa@basic.net...
>> Hi,
>>
>> I forget exactly who talked me into joining seti@home "Team Atari", but
> I've
>> found it to be very interesting. It was either Rob or Joe?! hehe
>> Anyway, there isn't an Atari client per say, but if you have a mac or
> peecee
>> sitting around idle and need to give it purpose, check it out.
>> It keeps my mac busy, that's for sure ;-)
>> Finally reached 100 work units.
>
> Do you think it could be possible to create an Atari version, even from the
> unix source?

Far as I know it's closed source, only seti@home themselves release binaries. Otherwise someone would have ported it a long time ago. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

1419. Re: GE soft megadrive

Newsgroup: comp.sys.atari.st
Date: 2003-03-19 21:32:59 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b5anm9$8ns$1@hercules.btinternet.com>
Source record: 28702

Hi "eef"

> Who has the right driver for my GE soft megadrive external HD for the
atari 1024.

Just about any driver will work with the GE-Soft adaptor, try a web-search
for AHDI, that should get you up and running.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.463 / Virus Database: 262 - Release Date: 17/03/2003

1420. Re: Atari 1040st newbee question

Newsgroup: comp.sys.atari.st
Date: 2003-03-19 21:33:00 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b5anmb$8ns$2@hercules.btinternet.com>
Source record: 28701

Hi Smeg

> > I guess the mouse just doesnt work. It's a Tulip btw.
> >
>
> You cant plug flowers into the mouse port, they just wont grow! :-)

Er!, So why is it that its connected to a cereal port then?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.463 / Virus Database: 262 - Release Date: 17/03/2003

1421. Re: Lemmings II - save disk problems - HELP!

Newsgroup: comp.sys.atari.st
Date: 2003-03-19 21:34:28 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <b5anp7$881$1@newsg4.svr.pol.co.uk>
Source record: 28703

I'm not sure if that could be it. The program disk works fine, it's the
separate save disk that does it, and I would expect the system to be
compatible with any standard disk for storing games, so you can save as much
as you want. But thanks for the suggestions!

Tom

<xlator@cix.compulink.co.uk> wrote in message
news:b5ag15$a84$1@thorium.cix.co.uk...
> In message <b57rnj$14l$1@news6.svr.pol.co.uk>,
tom@tnmcewan.fsnet.NOSPAM.co.uk said:
>
> >Anyone else have problems saving and loading games in the STE version of
> >Lemmings II - The Tribes?
> >
> >I'm running it on an STE fitted with a low density drive, and sometimes
when
> >saving or loading the drive makes unpleasant crunching sounds. I've run
the
> >machine with the drive cover off, and it turns out that sometimes the
disk
> >head is actually trying to go past the end of the disk and is hitting the
> >spindle in the middle! This only happens in Lemmings II, all other games
> >are fine. We've tried doing what the hackers do, and making a custom
disk
> >image with extra tracks and sectors, but it didn't help.
> >
> >Any suggestions?
> >
> >I've heard from a friend that the Mac version has similar problems..
>
> Can't help you to solve the problem, but the cause *might* be that
> the disk has some sort of copy protection on a very high track
> number and you get the symptoms you describe when it checks that
> the disk is an original. On some drives, it should be possible to
> file out the slot of the head carriage so that it goes in closer
> in - i.e. to a higher track.
>
> I know there is a PD program that checks how many tracks your
> drive can access. Unfortunately I don't recall its name :-(
>
> Regards, /Peter/
>

1422. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-19 21:54:35 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5ap39$h6v$1@news8.svr.pol.co.uk>
Source record: 28704

Flibble-san <flib@you.net> wrote in message
news:Oy3ea.2006$047.1908@newsfep1-gui.server.ntli.net...
>
> "lp" <gfa@basic.net> wrote in message news:BA9E1FA6.EB33%gfa@basic.net...
> > Hi,
> >
> > I forget exactly who talked me into joining seti@home "Team Atari", but
> I've
> > found it to be very interesting. It was either Rob or Joe?! hehe
> > Anyway, there isn't an Atari client per say, but if you have a mac or
> peecee
> > sitting around idle and need to give it purpose, check it out.
> > It keeps my mac busy, that's for sure ;-)
> > Finally reached 100 work units.
>
> Do you think it could be possible to create an Atari version, even from
the
> unix source?
>

Even if you did you would have to run it on a TT or an accelerated Falc, or have a row of about 50 ST's running it at the same time to even start chewing thru data packets. I figure a 8mhz 68000 (no FPU in an ST dont forget!) would get thru a data packet in about a week. Maybe.

Smeg.

1423. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-19 22:59:19 UTC
From: lp <gfa@basic.net>
Message-ID: <BA9E6077.EB45%gfa@basic.net>
Source record: 28705

in article b5ap39$h6v$1@news8.svr.pol.co.uk, Smeg at
smeg_007@NOSPAM.hotmail.com wrote on 3/19/03 4:54 PM:

>> Do you think it could be possible to create an Atari version, even from
>> the unix source?
>
> Even if you did you would have to run it on a TT or an accelerated Falc, or
> have a row of about 50 ST's running it at the same time to even start
> chewing thru data packets. I figure a 8mhz 68000 (no FPU in an ST dont
> forget!) would get thru a data packet in about a week. Maybe.

My old imac averages just over 18 hours per WU, and the sgi o2 r5k@200 mhz I
just picked up is in the neighborhood of 35 to 40 hours per WU. If you ask
the seti people to support Atari they just reply back the machine is to
slow without giving any figures. There's a guy listed on the Atari Team
with an average of 70 hours per WU. Makes you wonder what he's using and how
old is it?! It would be interesting to know how an 060 hades or milan
running flat out would do at seti. I'm not saying the 060 would be a good
choice, it's probably not gonna be that good at it, but it would be nice
to have some figures. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

1424. Re: Semi-broken STE - Help!

Newsgroup: comp.sys.atari.st
Date: 2003-03-19 23:15:12 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <$3N2kIQAoPe+EwE3@my-ste.demon.co.uk>
Source record: 28706

On Wed, 19 Mar 2003, Johann-Wilhelm Arndt wrote:-

>Hi David,
>
>DB>My experience was that the floppy was read only if the ST didn't have
>DB>a hard drive, or the desktop was saved with an open window for A: or B:
>
>With standard TOS the check for the floppy is always before the check for
>harddisk and before running the auto folder programms. Also if there is an
>executable programm in the bootsector, it is executed before the harddisk
>is read.

This only occurs when there is a reset. When changing between low and
medium resolution, there is no reset and so this check doesn't occur.
Changing between low/medium and high resolution will cause a warm reset
to occur and so the executable-floppy-in-drive-A: check occurs.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 47Mnodes/sec
AMD Duron/1100 256Mb SuSE 7.3 |
AMD Duron/950 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 256Mb SuSE 7.3

1425. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-19 23:40:52 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <8e7ea.6885$L57.58664@news-server.bigpond.net.au>
Source record: 28708

Crikey, I have nearly broken 800. I have about 12 machines on it tho. It helps when you have 15 machines to administer. I have actually got 3 machines that just run Seti. Anyhow, what is this team atari?

Mark

"lp" <gfa@basic.net> wrote in message news:BA9E1FA6.EB33%gfa@basic.net...
> Hi,
>
> I forget exactly who talked me into joining seti@home "Team Atari", but I've
> found it to be very interesting. It was either Rob or Joe?! hehe
> Anyway, there isn't an Atari client per say, but if you have a mac or peecee
> sitting around idle and need to give it purpose, check it out.
> It keeps my mac busy, that's for sure ;-)
> Finally reached 100 work units.
>
> http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
>
> --
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>

1426. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-19 23:46:13 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <jb7ea.53585$Dp.25069@fe01.atl2.webusenet.com>
Source record: 28709

When I first found out about SETI@home... well before it was up and running as a project, I asked about the possibility of a client app for the ST series of computers.

The project's reply was that they did not have the manpower or hardware necessary to support all of the different platforms.

It wasn't until I mentioned my willingness to supply the hardware for development (once the project was up and running) that they said that it would simply be too slow to make developing a client app for the ST feasible.

I also asked about the possibility of supplying the source to a trusted programmer for the purpose of converting it to run on the ST line. The source code is not available... period. They simply cannot give out the source code if they want to maintain the integrity of the data returned, and the project in general. I can understand this... I don't LIKE it, but I understand it.

My guess about the amount of time it would take to complete a SETI@home work unit is a bit higher than LP's.

Just doing a thumb-nail sketch gives me a figure of around a month to complete a single SETI@home work unit. This is NOT taking into account the widely held belief that there are timing loops in the code to make sure that units are not completed too quickly (I don't believe that there are, or that there are other reasons for the "loops", but there are many who disagree with me), but is based upon my comparison of other types of mathematical apps (defining Pi and checking for prime numbers) between ST and a 366 MHz Pentium II. My figure also takes into account that the ST version would be multi-tasking friendly and would leave you with sufficient CPU cycles to make the machine usable. It would be possible to shorten the work unit completion time by making it single-tasking, but that would tie up the machine completely.

My 366 MHz Pentium II completes a work unit in about 18 hours, by the way.

It's still a very cool project, and I'm proud to be a part of it... and even prouder of the people who have joined TEAM ATARI.

TEAM ATARI has so far contributed more a hundred years of CPU time to the cause, scouring more than 100,000 work units for a non-natural extraterrestrial signal.

Sure, it'd be cool to have the first documented signal from ET be found by an Atari, but it'd be just as cool if the signal was found by an ATARI USER... even if it was while using a Mac or a PeeCee.

<Shameless Plug>
If you're interested in joining TEAM ATARI, go to:
http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
and take a look.

You can read about SETI@home in general and download the client
applications at:
http://setiathome.ssl.berkeley.edu
</shameless plug>
<g>

Take care,

Joe Mirando
TEAM ATARI SETI@home Team Founder

lp wrote:
> in article b5ap39$h6v$1@news8.svr.pol.co.uk, Smeg at
> smeg_007@NOSPAM.hotmail.com wrote on 3/19/03 4:54 PM:
>
>
>>>Do you think it could be possible to create an Atari version, even from
>>>the unix source?
>>
>>Even if you did you would have to run it on a TT or an accelerated Falc, or
>>have a row of about 50 ST's running it at the same time to even start
>>chewing thru data packets. I figure a 8mhz 68000 (no FPU in an ST dont
>>forget!) would get thru a data packet in about a week. Maybe.
>
>
> My old imac averages just over 18 hours per WU, and the sgi o2 r5k@200 mhz I
> just picked up is in the neighborhood of 35 to 40 hours per WU. If you ask
> the seti people to support Atari they just reply back the machine is to
> slow without giving any figures. There's a guy listed on the Atari Team
> with an average of 70 hours per WU. Makes you wonder what he's using and how
> old is it?! It would be interesting to know how an 060 hades or milan
> running flat out would do at seti. I'm not saying the 060 would be a good
> choice, it's probably not gonna be that good at it, but it would be nice
> to have some figures. ;-)
>

1427. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-19 23:58:39 UTC
From: Joe Mirando <jmirando@portone.com>
Message-ID: <Im7ea.53588$Dp.23130@fe01.atl2.webusenet.com>
Source record: 28710

By the way, Lonny,

I think it was probably a combination of Rob and myself that harrassed
you into running SETI@home and joining Team Atari. <G>

Joe

1428. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 00:07:16 UTC
From: lp <gfa@basic.net>
Message-ID: <BA9E7064.EB66%gfa@basic.net>
Source record: 28711

in article 8e7ea.6885$L57.58664@news-server.bigpond.net.au, Mark Bedingfield
at mark@nospamplease.computercom.com.au wrote on 3/19/03 6:40 PM:

> Crikey, I have nearly broken 800. I have about 12 machines on it tho. It
> helps when you have 15 machines to administer. I have actually got 3
> machines that just run Seti. Anyhow, what is this team atari?

Well Team Atari is of course a group of Atari freaks who are interested in
seti@home, but because there is no Atari/TOS client we are forced to use
a peecee or mac.

Currently there are 57 members.
Click this link for Team stats, you might recongnize some of the names. ;-)

http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html

> "lp" <gfa@basic.net> wrote in message news:BA9E1FA6.EB33%gfa@basic.net...
>> Hi,
>>
>> I forget exactly who talked me into joining seti@home "Team Atari", but
> I've
>> found it to be very interesting. It was either Rob or Joe?! hehe
>> Anyway, there isn't an Atari client per say, but if you have a mac or
> peecee
>> sitting around idle and need to give it purpose, check it out.
>> It keeps my mac busy, that's for sure ;-)
>> Finally reached 100 work units.
>>
>> http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

1429. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 00:12:59 UTC
From: John Clark <fredclark@conslтec.demon.co.uk>
Message-ID: <LBt8CcBLeQe+EwwC@conslтec.demon.co.uk>
Source record: 28712

In article <BA9E6077.EB45%gfa@basic.net>, lp <gfa@basic.net> writes
>
>My old imac averages just over 18 hours per WU, and the sgi o2 r5k@200 mhz I
>just picked up is in the neighborhood of 35 to 40 hours per WU. If you ask
>the seti people to support Atari they just reply back the machine is to
>slow without giving any figures. There's a guy listed on the Atari Team
>with an average of 70 hours per WU. Makes you wonder what he's using and how
>old is it?! It would be interesting to know how an 060 hades or milan
>running flat out would do at seti. I'm not saying the 060 would be a good
>choice, it's probably not gonna be that good at it, but it would be nice
>to have some figures. ;-)
>

As a member of Team Atari, but using a (spit! Spit!) Contemptible. I started S@H on a P 1 133 box, with 48 Mb EDO RAM. It took between 95-100 hours for each WU, under Win 95, on the first and second releases of the GUI client. Turning off the screen saver dropped it to 45 hours. The third, and current, release of the GUI does much more calculation, and increased the time by at least 50%. So, I guess this will give you a bench mark for the 70 hour per WU guy.

18 hours per WU on an IMac is not bad, when compared against the times reported for G4s.

For a Mac that will really crunch WUs the new dual proc G4s, running at 1.5 Ghz and 1.26 Ghz look very interesting. Any thoughts?

--
John Clark

1430. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 00:25:40 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1048094766-252291AEicMi@williams-net.com>
Source record: 28707

LP,
I would imagine that an accelerated Falcon with the
new CT60 would be able to do much better than that 70
hour per WU. He has to be using some old Pentium I
processored peecee. Maybe a Pentium 2 but I would
think that unlikely as long as that is taking. I have
heard that the 060 running at 72 Mhz. is comparable to
a PowerPC running twice the Mhz. and that a PowerPC
running at lets 150 Mhz is comparable to a PC running
at twice that speed somewhere in the neighborhood of a
300 Mhz. Which is probably better than what that guy
is using that runs that 70 hour per WU. I think SETI
is just lazy and does not want to port over there code
to a machine that is not supported by big companies.

Just my 2 cents.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than
the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1431. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 00:33:08 UTC
From: Charles <snob@stuckup.co.uk>
Message-ID: <b5b2l0$h12$1@news7.svr.pol.co.uk>
Source record: 28713

> > I've lost more to others who didn't do anything at all. The end is
> > never pretty, but I never lost a fortune and the info I rec'd was
> > always worth way more than the few quid I sent him

Then what a fool you!!

>
> Others have lost more, there is no scale for 'Thief', if you deprive
people
> of their lawful possessions then you are by definition a thief..
>
> Paul Glover stole my money.

Agreed , in my case it was about £20, after tax this took me about 4 hours to earn honestly, and I was very angry when duped into sending it, we know a name and an area and maybe the PO box could be traced, of a look on the UK info disk would reveal his home address. If someone walked up to me on the street and took £20 out of my pocket you could guess my reaction.

Paul Glover is every bit a THIEF without the decency to let people know, in it's heyday I'll bet the FA ST club was a nice little earner, but like a few others I could mention he has just scarpered, The only ones who did it all properly where The Floppy Shop, they let folk know, had a sale, and made a memorial site, true caring dealers

1432. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 03:36:29 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <1Haea.7582$L57.60538@news-server.bigpond.net.au>
Source record: 28714

Just added mine to team Atari. The old Athlon1900 can do around 5-6 hours,
Duron1300 is only a little slower;-)

Mark

"lp" <gfa@basic.net> wrote in message news:BA9E7064.EB66%gfa@basic.net...
> in article 8e7ea.6885$L57.58664@news-server.bigpond.net.au, Mark
Bedingfield
> at mark@nospamplease.computercom.com.au wrote on 3/19/03 6:40 PM:
>
> > Crikey, I have nearly broken 800. I have about 12 machines on it tho. It
> > helps when you have 15 machines to administer. I have actually got 3
> > machines that just run Seti. Anyhow, what is this team atari?
>
> Well Team Atari is of course a group of Atari freaks who are interested in
> seti@home, but because there is no Atari/TOS client we are forced to use
> a peecee or mac.
>
> Currently there are 57 members.
> Click this link for Team stats, you might recongnize some of the names.
;-)
>
> http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
>
> > "lp" <gfa@basic.net> wrote in message
news:BA9E1FA6.EB33%gfa@basic.net...
> >> Hi,
> >>
> >> I forget exactly who talked me into joining seti@home "Team Atari", but
> > I've
> >> found it to be very interesting. It was either Rob or Joe?! hehe
> >> Anyway, there isn't an Atari client per say, but if you have a mac or
> > peecee
> >> sitting around idle and need to give it purpose, check it out.
> >> It keeps my mac busy, that's for sure ;-)
> >> Finally reached 100 work units.
> >>
> >> http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
>
> --
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>

1433. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 03:37:22 UTC
From: Guy Harrison <swampdog@ntlworld.com>
Message-ID: <20030320033722.5641c75d.swampdog@ntlworld.com>
Source record: 28715

On Tue, 18 Mar 2003 23:41:38 +0000
dianeandsteve@SPAMMclaraSPAMM.co.uk (Strider) wrote:

> > Just tried here with no luck using passive mode. Neither Atari Aftp or
> > Win WS-FTP managed to list your directory. Both did connect and log on,
> > though.
> >
> > WS-FTP timed out after some time but Aftp not. Had to kill the process
> > but got the "Fatal error in GEMDOS" error from Magic as a result...
>
> yikes! that is bad :-(
>
> > The OS has nothing to do at all with ftp passive mode. It's simply
> > another way of connecting in the ftp protocol.
>
> well, the reason i say this is because i've spent days with many
> different people over the passed few months with hundreds of emails
> flying back and forth and it's usually all trial and error in getting
> their computers connected! But the ones that had the most troubles where
> always the same kind really - XP, OSX and certain ones behind their own
> routers/nat firewalls.. People on a direct connection, or those using
> older OS's like MacOS classic and Windows95/etc seemed fine.
>
> I know a few users that could never connect using the default active
> mode or even when trying passive mode.. but when they disabled the
> firewall built into their OS, everything was fine! I dunno why - maybe
> these machines needed this to work? Or maybe they could have just opened
> ports 20/21 and 3000-3150 (my server uses these ports for passive
> transfers) at their end would still work???

Dunno if this helps any (I'm not too clued up on this) but...

<bash a>
$ ftp ftp://massiveftp.serveftp.com
Connected to massiveftp.serveftp.com.
220- MASSIVEftp.serveftp.com
[snip]
220 Service ready for new user
331 Guest login ok; enter e-mail address as password
230 Guest login ok; access restrictions apply
Remote system type is MacOS.
200 Type set to I (Image)
250 CWD command successful
</bash a>

<bash b>
$ netstat -anf inet
Active Internet connections (including servers)
Proto Local Address Foreign Address (state)
tcp4 80.4.128.29.1318 217.35.1.167.21 ESTABLISHED
[snip]
</bash b>

...it logs in okay and I have port 21 established. Problem arises here...

<bash a>
ftp> ls
227 Entering Passive Mode (217,35,1,167,128,126)
ftp: connect: Operation timed out
</bash a>

<bash b>
$ netstat -anf inet
Active Internet connections (including servers)
Proto Local Address Foreign Address (state)
tcp4 80.4.128.29.1319 217.35.1.167.32894 SYN_SENT
tcp4 80.4.128.29.1318 217.35.1.167.21 ESTABLISHED
[snip]
</bash b

...where the above "netstat" got typed in between "bash a" entering passive mode and it timing out. Sooo, if I haven't made a mess of that bit then it clearly shows my end never getting a response from your end. Note that I cut the "Recv/Send-Q" columns to keep the columns formatted - they were all zeroes.

Repeating, this time via a machine using NAT yields similar results...

$ netstat -anf inet
Active Internet connections (including servers)
Proto Recv-Q Send-Q Local Address Foreign Address (state)
tcp4 0 0 192.168.0.16.2224 217.35.1.167.32903 SYN_SENT
tcp4 0 0 192.168.0.16.22 192.168.0.1.1342 ESTABLISHED
tcp4 0 0 192.168.0.16.2223 217.35.1.167.21 ESTABLISHED
tcp4 0 0 192.168.0.16.22 192.168.0.1.1341 ESTABLISHED
tcp4 0 0 *.587 *.* LISTEN
tcp4 0 0 *.25 *.* LISTEN
tcp4 0 0 *.22 *.* LISTEN
tcp46 0 0 *.22 *.* LISTEN
udp4 0 0 *.514 *.*

Now I'm lost. I dunno any passive ftp details. Hopefully someone else can explain the port number discrepencies.

--
Guy Harrison

1434. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 06:41:22 UTC
From: lp <gfa@basic.net>
Message-ID: <BA9ECCC2.EB71%gfa@basic.net>
Source record: 28716

in article 1Haea.7582$L57.60538@news-server.bigpond.net.au, Mark Bedingfield
at mark@nospamplease.computercom.com.au wrote on 3/19/03 10:36 PM:

> Just added mine to team Atari. The old Athlon1900 can do around 5-6 hours,
> Duron1300 is only a little slower;-)

Cool, glad to have ya onboard. I wish I had 15 machines to play with
myself. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

1435. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 06:51:53 UTC
From: lp <gfa@basic.net>
Message-ID: <BA9ECF39.EB72%gfa@basic.net>
Source record: 28717

in article LBt8CcBLeQe+EwwC@consltec.demon.co.uk, John Clark at
fredclark@consltec.demon.co.uk wrote on 3/19/03 7:12 PM:

> In article <BA9E6077.EB45%gfa@basic.net>, lp <gfa@basic.net> writes
>>
>> My old imac averages just over 18 hours per WU, and the sgi o2 r5k@200 mhz I
>> just picked up is in the neighborhood of 35 to 40 hours per WU. If you ask
>> the seti people to support Atari they just reply back the machine is to
>> slow without giving any figures. There's a guy listed on the Atari Team
>> with an average of 70 hours per WU. Makes you wonder what he's using and how
>> old is it?! It would be interesting to know how an 060 hades or milan
>> running flat out would do at seti. I'm not saying the 060 would be a good
>> choice, it's probably not gonna be that good at it, but it would be nice
>> to have some figures. ;-)
>>
>
> As a member of Team Atari, but using a (spit! Spit!) Contemptible. I
> started S@H on a P 1 133 box, with 48 Mb EDO RAM. It took between 95-100
> hours for each WU, under Win 95, on the first and second releases of the
> GUI client. Turning off the screen saver dropped it to 45 hours. The
> third, and current, release of the GUI does much more calculation, and
> increased the time by at least 50%. So, I guess this will give you a
> bench mark for the 70 hour per WU guy.

Very interesting.

> 18 hours per WU on an IMac is not bad, when compared against the times
> reported for G4s.

It's an older 400mhz imac. It seems to go faster if you keep the window
minimized, so you can't see the graphics. Seems to waste alot of time
rendering the graphs.

> For a Mac that will really crunch WUs the new dual proc G4s, running at
> 1.5 Ghz and 1.26 Ghz look very interesting. Any thoughts?

One. Wish I had one. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

1436. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 09:41:08 UTC
From: Mike Kerslake <news@kerslake.plus.com>
Message-ID: <MPG.18e39d128ba97c7c989681@usenet.plus.net>
Source record: 28718

In article <b5b2l0$h12$1@news7.svr.pol.co.uk>, snob@stuckup.co.uk says...

> Paul Glover is every bit a THIEF without the decency to let people know, in
> it's heyday I'll bet the FA ST club was a nice little earner, but like a few
> others I could mention he has just scarpered, The only ones who did it all
> properly where The Floppy Shop, they let folk know, had a sale, and made a
> memorial site, true caring dealers

Sadly, I have to moreorless agree with you. I too am owed 3 issues of Glover's magazine (or a refund). I tackled him about it about 2 years ago, and was assured the next issue was almost ready to be printed - yeah right!

As one of the people behind Atari Computing magazine I would like to add that AC did refund all direct subscribers with either money or credit notes (by choice) for any unexpired subscriptions. We also gave away free to all subscribers a copy of the AC CD with the final issue.

I like to think we did things in a decent way even though we effectively ended up a bit out of pocket personally in the end.

ST Club was a business and did run things properly and fairly for many years, therefore a great shame they let things end in such a bad way.

Mike Kerslake

1437. ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 10:35:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0303200232570.18756-100000@shell1.aracnet.com>
Source record: 28719
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Ben's Catalogs Area! Check out my Atari Catalogs as I've updated 6 of 8 Catalogs! Lots of Items I have 1, 2 or a few of. I've Sold some inventory, deleting Items from Catalogs and added new Items including some rare GEMs!Like highly Modified and UpGraded Rev.7 1050 Happy Drives for the Atari 8 Bit! The Discovery Cartridge, makes your ST Drive copy anything! From Happy Computers!+NEW in BOX Jaguar Base Units and Jag CD Players plus Newly Purchased DooM,Brutal Sports Football & Troy Aikman Football. Brand New for the Jaguar! Plus more Games for the Atari 8 Bit like, Defender, Donkey Kong, Donkey Kong Junior, E.T. Phone Home and Joust! And my ST Games/Software Catalog is PHAT-ter than it's ever been, bulging with Atari Games. Like Crystal Castles, Cannon Fodder, Carrier Command and California Games both 1 & 2! So act now!While Inventory Lasts! http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1438. Looking for some software

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 11:43:08 UTC
From: Jean-Marie de Boer <mail@complicated.net>
Message-ID: <u2aj7vke8mloj0u80ovq77n32l6jb52bq9@4ax.com>
Source record: 28720
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

Hi,

A while ago I rescued a 260ST and a 520ST from the trash, complete with PSU's and the 360KB external floppy drives. Problem is the TOS disks are missing.

Does anyone out there have a copy of the TOS boot disk that came with these machines, UK or US? I don't think sharing this with me would be considered breach of copyright, I would imagine that since I have the machines, having a copy of TOS 1.00 would be legal (I'm not into piracy)

Another thing I'm looking for is the original Atari drivers for the Viking board and SM194 monitor. Once again, I have the hardware but not the drivers. I tried Ralf Zimmerman's version but it just bombs out, I'm not sure if it's the driver or maybe the board is fried, so I'd like to give it a try with the original drivers.

TIA and regards,
JM

1439. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 13:37:29 UTC
From: dianeandsteve@SPAMMclaraSPAMM.co.uk
Message-ID: <1fs4gbw.mjulgp6mdgyiN%dianeandsteve@SPAMMclaraSPAMM.co.uk>
Source record: 28721

Hi, i've not bothered to quote this reply.. ;-)
But i for one! would be very interested why certain people cannot
connect.
fyi, my server sw uses port 21 and (for passive) 3000-3150 - all are
opened / enabled. I've connected to the server myself from my girl
friends PC (spit!) and all was fine - using IE5 and FilezillaFTP.

btw, using a Netgear DG814 router (juust incase that matters!) :)

Thanks
--
Steve
= = =
dianeandsteve@clara.co.uk
ftp & http = massiveftp.serveftp.com

1440. Looking for Zero Magazine

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 15:29:16 UTC
From: google@asktoby.com
Message-ID: <25a29397.0303200729.1321f30e@posting.google.com>
Source record: 28722

Does anyone here have any copies of this old magazine? I'd love to read it again.

1441. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 19:25:34 UTC
From: Guy Harrison <swampdog@ntlworld.com>
Message-ID: <20030320192534.786269a8.swampdog@ntlworld.com>
Source record: 28723

On Thu, 20 Mar 2003 13:37:29 +0000
dianeandsteve@SPAMMclaraSPAMM.co.uk (Strider) wrote:

> Hi, i've not bothered to quote this reply.. ;-)
> But i for one! would be very interested why certain people cannot
> connect.
> fyi, my server sw uses port 21 and (for passive) 3000-3150 - all are
> opened / enabled.

I was a bit tired last night. Just wanted to get the details posted before I lost them. Now, refreshing my own memory, iirc there's no difference between active and passive ftp as far as port 21 in concerned because it was outbound from the client (ie my end) anyway. Active ftp requires the client to initiate a listen socket on the second ftp channel and is thus a pita for firewall administration. Hence passive ftp: some communication (the mystery pasv part) must occur on port 21 that causes this to be reversed. The server now initiates a listen socket and the client establishes a second outbound connection to it. This actually happened for both my machines...

tcp4 0 0 80.4.128.29.1319 217.35.1.167.32894 SYN_SENT
tcp4 0 0 192.168.0.16.2224 217.35.1.167.32903 SYN_SENT

...but the server at your end never replied. This is where the clients will be dropping dead.

Ah, just done it again. Helps to be awake! Look...

ftp> ls
227 Entering Passive Mode (217,35,1,167,131,170)
ftp: connect: Operation timed out

tcp4 0 0 80.4.128.249.1782 217.35.1.167.33706 SYN_SENT

...port 33706. That must be how pasv works. That is, the first four numbers are your IP address, the final two the socket...

131=$83
170=$AA
33706=$83AA

Your ftp server has doled out a port number to my ftp client that your (stealth mode?) firewall won't even acknowledge. Your ftp server works. Your firewall works. They don't work together, except by chance.

When I revert ftp to active mode...

netstat -anf inet
Proto Local Address Foreign Address (state)
tcp4 80.4.128.249.49159 217.35.1.167.33733 ESTABLISHED

tcp4 80.4.128.249.1788 217.35.1.167.21 ESTABLISHED

...no problem. Hopefully there's an option for your ftp server than has been overlooked. ;-)

--
Guy Harrison

1442. Re: MagiCPC on Wine

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 19:42:13 UTC
From: Guy Harrison <swampdog@ntlworld.com>
Message-ID: <20030320194213.0cf9b6bf.swampdog@ntlworld.com>
Source record: 28724

On Mon, 17 Mar 2003 02:24:19 -0500
Mark D <mduckworthnospam@atari-source.com> wrote:

> Guy Harrison wrote:
>
> >
> > ...appears to work and chugged along pretty well. Just thought it > > worth a
> > mention, though I doubt I'm the first to try it! ;-)
> >
> >
>
> I also got this to work pretty well but I must point out Aranym is a > much
> better idea as it has native *nix support, ethernet, sound, high rez
> (videl_ video as well as much faster emulation via the JIT.

I haven't been able to try it properly - can't give it a hard disk iyswim. I need an option to mount a directory as the aranym filesystem. Does such exist yet?

--
Guy Harrison

1443. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 21:25:13 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e7a31ac5f6740@tripnet.se>
Source record: 28725

In comp.sys.atari.st <1fs1f4k.qny1dqswu5h4N%dianeandsteve@SPAMMclaraSPAMM.co.uk>
Strider wrote on Tue 18-03-2003 23:41 (GMT):

>> Running a ftp server under OS9!! That's really exotic.

>> Does this mean you are using the old Atari OS9? I guess not, but OS9 did
>> survive and is nowadays mostly used for handling realtime applications,
>> if I'm not misstaken. On what hardware does it run?
>
>Atari? Nope, Macintosh here matey. Actually the server runs under OS8.6
>and is very fast, it's not bad for an old Power Mac 6500 / G3 running an
>FTP, web and proxy server:-)

Sorry, I thought you actually run _the_ OS9 which is something very
different... Check http://www.cs.wisc.edu/~pruyne/os9faq.html for details.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1444. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 22:57:52 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5dh5t$c0n$1@news6.svr.pol.co.uk>
Source record: 28726

lp <gfa@basic.net> wrote in message news:BA9E6077.EB45%gfa@basic.net...
> in article b5ap39$h6v$1@news8.svr.pol.co.uk, Smeg at
> smeg_007@NOSPAM.hotmail.com wrote on 3/19/03 4:54 PM:
>
> >> Do you think it could be possible to create an Atari version, even from
> >> the unix source?
> >
> > Even if you did you would have to run it on a TT or an accelerated Falc,
or
> > have a row of about 50 ST's running it at the same time to even start
> > chewing thru data packets. I figure a 8mhz 68000 (no FPU in an ST dont
> > forget!) would get thru a data packet in about a week. Maybe.
>
> My old imac averages just over 18 hours per WU, and the sgi o2 r5k@200 mhz
I
> just picked up is in the neighborhood of 35 to 40 hours per WU. If you
ask
> the seti people to support Atari they just reply back the machine is to
> slow without giving any figures. There's a guy listed on the Atari Team
> with an average of 70 hours per WU. Makes you wonder what he's using and
how
> old is it?! It would be interesting to know how an 060 hades or milan
> running flat out would do at seti. I'm not saying the 060 would be a good
> choice, it's probably not gonna be that good at it, but it would be nice
> to have some figures. ;-)
>
> --
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>

I think its all down to the FPU. This gets forgotten nowadays since the 386
and upwards have had an FPU included on the CPU die.

Smeg.

1445. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 23:00:47 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5dhbeapp1@news7.svr.pol.co.uk>
Source record: 28727

Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message
news:8e7ea.6885$L57.58664@news-server.bigpond.net.au...
> Crikey, I have nearly broken 800. I have about 12 machines on it tho. It
> helps when you have 15 machines to administer. I have actually got 3
> machines that just run Seti. Anyhow, what is this team atari?
>
> Mark
>
There was an I.T admin here in the UK that got sacked (U.S fired) because
he ran seti on all the depts servers and clients. IIRC it was under the
excuse "wasting resources"...

Smeg.

1446. PC virus sent to Atari users

Newsgroup: comp.sys.atari.st
Date: 2003-03-20 23:57:21 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3e7a5560$0$257$4c56ba96@master.news.zetnet.net>
Source record: 28728

Hi all,

Just to let you know that I have received an e-mail from a
Dr. Ronald D. Thomas which supposedly contains a security up-date for
Internet Explorer users.

Norton trapped this as a virus, and a look at the file on the Atari shows
various text comments which probably confirm this - suggestions to look
at various XXX-rated sites etc.

The headers show that this has been sent to several Atari users whose
e-mail addresses have possibly been gathered from this list.

I hope this may help you protect your PC's, if you are using them - but
surely as loyal Atari users you couldn't possibly be doing that :-))
(O.K. - I admit it, I'm not running Norton on my Atari, but I am using it
to post this!)

Cheers

Paul

1447. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 00:23:46 UTC
From: mo <xcxds@ddztt.com>
Message-ID: <b5dmdpnqn1@news8.svr.pol.co.uk>
Source record: 28730

> As one of the people behind Atari Computing magazine I would like to add
> that AC did refund all direct subscribers with either money or credit
> notes (by choice) for any unexpired subscriptions. We also gave away free
> to all subscribers a copy of the AC CD with the final issue.
> Mike Kerslake

Yes I can vouch for that Atari Computing operated fair and square, real good guys

I can also accuse Paul Glover of dishonesty and theft, I was also a victim of the non exsistent mags, unemployed at the time I sent half my weekly giro, I could gladly throttle him

1448. Re: Looking for some software

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 00:28:12 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0303201628.6032ac3d@posting.google.com>
Source record: 28729
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

Jean-Marie de Boer <mail@complicated.net> wrote in message
news:<u2aj7vke8mloj0u80ovq77n32l6jb52bq9@4ax.com>...
> Hi,
>
> A while ago I rescued a 260ST and a 520ST from the trash, complete
> with PSU's and the 360KB external floppy drives. Problem is the TOS
> disks are missing.
>
> Does anyone out there have a copy of the TOS boot disk that came with
> these machines, UK or US? I don't think sharing this with me would be
> considered breach of copyright, I would imagine that since I have the
> machines, having a copy of TOS 1.00 would be legal (I'm not into
> piracy)
>
That's curious, the usual places on the net don't have them anymore.
I wonder what happened?

I have an STe, so 1.62 is all that's available here. The 1.00 disk
version is different enough I don't know if you can use it.

Galen

1449. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 00:59:49 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <9utea.9160$L57.70709@news-server.bigpond.net.au>
Source record: 28731

Luckily, I am the boss:-)

Mark

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b5dhbeapp1@news7.svr.pol.co.uk...
>
> Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message
> news:8e7ea.6885$L57.58664@news-server.bigpond.net.au...
> > Crikey, I have nearly broken 800. I have about 12 machines on it tho. It
> > helps when you have 15 machines to administer. I have actually got 3
> > machines that just run Seti. Anyhow, what is this team atari?
> >
> > Mark
> >
> There was an I.T admin here in the UK that got sacked (U.S fired) because
> he ran seti on all the depts servers and clients. IIRC it was under the
> excuse "wasting resources"...
>
> Smeg.
>
>

1450. Re: Looking for some software

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 06:17:22 UTC
From: jon <jonmnospam@pclv.com>
Message-ID: <S7yea.2666$762.2353@news2.west.cox.net>
Source record: 28732
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

I have what you're looking for in .ST format. I can convert it for you to
.MSA if you like. Let me know where to send the file.

Jon

"Jean-Marie de Boer" <mail@complicated.net> wrote in message
news:u2aj7vke8mloj0u80ovq77n32l6jb52bq9@4ax.com...
> Hi,
>
> A while ago I rescued a 260ST and a 520ST from the trash, complete
> with PSU's and the 360KB external floppy drives. Problem is the TOS
> disks are missing.
>
> Does anyone out there have a copy of the TOS boot disk that came with
> these machines, UK or US? I don't think sharing this with me would be
> considered breach of copyright, I would imagine that since I have the
> machines, having a copy of TOS 1.00 would be legal (I'm not into
> piracy)
>
> Another thing I'm looking for is the original Atari drivers for the
> Viking board and SM194 monitor. Once again, I have the hardware but
> not the drivers. I tried Ralf Zimmerman's version but it just bombs
> out, I'm not sure if it's the driver or maybe the board is fried, so
> I'd like to give it a try with the original drivers.
>
> TIA and regards,
> JM
>

1451. Re: MagiCPC on Wine

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 08:31:41 UTC
From: opichals@seznam.cz
Message-ID: <ad950bae.0303210031.5ec938d9@posting.google.com>
Source record: 28733

Hi!

Guy Harrison <swampdog@ntlworld.com> wrote in message
news:<20030320194213.0cf9b6bf.swampdog@ntlworld.com>...

> On Mon, 17 Mar 2003 02:24:19 -0500
> Mark D <mduckworthnospam@atari-source.com> wrote:
>
> > Guy Harrison wrote:
> >
> > >
> > > ...appears to work and chugged along pretty well. Just thought it > > worth a
> > > mention, though I doubt I'm the first to try it! ;-)
> > >
> > >
> >
> > I also got this to work pretty well but I must point out Aranym is a > much
> > better idea as it has native *nix support, ethernet, sound, high rez
> > (videl_ video as well as much faster emulation via the JIT.
>
> I haven't been able to try it properly - can't give it a hard disk iyswim. I
> need an option to mount a directory as the aranym filesystem. Does such exist
> yet?

Sure it does. There is a BetaDOS driver for single TOS and an .XFS
driver for FreeMiNT. There is also a MiNT-Net .XIF driver already. See
the http://aranym.sf.net and than the README and INSTALL files
enclosed in the packages.

regards

STan

1452. Re: PC virus sent to Atari users

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 08:54:48 UTC
From: swampfax1@NOSPAMatlantic.net
Message-ID: <srAea.17$7J.20815@monger.newsread.com>
Source record: 28734

On 20 Mar 2003 23:57:21 , Paul Williamson wrote:
>Hi all,
>
>Just to let you know that I have received an e-mail from a
>Dr. Ronald D. Thomas which supposedly contains a security up-date for
>Internet Explorer users.
>
>Norton trapped this as a virus,

Hi Paul,
I kind's figured the exe extension meant bad news to a PC. I'm getting one per week here @ about 218k. I use "Get Selected Mail" to avoid the download time and am icorporating NOSPAM in my address from now on!

John G.

1453. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 10:27:41 UTC
From: dianeandsteve@SPAMMclaraSPAMM.co.uk
Message-ID: <1fs624u.153k94d3qhpa8N%dianeandsteve@SPAMMclaraSPAMM.co.uk>
Source record: 28735

> >Atari? Nope, Macintosh here matey. Actually the server runs under OS8.6
> >and is very fast, it's not bad for an old Power Mac 6500 / G3 running an
> >FTP, web and proxy server:-)
>
> Sorry, I thought you actually run _the_ OS9 which is something very
> different... Check http://www.cs.wisc.edu/~pruyne/os9faq.html for details.

i know:o) But checking the link out rsn. thanks

--
Steve
= = =
ftp & http = massiveftp.serveftp.com

1454. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 10:27:41 UTC
From: dianeandsteve@SPAMMclaraSPAMM.co.uk
Message-ID: <1fs627p.1mkc5v5kgr5qiN%dianeandsteve@SPAMMclaraSPAMM.co.uk>
Source record: 28736

> ...port 33706. That must be how pasv works. That is, the first four
>numbers are your IP address, the final two the socket...
>
> 131=$83
> 170=$AA
> 33706=$83AA
>
> Your ftp server has doled out a port number to my ftp client that your
(stealth mode?) firewall won't even acknowledge. Your ftp server works.
Your firewall works. They don't work together, except by chance.
>
> When I revert ftp to active mode...
>
> netstat -anf inet
> Proto Local Address Foreign Address (state)
> tcp4 80.4.128.249.49159 217.35.1.167.33733 ESTABLISHED
> tcp4 80.4.128.249.1788 217.35.1.167.21 ESTABLISHED
>
> ...no problem. Hopefully there's an option for your ftp server than has
>been overlooked. ;-)

:-P
actually, there isn't m8. So i'm stuck here - quick questions, it's the
port no's right? I don't really know much about the comms side/etc but
should i try to enable more ports? :-/
The manual says ports 3000-3150 for passive...
I suppose i could try and forward your earlier msg to the mailing list
for the software. Tech support is superb u c, even if over my head!

thanks for the test! (i think) :)

--
Steve
= = =
ftp & http = massiveftp.serveftp.com

1455. Re: PC virus sent to Atari users

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 13:35:14 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1048261532.12152@blade.atari-source.com>
Source record: 28737

John-NOSPAM-Garone wrote:

> On 20 Mar 2003 23:57:21 , Paul Williamson wrote:
>>Hi all,
>>
>>Just to let you know that I have received an e-mail from a
>>Dr. Ronald D. Thomas which supposedly contains a security up-date for
>>Internet Explorer users.
>>
>>Norton trapped this as a virus,
>
> Hi Paul,
> I kind's figured the exe extension meant bad news to a PC. I'm getting
> one per week here @ about 218k. I use "Get Selected Mail" to avoid the
> download time and am icorporating NOSPAM in my address from now on!
>
> John G.

Doesn't matter,

Usually it comes from other people's addressbooks on their windows machines.
i.e. the virus doesn't have it's own built in email list, nor does it scan
the net for email addresses to mail itsefl to, I always hear it gets them
from outlook addressbooks.
Mark

1456. Re: Atari 1040st newbee question

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 14:05:07 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e7ac70410cef25@attbi.com>
Source record: 28738

```
>
>"DJPsymiley" <amplitude@MAPSSPAMkoloth.co.uk> schreef in bericht
>news:3e74a312$0$4844$cc9e4d1f@news.dial.pipex.com...
>> > I recently got a 1040st so I'm new to it.
>> > I have 1 question (for now anyway).
>> > Is there something I should do before I can use the mouse?
>>
>> Well, what type of mouse have you got and where are you plugging it?
>>
>> It needs to be a Bus mouse (very old) and plugs into port 1 under the ST.
>>
>> If you got that right, it'll work - if not, make sure you 'do' have a Bus
>> mouse and it works.
>>
>> Dan.
>>
>>
>I guess the mouse just doesnt work. It's a Tulip btw.

There is a hardware device that will allow use of a PC mouse on
the Atari. I use on my machine... Atari mice are cheap and can be
found on the web for sale.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

1457. Re: Best method to connect ST to VGA Monitor?

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 14:05:07 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e7ac70410cef26@attbi.com>
Source record: 28739

>Folks,
>
>what would be the best method to connect an ST to a PC VGA Monitor? Possibly
>a method which allows to use the colour and b/w modes of the ST with a
>simple switch. Are there any schematics avail?
>
>many thanks
>Chris

If you can get a hold of an old piece of ST hardware called a
Video Key, you can use that and a video converter to hook your ST
up to a PC monitor. I did it and it worked fine.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1458. Re: Copying Atari Disks to CD for use with CD enabled Atari or PC emulator

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 14:05:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e7ac70410cef27@attbi.com>
Source record: 28741

>Does anyone know of a good program for copying Atari disks to CD for
>use on either a CD enabled Atari or with an Atari emulator on a PC. I
>have a couple of hundered disks from an old Atari club that I would
>like to archive to a CD. The disks are all shareware that was
>originally collected by MilAtari here in Milwaukee.
>
>I recently built an All-In-One Atari in a PC case and added a CDRom
>drive. It was mainly a project to see if I could do it. The Atari
>works great.
>
>Any suggestions and links to a good program would be appreciated
>
>Dave Glish

Hello Dave,

The program I use on my Atari Hades is CDiso from Anodyne. It will
copy contents on an Atari computer and put it on a CD in the ISO
format that can be used/read on any machine.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1459. Re: Copying Atari Disks to CD for use with CD enabled Atari or PC emulator

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 14:05:09 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e7ac70410cef28@attbi.com>
Source record: 28740

>dglish@milwpc.com (Dave Glish) wrote in message
news:<50cabf78.0303150732.121360f@posting.google.com>...
>> Does anyone know of a good program for copying Atari disks to CD for
>> use on either a CD enabled Atari or with an Atari emulator on a PC. I
>> have a couple of hundered disks from an old Atari club that I would
>> like to archive to a CD. The disks are all shareware that was
>> originally collected by MilAtari here in Milwaukee.
>
>You can write ISO9660 disks on CDWriter by Anodyne Software, among
>others. You can keep the data in TOS-ready form or convert them to
>.ST or similar files for emulation.
>
>Try www.anodynesoftware.com.
>Galen

CDWriter is used mainly for making audio CD's, but it make work.
CDiso from Anodyne will do a little better job in this case. I
have all of the programs from Anodyne (includes Extendos Gold) and
do not know what I would do without them.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1460. Re: GE soft megadrive

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 14:05:09 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e7ac70410cef29@attbi.com>
Source record: 28743

>Who has the right driver for my GE soft megadrive external HD for the atari
>1024.
>Hope you help me.....
>Thanx!!
>Eef

I would try HDDriver. You can download a demo of the program at:

http://www.seimet.de/index_english.html

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1461. Networked my STe

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 14:05:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e7ac70410cef2c@attbi.com>
Source record: 28742

Hello All,

Using STing 1.26 and the hardware/driver from Lyndon Amsdon, I was
able to get my STe added to my home LAN. I now can communicate
with my Hades and my wife's PC. Now I want to set up
Newsie/Popwatch to send/receive email. This way, if anything
happens to my Hades, I can still talk to world. I tried to use
Cab, but nothing on the screen came up when the particular site
was loaded. I think this is because I have an old version of Cab
on the STe and need to put a newer version on. I also want to be
able to back up my STe using my Hades and CDBackup. Kind of nice
to see it all working.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1462. Re: NOVA Video card and network card

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 14:05:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e7ac70410cef2d@attbi.com>
Source record: 28744

>I just got myself an Atari MegaSTE with a NOVA graphics adapter. i opened
>the box and saw it had an ISA videocard. i was wondering if this adapter
>also supports ISA networkcards. Did anyone try it and are there drivers for
>it. I like to use a NE2000 compatible ISA card.
>
>TXG/MNX
>

I use the NEC2000 ISA card with my STe using hardware/software
from Lyndon Amsdon. Works great. It is attached using the STe's
cartridge port. Should also work on a Falcon/TT. For more
information:

http://home.arcor.de/thomas.redelberger/index.htm

http://hardware.atari.org/

http://home.arcor.de/thomas.redelberger/index.htm

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1463. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 15:20:40 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5faom$qs2$1@newsg2.svr.pol.co.uk>
Source record: 28745

Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message
news:9utea.9160$L57.70709@news-server.bigpond.net.au...
> Luckily, I am the boss:-)
>
> Mark
>

Got any jobs???? :-)

1464. Re: PC virus sent to Atari users

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 17:02:11 UTC
From: Starlord <starlord@in>
Message-ID: <FMHea.99$UL4.7@news.inreach.com>
Source record: 28646

Nortons let to many things get past on this box, so see what I now use at the end of this message, it's free and easy to use. But then againI also use a spam boker in my return address and that stops them too. Someday I hope to get a keyboard for my TT, but this month my car said it needed the money worst than my TT did.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

"Paul Williamson" <paul.williamson@zetnet.co.uk> wrote in message
news:3e7a5560$0$257$4c56ba96@master.news.zetnet.net...
> Hi all,
>
> Just to let you know that I have received an e-mail from a
> Dr. Ronald D. Thomas which supposedly contains a security up-date for
> Internet Explorer users.
>
> Norton trapped this as a virus, and a look at the file on the Atari shows
> various text comments which probably confirm this - suggestions to look
> at various XXX-rated sites etc.
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.462 / Virus Database: 261 - Release Date: 3/13/03

1465. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 19:14:52 UTC
From: Tim Anderson <t-DOT-anderson@zen.co.uk>
Message-ID: <3e7b64ac$0$224$fa0fcedb@lovejoy.zen.co.uk>
Source record: 28647

How does the ratio stuff work on your site?

Is it on a IP number basis or is it per login?

Tim

1466. Re: PC virus sent to Atari users

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 19:24:06 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <pgof5b-06p.ln@speaker.rodsbooks.com>
Source record: 28648

In article <3e7a5560$0$257$4c56ba96@master.news.zetnet.net>,
paul.williamson@zetnet.co.uk (Paul Williamson) writes:
> Hi all,
>
> Just to let you know that I have received an e-mail from a
> Dr. Ronald D. Thomas which supposedly contains a security up-date for
> Internet Explorer users.
>
> Norton trapped this as a virus, and a look at the file on the Atari shows
> various text comments which probably confirm this - suggestions to look
> at various XXX-rated sites etc.
>
> The headers show that this has been sent to several Atari users whose
> e-mail addresses have possibly been gathered from this list.

That's almost certainly *NOT* how the address was gathered. You also may
be mistaken about the origin of the message.

What you describe sounds like a fairly common e-mail worm. Most of the
e-mail worms I've seen in the last year or two do one or both of two
things:

1) They rifle through the victim's e-mail address book to locate more
victims.
2) They forge the return e-mail address to be one in the true victim's
address book.

Thus, I hypothesize that what happened is this: Somebody active in the
Atari community, but who (unwisely, IMHO) uses a Microsoft e-mail client,
was infected by a worm. The worm sent itself to many or all of the
addresses in the original victim's address book, possibly using another
address fromm that address book as a forged return address. This
newsgroup probably had nothing to do with it, except possibly insofar as
the first victim probably obtained some of those addresses from this
newsgroup.

Believe me, I've received many of these worms. In fact, so far this year
my spam filters have tossed precisely 100 worms. Every month or two I
receive an automated or personal message from somebody complaining about
the worm that "I" sent, but I'm quite certain I've never sent such a
worm. (I don't use the e-mail programs that are susceptible to the worms
in question, and I seldom even boot the OSs in which they run.)
Unfortunately, the complaints never include headers, so I can't track
down who has my e-mail address in an address book and has been infected.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

1467. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 19:43:31 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b5fq10bsv1@sparta.btinternet.com>
Source record: 28649

Hi Strider

> Hi, got quite a lot of shareware and PD stuff at the site now along with
> lots of games (menu CDs). Always on the lookout for more menu cds:) So
> plz upload if u find something worthwhile to download.

I get in using Internet Explorer, i don't think the cracked serials list is
a very good promotional item!>

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.463 / Virus Database: 262 - Release Date: 17/03/2003

1468. Re: PC virus sent to Atari users

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 20:25:02 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <euauS9VeU3e+EwB3@my-ste.demon.co.uk>
Source record: 28650

On Fri, 21 Mar 2003, Rod Smith wrote:-

>In article <3e7a5560$0$257$4c56ba96@master.news.zetnet.net>,
> paul.williamson@zetnet.co.uk (Paul Williamson) writes:

>> The headers show that this has been sent to several Atari users whose
>> e-mail addresses have possibly been gathered from this list.
>
>That's almost certainly *NOT* how the address was gathered. You also may
>be mistaken about the origin of the message.

Unfortunately, it is quite possible. The latest worms appear to have
been given the ability to search for addresses not only through the
Windows address book, but also in any newsgroups the infected user has
read using Outlook Express as well as web pages stored in the Internet
Explorer disc cache.

<Snip>

>Unfortunately, the complaints never include headers, so I can't track
>down who has my e-mail address in an address book and has been infected.

In the case of the worm sent to Atari users, the copy of the mail I have
appears to have really have come from a famu.edu user. The headers from
the copy I received show the worm originated at 168.223.7.56 (no domain
name) and passed through mail.famu.edu (168.223.30.106) before being
delivered to my ISPs mail servers and on to me.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 47Mnodes/sec
AMD Duron/1100 256Mb SuSE 7.3 |
AMD Duron/950 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 256Mb SuSE 7.3

1469. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 21:12:04 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns9345E1D7D7616tos4ever@195.130.132.65>
Source record: 28651
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/atarirc_124.zip
:(191.030 bytes) Nice and powerful GEM based IRC client for
STik/STing/Gluestik

**mint**
ftp://chapelie.rma.ac.be/atari/mint/installers/osmdinst.zip
:(878.471 bytes) OSMD is the Olomouc SpareMiNT distribution.
With this distribution, every Atari Falcon/TT/clon user should be
able to install a clean MiNT environment.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/music/abcm2ps_340.zip
:(194.729 bytes) abcm2ps is a program which converts music tunes
from ABC format to PostScript.

ftp://chapelie.rma.ac.be/atari/utilities/music/abcmidi.zip
:(388.603 bytes) abc <-> MIDI conversion utilities

ftp://chapelie.rma.ac.be/atari/utilities/music/abctab2ps_150.zip
:(195.233 bytes) abctab2ps is a music and tablature typesetting
program which translates an input file in the abc language into postscript.

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>
```

1470. Rare Atari ST PS3000 Monitor on eBay

Newsgroup: comp.sys.atari.st
Date: 2003-03-21 22:07:08 UTC
From: Famous Mortimer <norkusa@THIS.attbi.com>
Message-ID: <BAA0F724.526CF%norkusa@THIS.attbi.com>
Source record: 28652

Thought that some of you here might be interested in this. I'm auctioning off my rare Atari PS3000 monitor. Its said that only 1000 of these were made. Has built-in floppy disk drive. Also syncs up to PAL software. Will ship worldwide. Have a look:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1250&item=3014413385&rd=1

Anthony

--
remove "THIS" to reply

1471. Re: Rare Atari ST PS3000 Monitor on eBay

Newsgroup: comp.sys.atari.st
Date: 2003-03-22 02:00:53 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3e7bc3ef$0$2214@echo-01.iinet.net.au>
Source record: 28653

very interesting, shame they didn't make better use off that spare room
underneath and had a hard drive in it too. would of been a great space
saver.

"Famous Mortimer" <norkusa@THIS.attbi.com> wrote in message
news:BAA0F724.526CF%norkusa@THIS.attbi.com...
> Thought that some of you here might be interested in this. I'm auctioning
> off my rare Atari PS3000 monitor. Its said that only 1000 of these were
> made. Has built-in floppy disk drive. Also syncs up to PAL software. Will
> ship worldwide. Have a look:
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1250&item=3014413385&
> rd=1
>
> Anthony
>
>
> --
> remove "THIS" to reply
>

1472. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-22 05:44:48 UTC
From: G Swaine <gswaine@the-gluepot.com>
Message-ID: <b5gt8e$2p1e$1@news.comnet.co.nz>
Source record: 28654

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote ...
> I think its all down to the FPU. This gets forgotten nowadays since the
386
> and upwards have had an FPU included on the CPU die.

Small correction:

An on-chip FPU did not happen until the 80486 - chips before the 486 needed
an x87 FPU

For example: the 80386 needed an 80387 FPU to do floating point calculations
in hardware (Likewise: 8086 needed an 8087, 80286 needed an 80287) An
80486SX lacked an FPU, whereas the 80486DX had one builtin (from memory, you
could buy an 80487 [which was a full 486DX in disguise])

Floating point maths could still be done without an x87 FPU, but it needed a
large block of x86 machine code to be run by the main processor, as opposed
to a few x87 machine code instructions that could be run by the FPU in a lot
less time

--

(sorry there's no signature quote for this month)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

1473. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-22 11:00:23 UTC
From: dianeandsteve@SPAMMclaraSPAMM.co.uk
Message-ID: <1fs7y9o.1vfa56q1wvjpsgN%dianeandsteve@SPAMMclaraSPAMM.co.uk>
Source record: 28655

> How does the ratio stuff work on your site?
>
> Is it on a IP number basis or is it per login?

Hi Tim,
Sorry m8, the ratio thing was still set from earlier in the week when i was testing stuff out. I left it on by mistake! It's off now as mine is a free server, tho i do hope some poeple are going to upload something cool every now and then if they find something worthy to download.. :-)

fwiw, the ratio thing was based on bytes uploaded not files. So, if u uploaded file(s) of around 1mb in size then u could download file(s) to the size of 40mb.. iyswim

ATB
--
Steve
= = =
ftp & http = massiveftp.serveftp.com

1474. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-22 11:00:23 UTC
From: dianeandsteve@SPAMMclaraSPAMM.co.uk
Message-ID: <1fs7yfg.hvcbj6wkcadcN%dianeandsteve@SPAMMclaraSPAMM.co.uk>
Source record: 28656

> > Hi, got quite a lot of shareware and PD stuff at the site now along with
> > lots of games (menu CDs). Always on the lookout for more menu cds:) So
> > plz upload if u find something worthwhile to download.
>
> I get in using Internet Explorer, i don't think the cracked serials list is
> a very good promotional item!>

Serial Box isn't exactly hard to find, every Mac user must already have
a copy tbh.. It ain't right, i know, but i do always offer the latest
version to all that want it. That's all. I don't force them to download
it;-)

tbh, i put this in the log on text because i got LOTS of emails almost
every day asking me if i had it. Too many lazy people not willing to
browse the folders!

I think i'll take this out though now, not had any emails for ages.. so
it works!

--
Steve
= = =
ftp & http = massiveftp.serveftp.com

1475. Re: PC virus sent to Atari users

Newsgroup: comp.sys.atari.st
Date: 2003-03-22 11:35:58 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e7c702a29350f0@europe-shareware.org>
Source record: 28657

Hello,

in article <euauS9VeU3e+EwB3@my-ste.demon.co.uk> (comp.sys.atari.st),
David Bolt wrote on Fri 21-03-2003 20:25 (GMT):

> In the case of the worm sent to Atari users, the copy of the mail I have
> appears to have really have come from a famu.edu user. The headers from
> the copy I received show the worm originated at 168.223.7.56 (no domain
> name) and passed through mail.famu.edu (168.223.30.106) before being
> delivered to my ISPs mail servers and on to me.

It's the case for the one "sent" by "Dr. Ronald D. Thomas" as we
probably have received the same mail. But I've already received the
"security patch" many times, not originated from the same servers. The
"funny" thing is that this worm often puts the emails in the Cc field,
not in the Bcc one as worms usualy do. Lots of Atari users in the list
of emails!

One common point in most of those I received:
X-Mailer: Microsoft Outlook IMO, Build 9.0.2416 (9.0.2911.0)

Needless to say that good mailers - or correctly config. ones - do not
bother with receiving such worms.

Bye,
/Pascal/

--
Pascal's Outgoing article is certified Virus Free.
Checked by OFCOURSE anti-virus system.
Release Date: 22/03/2003

1476. Re: PC virus sent to Atari users

Newsgroup: comp.sys.atari.st
Date: 2003-03-22 15:54:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <bg0i5b-mav.ln@speaker.rodsbooks.com>
Source record: 28659

In article <euauS9VeU3e+EwB3@my-ste.demon.co.uk>,
David Bolt <nospam@my-ste.demon.co.uk> writes:
> On Fri, 21 Mar 2003, Rod Smith wrote:-
>
>>In article <3e7a5560$0$257$4c56ba96@master.news.zetnet.net>,
>> paul.williamson@zetnet.co.uk (Paul Williamson) writes:
>
>>> The headers show that this has been sent to several Atari users whose
>>> e-mail addresses have possibly been gathered from this list.
>>
>>That's almost certainly *NOT* how the address was gathered. You also may
>>be mistaken about the origin of the message.
>
> Unfortunately, it is quite possible. The latest worms appear to have
> been given the ability to search for addresses not only through the
> Windows address book, but also in any newsgroups the infected user has
> read using Outlook Express as well as web pages stored in the Internet
> Explorer disc cache.

Ouch. I hadn't heard of that.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

1477. Re: PC virus sent to Atari users

Newsgroup: comp.sys.atari.st
Date: 2003-03-22 15:54:03 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <tn0i5b-mav.ln@speaker.rodsbooks.com>
Source record: 28658

In article <3e7c702a29350f0@europe-shareware.org>,
"Pascal Ricard" <nospam@mydomain.thanx.invalid> writes:
>
> One common point in most of those I received:
> X-Mailer: Microsoft Outlook IMO, Build 9.0.2416 (9.0.2911.0)
>
> Needless to say that good mailers - or correctly config. ones - do not
> bother with receiving such worms.

A mail client *MUST* receive the mail, or at least its headers, in order to determine whether or not it's a worm. The mail client may delete the mail automatically.

A mail server may include virus scanners to stop it from sending worms and/or delivering worms it receives to its users. That's not a client-side configuration, though, and I suspect that few mail servers are so configured. Of course, the ones that are probably handle larger domains or those that fall under heavy attack from worms.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

1478. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-22 16:04:21 UTC
From: dianeandsteve@SPAMMclaraSPAMM.co.uk
Message-ID: <1fs8clq.10kptqk1xelhl8N%dianeandsteve@SPAMMclaraSPAMM.co.uk>
Source record: 28660

just wanted to say thanks to whoever it is that's uploading the Sewer
Doc Disks - i've been after these for ages! Thank you :-)
<email me?>

--
Steve
= = =
ftp & http = massiveftp.serveftp.com

1479. NOVA drivers HELP

Newsgroup: comp.sys.atari.st
Date: 2003-03-22 20:19:05 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e7cc55c$0$136$e4fe514c@dreader5.news.xs4all.nl>
Source record: 28661

Hello,

My install disk of my NOVA card is not working anymore. I have a NOVA card
for the MegaSTE/TT030. It's the ET4000 version.

Please e-mail me the drivers when someone has them.

TXG/MNX

1480. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-22 20:52:24 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5iiiq$tn9$1@news7.svr.pol.co.uk>
Source record: 28662

Strider <dianeandsteve@SPAMMclaraSPAMM.co.uk> wrote in message
news:1fs8clq.10kptqk1xelhl8N%dianeandsteve@SPAMMclaraSPAMM.co.uk...
> just wanted to say thanks to whoever it is that's uploading the Sewer
> Doc Disks - i've been after these for ages! Thank you :-)
> <email me?>
>

Same here.

Can you please put them in the PUB section soon as the uploads dir is write
only...

Cheers.

1481. ST stuff for sale in Phoenix area

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 00:39:31 UTC
From: pete <pshay@underwear.attglobal.net>
Message-ID: <3E7D0243.9CF2E313@underwear.attglobal.net>
Source record: 28663

Looking to unload the following items:

TESTED AND WORKING:
* Atari 1040STf
* Atari 520STfm
* Atari SC1224 monitor (two monitors, different styles)
* 20MB hard drive (including data cable)
* Atari mouse (1)
* Trackball (1)

UNTESTED, BUT TOLD IS STILL GOOD:
Microflyte controller, Magic SAC+ mac emulator cartridge, and two floppy drives (one internal, one external).

Also included are a couple of boxes of power connectors, data cables, and miscellaneous software, books, and manuals. Pics available upon request. E-mail me with any questions.

Not interested in parting this stuff out. Just want to find a new home for it and make room for other hobbies. Would rather not box it up and ship it out, so if you're in the Phoenix area and are interested please make offer.

--
Pete Shay, pshay@underwear.attglobal.net
Remove underwear to e-mail me.

1482. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 05:51:23 UTC
From: Guy Harrison <swampdog@ntlworld.com>
Message-ID: <20030323055123.243419ea.swampdog@ntlworld.com>
Source record: 28664

On Fri, 21 Mar 2003 10:27:41 +0000
dianeandsteve@SPAMMclaraSPAMM.co.uk (Strider) wrote:

> > ...port 33706. That must be how pasv works. That is, the first four
> >numbers are your IP address, the final two the socket...
> >
> > 131=$83
> > 170=$AA
> > 33706=$83AA
> >
> > Your ftp server has doled out a port number to my ftp client that
> > your
> (stealth mode?) firewall won't even acknowledge. Your ftp server
> works. Your firewall works. They don't work together, except by
> chance.
> >
> > When I revert ftp to active mode...
> >
> > netstat -anf inet
> > Proto Local Address Foreign Address (state)
> > tcp4 80.4.128.249.49159 217.35.1.167.33733 ESTABLISHED
> > tcp4 80.4.128.249.1788 217.35.1.167.21 ESTABLISHED
> >
> > ...no problem. Hopefully there's an option for your ftp server than
> > has
> >been overlooked. ;-)
>
> :-P
> actually, there isn't m8. So i'm stuck here - quick questions, it's
> the port no's right?

They're the problem, yes. I doubt they're the cause.

>I don't really know much about the comms side/etc but
> should i try to enable more ports? :-/

Enabling all unprivileged ports should solve the problem. It
won't do anything for the cause though. Somewhat drastic methinks.

I'll risk stating the obvious because vendors like to muddle the issue,
certainly in the windoze world! Hopefully the apple arena suffers less.

Yer typical firewall tends to split the job into two tasks, inbound
connections and outbound connections. The term "open" implies the
firewall does not act on that port - things flow both ways as though the
firewall doesn't exist. A "closed" port implies the firewall will not

allow a connection but lets the thing connecting know the fact, the tcp equivilent of "bugger off, nobody at home" to use a technical phrase. :-)

In an ideal world this would suffice and is how tcp is supposed to work. Unfortunately you get no protection against DOS attacks. Thus you'll usually find a "stealth" mode - the thing connecting won't hear a peep from the firewall, like it's talking into a black hole.

A firewall ought to allow one of Open/Closed/Stealth to be applied independently to each port in each direction. Default settings tend to be most outgoing ports open (your software can initiate connections) and all inbound ports closed/stealth (even if your software is listening it'll never see it because the firewall stopped it).

Soo, errors in manual and bugs not withstanding, if you open port 21 and inbound on 3000-3150 then passive ftp job should be a good 'un!

But it's not. A working ftp server directly connected to the internet will(*) work. Ditto(*) for an ftp server connected to a firewall where the firewall is directly connected to the internet. Each item you add has to be considered as an additional node in your network. It gets complex and silly real quick.

(*)
Provided your ISP hasn't screwed something up for you. I guess you'd already be aware of this though.

An active NAT (Network Address Translation btw) layer would appear to be in effect. At what point (time to draw a diagram). Where lies the router - what's it doing (and what's its purpose, might not be the same). These are rhetorical questions. Too many possibilites to consider, even with the answers. :-(

Basic, you're sure FtpServer is 100% ok...
FtpServer <socket> ISP
...blame ISP.

Functional, you're sure FtpServer and Firewall are 100% ok...
FtpServer <port-socket-port> Firewall <port-socket-port> ISP
...already too complex to go into in depth. You have to repeat the above line for each port in the equation, in both directions, writing down its state. If the firewall can remap ports then that has to go into the equation. In fact those that have this feature may incorporate varying levels of NAT. It may or may not be marketed as NAT even if it isn't. It may or may not be that those that do implement "transparent" NAT are then unable to present a viable firewall because it's essentially a condradiction in terms. It may or may not be the case that the firewall gets bypassed under some circumstances: this leaves you in a situation where you think your firewall is facing the outside world but for some chores the machine running the firewall ends up facing the outside world. Er, we haven't even mentioned router capabilites- let's not!

> The manual says ports 3000-3150 for passive...
> I suppose i could try and forward your earlier msg to the mailing list
> for the software. Tech support is superb u c, even if over my head!

This probably all they need...

<info>
Both machines here are "FreeBSD-4.7 RELEASE". Summary: this is
reguardless of whether I dialup with NAT enabled my end or not.

Active ftp works. To date, both ends get assigned high value (30,000+)
port numbers of no particular relevence.

Passive does not work. Ftp client has to timeout sitting on SYN_SENT.
Quickie example:

$ ftp ftp://massiveftp.serveftp.com
[snip connected stuff]

$ netstat -af inet
(lose initial "tcp4 0 0" fields to avoid editor wrapping)
m41-mp1.cvx1-a.n.3222 host217-35-1-167.ftp ESTABLISHED

ftp> ls
227 Entering Passive Mode (217,35,1,167,130,76)

$ netstat -af inet
m41-mp1.cvx1-a.n.3223 host217-35-1-167.33356 SYN_SENT
m41-mp1.cvx1-a.n.3222 host217-35-1-167.ftp ESTABLISHED

ftp: connect: Operation timed out

Server 217.35.1.167 always assigns a high port number in passive mode to
which it will not respond.
</info>

My advice is not to change anything just yet. Find out how
(217,35,1,167,130,76) arrived at the ftp client. You may have the
answer lurking about in a logfile. If the 130,76 originated from your
ftp server then it is broken (130,76)=33356.

FWIW I'd be expecting it not to be broken and actually be sat listening
on a port within 3000-3150 (call it port X), and to have sent two
numbers representing X outbound. Something between your server and your
internet connection has changed those two numbers to (130,76). As
Kenneth suggested, nat(*) probably. Nat ought to translate the inbound
33356 back to X. Either nat is broken or nat couldn't translate inbound
33356 back because nat never saw it. The latter might be due to a
firewall existing closer to the internet side than nat itself is.

(*)
nat meaning not just NAT here but anything along the connection that can
cause ports to be remapped.

--
Guy Harrison

1483. Re: MagiCPC on Wine

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 05:58:22 UTC
From: Guy Harrison <swampdog@ntlworld.com>
Message-ID: <20030323055822.5a6b6abf.swampdog@ntlworld.com>
Source record: 28665

On 21 Mar 2003 00:31:41 -0800
opichals@seznam.cz (Standa Opichal) wrote:

> Hi!
>
> Guy Harrison <swampdog@ntlworld.com> wrote in message
> news:<20030320194213.0cf9b6bf.swampdog@ntlworld.com>...
[snip]
> > I haven't been able to try it properly - can't give it a hard disk
> > iyswim. I need an option to mount a directory as the aranym
> > filesystem. Does such exist yet?
>
>
> Sure it does. There is a BetaDOS driver for single TOS and an .XFS
> driver for FreeMiNT. There is also a MiNT-Net .XIF driver already. See
> the http://aranym.sf.net and than the README and INSTALL files
> enclosed in the packages.

Ah! I saw mention but didn't think they were applicable. I'd best go
read a bit more carefully. Thanks. :-)

--
Guy Harrison

1484. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 09:08:10 UTC
From: dianeandsteve@SPAMMclaraSPAMM.co.uk
Message-ID: <1fs9o13.kctl11kukqw2N%dianeandsteve@SPAMMclaraSPAMM.co.uk>
Source record: 28666

> news:1fs8clq.10kptqk1xelhl8N%dianeandsteve@SPAMMclaraSPAMM.co.uk...
> > just wanted to say thanks to whoever it is that's uploading the Sewer
> > Doc Disks - i've been after these for ages! Thank you :-)
> > <email me?>
> >
>
> Same here.
>
> Can you please put them in the PUB section soon as the uploads dir is write
> only...

will do :)

--
Steve
= = =
ftp & http = massiveftp.serveftp.com

1485. Need Programs To show Ram Fitted and CPU Speed

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 10:15:18 UTC
From: onetime <bwiltsdropthis@blueyonder.co.uk>
Message-ID: <9t1r7vo0l865ld0lqe1tt7bijqmuars6fv@4ax.com>
Source record: 28667

Hello Group
Would someone be kind enough to help me find some programs
that will test and show the amount of RAM fitted and for speed of CPU.
I seem to remember a Virus Killer that gave such info and also progs
like QuickIndex?
thanks
Bry

1486. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 12:50:11 UTC
From: dianeandsteve@SPAMMclaraSPAMM.co.uk
Message-ID: <1fs9uyt.18kfy4r6m2bfqN%dianeandsteve@SPAMMclaraSPAMM.co.uk>
Source record: 28668

wow! wot an overwelming<sp> reply. :)
I've re-re-read and i too am now guessing at the nat firewall/router
like you. I can't imagine for a second it's the s/w tbh.
I've done some changes, can u plz try again? TIA
--
Steve
= = =
ftp & http = massiveftp.serveftp.com

1487. Atari Online News, Etc. #05-12

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 14:02:09 UTC
From: danap8@aol.comno-spam
Message-ID: <20030323090209.18361.00000126@mb-cb.aol.com>
Source record: 28669

```
A-ONE #0512 03/21/03

~ New "Patriotic" Worm?! ~ People Are Talking! ~ Web Gambling Ban?
~ Want To Send Spam? Pay ~ eBay's Secret Weapon! ~ New Windows Flaws!
~ Tips On Cutting Spam! ~ Original iMac Retiring ~ 'Xbox Live' Chat!
~ French Send Pretzels! ~ Panther To Debut Soon! ~ seti@home Update!

-* Why Do You Get Lots of Spam? *-
-* U.S. May Use "E-Bomb" Against Iraq! *-
-* High Tech Versus Crimes Against Children! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1488. Re: PC virus sent to Atari users

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 15:07:05 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <o$6zWt8Z2cf+Ew$J@my-ste.demon.co.uk>
Source record: 28670

On Sat, 22 Mar 2003, Rod Smith wrote:-

>In article <euauS9VeU3e+EwB3@my-ste.demon.co.uk>,
> David Bolt <nospam@my-ste.demon.co.uk> writes:

>> Unfortunately, it is quite possible. The latest worms appear to have
>> been given the ability to search for addresses not only through the
>> Windows address book, but also in any newsgroups the infected user has
>> read using Outlook Express as well as web pages stored in the Internet
>> Explorer disc cache.
>
>Ouch. I hadn't heard of that.

Having read up on this particular virus, which NAV identifies as
W32.Gibe.B@mm, it seems that it only reads from the Windows address book
to pick where to send itself. So, it seems that this mail was sent to
Atari users, as well as former Atari users that were in the address
book. OTOH, Klez also reads local files in search of addresses to send
itself to, as well as to include as part of the payload.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 47Mnodes/sec
AMD Duron/1100 256Mb SuSE 7.3 |
AMD Duron/950 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 256Mb SuSE 7.3

1489. Re: PC virus sent to Atari users

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 16:19:02 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b5kmpm$qn0$1@thorium.cix.co.uk>
Source record: 28671

In message <3e7c702a29350f0@europe-shareware.org>, nospam@mydomain.thanx.invalid said:

>It's the case for the one "sent" by "Dr. Ronald D. Thomas" as we
>probably have received the same mail. But I've already received the
>"security patch" many times, not originated from the same servers. The
>"funny" thing is that this worm often puts the emails in the Cc field,
>not in the Bcc one as worms usualy do. Lots of Atari users in the list
>of emails!
>
>One common point in most of those I received:
>X-Mailer: Microsoft Outlook IMO, Build 9.0.2416 (9.0.2911.0)

Well the one I just received is different. Herewith the header -
I certainly recognize a couple of Atarians in the 'To:' field.
Luckily it has no effect on CixComm/Read on a Falcon! :-)

---QUOTE---
From gino@continentalequipment.ca Sat Mar 22 10:49:31 2003
Received: from bpd2mo1no.prod.shawcable.com ([64.59.128.220])
by technetium.cix.co.uk (8.11.3/CIX/8.11.2) with ESMTP id h2MAnRG26478
for <xlator@cix.compulink.co.uk>; Sat, 22 Mar 2003 10:49:27 GMT
X-Envelope-From: gino@continentalequipment.ca
Received: from bpd2mi2no.prod.shawcable.com
(bpd2mi2no-qfe3.prod.shawcable.com [10.0.184.121])
by l-daemon (iPlanet Messaging Server 5.2 (built Feb 21 2002))
with ESMTP id <0HC500KQ6CBKYX@l-daemon> for xlator@cix.compulink.co.uk; Sat,
22 Mar 2003 03:40:33 -0700 (MST)
Received: from oemcomputer (h24-81-15-54.ok.shawcable.net [24.81.15.54])
by l-daemon (iPlanet Messaging Server 5.2 (built Feb 21 2002))
with ESMTP id <0HC500DHWC6AO2@l-daemon> for xlator@cix.compulink.co.uk; Sat,
22 Mar 2003 03:40:32 -0700 (MST)
Subject: FWD: Look at security patch from the M$ Corporation
To: bas3@rocketmail.com, tedm@toybox.placo.com, therbel@ntlworld.com,
mopar@man.com, mjolnir117x@earthlink.net, mikemartin123@sympatico.ca,
me@here.com, dastern@engin.umich, peva@kinez.net,
reshuman@removethis.lucent.com, trdstr@hotmail.com,
trench001@hotmailbooger.com, beguna@mindspring.com, bigjohnson@mailcity.com,
pttaylor1@webtv.net, kitten@rochester.rr.com, larscrow@aol.com,
ekaljuma@mtsac.edu, mail@complicated.net, vdjole@eunet.yu,
steve.sweet@btopenworld.com, petar_benzon@hotmail.com,
xlator@cix.compulink.co.uk, guru@texasnet.pl, rsmac@t-online.de,
satcom2@attbi.com, johnatwork@mail.com, voila@voila.fr,
mail@sebastian-brocks.de, sebe-usenet@gmx.net, uberlag@lagged.net,
chris_x@postmaster.co.uk, bhatch@rahul.net, omnipitus2002@yahoo.com,
olivier.pasteur@supelec.fr, sleaphing@xero.org.au, lordtiger888@yahoo.com,

don@clearlight.com, thenright@peoplepc.com, drodgick@city-net.com,
shastaman@my-deja.com, fustigator@not_that.xs4all.nl,
mpierce@dellsbit.btinternet.com, user67@royalschool.net, tokni@t-online.de,
tone@on.tv, williamgmoore@cox.net, geo@sdf.com, oglethorpe@oglethorpe.com,
zero@bigwig.net, cfswestern@lvcm.com, easyrunner@comcast.net,
xedu.fr@koli.po, chacha_chaudri@yahoo.com, jenn@hmplc.com,
johansmithy@planetaccess.com, jim@reallykillersystems.com,
not@available.com, gb@pumpupthe.net, ocsav2001@mail.pt, el4@mindspring.com,
c-bee1@uiuc.edu, xjr3000@aol.comcutthis, nosp@m.com
Message-id: <01b501c2f05f$f4b72d80$360f5118@ok.shawcable.net>
MIME-version: 1.0
X-MIMEOLE: Produced By Microsoft MimeOLE V6.00.2800.1106
X-Mailer: Microsoft Outlook IMO, Build 9.0.2416 (9.0.2910.0)
Content-type: multipart/mixed;
---UNQUOTE---

Regards, /Peter/

1490. IDE driver for ST

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 17:32:51 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <b5kr29rbh1@newsg3.svr.pol.co.uk>
Source record: 28672

I got this link from MyAtari.com

http://members.tripod.com/~piters/atari/astide.htm

it claims to be an IDE driver.

does anyone have any more information on this?

information on how to program the GAL would be extremely useful.

1491. Re: IDE driver for ST

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 17:41:30 UTC
From: Blackmore Digest <neumann01@free.fr>
Message-ID: <3e7df1cf$0$26854$626a54ce@news.free.fr>
Source record: 28673

THAT... is the question ;-)

NellyNel888 a ï¿½crit:
> I got this link from MyAtari.com
>
>
> http://members.tripod.com/~piters/atari/astide.htm
>
> it claims to be an IDE driver.
>
> does anyone have any more information on this?
>
> information on how to program the GAL would be extremely useful.
>
>
>
>
>
>
>
>
>

1492. i found this GAL site

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 17:54:57 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <b5kscd$sk5$1@newsg2.svr.pol.co.uk>
Source record: 28674

http://www.geocities.com/ResearchTriangle/Forum/8070/galblast.htm

this is quite useful. i might build this then give that IDE driver a go.

1493. Re: IDE driver for ST

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 18:00:49 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <b5ksovsln1@newsg3.svr.pol.co.uk>
Source record: 28675

http://www.geocities.com/ResearchTriangle/Forum/8070/galblast.htm

this is quite useful. i might build this then give that IDE driver a go.

1494. SCSI bus arbitration.

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 22:08:03 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5lbeumcn1@newsg1.svr.pol.co.uk>
Source record: 28676

I searched thru the entire archive of posts about this subject, and saw loads of questions asking if it was possible, and people saying sure it is in theory blah blah, but I never saw one post that said "yes, I did it and its cool".

So here is one. Yes I did it and its cool.

What is he on about you ask.

Well the ability to to share scsi devices between 2 computers on the scsi chain.

Why would you want to do that?

Well firstly its a bitch to keep unplugging drives from one machine to another (and expensive if theyre removable and you need 2 jaz/zip drives whatever) if you just want to transfer files, and serial or parallel ports are soooo slooooww, and not all of us can get our hands on ethernet for the atari line. But the real reason I wanted to do it was so that once I had recorded a track in cubase audio, I could edit the sample on the PC (I know that you can do this on the falcon, but I want more flexibility and sophisticated filters/fx etc) and load it back into cubase.

I now have my Falcon connected to a 1gb Jaz external drive (which I record onto with CAF), and also a PC is connected too (Adaptec 2940AU - changed its ID to 6). I can read and write files from both machines simultaneously on the same drive without problems (so far). I have even gone so far as to play back a composition in cubase audio, and while a particular audio track was playing I opened up the corresponding AIF file on the PC (using winamp) and played it back there too. Cubase didnt even stutter.

I know that some of you may have tried this before, so I apologise in advance for boring you (I know I am 10 years late it is 2003 after all) but maybe the next time someone wonders if they can do it, they will search and find this post and hear the words, "Yes I did and its cool".

Smeg.

1495. Re: Looking for Zero Magazine

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 22:25:01 UTC
From: jj <ch@hotmail.com>
Message-ID: <Ruqfa.205$wi1.46@newsfep4-winn.server.ntli.net>
Source record: 28677

I had every issue, all skipped some time ago unfortunately...

"Toby Newman" <google@asktoby.com> wrote in message
news:25a29397.0303200729.1321f30e@posting.google.com...
> Does anyone here have any copies of this old magazine? I'd love to read it
again.

1496. Re: Looking for some software

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 22:29:55 UTC
From: jj <ch@hotmail.com>
Message-ID: <szqfa.209$wi1.186@newsfep4-winn.server.ntli.net>
Source record: 28678
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0303201628.6032ac3d@posting.google.com...
> Jean-Marie de Boer <mail@complicated.net> wrote in message
news:<u2aj7vke8mloj0u80ovq77n32l6jb52bq9@4ax.com>...
> > Hi,
> >
> > A while ago I rescued a 260ST and a 520ST from the trash, complete
> > with PSU's and the 360KB external floppy drives. Problem is the TOS
> > disks are missing.

must have been upgraded to ROM TOS at some point...

Have you bunged a disk in to see what happens...

1497. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 22:44:44 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <wNqfa.3168$Ov1.21434@news-server.bigpond.net.au>
Source record: 28679

Nah, not that big. besides most of you guys are in the US or Europe.
Melbourne is the bottom of the world.

Mark

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b5faom$qs2$1@newsg2.svr.pol.co.uk...
>
> Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message
> news:9utea.9160$L57.70709@news-server.bigpond.net.au...
> > Luckily, I am the boss:-)
> >
> > Mark
> >
>
> Got any jobs???? :-)
>
>

1498. Help! Tech GURUs -Sick Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 22:46:08 UTC
From: "J. Addington" <last_atarian@hotpopremovethis.com>
Message-ID: <3E7E3B99.7040400@hotpopremovethis.com>
Source record: 28680

Hello,

Recently my Falcon received an unexpected electrical jolt. Now when the power is turned on, it comes up with a white screen just like it would normally but nothing else ever happens. No Atari logo or RAM check ever occurs. The power supply, & HD seem OK. Any ideas at all would be appreciated.

-Jared

1499. Re: Semi-broken STE - Help!

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 23:00:00 UTC
From: Johann-Wilhelm_Arndt@LU.maus.de
Message-ID: <200303240000.a35458@lu.maus.de>
Source record: 28681

Hi David,

>This only occurs when there is a reset. When changing between low and
>medium resolution, there is no reset and so this check doesn't occur.
>Changing between low/medium and high resolution will cause a warm reset
>to occur and so the executable-floppy-in-drive-A: check occurs.

That's true, but it's important that the floppy is allways tested if there
is a harddrive or not.

Johann

1500. Re: PC virus sent to Atari users

Newsgroup: comp.sys.atari.st
Date: 2003-03-23 23:42:45 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <dihs7vcnrqr3gsf7dbilk5u1egnptu2ejk@4ax.com>
Source record: 28682

On Sun, 23 Mar 2003 16:19:02 +0000 (UTC), xlator@cix.compulink.co.uk
wrote:

>Well the one I just received is different. Herewith the header -
>I certainly recognize a couple of Atarians in the 'To:' field.
>Luckily it has no effect on CixComm/Read on a Falcon! :-)
>
>---QUOTE---
>From
>Subject: FWD: Look at security patch from the M$ Corporation
>To

Do you have any idea how stupid it is to post actual e-mail addresses
as part of a Usenet article..?

If those poor people whose e-mail addresses you posted weren't already
on spam lists before, they're now exposed, thanks to you.

While it's not likely the Atari newsgroups are a particular target of
e-mail address harvester bots, there's no assurance they WON'T be
looking for victims here when your article hits the net.

If you're not willing to munge the addresses, don't post them.

BobR

1501. Re: Is there anyone else interested in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 00:10:06 UTC
From: "J. Addington" <last_atarian@hotpopremovethis.com>
Message-ID: <3E7E4F49.9000701@hotpopremovethis.com>
Source record: 28683

I recently built an Eiffel interface for one of my units and it works quite nicely. I am in the process of trying to add on the joystick port update. I also built the programmer.(much cheaper route) It was actually fairly simple but time consuming.

-Jared

Galen wrote:
> I've been pondering Laurent's Eiffel card for using PS/2 mice and
> keyboards for a while. Unfortunately, 3 emails to Laurent haven't
> received any response. Since he was kind enough to release the
> drivers, it is mostly a matter of building a simple board (which can
> even be done on a breadboard) and programming a single chip.
> Unfortunately, I don't own a EPROM writer, and I note they are around
> $60 US. This seems a bit much for me to buy for a single use, so I'm
> wondering...
>
> 1) Is anyone willing to build Eiffels?
>
> 2) Is anyone willing to burn EPROMS on their equipment?
>
> 3) Is anyone willing to purchase EPROMS if I go to the trouble of
> purchasing and learning how to usee the burner? (I doubt it's
> difficult, but I really don't know for sure).
>
> Galen

1502. Re: Help! Tech GURUs -Sick Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 00:34:15 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5ljut$fm9$1@newsg3.svr.pol.co.uk>
Source record: 28684

J. Addington <last_atarian@hotpopremovethis.com> wrote in message
news:3E7E3B99.7040400@hotpopremovethis.com...
> Hello,
>
> Recently my Falcon received an unexpected electrical jolt. Now when the
> power is turned on, it comes up with a white screen just like it would
> normally but nothing else ever happens. No Atari logo or RAM check ever
> occurs. The power supply, & HD seem OK. Any ideas at all would be
> appreciated.
>

Theres a whole lot that could be wrong, but the first and probably the easiest thing to check is the RAM. (IIRC if you pull the RAM card out you get the same symptoms, so it could be fried).

If its not that then its likely to be an expensive repair... :-(

Smeg.

P.S. Ask Rodolph - he knows more than most about the Falcon. (Is he still lurking here???).

1503. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 00:37:20 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5lk4mfps1@newsg2.svr.pol.co.uk>
Source record: 28685

hmmm, I fancy a change of continent.... though what puts me off is the fact
that I have just waited 6 months for a bit of sunshine (England!?!), and I
dont think I want another winter just yet.... ;)

Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message
news:wNqfa.3168$0v1.21434@news-server.bigpond.net.au...
> Nah, not that big. besides most of you guys are in the US or Europe.
> Melbourne is the bottom of the world.
>
> Mark
>
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:b5faom$qs2$1@newsg2.svr.pol.co.uk...
> >
> > Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message
> > news:9utea.9160$L57.70709@news-server.bigpond.net.au...
> > > Luckily, I am the boss:-)
> > >
> > > Mark
> > >
> >
> > Got any jobs???? :-)
> >
> >
>
>

1504. Re: Help! Tech GURUs -Sick Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 01:06:52 UTC
From: "J. Addington" <last_atarian@hotpop.REMOVETHIS.com>
Message-ID: <3E7E5CA4.2050408@hotpop.REMOVETHIS.com>
Source record: 28686

Thanks for the tip.

When I remove the RAM board, nothing at all displays on the monitor.
Just black screen as if it was off.

-Jared

Smeg wrote:

Smeg wrote:
> J. Addington <last_atarian@hotpopremovethis.com> wrote in message
> news:3E7E3B99.7040400@hotpopremovethis.com...
>
>>Hello,
>>
>>Recently my Falcon received an unexpected electrical jolt. Now when the
>>power is turned on, it comes up with a white screen just like it would
>>normally but nothing else ever happens. No Atari logo or RAM check ever
>>occurs. The power supply, & HD seem OK. Any ideas at all would be
>>appreciated.
>>
>
>
> Theres a whole lot that could be wrong, but the first and probably the
> easiest thing to check is the RAM. (IIRC if you pull the RAM card out you
> get the same symptoms, so it could be fried).
>
> If its not that then its likely to be an expensive repair... :-(
>
> Smeg.
>
> P.S. Ask Rodolph - he knows more than most about the Falcon. (Is he still
> lurking here???).
>
>

1505. Re: seti@home -Team Atari

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 01:18:39 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <P1tfa.3352$Ov1.22503@news-server.bigpond.net.au>
Source record: 28687

Its only 25 degrees C, today, 2 weeks ago we had 38 degrees. Over Christmas it can get up to 40-45. But Winter 17 is about average. I prefer NZ, 25 in mid summer and minus 5 in winter where I used to live.

Mark

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message news:b5lk4mfps1@newsg2.svr.pol.co.uk...
> hmmm, I fancy a change of continent.... though what puts me off is the fact
> that I have just waited 6 months for a bit of sunshine (England!?!), and I
> dont think I want another winter just yet.... ;)
>
> Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message
> news:wNqfa.3168$Ov1.21434@news-server.bigpond.net.au...
> > Nah, not that big. besides most of you guys are in the US or Europe.
> > Melbourne is the bottom of the world.
> >
> > Mark
> >
> >
> > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > news:b5faom$qs2$1@newsg2.svr.pol.co.uk...
> > >
> > > Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message
> > > news:9utea.9160$L57.70709@news-server.bigpond.net.au...
> > > > Luckily, I am the boss:-)
> > > >
> > > > Mark
> > > >
> > >
> > > Got any jobs???? :-)
> > >
> > >
> > >
> >
> >
>
>

1506. Re: Help! Tech GURUs -Sick Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 01:19:56 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <03tfa.3353$Ov1.22588@news-server.bigpond.net.au>
Source record: 28688

I had a Falcon that did this. It turned out to be oxidisation on the ROM chip. Best cleaned with an eraser.

Mark

"J. Addington" <last_atarian@hotpop.REMOVETHIS.com> wrote in message news:3E7E5CA4.2050408@hotpop.REMOVETHIS.com...
> Thanks for the tip.
>
> When I remove the RAM board, nothing at all displays on the monitor.
> Just black screen as if it was off.
>
> -Jared
>
>
> Smeg wrote:
>
>
> Smeg wrote:
> > J. Addington <last_atarian@hotpopremovethis.com> wrote in message
> > news:3E7E3B99.7040400@hotpopremovethis.com...
> >
> >>Hello,
> >>
> >>Recently my Falcon received an unexpected electrical jolt. Now when the
> >>power is turned on, it comes up with a white screen just like it would
> >>normally but nothing else ever happens. No Atari logo or RAM check ever
> >>occurs. The power supply, & HD seem OK. Any ideas at all would be
> >>appreciated.
> >>
> >
> >
> > Theres a whole lot that could be wrong, but the first and probably the
> > easiest thing to check is the RAM. (IIRC if you pull the RAM card out
you
> > get the same symptoms, so it could be fried).
> >
> > If its not that then its likely to be an expensive repair... :-(
> >
> > Smeg.
> >
> > P.S. Ask Rodolph - he knows more than most about the Falcon. (Is he
still
> > lurking here???).
> >

> >
>

1507. Re: i found this GAL site

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 02:46:17 UTC
From: DJPsymiley <amplitude@MAPSSPAMkoloth.co.uk>
Message-ID: <3e7e717e$0$29599$cc9e4d1f@news.dial.pipex.com>
Source record: 28689

http://www.geocities.com/ResearchTriangle/Forum/8070/galblast.htm
>
> this is quite useful. i might build this then give that IDE driver a go.

Yeah, I saw that. Only need the cheap/dirty hook-up to program the thing.
Its on my 'todo' list once my eeprom programmer is up.

Dan.

1508. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 06:49:24 UTC
From: Guy Harrison <swampdog@ntlworld.com>
Message-ID: <20030324064924.1c29a19d.swampdog@ntlworld.com>
Source record: 28694

On Sun, 23 Mar 2003 12:50:11 +0000
dianeandsteve@SPAMMclaraSPAMM.co.uk (Strider) wrote:

> wow! wot an overwelming<sp> reply. :)

I was waiting for something to finish compiling <g>

> I've re-re-read and i too am now guessing at the nat firewall/router
> like you. I can't imagine for a second it's the s/w tbh.
> I've done some changes, can u plz try again? TIA

Same bad news I'm afraid...

```
ftp> ls
227 Entering Passive Mode (217,39,6,55,131,36)
ftp: connect: Operation timed out
```

```
$ netstat -af inet
Active Internet connections (including servers)
Proto Local Address Foreign Address (state)
tcp4 m4-mp1.cvx1-a.no.3961 host217-39-6-55..33572 SYN_SENT
tcp4 m4-mp1.cvx1-a.no.3960 host217-39-6-55..ftp ESTABLISHED
```

...and active still works.

Try having someone ftp in while you're on IRC/ICQ or whatever. Both of
you run your "netstat" tool and compare. Could be useful even on a
working connection. Unless someone else can chip in here, I think you'll
be forced to dig out the RFC's that describe how FTP works. A quick
search reveals it's RFC959.

--
Guy Harrison

1509. Re: Looking for Zero Magazine

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 07:59:52 UTC
From: google@asktoby.com
Message-ID: <25a29397.0303232359.45dcf61b@posting.google.com>
Source record: 28690

"jj" <ch@hotmail.com> wrote in message
news:<Ruqfa.205$wi1.46@newsfep4-winn.server.ntli.net>...
> I had every issue, all skipped some time ago unfortunately...
>
> "Toby Newman" <google@asktoby.com> wrote in message
> news:25a29397.0303200729.1321f30e@posting.google.com...
> > Does anyone here have any copies of this old magazine? I'd love to read it
> again.

Oh no! Don't say that - I'd rather you just hadn't told me :)

1510. GEforce 4 on atari ?

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 08:51:35 UTC
From: see.adresse@end.ofmessage
Message-ID: <3e7ec716$0$30758$626a54ce@news.free.fr>
Source record: 28691

Hello everybody,

I found a geforce4 PCI and even if it is a bit expensive (99 €) I'm ready to buy it and be the betatester to anyone that would try to make a driver for our computer.

As this card is recent, anybody that had a PCI slot (MSTe ?, TT with adaptor, F30 with cartridge adaptor, Milan, Had€s and CT60) could use it. So it would be a cheaper and easier way to improve our computers than waiting for an hypothetic atari designed card.

Your opinion are welcome.

Regards

gerard.manssoipheAROBACEonline.fr (fuck.spamers@kornet.kr)

1511. Re: IDE driver for ST

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 09:20:27 UTC
From: Vadim Grepan <kezal__rmv__it__@mail.ru>
Message-ID: <3E7ECDDB.5090409@mail.ru>
Source record: 28692

NellyNel888 wrote:
> http://www.geocities.com/ResearchTriangle/Forum/8070/galblast.htm
>
> this is quite useful. i might build this then give that IDE driver a go.
>
>
>
well, do you really ready to create that stuff? Great! :)

--
Rgds, Vadim Grepan

Moscow, Russia

1512. Re: GEforce 4 on atari ?

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 10:22:20 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5mmdgsjm1@newsg4.svr.pol.co.uk>
Source record: 28693

M,gamodeste <see.adresse@end.ofmessage> wrote in message
news:3e7ec716$0$30758$626a54ce@news.free.fr...
> Hello everybody,
>
> I found a geforce4 PCI and even if it is a bit expensive (99 €) I'm ready
> to buy it and be the betatester to anyone that would try to make a driver
> for our computer.

> As this card is recent, anybody that had a PCI slot (MSTe ?, TT with
adaptor,

MSTE has the same expansion slots as the TT

> F30 with cartridge adaptor, Milan, HadSs and CT60) could use it. So it
would

Eclipse is PCI but only for Falcon. Is the CT60 even coming?

> be a cheaper and easier way to improve our computers than waiting for an
> hypothetic atari designed card.

1513. Re: Help! Tech GURUs -Sick Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 14:26:23 UTC
From: Starlord <starlord@in>
Message-ID: <XTEfa.93$HI3.34@news.inreach.com>
Source record: 28695

CPU fried.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

"J. Addington" <last_atarian@hotpopremovethis.com> wrote in message
news:3E7E3B99.7040400@hotpopremovethis.com...
> Hello,
>
> Recently my Falcon received an unexpected electrical jolt. Now when the
> power is turned on, it comes up with a white screen just like it would
> normally but nothing else ever happens. No Atari logo or RAM check ever
> occurs. The power supply, & HD seem OK. Any ideas at all would be
> appreciated.
>
> -Jared
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.462 / Virus Database: 261 - Release Date: 3/13/03

1514. Web Help

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 14:29:54 UTC
From: Starlord <starlord@in>
Message-ID: <YTEfa.94$HI3.83@news.inreach.com>
Source record: 28546

I would like to put the SIAR's newsletter online for downloading, but have no idea of how to do it, anyone give me some help?

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.462 / Virus Database: 261 - Release Date: 3/13/03

1515. Re: Is there anyone else interested in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 14:58:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1048537480-93299AEicMi@gmx.net>
Source record: 28554

From: ekaljuma@mtsac.edu (Galen)
Date: 17 Mar 2003 17:19:16 -0800

Hi Galen,

>I've been pondering Laurent's Eiffel card for using PS/2 mice and
>keyboards for a while. Unfortunately, 3 emails to Laurent haven't
>received any response.

A similar gizmo is available from Peter Denk computers in Germany, one of the few remaining Atar dealers. The gizmo is an adapter with integrated microcontoller which enables to connect PS/2 mice and keyboards. It's suitable for the MegaST, MegaSTE and TT, but I suppose that with some tinkering it should work with a ST and Falcon also...
No drivers are needed.
Price for the adapter is $30,-
The adapter with a suitable mouse and German keyboard costs $43

Address:

MfG Peter Denk
Sandkamp 19a,
22111 Hamburg-Horn
Germany
Tel 040-651 88 78 or 0172-413 38 77
http://www.ATARI-Fachmarkt.de

Look for products:
Artikel #804002 PS/2-Adapter fi¿½r Tastatur und Maus
Artikel #804003 dito, aber inklusive PC Tastatur und Maus

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1516. where to get ICs?

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 15:26:08 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <b5n82k$k5c$1@news6.svr.pol.co.uk>
Source record: 28547

anywhere good to get ICs from in the UK?

I tried rs but they wanted £5 to send a couple of ICs worth £2

maplin any good?

1517. Re: Help! Tech GURUs -Sick Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 17:27:34 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <feHfa.1876$N73.14442@newsfep4-glfd.server.ntli.net>
Source record: 28548

Hello.

"J. Addington" <last_atarian@hotpopremovethis.com> wrote in message
news:3E7E3B99.7040400@hotpopremovethis.com...
.... The power supply, & HD seem OK. Any ideas at all would be
> appreciated.

You need to find someone with a Falcon test cartridge.............

1518. Re: where to get ICs?

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 18:10:32 UTC
From: DJPsymiley <amplitude@MAPSSPAMkoloth.co.uk>
Message-ID: <3e7f4a1d$0$29599$cc9e4d1f@news.dial.pipex.com>
Source record: 28549

> anywhere good to get ICs from in the UK?
>
> I tried rs but they wanted £5 to send a couple of ICs worth £2
>
> maplin any good?

```
What IC's u need?
```

1519. Re: where to get ICs?

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 18:47:35 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <b5njsa$k5$1@news8.svr.pol.co.uk>
Source record: 28550

well really i need the gal20v8, i can get everything else from college
really.

1520. Re: where to get ICs?

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 19:08:19 UTC
From: Flibble-san <flib@you.net>
Message-ID: <JIIfa.1829$ob3.1795@newsfep1-gui.server.ntli.net>
Source record: 28551

"NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message
news:b5n82k$k5c$1@news6.svr.pol.co.uk...
> anywhere good to get ICs from in the UK?
>
> I tried rs but they wanted £5 to send a couple of ICs worth £2
>
> maplin any good?
>

Maxim?

1521. Games for 520ST(Monochrome).

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 19:10:55 UTC
From: Christian Potzinger <misc1@ravenclaw.at>
Message-ID: <Xns9348CD5EBE3D1CJP@ID-53935.user.dfncis.de>
Source record: 28552

Hello.

I bought recently an Atari 520ST with B/W Monitor.
No i'm searching a few Games (Shareware/Freeware)
who had following attributes.

-for free (shareware etc.)
-running with the B/W Monitor.
-have Place on a 720K Diskette.

Know someone such Games? TIA.
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

1522. Re: Help! Tech GURUs -Sick Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 19:42:51 UTC
From: "J. Addington" <last_atarian@hotpop.REMOVETHIS.com>
Message-ID: <3E7F6234.3050509@hotpop.REMOVETHIS.com>
Source record: 28553

I've heard of those, but I don't know how they work...That will work
even though the computer does nothing?

Barrie at Keychange wrote:
> Hello.
>
> "J. Addington" <last_atarian@hotpopremovethis.com> wrote in message
> news:3E7E3B99.7040400@hotpopremovethis.com...
> .... The power supply, & HD seem OK. Any ideas at all would be
>
>>appreciated.
>
>
> You need to find someone with a Falcon test cartridge.............
>
>
>
>
>

1523. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 20:53:07 UTC
From: dianeandsteve@SPAMMclaraSPAMM.co.uk
Message-ID: <1fscf3w.1ir4527e0ovdjN%dianeandsteve@SPAMMclaraSPAMM.co.uk>
Source record: 28555

> Try having someone ftp in while you're on IRC/ICQ or whatever. Both of
> you run your "netstat" tool and compare. Could be useful even on a
> working connection. Unless someone else can chip in here, I think you'll
> be forced to dig out the RFC's that describe how FTP works. A quick
> search reveals it's RFC959.

i would, but there's very few who cannot connect, erm like u! ;)
tbh Guy, i really cannot give this anymore time for the moment and (i'm
sorry to say) i'll have to accept the fact that a few people here and
there won't be able to access the site.

We're moving house in april, so as u can imagine, things are busy here.
Maybe after June'ish i'll hack at this problem more.. but for now, i'm
happy. (i get LOTS of users every day atm)

Maybe, like u were saying in an earlier email, that it is the router and
it's port forwarding that's not working 100%..?? But there has been
3xfirmware updates since i bought the thing last autumn - maybe there
will be a fix rsn? ;-)

Thanks for the replies & appreciate the pointers. Not got the time (yet)
but soon.. first things first:-)

--
Steve
= = =
ftp & http = massiveftp.serveftp.com

1524. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 23:02:57 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <uiuu7vkpjorakukbr2d9b7oj47cacm6bu0@4ax.com>
Source record: 28556

On Tue, 18 Mar 2003 06:34:22 +0000,
dianeandsteve@SPAMMclaraSPAMM.co.uk (Strider) wrote:

>Hi, got quite a lot of shareware and PD stuff at the site now along with
>lots of games (menu CDs). Always on the lookout for more menu cds:) So
>plz upload if u find something worthwhile to download.
>Thank you & enjoy:)

Just following up- on my IBM clone system, using PASSIVE mode causes
the transfer to hang, regardless of which application I'm using.

Turning OFF passive mode allows WS-FTP and NetVampire to retrieve the
directories and files.

I'm not behind a firewall, and I have no idea how that would translate
to use on an Atari system, but that's how it's working for me.

BobR

1525. Re: where to get ICs?

Newsgroup: comp.sys.atari.st
Date: 2003-03-24 23:56:21 UTC
From: DJPsymiley <amplitude@MAPSSPAMkoloth.co.uk>
Message-ID: <3e7f9b2a$0$29595$cc9e4d1f@news.dial.pipex.com>
Source record: 28557

> well really i need the gal20v8, i can get everything else from college
> really.

Its not on their on-line catalogue, but im there 2mo, so i'll look then.

Where abouts are u in uk?

Dan.

1526. Re: Copying Atari Disks to CD for use with CD enabled Atari or PC emulator

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 00:17:45 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0303241617.68d2b78d@posting.google.com>
Source record: 28558

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0303171713.57bd66c5@posting.google.com>...
> dglish@milwpc.com (Dave Glish) wrote in message
news:<50cabf78.0303150732.121360f@posting.google.com>...
> > Does anyone know of a good program for copying Atari disks to CD for
> > use on either a CD enabled Atari or with an Atari emulator on a PC. I
> > have a couple of hundered disks from an old Atari club that I would
> > like to archive to a CD. The disks are all shareware that was
> > originally collected by MilAtari here in Milwaukee.
>
> You can write ISO9660 disks on CDWriter by Anodyne Software, among
> others. You can keep the data in TOS-ready form or convert them to
> .ST or similar files for emulation.
>
> Try www.anodynesoftware.com.
>
> >
> > I recently built an All-In-One Atari in a PC case and added a CDRom
> > drive. It was mainly a project to see if I could do it. The Atari
> > works great.
>
> Interesting! Are your drives SCSI or IDE?
>
> Galen

I'm using SCSI drives with an ICD card. I built the system around a
MegaST board and took the DMA signals off of the internal connector.
It was a pain since I didn't have schematics for the connector, so I
had to use a continuity tester and find out which pins matched. Then
I made my own cable using a flat PC type floppy cable for one end and
modified a 25 pin connector on the other end to fit into the DMA
connector on the ICD card (I bought a 25 pin Serial plug and only
mounted the number of pins needed for the DMA plug). The other thing
I did differently was to leave all of the internal SCSI drives
un-terminated and brought the end of the SCSI cable to the back of the
case with an External SCSI connector. That way I can add additional
external devices or just put the terminator plug on the back of the
system. This allowed me to keep all of the SCSI internal in the case.
It sounds alittle confusing but it worked great. I should take some
pictures of the computer some time.

Dave Glish

1527. Re: Copying Atari Disks to CD for use with CD enabled Atari or PC emulator

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 00:24:31 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0303241624.3fb301d3@posting.google.com>
Source record: 28559

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3e7ac70410cef27@attbi.com>...
> >Does anyone know of a good program for copying Atari disks to CD for
> >use on either a CD enabled Atari or with an Atari emulator on a PC. I
> >have a couple of hundered disks from an old Atari club that I would
> >like to archive to a CD. The disks are all shareware that was
> >originally collected by MilAtari here in Milwaukee.
> >
> >I recently built an All-In-One Atari in a PC case and added a CDRom
> >drive. It was mainly a project to see if I could do it. The Atari
> >works great.
> >
> >Any suggestions and links to a good program would be appreciated
> >
> >Dave Glish
>
> Hello Dave,
>
> The program I use on my Atari Hades is CDiso from Anodyne. It will
> copy contents on an Atari computer and put it on a CD in the ISO
> format that can be used/read on any machine.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

Thanks for the info. I looked at the Anodyne software awhile back and
am considering getting it. Do you know how to create a CD on an IBM
that will be readable on an Atari? I used WDFcopy to make image files
of some of the club disks on my PC and would like to be able to make a
CD on the PC that would run on both the PC and the Atari.

1528. Re: Best method to connect ST to VGA Monitor?

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 00:31:09 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0303241631.34880043@posting.google.com>
Source record: 28560

Chris Lang <chris_noxspamremove_topher.lang@plus.cable_noyspamremove_surf.de> wrote in message news:<b54puqev1@news.gatel.net>...
> Folks,
>
> what would be the best method to connect an ST to a PC VGA Monitor? Possibly
> a method which allows to use the colour and b/w modes of the ST with a
> simple switch. Are there any schematics avail?
>
> many thanks
> Chris

The other posters are right in that you need an old style montitor to use color. There are schematics on the web for making your own cable. I did it and can copy down the pinouts for you (I know I have the info somewhere). The NEC 3D is the monitor that is most often mentioned when talking about running all three video settings.

Best Electronics also makes a cable that is ready to use. They also have a long listing of monitors that will support the different video settings. Try this link

http://www.best-electronics-ca.com/monadapt.htm

Check computer swapfests and mom and pop type stores and you may be able to find a monitor for a good price

Dave

1529. Re: Games for 520ST(Monochrome).

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 01:09:05 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0303241709.150bd458@posting.google.com>
Source record: 28561

Christian Potzinger <misc1@ravenclaw.at> wrote in message
news:<Xns9348CD5EBE3D1CJP@ID-53935.user.dfncis.de>...
> Hello.
>
> I bought recently an Atari 520ST with B/W Monitor.
> No i'm searching a few Games (Shareware/Freeware)
> who had following attributes.
>
> -for free (shareware etc.)
> -running with the B/W Monitor.
> -have Place on a 720K Diskette.
>
> Know someone such Games? TIA.

There are quite a few. You will find some games at
http://www.spythis.com/cca/20.html . If you send a polite request to
me, I'll ship you a dozen or so via email.

Galen

1530. Re: Web Help

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 01:16:52 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0303241716.38debd8b@posting.google.com>
Source record: 28562

"Starlord" <starlord@in<*>reach.com> wrote in message
news:<YTEfa.94$HI3.83@news.inreach.com>...
> I would like to put the SIAR's newsletter online for downloading, but have no
> idea of how to do it, anyone give me some help?
>
Hi Starlord,

What format is the newsletter in? If it is (mostly) text, HTML would
be the recommended method. If it is not too long, you can scan the
pages as GIFs (use about 75 DPI -- that's all the screen shows anyhow)
and place in a very simple webpage (Just make sure that you warn
people that this page is BIG!). If it is more complicated, I'd
recommend PDF format if you don't want to learn more advanced HTML.

The Classic Computer Magazine Archive (http://www.atarimagazines.com/)
does a very good job, IMHO. A newsletter would be similar, only
shorter.

Galen

1531. Re: Is there anyone else interested in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 01:29:14 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0303241729.638f3717@posting.google.com>
Source record: 28563

"J. Addington" <last_atarian@hotpopremovethis.com> wrote in message
news:<3E7E4F49.9000701@hotpopremovethis.com>...
> I recently built an Eiffel interface for one of my units and it works
> quite nicely. I am in the process of trying to add on the joystick port
> update. I also built the programmer.(much cheaper route) It was
> actually fairly simple but time consuming.
>
>
Are you interested in selling a couple of chips? I have been reading
about PICs and I agree it seems to be a doable project, but I really
am reluctant to learn a new hobby if I don't have to. (I'd rather
play with my Ataris than solder them.)

Galen

1532. Re: Need Programs To show Ram Fitted and CPU Speed

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 01:41:47 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0303241741.5f4c971@posting.google.com>
Source record: 28564

onetime <bwiltsdropthis@blueyonder.co.uk> wrote in message
news:<9t1r7vo0l865ld0lqe1tt7bijqmuars6fv@4ax.com>...
> Hello Group
> Would someone be kind enough to help me find some programs
> that will test and show the amount of RAM fitted and for speed of CPU.
> I seem to remember a Virus Killer that gave such info and also progs
> like QuickIndex?

I have programs like that at home, but I don't recall the name.

Send the request privately, and I'll get some to you.

Galen

1533. Help--520 STFM on life support

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 02:14:03 UTC
From: Roger Fulton <rogerfulton@#ddeletethistoemailmee#cogeco.ca>
Message-ID: <pnev7vsg8hvj8qmhpaiftnel26a6atneth@4ax.com>
Source record: 28565

Pulled my old st out of the closet the other day, had a load of fun,
but when I went to turn it back on today, all I get is a burp from the
disk drive and a "Test Pattern" colour scheme on the screen.

Is this fixable, or is the old girl toast?

Roger Fulton
Roger Fulton, Royal Lepage Niagara
(905)937-6000
www.rogerfultononline.com
Specializing in residential and real estate investment
in the Niagara Pennisula.

1534. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 04:00:57 UTC
From: Guy Harrison <swampdog@ntlworld.com>
Message-ID: <20030325040057.7304be13.swampdog@ntlworld.com>
Source record: 28568

On Mon, 24 Mar 2003 20:53:07 +0000
dianeandsteve@SPAMMclaraSPAMM.co.uk (Strider @my FTP site) wrote:

> > Try having someone ftp in while you're on IRC/ICQ or whatever. Both
> > of you run your "netstat" tool and compare. Could be useful even on
> > a working connection. Unless someone else can chip in here, I think
> > you'll be forced to dig out the RFC's that describe how FTP works. A
> > quick search reveals it's RFC959.
>
> i would, but there's very few who cannot connect, erm like u! ;)
> tbh Guy, i really cannot give this anymore time for the moment and
> (i'm sorry to say) i'll have to accept the fact that a few people here
> and there won't be able to access the site.

No worries. Active ftp works fine.

> We're moving house in april, so as u can imagine, things are busy
> here. Maybe after June'ish i'll hack at this problem more.. but for
> now, i'm happy. (i get LOTS of users every day atm)

As a matter of interest, do you get lots of "junk" logging in and out?
I'm on dynamic ip here so was a tad surprised to see robots probing
stuff in my ftp hierarchy when my server's enabled.

> Maybe, like u were saying in an earlier email, that it is the router
> and it's port forwarding that's not working 100%..?? But there has
> been 3xfirmware updates since i bought the thing last autumn - maybe
> there will be a fix rsn? ;-)

Fingers crossed! <g>

> Thanks for the replies & appreciate the pointers. Not got the time
> (yet) but soon.. first things first:-)

Okidoki.

--
Guy Harrison

1535. Re: Is there anyone else interested in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 04:24:35 UTC
From: "J. Addington" <last_atarian@hotpop.REMOVETHIS.com>
Message-ID: <3E7FDBFC.6020205@hotpop.REMOVETHIS.com>
Source record: 28566

You just want programmed chips or the whole interface? I'd have no prob with making you a programmed chip or two if you wanna pay for parts & postage. Email me... (don't forget to take out the extra part from the address.)

-Jared

Galen wrote:

> Are you interested in selling a couple of chips? I have been reading
> about PICs and I agree it seems to be a doable project, but I really
> am reluctant to learn a new hobby if I don't have to. (I'd rather
> play with my Ataris than solder them.)
>
> Galen

1536. Re: Web Help

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 05:14:08 UTC
From: Starlord <starlord@in>
Message-ID: <OzRfa.139$FP4.42@news.inreach.com>
Source record: 28567

I write the newsletter using Word Perf.9.0 and it includs images and stuff, I save it two ways, word perf. and also pdf. both as a multi-page single file.

I see web sites where you click on a link to download a pdf file, just not sure who to set it up, I mostly use netscape composer for my web page writtings.
SIAR
www.starlords.org

is the site where I want to set up the DL of newsletter on.

--
In This Universe The Night was Falling,The Shadows were lenghtening towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0303241716.38debd8b@posting.google.com...
> "Starlord" <starlord@in<*>reach.com> wrote in message
news:<YTEfa.94$HI3.83@news.inreach.com>...
> > I would like to put the SIAR's newsletter online for downloading, but have
no
> > idea of how to do it, anyone give me some help?
> >
> Hi Starlord,
>
> What format is the newsletter in? If it is (mostly) text, HTML would
> be the recommended method. If it is not too long, you can scan the
> pages as GIFs (use about 75 DPI -- that's all the screen shows anyhow)
> and place in a very simple webpage (Just make sure that you warn
> people that this page is BIG!). If it is more complicated, I'd
> recommend PDF format if you don't want to learn more advanced HTML.
>
> The Classic Computer Magazine Archive (http://www.atarimagazines.com/)
> does a very good job, IMHO. A newsletter would be similar, only

> shorter.
>
> Galen

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.462 / Virus Database: 261 - Release Date: 3/13/03

1537. disc copy problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 07:06:52 UTC
From: Vadim Grepan <kezal__rmv__it__@mail.ru>
Message-ID: <3E80000C.8000801@mail.ru>
Source record: 28569

Hello All!

I've tried to copy *.msa-file (704682 bytes) on floppy on my PC. I
don't have real 720Kb disks, it real rarity these days so I have to use
1.44Kb disks (of course i've sealed up the hi-density hole :)

Nevertheless i've got "Address mark not found" error when i've used
stdisk.exe or makedisk.exe utility :((Is it FDD problem or disc media
or smth else?

--
Rgds, Vadim Grepan

Moscow, Russia

1538. Re: Games for 520ST(Monochrome).

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 07:52:21 UTC
From: Christian Potzinger <black@ravenclaw.at>
Message-ID: <Xns93495A52FFBFBCJP@ID-53935.user.dfncis.de>
Source record: 28570

Galen wrote...

> There are quite a few. You will find some
> games at http://www.spythis.com/cca/20.html

Thanks.

> If you send a polite request to me,
> I'll ship you a dozen or so via email.

If i'm through the Games you recommemded,
maybe i mail you :) Thanks.
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

1539. Re: Web Help

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 08:45:31 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <b5p4v9$9ak$1@pegasus.csx.cam.ac.uk>
Source record: 28571

"Starlord reach.com>" <starlord@in<*> wrote in message
news:OzRfa.139$FP4.42@news.inreach.com...
> I write the newsletter using Word Perf.9.0 and it includs images and
stuff, I
> save it two ways, word perf. and also pdf. both as a multi-page
single file.
>
> I see web sites where you click on a link to download a pdf file,
just not sure
> who to set it up, I mostly use netscape composer for my web page
writtings.
> SIAR
> www.starlords.org
>
> is the site where I want to set up the DL of newsletter on.

A normal link should do it eg...

<a href="http://www.starlords.org/directory(s) (if
required)/filename"> Link Text goes here

However intergrated systems with a PDF viewer installed (eg windoze)
might run the viewer thus displaying the page instead of just
downloading it as a file for later viewing.
I'm not sure how you would arrange things so that it only ever
downloads the file unseen if that is the only method of downloading
you wanted but the PDF viewer should have a save option if someone
want to keep a permanant copy.

If that does not work just visit the site you you know has a similar
link, click on your browsers "view Source" button and scan the source
code for the link then copy it changing the URL, directories and
filename as appropiate (creating a new blank page and then copying and
pasting their link to it and viewing that pages source code may be
easier than having to scan through someone elses entire page of code),
just hope they did not use Java script!

Stephen Moss

1540. Re: where to get ICs?

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 08:51:51 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <b5p5b8riu1@news7.svr.pol.co.uk>
Source record: 28572

i'm near shrewsbury, cheers for the help.

"DJPsymiley" <amplitude@MAPSSPAMkoloth.co.uk> wrote in message
news:3e7f9b2a$0$29595$cc9e4d1f@news.dial.pipex.com...
>
> > well really i need the gal20v8, i can get everything else from college
> > really.
>
> Its not on their on-line catalogue, but im there 2mo, so i'll look then.
>
> Where abouts are u in uk?
>
> Dan.
>
>

1541. How in the hey do I install the Hard Drive on the ST?

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 08:56:00 UTC
From: kerseygraves@aol.com
Message-ID: <kerseygraves-ya02408000R2403032302040001@news-server.hawaii.rr.com>
Source record: 28573

I got a Megafile 30 at the swap meet with a cable. It powers up OK, the green and yellow lights come on, then after a while the yellow goes out and the green remains. I can heard the disk inside rotating with a steady whirr.

I have various 1040 STs and one Mega 2 ST. (Musician, you can tell :) No matter to which ST I hook up this !@#$$ hard drive, the computers just don't take notice of it. I can install a C drive icon on the Desktop, but whenever I double click the icon, I get the following error message:

"The drive you specified does not exist. Check the drive's identifier or change the drive identifier in the DISK INFORMATION dialog."

What the heck does this mean? There is no "disk information dialog" anywhere that I can see. If I select the C drive icon and go to "File / Show Info", I get this same error message again. How was this supposed to work?

1542. Re: How in the hey do I install the Hard Drive on the ST?

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 09:20:01 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5p74ndrp1@newsg1.svr.pol.co.uk>
Source record: 28574

Kersey Graves Jr. <kerseygraves@aol.com> wrote in message
news:kerseygraves-ya02408000R2403032302040001@news-server.hawaii.rr.com...
> I got a Megafile 30 at the swap meet with a cable. It powers up OK, the
> green and yellow lights come on, then after a while the yellow goes out
and
> the green remains. I can heard the disk inside rotating with a steady
> whirr.
>
> I have various 1040 STs and one Mega 2 ST. (Musician, you can tell :) No
> matter to which ST I hook up this !@#$$ hard drive, the computers just
> don't take notice of it. I can install a C drive icon on the Desktop, but
> whenever I double click the icon, I get the following error message:
>
> "The drive you specified does not exist. Check the drive's identifier or
> change the drive identifier in the DISK INFORMATION dialog."
>
> What the heck does this mean? There is no "disk information dialog"
> anywhere that I can see. If I select the C drive icon and go to "File /
> Show Info", I get this same error message again. How was this supposed to
> work?

You need to boot a hard disk driver off a floppy then configure the drive.
After that it should boot OK.

you can either use AHDI (the atari driver) which you can find on the net,
or much better use HDDriver which is commercial (but not expensive). There
is another driver around somewhere I cant remember what its called
(CBHD???).

Smeg.

1543. Re: How in the hey do I install the Hard Drive on the ST?

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 09:25:24 UTC
From: Jean-Marie de Boer <mail@complicated.net>
Message-ID: <jr708vg74s37opouj88jvtjduu394f796m@4ax.com>
Source record: 28575

On Tue, 25 Mar 2003 08:56:00 GMT, kerseygraves@aol.com (Kersey Graves Jr.) wrote:

>I got a Megafile 30 at the swap meet with a cable. It powers up OK, the
>green and yellow lights come on, then after a while the yellow goes out and
>the green remains. I can heard the disk inside rotating with a steady
>whirr.
>
>I have various 1040 STs and one Mega 2 ST. (Musician, you can tell :) No
>matter to which ST I hook up this !@#$$ hard drive, the computers just
>don't take notice of it. I can install a C drive icon on the Desktop, but
>whenever I double click the icon, I get the following error message:
>
>"The drive you specified does not exist. Check the drive's identifier or
>change the drive identifier in the DISK INFORMATION dialog."
>
>What the heck does this mean? There is no "disk information dialog"
>anywhere that I can see. If I select the C drive icon and go to "File /
>Show Info", I get this same error message again. How was this supposed to
>work?

You need to get yourself a copy of AHDI, the Atari Hard Disk Interface. Also get ahold of HDX. Check out the Atari archives at http://www.umich.edu/~archive/atari/

HDX allows you to format the drive and/or make it bootable.
AHDI is a driver than can be loaded at boot time in your AUTO folder or you can start it from the desktop. It should recognize your drive and make it accessible.

HDX is preferable as you won't need a floppy to boot.

There is also non-Atari drivers available such as CBHD.

Regards,
JM

1544. Re: disc copy problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 09:25:52 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5p7fl$t2r$1@news7.svr.pol.co.uk>
Source record: 28576

Vadim Grepan <kezal__rmv__it__@mail.ru> wrote in message
news:3E80000C.8000801@mail.ru...
> Hello All!
>
> I've tried to copy *.msa-file (704682 bytes) on floppy on my PC. I
> don't have real 720Kb disks, it real rarity these days so I have to use
> 1.44Kb disks (of course i've sealed up the hi-density hole :)
>
> Nevertheless i've got "Address mark not found" error when i've used
> stdisk.exe or makedisk.exe utility :((Is it FDD problem or disc media
> or smth else?
>

Did you:

1. Cover up the HD hole on the disk.
2. Format the disk on the Atari as 720 with Fastcopy or DCformat (better
than desktops format).
3. Then put it into PC and check that you can dump PC files to it.

If you have done it this way and it doesnt work for you, it may be that the
disks you are using just wont format down (the media is a different
composition after all), or it might be that your PC's floppy drive wont cant
handle 720 disks (due to a fault?).

I have used this method before with success, but dont expect the data on the
disk to last very long. Some people have disks for 10 years like this but
others havent lasted a week.

Smeg.

1545. Re: Help--520 STFM on life support

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 09:29:18 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5p7m4$t81$1@news7.svr.pol.co.uk>
Source record: 28577

Roger Fulton <rogerfulton@#ddeletethistoemailmee#cogeco.ca> wrote in message news:pnev7vsg8hvj8qmhpaiftnel26a6atneth@4ax.com...
> Pulled my old st out of the closet the other day, had a load of fun,
> but when I went to turn it back on today, all I get is a burp from the
> disk drive and a "Test Pattern" colour scheme on the screen.
>
> Is this fixable, or is the old girl toast?
>

The ST to my knowledge doesnt have a test pattern. So its likely that your RAM is bad, or your MMU has died.

Before you chuck it, try opening it up and press all the socketed chips down in thier sockets, or lift the machine horizontally 1 foot above a table/floor and drop it (yes really).

Smeg.

1546. Magic operating system

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 09:42:58 UTC
From: funprice <jhbusscher@freemail.nl>
Message-ID: <b5p8b2$6c6$1@news2.tilbu1.nb.home.nl>
Source record: 28578

It has been a long time wish of mine to use the 'MagiC' operating system on
my AtariST. Can anybody tell me how to get my hands on this program? Thanks.

1547. Re: Games for 520ST(Monochrome).

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 09:57:04 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <b5p95j$2cr$1@newsg3.svr.pol.co.uk>
Source record: 28579

There aren't that many monochrome games about - the system was designed so that the hi-res monochrome monitor could be used for applications which needed lots of data onscreen at the same time, and the low-res colour monitor used for games.

It really is very easy to make a cable that will let you connect your Atari to almost any kind of RGB monitor, including just a TV with a SCART socket. (assuming you can get the oddball 13-pin din plug. I took mine off the mono monitor, split the cable from it in a switch box, and fitted 15-pin D plugs to the monitors and outputs from the box, because I couldn't find any extra 13-pin plugs)

Some of the later machines like the STE also had an RF modulator, so you could use a TV with nothing but an aerial socket. If you're planning to use the machine primarily for games, you really should consider using it in low-res, colour mode.

Tom

"Christian Potzinger" <misc1@ravenclaw.at> wrote in message
news:Xns9348CD5EBE3D1CJP@ID-53935.user.dfncis.de...
> Hello.
>
> I bought recently an Atari 520ST with B/W Monitor.
> No i'm searching a few Games (Shareware/Freeware)
> who had following attributes.
>
> -for free (shareware etc.)
> -running with the B/W Monitor.
> -have Place on a 720K Diskette.
>
> Know someone such Games? TIA.
> --
> ryl: [SF|G'Kar] [www.SeniorFragger.de] &
> [www.RavenClaw.at]

1548. Re: Lemmings II - save disk problems - HELP!

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 09:58:30 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <b5p989$55v$1@news6.svr.pol.co.uk>
Source record: 28580

Any other suggestions? Anyone? PLEASE???

Tom

"Tom McEwan" <tom@tnmcewan.fsnet.NOSPAM.co.uk> wrote in message
news:b5anp7$881$1@newsg4.svr.pol.co.uk...
> I'm not sure if that could be it. The program disk works fine, it's the
> separate save disk that does it, and I would expect the system to be
> compatible with any standard disk for storing games, so you can save as
much
> as you want. But thanks for the suggestions!
>
> Tom
>
> <xlator@cix.compulink.co.uk> wrote in message
> news:b5ag15$a84$1@thorium.cix.co.uk...
> > In message <b57rnj$14l$1@news6.svr.pol.co.uk>,
> tom@tnmcewan.fsnet.NOSPAM.co.uk said:
> >
> > >Anyone else have problems saving and loading games in the STE version
of
> > >Lemmings II - The Tribes?
> > >
> > >I'm running it on an STE fitted with a low density drive, and sometimes
> when
> > >saving or loading the drive makes unpleasant crunching sounds. I've
run
> the
> > >machine with the drive cover off, and it turns out that sometimes the
> disk
> > >head is actually trying to go past the end of the disk and is hitting
the
> > >spindle in the middle! This only happens in Lemmings II, all other
games
> > >are fine. We've tried doing what the hackers do, and making a custom
> disk
> > >image with extra tracks and sectors, but it didn't help.
> > >
> > >Any suggestions?
> > >
> > >I've heard from a friend that the Mac version has similar problems..
> >
> > Can't help you to solve the problem, but the cause *might* be that
> > the disk has some sort of copy protection on a very high track
> > number and you get the symptoms you describe when it checks that

> > the disk is an original. On some drives, it should be possible to
> > file out the slot of the head carriage so that it goes in closer
> > in - i.e. to a higher track.
> >
> > I know there is a PD program that checks how many tracks your
> > drive can access. Unfortunately I don't recall its name :-(
> >
> > Regards, /Peter/
> >
>
>

1549. Re: where to get ICs?

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 11:03:18 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <b5pd1nhqr1@newsg1.svr.pol.co.uk>
Source record: 28581

i ordered some electronic components from bowood-electronics last night.
they have all the common stuff but no GALs so i posted them the comment with
my order. i'll see how fast my stuff comes. postage is ?1.45 and yuo can
order 1 resistor if you like :)

1550. Re: Help! Tech GURUs -Sick Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 11:14:19 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <oSWfa.761$ls4.440648@newsfep2-win.server.ntli.net>
Source record: 28582

Hello.

"J. Addington" <last_atarian@hotpop.REMOVETHIS.com> wrote in message
news:3E7F6234.3050509@hotpop.REMOVETHIS.com...
> I've heard of those, but I don't know how they work...That will work
> even though the computer does nothing?

From a white screen, should do.....our's does.

1551. Re: Games for 520ST(Monochrome).

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 11:23:35 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5peci$8pt$1@news6.svr.pol.co.uk>
Source record: 28583

Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk> wrote in message
news:b5p95j$2cr$1@newsg3.svr.pol.co.uk...
> There aren't that many monochrome games about - the system was designed so
> that the hi-res monochrome monitor could be used for applications which
> needed lots of data onscreen at the same time, and the low-res colour
> monitor used for games.
>
> It really is very easy to make a cable that will let you connect your
Atari
> to almost any kind of RGB monitor, including just a TV with a SCART
socket.
> (assuming you can get the oddball 13-pin din plug. I took mine off the
mono
> monitor, split the cable from it in a switch box, and fitted 15-pin D
plugs
> to the monitors and outputs from the box, because I couldn't find any
extra
> 13-pin plugs)

There was another piece of hardware (non atari) that used those 13pin
connectors, so you may be able to find them in an electronics suppliers
catalogue.

> Some of the later machines like the STE also had an RF modulator, so you
> could use a TV with nothing but an aerial socket. If you're planning to
use
> the machine primarily for games, you really should consider using it in
> low-res, colour mode.

Only the very early 260 and 520 STF came without a built in modulator (was
seperate like the amiga's), everything after that did (thats what the 'M' in
STFM means).

Smeg.

1552. Re: Magic operating system

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 11:33:30 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b5peqa$2bbdll$1@ID-27442.news.dfncis.de>
Source record: 28584

funprice wrote:

> It has been a long time wish of mine to use the 'MagiC' operating system on
> my AtariST. Can anybody tell me how to get my hands on this program? Thanks.

You can order it from Application Systems:

http://www.application-systems.de/

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

1553. Re: Web Help

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 13:18:13 UTC
From: Guy Harrison <swampdog@ntlworld.com>
Message-ID: <20030325131813.15af5624.swampdog@ntlworld.com>
Source record: 28585

On Tue, 25 Mar 2003 08:45:31 -0000
"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote:

>
> "Starlord reach.com>" <starlord@in<*> wrote in message
> news:OzRfa.139$FP4.42@news.inreach.com...
> > I write the newsletter using Word Perf.9.0 and it includs images and
> stuff, I
> > save it two ways, word perf. and also pdf. both as a multi-page
> single file.
> >
> > I see web sites where you click on a link to download a pdf file,
> just not sure
> > who to set it up, I mostly use netscape composer for my web page
> writtings.
> > SIAR
> > www.starlords.org
> >
> > is the site where I want to set up the DL of newsletter on.
>
> A normal link should do it eg...
>
> <a href="http://www.starlords.org/directory(s) (if
> required)/filename"> Link Text goes here
>
> However intergrated systems with a PDF viewer installed (eg windoze)
> might run the viewer thus displaying the page instead of just
> downloading it as a file for later viewing.
> I'm not sure how you would arrange things so that it only ever
> downloads the file unseen if that is the only method of downloading
> you wanted but the PDF viewer should have a save option if someone
> want to keep a permanant copy.
>
> If that does not work just visit the site you you know has a similar
> link, click on your browsers "view Source" button and scan the source
> code for the link then copy it changing the URL, directories and
> filename as appropiate (creating a new blank page and then copying and
> pasting their link to it and viewing that pages source code may be
> easier than having to scan through someone elses entire page of code),
> just hope they did not use Java script!

Also worth mentioning the following...

IE : right-click on url/link "Save Target As".
NS : right-click on url/link "Save Link As"

Opera : right-click on url/link "Save target as"
Dillo : right-click on url/link "Save Link As"
Lynx : select url/link, press "d"

...all override default browser behaviour and download the file
under the link verbatim.

--
Guy Harrison

1554. Re: How in the hey do I install the Hard Drive on the ST?

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 14:45:32 UTC
From: Starlord <starlord@in>
Message-ID: <h1_fa.152$mk5.116@news.inreach.com>
Source record: 28590

You need to have a hard drive driver installed, someone here should be able to
give you the needed file for setting up the hard drive and making C: your auto
boot drive.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

"Kersey Graves Jr." <kerseygraves@aol.com> wrote in message
news:kerseygraves-ya02408000R2403032302040001@news-server.hawaii.rr.com...
> I got a Megafile 30 at the swap meet with a cable. It powers up OK, the
> green and yellow lights come on, then after a while the yellow goes out and
> the green remains. I can heard the disk inside rotating with a steady
> whirr.
>
> I have various 1040 STs and one Mega 2 ST. (Musician, you can tell :) No
> matter to which ST I hook up this !@#$$ hard drive, the computers just
> don't take notice of it. I can install a C drive icon on the Desktop, but
> whenever I double click the icon, I get the following error message:
>
> "The drive you specified does not exist. Check the drive's identifier or
> change the drive identifier in the DISK INFORMATION dialog."
>
> What the heck does this mean? There is no "disk information dialog"
> anywhere that I can see. If I select the C drive icon and go to "File /
> Show Info", I get this same error message again. How was this supposed to
> work?

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.462 / Virus Database: 261 - Release Date: 3/13/03

1555. Re: Games for 520ST(Monochrome).

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 14:46:52 UTC
From: Christian Potzinger <black@ravenclaw.at>
Message-ID: <Xns9349A09A54013CJP@ID-53935.user.dfncis.de>
Source record: 28587

Tom McEwan wrote...

> Some of the later machines like the STE also had an RF modulator, so
> you could use a TV with nothing but an aerial socket. If you're
> planning to use the machine primarily for games, you really should
> consider using it in low-res, colour mode.

My ST has a RF Output (like the C64). It was just because i
haven't plenty of Room for Monitors ;) I'll see if i can
catch a cheap TV, since there a really just a few Games
for B/W Monitors.

Thanks.
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

1556. Re: How in the hey do I install the Hard Drive on the ST?

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 14:46:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e8013061c32348@attbi.com>
Source record: 28586

>I got a Megafile 30 at the swap meet with a cable. It powers up OK, the
>green and yellow lights come on, then after a while the yellow goes out and
>the green remains. I can heard the disk inside rotating with a steady
>whirr.
>
>I have various 1040 STs and one Mega 2 ST. (Musician, you can tell :) No
>matter to which ST I hook up this !@#$$ hard drive, the computers just
>don't take notice of it. I can install a C drive icon on the Desktop, but
>whenever I double click the icon, I get the following error message:
>
>"The drive you specified does not exist. Check the drive's identifier or
>change the drive identifier in the DISK INFORMATION dialog."
>
>What the heck does this mean? There is no "disk information dialog"
>anywhere that I can see. If I select the C drive icon and go to "File /
>Show Info", I get this same error message again. How was this supposed to
>work?

You need to install a Hard Disk driver for the ST. The best one is
HDDriver. A downloadable demo of it can be found at:

http://www.seimet.de/index_english.html

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1557. Re: Games for 520ST(Monochrome).

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 14:49:14 UTC
From: Christian Potzinger <black@ravenclaw.at>
Message-ID: <Xns9349A101597FECJP@ID-53935.user.dfncis.de>
Source record: 28588

Smeg wrote...

> There was another piece of hardware (non atari) that used
> those 13pin connectors, so you may be able to find them in
> an electronics suppliers catalogue.

I'll try to get one. But i assume the Picture Quality
would be better if i connect the TV via SCART?

> Only the very early 260 and 520 STF came without a built in
> modulator (was seperate like the amiga's), everything after
> that did (thats what the 'M' in STFM means).

And what does the 'F' mean? ;) Thanks.
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

1558. Re: Web Help

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 14:50:51 UTC
From: Starlord <starlord@in>
Message-ID: <i1_fa.153$mk5.55@news.inreach.com>
Source record: 28589

I had forgotten about that viewer operation, so what I'll do is put it up as a
ZIP file for DL'ing and offline reading, they'll just need to unzip it first.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

"Guy Harrison" <swampdog@ntlworld.com> wrote in message
news:20030325131813.15af5624.swampdog@ntlworld.com...
> On Tue, 25 Mar 2003 08:45:31 -0000
> "Stephen Moss" <sgm23@eng.cam.ac.uk> wrote:
>
> > A normal link should do it eg...
> >
> > <a href="http://www.starlords.org/directory(s) (if
> > required)/filename"> Link Text goes here
> >
> > However intergrated systems with a PDF viewer installed (eg windoze)
> > might run the viewer thus displaying the page instead of just
> > downloading it as a file for later viewing.
> > I'm not sure how you would arrange things so that it only ever
> > downloads the file unseen if that is the only method of downloading
> > you wanted but the PDF viewer should have a save option if someone
> > want to keep a permanant copy.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.462 / Virus Database: 261 - Release Date: 3/13/03

1559. Re: Games for 520ST(Monochrome).

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 15:36:40 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5pt7c$ck0$1@news7.svr.pol.co.uk>
Source record: 28591

Christian Potzinger <black@ravenclaw.at> wrote in message
news:Xns9349A101597FECJP@ID-53935.user.dfncis.de...
> Smeg wrote...
>
> > There was another piece of hardware (non atari) that used
> > those 13pin connectors, so you may be able to find them in
> > an electronics suppliers catalogue.
>
> I'll try to get one. But i assume the Picture Quality
> would be better if i connect the TV via SCART?
>
> > Only the very early 260 and 520 STF came without a built in
> > modulator (was seperate like the amiga's), everything after
> > that did (thats what the 'M' in STFM means).
>
> And what does the 'F' mean? ;) Thanks.

Internal Floppy drive. The 260ST used an external drive which was single
sided. (SF354 or 314 I cant 'member which), (the 260ST and the 520ST looked
more like 65/130XE's because they are not as deep as the 520STF/M/E)

Smeg.

1560. Re: disc copy problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 15:40:09 UTC
From: Vadim Grepan <kezal__rmv__it__@mail.ru>
Message-ID: <3E807859.40902@mail.ru>
Source record: 28592

Smeg wrote:
> Vadim Grepan <kezal__rmv__it__@mail.ru> wrote in message
> news:3E80000C.8000801@mail.ru...
>
>>Hello All!
>>
>> I've tried to copy *.msa-file (704682 bytes) on floppy on my PC. I
>>don't have real 720Kb disks, it real rarity these days so I have to use
>>1.44Kb disks (of course i've sealed up the hi-density hole :)

^^^^^^^^^^^^^^^^^^^^^^ Question #1.

>>
>>Nevertheless i've got "Address mark not found" error when i've used
>>stdisk.exe or makedisk.exe utility :((Is it FDD problem or disc media
>>or smth else?
>>
>
>
> 1. Cover up the HD hole on the disk.
see above

> 2. Format the disk on the Atari as 720 with Fastcopy or DCformat (better
> than desktops format).
AFAIK it's not neccesary. I've copied successfully many *.st-files (up
to 800Kb) on PC without any preformatting on my AtariST

> 3. Then put it into PC and check that you can dump PC files to it.
>
> If you have done it this way and it doesnt work for you, it may be that the
> disks you are using just wont format down (the media is a different
> composition after all), or it might be that your PC's floppy drive wont cant
> handle 720 disks (due to a fault?).

> I have used this method before with success, but dont expect the data on the
> disk to last very long. Some people have disks for 10 years like this but
> others havent lasted a week.
I've bought these disks three days ago :)

--
Rgds, Vadim Grepan

Moscow, Russia

1561. Re: disc copy problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 16:03:20 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5pup3tge1@newsg1.svr.pol.co.uk>
Source record: 28593

```
Vadim Grepan <kezal__rmv__it__@mail.ru> wrote in message
news:3E807859.40902@mail.ru...
> Smeg wrote:
> > Vadim Grepan <kezal__rmv__it__@mail.ru> wrote in message
> > news:3E80000C.8000801@mail.ru...
> >
> >>Hello All!
> >>
> >> I've tried to copy *.msa-file (704682 bytes) on floppy on my PC. I
> >>don't have real 720Kb disks, it real rarity these days so I have to use
> >>1.44Kb disks (of course i've sealed up the hi-density hole :)
>
> ^^^^^^^^^^^^^^^^^^^^^ Question #1.
>
> >>
> >>Nevertheless i've got "Address mark not found" error when i've used
> >>stdisk.exe or makedisk.exe utility :(( Is it FDD problem or disc media
> >>or smth else?
> >>
> >
> >
> > 1. Cover up the HD hole on the disk.
> see above

This is actually meant in a particular order..... its not that I can't read.

>
> > 2. Format the disk on the Atari as 720 with Fastcopy or DCformat (better
> > than desktops format).
> AFAIK it's not neccesary. I've copied successfully many *.st-files (up
> to 800Kb) on PC without any preformatting on my AtariST

Sometimes it is neccesary. The PC and MSDOS doesnt format disks properly
anyway and its limited in hardware (the FDC chip) to what you can actually
do with the drive itself.
BTW the best software for formatting/reading disks is VGACopy (which is now
freeware) works under DOS and Windows (Dos shell) and looks like Fastcopy
pro. If you use this to format a 1440 disk as 720K it will show you
graphically if any sectors are weak.

> > 3. Then put it into PC and check that you can dump PC files to it.
> >
> > If you have done it this way and it doesnt work for you, it may be that
the
> > disks you are using just wont format down (the media is a different
```

> > composition after all), or it might be that your PC's floppy drive wont
cant
> > handle 720 disks (due to a fault?).
>
>
> > I have used this method before with success, but dont expect the data on
the
> > disk to last very long. Some people have disks for 10 years like this
but
> > others havent lasted a week.
> I've bought these disks three days ago :)

Doesnt matter, some disks are constructed differently with slightly
different types of substrate coatings. Some brands work some dont.

Smeg.

1562. new Atary user

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 16:09:09 UTC
From: Konstantin Tchebotarev <kostya@eircom.net>
Message-ID: <Ga%fa.4850$pK2.5100@news.indigo.ie>
Source record: 28594

Hi all,

I was given Atary 1040 ST computer. It does not have mouse. It does not have documentation... I am very good in PC (professional) but I never had Atary... That is like a new toy for me :-) Very interesting one. I want to make it work. I want to study how it works... But I faild to fined in internet and download any documentation about that computer. Can anybody help me where I can find out it?

Best regards,
Konstantin Tchebotarev

1563. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 16:13:55 UTC
From: ftp@massiveftp.serveftp.com
Message-ID: <1fsdwq4.1lq29kq1k2dtm9N%ftp@massiveftp.serveftp.com>
Source record: 28446

> No worries. Active ftp works fine.

Cool :) 99.99% of people seem to be Okidoki (as u would say!), so i'm a
happy bunny!

> As a matter of interest, do you get lots of "junk" logging in and out?
> I'm on dynamic ip here so was a tad surprised to see robots probing
> stuff in my ftp hierarchy when my server's enabled.

There are quite a lot tbh (web mainly), but i'm told they are simply
'scanning' for info on what is actually there @the site..

So a google-bot if u like is searching to simply add stuff to it's
database of internet sites.. that's what i was told anyways:)

There's software on the mac to utilize this to your own advantage making
the bots go away with the info you have specifically edited. NetCloak on
the Mac does this.
You could always take a look at IPNetSentry as a back up to your routers
firewall, i have. This is one superb util imo

--
Steve
= = =
ftp & http = massiveftp.serveftp.com

1564. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 16:13:55 UTC
From: ftp@massiveftp.serveftp.com
Message-ID: <1fsdwo8.cbgmyt15k4pvmN%ftp@massiveftp.serveftp.com>
Source record: 28595

> >Hi, got quite a lot of shareware and PD stuff at the site now along with
> >lots of games (menu CDs). Always on the lookout for more menu cds:) So
> >plz upload if u find something worthwhile to download.
> >Thank you & enjoy:)
>
> Just following up- on my IBM clone system, using PASSIVE mode causes
> the transfer to hang, regardless of which application I'm using.
>
> Turning OFF passive mode allows WS-FTP and NetVampire to retrieve the
> directories and files.
>
> I'm not behind a firewall, and I have no idea how that would translate
> to use on an Atari system, but that's how it's working for me.

Hi Bob, you're not behind a firewall so the above is cool. I always try
to connect to ftp using Active (passive off). Thanks for the reply :-)

--
Steve
= = =
ftp & http = massiveftp.serveftp.com

1565. Re: new Atary user

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 16:19:34 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <b5pvin$m77$1@news8.svr.pol.co.uk>
Source record: 28447

well go here get a mouse convertor if you cant find an atari mouse

http://www.1632-sales.zenwebhosting.com/acatalog/index.html?http%3A//www.1632-sales.zenwebhosting.com/acatalog/Mario_Becroft_Hardware_Projects.html&CatalogBody

turn on your machine (Atary :))

goto http://mysite.freeserve.com/Atarist/index.asp (my site) see what games are available

go here - download2.atarist.co.uk - ftp site with all the games from the list

write these disk images to floppy disks using an emulator or atari disk convertor, note that you will need to format these in windows 720k first (with high density hole covered) then format them on your st with fdisk three with the extra sectors needed. then copy the game onto them. (confusing to read but not really :))

stick it in your atari and play!
"Konstantin Tchebotarev" <kostya@eircom.net> wrote in message news:Ga%fa.4850$pK2.5100@news.indigo.ie...
> Hi all,
>
> I was given Atary 1040 ST computer. It does not have mouse. It does not
> have documentation... I am very good in PC (professional) but I never had
> Atary... That is like a new toy for me :-) Very interesting one. I want to
> make it work. I want to study how it works... But I faild to fined in
> internet and download any documentation about that computer. Can anybody
> help me where I can find out it?
>
> Best regards,
> Konstantin Tchebotarev
>
>

1566. Re: new Atary user

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 16:39:48 UTC
From: Konstantin Tchebotarev <kostya@eircom.net>
Message-ID: <qD%fa.4854$pK2.5044@news.indigo.ie>
Source record: 28448

thank you!
Is it possible to use Atary without mouse? And I am intrresting not in
atary games, more in understending atary architecture, operating system,
other software nad stuff like that.... For example how can I get system
information? how mach memory it has? does it have hard drive or not? Is it
possible to put in Atary different operating system (linux for example)?

"NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message
news:b5pvin$m77$1@news8.svr.pol.co.uk...
> well go here get a mouse convertor if you cant find an atari mouse
>
>
http://www.1632-sales.zenwebhosting.com/acatalog/index.html?http%3A//www.163
>
2-sales.zenwebhosting.com/acatalog/Mario_Becroft_Hardware_Projects.html&Cata
> logBody
>
> turn on your machine (Atary :))
>
> goto http://mysite.freeserve.com/Atarist/index.asp (my site) see what
games
> are available
>
> go here - download2.atarist.co.uk - ftp site with all the games from the
> list
>
> write these disk images to floppy disks using an emulator or atari disk
> convertor, note that you will need to format these in windows 720k first
> (with high density hole covered) then format them on your st with fdisk
> three with the extra sectors needed. then copy the game onto them.
> (confusing to read but not really :))
>
> stick it in your atari and play!
> "Konstantin Tchebotarev" <kostya@eircom.net> wrote in message
> news:Ga%fa.4850$pK2.5100@news.indigo.ie...
> > Hi all,
> >
> > I was given Atary 1040 ST computer. It does not have mouse. It does not
> > have documentation... I am very good in PC (professional) but I never
> had
> > Atary... That is like a new toy for me :-) Very interesting one. I want
> to
> > make it work. I want to study how it works... But I faild to fined in
> > internet and download any documentation about that computer. Can

anybody
> > help me where I can find out it?
> >
> > Best regards,
> > Konstantin Tchebotarev
> >
> >
>
>

1567. Re: new Atary user

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 16:45:50 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <b5q140fev1@news7.svr.pol.co.uk>
Source record: 28449

as far as i know, you cant run linux on your st. you can run operating systems such as magic which has been mentioned above. If your machine is just a standard 1040 ST you wont have a hard drive and you'll have 1mb of ram.

to find your way around the desktop without a mouse just hold down the alt button and use the cursors and insert for left click.

1568. Re: Games for 520ST(Monochrome).

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 17:00:11 UTC
From: Christian Potzinger <black@ravenclaw.at>
Message-ID: <Xns9349B734F4AD8CJP@ID-53935.user.dfncis.de>
Source record: 28450

Smeg wrote...

>> And what does the 'F' mean? ;) Thanks.

> Internal Floppy drive. The 260ST used an external drive which was
> single sided. (SF354 or 314 I cant 'member which), (the 260ST and the
> 520ST looked more like 65/130XE's because they are not as deep as the
> 520STF/M/E)

Thanks for the Explanation. I have an 520ST with external Floppy.
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

1569. Re: new Atary user

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 18:03:05 UTC
From: Konstantin Tchebotarev <kostya@eircom.net>
Message-ID: <uR0ga.4876$pK2.4988@news.indigo.ie>
Source record: 28451

But what about Atary manuals and documentation? is it possible to download
it at all?

"NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message
news:b5q140fev1@news7.svr.pol.co.uk...
> as far as i know, you cant run linux on your st. you can run operating
> systems such as magic which has been mentioned above. If your machine is
> just a standard 1040 ST you wont have a hard drive and you'll have 1mb of
> ram.
>
> to find your way around the desktop without a mouse just hold down the alt
> button and use the cursors and insert for left click.
>
>

1570. Re: [CT60] Hardware news

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 18:36:28 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fse5pi.wt4vqs16kr9c0N%NOSPAMS@wanadoo.fr>
Source record: 28452

Didier MEQUIGNON <NOSPAMS@wanadoo.fr> wrote:

> Hi,
>
> This is the latest news about the CT60 hardware:
> - The SDRAM not works with the cache, acces works but it's impossible to
> run a program inside excepted when the caches are off with the PMMU of
> the 060.
> - The good news, is than Rodolphe must receive a 16 channels 200MHz
> analyser in 4 days. This is a good solution for found timming problems.
> Until this days, only his scope without memory was used.

Rodolphe seems found the SDRAM burst problem (in R/W) since the signals
are displayed with his analyser.
Like you, I hope found "the end of the tunnel".

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

1571. Re: Help--520 STFM on life support

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 19:53:55 UTC
From: Tim Anderson <t-DOT-anderson@zen.co.uk>
Message-ID: <3e80b3d3$0$223$fa0fcedb@lovejoy.zen.co.uk>
Source record: 28453

<snip>
> Before you chuck it, try opening it up and press all the socketed chips
down
> in thier sockets, or lift the machine horizontally 1 foot above a
> table/floor and drop it (yes really).
<snip>

Just before you do it, shouldn't that be 1 inch? 1 foot seems a hell of a
distance to me.

Tim

1572. Re: Help--520 STFM on life support

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 20:15:50 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5qdimptl1@news7.svr.pol.co.uk>
Source record: 28454

Tim Anderson <t-DOT-anderson@zen.co.uk> wrote in message
news:3e80b3d3$0$223$fa0fcedb@lovejoy.zen.co.uk...
> <snip>
> > Before you chuck it, try opening it up and press all the socketed chips
> down
> > in thier sockets, or lift the machine horizontally 1 foot above a
> > table/floor and drop it (yes really).
> <snip>
>
> Just before you do it, shouldn't that be 1 inch? 1 foot seems a hell of a
> distance to me.

Try with an inch if you like. Size doesnt matter. Or does it? ;)

1573. Re: new Atary user

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 20:30:34 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAA60B17.2C6E4%nameerf@flash.net>
Source record: 28455

in article b5pvin$m77$1@news8.svr.pol.co.uk, NellyNel888 at
NellyNel888@parkgatebl.fsnet.co.uk wrote on 3/25/03 8:19 AM:

> write these disk images to floppy disks using an emulator or atari disk
> convertor, note that you will need to format these in windows 720k first
> (with high density hole covered) then format them on your st with fdisk
> three with the extra sectors needed. then copy the game onto them.
> (confusing to read but not really :))
>
> stick it in your atari and play!

I didn't think all this was necessary. My old 1040ST could read 720kb PC formatted disks just fine. It was going the other direction that I ever had difficulty. Then I had to use a special formatting program to go from an Atari-formatted disk to PC. So why not simply format a 720kb disk on the PC, save the stuff you want to port over, put in in the ST drive and watch it go? That always worked for me, anyway. Maybe I'm remembering it wrong since it's been a while since I gave my ST to a friend after I got my Falcon.

Mike Freeman
nameerf@flash.net

1574. Re: new Atary user

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 20:36:23 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <3e80bdb0$0$601$ba620e4c@news.skynet.be>
Source record: 28456

Konstantin Tchebotarev wrote:

> But what about Atary manuals and documentation? is it possible to
download
> it at all?

The original user manuals weren't that great, so you are not missing much.
You should check out the Atari (with an I) ST QuickFAQ. It's a very good
starting point.

http://www.megacom.net/~q-funk/ST/

You can use a PC serial mouse with the appropriate driver. It will only
work correctly in GEM mode, that is in programs using the windowing
system, such as text editors. You can probably find the driver on the
best FTP site for the Atari range of computers:

ftp://chapelie.rma.ac.be

The driver is called "mouse" or something.

I hope you'll have fun with your machine.

JFL

1575. Re: Need Programs To show Ram Fitted and CPU Speed

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 21:05:58 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b5qgbm$em1$1@thorium.cix.co.uk>
Source record: 28457

In message <9t1r7vo0l865ld0lqe1tt7bijqmuars6fv@4ax.com>, bwiltsdropthis@blueyonder.co.uk said:

> Would someone be kind enough to help me find some programs
>that will test and show the amount of RAM fitted and for speed of CPU.
>I seem to remember a Virus Killer that gave such info and also progs
>like QuickIndex?

The best are probably SYSINFO by Andreas Schley and PROFILE by
Mark Baines. Both give you more information than you are likely to
want! PROFILE has some problems with submenus on a Falcon, but if
you use File/Report, all of the tests will be written to a file of
your choosing. SYSINFO's HYP is in German, though the program
itself is in English.

Both should be available from most Atari sites, such as the
Belgian one at
ftp://chapelie.rma.ac.be/atari/
and SYSINFO from DDP Translations at
http://www.cix.co.uk/~derryck/index.htm

Regards, /Peter/

1576. Re: new Atary user

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 23:26:38 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5qoog$6t4$1@newsg2.svr.pol.co.uk>
Source record: 28458

Jean-Fran&#65533;ois Lemaire <jflemaire@skynet.be> wrote in message
news:3e80bdb0$0$601$ba620e4c@news.skynet.be...
> Konstantin Tchebotarev wrote:
>
> > But what about Atary manuals and documentation? is it possible to
> download
> > it at all?
>
>
> The original user manuals weren't that great, so you are not missing much.
> You should check out the Atari (with an I) ST QuickFAQ. It's a very good
^^^^^^^^^^^^

I wondered who would be the first to tell him .... :)

```
> starting point.

> http://www.megacom.net/~q-funk/ST/
>
> You can use a PC serial mouse with the appropriate driver. It will only
> work correctly in GEM mode, that is in programs using the windowing
> system, such as text editors. You can probably find the driver on the
> best FTP site for the Atari range of computers:
>
> ftp://chapelie.rma.ac.be
>
> The driver is called "mouse" or something.

Genmouse.zip I have it, if you cant find it, I will email it to you.

> I hope you'll have fun with your machine.

Amen.
```

1577. Re: PC virus sent to Atari users

Newsgroup: comp.sys.atari.st
Date: 2003-03-25 23:35:26 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b5qp3ujtp1@thorium.cix.co.uk>
Source record: 28459

In message <dihs7vcnrqr3gsf7dbilk5u1egnptu2ejk@4ax.com>, bobr1@provide.net said:

>Do you have any idea how stupid it is to post actual e-mail addresses
>as part of a Usenet article..?
>
>If those poor people whose e-mail addresses you posted weren't already
>on spam lists before, they're now exposed, thanks to you.

My apologies! I figured that they must be out in the wilds already
to have been included in my mail. And I doubt if a robot would
find them easily - specially in an Atari newsgroup. But you are
right, I should have disguised them. Sorry :-(

Regards, /Peter/

1578. Re: Magic operating system

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 00:55:48 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.03.26.00.55.48.299223@removenoaspam.atari-source.com>
Source record: 28460

On Tue, 25 Mar 2003 12:33:30 +0100, Uwe Seimet wrote:

> funprice wrote:
>
>> It has been a long time wish of mine to use the 'MagiC' operating system on
>> my AtariST. Can anybody tell me how to get my hands on this program? Thanks.
>
> You can order it from Application Systems:
>
> http://www.application-systems.de/

Or http://www.europe-shareware.com

Mark
http://atari-source.com

1579. FA: 68060 CPU (currently $52)

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 01:51:10 UTC
From: Vernal Elm <sales@nospam.vernalelm.com>
Message-ID: <G16dnX4BxqDpmhyjXTWcow@comcast.com>
Source record: 28461
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

Motorola 68060 CPU @ 50MHz
-easily overclockable to 66MHz or higher
-full version (MMU & FPU), so it's compatible with amiga and atari
accelerators including the upcoming CT60
-full 30 day guarantee

Currently at $52 on Ebay:

Item #: 3408654589

URL/Link:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3408654589&ssPageName=ADM
E:B:LC:US:1

Thanks for reading...

1580. Re: How in the hey... announcement time

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 04:14:01 UTC
From: kerseygraves@aol.com
Message-ID: <kerseygraves-ya02408000R2503031820050001@news-server.hawaii.rr.com>
Source record: 28462

In article <jr708vg74s37opouj88jvtjduu394f796m@4ax.com>, Jean-Marie de Boer <mail@complicated.net> wrote:

> You need to get yourself a copy of AHDI, the Atari Hard Disk
> Interface. Also get ahold of HDX. Check out the Atari archives at
> http://www.umich.edu/~archive/atari/

I downloaded from Umich AHDI and HDX in some la la format called .zoo ... I did download z0021.ttp which is the expander program according to the listing, but the program does not make the slightest sense.

So to make the HD work at all, I need to install some driver, which requires some weird-ass expander, which will require some yet other thing to work and so on... nah, it's time for a screeching U-turn, right here and now.

Ladies and gentlemen, if someone lives near me in Hawaii you can pick up these 3 Atari STs with the Hybrid Arts ADAP, Avalon, Notator, Softsynth, Turbosynth, Unitor, dongles, manuals, the whole shiznit, or the whole 2 cartfuls of stuff goes straight to the dumpster this weekend. Case closed, I'm gone to buy a dedicated hardware MIDI sequencer.

1581. Re: new Atary user

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 07:47:39 UTC
From: claytone@foxinternet.com
Message-ID: <vWcga.254$3R2.1030@bcandid.telisphere.com>
Source record: 28463

>Is it possible to use Atary without mouse?

Hello,

You can use the combination of Alt-Arrow keys to move the cursor. For smaller movements use Shift-Alt-Arrow keys. For mouse clicks Alt-Insert is for left button, and Alt-Clr Home is for the right. This is not a great way to get around, but it will suffice until you get a mouse.

Good luck,

Clayton Murray
Seattle, WA USA

1582. Re: Help--520 STFM on life support

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 08:45:45 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <b5rpgtrdm1@newsg2.svr.pol.co.uk>
Source record: 28464

<snip>
> Try with an inch if you like. Size doesnt matter. Or does it? ;)
<snip>

I think at a foot I would be concerned about causing more damage especialliy
to things like the floppy drive.

Tim

1583. Re: where to get ICs?

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 09:58:32 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <b5rtk4hdf1@pegasus.csx.cam.ac.uk>
Source record: 28465

"NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message
news:b5p5b8riu1@news7.svr.pol.co.uk...
> i'm near shrewsbury, cheers for the help.
>

I know you did not want to pay the postage on RS but did you consider
picking it up yourself from one of thier Trade Counters which should
negate the cost of the postage, although getting to your nearest trade
counter could cost more than the postage.
The nearest Trade Counter to you appears to be at...

Duddeston Mill Road
Duddeston Mill Ind Estate
Brimingham

Phone: 0121 359 8844
Fax : 0121 333 3321
or http://rswwwcom/tradecounter

Stephen Moss

1584. Re: where to get ICs?

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 10:25:43 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5rvbv$up4$1@newsg3.svr.pol.co.uk>
Source record: 28466

Stephen Moss <sgm23@eng.cam.ac.uk> wrote in message
news:b5rtk4hdf1@pegasus.csx.cam.ac.uk...
>
> "NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message
> news:b5p5b8riu1@news7.svr.pol.co.uk...
> > i'm near shrewsbury, cheers for the help.
> >
>
> I know you did not want to pay the postage on RS but did you consider
> picking it up yourself from one of thier Trade Counters which should
> negate the cost of the postage, although getting to your nearest trade
> counter could cost more than the postage.
> The nearest Trade Counter to you appears to be at...
>
> Duddeston Mill Road
> Duddeston Mill Ind Estate
> Brimingham

This is a long way from Shrewsbury. Even so, when you get there, they will insist on seeing some corporate ID like a cheque book or letter-head. They will not serve you otherwise.

(I know. I argued with them for 2 hours until they let me take the stuff, and I have an account with them).

Smeg.

1585. Re: new Atary user

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 10:34:25 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <b5rvnfvgd1@newsg2.svr.pol.co.uk>
Source record: 28467

this is because the menu disks i was talking about use more sectors than a
720k formatted disk. they use 80 tracks 10 sectors or so.

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:BAA60B17.2C6E4%nameerf@flash.net...
> in article b5pvin$m77$1@news8.svr.pol.co.uk, NellyNel888 at
> NellyNel888@parkgatebl.fsnet.co.uk wrote on 3/25/03 8:19 AM:
>
> > write these disk images to floppy disks using an emulator or atari disk
> > convertor, note that you will need to format these in windows 720k first
> > (with high density hole covered) then format them on your st with fdisk
> > three with the extra sectors needed. then copy the game onto them.
> > (confusing to read but not really :))
> >
> > stick it in your atari and play!
>
> I didn't think all this was necessary. My old 1040ST could read 720kb PC
> formatted disks just fine. It was going the other direction that I ever
had
> difficulty. Then I had to use a special formatting program to go from an
> Atari-formatted disk to PC. So why not simply format a 720kb disk on the
PC,
> save the stuff you want to port over, put in in the ST drive and watch it
> go? That always worked for me, anyway. Maybe I'm remembering it wrong
since
> it's been a while since I gave my ST to a friend after I got my Falcon.
>
> Mike Freeman
> nameerf@flash.net
>

1586. Re: How in the hey... announcement time

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 10:55:46 UTC
From: lp <gfa@basic.net>
Message-ID: <BAA6F162.ED4C%gfa@basic.net>
Source record: 28468

in article
kerseygraves-ya02408000R2503031820050001@news-server.hawaii.rr.com, Kersey
Graves Jr. at kerseygraves@aol.com wrote on 3/25/03 11:14 PM:

> I downloaded from Umich AHDI and HDX in some la la format called .zoo ... I
> did download z0021.ttp which is the expander program according to the
> listing, but the program does not make the slightest sense.

When you start z0021.ttp a box appears, just enter:
-e file_to_be_uncompressed

If memory serves me right. It's easier if all the files are in the
same path. Been a while since I used un-zoo, if -e don't work try -d
or -x. I'm sure it's one of those but since there are several forms of
comression, they all use different command line switches.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

1587. Re: new Atary user

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 11:28:02 UTC
From: Konstantin Tchebotarev <kostya@eircom.net>
Message-ID: <79gga.5033$pK2.4986@news.indigo.ie>
Source record: 28469

> > The original user manuals weren't that great, so you are not missing
much.
> > You should check out the Atari (with an I) ST QuickFAQ. It's a very good
> ^^^^^^^^^^^^
> I wondered who would be the first to tell him .... :)
>
:-)))))))))))))

stupid me :-)

1588. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 11:41:46 UTC
From: Guy Harrison <swampdog@ntlworld.com>
Message-ID: <20030326114147.3de1604a.swampdog@ntlworld.com>
Source record: 28470

On Tue, 25 Mar 2003 16:13:55 +0000
ftp@massiveftp.serveftp.com (Strider @my FTP site) wrote:

> > No worries. Active ftp works fine.
>
> Cool :) 99.99% of people seem to be Okidoki (as u would say!), so i'm
> a happy bunny!
>
> > As a matter of interest, do you get lots of "junk" logging in and
> > out? I'm on dynamic ip here so was a tad surprised to see robots
> > probing stuff in my ftp hierarchy when my server's enabled.
>
> There are quite a lot tbh (web mainly), but i'm told they are simply
> 'scanning' for info on what is actually there @the site..

I have had a couple of more mischevious visitors using different
flavours of the same tool. Primary purpose appears to be seeing if they
can use me as a warez dumping ground, although there is an attempt to
write 'bin' but that might just be part of the tool trying all the
directories it can list.

> So a google-bot if u like is searching to simply add stuff to it's
> database of internet sites.. that's what i was told anyways:)
>
> There's software on the mac to utilize this to your own advantage
> making the bots go away with the info you have specifically edited.
> NetCloak on the Mac does this.
> You could always take a look at IPNetSentry as a back up to your
> routers firewall, i have. This is one superb util imo

My ftp server isn't "public". I just enable it before visiting
somewhere I can't use ssh from. Saves trailing wads of floppies around.
Trouble is I often forget to disable it again so I did actually get
bitten some warez tests on 'incoming'. Feel free to laugh...

Feb 20 16:11:14 sd ftpd[6914]: connection from
66-143-188-98.ded.swbell.net (66.143.188.98)
Feb 20 16:11:15 sd ftpd[6914]: ANONYMOUS FTP LOGIN FROM
66-143-188-98.ded.swbell.net, ano@ano.com
Feb 20 16:11:22 sd ftpd[6914]: put bin/384.679
Feb 20 16:11:27 sd ftpd[6914]: put etc/384.679
Feb 20 16:12:11 sd ftpd[6914]: put incoming/384.679 = 104154 bytes
Feb 20 16:12:25 sd ftpd[6914]: get incoming/384.679 = 104154 bytes
Feb 20 16:12:30 sd ftpd[6914]: delete incoming/384.679

...duh! Guess who forgot to do "rmdir incoming" in the first place! ;-)

--
Guy Harrison

1589. Re: [CT60] Hardware news

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 16:21:03 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0303260821.68addead@posting.google.com>
Source record: 28471

NOSPAMS@wanadoo.fr (Didier MEQUIGNON) wrote in message
news:<1fse5pi.wt4vqs16kr9c0N%NOSPAMS@wanadoo.fr>...
> Didier MEQUIGNON <NOSPAMS@wanadoo.fr> wrote:
>
> > Hi,
> >
> > This is the latest news about the CT60 hardware:
> > - The SDRAM not works with the cache, acces works but it's impossible to
> > run a program inside excepted when the caches are off with the PMMU of
> > the 060.
> > - The good news, is than Rodolphe must receive a 16 channels 200MHz
> > analyser in 4 days. This is a good solution for found timming problems.
> > Until this days, only his scope without memory was used.
>
> Rodolphe seems found the SDRAM burst problem (in R/W) since the signals
> are displayed with his analyser.
> Like you, I hope found "the end of the tunnel".
>
> Regards,
>
> Didier.

Hi Didier,

Thanks for trouble shooting information. Sometimes design software and
data sheets can not show the "little" problems. The analyser is the
best tool for a Falcon "tune up".

Is the hardware configuration for the CT 060 still as shown on the CT
060 website? From reading Rodolphe's usenet post, the cards have been
manufactured in numbers now.

Some other usenet people suggest there is time to alter major card
design. Don't know whom, or what relationship this person might of had
with Rodolphe.

I don't think that a "usenet vote" is anyway to express design
concerns for a product already manufactured:)

Is Rodolphe involved with this "SuperVidel", or is he only a supporter
of it's idea for use with his product?

Thanks,
Mike

1590. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 16:32:53 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5sksf$2o5$1@newsg4.svr.pol.co.uk>
Source record: 28472

Guy Harrison <swampdog@ntlworld.com> wrote in message
news:20030326114147.3de1604a.swampdog@ntlworld.com...
> On Tue, 25 Mar 2003 16:13:55 +> I have had a couple of more mischevious
visitors using different
> flavours of the same tool. Primary purpose appears to be seeing if they
> can use me as a warez dumping ground, although there is an attempt to
> write 'bin' but that might just be part of the tool trying all the
> directories it can list.
>

hey, let em dump what they like, then swipe what yer want and lock em out
;-)

Smeg.

1591. Re: new Atary user

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 18:39:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200303261939.a37853@su2.maus.de>
Source record: 28483

Hi Konstantin,

KT>It does not have mouse.
it's not comfortable, but any Atari ST/TT... computer emulates a mouse by

Alt-Cursor (to move around)
Alt-Insert (left click and left double click)
Alt-ClrHome (right click and right double click)

Und TTschï¿½
ps

1592. 8-plane image format

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 19:13:02 UTC
From: Andre Majorel <amajorel@teezer.fr>
Message-ID: <slrnb83utc.642.amajorel@atc5.vermine.org>
Source record: 28473

There exists (on the Falcon only ?) a 256-colour image format where there are 8 bit planes that are interleaved in blocks of 16 pixels. Are there any images in this format online ? Ideally with the same image in .png or other portable format, so that I can verify that it's been decoded correctly.

Thanks !

--
Andrï¿½ Majorel <URL:http://www.teaser.fr/~amajorel/>
Going to war without France is like going deer hunting without your accordion. -- Attributed to General Norman Schwarzkopf

1593. Re: 8-plane image format

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 21:02:18 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b5t4lj$168$1@news6.svr.pol.co.uk>
Source record: 28474

Andre Majorel <amajorel@teezer.fr> wrote in message
news:slrnb83utc.642.amajorel@atc5.vermine.org...
> There exists (on the Falcon only ?) a 256-colour image format
> where there are 8 bit planes that are interleaved in blocks of
> 16 pixels. Are there any images in this format online ? Ideally
> with the same image in .png or other portable format, so that I
> can verify that it's been decoded correctly.

Isnt this how the 8Bit BMP format is stored?

If not it should be fairly simple to write some 68000 code to convert one
into 8 plane interleaved mode.

Smeg.

1594. Re: 8-plane image format

Newsgroup: comp.sys.atari.st
Date: 2003-03-26 21:49:16 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb847iv.nr5.atari@core.preferuje.luzik.pl>
Source record: 28475

W artykule <b5t4lj$168$1@news6.svr.pol.co.uk> Smeg napisaďż˝(a):
> Andre Majorel <amajorel@teezer.fr> wrote in message
> news:slrnb83utc.642.amajorel@atc5.vermine.org...
>> There exists (on the Falcon only ?) a 256-colour image format
>> where there are 8 bit planes that are interleaved in blocks of
>> 16 pixels. Are there any images in this format online ? Ideally
>> with the same image in .png or other portable format, so that I
>> can verify that it's been decoded correctly.
>
> Isnt this how the 8Bit BMP format is stored?

8bit BMP is chunky IIRC

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1595. Re: my FTP site:-)

Newsgroup: comp.sys.atari.st
Date: 2003-03-27 04:06:14 UTC
From: Guy Harrison <swampdog@ntlworld.com>
Message-ID: <20030327040614.588bee57.swampdog@ntlworld.com>
Source record: 28476

On Wed, 26 Mar 2003 16:32:53 -0000
"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote:

>
> Guy Harrison <swampdog@ntlworld.com> wrote in message
> news:20030326114147.3de1604a.swampdog@ntlworld.com...
> > On Tue, 25 Mar 2003 16:13:55 +> I have had a couple of more
> > mischevious
> visitors using different
> > flavours of the same tool. Primary purpose appears to be seeing if
> > they can use me as a warez dumping ground, although there is an
> > attempt to write 'bin' but that might just be part of the tool
> > trying all the directories it can list.
> >
>
> hey, let em dump what they like, then swipe what yer want and lock em
> out;-)

Strangely enough I had a mischevious idea of my own: monitor incoming.
The moment something completes, move it elsewhere that isn't readable
then immediately create a file of the same name and size but full of
zeroes. Let'em have that back. Ahem! <G>

--
Guy Harrison

1596. Re: 8-plane image format

Newsgroup: comp.sys.atari.st
Date: 2003-03-27 06:52:38 UTC
From: kawecki@fgh-ma.de
Message-ID: <583548f2.0303262252.52e0d1f7@posting.google.com>
Source record: 28477

> There exists (on the Falcon only ?) a 256-colour image format
> where there are 8 bit planes that are interleaved in blocks of
> 16 pixels. Are there any images in this format online ? Ideally
> with the same image in .png or other portable format, so that I
> can verify that it's been decoded correctly.
>
> Thanks !

Yes, there is such format and yes there are pictures stored in this
format (+ extra file with color table).
I used to use this format in Tales Of Tamar.
If you need some examples, code etc. just contact me:
kawecki@fgh-ma.de

Regards
Rafal Kawecki

1597. Re: NOVA Video card and network card

Newsgroup: comp.sys.atari.st
Date: 2003-03-27 07:46:12 UTC
From: "Wong Chie Keong William (SIN / IFAP IT IFR)" <chie-keong.wong@infineon.com>
Message-ID: <b5ua85$de0$1@newssrv.hl.siemens.de>
Source record: 28478

What type of brand of NE2000 card is that?

rgds
William

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3e7ac70410cef2d@attbi.com...
>
> I use the NEC2000 ISA card with my STe using hardware/software
> from Lyndon Amsdon. Works great. It is attached using the STe's
> cartridge port. Should also work on a Falcon/TT. For more
> information:
>

1598. Re: [CT60] Hardware news

Newsgroup: comp.sys.atari.st
Date: 2003-03-27 13:17:00 UTC
From: hencox@hotmail.com
Message-ID: <9ae36432.0303270517.7980b081@posting.google.com>
Source record: 28479

rustynutt@hotmail.com (rustynutt) wrote in message
news:<fc53daf3.0303260821.68addead@posting.google.com>...
> NOSPAMS@wanadoo.fr (Didier MEQUIGNON) wrote in message
news:<1fse5pi.wt4vqs16kr9c0N%NOSPAMS@wanadoo.fr>...
> > Didier MEQUIGNON <NOSPAMS@wanadoo.fr> wrote:
> >
> > > Hi,
> > >
> > > This is the latest news about the CT60 hardware:
> > > - The SDRAM not works with the cache, acces works but it's impossible to
> > > run a program inside excepted when the caches are off with the PMMU of
> > > the 060.
> > > - The good news, is than Rodolphe must receive a 16 channels 200MHz
> > > analyser in 4 days. This is a good solution for found timming problems.
> > > Until this days, only his scope without memory was used.
> >
> > Rodolphe seems found the SDRAM burst problem (in R/W) since the signals
> > are displayed with his analyser.
> > Like you, I hope found "the end of the tunnel".
> >
> > Regards,
> >
> > Didier.
>
>
> Hi Didier,
>
> Thanks for trouble shooting information. Sometimes design software and
> data sheets can not show the "little" problems. The analyser is the
> best tool for a Falcon "tune up".
>
> Is the hardware configuration for the CT 060 still as shown on the CT
> 060 website? From reading Rodolphe's usenet post, the cards have been
> manufactured in numbers now.
>
> Some other usenet people suggest there is time to alter major card
> design. Don't know whom, or what relationship this person might of had
> with Rodolphe.
>
> I don't think that a "usenet vote" is anyway to express design
> concerns for a product already manufactured:)
>
> Is Rodolphe involved with this "SuperVidel", or is he only a supporter
> of it's idea for use with his product?

>
> Thanks,
> Mike

Rodolphe is not involved in the actual development of the
"SuperVidel", but we have been in contact with him when we started the
SuperVidel project. He thinks it's a good project, just like we do. :)

Regards
Henrik

1599. ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2003-03-27 21:16:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0303271314270.21796-100000@shell1.aracnet.com>
Source record: 28480
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Ben's Catalogs Area! Check out my Atari Catalogs as I've updated 6 of 8 Catalogs! Lots of Items I have 1, 2 or a few of. I've Sold some inventory, deleting Items from Catalogs and added new Items including some rare GEMs!Like highly Modified and UpGraded Rev.7 1050 Happy Drives for the Atari 8 Bit! The Discovery Cartridge, makes your ST Drive copy anything! From Happy Computers!+NEW in BOX Jaguar Base Units and Jag CD Players plus Newly Purchased DooM,Brutal Sports Football & Troy Aikman Football. Brand New for the Jaguar! Plus more Games for the Atari 8 Bit like, Defender, Donkey Kong, Donkey Kong Junior, E.T. Phone Home and Joust! And my ST Games/Software Catalog is PHAT-ter than it's ever been, bulging with Atari Games. Like Crystal Castles, Cannon Fodder, Carrier Command and California Games both 1 & 2! So act now!While Inventory Lasts! http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1600. ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-03-27 21:23:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0303271317120.21796-100000@shell1.aracnet.com>
Source record: 28481
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale,rec.games.video.atari

Times are hard right now, not only for Bravo Sierra, but for most of all Atari Dealers.People are so scared they're holding onto there last Dollar! Plus this time of year usually slows down with Taxes Come Due. If you want to help, your business is welcome. Not only do I need your Business, but Atari Dealers in General! Support your favourite Atari Dealer!Bravo Sierra Computer's, Video 61, Best Electronics and yes B & C Computer Visions! You don't have to buy from me, there are others worthy of your Atari Business!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1601. Re: [CT60] Hardware news

Newsgroup: comp.sys.atari.st
Date: 2003-03-27 23:18:06 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3e838770$0$26846$626a54ce@news.free.fr>
Source record: 28482

"Rustynutt" <rustynuttspamblock@hotmail.com> a crit dans le message de news: > Hi Henrik,
Hi,

```
> I used Babble Fish last night to translate Rodolphe's post yesterday
> on fr.comp.sys.atari. Good news, and think most was translated well
> enough to understand.
> Thanks,
> Mike
```

```
http://bbs.dhs.nu/scene/index.php?request=2458
```

```
complete translation
```

1602. Australia Only - STe Wanted

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 05:48:52 UTC
From: notfor@publication.com
Message-ID: <3e83e2d2$0$27768$afc38c87@news.optusnet.com.au>
Source record: 28484

Anyone in Oz got a working 1040STe for sale?
(software/monitor etc not really required). I'm in
Queensland. Will pay reasonable shipping costs.

Please contact me or leave a message here.
(Anti-spam: remove "anti_junk" before replying)

Cheers

1603. Rick Dangerous bugs - How to start?

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 09:01:07 UTC
From: mstepansky@aol.com
Message-ID: <20030328040107.28056.00000023@mb-ci.aol.com>
Source record: 28485

Steem 2.4 really works GREAT! It is the first time for me to test it out on my Dell 4550 Dimension, 2.4 Ghz, WinXP today. It brings back my college days memories!! :o)

Problem about RickDangerous: it gave me 2 bombs (running TOS 2.06) after seeing a pirate-skeleton on screen. But using TOS 1.4, I passed this pirate-skeleton guy and got a music on-screen. Pressing F1-F10 changes musics, but how do I play Rick Dangerous? Is there a secret key codes to start the game?

I noticed that after I download the Medway Boys's version of RickDangerous - that one works ok, without music demo - I think both TOS 1.4 and 2.06)

I think I have tried TOS 1.4 and 2.06 with Rick Dangerous, either works OK, playable. Thanks to the STeem author! :o)

Mike

1604. Converting regular ST .zip file to ST disk image?

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 09:07:33 UTC
From: mstepansky@aol.com
Message-ID: <20030328040733.28056.00000024@mb-ci.aol.com>
Source record: 28486

I have downloaded Medway's Boys "RickDangerous" disk image version (CD28.zip). Works ok with STeem.

But when I downloaded other ST games, such as "bubbleghost" and "crystalcastle" from other FTP site (217.215.10.41), STeem couldn't use them. I suspect those 2 games are just plain ST files (compressed as .zip) - rather than an ST disk image format.

HOW do I convert those ST .zip files into a working ST disk image format for me to play in STeem (or any other ST emulators)? STeem can do ST, MSA and (what else?)disk image format, right?

Thanks for the help. It is a starting point.

Mike

1605. Re: Converting regular ST .zip file to ST disk image?

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 09:15:06 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b613vkgs1@newsg1.svr.pol.co.uk>
Source record: 28487

MStepansky <mstepansky@aol.com> wrote in message
news:20030328040733.28056.00000024@mb-ci.aol.com...
> I have downloaded Medway's Boys "RickDangerous" disk image version
(CD28.zip).
> Works ok with STeem.
>
> But when I downloaded other ST games, such as "bubbleghost" and
"crystalcastle"
> from other FTP site (217.215.10.41), STeem couldn't use them. I suspect
those
> 2 games are just plain ST files (compressed as .zip) - rather than an ST
disk
> image format.
>
> HOW do I convert those ST .zip files into a working ST disk image format
for me
> to play in STeem (or any other ST emulators)? STeem can do ST, MSA and
(what
> else?)disk image format, right?
>
> Thanks for the help. It is a starting point.

Whats inside the zipfile???

1606. Re: Rick Dangerous bugs - How to start?

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 09:27:23 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b614ml$108$1@newsg1.svr.pol.co.uk>
Source record: 28488

MStepansky <mstepansky@aol.com> wrote in message
news:20030328040107.28056.00000023@mb-ci.aol.com...
> Steem 2.4 really works GREAT! It is the first time for me to test it out
on my
> Dell 4550 Dimension, 2.4 Ghz, WinXP today. It brings back my college
days
> memories!! :o)
>
> Problem about RickDangerous: it gave me 2 bombs (running TOS 2.06) after
seeing
> a pirate-skeleton on screen. But using TOS 1.4, I passed this
> pirate-skeleton guy and got a music on-screen. Pressing F1-F10 changes
musics,
> but how do I play Rick Dangerous? Is there a secret key codes to start
the
> game?

This one is protected.

> I noticed that after I download the Medway Boys's version of
RickDangerous -
> that one works ok, without music demo - I think both TOS 1.4 and 2.06)
>
> I think I have tried TOS 1.4 and 2.06 with Rick Dangerous, either works
OK,
> playable. Thanks to the STeem author! :o)

If your gonna run mostly games in steem then use TOS 1.0 for ST games and
1.62 for STE games. This will give you the least amount of trouble.

1607. Re: Australia Only - STe Wanted

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 09:47:51 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3e841a65$0$10676@echo-01.iinet.net.au>
Source record: 28489

Yep!

"Jonny Howard" <notfor@publication.com> wrote in message
news:3e83e2d2$0$27768$afc38c87@news.optusnet.com.au...
> Anyone in Oz got a working 1040STe for sale?
> (software/monitor etc not really required). I'm in
> Queensland. Will pay reasonable shipping costs.
>
> Please contact me or leave a message here.
> (Anti-spam: remove "anti_junk" before replying)
>
> Cheers

1608. Re: Australia Only - STe Wanted

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 09:52:46 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3e841b8c$0$10679@echo-01.iinet.net.au>
Source record: 28490

Sorry, shitty OE doesn't allow me to change the send to email address. cant send you an Email!

I'm in Perth, have a mint condition 4Mb 1040STE. only one problem and that's is the floppy drive main motor occasional stalls. Ask anyone here, its a common problem. she just needs a new drive.

I also have a working Megafile 30 if your interested.

Make an offer!

antijunknospamdrishani@iinet.net.au

remove obvious to reply.

"Jonny Howard" <notfor@publication.com> wrote in message news:3e83e2d2$0$27768$afc38c87@news.optusnet.com.au...
> Anyone in Oz got a working 1040STe for sale?
> (software/monitor etc not really required). I'm in
> Queensland. Will pay reasonable shipping costs.
>
> Please contact me or leave a message here.
> (Anti-spam: remove "anti_junk" before replying)
>
> Cheers

1609. Re: Rick Dangerous bugs - How to start?

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 14:22:28 UTC
From: steveftp@btopenSPAMMERworld.com
Message-ID: <1fsjbw5.1wbkipwjyplogN%steveftp@btopenSPAMMERworld.com>
Source record: 28491

> If your gonna run mostly games in steem then use TOS 1.0 for ST games and
> 1.62 for STE games. This will give you the least amount of trouble.

that;s exactly wot i was going to say! Even on my humble 350mhz Mac,
TOS1.0 always produces the best results

--
Steve
= = =
Macintosh/Atari FTP @
massiveftp.serveftp.com

1610. SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 14:50:15 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <b61nesata1@news1.tilbu1.nb.home.nl>
Source record: 28492

Hello Atarians,

I want to put a new SCSI disc in my Mega STe to replace the old 48 MB one.
I've read (Atari FAQ) that there was a 1 Gb limit. Is it possible to use 4,5
Gb (it's difficult to get them smaller these days),

I know 3,5 Gb will be wasted, but I was wondering if HDDriver would
recognize/ see this wasted memory.

Also, what is the maximum partition Diamond Edge can manage?

Thanx,

Jos
http://www.9daysonder.nl (see: gear)

1611. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 15:04:29 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b61oen$e9o$1@newsg1.svr.pol.co.uk>
Source record: 28493

J.J.van de Gruiter <jos_van_de_gruiter@hotmail.com> wrote in message
news:b61nesata1@news1.tilbu1.nb.home.nl...
> Hello Atarians,
>
> I want to put a new SCSI disc in my Mega STe to replace the old 48 MB one.
> I've read (Atari FAQ) that there was a 1 Gb limit. Is it possible to use
4,5
> Gb (it's difficult to get them smaller these days),
>
> I know 3,5 Gb will be wasted, but I was wondering if HDDriver would
> recognize/ see this wasted memory.
>
> Also, what is the maximum partition Diamond Edge can manage?
>

I have a 540MB SCSI in mine, but there are 3 partitions on it (It was like
it when I got it, and I cant be bothered/dont need to experiment with
changing it).
A 4gb drive wont be wasted. At the very worst I think you will have to have
loads of 256mb partitions (8?). I cant remember exactly what TOS 2.06
allows. HDDriver is the best way to go though whichever you decide.

Diamond edge probably works thru TOS so its down to TOS what maximum
partition it will see. (I also use it on my Falcon 1.2GB Ide and 1Gb JAZ).

Smeg.

1612. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 18:38:23 UTC
From: jakie <rakie@sakie.com>
Message-ID: <b6256c$eq4$1@newsg2.svr.pol.co.uk>
Source record: 28494

"J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> wrote in message
news:b61nesata1@news1.tilbu1.nb.home.nl...
> Hello Atarians,
>
> I want to put a new SCSI disc in my Mega STe to replace the old 48 MB one.
> I've read (Atari FAQ) that there was a 1 Gb limit. Is it possible to use
4,5
> Gb (it's difficult to get them smaller these days),
>
> I know 3,5 Gb will be wasted, but I was wondering if HDDriver would
> recognize/ see this wasted memory.
>
> Also, what is the maximum partition Diamond Edge can manage?
>
>
> Thanx,
>
> Jos
> http://www.9daysonder.nl (see: gear)
>
>
I played around with this and found the internal Scsi interface could only
handle 1gig and one drive it was also very fussy, best bet would be put
something like the link inside as there is plenty of room you could then use
a big drive and connect more items if needed

1613. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 18:53:52 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <b625ng$873$1@news1.tilbu1.nb.home.nl>
Source record: 28495

Well, I have an ICD print SCSI interface. Do you say that with that I can
use all 4,5 Gb (Just like on my Falcon)?

Jos
http://www.9dayswonder.nl (see: gear)
> >
> I played around with this and found the internal Scsi interface could only
> handle 1gig and one drive it was also very fussy, best bet would be put
> something like the link inside as there is plenty of room you could then
use
> a big drive and connect more items if needed
>
>

1614. TechTV want's Atari users

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 20:21:59 UTC
From: LS <me@email.com>
Message-ID: <a2195e35d4903d276c39fe139aa506b9@news.teranews.com>
Source record: 28496

I found this on http://www.atariforums.com

I don't know if TechTV is available anywhere else but North America, but even if it's not, Atari users here should be interested in this post.

For those of you who aren't familiar with TechTV, it's a cable television network all about technology, computers, etc. There are many invidual shows on the channel, the most popular being a show called "The Screen Savers". It's basically a computer show, where they feature information on new stuff, tech help, tips, web site features, etc.

In their most recent show, they mentioned at the end that they noticed that about 5% of the people who visit the TechTV/Screen Savers web site are using Atari computers, and they want to know how!
:-)

And here's what they posted recently on their site:

"Got Atari?
We've received statistics that a few brave souls out there visit this very site using Atari computers (STs, we're guessing.) If you're one of those souls, email Joshua Brentano. We'd like to feature you on the site and/or show."

(by the way, this guy's e-mail address is: joshua@techtv.com)

So, I'm planning to e-mail them myself, since I still use my Falcon daily (although not much for web surfing these days). But I think we really need some more of you who are actively using your STs or Falcons on the Internet (and Hades users too I suppose). This show would be a great way to get the word out about Atari users, and how we're still going strong. I'm sure they would be quite surprised to see what we're still capable of doing with Atari computers.

So, send an e-mail to the address above, or visit the TechTV / Screen Savers web site if you want to find out more about them. And by the way, here is the specific link where they posted the request for Atari users to contact them (about half way down the page):

http://www.techtv.com/screensavers/shownotes/story/0,24330,3401453,00.html

And for what it's worth, I have no connection to TechTV, or "The Screen Savers". It's just that I think it would be really cool to see some Atari hardware and software featured on their show. Heck, in the past, they have done segments on Atari video games, and emulation, and the main host (Leo Laporte) has mentioned many times that he has fond memories of Atari computers, as his first computer was an Atari 8-bit.

So, let's all send them an e-mail. Who knows, maybe we'll even be asked to be on the show?

1615. Re: TechTV want's Atari users

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 21:09:25 UTC
From: lp <gfa@basic.net>
Message-ID: <BAAA2435.EDD4%gfa@basic.net>
Source record: 28497

in article a2195e35d4903d276c39fe139aa506b9@news.teranews.com, LS at me@email.com wrote on 3/28/03 3:21 PM:

> I found this on http://www.atariforums.com
>
> I don't know if TechTV is available anywhere else but North America, but
> even if it's not, Atari users here should be interested in this post.
>
> For those of you who aren't familiar with TechTV, it's a cable television
> network all about technology, computers, etc. There are many invidual shows
> on the channel, the most popular being a show called "The Screen Savers".
> It's basically a computer show, where they feature information on new stuff,
> tech help, tips, web site features, etc.
>
> In their most recent show, they mentioned at the end that they noticed that
> about 5% of the people who visit the TechTV/Screen Savers web site are using
> Atari computers, and they want to know how!
> :-)
>
> And here's what they posted recently on their site:
> ----------
> "Got Atari?
> We've received statistics that a few brave souls out there visit this very
> site using Atari computers (STs, we're guessing.) If you're one of those
> souls, email Joshua Brentano. We'd like to feature you on the site and/or
> show."
> ----------
> (by the way, this guy's e-mail address is: joshua@techtv.com)
>
>
> So, I'm planning to e-mail them myself, since I still use my Falcon daily
> (although not much for web surfing these days). But I think we really need
> some more of you who are actively using your STs or Falcons on the Internet
> (and Hades users too I suppose). This show would be a great way to get the
> word out about Atari users, and how we're still going strong. I'm sure they
> would be quite surprised to see what we're still capable of doing with Atari
> computers.
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> So, send an e-mail to the address above, or visit the TechTV / Screen Savers
> web site if you want to find out more about them. And by the way, here is
> the specific link where they posted the request for Atari users to contact
> them (about half way down the page):
>
> http://www.techtv.com/screensavers/shownotes/story/0,24330,3401453,00.html

>
>
> And for what it's worth, I have no connection to TechTV, or "The Screen
> Savers". It's just that I think it would be really cool to see some Atari
> hardware and software featured on their show. Heck, in the past, they have
> done segments on Atari video games, and emulation, and the main host (Leo
> Laporte) has mentioned many times that he has fond memories of Atari
> computers, as his first computer was an Atari 8-bit.
>
> So, let's all send them an e-mail. Who knows, maybe we'll even be asked to
> be on the show?

Either that is new news, or rehashed old news. I mailed them before after seeing such a blurb on the site, some time ago. No responce back, others mailed them as well.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

1616. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 21:23:58 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b62em8mvm1@newsg2.svr.pol.co.uk>
Source record: 28498

jakie <rakie@sakie.com> wrote in message
news:b6256c$eq4$1@newsg2.svr.pol.co.uk...
>
> "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> wrote in message
> news:b61nesata1@news1.tilbu1.nb.home.nl...
> > Hello Atarians,
> >
> > I want to put a new SCSI disc in my Mega STe to replace the old 48 MB
one.
> > I've read (Atari FAQ) that there was a 1 Gb limit. Is it possible to use
> 4,5
> > Gb (it's difficult to get them smaller these days),
> >
> > I know 3,5 Gb will be wasted, but I was wondering if HDDriver would
> > recognize/ see this wasted memory.
> >
> > Also, what is the maximum partition Diamond Edge can manage?
> >
> >
> > Thanx,
> >
> > Jos
> > http://www.9daysonder.nl (see: gear)
> >
> >
> I played around with this and found the internal Scsi interface could only
> handle 1gig and one drive it was also very fussy, best bet would be put
> something like the link inside as there is plenty of room you could then
use
> a big drive and connect more items if needed

Not true.

Smeg.

1617. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 21:24:34 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b62encmjb1@newsg3.svr.pol.co.uk>
Source record: 28499

Its the TOS that only can handle 1GB, - its got nothing to do with the Host Adapter. And yes you can have more than one drive on it, but you have to do a modification in order to do so. See http://chimo.unimo.it/~vezz/atari/hardware/drives.html and look for SCSIMSTE.ZIP (E) Fit two SCSI hard disk in your Mega STE or Stacy.

Smeg

J.J.van de Gruiter <jos_van_de_gruiter@hotmail.com> wrote in message news:b625ng$873$1@news1.tilbu1.nb.home.nl...
> Well, I have an ICD print SCSI interface. Do you say that with that I can
> use all 4,5 Gb (Just like on my Falcon)?
>
> Jos
> http://www.9dayswonder.nl (see: gear)
> > >
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> > something like the link inside as there is plenty of room you could then use
> > a big drive and connect more items if needed
> >
> >
>
>

1618. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 23:10:12 UTC
From: Starlord <starlord@in>
Message-ID: <II4ha.9$Cd3.0@news.inreach.com>
Source record: 28500

I have a 2gi drive in my TT and by using ICD formatting I use all of the drive,
none wasted.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

"J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> wrote in message
news:b61nesata1@news1.tilbu1.nb.home.nl...
> Hello Atarians,
>
> I want to put a new SCSI disc in my Mega STe to replace the old 48 MB one.
> I've read (Atari FAQ) that there was a 1 Gb limit. Is it possible to use 4,5
> Gb (it's difficult to get them smaller these days),
>
> I know 3,5 Gb will be wasted, but I was wondering if HDDriver would
> recognize/ see this wasted memory.
>
> Also, what is the maximum partition Diamond Edge can manage?
>
>
> Thanx,
>
> Jos
> http://www.9daysonder.nl (see: gear)
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.462 / Virus Database: 261 - Release Date: 3/13/03

1619. TT Keybaord

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 23:18:02 UTC
From: Starlord <starlord@in>
Message-ID: <OI4ha.10$Cd3.3@news.inreach.com>
Source record: 28501

I've doing some major shifting around of things in my trailer and I'll be moving my TT over to a long table where it will have a 1040ST sitting next to it. I want to get my TT fully up and running, I've not been able to afford the $100 for a new keyboard and I lost the e-mail address of a guy in Palmdale with a mega KB, but I would rather meet 1/2 way (in lancaster) than mail this broken one. Question, does Best Elec. have a web site? What I need is the black plastic part that holds the keys and has the little hooks on the back, do they have that part? The TT's been down for 4 years now and I want it back up, then maybe I could get it online again.

remove the <*> for my e-mail.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.462 / Virus Database: 261 - Release Date: 3/13/03

1620. Re: Converting regular ST .zip file to ST disk image?

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 23:52:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e848bccbdf243@attbi.com>
Source record: 28502

>I have downloaded Medway's Boys "RickDangerous" disk image version (CD28.zip).
> Works ok with STeem.
>
>But when I downloaded other ST games, such as "bubbleghost" and "crystalcastle"
>from other FTP site (217.215.10.41), STeem couldn't use them. I suspect those
>2 games are just plain ST files (compressed as .zip) - rather than an ST disk
>image format.
>
>HOW do I convert those ST .zip files into a working ST disk image format for me
>to play in STeem (or any other ST emulators)? STeem can do ST, MSA and (what
>else?)disk image format, right?
>
>Thanks for the help. It is a starting point.
>
>Mike

Mike,

There are programs that will convert ST disks to MSA files and
vice versa. If you do not have one of these programs, email me and
I will send one to you...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1621. Re: NOVA Video card and network card

Newsgroup: comp.sys.atari.st
Date: 2003-03-28 23:52:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e848bccbdf244@attbi.com>
Source record: 28503

>What type of brand of NE2000 card is that?
>
>rgds
>William
>
>
>"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
>news:3e7ac70410cef2d@attbi.com...
>>
>> I use the NEC2000 ISA card with my STe using hardware/software
>> from Lyndon Amsdon. Works great. It is attached using the STe's
>> cartridge port. Should also work on a Falcon/TT. For more
>> information:

I am not sure. I got the whole thing as a package deal. Does not
really matter as long as it works.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1622. Re: TT Keybaord

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 00:58:23 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Qc6ha.20$V24.3@newsfep4-winn.server.ntli.net>
Source record: 28504

"Starlord reach.com>" <starlord@in<*> wrote in message
news:OI4ha.10$Cd3.3@news.inreach.com...
> I've doing some major shifting around of things in my trailer and I'll be
moving
> my TT over to a long table where it will have a 1040ST sitting next to it.
I
> want to get my TT fully up and running, I've not been able to afford the
$100
> for a new keyboard.....

I will ship a new kbrd to the US for $45 inc shipping.

Barrie at Keychange. www.keychange.co.uk

1623. Re: Rick Dangerous bugs - How to start?

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 09:18:05 UTC
From: mstepansky@aol.com
Message-ID: <20030329041805.28126.00000076@mb-cj.aol.com>
Source record: 28505

Thanks for the tip in using TOS 1.0 to run ST games (or 1.62 to run STE games) to get the least trouble playing 'em.

How can I tell which games was original for ST and which games was originally for STe computer? SO that way I can tell which TOS version # to use.

Is there a complete listing (with side by side column comparison) of ST and STE games?

Mike

1624. Trying to run BUBBLEGHOST in STEem

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 09:33:33 UTC
From: mstepansky@aol.com
Message-ID: <20030329043333.28126.00000077@mb-cj.aol.com>
Source record: 28506

I downloaded "BUBLEGOS.zip" from FTP site 217.215.10.41, under letter "B".

When I unzip it, this is what I got:

"BUBLEGOS" folder - in it are the following files:

<GHOSTBUB.BLE> this folder contains: Ghost.dat, Ghost (1kb), Ghost.LOA, Ghost.VOI, Ghost (screensaver or self-runnning splash screen for ST?), Ghost (55kb), Ghost.PRE.

Result.TRA
Title.TRA
FILE_ID.DIZ file (in this file, it says "How do I play it?" by somebody else)

Bubble Ghost is a game that I remember for ST - when you boot up, it will say "BubbleGhost!" or "Welcome to BubbleGhost" digitized voice...and you as a cute ghost have to blow a bubble throughout the adventures....blowing out the candle is another, all kinds of activity. Cool games....

Now where is a working BubbleGhost for?

Mike

1625. Re: Converting regular ST .zip file to ST disk image?

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 09:39:37 UTC
From: mstepansky@aol.com
Message-ID: <20030329043937.28126.00000078@mb-cj.aol.com>
Source record: 28507

Let me put this way:

If I have an ST game disk (whatever format, tracks I use back in the early days), is it possible to convert them into a diskimage format (.st or .msa) for STeem?

(does that mean I have to insert ST floppy in the PC drive or in the ST drive for conversion process??)

How about the opposite direction - from .ST or .MSA disk image into a regular ST disk floppy that I can insert in ST drive on a real ST computer?

Is there any emulator that can read and execute ST binary, games? (unlike the disk image that emulators use- just curious)

Mike

1626. Which ST emulator is the most popular, almost real "ST"?

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 09:48:30 UTC
From: mstepansky@aol.com
Message-ID: <20030329044830.28126.00000079@mb-cj.aol.com>
Source record: 28508

Now that I have play with STeem emu on a PC, I am wondering which emulator is the most stable, virtually "complete" (or almost there) ST on a PC?

I have yet to try STew, Nostaglia, Pacifist, GEMulator, Aranym (sp?), SainT, TOSBOX, Stonx, PowerST, Chimeric (?), Winston (now known as Stew, I think), Echo, Fast....and non-TOS emulator called Hatari.

When people say "2600 emulator for PC", people would think "Stella" come to mind. Which ST emulator is popular for WinXP and one for DOS (or whatever)?

Finally, how do I connect the classic Atari CX40 joystick in a PC? I have no clue as how to I find adapter for that one? Is there a walkthrough steps on the web? Or doe anyone care to sell a modified CX40 joystick? (does it use serial or parallel or USB?)

mike

1627. I have a spare Soundpool SP/Dif and Analog 8

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 09:49:58 UTC
From: Rob <me@myplace.home>
Message-ID: <trqa8voaiv2m8h572el9co8ibgshe7gsla@4ax.com>
Source record: 28509

Hi there, I'm just letting you all know that I have the above
mentiooned hardware available for sale. (I could sell them worldwide,
though payment may be a problem)

They came with all neccesary cabling to connect it to the falcon, the
only thing you'll have to find is a 12volt adapter.

Let me know if you're interested, or indeed make me an offer.

Thanks.. Rob (UK)

1628. Re: Which ST emulator is the most popular, almost real "ST"?

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 10:23:13 UTC
From: Tim Anderson <t-DOT-anderson@zen.co.uk>
Message-ID: <3e857411$0$25657$fa0fcedb@lovejoy.zen.co.uk>
Source record: 28510

Hi,

I find that Steem is the best one if I want to play games of any kind. Use TOS 1.62 for STe games. I must admit I haven't actually got any games that don't work on it.

If you want something a bit more advanced for applications, I find you can't beat Aranym but network support doesn't yet exist for the Windows platform.

Tim

1629. Re: I have a spare Soundpool SP/Dif and Analog 8

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 11:14:05 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b63vao$e24$1@newsg4.svr.pol.co.uk>
Source record: 28511

Rob,
Im looking for these items.

Email me and tell me how much you want. Im in Birmingham, UK.

Regards,
Smeg.

Rob <me@myplace.home> wrote in message
news:trqa8voaiv2m8h572el9co8ibgshe7gsla@4ax.com...
> Hi there, I'm just letting you all know that I have the above
> mentiooned hardware available for sale. (I could sell them worldwide,
> though payment may be a problem)
>
> They came with all neccesary cabling to connect it to the falcon, the
> only thing you'll have to find is a 12volt adapter.
>
> Let me know if you're interested, or indeed make me an offer.
>
> Thanks.. Rob (UK)

1630. Re: Which ST emulator is the most popular, almost real "ST"?

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 11:31:29 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b640br$2as$1@news8.svr.pol.co.uk>
Source record: 28512

MStepansky <mstepansky@aol.com> wrote in message
news:20030329044830.28126.00000079@mb-cj.aol.com...
> Now that I have play with STeem emu on a PC, I am wondering which emulator
is
> the most stable, virtually "complete" (or almost there) ST on a PC?
>
> I have yet to try STew, Nostaglia, Pacifist, GEMulator, Aranym (sp?),
SainT,
> TOSBOX, Stonx, PowerST, Chimeric (?), Winston (now known as Stew, I
think),
> Echo, Fast....and non-TOS emulator called Hatari.
>
> When people say "2600 emulator for PC", people would think "Stella" come
to
> mind. Which ST emulator is popular for WinXP and one for DOS (or
whatever)?
>
> Finally, how do I connect the classic Atari CX40 joystick in a PC? I
have no
> clue as how to I find adapter for that one? Is there a walkthrough steps
on
> the web? Or doe anyone care to sell a modified CX40 joystick? (does it
use
> serial or parallel or USB?)

I havent downloaded any new emulators recently, but I use Steem 2.1 which is great if you run windows, but my all time fave has to be Pacifist which runs under DOS, (and windows dos box) but is so easy to use. Pacifist hasnt been updated for a while so theres a few games that dont run on it, or have grafix problems, but it is very fast, you can use it on low end PC's.

You can use any old digital joystick in a PC analogue joystick port if you make an adapter. You wont see adapters for serial or parallel, and Im guessing neither USB, however there is a way you can do it. There is a product called I-Pac which people use to connect control panels of an arcade machine to a PC that sits inside. You can take the connector off the joystick and put the wires directly into the Ipac because it has little screw terminals so you dont even have to solder. It has 28 inputs so you could connect 5 joysticks with 1 fire button each (5 * 5 = 25 inputs) or 4 joysticks with 2 fire buttons (4 * 6 = 24 inputs) if you wanted to and you would still have inputs left over. Then you connect it to your PC via the keyboard OR the USB socket. (I bought the Jpac for my arcade machine which has a different connector on it, but I can tell you that these work great).

http://www.ultimarc.com/

Smeg.

1631. Re: disc copy problem

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 11:38:46 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <pRPKhETGXYh+Ewsy@atari.org.uk>
Source record: 28513

In article <3E80000C.8000801@mail.ru>, Vadim Grepan
<kezal__rmv__it__@mail.ru> writes
>Hello All!
>
> I've tried to copy *.msa-file (704682 bytes) on floppy on my PC. I
>don't have real 720Kb disks, it real rarity these days so I have to use
>1.44Kb disks (of course i've sealed up the hi-density hole :)
>
>Nevertheless i've got "Address mark not found" error when i've used
>stdisk.exe or makedisk.exe utility :((Is it FDD problem or disc media
>or smth else?
>

Hi All

Yep i'm still alive, not quite kicking but alive:PPP

The age old problem of sharing disks between pc and st!

High Density (HD) have a slightly different type of media than double
density disks. Obviously cramming in twice the data in the same area
things would need to change slightly.

As a rule HD disks are slightly thinner and HD drives usually use a
smaller magnetic field to write to the disks.

Although you can punch an extra hole in DD disks and use them as HD,
it's NOT always possible to do the other way around.

I have one ST that wont even bother reading them, let alone getting a
directory. And all it takes is 1-bit in the data stream to be corrupt
and file/program is useless.

I also have a nice external drive that doesnt mind what disk you stick
in, even the bad disks can be read 50% of the time.

If you format your disk DD, or HD if you have a HD drive fitted, on your
Atari you can take advantage of extended formatting AND this CAN be read
by your PC, you do need a program to stick the ms-dos stuff on it. I use
Double Clicks DCformat3. You can download it from:

www.steverosie.demon.co.uk/dcf3.zip

You could try formatting a HD disk on the PC as a 720k disks and hope
that the st drive can read it. I usually do ALL my HD disk on the pc and
transfer the data onto that disk, I've had no problems at all on TOS
1.06, 1.62, 2.05 and 2.06.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: +44 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1632. Re: Rick Dangerous bugs - How to start?

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 11:46:22 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b64179qkt1@newsg3.svr.pol.co.uk>
Source record: 28514

MStepansky <mstepansky@aol.com> wrote in message
news:20030329041805.28126.00000076@mb-cj.aol.com...
> Thanks for the tip in using TOS 1.0 to run ST games (or 1.62 to run STE
games)
> to get the least trouble playing 'em.
>
> How can I tell which games was original for ST and which games was
originally
> for STe computer? SO that way I can tell which TOS version # to use.
>
> Is there a complete listing (with side by side column comparison) of ST
and STE
> games?

There probably is, but ive never found one. The way I do it is run everything under 1.62. Then if I get a game that crashes or displays strange colours then I switch to 1.0 and reboot. Since my first real ST was actually a Tos 1.60 STE (with the infamous desktop.inf bug) I have run hundreds of games on the real thing and only ever had a few problems, like a couple of Automation menus, and a few of the older games, but the games thing was usually a disk protection check failure cos of the change in the STE's hardware or TOS.

I really wish I hadnt given my STE away now :,-)

Smeg.

1633. [CT60] news

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 13:29:45 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fsl6er.xn92jh1ggjs0iN%NOSPAMS@wanadoo.fr>
Source record: 28515

Hi,

The SDRAM now works with cache in copyback at 74 MB/s (2 times slower
than the normal value). I have patched the Pexec of the TOS, the CT60
software package is updated:

http://didier.mequignon.free.fr/files/ct60_404.lzh (1,25 MB TOS tools &
sources)

Hardware problems to fix:
SCC, DMA, DSP interrupts
DMA, BLITTER arbitration ?
DSP WORD and LONG acces.
Clock sync & timmings with the motherboard ?

This is some results under MagiC:

NemBench v2.1 - precision CPU/FPU profiler.
in TURBO 768 x 608 x 16 colors (72 MHz, Falcon bus at 16 MHz)

Integer multiply (16bit) -> 36.571 Mips (~5965%)
Integer divide (16bit) -> 3.282 Mips (~906%)
Linear (stalled) integer -> 71.859 Mips (~902%)
Interleaved (piped) integer -> 143.719 Mips (~1805%)

Float multiply (64bit) -> 24.824 MegaFlops (~9367%)
Float divide (64bit) -> 1.969 MegaFlops (~1138%)
Linear (stalled) float -> 35.617 MegaFlops (~6682%)
Interleaved (piped) float -> 35.617 MegaFlops (~6694%)

16bit read (100% hit) -> 141.843 MByte/sec (~1806%)
16bit write (100% hit) -> 142.857 MByte/sec (~2374%)
32bit read (100% hit) -> 281.690 MByte/sec (~1794%)
32bit write (100% hit) -> 294.117 MByte/sec (~4412%)

Linear 32bit read (ST-Ram) -> 5.313 MByte/sec (~100%)
Linear 32bit write (ST-Ram) -> 5.493 MByte/sec (~85%)
Linear 32bit copy (ST-Ram) -> 2.726 MByte/sec (~84%)

Linear 32bit read (FastRam) -> 74.898 MByte/sec (~1409%) ????
Linear 32bit write (FastRam) -> 68.985 MByte/sec (~1069%) ????
Linear 32bit copy (FastRam) -> 27.769 MByte/sec (~860%) ????

Linear burst copy (ST-Ram) -> 2.659 MByte/sec (~82%)
Linear burst copy (ST->Fast) -> 34.044 MByte/sec (~1054%)
Linear burst copy (Fast->ST) -> 4.927 MByte/sec (~152%)
Linear burst copy (ST->Fast) -> 4.907 MByte/sec (~152%)

With Kronos:
CPU 140% of an hades 60 with a CPU at 139MHz ???
FPU 114% of an hades 60 (060 library)
VDI 85% of an hades 60 (NVDI5)

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

1634. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 15:30:38 UTC
From: jakie <rakie@sakie.com>
Message-ID: <b64eia$d5j$1@news8.svr.pol.co.uk>
Source record: 28516

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b62encmjb1@newsg3.svr.pol.co.uk...
>
> Its the TOS that only can handle 1GB, - its got nothing to do with the
Host
> Adapter. And yes you can have more than one drive on it, but you have to
do
> a modification in order to do so. See
> http://chimo.unimo.it/~vezz/atari/hardware/drives.html and look for
> SCSIMSTE.ZIP (E) Fit two SCSI hard disk in your Mega STE or Stacy.
>
> Smeg

This kludge was unavailable when I tried, and does not produce a scsi chain.
as for STacy where the hell are you going to put a second HD inside?

1635. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 16:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200303291700.a39924@su2.maus.de>
Source record: 28537

SR>I have a 2gi drive in my TT and by using ICD formatting I use all of
SR>the drive, none wasted.
It's the STE that makes the problem, the TT will work fine ever.

1636. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 16:03:56 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b64ga7int1@news6.svr.pol.co.uk>
Source record: 28517

jakie <rakie@sakie.com> wrote in message
news:b64eia$d5j$1@news8.svr.pol.co.uk...
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:b62encmjb1@newsg3.svr.pol.co.uk...
> >
> > Its the TOS that only can handle 1GB, - its got nothing to do with the
> Host
> > Adapter. And yes you can have more than one drive on it, but you have to
> do
> > a modification in order to do so. See
> > http://chimo.unimo.it/~vezz/atari/hardware/drives.html and look for
> > SCSIMSTE.ZIP (E) Fit two SCSI hard disk in your Mega STE or Stacy.
> >
> > Smeg
>
> This kludge was unavailable when I tried, and does not produce a scsi
chain.

Youre right it doesnt. But you should be able to put a SCSI Cdrom on it, and that would suffice for most peoples needs. Personally I'd rather build an internal IDE interface, and sell the SCSI board to someone who needs it, though Im happy with what ive got cos 500mb on an Atari is huge anyway, and I only use it for games (I have a Falcon for music work).

> as for STacy where the hell are you going to put a second HD inside?

Haha. Probably hanging by a cable on the outside of the case or even better velcro it to the lid :-)

Smeg.

1637. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 19:02:36 UTC
From: Starlord <starlord@in>
Message-ID: <t5mha.35$IL4.2@news.inreach.com>
Source record: 28518

While it doesn't have an ICD host, I used ICD formatting to do the 2 gi drive I
have in my TT and it works fine, it used the ICD big file sector. Not sure if
TOS 3.6 has that limit in it.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

"jakie" <rakie@sakie.com> wrote in message
news:b64eia$d5j$1@news8.svr.pol.co.uk...
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:b62encmjb1@newsg3.svr.pol.co.uk...
> >
> > Its the TOS that only can handle 1GB, - its got nothing to do with the
> Host
> > Adapter. And yes you can have more than one drive on it, but you have to
> do
> > a modification in order to do so. See
> > http://chimo.unimo.it/~vezz/atari/hardware/drives.html and look for
> > SCSIMSTE.ZIP (E) Fit two SCSI hard disk in your Mega STE or Stacy.
> >
> > Smeg
>
> This kludge was unavailable when I tried, and does not produce a scsi chain.
> as for STacy where the hell are you going to put a second HD inside?
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.465 / Virus Database: 263 - Release Date: 3/25/03

1638. FS: ST Service Manuals

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 19:23:57 UTC
From: Cosmic Ray <cosmicray6@attbi.com>
Message-ID: <hpmha.282234$qi4.157341@rwcrnsc54>
Source record: 28519

I have Service manuals for the 520ST, the SC1224 color monitor and the SF314 floppy drive.
All are complete and in good condition, some are photocopies (they came that way).
I would consider any reasonable offer for any or all of the above.
CR

1639. looking for ST musak's

Newsgroup: comp.sys.atari.st
Date: 2003-03-29 22:26:49 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <b656rc02dn7@enews2.newsguy.com>
Source record: 28520

Hi all,

I'm looking for some ST musaks, the onely one I can find is CHAMBERS.TOS, they are chip music and they load up with a white screen with just some techy jargon about VBL's and stuff, does anyone have any of these ? I'm looking for a particular one but can't remember what it was called!

TIA!

Chris

--
www.cps-games.co.uk

1640. MSA format ?

Newsgroup: comp.sys.atari.st
Date: 2003-03-30 00:03:47 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <b65ch002ol@enews2.newsguy.com>
Source record: 28521

Hi all,

Anyone know about the MSA format on it structure etc ? the .ST format was easy just a simple track by track read of the disc, but how does the MSA format work ?

TIA,
Chris

--
--
----
www.cps-games.co.uk

1641. Re: MSA format ?

Newsgroup: comp.sys.atari.st
Date: 2003-03-30 00:57:06 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b65fhu$7la$1@news8.svr.pol.co.uk>
Source record: 28522

exxos <exxos@home.co.uk> wrote in message
news:b65ch002ol@enews2.newsguy.com...
> Hi all,
>
> Anyone know about the MSA format on it structure etc ? the .ST format was
> easy just a simple track by track read of the disc, but how does the MSA
> format work ?
>

The Magic Shadow Archive disk format is a compressed file. Im sure if you do
a search on the net (I cant remember who wrote it, was it Jaysoft?) you will
find comprehensive info.

Smeg.

1642. Re: looking for ST musak's

Newsgroup: comp.sys.atari.st
Date: 2003-03-30 01:02:11 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b65frg$8jg$1@newsg1.svr.pol.co.uk>
Source record: 28523

exxos <exxos@home.co.uk> wrote in message
news:b656rc02dn7@enews2.newsguy.com...
> Hi all,
>
> I'm looking for some ST musaks, the onely one I can find is CHAMBERS.TOS,
> they are chip music and they load up with a white screen with just some
> techy jargon about VBL's and stuff, does anyone have any of these ? I'm
> looking for a particular one but can't remember what it was called!

Firstly there is a program called ymplay on the ST that can playback these chip musics, and there are players and plugins for Winamp and internet explorer on the PC, amongst other things.

There is an archive around that has a virtually complete archive of .ym tunes from all the games and menus etc. I had it on my PC, but I cant remember where I downloaded it from.

Do a search on the net, and im sure youll find it.

Smeg.

1643. Re: looking for ST musak's

Newsgroup: comp.sys.atari.st
Date: 2003-03-30 08:16:47 UTC
From: ANTISPAM@yahoo.com
Message-ID: <3e86a7ee$0$26373$626a54ce@news.free.fr>
Source record: 28524

Hello,

On 29 Mar 2003 22:26:49 , "exxos" wrote:
>I'm looking for some ST musaks, the onely one I can find is CHAMBERS.TOS,
>they are chip music and they load up with a white screen with just some
>techy jargon about VBL's and stuff, does anyone have any of these ? I'm
>looking for a particular one but can't remember what it was called!

Search on the GEMDEMO site (an Sverige site ?) and you'll find 4 Mo of mics
of that kind. Sorry I lost the url.

Regards

M gamodeste

1644. Re: MSA format ?

Newsgroup: comp.sys.atari.st
Date: 2003-03-30 08:55:15 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <6565587.IdkzxBZ31s@jll.heim7.tu-clausthal.de>
Source record: 28526

On Sonntag, 30. Mï¿œrz 2003 01:03, exxos wrote:

> Hi all,
>
> Anyone know about the MSA format on it structure etc ? the .ST format was
> easy just a simple track by track read of the disc, but how does the MSA
> format work ?

A description of the MSA format can be found in the source code of the
Hatari emulator, http://hatari.sourceforge.net/, file msa.c.

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

1645. Re: looking for ST musak's

Newsgroup: comp.sys.atari.st
Date: 2003-03-30 09:08:02 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <b66cdr02poi@enews3.newsguy.com>
Source record: 28525

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b65frg$8jg$1@newsg1.svr.pol.co.uk...
>
> exxos <exxos@home.co.uk> wrote in message
> news:b656rc02dn7@enews2.newsguy.com...
> > Hi all,
> >
> > I'm looking for some ST musaks, the onely one I can find is
CHAMBERS.TOS,
> > they are chip music and they load up with a white screen with just some
> > techy jargon about VBL's and stuff, does anyone have any of these ? I'm
> > looking for a particular one but can't remember what it was called!
>
> Firstly there is a program called ymplay on the ST that can playback these
> chip musics, and there are players and plugins for Winamp and internet
> explorer on the PC, amongst other things.
>
> There is an archive around that has a virtually complete archive of .ym
> tunes from all the games and menus etc. I had it on my PC, but I cant
> remember where I downloaded it from.
>
> Do a search on the net, and im sure youll find it.
>
> Smeg.
>

Yeah I do have a lot of YM tune, over 6,000 of the thing! finding the one
I'm after seems like a impossible mission. It would have been on a PD disc
as a stand alsone program or on a coverdisc. I've already checked all my
Fav's and most of my disc collection with no luck. It is a TOS program so
there can't be that many of them about, if I can find them.....

Chris

>

1646. Re: Which ST emulator is the most popular, almost real "ST"?

Newsgroup: comp.sys.atari.st
Date: 2003-03-30 13:38:47 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <b66s18$25abc$1@ID-40235.news.dfncis.de>
Source record: 28527

STEEM for games and MIDI. Gemulator for program development...

"MStepansky" <mstepansky@aol.com> wrote in message
news:20030329044830.28126.00000079@mb-cj.aol.com...
> Now that I have play with STeem emu on a PC, I am wondering which emulator
is
> the most stable, virtually "complete" (or almost there) ST on a PC?
>
> I have yet to try STew, Nostaglia, Pacifist, GEMulator, Aranym (sp?),
SainT,
> TOSBOX, Stonx, PowerST, Chimeric (?), Winston (now known as Stew, I
think),
> Echo, Fast....and non-TOS emulator called Hatari.
>
> When people say "2600 emulator for PC", people would think "Stella" come
to
> mind. Which ST emulator is popular for WinXP and one for DOS (or
whatever)?
>
> Finally, how do I connect the classic Atari CX40 joystick in a PC? I
have no
> clue as how to I find adapter for that one? Is there a walkthrough steps
on
> the web? Or doe anyone care to sell a modified CX40 joystick? (does it
use
> serial or parallel or USB?)
>
> mike
>

1647. Atari Online News, Etc. #05-13

Newsgroup: comp.sys.atari.st
Date: 2003-03-30 14:24:15 UTC
From: danap8@aol.comno-spam
Message-ID: <20030330092415.08944.00000064@mb-cc.aol.com>
Source record: 28528

```
A-ONE #0513 03/28/03

~ Why's The Dog Barking? ~ People Are Talking! ~ Adam Osborne Dies
~ Fee For Online Mags! ~ Cyber-Activism On War! ~ California Net Tax?
~ HotMail Reduces Mail! ~ Non-English Domains! ~ Linux Gains Ground!
~ ~ Anti-Virus Fights Spam ~

-* Finally, A Good Use For Spam *-
-* Junk Fax Law Could Help Fight Spam! *-
-* Nintendo Pins Overseas Hopes on the GBA SP *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1648. STing and my EtherNet card

Newsgroup: comp.sys.atari.st
Date: 2003-03-30 15:13:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e86b4123c71f0@attbi.com>
Source record: 28529

Hello all,

I was wondering if anyone has gotten STing to work through an EtherNet card and a router. Does STing have to have the driver for the card (with STX extension) have to exist before this will happen or is there some other way. I would like to get it working so I can use BNET to talk to my STe so as to be able to back it up using my Hades.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1649. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-30 17:12:14 UTC
From: jakie <rakie@sakie.com>
Message-ID: <b67adpbck1@newsg3.svr.pol.co.uk>
Source record: 28531

"J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> wrote in message
news:b625ng$873$1@news1.tilbu1.nb.home.nl...
> Well, I have an ICD print SCSI interface. Do you say that with that I can
> use all 4,5 Gb (Just like on my Falcon)?
>
> Jos
> http://www.9dayswonder.nl (see: gear)
> > >
> > I played around with this and found the internal Scsi interface could
only
> > handle 1gig and one drive it was also very fussy, best bet would be put
> > something like the link inside as there is plenty of room you could then
> use
> > a big drive and connect more items if needed

this thread now has me confused, I had always thought it was a 1Gig limit
because of the Atari host, my testing was on both a Stacy and Mega ste
running their own Tos, if this is the case and you have it maybe using
MagicC would help, I have used this but only on a Falcon that will handle
big drives anyway

1650. Re: How in the hey... announcement time

Newsgroup: comp.sys.atari.st
Date: 2003-03-30 17:14:23 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <MJEha.3365$8s6.24320@newsfep4-glfd.server.ntli.net>
Source record: 28530

Hello.

"Kersey Graves Jr." <kerseygraves@aol.com> wrote in message
news:kerseygraves-ya02408000R2503031820050001@news-server.hawaii.rr.com...

> Ladies and gentlemen, if someone lives near me in Hawaii you can pick up
> these 3 Atari STs with the Hybrid Arts ADAP, Avalon, Notator, Softsynth,
> Turbosynth, Unitor, dongles, manuals, the whole shiznit, or the whole 2
> cartfuls of stuff goes straight to the dumpster this weekend. Case closed,
> I'm gone to buy a dedicated hardware MIDI sequencer.

Just for interest, did you persevere with the ST or dump it?

1651. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-30 20:02:06 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1049029348-516583AEicMi@williams-net.com>
Source record: 28532

Jakie,
TOS no matter what version should be able to handle
at least 1 GB paritions. So if you have a 4.5 GB hard
drive you will need 5 partitions to get full access of
all available space. HDDriver should be able to do
this for you. Now if you use Magic you can use FAT32
partition sceem which you would only have to have 1
partition at 4.5 GB. The original LINK 1 can go up to
1 GB in size per partition. The LINK 2 can go higher
than 1 GB with the right Hard Disk Driver such as
HDDriver.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than
the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades

Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1652. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-30 20:28:08 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <b67k05$560$1@news2.tilbu1.nb.home.nl>
Source record: 28533

Thanx Carey, I think this is good news for me!

Jos
http://www.9dayswonder.nl (see: gear)

"carey christenson" <firest@williams-net.com> schreef in bericht
news:1049029348-516583AEicMi@williams-net.com...
> Jakie,
> TOS no matter what version should be able to handle
> at least 1 GB paritions. So if you have a 4.5 GB hard
> drive you will need 5 partitions to get full access of
> all available space. HDDriver should be able to do
> this for you. Now if you use Magic you can use FAT32
> partition sceem which you would only have to have 1
> partition at 4.5 GB. The original LINK 1 can go up to
> 1 GB in size per partition. The LINK 2 can go higher
> than 1 GB with the right Hard Disk Driver such as
> HDDriver.
>
> Thanks,
> Carey Christenson
>

1653. Re: STing and my EtherNet card

Newsgroup: comp.sys.atari.st
Date: 2003-03-30 20:46:04 UTC
From: ptonthat@club-internet.fr
Message-ID: <3e87578b$0$20027$7a628cd7@news.club-internet.fr>
Source record: 28534

Bonjour :)

>I was wondering if anyone has gotten STing to work through an
>EtherNet card and a router. Does STing have to have the driver for
>the card (with STX extension) have to exist before this will
>happen or is there some other way. I would like to get it working
>so I can use BNET to talk to my STe so as to be able to back it up
>using my Hades.

My LAN is Atari only : Falcon and MegaST4. Both have EtherNEC cards
and all is linked to a DSL router-modem called Netgear DG814. This
router has also a switch (4 RJ45 ports). Works pretty well, but:
- when I boot/switch on/use for the first time this router:
~10 seconds for the router to recognize the Atari machine (no DHCP).
- sometimes, the DSL connection won't start (> 10 s), I have to
reapply the connection parameters in the small website/firmware of
the machine.

The ROUTER.TAB must be configured to routes the IP addresses to
the WAN like this:

192.168.0.0 255.255.255.240 EtherNet 0.0.0.0
0.0.0.0 0.0.0.0 EtherNet 192.168.0.1

Falcon has 192.168.0.2
MegaST has 192.168.0.3
DG814 has 192.168.0.1

I use the official and none-modified ENEC and ENEC3.

Bye

Pierre

1654. Re: STing and my EtherNet card

Newsgroup: comp.sys.atari.st
Date: 2003-03-30 21:55:32 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e8775dcd01c90@tripnet.se>
Source record: 28535

In comp.sys.atari.st <3e87578b$0$20027$7a628cd7@news.club-internet.fr>
Pierre TONTHAT wrote on Sun 30-03-2003 20:46 (GMT):

>>I was wondering if anyone has gotten STing to work through an
>>EtherNet card and a router. Does STing have to have the driver for
>>the card (with STX extension) have to exist before this will

Yes, the .STX file is in fact a driver for the particular card. If you
have a .STX that fits your Ethernet solution _and_ computer you will be
OK.

Others have to tell what solutions there are for a Hades.

>My LAN is Atari only : Falcon and MegaST4. Both have EtherNEC cards
>and all is linked to a DSL router-modem called Netgear DG814. This
>router has also a switch (4 RJ45 ports). Works pretty well, but:
>- when I boot/switch on/use for the first time this router:
>~10 seconds for the router to recognize the Atari machine (no DHCP).

The same happens here with a Netgear RT314. I suppose this is because the
built in switch has to determine where the packets should go before there
is an ARP table.

>The ROUTER.TAB must be configured to routes the IP addresses to
>the WAN like this:
>
>192.168.0.0 255.255.255.240 EtherNet 0.0.0.0

Is there any particular reason why you use the above line?

>0.0.0.0 0.0.0.0 EtherNet 192.168.0.1

This line should be all that is needed.

>Falcon has 192.168.0.2
>MegaST has 192.168.0.3
>DG814 has 192.168.0.1
>
>I use the official and none-modified ENEC and ENEC3.

Me too, but with a TT.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1655. Re: STing and my EtherNet card

Newsgroup: comp.sys.atari.st
Date: 2003-03-30 22:40:29 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <b67rou$2dofs$1@ID-40235.news.dfncis.de>
Source record: 28536

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3e86b4123c71f0@attbi.com...
> Hello all,
>
> I was wondering if anyone has gotten STing to work through an
> EtherNet card and a router. Does STing have to have the driver for
> the card (with STX extension) have to exist before this will
> happen or is there some other way. I would like to get it working
> so I can use BNET to talk to my STe so as to be able to back it up
> using my Hades.
> --
> Edward S. Baiz Jr.
> (Gamer)

Edward,
Not sure which way round the question. If you are using the Cartridge or ASCI adaptors, with ISA cards as per http://hardware.atari.org/ then there are STing drivers included. I use my STE via my Router and it all works fine.
If you ahve DHCP on then you may need to reserve an address for the STE as the STing driver needs static IP.

I put some info at http://www.dwade.freeserve.co.uk/atari/main.html

Dave

>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1656. emulators for PC...

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 04:01:32 UTC
From: me <me@me.com>
Message-ID: <D1Pha.2313$k21.155681@news20.bellglobal.com>
Source record: 28538

can someone point me to some links for the popular emulators for the PC?
Looking for ST / Mega ST compatibility

1657. IConnect 1.5/Telnet 01/CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 05:13:06 UTC
From: KK <solar@shell.voyager.net>
Message-ID: <Pine.GSO.4.44L0.0303302256010.7001-100000@shell.core.com>
Source record: 28539

Hello,

I am having some difficulty logging into a site with Telnet.

First, I Connect with IConnect.
Docs, say double click on Telnet.TTP
I do but get a PARAMATER dialog box.
(I type in host address - program locks)

I reboot, reconnect with IConnect.
start CAB.
Open local...Telnet.TTP
I get COMMAND LINE dialog box.
Type in host, then it connects.
But seems so slow that it doesn't even allow me to login.

Why can't I get a COMMAND LINE dialog box, without entering CAB?

Thank you in advance

ken

1658. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 06:33:05 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b68nf1$2nkgv$1@ID-27442.news.dfncis.de>
Source record: 28540

J.J.van de Gruiter wrote:

> I know 3,5 Gb will be wasted, but I was wondering if HDDriver would
> recognize/ see this wasted memory.

With the MegaSTE's SCSI host adapter you can only access the first GByte
of an SCSI drive. This is a hardware issue and you need an
ICD-compatible host adapter, e.g. a LINK96/97, to be able to use the
full capacity of SCSI drives > 1 GByte.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

1659. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 06:37:26 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b68nnc$2l8sb$1@ID-27442.news.dfncis.de>
Source record: 28541

Smeg wrote:

> Its the TOS that only can handle 1GB, - its got nothing to do with the Host
> Adapter. And yes you can have more than one drive on it, but you have to do

The maximum partition size depends on the version of TOS. TOS 2.0x and
3.0x can *not* handle partitions of 1 GB. But even with old versions of
TOS you can have 14 partitions with at least 256 GByte each, which is
much more than 1 GByte.
Won't help you much with the MegaSTE as the internal host adapter can
not access more than the first GByte of a SCSI drive.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

1660. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 06:38:43 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3E87E273.6000309@seimet.de>
Source record: 28542

Starlord

> I have a 2gi drive in my TT and by using ICD formatting I use all of the drive,
> none wasted.

You cannot compare the TT with the MegaSTE. The TT has a real SCSI bus,
the MegaSTE has not but only has Atari's proprietary ACSI bus.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

1661. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 06:38:48 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3E87E278.8060202@seimet.de>
Source record: 28543

Starlord

> I have a 2gi drive in my TT and by using ICD formatting I use all of the drive,
> none wasted.

You cannot compare the TT with the MegaSTE. The TT has a real SCSI bus,
the MegaSTE has not but only has Atari's proprietary ACSI bus.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

1662. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 06:39:22 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b68nqr$2l8sb$4@ID-27442.news.dfncis.de>
Source record: 28544

Starlord

> I have a 2gi drive in my TT and by using ICD formatting I use all of the drive,
> none wasted.

You cannot compare the TT with the MegaSTE. The TT has a real SCSI bus,
the MegaSTE has not but only has Atari's proprietary ACSI bus.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

1663. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 06:45:57 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b68o75$2p8bq$1@ID-27442.news.dfncis.de>
Source record: 28545

jakie wrote:

> this thread now has me confused, I had always thought it was a 1Gig limit
> because of the Atari host, my testing was on both a Stacy and Mega ste
> running their own Tos, if this is the case and you have it maybe using
> MagicC would help, I have used this but only on a Falcon that will handle
> big drives anyway

Don't let others confuse you. What you say is correct. The 1 GByte capacity limit for SCSI drives connected to the MegaSTE is a limit imposed by the MegaSTE's hardware. With ICD compatible host adapters you can make use of larger drives, without such an adapter you can only access the first GB of a SCSI drive. Note that these limitations do not apply to the TT and Falcon as they have a full-featured SCSI bus.
There are also limits wrt the partition sizes, depending on the TOS version. These limits, however, are independent from the hardware. TOS 1.0x can handle partitions up to 256 MB, TOS 2.0x/3.0x up to 512 MB, TOS 4.0x up to 1 GB. Larger partitions require MagiC or MiNT, which support FAT32 or Linux ext2 filesystems.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

1664. Re: emulators for PC...

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 07:14:00 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <3451909.bn4N7Z7x3Z@jll.heim7.tu-clausthal.de>
Source record: 28596

On Montag, 31. Mï¿œrz 2003 06:01, me wrote:

> can someone point me to some links for the popular emulators for the PC?
> Looking for ST / Mega ST compatibility

For Win 9x/2000/XP:
STEEM http://steem.atari.org/ (use for games)
SainT http://saint.atari.org/ (use for demos)

For Linux/Unix compatible OS:
Hatari: http://hatari.sourceforge.net/ more or less a beta (get CVS
version)
STonX: http://stonx.sourceforge.net/ (use for GEM based work)

Generic virtual machine emulating partially Atari hardware:
Aranym: http://aranym.atari.org/

HTH,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

1665. mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 07:52:25 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <b68s0l$h0e$1@newsg2.svr.pol.co.uk>
Source record: 28597

i'vegot a mr. modem which i am only 50% sure works. I need to know whether it would work with my atari. so that i'm not wasting my time trying. its an external 56k job but i chopped the cable for something else many years ago! any help on this subject would be gratefully received.

1666. direct parallel

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 07:52:51 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <b68s0s$h0i$2@newsg2.svr.pol.co.uk>
Source record: 28598

is it possible to use a parallel cable to network my ataris to my Windows network? the reason for this is i want the ataris to beable to access the internet.

1667. Re: How in the hey... announcement time

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 08:51:12 UTC
From: kerseygraves@aol.com
Message-ID: <kerseygraves-ya02408000R3003032257450001@news-server.hawaii.rr.com>
Source record: 28599

In article <MJEha.3365$8s6.24320@newsfep4-glfd.server.ntli.net>, "Barrie at Keychange" <barrie@keychange.co.uk> wrote:

> > Ladies and gentlemen, if someone lives near me in Hawaii you can pick up
> > these 3 Atari STs with the Hybrid Arts ADAP, Avalon, Notator, Softsynth,
> > Turbosynth, Unitor, dongles, manuals, the whole shiznit, or the whole 2
> > cartfuls of stuff goes straight to the dumpster this weekend. Case closed,
> > I'm gone to buy a dedicated hardware MIDI sequencer.

> Just for interest, did you persevere with the ST or dump it?

Two ST 1040's with heaps of software are going. The last remaining Mega ST gets an "after last chance" with an AHDI floppy I am trading for, then if this doesn't get it working, it's gonna go too.

I have received so far 3 local replies, and 50 worldwide ones from as far as Belgium... the latter 50 I have to answer yet, when I get enough spare time.

1668. Re: mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 08:56:07 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b69005$2pq$1@news6.svr.pol.co.uk>
Source record: 28600

NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message
news:b68s0l$h0e$1@newsg2.svr.pol.co.uk...
> i'vegot a mr. modem which i am only 50% sure works. I need to know whether
> it would work with my atari. so that i'm not wasting my time trying. its
an
> external 56k job but i chopped the cable for something else many years
ago!
> any help on this subject would be gratefully received.

Plug it into the ST's modem port and power it up.

Get a terminal or BBS comms software (theres loads)

make sure you have 8,n,1 set and go to the main screen and type AT and press
<RETURN>

If you see an "OK" then youre modem works if not type AT&F <RETURN> to reset
the paramaters and try AT again.

Once you know your modem works you can concentrate on getting it on the net.

Someone else take it from here, cos I dont know Sting/Stik etc.

Smeg

1669. Re: IConnect 1.5/Telnet 01/CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 10:15:10 UTC
From: <>
Message-ID: <1049181842-174811AEicMi@ntlworld.com>
Source record: 28626

From: KK <solar@shell.voyager.net>
Date: Sun, 30 Mar 2003 23:13:06 -0600

>I am having some difficulty logging into a site with Telnet.
>
>First, I Connect with IConnect.
>Docs, say double click on Telnet.TTP

You must use an IConnect-compatible Telnet client with an IConnect
connection, unless you have also loaded the STiNG/STiK gateway IFusion
(included with the ftp client Fiffi from ASH).

Teli is the IConnect Telnet client.

>I reboot, reconnect with IConnect.
>start CAB.
>Open local...Telnet.TTP

The Open local menu item is only for loading HTML files!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1670. Re: mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 10:15:30 UTC
From: <>
Message-ID: <1049181842-174991AEicMi@ntlworld.com>
Source record: 28627

From: "NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk>
Date: Mon, 31 Mar 2003 08:52:25 +0100

>i'vegot a mr. modem which i am only 50% sure works. I need to know whether
>it would work with my atari. so that i'm not wasting my time trying.

There's no reason why it shouldn't work if as you say it's a stand-alone
modem and has the usual D-way connector on the back.

Only one way to find out for sure!

Cheers

Derryck

--
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1671. [UPD] April Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 10:53:14 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3E881E1A.8010104@lutece.net>
Source record: 28601

Hi,

My software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka304.zip
That is the Complete Common Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny044.zip
Is the OpenGL Extension (requires previous package)

Besides Eureka's usual improvements, the documentation
is updated, and a detailed list of functions, options
and constants is available.

I wish you big fun with all this new STuff !

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12
http://eureka.atari.org
mailto:lecoat@atari.org

1672. Re: STing and my EtherNet card

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 10:56:35 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <b696j1$2tu$1@news-reader12.wanadoo.fr>
Source record: 28602

Bonjour :)

> >192.168.0.0 255.255.255.240 EtherNet 0.0.0.0
> Is there any particular reason why you use the above line?

This line is for the local network, for the Ataris to communicate togheter,
mostly with BNet under MagiC.
The IP between 192.168.0.1 to 192.168.0.15 are LAN only.

Bye

Pierre

1673. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 12:16:06 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <b69bhk$kq9$1@news1.tilbu1.nb.home.nl>
Source record: 28603

Thank you Herr Seimet,

I did hope you see my message.

Jos van de Gruiter

"Uwe Seimet" <Uwe.Seimet@seimet.de> schreef in bericht
news:b68nf1$2nkgv$1@ID-27442.news.dfncis.de...
> J.J.van de Gruiter wrote:
>
> > I know 3,5 Gb will be wasted, but I was wondering if HDDriver would
> > recognize/ see this wasted memory.
>
> With the MegaSTE's SCSI host adapter you can only access the first GByte
> of an SCSI drive. This is a hardware issue and you need an
> ICD-compatible host adapter, e.g. a LINK96/97, to be able to use the
> full capacity of SCSI drives > 1 GByte.
>
> --
> --
> Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
> http://www.seimet.de
>

1674. Re: emulators for PC...

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 13:00:23 UTC
From: Stephen Ward <mail@make.fsnet.co.uk>
Message-ID: <b69e5n$d0m$1$830fa7a5@news.demon.co.uk>
Source record: 28604

Is there an emulator which is particularly good for musicians?

"Matthias Arndt" <matthias.arndt@tu-clausthal.de> wrote in message
news:3451909.bn4N7Z7x3Z@jll.heim7.tu-clausthal.de...
> On Montag, 31. M&#65533;rz 2003 06:01, me wrote:
>
> > can someone point me to some links for the popular emulators for the PC?
> > Looking for ST / Mega ST compatibility
>
> For Win 9x/2000/XP:
> STEEM http://steem.atari.org/ (use for games)
> SainT http://saint.atari.org/ (use for demos)
>
> For Linux/Unix compatible OS:
> Hatari: http://hatari.sourceforge.net/ more or less a beta (get CVS
> version)
> STonX: http://stonx.sourceforge.net/ (use for GEM based work)
>
> Generic virtual machine emulating partially Atari hardware:
> Aranym: http://aranym.atari.org/
>
> HTH,
> Matthias
> --
> Matthias Arndt <marndt@asmsoftware.de>
> <matthias.arndt@tu-clausthal.de>
> PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

1675. Re: emulators for PC...

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 15:10:41 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <1103758.vqQzDNkE42@jll.heim7.tu-clausthal.de>
Source record: 28605

On Montag, 31. Mï¿œrz 2003 15:00, Stephen Ward wrote:

> Is there an emulator which is particularly good for musicians?

For Midi:
STEEM provides access to Midi devices in the PC version. But I'm not a musician so I cannot tell in detail if it really works as expected or if popular ST midi apps do work correctly.

For Soundchip sound:
Emulation for the soundchip exists almost everywhere in emulators but its accuracy is not 100% although STEEM and SainT seem to match the original in most cases.

HTH,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

1676. Re: ST newbie (got a TT030 system)

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 16:18:21 UTC
From: t34@epost.de
Message-ID: <ba99d695.0303310818.4dfa77a2@posting.google.com>
Source record: 28606

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message news:<pan.2003.03.11.16.03.20.162898@removenoaspam.atari-source.com>...
> There's a serial mouse driver but it's pretty slim. most games and such
> operate at the hardware level and will abandon the serial mouse driver.
> However for most windowed applications it will work just fine. I have
> found it to be a bit unreliable with Logitech mice but it seems to work
> quite well with Microsoft mice. This mouse driver is available here:
>
> http://storage.atari-source.com/storage/atari/mirrors/chapelie.rma.ac.be/atari/utilities/genmouse.lzh

Last version of this is named mouse26.lzh,

t34

1677. Re: direct parallel

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 18:38:05 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <b6a1ud$35hae$1@ID-40235.news.dfncis.de>
Source record: 28607

"NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message
news:b68s0s$h0i$2@newsg2.svr.pol.co.uk...
> is it possible to use a parallel cable to network my ataris to my Windows
> network? the reason for this is i want the ataris to beable to access the
> internet.
>
>

I don't think any one has done this. You can use the serial port or build an
Ethernet Interface. See http://hardware.atari.org for the latter.

>
>

1678. Laserjet 1200 with Atari?

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 19:30:07 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e88a54467e3a0@tripnet.se>
Source record: 28608

Is anyone using the Laserjet 1200 printer with Atari hardware?

I tried today with my Stacy and it did not work at all. With a basic setup the printer did not react at all and the computer acted as if everything got printed.

With Iprn parallel accelerator activated the computer did a total freeze and only the reset switch responded.

I tried a program written by myself that talks PCL5, A NVDI4 Laserjet 5 driver and standard ASCII printout with Everst. None worked.

I then tried a Laserjet 6 printer and all was fine, strange! cables are OK.

The Laserjet 1200 claims to be both PCL 5e and PCL 6 compatible. PCL 6 is a new standard that can't be used with Atari's afaik. But PCL 5e should be backwards compatible and therefore work just as well as with a Laserjet 6 printer.

As the Iprn autofolder program crasched I suspect the printer is sending something back to the computer using bidirectional parallel comms?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1679. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 21:12:53 UTC
From: leaver@alphalink.com.au
Message-ID: <3e88bd65@news.alphalink.com.au>
Source record: 28612

On 31 Mar 2003 08:45:57 , Uwe Seimet wrote:

(snip)

>These limits, however, are independent from the hardware. TOS
>1.0x can handle partitions up to 256 MB, TOS 2.0x/3.0x up to 512 MB, TOS
>4.0x up to 1 GB. Larger partitions require MagiC or MiNT, which support
>FAT32 or Linux ext2 filesystems.

Can Magic handle FAT32 partitions? If so which version?

I've tried creating FAT32 partitions with both HD Driver and the MINT
utility. They appeared to be fine as far as HD Driver is concerned but
Magic 6.01 steadfastly refused to recognize them.

I've just acquired and installed the English version of 6.20 - should
I try again?

The Magic manual in English for v6 talks about VFAT but makes no
mention of FAT32. There's nothing about FAT32 in the notes that came
with 6.20 .

I've asked Atari Workshop. They couldn't help. I've asked before on
this list.

If Magic can handle FAT32 there must be some setting that I'm not
turning on or some bit of software that I've failed to install.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@alphalink.com.au Hawker, ACT 2614
leaver@austarmetro.com.au Australia

1680. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 21:36:30 UTC
From: jakie <rakie@sakie.com>
Message-ID: <b6acoe$m88$1@newsg2.svr.pol.co.uk>
Source record: 28609

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:b68o75$2p8bq$1@ID-27442.news.dfncis.de...
> jakie wrote:
>
> > this thread now has me confused, I had always thought it was a 1Gig
limit
> > because of the Atari host, my testing was on both a Stacy and Mega ste
> > running their own Tos, if this is the case and you have it maybe using
> > MagicC would help, I have used this but only on a Falcon that will
handle
> > big drives anyway
>
> Don't let others confuse you. What you say is correct. The 1 GByte
> capacity limit for SCSI drives connected to the MegaSTE is a limit
> imposed by the MegaSTE's hardware. With ICD compatible host adapters you
> can make use of larger drives, without such an adapter you can only
> access the first GB of a SCSI drive. Note that these limitations do not
> apply to the TT and Falcon as they have a full-featured SCSI bus.
> There are also limits wrt the partition sizes, depending on the TOS
> version. These limits, however, are independent from the hardware. TOS
> 1.0x can handle partitions up to 256 MB, TOS 2.0x/3.0x up to 512 MB, TOS
> 4.0x up to 1 GB. Larger partitions require MagiC or MiNT, which support
> FAT32 or Linux ext2 filesystems.
>
> --
> ---
> Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
> http://www.seimet.de
>

carey christenson, hang your head in shame!! . Wrong info both on hardware
and Tos versions suggest you swat up a bit before jumping in with these sort
of statments, It could well have cost the original questioner money
following your wrong advise

1681. Re: Laserjet 1200 with Atari?

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 21:54:06 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <d4ca6b-sgo.ln@speaker.rodsbooks.com>
Source record: 28610

In article <3e88a54467e3a0@tripnet.se>,
"Kenneth Medin" <kennethm@tripnet.se> writes:
> Is anyone using the Laserjet 1200 printer with Atari hardware?
>
> I tried today with my Stacy and it did not work at all. With a basic
> setup the printer did not react at all and the computer acted as if
> everything got printed.
...
> The Laserjet 1200 claims to be both PCL 5e and PCL 6 compatible. PCL 6 is
> a new standard that can't be used with Atari's afaik. But PCL 5e should
> be backwards compatible and therefore work just as well as with a
> Laserjet 6 printer.
>
> As the Iprn autofolder program crasched I suspect the printer is sending
> something back to the computer using bidirectional parallel comms?

A lot of modern printers do require bidirectional parallel cables with x86
hardware. I don't know how this would interact with an Atari ST, though.
It might be worth trying an IEEE-1284 cable; at worst you'll be out a few
bucks for the new cable.

Before buying a new cable, though, you might try a PostScript driver. The
HP LaserJet 1200 is supposed to understand not just PCL 5e and PCL 6 but
also PostScript Level 2.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

1682. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 21:56:31 UTC
From: jakie <rakie@sakie.com>
Message-ID: <b6adtv$9og$1@newsg4.svr.pol.co.uk>
Source record: 28611

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b64ga7int1@news6.svr.pol.co.uk...
>
> jakie <rakie@sakie.com> wrote in message
> news:b64eia$d5j$1@news8.svr.pol.co.uk...
> >
> > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > news:b62encmjb1@newsg3.svr.pol.co.uk...
> > >
> > > Its the TOS that only can handle 1GB, - its got nothing to do with the
> > Host
> > > Adapter. And yes you can have more than one drive on it, but you have
to
> > do
> > > a modification in order to do so. See
> > > http://chimo.unimo.it/~vezz/atari/hardware/drives.html and look for
> > > SCSIMSTE.ZIP (E) Fit two SCSI hard disk in your Mega STE or Stacy.
> > >
> > > Smeg

Smeg, hang your head in shame!! . Wrong info both on hardware
and Tos versions suggest you swat up a bit before jumping in with these sort
of statments, It could well have cost the original questioner money
following your wrong advise

1683. Re: direct parallel

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 22:09:18 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0304010004560.388-100000@feanor>
Source record: 28614

Hi!

You can use plip protocol (MiNT-Net) to network two Atari computers via
parallel port.

I think there is no port of this protocol for Windows or even Linux. You
cannot use PC parallel protocols due to reduced set of control signals on
Atari printer ports.

Regards,

Alexander

1684. Re: direct parallel

Newsgroup: comp.sys.atari.st
Date: 2003-03-31 22:54:46 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b6agvk$5aa$1@titan.btinternet.com>
Source record: 28613

Hi "NellyNel888"

> is it possible to use a parallel cable to network my ataris to my Windows
> network? the reason for this is i want the ataris to beable to access the
> internet.

That would not be possible, the Atari uses a uni-directional printer port.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.465 / Virus Database: 263 - Release Date: 25/03/2003

1685. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 00:09:06 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1049130568-646663AEicMi@williams-net.com>
Source record: 28615

Jakie,
I suggest that you do the same. When I purchased a
1040STf from an auction. HDDriver 7.63 came with this
setup along with many other pieces of software. I am
running TOS 1.62 and have had 512 meg partitions on
this computer. HEll I have even had 1 GB partitions.
I know what the heck I am talking about since I have
been in the Atari world for over 15 years. Matter of
fact I have asked about these same limits we talk
about to UWE himself. If you would have read further
in my post it said that he may need to get a LINK 1 or
preferably a LINK 2 or 96/97 as they are sometimes
referred to as. Besides that, one should invest the
money into a LINK host adapter as they are far
superior to the Atari's own host adapter inside the
computer.

P.S. Besides I have done things with my Falcon 030
that would make your head spin JACK.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than
the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive

1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1686. Re: Atari Online News, Etc. #05-13

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 01:15:58 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0303311715.4e9990e2@posting.google.com>
Source record: 28616

danap8@aol.comno-spam (DANAP8) wrote in message
news:<20030330092415.08944.00000064@mb-cc.aol.com>...
> A-ONE #0513 03/28/03
>
> ~ Why's The Dog Barking? ~ People Are Talking! ~ Adam Osborne Dies

A good issue folks, but I would prefer you stop calling me "Greg
Goodwin." Greg probably doesn't care for it either.

Galen

1687. Re: Atari Online News, Etc. #05-13

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 01:33:34 UTC
From: danap8@aol.comno-spam
Message-ID: <20030331203334.01596.00000239@mb-fa.aol.com>
Source record: 28617

>A good issue folks, but I would prefer you stop calling me "Greg
>Goodwin." Greg probably doesn't care for it either.

Hi Galen,

Are you referring to Joe's "People Are Talking" column in which your name got confused? If so, I'll have to dock Joe some of his impressive weekly pay! <grin> Sorry about that!

-Dana @ A-ONE

1688. Re: direct parallel

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 02:34:25 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <95sShIJxqPi+Ewl6@my-ste.demon.co.uk>
Source record: 28618

On Mon, 31 Mar 2003, NellyNel888 wrote:-

>is it possible to use a parallel cable to network my ataris to my Windows
>network? the reason for this is i want the ataris to beable to access the
>internet.

You might be able to do that using PLIP with a Linux system, but there
doesn't appear to be a Windows compatible PLIP driver. On the other
hand, if you want to use a serial connection, the site here:

<URL:http://www.serial-networking.fsnet.co.uk/index2.htm>

give the information for linking an Acorn to a Win9x machine.
Fortunately, these instructions should be fairly easy to adapt.

There's also:

<URL:http://www.atari-source.com/~bredroll/magic/network.htm>

which details connecting a Falcon to a Linux system.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 47Mnodes/sec
AMD Duron/1100 256Mb SuSE 7.3 |
AMD Duron/950 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 256Mb SuSE 7.3

1689. Re: direct parallel

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 02:34:29 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <25dQxkJ1qPi+EwlO@my-ste.demon.co.uk>
Source record: 28619

On Mon, 31 Mar 2003, Steve Sweet wrote:-

>Hi "NellyNel888"
>
>> is it possible to use a parallel cable to network my ataris to my Windows
>> network? the reason for this is i want the ataris to beable to access the
>> internet.
>
>
>That would not be possible, the Atari uses a uni-directional printer port.

Fortunately, that is incorrect[0]. The parallel ports on the Atari are
bi-directional. It's just that most control lines are not present which
means an Atari can't use things like parallel-port zip drives.

[0] If it were correct, printer port sound samplers[1] wouldn't have
worked.

[1] The original Replay used one of these before swapping to a cartridge
port sampler. I've still got one somewhere, although mine came with
ProSound Designer.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 47Mnodes/sec
AMD Duron/1100 256Mb SuSE 7.3 |
AMD Duron/950 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 256Mb SuSE 7.3

1690. Atari Times Update - 4-1-2003

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 05:34:16 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3E892543.2B8DB39@tampabay.rr.com>
Source record: 28620
Cross-posted to: alt.games.video.classic,alt.atari-jaguar.discussion,alt.games.lynx,alt.games.atari,comp.sys.atari.st

Hey all,

Been awhile since the last newsgroup update (so much I can't even remember.) But TAT is still plugging along. New articles are posted to the site every couple of days. I'd list them, but it'd be too many, I'm afraid!

There's some interesting stuff on there now, especially if you're a Lynx fan. New reviews and articles for the handheld. (As well as a very special surprise!)

Check us out over at http://www.ataritimes.com !

--
Gregory D. George
http://www.ataritimes.com/email

```
=-=-=-
```

1691. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 06:34:59 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b6bbuj$3h21m$1@ID-27442.news.dfncis.de>
Source record: 28621

carey christenson wrote:

> I suggest that you do the same. When I purchased a
> 1040STf from an auction. HDDriver 7.63 came with this
> setup along with many other pieces of software. I am
> running TOS 1.62 and have had 512 meg partitions on
> this computer. HEll I have even had 1 GB partitions.

TOS 1.62 definitely does not support partitions of 1 GB.

> I know what the heck I am talking about since I have
> been in the Atari world for over 15 years. Matter of

I'm sorry, but you are wrong. You cannot use FAT partitions of 1 GB with
TOS 1.62. This only works with TOS 4.0 or MiNT or MagiC.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

1692. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 06:37:29 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b6bc3a$3h21m$2@ID-27442.news.dfncis.de>
Source record: 28622

David Leaver wrote:

> I've just acquired and installed the English version of 6.20 - should
> I try again?

Yes, you should.

> If Magic can handle FAT32 there must be some setting that I'm not
> turning on or some bit of software that I've failed to install.

Using a recent version of HDDRIVER to create a FAT32 partition (enter
F32 as partition type) should be sufficient.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

1693. Re: direct parallel

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 07:48:40 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <b6bg88$8ca$1@news4.tilbu1.nb.home.nl>
Source record: 28623

If you make (or buy) a slightly modified parallel cable you can use it with the PARCP software. I did it and it is pretty fast.

http://joy.sophics.cz/

Jos
http://www.9dayswonder.nl

"NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> schreef in bericht news:b68s0s$h0i$2@newsg2.svr.pol.co.uk...
> is it possible to use a parallel cable to network my ataris to my Windows
> network? the reason for this is i want the ataris to beable to access the
> internet.
>
>
>
>

1694. Re: direct parallel

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 08:08:00 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb8ihm7.vg.atari@core.preferuje.luzik.pl>
Source record: 28624

W artykule <b6agvk$5aa$1@titan.btinternet.com> Steve Sweet napisaďż˝(a):
> Hi "NellyNel888"
>
>> is it possible to use a parallel cable to network my ataris to my Windows
>> network? the reason for this is i want the ataris to beable to access the
>> internet.
>
>
> That would not be possible, the Atari uses a uni-directional printer port.

That is not true. Atari has bi-directional printer ports.

Unfortunetly there isn't a solution yet for accesing Internet using parrel
link, but I know at least one man that is working on it.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1695. Re: direct parallel

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 08:10:06 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb8ihq5.vg.atari@core.preferuje.luzik.pl>
Source record: 28625

W artykule <95sShIJxqPi+Ewl6@my-ste.demon.co.uk> David Bolt napisaďż˝(a):
> On Mon, 31 Mar 2003, NellyNel888 wrote:-
>
>>is it possible to use a parallel cable to network my ataris to my Windows
>>network? the reason for this is i want the ataris to beable to access the
>>internet.
>
> You might be able to do that using PLIP with a Linux system, but there
> doesn't appear to be a Windows compatible PLIP driver. On the other
> hand, if you want to use a serial connection, the site here:

Unfortunetly Linux and Atari PLIPs are incompatibile. There is someone
working on porting Atari PLIP into Linux, but it is not stable yet.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1696. Re: direct parallel

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 09:57:54 UTC
From: <>
Message-ID: <1049195524-893510AEicMi@ntlworld.com>
Source record: 28633

From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Date: Tue, 1 Apr 2003 09:48:40 +0200

>If you make (or buy) a slightly modified parallel cable you can use it with
>the PARCP software. I did it and it is pretty fast.

That's only for transferring files to and fro, not for networking though.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1697. Re: Which ST emulator is the most popular, almost real "ST"?

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 10:27:42 UTC
From: mstepansky@aol.com
Message-ID: <20030401052742.00320.00000163@mb-fs.aol.com>
Source record: 28628

No...

I just want to use Atari classic CX40 joystick and nothing else.

Now, does anyone have (or sell) existing adapter for the CX40 joystick? I want to plug it in and ready to play with ST games running under STeem on a PC.

I dont want to make one because I know nothing about electronics and dont know who to find one to build one for me.

I am hoping to find a universal adaptor which will allow me to use this CX40 joystick to work on a PC running Stella (2600 emulator), Atari800Win 3.1 (800xl) emulator and also STeem.

There gotta be a way to find one who knows how to make one for me (and for other ST users) and I will PAY for it.

mike
Toledo, oh

1698. Re: Which ST emulator is the most popular, almost real "ST"?

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 10:30:02 UTC
From: mstepansky@aol.com
Message-ID: <20030401053002.00320.00000164@mb-fs.aol.com>
Source record: 28629

I am satisifed with your answers about STeem emu for PC. Good enuff - I am beginning to enjoy the STeem now and then. Thank you!

Still I need a CX40 joystick to go with it. My 520ST back in 1989 did work with this joystick.

Mike

1699. Re: Which ST emulator is the most popular, almost real "ST"?

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 10:51:08 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b6br3q$pb6$1@news7.svr.pol.co.uk>
Source record: 28630

MStepansky <mstepansky@aol.com> wrote in message
news:20030401052742.00320.00000163@mb-fs.aol.com...
> No...
>
> I just want to use Atari classic CX40 joystick and nothing else.
>
> Now, does anyone have (or sell) existing adapter for the CX40 joystick?
I
> want to plug it in and ready to play with ST games running under STeem on
a PC.
>
> I dont want to make one because I know nothing about electronics and dont
know
> who to find one to build one for me.
>
> I am hoping to find a universal adaptor which will allow me to use this
CX40
> joystick to work on a PC running Stella (2600 emulator), Atari800Win 3.1
> (800xl) emulator and also STeem.
>
> There gotta be a way to find one who knows how to make one for me (and for
> other ST users) and I will PAY for it.

I just gave you the answer. If you cant plug a few wires into a block
connector then you really are up shit creek arent you.

1700. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 10:53:08 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b6br7j$a9n$1@news6.svr.pol.co.uk>
Source record: 28631

```
jakie <rakie@sakie.com> wrote in message
news:b6adtv$9og$1@newsg4.svr.pol.co.uk...
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:b64ga7$int$1@news6.svr.pol.co.uk...
> >
> > jakie <rakie@sakie.com> wrote in message
> > news:b64eia$d5j$1@news8.svr.pol.co.uk...
> > >
> > > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > > news:b62enc$mjb$1@newsg3.svr.pol.co.uk...
> > > > >
> > > > Its the TOS that only can handle 1GB, - its got nothing to do with
the
> > > Host
> > > > Adapter. And yes you can have more than one drive on it, but you
have
> to
> > > do
> > > > a modification in order to do so. See
> > > > http://chimo.unimo.it/~vezz/atari/hardware/drives.html and look for
> > > > SCSIMSTE.ZIP (E) Fit two SCSI hard disk in your Mega STE or Stacy.
> > > > >
> > > > Smeg
>
> Smeg, hang your head in shame!! . Wrong info both on hardware
> and Tos versions suggest you swat up a bit before jumping in with these
sort
> of statments, It could well have cost the original questioner money
> following your wrong advise

Hey!

I know to admit when im wrong, and the only person I would trust to give
this sort of info would be Uwe. But YOU.... how dare you tell me to be
ashamed for trying to help someone out. You go f*k yourself.
```

1701. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 10:54:46 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b6bral$ac8$1@news6.svr.pol.co.uk>
Source record: 28632

```
jakie <rakie@sakie.com> wrote in message
news:b6acoe$m88$1@newsg2.svr.pol.co.uk...
>
> "Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
> news:b68o75$2p8bq$1@ID-27442.news.dfncis.de...
> > jakie wrote:
> >
> > > this thread now has me confused, I had always thought it was a 1Gig
> limit
> > > because of the Atari host, my testing was on both a Stacy and Mega ste
> > > running their own Tos, if this is the case and you have it maybe using
> > > MagicC would help, I have used this but only on a Falcon that will
> handle
> > > big drives anyway
> >
> > Don't let others confuse you. What you say is correct. The 1 GByte
> > capacity limit for SCSI drives connected to the MegaSTE is a limit
> > imposed by the MegaSTE's hardware. With ICD compatible host adapters you
> > can make use of larger drives, without such an adapter you can only
> > access the first GB of a SCSI drive. Note that these limitations do not
> > apply to the TT and Falcon as they have a full-featured SCSI bus.
> > There are also limits wrt the partition sizes, depending on the TOS
> > version. These limits, however, are independent from the hardware. TOS
> > 1.0x can handle partitions up to 256 MB, TOS 2.0x/3.0x up to 512 MB, TOS
> > 4.0x up to 1 GB. Larger partitions require MagiC or MiNT, which support
> > FAT32 or Linux ext2 filesystems.
> >
> > --
> > ------------------------------------------------------------------
> > Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
> > http://www.seimet.de
> >
>
> carey christenson, hang your head in shame!! . Wrong info both on hardware
> and Tos versions suggest you swat up a bit before jumping in with these
sort
> of statments, It could well have cost the original questioner money
> following your wrong advise

You are a total arsehole.
```

1702. Re: direct parallel

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 12:22:04 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <b6c08q$9ol$1@news2.tilbu1.nb.home.nl>
Source record: 28634

Oops, you're right, didn't read the question very well.
Sorry
Jos
<derryck@.cix.co.uk.invalid> schreef in bericht
news:1049195524-893510AEicMi@ntlworld.com...
> From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
> Date: Tue, 1 Apr 2003 09:48:40 +0200
>
> >If you make (or buy) a slightly modified parallel cable you can use it
with
> >the PARCP software. I did it and it is pretty fast.
>
> That's only for transferring files to and fro, not for networking though.
>
> Cheers
>
> Derryck
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

1703. Steem/ Cubase Lite Help

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 12:52:12 UTC
From: Stephen Ward <ANTISPAMmail@make.fsnet.co.uk>
Message-ID: <b6c22bfqh1$8300dec7@news.demon.co.uk>
Source record: 28635

I have installed steem emulator on my PC now i'm trying to look at
CubaseLite that I downloaded off Tims Atari Midi World but i have no
experience on atari's and little on pc's. can anyone help.
i got as far as the question...
Select Screen Driver? VDI Quick

1704. Re: Which ST emulator is the most popular, almost real "ST"?

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 13:09:03 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2003.04.01.13.09.03.750971@sophics.cz>
Source record: 28637

On Tue, 01 Apr 2003 10:27:42 +0000, MStepansky wrote:

> I just want to use Atari classic CX40 joystick and nothing else.
>
> I am hoping to find a universal adaptor which will allow me to use this
> CX40 joystick to work on a PC running Stella (2600 emulator),
> Atari800Win 3.1 (800xl) emulator and also STeem.

The universal adaptor for CX40 was developed by the Atari800 project. Now
you just need STella and STeem to follow it.

Petr

1705. Re: Which ST emulator is the most popular, almost real "ST"?

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 13:14:17 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2003.04.01.13.14.13.533730@sophics.cz>
Source record: 28636

On Sun, 30 Mar 2003 14:38:47 +0100, David Wade wrote:

> STEEM for games and MIDI. Gemulator for program development...

For program development we launched the ARAnyM project (http://aranym.sf.net/) - we think it is better suited for that task thanks to its almost unlimited RAM, perfect graphics capabilities, direct disk access/hostfs access, networking capability and also the JIT compiler for CPU (ARAnyM is thus extremely fast - you can use even GCC for compiling C source code - something that almost nobody does on old Atari computers :-).

Petr

1706. New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 15:28:16 UTC
From: <>
Message-ID: <1049207314-251350AEicMi@ntlworld.com>
Source record: 28638

Although on the surface DDP Translations might have seemed to have been sleeping after a hard winter, nothing could be further from the truth.

Just added to the web site are English translations for Dick Meuldijk's extensive and very useful Scripter scripts for jinnee's context-sensitive popup menu system, and resource and bubblegem help files for Armin Diedering's special Christmas release of ResourceMaster 3.50.

Waiting in the wings (I'm currently proof-reading the hypertext) is practically a 100% complete set of English files for the Texel 2.20 spreadsheet. There will even be a patch file for all that bubblegem help text that is embedded in the binary, all you have to do is to translate the example spreadsheets yourself :-) Expect an announcement some time next month.

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1707. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 18:59:42 UTC
From: derryck.croker@bbc.co.uk
Message-ID: <7da367b3.0304011059.218509c5@posting.google.com>
Source record: 28639

<derryck@.cix.co.uk.invalid> wrote in message
news:<1049207314-251350AEicMi@ntlworld.com>...

> Just added to the web site are English translations for Dick Meuldijk's
> extensive and very useful Scripter scripts for jinnee's context-sensitive
> popup menu system, and resource and bubblegem help files for Armin
> Diedering's special Christmas release of ResourceMaster 3.50.

I can't believe how worthy I felt afterwards, that is until I looked
at the web page at work and found that all html pages except the home
page had mysteriously lost their contents!

I'll try and repair the problem tomorrow (Wednesday), and as a special
treat I shall also upload an English configuration program for
MagiCMac 6.20. Can't say fairer than that, now can I?

Cheers

Derryck Croker

1708. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 19:43:42 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b6cq5a$id1$2@titan.btinternet.com>
Source record: 28640

Hi Dude

> Although on the surface DDP Translations might have seemed to have been
> sleeping after a hard winter, nothing could be further from the truth.

Sleeping, them old gits, If only the truth were known, i'll spill the neans
for a price, plase send offers.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

1709. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 20:15:14 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b6cs5h$nh4$1@newsg1.svr.pol.co.uk>
Source record: 28641

Steve Sweet <steve.sweet@btopenworld.com> wrote in message
news:b6cq5a$id1$2@titan.btinternet.com...
> Hi Dude
>
> > Although on the surface DDP Translations might have seemed to have been
> > sleeping after a hard winter, nothing could be further from the truth.
>
> Sleeping, them old gits, If only the truth were known, i'll spill the
neans
> for a price, plase send offers.

Whats a "nean"? Whatever it is, it could be hazardous to health if
spilled... :-)

1710. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 20:55:10 UTC
From: jakie <rakie@sakie.com>
Message-ID: <b6cun0klp1@news7.svr.pol.co.uk>
Source record: 28642

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:b6bbuj$3h21m$1@ID-27442.news.dfncis.de...
> carey christenson wrote:
>
> > I suggest that you do the same. When I purchased a
> > 1040STf from an auction. HDDriver 7.63 came with this
> > setup along with many other pieces of software. I am
> > running TOS 1.62 and have had 512 meg partitions on
> > this computer. HEll I have even had 1 GB partitions.
>
> TOS 1.62 definitely does not support partitions of 1 GB.
>
> > I know what the heck I am talking about since I have
> > been in the Atari world for over 15 years. Matter of
>
> I'm sorry, but you are wrong. You cannot use FAT partitions of 1 GB with
> TOS 1.62. This only works with TOS 4.0 or MiNT or MagiC.
>
> --
> ---
> Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
> http://www.seimet.de
>

So there we have it, the info given by carey christenson is INCORRECT

a quote

"P.S. Besides I have done things with my Falcon 030
that would make your head spin JACK"

what like ? we as if we would now believe anything you say.
Pha!!

1711. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 20:59:50 UTC
From: jakie <rakie@sakie.com>
Message-ID: <b6cuvo$h65$1@newsg3.svr.pol.co.uk>
Source record: 28643

```
"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b6br7j$a9n$1@news6.svr.pol.co.uk...
>
> jakie <rakie@sakie.com> wrote in message
> news:b6adtv$9og$1@newsg4.svr.pol.co.uk...
> >
> > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > news:b64ga7$int$1@news6.svr.pol.co.uk...
> > >
> > > jakie <rakie@sakie.com> wrote in message
> > > news:b64eia$d5j$1@news8.svr.pol.co.uk...
> > > > >
> > > > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > > > news:b62enc$mjb$1@newsg3.svr.pol.co.uk...
> > > > > >
> > > > > Its the TOS that only can handle 1GB, - its got nothing to do with
> the
> > > > Host
> > > > > Adapter. And yes you can have more than one drive on it, but you
> have
> > to
> > > > do
> > > > > a modification in order to do so. See
> > > > > http://chimo.unimo.it/~vezz/atari/hardware/drives.html and look
for
> > > > > SCSIMSTE.ZIP (E) Fit two SCSI hard disk in your Mega STE or Stacy.
> > > > > >
> > > > > Smeg
> > >
> > Smeg, hang your head in shame!! . Wrong info both on hardware
> > and Tos versions suggest you swat up a bit before jumping in with these
> sort
> > of statments, It could well have cost the original questioner money
> > following your wrong advise
>
> Hey!
>
> I know to admit when im wrong, and the only person I would trust to give
> this sort of info would be Uwe. But YOU.... how dare you tell me to be
> ashamed for trying to help someone out. You go f*k yourself.
>
>
And now he as told you, I bet you feel foolish, I suggest you go and do the
same to yourself
```

1712. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 22:07:14 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1049210222-72112AEicMi@williams-net.com>
Source record: 28644

Ok, I was wrong about the 1 GB on TOS 1.62 but I have
used 512 meg FAT partitions on my 1040STf with TOS
1.62. It says right in the HELP tab inside HDDRIVER
7.61 the following:

1.00-1.02 256 megs
1.04-3.0x 512 megs
4.0x magic and mint 1 GB, 2 GB if DOS compatible

Also with MAGIC and MINT you can use FAT32 which is
only limited by the size of the drive. This I know
has been stated by Uwe and others many times. I would
think that anyone that does not have a LINK 1 or 2 is
seriously limiting how much can be done with the SCSI
chain. As stated previously only one device can be
hooked to the SCSI chain with the onboard SCSI system.
This seriously limits what you can do with your
system. As for Jack, I aggree with "SMEG". People
like you who dont use these newsgroups on a regular
basis are the ones that hand out more BS than anyone
who contributes to this newsgroup. This person
requesting this information is probably more than
grateful that fellow true atarians were answering his
post.

Thanks,

Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than
the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem

19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1713. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 22:23:12 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1049210610-149952AEicMi@williams-net.com>
Source record: 28645

JACK!!!!
DO YOU NOT READ THE END OF MY POST A**HOLE. I
PROBABLY HAVE MORE THINGS GOING TO BE DONE TO MY
FALCON THAN ANYONE ON THIS PLANET!!!! I ALSO HAVE A
200 GB IDE HARD DRIVE TO BE PLACED ON FALCON SOON.
NOT TO MENTION THE CT60 AND CT60 GRAPHICS CARD. NOT
TO MENTION THE FUTURE DEESSE CARD. SO BUTTON UP JACK
BEFORE I MAKE YOU DO SO!!!!!

Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
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SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1714. test - ignore

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 22:33:55 UTC
From: jfhaslamNO@SPAMzetnet.co.uk
Message-ID: <3e8a13d3$0$250$4c56ba96@master.news.zetnet.net>
Source record: 28396

```
testing NO SPAM with Newsie
```

1715. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-01 22:59:34 UTC
From: gnasher <"will c u"@quiver.co.uk>
Message-ID: <b6d62r$9d1$1@newsg4.svr.pol.co.uk>
Source record: 28397

A bad situation, is there no way the likes of carey christenson and smog can be stopped from distributing false unchecked information, then attacking true Atari users and Program authors when the truth is presented

1716. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 00:21:24 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1049217710-569716AEicMi@williams-net.com>
Source record: 28398

Gnasher,
You are one to talk!!!!! I have been using atari
since the 400 8-bit computer. And who are you to say
true atari user when you dont even send your message
with an atari. Looks like MICROSOFT OUTLOOK EXPRESS
version 5.50 to me!!!! Dont believe me here is your
information!!

Path: sn-us!sn-xit-01!sn-xit-
08!supernews.com!newsfeed.news2me.com!newsfeed.icl.net!
newsfeed.fjserv.net!diablo.theplanet.net!news.theplanet
.net!not-for-mail
From: "gnasher" <will c u@quiver.co.uk>
Newsgroups: comp.sys.atari.st
Subject: Re: SCSI en HDDriver
Date: Tue, 1 Apr 2003 23:59:34 +0100
Organization: revenge
Lines: 9
Message-ID: <b6d62r$9d1$1@newsg4.svr.pol.co.uk>
References: <b61nesata1@news1.tilbu1.nb.home.nl>
<b6256c$eq4$1@newsg2.svr.pol.co.uk>
<b625ng$873$1@news1.tilbu1.nb.home.nl>
<b67adpbck1@newsg3.svr.pol.co.uk> <b68o75$2p8bq$1@ID-
27442.news.dfncis.de>
<b6acoe$m88$1@newsg2.svr.pol.co.uk> <1049130568-
646663AEicMi@williams-net.com>
NNTP-Posting-Host: 217.134.221.169
X-Trace: newsg4.svr.pol.co.uk 1049238427 9633
217.134.221.169 (1 Apr 2003 23:07:07 GMT)
NNTP-Posting-Date: 1 Apr 2003 23:07:07 GMT
X-Complaints-To: abuse@theplanet.net
X-Priority: 3
X-MSMail-Priority: Normal
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
X-MimeOLE: Produced By Microsoft MimeOLE
V5.50.4133.2400
Xref: sn-us comp.sys.atari.st:255065

So consider yourself reported to the newsgroup abuse
listed above!!! For shame!!!
Besides that I did admit that I was wrong about the 1
GB deal. But as you can see I use my Falcon on a
daily basis and dont run my 1040STf as much. I used
to have 4.5 GB 7200 RPM SCSI hooked to the 1040STf at
one time and could not remember if I had to have 9

partitions or 5. EXCUSE a man for making a wrong
stament.
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
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Atari 1040STf with 2.5 megs of RAM
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SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1717. At Last!

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 00:23:33 UTC
From: Starlord <starlord@in>
Message-ID: <C4qia.25$ig1.10@news.inreach.com>
Source record: 28399

IT's ALIVE!!! After 4 years of not working ... My TT030 is ALIVE and I can use it again. Now all I have to do is find the modem's power supply and see if I can get STING working again.

--
In This Universe The Night was Falling,The Shadows were lenghtening towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.465 / Virus Database: 263 - Release Date: 3/25/03

1718. Re: IConnect 1.5/Telnet 01/CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 03:22:27 UTC
From: KEN KOSUT <rolem@shell.voyager.net>
Message-ID: <Pine.GSO.4.44L0.0304012039160.11605-100000@shell.core.com>
Source record: 28400

Hi Derryck,

This is ken. Sorry, I've been having some problems with my ISP.

> >I am having some difficulty logging into a site with Telnet.

> You must use an IConnect-compatible Telnet client with an IConnect
> connection, unless you have also loaded the STiNG/STiK gateway IFusion
> (included with the ftp client Fiffi from ASH).

I can't imagine this not being compatabile.
This all came as a package from System Solutions.
I have Telnet Client for IConnect T2
T2 - Telnet Terminal for IConnect (release 01, 1998-05-18)

> Teli is the IConnect Telnet client.

Yes, the better one. I checked the site.
You have to have a program called KEYTAB.

I am using Keytbl. (I don't know if it is the same one)
I don't really want to make things more complicated than they
already are. I simply one to telnet to one site only.

> >I reboot, reconnect with IConnect.
> >start CAB.
> >Open local...Telnet.TTP
>
> The Open local menu item is only for loading HTML files!

Then why does it work?

According to the Docs, you first connect with IConnect.
Then double click on Telnet.TTP
I get:
============================
Parameter (dialog box)

============================
Instead of the desired:
============================
Command Line (dialog box)

If I type my address in the Parameter box,
It will not connect. Program freezes.

If I type my address in the Command Line box,
which only comes up when I use Open Local in CAB,
the program connects with the correct Port and
cursor resides at Login:

You can set Telnet up as an Internet Client in CAB.
But you can't boot it with out the Command Line.

So do I have to Install Application in MAGIC?
(Telnet.TTP)

One other thing:
ETCPATH must be set correctly.

Iconfig program under Sockets
You select the ETC folder with the file selector.
(Unless you have a system wide ETC folder set up using an
environmental variable.) - I don't understand what this means.
Where would the system wide folder reside, and what would it be called?

The default was set to Environmental Variable ETCPATH
However I have no idea where this folder is, or if it even exists!
I selected the ETC folder where I have it in CAB.

Thanks,

ken

1719. memory card ,usb and web cam

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 03:49:02 UTC
From: josephtguerrero@hotmail.com
Message-ID: <3c386ae7.0304011949.3b668384@posting.google.com>
Source record: 28401

Is there any suggestions or plans for Memory Card drive, usb, and web cam for Atari ST-E/TT/Falcon computers? I just wondering if Atari computer could make use of todays technology and why not use with atari computers. I just have a dead falcon computer at home and thinking of repairing or purchasing another Falcon computer. Just thinking why not use this features on atari computers. I heard of Cold fire but keeping close eye, and maybe invest into it unsure yet.

Anyway just writing from Guam(usa) and just look forward of using Falcon computer again....

Joseph G

1720. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 11:23:03 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b6ehbmtld1@news8.svr.pol.co.uk>
Source record: 28402

carey christenson <firest@williams-net.com> wrote in message
news:1049217710-569716AEicMi@williams-net.com...
> Gnasher,
> You are one to talk!!!!! I have been using atari
> since the 400 8-bit computer. And who are you to say
> true atari user when you dont even send your message
> with an atari. Looks like MICROSOFT OUTLOOK EXPRESS
> version 5.50 to me!!!! Dont believe me here is your
> information!!
>

Carey, dont bother explaining yourself to this idiot. Its probably the same
Jakas sending from a different PC, at work/home.

1721. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 11:24:52 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b6ehf3$n2f$1@news7.svr.pol.co.uk>
Source record: 28403

jakie <rakie@sakie.com> wrote in message
news:b6cuvo$h65$1@newsg3.svr.pol.co.uk...
>
> And now he as told you, I bet you feel foolish, I suggest you go and do
the
> same to yourself

Foolish? No. I tried to help someone out, and I made a mistake. Dont you
EVER make mistakes?? Jackass.

1722. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 11:54:40 UTC
From: <>
Message-ID: <1049298496-160753AEicMi@ntlworld.com>
Source record: 28409

Ha, must stop talking to myself.

>> Just added to the web site are English translations

>I can't believe how worthy I felt afterwards, that is until I looked
>at the web page at work and found that all html pages except the home
>page had mysteriously lost their contents!
>
>I'll try and repair the problem tomorrow (Wednesday),

OK, I've sorted that and all pages and files are present as advertised.

> I shall also upload an English configuration program for
>MagiCMac 6.20. Can't say fairer than that, now can I?

This file is also uploaded.

Cheers

Derryck

--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1723. Re: At Last!

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 12:13:46 UTC
From: Flibble-san <flib@you.net>
Message-ID: <%tAia.357$R43.55448@newsfep1-win.server.ntli.net>
Source record: 28404

"Starlord reach.com>" <starlord@in<*> wrote in message
news:C4qia.25$ig1.10@news.inreach.com...
> IT's ALIVE!!! After 4 years of not working ... My TT030 is ALIVE and I can
use
> it again. Now all I have to do is find the modem's power supply and see if
I can
> get STING working again.

That, man, deserves a Woo! a Yay! and most certainly a Houpla!

Wish I had a TT though :(

Simon

1724. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 12:15:28 UTC
From: Flibble-san <flib@you.net>
Message-ID: <AvAia.361$R43.55909@newsfep1-win.server.ntli.net>
Source record: 28405

<derryck@.cix.co.uk.invalid> wrote in message
news:1049207314-251350AEicMi@ntlworld.com...
> Although on the surface DDP Translations might have seemed to have been
> sleeping after a hard winter, nothing could be further from the truth.
>

Derryck, fantastic work you and the rest of DDP are doing! Unfortunately, I don't have an Atari machine these days so the long-awaited Texel 2 translation came a little late for me sadly. But keep your excellent work up!!

I'm keeping my eyes peeled for another Atari machine, I do miss it all.

Simon

1725. STe games

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 12:54:02 UTC
From: Art-S <art@albi.com.ua>
Message-ID: <b6emcv$12ef$1@pandora.alkar.net>
Source record: 28406

260976

Which games using STe hardware like DAC sound and blitter ?

i Know only stardust and sleepwalker
///

and where i can download it?

--
WBR

Art-S

1726. Re: test - ignore

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 13:07:36 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3e8ae0b4$0$17488@echo-01.iinet.net.au>
Source record: 28407

the test has FAILED!
Have a nice day.

"James Haslam" <jfhaslamNO@SPAMzetnet.co.uk> wrote in message
news:3e8a13d3$0$250$4c56ba96@master.news.zetnet.net...
> testing NO SPAM with Newsie

1727. Re: Super Videl CT60 Graphics Card

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 15:09:49 UTC
From: hencox@hotmail.com
Message-ID: <9ae36432.0304020709.5ecef257@posting.google.com>
Source record: 28408

"Steve Sweet" <Steve.Sweet@btopenworld.com> wrote in message
news:<b3tpviav1@venus.btinternet.com>...
> Hi Carey
>
> > Anyone,
> > For those wishing to put there name on a list for
> > the CT60 Super Videl Graphics Card. One should visit
> > this web-site:
>
> > 1) MPEG decoding built into the FPGA
> > 2) 3D polygon drawing/Texture mapping
> > 3) And Super Blitter.
>
> Surely MPEG decoding would involve expensive licensing and hardware testing
> and certification?.

Hello Steve!

The MPEG decoding core may be obtained for free from
www.opencores.org, so that's the one we'll be using. =)

Regards
Henrik Gildï¿½

1728. Re: IConnect 1.5/Telnet 01/CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 16:47:32 UTC
From: <>
Message-ID: <1049298498-160937AEicMi@ntlworld.com>
Source record: 28410

From: KEN KOSUT <rolem@shell.voyager.net>
Date: Tue, 1 Apr 2003 21:22:27 -0600

>> You must use an IConnect-compatible Telnet client with an IConnect
>> connection

>I can't imagine this not being compatabile.
>This all came as a package from System Solutions.
>I have Telnet Client for IConnect T2

Sure. I don't know where I got the impression that you were trying to use
a STiNG Telnet client from!

>> Teli is the IConnect Telnet client.
>
>Yes, the better one. I checked the site.
>You have to have a program called KEYTAB.
>
>I am using Keytbl. (I don't know if it is the same one)

They aren't, but it isn't really of consequence here TBH.

>I don't really want to make things more complicated than they

In which case the Telnet client supplied with CAB should be ideal.

>> >start CAB.
>> >Open local...Telnet.TTP
>>
>> The Open local menu item is only for loading HTML files!
>
>Then why does it work?

It doesn't really work properly - I think that this Telnet client is meant
to be run from the desktop only as it needs to run in the VT52 window to
keep screen output tidy. That window didn't open when I tried it out just
now.

Don't get bogged down with the differences between "Parameter" and
"Command line" as there aren't any. Both are expecting you to type the URL
of the server you're trying to connect to.

>You can set Telnet up as an Internet Client in CAB.
>But you can't boot it with out the Command Line.

See above.

>So do I have to Install Application in MAGIC?
>(Telnet.TTP)

No, not at all necessary.

>One other thing:
>ETCPATH must be set correctly.

By selecting your ETC folder in IConf you've done that :-)

>You select the ETC folder with the file selector.
>(Unless you have a system wide ETC folder set up using an
>environmental variable.) - I don't understand what this means.

It's a useful method of directing programs to common variables and such.
Theres at least one already set in your magx.inf file, for your User folder
for example.

>Where would the system wide folder reside, and what would it be called?

There's no folder, just that inf file.

>The default was set to Environmental Variable ETCPATH
>However I have no idea where this folder is, or if it even exists!

ETCPATH is entered as an environmental setting in magx.inf, it points to
your ETC folder something like this:

#_ENV ETCPATH=I:\PPP1_8\ETC\

But don't get bogged down, you're fine with what you have. Might be worth
going into IConf and reselecting the ETC folder and resaving again though.

So to recap:

Run it from the desktop, enter the URL into the line, VT52 window opens,
off you go. Hopefully! I haven't been able to get Teli to work for some
reason, it sits with an input prompt but won't let me type anything to log
in. I'm using an ethernet connection with MagNet and its IConnect gateway,
so maybe that's something to do with it.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1729. Re: STe games

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 17:32:04 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb8m735.3if.atari@core.preferuje.luzik.pl>
Source record: 28411

> Which games using STe hardware like DAC sound and blitter ?
>
> i Know only stardust and sleepwalker

Substation, Obssesion...

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1730. [CT60] hardware news

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 17:57:52 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fst0kb.1pm7uwt19eoaj6N%NOSPAMS@wanadoo.fr>
Source record: 28412

Hi,

Now DSP acces bug is fixed by Rodolphe, I have tried with Aniplayer, 7%
CPU load (disk acces ???) during MP3 playing.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

1731. Re: At Last!

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 18:04:14 UTC
From: DJPsymiley <amplitude@MAPSSPAMkoloth.co.uk>
Message-ID: <3e8b2623$0$21995$cc9e4d1f@news.dial.pipex.com>
Source record: 28413

> IT's ALIVE!!! After 4 years of not working ... My TT030 is ALIVE and I can
use
> it again. Now all I have to do is find the modem's power supply and see if
I can
> get STING working again.

What was up with it then?

Dan.

1732. Re: STe games

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 18:22:16 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3e8b2998$0$29141$626a54ce@news.free.fr>
Source record: 28414

> Which games using STe hardware like DAC sound and blitter ?
> i Know only stardust and sleepwalker

Wings of Death
Lethal Xcess

1733. Re: At Last!

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 19:29:29 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304021129.4de5c892@posting.google.com>
Source record: 28415

"Starlord" <starlord@in<*>reach.com> wrote in message
news:<C4qia.25$ig1.10@news.inreach.com>...
> IT's ALIVE!!! After 4 years of not working ... My TT030 is ALIVE and I can use
> it again. Now all I have to do is find the modem's power supply and see if I can
> get STING working again.

Congratulations Starlord. Keep us up to date on how it goes.

Galen

1734. Re: memory card ,usb and web cam

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 20:12:00 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304021212.122f6a36@posting.google.com>
Source record: 28416

josephtguerrero@hotmail.com (JTG) wrote in message
news:<3c386ae7.0304011949.3b668384@posting.google.com>...
> Is there any suggestions or plans for Memory Card drive, usb, and web
> cam for Atari ST-E/TT/Falcon computers? I just wondering if Atari
> computer could make use of todays technology and why not use with
> atari computers. I just have a dead falcon computer at home and
> thinking of repairing or purchasing another Falcon computer. Just
> thinking why not use this features on atari computers. I heard of
> Cold fire but keeping close eye, and maybe invest into it unsure yet.
>
Memory card drive -- SCSI readers have existed for years. You could
also use the internal IDE bus of your Falcon

USB -- 12Mb/sec (USB1) is too fast for the Falcon to handle. The USB
specs allow for a 1.5Mb/sec sub-channel for low speed devices, and it
might be possible to get this to work for keyboards, printers, modems,
and mice. Drivers would be an issue though.

WebCam -- this was actually done for the old parallel port webcams
(see http://john.diot.free.fr/atari/). You can also use screen
captures from a standard video camera
(http://members.home.nl/homeboy/falcon.html#vd). None of these are
still in production.

So, to answer your question: If you want a memory card drive, buy
one. If you want USB, you'll have to wait (though a dual USB/PS2
keyboard/mouse with an Eiffel might work). If you want a WebCam,
you'll have to hunt Ebay (hmmm, there's 4 available right now
(http://search.ebay.com/search/search.dll?cgiurl=http%3A%2F%2Fcgi.ebay.com%2Fws%2F&krd=1&from=R8&MfcISAPICommand=GetResult&ht=1&SortProperty=MetaEndSort&query=Connectix+QUICKCAM+COLOR+PARALLEL),
I might get one myself!).

Galen

1735. Re: At Last!

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 20:27:35 UTC
From: Starlord <starlord@in>
Message-ID: <UWHia.15$B26.13@news.inreach.com>
Source record: 28419

Broken keyboard and a lack of funds on my part and many other things having to
be taken care of first.

Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/

Dahlia-World
http://dahlia-world.netfirms.com/

In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

"DJPsymiley" <amplitude@MAPSSPAMkoloth.co.uk> wrote in message
news:3e8b2623$0$21995$cc9e4d1f@news.dial.pipex.com...
> > IT's ALIVE!!! After 4 years of not working ... My TT030 is ALIVE and I can
> use
> > it again. Now all I have to do is find the modem's power supply and see if
> I can
> > get STING working again.
>
> What was up with it then?
>
> Dan.
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.465 / Virus Database: 263 - Release Date: 3/25/03

1736. Re: At Last!

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 20:29:44 UTC
From: Starlord <starlord@in>
Message-ID: <VWHia.16$B26.12@news.inreach.com>
Source record: 28417

Got to dig out my modem and the bunch of power supplys and my tester and find
the right one for the modem and then look to edit sting's script.

But heck, I've already started doing word processing with it.

Dahlia-World
http://dahlia-world.netfirms.com/

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0304021129.4de5c892@posting.google.com...
> "Starlord" <starlord@in<*>reach.com> wrote in message
news:<C4qia.25$ig1.10@news.inreach.com>...
> > IT's ALIVE!!! After 4 years of not working ... My TT030 is ALIVE and I can
use
> > it again. Now all I have to do is find the modem's power supply and see if I
can
> > get STING working again.
>
> Congratulations Starlord. Keep us up to date on how it goes.
>
> Galen

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.465 / Virus Database: 263 - Release Date: 3/25/03

1737. Re: At Last!

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 20:31:53 UTC
From: Starlord <starlord@in>
Message-ID: <WWHia.17$B26.15@news.inreach.com>
Source record: 28418

Oh, BTW, it had TOS 3.06, Neodesk 4 and the ICD hard drive software installed
and I have full usage of the 2 gi hard drive in it.

Dahlia-World
http://dahlia-world.netfirms.com/

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0304021129.4de5c892@posting.google.com...
> "Starlord" <starlord@in<*>reach.com> wrote in message
news:<C4qia.25$ig1.10@news.inreach.com>...
> > IT's ALIVE!!! After 4 years of not working ... My TT030 is ALIVE and I can
use
> > it again. Now all I have to do is find the modem's power supply and see if I
can
> > get STING working again.
>
> Congratulations Starlord. Keep us up to date on how it goes.
>
> Galen

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.465 / Virus Database: 263 - Release Date: 3/25/03

1738. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 20:54:27 UTC
From: jakie <rakie@sakie.com>
Message-ID: <b6fj1l$mi5$1@newsg1.svr.pol.co.uk>
Source record: 28420

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b6ehf3$n2f$1@news7.svr.pol.co.uk...
>
> jakie <rakie@sakie.com> wrote in message
> news:b6cuvo$h65$1@newsg3.svr.pol.co.uk...
> >
> > And now he as told you, I bet you feel foolish, I suggest you go and do
> the
> > same to yourself
>
> Foolish? No. I tried to help someone out, and I made a mistake. Dont you
> EVER make mistakes?? Jackass.
>
No I have never made a mistake
>

1739. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-02 21:00:39 UTC
From: jakie <rakie@sakie.com>
Message-ID: <b6fjd9$dv9$1@newsg3.svr.pol.co.uk>
Source record: 28421

"carey christenson" <firest@williams-net.com> wrote in message
news:1049210610-149952AEicMi@williams-net.com...
> JACK!!!!
> DO YOU NOT READ THE END OF MY POST A**HOLE. I
Could we have less of this bad language please, my children and spritual
adviser also read this group

1740. Re: memory card ,usb and web cam

Newsgroup: comp.sys.atari.st
Date: 2003-04-03 03:54:09 UTC
From: josephtguerrero@hotmail.com
Message-ID: <3c386ae7.0304021954.502e60fb@posting.google.com>
Source record: 28422

Hey thanks Galen. Currently my falcon is 4 megs and supposedly a 80
meg stock drive. I have i think 250 meg hard drive (scsi)but
accidently put a wrong power plug so it fried it. I just hope to use
my Falcon again since it is my fault of screwing it up. Right now I
still have with me. I am looking at ways to use it and at least keep
up-to-date with current technology or real world use.

So now, online and checking what is going on around especially the
Europeans side since majority is being develope hardware and software.
Like Coldfire and with ct 60 being develope, I just have to keep close
eye with Atari community and maybe get involve or invest. SOmeday get
that company pursuing more of it than keeping the name. Hopefully
Atari image could be more just a video game interests, but give
customers a choice of easy to use and fun muli-media experience
computer, home and business.

If anything just let me know what's up because I just hope Atari would
keep tradional and new technology. I think Atari could compete and
give consumers personal selections other than comparing Apple and
PC(microsoft/ibm).

But just a dream and sometimes i do think Atari can give selections of
personal computer for different people not just apples and oranges
(IBM) perhaps a mango (atari).

Joseph

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0304021212.122f6a36@posting.google.com>...
> josephtguerrero@hotmail.com (JTG) wrote in message
news:<3c386ae7.0304011949.3b668384@posting.google.com>...
> > Is there any suggestions or plans for Memory Card drive, usb, and web
> > cam for Atari ST-E/TT/Falcon computers? I just wondering if Atari
> > computer could make use of todays technology and why not use with
> > atari computers. I just have a dead falcon computer at home and
> > thinking of repairing or purchasing another Falcon computer. Just
> > thinking why not use this features on atari computers. I heard of
> > Cold fire but keeping close eye, and maybe invest into it unsure yet.
> >
> Memory card drive -- SCSI readers have existed for years. You could
> also use the internal IDE bus of your Falcon
>
> USB -- 12Mb/sec (USB1) is too fast for the Falcon to handle. The USB
> specs allow for a 1.5Mb/sec sub-channel for low speed devices, and it
> might be possible to get this to work for keyboards, printers, modems,
> and mice. Drivers would be an issue though.

>
> WebCam -- this was actually done for the old parallel port webcams
> (see http://john.diot.free.fr/atari/). You can also use screen
> captures from a standard video camera
> (http://members.home.nl/homeboy/falcon.html#vd). None of these are
> still in production.
>
> So, to answer your question: If you want a memory card drive, buy
> one. If you want USB, you'll have to wait (though a dual USB/PS2
> keyboard/mouse with an Eiffel might work). If you want a WebCam,
> you'll have to hunt Ebay (hmmm, there's 4 available right now
> (http://search.ebay.com/search/search.dll?cgiurl=http%3A%2F%2Fcgi.ebay.com%2Fws%2F&krd=1
&from=R8&MfcISAPICommand=GetResult&ht=1&SortProperty=MetaEndSort&query=Connectix+QUICKCAM+
COLOR+PARALLEL),
> I might get one myself!).
>
> Galen

1741. Re: IConnect 1.5/Telnet 01/CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2003-04-03 04:51:00 UTC
From: KEN KOSUT <rolem@shell.voyager.net>
Message-ID: <Pine.GSO.4.44L0.0304022218540.1572-100000@shell.core.com>
Source record: 28423

Hello,

> It doesn't really work properly - I think that this Telnet client is meant
> to be run from the desktop only as it needs to run in the VT52 window to
> keep screen output tidy. That window didn't open when I tried it out just
> now.
>
> Don't get bogged down with the differences between "Parameter" and
> "Command line" as there aren't any. Both are expecting you to type the URL
> of the server you're trying to connect to.

Yes, but when I type the URL in the "Parameter" it goes into the
VT52 window and displays the first two lines of the Program.
(Program info and Copyright)
Then it freezes. And I have to reboot.

When I type the same URL in the "Command line" it goes to the VT52
window, displays the first two lines of the Program plus:

resolving host
IP
Port:23
Connected.

Login:

Which is the way it is suppose to work!
At this time I type my Login, but it is so slow.....

I looked at an old ST manual, under Install Application.
When selecting Open Appliction, the "Parameter Window" comes up.
The manual says: Type in the filename(s) or other Paramaters the
program expects.
I'm thinking that I should Install the Application (Telnet.TTP)
Create an ASCII text file which contains the name of my URL,
and type that file name in, when the "Parameter" dialog comes up.

Thanks for your help,

ken

1742. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2003-04-03 09:11:22 UTC
From: <>
Message-ID: <1049442700-129495AEicMi@ntlworld.com>
Source record: 28429

From: "Flibble-san" <flib@you.net>
Date: Wed, 2 Apr 2003 13:15:28 +0100

>Derryck, fantastic work you and the rest of DDP are doing! Unfortunately, I
>don't have an Atari machine these days so the long-awaited Texel 2
>translation came a little late for me sadly.

It's very sad that the author of Texel dropped it just as a full translation
of all the texts was made available for the forthcoming Texel 2.30.

DDP Translations came in in a desire not to see all that work go to waste.

Thanks for the kind words :-)

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1743. Re: IConnect 1.5/Telnet 01/CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2003-04-03 10:01:08 UTC
From: <>
Message-ID: <1049442702-129679AEicMi@ntlworld.com>
Source record: 28428

From: KEN KOSUT <rolem@shell.voyager.net>
Date: Wed, 2 Apr 2003 22:51:00 -0600

>> Don't get bogged down with the differences between "Parameter" and
>> "Command line" as there aren't any.

>Yes, but when I type the URL in the "Parameter" it goes into the
>VT52 window and displays the first two lines of the Program.
>(Program info and Copyright)
>Then it freezes. And I have to reboot.

There's all kinds of reasons why programs crash. Auto folder conflicts,
accessory conflicts, insuffient memory, and so on.

>When I type the same URL in the "Command line" it goes to the VT52
>window, displays the first two lines of the Program plus:

[...]

>Which is the way it is suppose to work!
>At this time I type my Login, but it is so slow.....

You mean that operating the program like this (ie from the desktop) is too
slow, or that output from the program is too slow? If you're thinking that
you can automate the login process as well you won't be able to do that like
this, if at all.

>I'm thinking that I should Install the Application (Telnet.TTP)

I've just tried this with jinnee, where all you have to do is to enter the
URL into the parameter box and it connects straight away when you double-
click the TTP. I can't see why this can't be done with MagxDesk also, but it

seems to use a rather over-complex and less than obvious method.

>>Create an ASCII text file which contains the name of my URL,
>>and type that file name in, when the "Parameter" dialog comes up.

I also tried creating a text file containing the URL. I dragged it and the
TTP to the desktop (to make them easy to access), and then dragged and
dropped the text file to the TTP - which ran and opened the URL. I couldn't
get this to work with MagxDesk though, but my system isn't set up to use it.

I think that you need to get a copy of Alexander Clauss' AVServer program
and install that (and specify it as your AV server in the Magx.inf file)

#_ENV AVSERVER=AVSERVER

Or whatever its docs say should be entered.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1744. ADV: Atari Tax Rebate!

Newsgroup: comp.sys.atari.st
Date: 2003-04-03 14:44:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304030641380.16318-100000@shell1.aracnet.com>
Source record: 28424
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Lookout for the New Atari Dealer Advertising in the NewsGroups! Smile!

I'm currently offering A 20% Discount on Games/SoftWare & References/
Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your
spending Tax Rebate Dollars, spending Euro's from Europe or satisfying
your Yen for Atari! We Ship anywhere the Law allows! And If your in the
United States, take advantage of the cheaper Postage for Media Mail Rate.
Get Catalogs while inventory Lasts at http://BensCatalogs.Atari.org Got
Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1745. Wanted: Atari Mega ST4! Pay upto $100! Buy or Trade! USA only!

Newsgroup: comp.sys.atari.st
Date: 2003-04-03 14:49:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304030646470.16318-100000@shell1.aracnet.com>
Source record: 28425
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to
Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone
info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4. Willing to pay up to $100 U.S. Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4! I need to keep this
Deal Within the U.S. Use Link below if Interested or E-Mail me!

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1746. Re: Atari Tax Rebate!

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 00:48:31 UTC
From: Roagie <hoagie@nowhere.com>
Message-ID: <nvaja.6231$ee.3726@fed1read03>
Source record: 28427
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This is too complicated!
What forms do I need to get the atari tax break?

1747. Email access on 520stfm?

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 02:13:06 UTC
From: daveburns316@yahoo.com
Message-ID: <7e05d13.0304031813.6a0899c2@posting.google.com>
Source record: 28426
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi... I have my PC at uni, which is very far away in the wilds of Scotland, whilst I sometimes pop back home to south east england to see friends/family etc. I have an aging 1MB STFM sitting back there, that I sometimes use to type up work if need be (using Protext 4.3...). Having not followed the state of atari that much as of the past few years; is it possible for me to access a pop3 and or web-based email account (ie hotmail), using my atari? I don't need to access attachments, but the ability to send and receive email whilst connected to a PPP connection would be great; as would telnet / simple web access - again this doesn't even have to be proper graphical HTML, a unix style lynx browser would be fine. At home i'd have a standard BT Internet PPP dialup connection, and my atari ST has 2 double sided floppy drives, and a standard external modem... Anyone got it to work with a spec like this?

Cheers,

Dave.

1748. Re: IConnect 1.5/Telnet 01/CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 10:58:00 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e8d743c9a9f31@free.fr>
Source record: 28430

Hello,

in article <1049442702-129679AEicMi@ntlworld.com> (comp.sys.atari.st),
derryck@.cix.co.uk.invalid wrote on Thu 03-04-2003 10:01 (GMT):

> I think that you need to get a copy of Alexander Clauss' AVServer program

A. Barton, not Clauss :-)
http://www.barton.de

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

1749. Re: STe games

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 12:37:54 UTC
From: steveftp@btopenSPAMMERS_GET_OUTworld.com
Message-ID: <1fsw8ht.1iv2ofb73atfyN%steveftp@btopenSPAMMERS_GET_OUTworld.com>
Source record: 28431

> > Which games using STe hardware like DAC sound and blitter ?
> > i Know only stardust and sleepwalker
>
> Wings of Death
> Lethal Xcess

were can i find these on the net? (along with Substation + Obssesion).
Or are these still comercial? TIA

--
Steve
= = =
Macintosh/Atari FTP @
massiveftp.serveftp.com

1750. Re: Atari Tax Rebate!

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 15:46:44 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <v8ra72k428p40d@corp.supernews.com>
Source record: 28432
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I believe the ad is for you to spend your tax rebate check at Bravo Sierra Computers. No forms are needed.

Don
Vancouver, USA

"Roagie" <hoagie@nowhere.com> wrote in message
news:nvaja.6231$ee.3726@fed1read03...
> This is too complicated!
> What forms do I need to get the atari tax break?
>
>

1751. Re: Searching an C64 Emulator...

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 16:14:30 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <vbija.10$8m4.10340@nsw.nnrp.telstra.net>
Source record: 28433

Christian Potzinger <misc1@ravenclaw.at> wrote in message
news:Xns9342DD97B8E07CJP@ID-53935.user.dfncis.de...
> Marek Dankowski wrote...
>
> > Maybe:
> > ftp://ftp.cs.tu-berlin.de/pub/atari/Emulator/c64.lzh
>
> As i thought, it isn't possible to play Games
> with that Emu. Thanks.

You won't find one that will... there isn't an Atari powerful enough to
emulate a C64, at least not well enough to be able to play games.

1752. Re: STe games

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 18:17:37 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3e8dcb70$0$26360$626a54ce@news.free.fr>
Source record: 28434

> > > Which games using STe hardware like DAC sound and blitter ?
> > > i Know only stardust and sleepwalker
> >
> > Wings of Death
> > Lethal Xcess
>
> were can i find these on the net? (along with Substation + Obssesion).
> Or are these still comercial? TIA

Google "lethal xcess", official website:

http://www.edv-rudolf.de/lethal-xcess/

Dbug

1753. Re: STe games

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 18:37:30 UTC
From: steveftp@btopenSPAMMERS_GET_OUTworld.com
Message-ID: <1fswp5n.zkoy0t78nr6aN%steveftp@btopenSPAMMERS_GET_OUTworld.com>
Source record: 28435

> http://www.edv-rudolf.de/lethal-xcess/

this looks awesome, cheers!

--
Steve
= = =
Macintosh/Atari FTP @
massiveftp.serveftp.com

1754. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 19:02:44 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns9353D6173A155tos4ever@195.130.132.65>
Source record: 28436
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka304.zip
(824.525 bytes) 2D Graph Describer, 3D Modeller, complete version.
To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka304-020.zip
(833.677 bytes) 68020 version. To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka304-fpu.zip
(797.730 bytes) fpu version. To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka304-lite.zip
(229.581 bytes) light version which can run on ST with 780 kb floppy drive

**midi**
ftp://chapelie.rma.ac.be/atari/midi/musicedd-76.zip
(277.522 bytes) Powerfull notation program with MIDI in-/output. German only.

**mint**
ftp://chapelie.rma.ac.be/atari/mint/mintlib/mintlib-0.57.3.tar.gz
(1.629.007 bytes) This is the MiNTLib. The MiNTLib is the standard libc for FreeMiNT.
It will also work to some extent on non-MiNT systems, it tries its best to emulate
MiNT-calls on these systems.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/cd-rom/betados_312.zip
(62.444 bytes) BetaDOS is a new MetaDOS implementation.
It is compatible with all known multitask systems based on MiNT or MagiC.

Have Fun,
Martin
```

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

1755. Re: mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 23:35:42 UTC
From: jakie <rakie@sakie.com>
Message-ID: <b6l581sga1@newsg4.svr.pol.co.uk>
Source record: 28437

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b69005$2pq$1@news6.svr.pol.co.uk...
>
> NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message
> news:b68s0l$h0e$1@newsg2.svr.pol.co.uk...
> > i'vegot a mr. modem which i am only 50% sure works. I need to know
whether
> > it would work with my atari. so that i'm not wasting my time trying. its
> an
> > external 56k job but i chopped the cable for something else many years
> ago!
> > any help on this subject would be gratefully received.
>
> Plug it into the ST's modem port and power it up.
>
> Get a terminal or BBS comms software (theres loads)
>
> make sure you have 8,n,1 set and go to the main screen and type AT and
press
> <RETURN>
>
> If you see an "OK" then youre modem works if not type AT&F <RETURN> to
reset
> the paramaters and try AT again.
>
> Once you know your modem works you can concentrate on getting it on the
net.
>
> Someone else take it from here, cos I dont know Sting/Stik etc.
>
> Smeg

Do not use any info given by this guy as it is often innacurate, just take a
look further down the list

1756. Re: looking for ST musak's

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 23:37:28 UTC
From: jakie <rakie@sakie.com>
Message-ID: <b6l5bb$d5f$1@newsg2.svr.pol.co.uk>
Source record: 28438

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b65frg$8jg$1@newsg1.svr.pol.co.uk...
>
> exxos <exxos@home.co.uk> wrote in message
> news:b656rc02dn7@enews2.newsguy.com...
> > Hi all,
> >
> > I'm looking for some ST musaks, the onely one I can find is
CHAMBERS.TOS,
> > they are chip music and they load up with a white screen with just some
> > techy jargon about VBL's and stuff, does anyone have any of these ? I'm
> > looking for a particular one but can't remember what it was called!
>
> Firstly there is a program called ymplay on the ST that can playback these
> chip musics, and there are players and plugins for Winamp and internet
> explorer on the PC, amongst other things.
>
> There is an archive around that has a virtually complete archive of .ym
> tunes from all the games and menus etc. I had it on my PC, but I cant
> remember where I downloaded it from.
>
> Do a search on the net, and im sure youll find it.
>
> Smeg.
>
>
Do not use any info given by this guy as it is often innacurate, just take a
look further down the list

1757. Re: Converting regular ST .zip file to ST disk image?

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 23:45:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e8dc4627ba782@attbi.com>
Source record: 28439

>Let me put this way:
>
>If I have an ST game disk (whatever format, tracks I use back in the early
>days), is it possible to convert them into a diskimage format (.st or .msa)
>for STeem?

If STeem uses disks with ST or MSA extensions, then the answer is
yes.

>(does that mean I have to insert ST floppy in the PC drive or in the ST drive
>for conversion process??)

For MSA conversion the disk would have to go into a ST.

>How about the opposite direction - from .ST or .MSA disk image into a regular
>ST disk floppy that I can insert in ST drive on a real ST computer?

You would first convert the ST file into a MSA file on the PC,
then copy the MSA file to a ST hard drive and then convert it onto
disk (in the ST floppy drive)

>Is there any emulator that can read and execute ST binary, games? (unlike the
>disk image that emulators use- just curious)

I am pretty sure that PacifiST uses ST image disks....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1758. Re: direct parallel

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 23:45:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e8dc4627ba783@attbi.com>
Source record: 28442

>is it possible to use a parallel cable to network my ataris to my Windows
>network? the reason for this is i want the ataris to beable to access the
>internet.

If you are talking about a ST, I bought a piece of hardware that
gives the ST access to a network using Cat-5 cable. I have a STe,
Hades and a PC connected to a router than goes to the Internet.
Works quite well....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1759. Re: Email access on 520stfm?

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 23:45:57 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e8dc4627ba784@attbi.com>
Source record: 28440
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Hi... I have my PC at uni, which is very far away in the wilds of
>Scotland, whilst I sometimes pop back home to south east england to
>see friends/family etc. I have an aging 1MB STFM sitting back there,
>that I sometimes use to type up work if need be (using Protext
>4.3...). Having not followed the state of atari that much as of the
>past few years; is it possible for me to access a pop3 and or
>web-based email account (ie hotmail), using my atari? I don't need to
>access attachments, but the ability to send and receive email whilst
>connected to a PPP connection would be great; as would telnet / simple
>web access - again this doesn't even have to be proper graphical HTML,
>a unix style lynx browser would be fine. At home i'd have a standard
>BT Internet PPP dialup connection, and my atari ST has 2 double sided
>floppy drives, and a standard external modem... Anyone got it to work
>with a spec like this?
>
>Cheers,
>
>Dave.

Yes it is possible, but more memory (2 or 4meg) would be better. I
would go with STiK2 or STing and use Newsie. It allows email, ftp,
newgroup access and even has a text-based web browser.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1760. Re: mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 23:45:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e8dc4627ba786@attbi.com>
Source record: 28444

>i'vegot a mr. modem which i am only 50% sure works. I need to know whether
>it would work with my atari. so that i'm not wasting my time trying. its an
>external 56k job but i chopped the cable for something else many years ago!
>any help on this subject would be gratefully received.
>

Until I got my cable modem, I used a 56k modem with my Atari.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1761. Re: STing and my EtherNet card

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 23:45:59 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e8dc4627ba787@attbi.com>
Source record: 28441

Hello all,

I finally got it all working. I had to make sure both computers were running BNet. I used the STing version on the STe and installed BNet as an accessary. I used the MagicNet/Mint version on the Hades. Now I can bring up the STe's files on my Hades desktop and (to my surprise) bring up the Hades files on my STe desktop. Transfering files is now a snap. I am going to setup Newsie on the STe and use it as a backup for Internet access just incase something happens to the Hades. I will also back up the STe's hard drive onto a CD using CDISO running on the Hades.. Great program.... Thanks Vassilis......

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP, Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1762. NVDI and printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-04 23:46:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e8dc4627ba788@attbi.com>
Source record: 28443

Hello all,

I have an Epson Photo 700 printer that I use on my system. I would like to get something that prints alot faster. I was wondering if anyone is using some of today's more upto date printers with any success with NVDI 5?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP, Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1763. vidi st

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 01:39:08 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0304041739.5dae4ac4@posting.google.com>
Source record: 28445

Hello there, I managed to get Vidi St 12 from ebay, but it came without a manual. Also the software is version 1, and I think it got up to version 1.2? Is there anyone here who could send me the last version of the Vidi St 12 software, and maybe photocopy the manual? Thanks, Mark

1764. Re: mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 02:29:02 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1049484570-554356AEicMi@williams-net.com>
Source record: 28346

Nelly,
As long as it is an External SERIAL modem with D-
type connector, it should work. Is there anyway that
you can salvage the cable?? If not you should be able
to get one from most computer shops or JDR or some
other retail place that sells multiple kinds of
connectors or cables for around 10 to 20 dollars. If
you want help setting up STING on an Atari system just
e-mail me at firest@williams-net.com and I would be
glad to help as I have setup STING multiple times on
my 1040STf and even on my Falcon for occasional usage
with Atari ICQ. Which STING is not needed to use
Atari ICQ anymore.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than
the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive

120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1765. Anyone have software for Turbo16 accelerator?

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 02:29:22 UTC
From: spamkiller@hawaii.rr.com
Message-ID: <e600a912.0304041829.55c70f1d@posting.google.com>
Source record: 28348

Greetings,

Does anyone have the software for controlling a Turbo16 accelerator?

Thanks!

1766. Re: mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 02:33:38 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1049484838-607880AEicMi@williams-net.com>
Source record: 28347

Everyone,
Do NOT pay any attention to this poster as he does
not even use an ATARI to post his messages!! And as
of yet I have seen nothing from this person that would
show that he knows anything related to the ATARI world
of computers.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
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24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1767. HP 420c

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 03:07:36 UTC
From: Starlord <starlord@in>
Message-ID: <%Jrja.19$o82.1@news.inreach.com>
Source record: 28349

I'm waiting for an ink cart to get here, but will an HP 420 Deskjet work on my TT without a driver of somekind just to print text?

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.465 / Virus Database: 263 - Release Date: 3/25/03

1768. Re: IConnect 1.5/Telnet 01/CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 03:31:38 UTC
From: KEN KOSUT <rolem@shell.voyager.net>
Message-ID: <Pine.GSO.4.44L0.0304042107200.18232-100000@shell.core.com>
Source record: 28350

> You mean that operating the program like this (ie from the desktop) is too
> slow, or that output from the program is too slow? If you're thinking that
> you can automate the login process as well you won't be able to do that like
> this, if at all.

Hi Derryck,

I mean operating the program from within CAB is too slow.
I can barely type any user/password characters at the login:

I do not wish to automate, but run from the desktop.

> >I'm thinking that I should Install the Application (Telnet.TTP)
>
> I've just tried this with jinnee, where all you have to do is to enter the
> URL into the parameter box and it connects straight away when you double-
> click the TTP. I can't see why this can't be done with MagxDesk also, but it

> >>Create an ASCII text file which contains the name of my URL,
> >>and type that file name in, when the "Parameter" dialog comes up.
>
> I also tried creating a text file containing the URL. I dragged it and the
> TTP to the desktop (to make them easy to access), and then dragged and
> dropped the text file to the TTP - which ran and opened the URL. I couldn't
> get this to work with MagxDesk though, but my system isn't set up to use it.
>

Thanks for testing.
But in rethinking this problem, maybe the program is not finding
the correct port.
Which puts me back to setting ETCPATH correctly in Iconf.

> I think that you need to get a copy of Alexander Clauss' AVServer program
> and install that (and specify it as your AV server in the Magx.inf file)
>
> #_ENV AVSERVER=AVSERVER
>

Thanks for the info.

ken

1769. ST Games on the Net

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 04:31:56 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v8sn1o8vfitbd1@corp.supernews.com>
Source record: 28351

Were can I find games on the net? There seems to be no place to d/l games like other platforms.

Tim

1770. Re: ST Games on the Net

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 04:54:36 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAB3B03A.2CEAF%nameerf@flash.net>
Source record: 28352

in article v8sn1o8vfitbd1@corp.supernews.com, Tim at tjlazer@mail.com wrote
on 4/4/03 8:31 PM:

> Were can I find games on the net? There seems to be no place to d/l games
> like other platforms.

Try the following:

For disk images for any Atari emulator & for real Atari's if you get a
program to turn them back into real disks:

http://www.atari.st/
http://atari.krang.net/

For a real Atari (just download and run):
http://www.atariuptodate.de/ (in German - Spiele means games, the rest
is pretty easy to figure out, I think)
ftp://193.190.204.128/
http://launchpad.atari.org/ (Go to the "Software" link)
http://www.atari.org/ (go to the "ST" QuickLink, where you'll see a
"Games" link)
http://www.umich.edu/~archive/atari/

These are just a few that I easily found through a simple internet search
engine (Google to be specific) as well as a couple I knew of off the top of
my head. At some of these sites you'll find a number of other links as well.
Good hunting, and have fun!

Mike Freeman
nameerf@flash.net

1771. Re: Converting regular ST .zip file to ST disk image?

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 06:07:59 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <XwOIDgN$Knj+Ewp2@my-ste.demon.co.uk>
Source record: 28353

On Sat, 29 Mar 2003, MStepansky wrote:-

>Let me put this way:
>
>If I have an ST game disk (whatever format, tracks I use back in the early
>days), is it possible to convert them into a diskimage format (.st or .msa)
>for STeem?

If it is copy-protected, no. Otherwise, yes.

>(does that mean I have to insert ST floppy in the PC drive or in the ST drive
>for conversion process??)

That could depend on the PC[0]. If it's running WinME, or later, MAKEDISK.EXE won't work[1]. DOS, Win95 and Win98 work fine though. If you've access to a Linux machine, that'll work as well[2]. Using an ST is virtually guaranteed to work.

>How about the opposite direction - from .ST or .MSA disk image into a regular
>ST disk floppy that I can insert in ST drive on a real ST computer?

As above, although you'll probably need to convert a .MSA to a .ST beforehand.

>Is there any emulator that can read and execute ST binary, games? (unlike the
>disk image that emulators use- just curious)

PacifiST had some limited support for directly reading the floppy, as did TOSBox. I don't think WinSTon, STeem or Aranym do.

[0] I've have a motherboard that have had a difficulty in reading extended format discs. It was so bad it wouldn't even read an 80x10x2 disc. Updating the BIOS didn't sort out that problem and it only went away when I replaced it.

[1] Personal experience with WinME trying to make a few disc images resulted in files the correct size containing nothing but zero bytes. The same discs were read properly under Win98. AFAIK, it's because WinME, and later, blocks direct access to the hardware.

[2] <mode type="techy"> Not having an ST, I use script that reads the disc using dd and mounts the image as a loop-back device. Makes for checking the contents, or adding/deleting stuff, easier[3].</mode>

[3] This was how I finished doing the shareware disc images for Frontier, temporarily available at:

<URL:http://www.my-ste.demon.co.uk/frontier/index.htm>

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 47Mnodes/sec
AMD Duron/1100 256Mb SuSE 7.3 |
AMD Duron/950 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 256Mb SuSE 7.3

1772. Re: test - ignore

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 07:54:30 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b6m23l$e2$1@sparta.btinternet.com>
Source record: 28357

Yo!, Jimmzz

> testing NO SPAM with Newsie

Wot you on about!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.467 / Virus Database: 266 - Release Date: 02/04/2003

1773. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 07:54:32 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b6m23n$e2$2@sparta.btinternet.com>
Source record: 28354

Yo!, Delboy

> I'll try and repair the problem tomorrow (Wednesday), and as a special
> treat I shall also upload an English configuration program for
> MagiCMac 6.20. Can't say fairer than that, now can I?

Oy!, shove your Mac crap, this is a 'Tari base, i don't know anyone who's
gay enough to own one of them, you'd have to be a proper bum-bandit... 8~)

I hacked you site coz it wasn't 'tari conformist, now behave or I'll zap it
again.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.467 / Virus Database: 266 - Release Date: 02/04/2003

1774. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 07:54:33 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b6m23o$e2$3@sparta.btinternet.com>
Source record: 28356

Hi Smeg

> > Hi Dude
> >
> > > Although on the surface DDP Translations might have seemed to have
been
> > > sleeping after a hard winter, nothing could be further from the truth.
> >
> > Sleeping, them old gits, If only the truth were known, i'll spill the
neans
> > for a price, plase send offers.

> Whats a "nean"? Whatever it is, it could be hazardous to health if
> spilled... :-)

A colloquialism for nice beans <bull> 8~)

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.467 / Virus Database: 266 - Release Date: 02/04/2003

1775. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 07:54:34 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b6m23p$e2$4@sparta.btinternet.com>
Source record: 28355

Hi "Flibble-san"

> > Although on the surface DDP Translations might have seemed to have been
> > sleeping after a hard winter, nothing could be further from the truth.
> >
>
> Derryck, fantastic work you and the rest of DDP are doing! Unfortunately,
I
> don't have an Atari machine these days so the long-awaited Texel 2
> translation came a little late for me sadly. But keep your excellent work
> up!!
>
> I'm keeping my eyes peeled for another Atari machine, I do miss it all.

Where in the world are you?.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.467 / Virus Database: 266 - Release Date: 02/04/2003

1776. RE: [atari-midi] Holland Atari MIDI fair (fwd)

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 07:58:38 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0304050956210.286-100000@easymint>
Source record: 28358

---------- Forwarded message ----------

On Sat, 22 Feb 2003, Jos Vlietstra wrote:

> It's gonna be great !

And so it was !
Here is one more picture of that already legendary event ;-) If anyone is interested in the fullsized (1024*1536 pixels) version let me know.

http://www.home.zonnet.nl/m.tarenskeen/images/atarians.jpg

Especially watch the background: ever seen so many Atari ST's ? They all belong to Jos' classroom. That's what I call education !

--

Martin Tarenskeen

1777. Re: [atari-midi] Holland Atari MIDI fair (fwd)

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 09:59:52 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e8eab97$0$149$e4fe514c@dreader7.news.xs4all.nl>
Source record: 28361

Please rotate the picture...

Is hard to just view it.... :-)

"Martin Tarenskeen" <nospam@zonnet.nl> wrote in message
news:Pine.MNT.4.31.0304050956210.286-100000@easymint...
>
>
> ---------- Forwarded message ----------
>
> On Sat, 22 Feb 2003, Jos Vlietstra wrote:
>
> > It's gonna be great !
>
> And so it was !
> Here is one more picture of that already legendary event ;-) If anyone is
> interested in the fullsized (1024*1536 pixels) version let me know.
>
> http://www.home.zonnet.nl/m.tarenskeen/images/atarians.jpg
>
> Especially watch the background: ever seen so many Atari ST's ? They all
> belong to Jos' classroom. That's what I call education !
>
> --
>
> Martin Tarenskeen
>
>
>
>

1778. Re: IConnect 1.5/Telnet 01/CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 10:12:54 UTC
From: <>
Message-ID: <1049536592-384692AEicMi@ntlworld.com>
Source record: 28359

From: "Pascal Ricard" <nospam@mydomain.thanx.invalid>
Date: Fri, 04 Apr 2003 12:58:00 +0200 (MET DST)

>> I think that you need to get a copy of Alexander Clauss' AVServer program
>
>A. Barton, not Clauss :-)
>http://www.barton.de

Thanks! :-)

It's old age, I tell you :-)

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1779. Re: IConnect 1.5/Telnet 01/CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 10:13:26 UTC
From: <>
Message-ID: <1049536594-384864AEicMi@ntlworld.com>
Source record: 28360

From: KEN KOSUT <rolem@shell.voyager.net>
Date: Fri, 4 Apr 2003 21:31:38 -0600

>Thanks for the info.

That's OK :-)

I've run right out of ideas now!

You've seen Pascal's correction for the author of AV Server?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1780. Re: looking for ST musak's

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 10:48:37 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b6mcf8$50j$1@newsg3.svr.pol.co.uk>
Source record: 28362

```
jakie <rakie@sakie.com> wrote in message
news:b6l5bb$d5f$1@newsg2.svr.pol.co.uk...
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:b65frg$8jg$1@newsg1.svr.pol.co.uk...
> >
> > exxos <exxos@home.co.uk> wrote in message
> > news:b656rc02dn7@enews2.newsguy.com...
> > > Hi all,
> > >
> > > I'm looking for some ST musaks, the onely one I can find is
> CHAMBERS.TOS,
> > > they are chip music and they load up with a white screen with just
some
> > > techy jargon about VBL's and stuff, does anyone have any of these ?
I'm
> > > looking for a particular one but can't remember what it was called!
> >
> > Firstly there is a program called ymplay on the ST that can playback
these
> > chip musics, and there are players and plugins for Winamp and internet
> > explorer on the PC, amongst other things.
> >
> > There is an archive around that has a virtually complete archive of .ym
> > tunes from all the games and menus etc. I had it on my PC, but I cant
> > remember where I downloaded it from.
> >
> > Do a search on the net, and im sure youll find it.
> >
> > Smeg.
> >
> >
> Do not use any info given by this guy as it is often innacurate, just take
a
> look further down the list

You looking for trouble? Well if you persist in this course of action, you
WILL find it, I promise. THEN you will find out how much I know, and how
easy I can find you in real life. Thinking about hiding behind a so-called
anonymous IP address? ha ha think again.

Just in case you have to ask... YES this is a threat. Leave me alone or face
the consequences.
```

1781. Re: mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 10:49:29 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b6mcgr$6ai$1@newsg2.svr.pol.co.uk>
Source record: 28363

```
jakie <rakie@sakie.com> wrote in message
news:b6l581$sga$1@newsg4.svr.pol.co.uk...
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:b69005$2pq$1@news6.svr.pol.co.uk...
> >
> > NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message
> > news:b68s0l$h0e$1@newsg2.svr.pol.co.uk...
> > > i'vegot a mr. modem which i am only 50% sure works. I need to know
> whether
> > > it would work with my atari. so that i'm not wasting my time trying.
its
> > an
> > > external 56k job but i chopped the cable for something else many years
> > ago!
> > > any help on this subject would be gratefully received.
> >
> > Plug it into the ST's modem port and power it up.
> >
> > Get a terminal or BBS comms software (theres loads)
> >
> > make sure you have 8,n,1 set and go to the main screen and type AT and
> press
> > <RETURN>
> >
> > If you see an "OK" then youre modem works if not type AT&F <RETURN> to
> reset
> > the paramaters and try AT again.
> >
> > Once you know your modem works you can concentrate on getting it on the
> net.
> >
> > Someone else take it from here, cos I dont know Sting/Stik etc.
> >
> > Smeg
>
> Do not use any info given by this guy as it is often innacurate, just take
a
> look further down the list

Kiss my arse.
```

1782. Re: ST Games on the Net

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 13:00:34 UTC
From: steveftp@btopenSPAMMERS_GET_OUTworld.com
Message-ID: <1fsy47p.37les3s19oraN%steveftp@btopenSPAMMERS_GET_OUTworld.com>
Source record: 28364

> Were can I find games on the net? There seems to be no place to d/l games
> like other platforms.

hi, i've got some at my FTP site.
HTH
--
Strider
= = = =
Macintosh/Atari FTP @
massiveftp.serveftp.com

1783. Re: [atari-midi] Holland Atari MIDI fair (fwd)

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 15:43:11 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0304051741430.164-100000@easymint>
Source record: 28365

On Sat, 5 Apr 2003, TXG wrote:

> Please rotate the picture...
Oops :-) It's corrected now.

> > Here is one more picture of that already legendary event ;-) If anyone is
> > interested in the fullsized (1024*1536 pixels) version let me know.
> >
> > http://www.home.zonnet.nl/m.tarenskeen/images/atarians.jpg

Martin Tarenskeen

1784. Re: Anyone have software for Turbo16 accelerator?

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 16:37:26 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1049560646@news.frii.com>
Source record: 28366

On 4 Apr 2003 18:29:22 -0800, spamkiller@hawaii.rr.com (Spamkiller) wrote:
> Greetings,
>
> Does anyone have the software for controlling a Turbo16 accelerator?
>
> Thanks!

Are you talking about Jim Allen's accelerator for the Mega ST's?

Ken

1785. Please stop (was: Re: looking for ST musak's)

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 17:43:58 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAB4648D.2CEC8%nameerf@flash.net>
Source record: 28367

in article b6mcf8$50j$1@newsg3.svr.pol.co.uk, Smeg at
smeg_007@NOSPAM.hotmail.com wrote on 4/5/03 2:48 AM:

> You looking for trouble? Well if you persist in this course of action, you
> WILL find it, I promise. THEN you will find out how much I know, and how
> easy I can find you in real life. Thinking about hiding behind a so-called
> anonymous IP address? ha ha think again.
>
> Just in case you have to ask... YES this is a threat. Leave me alone or face
> the consequences.

Just a little over the top, don't you think? The comment may have been a
little rude (whether it was justified or not), but not *THAT* rude. This is
just the kind of reaction and overreaction (both this and the post that this
is in response to) that screws things up for the rest of us here. I want to
read calm discussions and every once in a while the occasional heated (but
constructive) debate, not this kind of crap. Say what you want to say, agree
or disagree with people, but for the sake of everyone here, do it with a
little more grace and civility, ok? If there's something you want to resolve
or fight about, take it to personal e-mail.

Mike Freeman
nameerf@flash.net

1786. Re: NVDI and printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 18:20:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200304052020.a44574@su2.maus.de>
Source record: 28376

Hi Edward,

ESBJ>I was wondering if anyone is using some of today's more upto date
ESBJ>printers with any success with NVDI 5?
don't be too angry, NVDI is known to be slow.

Do you regard an HP LaserJet 5L as modern?

Und TTschï¿½
ps

1787. ARAnyM Demo CD app contents questionary

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 19:41:00 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2003.04.05.19.41.00.411304@sophics.cz>
Source record: 28368

Hi,

I have just got the ARAnyM Demo CD working and now I am wondering what cool MiNT/GEM applications I should put there to show the true power of ARAnyM. I thought a decent video player should be there (we got nothing but Aniplayer - is it free for including on a CD like this one?). Also probably MP3 player, perhaps some benchmarking (which ones? Certainly not GEMBench) and demo programs (GEM Demo?) Maybe also some games (Doom? Quake? Duke Nukem 3D? Patrice, are you going to port that? :-).

What else should be there? Do we have some CPU hungry applications that would run happily on ARAnyM AFROS? Or some apps that enjoy large and fast gfx? I don't want to put there GCC and 'time make freemint'. I think that the application developers already realized the strengths of ARAnyM in this respect so I'd focus this ARAnyM Demo CD for regular TOS/GEM users...

BTW, this CD could also 'promote' other free software in development. Say I'd put there HighWire as the HTML viewer?

Any suggestions? BTW, please keep in mind that all software I'll put on the CD must be free..

Petr

1788. Re: Searching an C64 Emulator...

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 19:44:59 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2003.04.05.19.44.58.958581@sophics.cz>
Source record: 28369

On Sat, 05 Apr 2003 00:14:30 +0800, Clockmeister wrote:

> You won't find one that will... there isn't an Atari powerful enough to
> emulate a C64, at least not well enough to be able to play games.

Perhaps a clone would be fast enough. For example Atari800 (http://atari800.atari.org/) runs on ARAnyM (http://aranym.atari.org/) at full speed. And I think Atari800 is the most complicated 8-bit machine to emulate accurately. So 100% emulation of C64 at full speed should definitely be possible.

Petr

1789. Re: Please stop (was: Re: looking for ST musak's)

Newsgroup: comp.sys.atari.st
Date: 2003-04-05 20:32:37 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b6nemb$vu4$1@newsg2.svr.pol.co.uk>
Source record: 28370

Michael and Nicole Freeman <nameerf@flash.net> wrote in message
news:BAB4648D.2CEC8%nameerf@flash.net...
> in article b6mcf8$50j$1@newsg3.svr.pol.co.uk, Smeg at
> smeg_007@NOSPAM.hotmail.com wrote on 4/5/03 2:48 AM:
>
> > You looking for trouble? Well if you persist in this course of action,
you
> > WILL find it, I promise. THEN you will find out how much I know, and how
> > easy I can find you in real life. Thinking about hiding behind a
so-called
> > anonymous IP address? ha ha think again.
> >
> > Just in case you have to ask... YES this is a threat. Leave me alone or
face
> > the consequences.
>
> Just a little over the top, don't you think? The comment may have been a
> little rude (whether it was justified or not), but not *THAT* rude. This
is
> just the kind of reaction and overreaction (both this and the post that
this
> is in response to) that screws things up for the rest of us here. I want
to
> read calm discussions and every once in a while the occasional heated (but
> constructive) debate, not this kind of crap. Say what you want to say,
agree
> or disagree with people, but for the sake of everyone here, do it with a
> little more grace and civility, ok? If there's something you want to
resolve
> or fight about, take it to personal e-mail.

Mind your own business. Or at least do some reading.

1790. JVC SC1224 monitor and low Sound volume on 1040STF!??

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 00:37:01 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v8utl8tmakqj65@corp.supernews.com>
Source record: 28371

I have a 1040ST and I have three Color Monitors. One is a common SC1224, and 2 are the rarer JVC SC1224's. The Comon one plays sound nice and loud as expected. On the JVC's the sound is real low even with the sound voume all the way up! I have 2 different monitor cables and they both do the same thing. Either this is how it is with these JVCs or my ST is being weird!

Tim

1791. Re: mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 00:41:54 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <Y51bxKoSf3j+EwJ3@my-ste.demon.co.uk>
Source record: 28372

On Mon, 31 Mar 2003, Smeg wrote:-

<snip>

You forgot to mention HSMODEM, or a similar patch, is required
especially when using the serial port at high speed (definitely 19200
and probably 9600 bps) to avoid bugs in almost all versions of TOS.

>Plug it into the ST's modem port and power it up.

Since the OP was using a PC, they can do the same tests using that. All
they'd need to do is plug it in and have Windows detect the modem. If it
fails to work under Windows, it's almost guaranteed that it'll fail to
work on an Atari.

<Snip how to test>

>Once you know your modem works you can concentrate on getting it on the net.
>
>Someone else take it from here, cos I dont know Sting/Stik etc.

Since the OP is using Freeserve, and if they haven't screwed things up
since I used them, it should be possible to connect an Atari to them as
long as Sting/Stik is configured to use PAP.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 47Mnodes/sec
AMD Duron/1100 256Mb SuSE 7.3 |
AMD Duron/950 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 256Mb SuSE 7.3

1792. Re: IConnect 1.5/Telnet 01/CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 04:15:17 UTC
From: KEN KOSUT <rolem@shell.voyager.net>
Message-ID: <Pine.GSO.4.44L0.0304052205250.13180-100000@shell.core.com>
Source record: 28373

Hi Derryck,

> You've seen Pascal's correction for the author of AV Server?

Yes. Thanks, both of you, for your suggestions.

I almost got it (Telnet.TTP) to connect by typing in the IP
address in the Parameter Box.
This time it got as far as Port 23, but would not connect.

Do you know how I can separate two commands.
In other words, I'd like to type the host followed by the IP address.
(without it being strung together as one command)

Thanks again.

ken

1793. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 08:43:50 UTC
From: Flibble-san <flib@you.net>
Message-ID: <9NRja.231$Km1.13@newsfep1-gui.server.ntli.net>
Source record: 28374

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:b6m23p$e2$4@sparta.btinternet.com...
> Hi "Flibble-san"
>
> > > Although on the surface DDP Translations might have seemed to have
been
> > > sleeping after a hard winter, nothing could be further from the truth.
> > >
> >
> > Derryck, fantastic work you and the rest of DDP are doing!
Unfortunately,
> I
> > don't have an Atari machine these days so the long-awaited Texel 2
> > translation came a little late for me sadly. But keep your excellent
work
> > up!!
> >
> > I'm keeping my eyes peeled for another Atari machine, I do miss it all.
>
> Where in the world are you?.

Nottingham, UK

Simon

1794. Re: Please stop (was: Re: looking for ST musak's)

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 10:38:44 UTC
From: lp <gfa@basic.net>
Message-ID: <BAB56DE4.EF63%gfa@basic.net>
Source record: 28375

in article BAB4648D.2CEC8%nameerf@flash.net, Michael and Nicole Freeman at nameerf@flash.net wrote on 4/5/03 12:43 PM:

> in article b6mcf8$50j$1@newsg3.svr.pol.co.uk, Smeg at
> smeg_007@NOSPAM.hotmail.com wrote on 4/5/03 2:48 AM:
>
>> You looking for trouble? Well if you persist in this course of action, you
>> WILL find it, I promise. THEN you will find out how much I know, and how
>> easy I can find you in real life. Thinking about hiding behind a so-called
>> anonymous IP address? ha ha think again.
>>
>> Just in case you have to ask... YES this is a threat. Leave me alone or face
>> the consequences.
>
> Just a little over the top, don't you think? The comment may have been a
> little rude (whether it was justified or not), but not *THAT* rude. This is
> just the kind of reaction and overreaction (both this and the post that this
> is in response to) that screws things up for the rest of us here. I want to
> read calm discussions and every once in a while the occasional heated (but
> constructive) debate, not this kind of crap. Say what you want to say, agree
> or disagree with people, but for the sake of everyone here, do it with a
> little more grace and civility, ok? If there's something you want to resolve
> or fight about, take it to personal e-mail.

Another course of action would to be to just get in the car, go over there and carry out the threat without posting a notice here. lol

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

1795. Atari Online News, Etc. #05-14

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 13:38:00 UTC
From: danap8@aol.comno-spam
Message-ID: <20030406093800.03603.00000318@mb-fm.aol.com>
Source record: 28377

```
A-ONE #0514 04/04/03

~ No To Web Access Taxes ~ People Are Talking! ~ Spam Battle Rages!
~ File-Swapping Students ~ Sendmail Still Flawed! ~ Cautious Upgrading!
~ Net-Privacy Heats Up! ~ Royalty Rates Proposal ~ MS-Java Appeal On!
~ Microsoft After Google ~ NetZero Now High-Speed ~ Enix, Square Merge!

-* PayPal Denies Law Violation! *-
-* Most IT Experts Mistrust Microsoft! *-
-* Microsoft Approves Some Changes In Windows *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1796. Re: NVDI and printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 13:43:34 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3e902f1d$0$23028@echo-01.iinet.net.au>
Source record: 28378

I have a hp color LaserJet 4550 on my TT.. watch those pages fly!
However, I've never come across anyway to print in color. Oh well.

"Peter Schneider" <Peter_Schneider@su2.maus.de> wrote in message
news:200304052020.a44574@su2.maus.de...
> Hi Edward,
>
> ESBJ>I was wondering if anyone is using some of today's more upto date
> ESBJ>printers with any success with NVDI 5?
> don't be too angry, NVDI is known to be slow.
>
> Do you regard an HP LaserJet 5L as modern?
>
> Und TTsch&#65533;
> ps
>

1797. [CT60] Hardware news

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 15:18:10 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1ft05ab.165f6dp1cn4coiN%NOSPAMS@wanadoo.fr>
Source record: 28379

Hi,

The SCC interrupt is fixed, now I can use again the net under my Falcon,
Newsie & CAB works.

Hardware problems to fix:
DSP interrupt.
SCSI, DMA sound, BLITTER: arbitration ?
Clock with the motherboard (20 Mhz and differents clock patchs) ?

Something like the end of this "Never Ending Story" :-)

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

1798. Re: Searching an C64 Emulator...

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 15:46:33 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <9ZXja.11$LS4.7690@nsw.nnrp.telstra.net>
Source record: 28380

Petr Stehlik <pstehlik@sophics.cz> wrote in message
news:pan.2003.04.05.19.44.58.958581@sophics.cz...
> On Sat, 05 Apr 2003 00:14:30 +0800, Clockmeister wrote:
>
> > You won't find one that will... there isn't an Atari powerful enough to
> > emulate a C64, at least not well enough to be able to play games.
>
> Perhaps a clone would be fast enough. For example Atari800 (
> http://atari800.atari.org/) runs on ARAnyM (http://aranym.atari.org/)
> at full speed. And I think Atari800 is the most complicated 8-bit machine
> to emulate accurately. So 100% emulation of C64 at full speed should
> definitely be possible.
>

Not on an 520ST though, that is the point.

1799. Wanted: Falcon power Supply

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 18:14:31 UTC
From: Herr Professor <null@null.cx>
Message-ID: <vuav8v0hhfd068ni0rmvrasecl1u40o5gg@4ax.com>
Source record: 28381

Hello I'm looking for a US Falcon supply. I am kinda short on money at the moment, but I have a Wizztronics rack case with all cables and keyboard adaptor to trade for it. Any leads?

1800. FS: Atari520ST + 2x SF354 FD, SC1224 monitor

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 18:29:37 UTC
From: SKORPiO <skorpio_at@at_mailcity_dot.dot_com>
Message-ID: <lm_ja.386999$S_4.454288@rwcrnsc53>
Source record: 28382
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For Sale:

Atari 520ST
Atari SC1224 monitor
Atari SF354 floppy drives (two)
Atari mouse

Some software, all cables and power supplies.

Shipped from south of chicago, 60452.

Best offer.

regards,

reply here or edit my email
skorpio_at@at_mailcity_dot.dot_com

1801. Arkanoid: Bug fixed version?

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 19:06:04 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v90ukt3ivn1m16@corp.supernews.com>
Source record: 28383

I have Arkanoid but the mouse does not work on my Atari 1040STf, or when using it with STeem. I hear this is due to a TOS bug??! Is there a patched or fixed version of this great game around?

Thanks
Tim

1802. Re: Arkanoid: Bug fixed version?

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 19:17:07 UTC
From: Hellraiser <hellraiser1.nospam@blueyonder.co.uk>
Message-ID: <b6pufa$7plc0$1@ID-166521.news.dfncis.de>
Source record: 28384

"Tim" <tjlazer@mail.com> wrote in message
news:v90ukt3ivn1m16@corp.supernews.com...
> I have Arkanoid but the mouse does not work on my Atari 1040STf, or when
> using it with STeem. I hear this is due to a TOS bug??! Is there a
patched
> or fixed version of this great game around?

Personally, I prefer Impact, that game rocked :)

Hellraiser.........>

1803. Re: IDE driver for ST

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 19:25:08 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v90voklg6lv349@corp.supernews.com>
Source record: 28385

It sure would be nice if someone had some of these made and for sale! I would love to have a 2.5" Laptop IDE drive inside my 1040STF!!!!

Tim

"NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message news:b5kr29rbh1@newsg3.svr.pol.co.uk...
> I got this link from MyAtari.com
>
>
> http://members.tripod.com/~piters/atari/astide.htm
>
> it claims to be an IDE driver.
>
> does anyone have any more information on this?
>
> information on how to program the GAL would be extremely useful.
>
>
>
>
>
>
>
>

1804. New on TAMW: MTPro manual in HTML format

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 19:58:32 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0304061158.56eecfb2@posting.google.com>
Source record: 28386

Hi all

Thanks goes to Robert Bouwhuys for creating an HTML version of the MT Pro
Manual. It is available on my newly redone (mostly correcting mistakes:-)Master Tracks Pro page:

http://tamw.atari-users.net/mtpro.htm

Go to the links section to view the manual. The table of contents have hyperlinks to the various sections of the manual. The manual is 266K however, so wait for it to download. If you want to save it to your hard-drive, simply right click and "save target as" (for PC users)

Thanks Robert for a job well done.!!

Now is also your chance to check out Master Tracks Pro, an excellent sequencer

Tim Conrardy
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

1805. Re: [CT60] Hardware news

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 20:28:24 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb912u0.k58.atari@core.preferuje.luzik.pl>
Source record: 28387

W artykule <1ft05ab.165f6dp1cn4coiN%NOSPAMS@wanadoo.fr> Didier MEQUIGNON napisaďż˝(a):
> Hardware problems to fix:
> DSP interrupt.

Wasn't DSP fixed previously?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1806. music studio wanted

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 21:07:24 UTC
From: "Joe B." <jblenkle_st@sacnews.net>
Message-ID: <em519vg48ina2ngo5jmarb8tl7njltrjsu@4ax.com>
Source record: 28388

Does anyone know where I can get Music Studio for the Atari ST?

thanks

Joe Blenkle
jblenkle_st@sacnews.net

1807. Re: Wanted: Falcon power Supply

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 21:41:57 UTC
From: Herr Professor <null@null.cx>
Message-ID: <llp23u81jvb946prka650vm187abprjn7a@4ax.com>
Source record: 28389

On Sun, 06 Apr 2003 18:14:31 GMT, Herr Professor <null@null.cx> wrote:

>Hello I'm looking for a US Falcon supply. I am kinda short on money at
>the moment, but I have a Wizztronics rack case with all cables and
>keyboard adaptor to trade for it. Any leads?

ps: I can be contact at krad labs at yahoo dot com

remove spaces

1808. Re: NVDI and printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 21:42:20 UTC
From: swampfax1@atlantic.net
Message-ID: <0b1ka.608$001.565451@monger.newsread.com>
Source record: 28390

On 4 Apr 2003 23:46:00 G, "Edward S. Baiz Jr." wrote:
>Hello all,
>
>I have an Epson Photo 700 printer that I use on my system. I would
>like to get something that prints alot faster. I was wondering if
>anyone is using some of today's more upto date printers with any
>success with NVDI 5?
>
>--
>Edward S. Baiz Jr.
> (Gamer)

Hi Ed,
If a printer on a Falcon is any way to compare, I have an HP 840c
hooked up that works well with NVDI 5.1.

John G.

1809. Re: Anyone have software for Turbo16 accelerator?

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 22:26:43 UTC
From: spamkiller <spamkillerNO@SPAMhawaii.rr.com>
Message-ID: <3E90A9C9.2090102@SPAMhawaii.rr.com>
Source record: 28392

Ken Springer wrote:
> On 4 Apr 2003 18:29:22 -0800, spamkiller@hawaii.rr.com (Spamkiller) wrote:
>
>>Greetings,
>>
>>Does anyone have the software for controlling a Turbo16 accelerator?
>>
>>Thanks!
>
>
>
> Are you talking about Jim Allen's accelerator for the Mega ST's?

Yes :)

I'm trying to help out a fellow that has one in his MegaST, but may need
to throttle the accelerator down for protected software such as Notator.

Aloha!

1810. Re: mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 22:32:40 UTC
From: sabrina <muff@4free.com>
Message-ID: <b6q8l5$52i$1@newsg2.svr.pol.co.uk>
Source record: 28391

"carey christenson" <firest@williams-net.com> wrote in message
news:1049484838-607880AEicMi@williams-net.com...
> Everyone,
> Do NOT pay any attention to this poster as he does
> not even use an ATARI to post his messages!! And as
> of yet I have seen nothing from this person that would
> show that he knows anything related to the ATARI world
> of computers.
>
> Thanks,
> Carey Christenson
>
> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
> Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
> Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
> Eclipse with 4 meg ATI Graphic Card
> Coming 64 megs of DDR SDRam GC by NATURE for the CT60
> Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6
times faster than the stock DSP
> 84 meg Conner Hard Drive
> 40 GB IDE Maxtor 7200 RPM Hard Drive
> 4.5 GB SCSI Seagate 7200 RPM Hard Drive
> 24 X Cyberdrive CD-Rom
> 10x4x32x Sony CD-Burner
> 56K CNET modem
> 19 inch Samsung 955DF VGA monitor
> Epson Stylus color 880 Printer
> 5.1 Surround Sound System
>
> Atari 1040STf with 2.5 megs of RAM
> 80 meg IBM Hard Drive
> 1.1 GB Conner Hard Drive
> 14.4 US Robotics Modem
> SC1224 color monitor
>
> Atari 130XE with 128K of RAM
> 20 meg Atari Hard Drive
> 120 meg Quantum Hard Drive
> 2 5 1/4" 1050's with US Doubler upgrades
> Blackbox unit

> 2 Panasonic Dot Matrix Printers
> Color Monitor
>
>
An impressive amount of vintage hardware!!, it makes me drool, I have been watching all this infighting and was unaware that you must use an Atari to post on here, just checking I find only about 1 in 50 mails come from Atari's??, so I guess I must move on and unsubscribe as I wouldn't have the time to set up my old STE and buy a modem but it has been nice to reminisce about all the great times I had with this old gear so goodbye and sorry I could not meet the requirements of this group
Sabrina

1811. Re: IDE driver for ST

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 23:07:10 UTC
From: DJPsymiley <amplitude@MAPSSPAMkoloth.co.uk>
Message-ID: <3e90b323$0$4849$cc9e4d1f@news.dial.pipex.com>
Source record: 28394

I'm planning on converting to PIC. But since I have no ASM knowlege, it'll take a while.

:-D

Dan.

1812. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-06 23:24:12 UTC
From: sabrina <muff@4free.com>
Message-ID: <b6qblp$727$1@news6.svr.pol.co.uk>
Source record: 28393

"carey christenson" <firest@williams-net.com> wrote in message
news:1049217710-569716AEicMi@williams-net.com...
> Gnasher,
> You are one to talk!!!!! I have been using atari
> since the 400 8-bit computer. And who are you to say
> true atari user when you dont even send your message
> with an atari. Looks like MICROSOFT OUTLOOK EXPRESS
> version 5.50 to me!!!! Dont believe me here is your
> information!!
>
> Path: sn-us!sn-xit-01!sn-xit-
> 08!supernews.com!newsfeed.news2me.com!newsfeed.icl.net!
> newsfeed.fjserv.net!diablo.theplanet.net!news.theplanet
> .net!not-for-mail
> From: "gnasher" <will c u@quiver.co.uk>
> Newsgroups: comp.sys.atari.st
> Subject: Re: SCSI en HDDriver
> Date: Tue, 1 Apr 2003 23:59:34 +0100
> Organization: revenge
> Lines: 9
> Message-ID: <b6d62r$9d1$1@newsg4.svr.pol.co.uk>
> References: <b61nesata1@news1.tilbu1.nb.home.nl>
> <b6256c$eq4$1@newsg2.svr.pol.co.uk>
> <b625ng$873$1@news1.tilbu1.nb.home.nl>
> <b67adpbck1@newsg3.svr.pol.co.uk> <b68o75$2p8bq$1@ID-
> 27442.news.dfncis.de>
> <b6acoe$m88$1@newsg2.svr.pol.co.uk> <1049130568-
> 646663AEicMi@williams-net.com>
> NNTP-Posting-Host: 217.134.221.169
> X-Trace: newsg4.svr.pol.co.uk 1049238427 9633
> 217.134.221.169 (1 Apr 2003 23:07:07 GMT)
> NNTP-Posting-Date: 1 Apr 2003 23:07:07 GMT
> X-Complaints-To: abuse@theplanet.net
> X-Priority: 3
> X-MSMail-Priority: Normal
> X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
> X-MimeOLE: Produced By Microsoft MimeOLE
> V5.50.4133.2400
> Xref: sn-us comp.sys.atari.st:255065
>
>
> So consider yourself reported to the newsgroup abuse
> listed above!!! For shame!!!
> Besides that I did admit that I was wrong about the 1

> GB deal. But as you can see I use my Falcon on a
> daily basis and dont run my 1040STf as much. I used
> to have 4.5 GB 7200 RPM SCSI hooked to the 1040STf at
> one time and could not remember if I had to have 9
> partitions or 5. EXCUSE a man for making a wrong
> stament.
> Carey Christenson
>
> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
> Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
> Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
> Eclipse with 4 meg ATI Graphic Card
> Coming 64 megs of DDR SDRam GC by NATURE for the CT60
> Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6
times faster than the stock DSP
> 84 meg Conner Hard Drive
> 40 GB IDE Maxtor 7200 RPM Hard Drive
> 4.5 GB SCSI Seagate 7200 RPM Hard Drive
> 24 X Cyberdrive CD-Rom
> 10x4x32x Sony CD-Burner
> 56K CNET modem
> 19 inch Samsung 955DF VGA monitor
> Epson Stylus color 880 Printer
> 5.1 Surround Sound System
>
> Atari 1040STf with 2.5 megs of RAM
> 80 meg IBM Hard Drive
> 1.1 GB Conner Hard Drive
> 14.4 US Robotics Modem
> SC1224 color monitor
>
> Atari 130XE with 128K of RAM
> 20 meg Atari Hard Drive
> 120 meg Quantum Hard Drive
> 2 5 1/4" 1050's with US Doubler upgrades
> Blackbox unit
> 2 Panasonic Dot Matrix Printers
> Color Monitor
>
>
Fighting men really turn me on!

1813. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 00:21:36 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b6qgae$d2e$1@sparta.btinternet.com>
Source record: 28395

Hi "Flibble-san"

> > > > Although on the surface DDP Translations might have seemed to have
> been
> > > > sleeping after a hard winter, nothing could be further from the
truth.
> > > >
> > >
> > > Derryck, fantastic work you and the rest of DDP are doing!
> > > Unfortunately, I don't have an Atari machine these days so the
long-awaited Texel 2
> > > translation came a little late for me sadly. But keep your excellent
work up!!

> > > I'm keeping my eyes peeled for another Atari machine, I do miss it
all.
> >
> > Where in the world are you?.
>
> Nottingham, UK

Hm!, Not exactly local to anywhere i could suggest...

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.467 / Virus Database: 266 - Release Date: 01/04/2003

1814. Re: mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 04:28:35 UTC
From: swampfax1@atlantic.net
Message-ID: <T77ka.641$001.584709@monger.newsread.com>
Source record: 28196

On 6 Apr 2003 23:32:40 +, "sabrina" wrote:
>An impressive amount of vintage hardware!!, it makes me drool, I have been
>watching all this infighting and was unaware that you must use an Atari to
>post on here, just checking I find only about 1 in 50 mails come from
>Atari's??, so I guess I must move on and unsubscribe as I wouldn't have the
>time to set up my old STE and buy a modem but it has been nice to reminisce
>about all the great times I had with this old gear so goodbye and sorry I
>could not meet the requirements of this group
>Sabrina
>
>
>.

Hi Sabrina,
The only stipulation I know of (general rule of thumb) regarding
posting to this group is that the post should be Atari related !!!

John G.

1815. Re: music studio wanted

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 04:35:24 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0304062035.40c0e8ff@posting.google.com>
Source record: 28197

Joe B. <jblenkle_st@sacnews.net> wrote in message
news:<em519vg48ina2ngo5jmarb8tl7njltrjsu@4ax.com>...
> Does anyone know where I can get Music Studio for the Atari ST?
>
> thanks
>
> Joe Blenkle
> jblenkle_st@sacnews.net

Yes. There is a new improved version by Mark Feaver on my download
page

http://tamw.atari-users.net/dwnloads.htm

Look for it...it is there. (you might find other programs of interest
as well)

It works in LOW resolution which is unusual for a MIDI program, but it
is quite unique.

Tim Conrardy
TAMW
http://tamw.atari-users.net

1816. IDE pins on STe?

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 04:43:48 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1030407014214.24564B-100000@halifax.chebucto.ns.ca>
Source record: 28198

Does the STe have the 40 pins for IDE like the Falcon does? On the latter machine, it's simply matter of plugging in a cable.

1817. Re: IDE pins on STe?

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 06:07:47 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb924sa.mk6.atari@core.preferuje.luzik.pl>
Source record: 28199

W artykule <Pine.GSO.3.95.iB1.0.1030407014214.24564B-100000@halifax.chebucto.ns.ca> Tony Cianfaglione napisaďż˝(a):
> Does the STe have the 40 pins for IDE like the Falcon does? On the
> latter machine, it's simply matter of plugging in a cable.

No, STe does not have it.

You can buy an interface for it, or build one yourself (sorry, I do not remeber url< just google).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1818. Goldrunner original damaged by viruschecker!

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 06:45:06 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v927jhqpmaf13c@corp.supernews.com>
Source record: 28200

I got some virus on my boot sectors and I used a prg called: VirusDie.
Cool little prg and it found virus. But I think it wipped out all the boot
blocks as those bootblock warning are gone and I stupidly did my original
Goldrunner disk! Now the game will not boot!!!!

Does anyone have a copy of this game that is not on a menu disk? Just the
game itself? Email me if you do maybe I can at least salvage my original
disk... :(
Tim

1819. Re: ST Games on the Net

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 09:04:06 UTC
From: mstepansky@aol.com
Message-ID: <20030407050406.08708.00000503@mb-fw.aol.com>
Source record: 28202

Sorry....so what is your ftp site again?

massiveftp.serveftp.com is not enough for me to make it work.

Mike

1820. Re: IConnect 1.5/Telnet 01/CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 09:40:56 UTC
From: <>
Message-ID: <1049705956-714232AEicMi@ntlworld.com>
Source record: 28201

From: KEN KOSUT <rolem@shell.voyager.net>
Date: Sat, 5 Apr 2003 22:15:17 -0600

>I almost got it (Telnet.TTP) to connect by typing in the IP
>address in the Parameter Box.
>This time it got as far as Port 23, but would not connect.

If all your other clients work, CAB, email, news, ftp work then I can only assume that you're trying to telnet to a server that won't accept such connections, or that you are trying to telnet to something like a mail server etc that is set to refuse connections to port 23.

That doesn't sound exactly the same problem you have, but I can't think of anything else.

>Do you know how I can separate two commands.
>In other words, I'd like to type the host followed by the IP address.

You telnet to the actual host name (for example cix.co.uk) or to its IP address (194.153.0.53), you don't enter them both. If you enter the actual name, then your ISP converts to the dotted quad address using its domain name server.

If you try to telnet to my example, CiX will recognize that you are trying to telnet into its conferencing service, and will ask you for a login.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1821. Re: IDE driver for ST

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 13:25:51 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <b6ru95$4rl$1@news.eunet.yu>
Source record: 28203

"Tim" <tjlazer@mail.com> wrote in message
news:v90voklg6lv349@corp.supernews.com...
> It sure would be nice if someone had some of these made and for sale! I
> would love to have a 2.5" Laptop IDE drive inside my 1040STF!!!!
>
> Tim
>
> "NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message
> news:b5kr29rbh1@newsg3.svr.pol.co.uk...
> > I got this link from MyAtari.com
> >
> >
> > http://members.tripod.com/~piters/atari/astide.htm
> >
> > it claims to be an IDE driver.
> >
> > does anyone have any more information on this?
> >
> > information on how to program the GAL would be extremely useful.

This is not driver, but interface. Driver is here:
http://members.tripod.com/~piters/atari/astide.htm
Driver is made specific for work with PC formatted partitions. If it's not
good for you, try to get Uwe Seimet's driver. I don't know is it free...

For programming GAL you need programmer device. So, it would be best if you
find some electronic who has it, and he can programm GAL with given content.

Cheers, PP

1822. Goldrunner problems

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 16:53:02 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <47b39vcdke2ukiu7cullIffne24mborie1@4ax.com>
Source record: 28204

On Sun, 6 Apr 2003 23:45:06 -0700, in comp.sys.atari.st you wrote:

>I got some virus on my boot sectors and I used a prg called: VirusDie.
>Cool little prg and it found virus. But I think it wipped out all the boot
>blocks as those bootblock warning are gone and I stupidly did my original
>Goldrunner disk! Now the game will not boot!!!!
>
>Does anyone have a copy of this game that is not on a menu disk? Just the
>game itself? Email me if you do maybe I can at least salvage my original
>disk... :(
>Tim
>

Go to www.uvk2000.com. Download the "Ultimate Virus Killer". That is a
good virus killer. On top of being able to kill viruses, it can also put
back your Goldrunner bootsector. Use the 'restore bootsector' option.
Goldrunner is a super cool game, so I hope you will be able to play it again
some.
Throw away VirusDie.

1823. Re: mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 17:31:09 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b6scqjdu1@news8.svr.pol.co.uk>
Source record: 28205

John Garone <swampfax1@atlantic.net> wrote in message
news:T77ka.641$001.584709@monger.newsread.com...
> On 6 Apr 2003 23:32:40 +, "sabrina" wrote:
> >An impressive amount of vintage hardware!!, it makes me drool, I have
been
> >watching all this infighting and was unaware that you must use an Atari
to
> >post on here, just checking I find only about 1 in 50 mails come from
> >Atari's??, so I guess I must move on and unsubscribe as I wouldn't have
the
> >time to set up my old STE and buy a modem but it has been nice to
reminisce
> >about all the great times I had with this old gear so goodbye and sorry I
> >could not meet the requirements of this group
> >Sabrina
> >
> >
> >.
>
> Hi Sabrina,
> The only stipulation I know of (general rule of thumb) regarding
> posting to this group is that the post should be Atari related !!!
>
> John G.

Dont fall for it. Anyone know of a woman that would have an email address of
muff at 4free.com?

Sabrina is Gnasher, and Gnasher is most likely Jakie from a different PC.

1824. Setting Up MagicNet

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 19:40:36 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1049719262-196972AEicMi@williams-net.com>
Source record: 28206

Hello Everyone,
I am getting cable modem tommorrow and will be going
to a friends house to setup my Linksys 4 port ROUTER.
I was wondering what the verdict is on running STING
or MagicNet for Lyndon Amsdon's EtherNEC card
device??? I have both STING 1.26 and MagicNet 1.3.9b
which I believe are the latest versions. If not,
please let me know where I can get the latest version
and what the current version number is up to. I would
also like to find a URL that shows how to install
Magicnet or STING for internet access. Thanks for the
help in advance.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than
the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
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Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive

2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1825. free games for atari st?

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 20:00:45 UTC
From: Ingo Rose <ingo_rose@t-online.de>
Message-ID: <71ms6b.qg1.ln@router.brain-staff.de>
Source record: 28207

has someone got a link for games that are nowadays freeware or public
domain?

i am looking for formally payable software for a retro magazin.

best regards,
ingo rose

1826. Re: IDE pins on STe?

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 20:34:26 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1030407173250.13819A-100000@halifax.chebucto.ns.ca>
Source record: 28208

Thanks. The reason I asked was that I read somewhere that some STe's had
internal HDs and was wondering how hard it was to rig up.

On Mon, 7 Apr 2003, Adam Klobukowski wrote:

> No, STe does not have it.
>
> You can buy an interface for it, or build one yourself (sorry, I do not
> remeber url< just google).

1827. Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 21:38:10 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <3e91efee$1_7@corp.newsgroups.com>
Source record: 28209

Has anyone yet tried to create a "Micro ST" by putting an ST emulatior into a Lattice PLGD chip (or whatever it's called)? What would be the most reliable emulator to use? Certain companies seem to gain great joy by recreating the Atari 2600 in these tiny joysticks or controllers you plug into your TV and selling them. Why not the Atari ST? If for nothing but gaming! "The STGS" (ST Game System). It goes without saying that ST games are FAR more advanced than Atari 2600 games are. And why hasn't a company done Lynx and Jaguar retro games?

Luposian

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1828. Re: ST Games on the Net

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 22:01:40 UTC
From: steveftp@btopenSPAMMERS_GET_OUTworld.com
Message-ID: <1ft2ij8.1ev656axdunlcN%steveftp@btopenSPAMMERS_GET_OUTworld.com>
Source record: 28210

> Sorry....so what is your ftp site again?
>
> massiveftp.serveftp.com is not enough for me to make it work.

that's right, but's it's down today. Needed the line to test out our new
iBook plus i'm doing some upgrades to the Mac-server too.
Will be back up 'soon'. ATB

--
Strider
= = = =
Macintosh/Atari FTP @
massiveftp.serveftp.com

1829. Re: IDE driver for ST

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 22:40:52 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <b6supl$82q3j$1@ID-40235.news.dfncis.de>
Source record: 28211

Tim,
The Mario Becroft IDE interface works well in the STFM and he has folks who
can supply in most countries.
Dave.

"Tim" <tjlazer@mail.com> wrote in message
news:v90voklg6lv349@corp.supernews.com...
> It sure would be nice if someone had some of these made and for sale! I
> would love to have a 2.5" Laptop IDE drive inside my 1040STF!!!!
>
> Tim
>
> "NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message
> news:b5kr29rbh1@newsg3.svr.pol.co.uk...
> > I got this link from MyAtari.com
> >
> >
> > http://members.tripod.com/~piters/atari/astide.htm
> >
> > it claims to be an IDE driver.
> >
> > does anyone have any more information on this?
> >
> > information on how to program the GAL would be extremely useful.
> >
> >
> >
> >
> >
> >
> >
> >
> >
>
>

1830. Re: mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 22:45:03 UTC
From: sabrina <muff@4free.com>
Message-ID: <b6sv9h$795$2@news6.svr.pol.co.uk>
Source record: 28212

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b6scqjdu1@news8.svr.pol.co.uk...
>
> John Garone <swampfax1@atlantic.net> wrote in message
> news:T77ka.641$001.584709@monger.newsread.com...
> > On 6 Apr 2003 23:32:40 +, "sabrina" wrote:
> > >An impressive amount of vintage hardware!!, it makes me drool, I have
> been
> > >watching all this infighting and was unaware that you must use an Atari
> to
> > >post on here, just checking I find only about 1 in 50 mails come from
> > >Atari's??, so I guess I must move on and unsubscribe as I wouldn't have
> the
> > >time to set up my old STE and buy a modem but it has been nice to
> reminisce
> > >about all the great times I had with this old gear so goodbye and sorry
> I
> > >could not meet the requirements of this group
> > >Sabrina
> > >
> > >
> > >.
> >
> > Hi Sabrina,
> > The only stipulation I know of (general rule of thumb) regarding
> > posting to this group is that the post should be Atari related !!!
> >
> > John G.
>
> Dont fall for it. Anyone know of a woman that would have an email address
> of
> muff at 4free.com?
>
> Sabrina is Gnasher, and Gnasher is most likely Jakie from a different PC.
>
>

would any self respecting guy call himself SMEG it stinks

1831. Re: Anyone have software for Turbo16 accelerator?

Newsgroup: comp.sys.atari.st
Date: 2003-04-07 23:39:18 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1049758758@news.frii.com>
Source record: 28213

On Sun, 06 Apr 2003 22:26:43 GMT, spamkiller <spamkillerNO@SPAMhawaii.rr.com> wrote:
> Ken Springer wrote:
> > On 4 Apr 2003 18:29:22 -0800, spamkiller@hawaii.rr.com (Spamkiller) wrote:
> >
> >>Greetings,
> >>
> >>Does anyone have the software for controlling a Turbo16 accelerator?
> >>
> >>Thanks!
> >
> >
> >
> > Are you talking about Jim Allen's accelerator for the Mega ST's?
>
> Yes :)
>
> I'm trying to help out a fellow that has one in his MegaST, but may need
> to throttle the accelerator down for protected software such as Notator.
>
> Aloha!
>

Well, well, guess what's in my Mega 4 here????? LOL

Does your friend know the board can be hardwired to a switch to turn it on and off as required?

I'll print your message out and put it by the Mega 4, and see what I can find in the diskettes for it.

1832. Re: Wanted: Falcon power Supply

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 00:43:54 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304071643.68f5956e@posting.google.com>
Source record: 28214

Herr Professor <null@null.cx> wrote in message
news:<llp23u81jvb946prka650vm187abprjn7a@4ax.com>...
> On Sun, 06 Apr 2003 18:14:31 GMT, Herr Professor <null@null.cx> wrote:
>
> >Hello I'm looking for a US Falcon supply. I am kinda short on money at
> >the moment, but I have a Wizztronics rack case with all cables and
> >keyboard adaptor to trade for it. Any leads?
>
> ps: I can be contact at krad labs at yahoo dot com
>
I don't know why you want to trade a several hundred dollar
Wizztronics rack case for a <$100 power supply, but I have one if you
wish to make the trade.

Galen

1833. Re: HP 420c

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 00:57:40 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304071657.5578e544@posting.google.com>
Source record: 28215

"Starlord" <starlord@in<*>reach.com> wrote in message
news:<%Jrja.19$o82.1@news.inreach.com>...
> I'm waiting for an ink cart to get here, but will an HP 420 Deskjet work on my
> TT without a driver of somekind just to print text?
>
As a PCL3 printer, it will accept an ASCII text dump. SpeedoGDOS or
NVDI will be needed for any font or color control.

Galen

1834. Re: Email access on 520stfm?

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 01:16:25 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304071716.48e91b24@posting.google.com>
Source record: 28216
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

daveburns316@yahoo.com (Dave) wrote in message
news:<7e05d13.0304031813.6a0899c2@posting.google.com>...
> Hi... I have my PC at uni, which is very far away in the wilds of
> Scotland, whilst I sometimes pop back home to south east england to
> see friends/family etc. I have an aging 1MB STFM sitting back there,
> that I sometimes use to type up work if need be (using Protext
> 4.3...). Having not followed the state of atari that much as of the
> past few years; is it possible for me to access a pop3 and or
> web-based email account (ie hotmail), using my atari? I don't need to
> access attachments, but the ability to send and receive email whilst
> connected to a PPP connection would be great; as would telnet / simple
> web access - again this doesn't even have to be proper graphical HTML,
> a unix style lynx browser would be fine. At home i'd have a standard
> BT Internet PPP dialup connection, and my atari ST has 2 double sided
> floppy drives, and a standard external modem... Anyone got it to work
> with a spec like this?
>
It is possible. You won't likely be able to access web based mail due
to the ST's inabiltity to easily deal with security (i.e. encryption).
However, POP3 over PPP is possible. You will need STing or STiK and
an email program (Marijuana Mail is the smallest and probably the only
one you can get running on a single floppy 1 MB ST). Since you have
two floppy drives, you might prefer Newsie, which has very good
(though slightly buggy) newsgroup capability and Lynx-like HTML
capability.

Galen

1835. Re: Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 01:39:31 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1049766824.178974@blade>
Source record: 28217

Luposian wrote:

> Has anyone yet tried to create a "Micro ST" by putting an ST emulatior
> into
> a Lattice PLGD chip (or whatever it's called)? What would be the most
> reliable emulator to use? Certain companies seem to gain great joy by
> recreating the Atari 2600 in these tiny joysticks or controllers you plug
> into your TV and selling them. Why not the Atari ST? If for nothing but
> gaming! "The STGS" (ST Game System). It goes without saying that ST
> games
> are FAR more advanced than Atari 2600 games are. And why hasn't a company
> done Lynx and Jaguar retro games?
>
> Luposian
>
>

I must admit, this is a cool idea. But hopefully it could be an STe with 4 megs ;-)

Mark

1836. Re: Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 05:44:22 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <3e9261df$1_7@corp.newsgroups.com>
Source record: 28220

Actually, what I'd like to do is "generic-ize" and modernize an Atari 1040ST's design. What I mean is, make the 1040ST from totally off-the-shelf parts, and then make a few design changes to make it the way it SHOULD have been made!

The MC68000 can address up to 16Mb of RAM. The 1040ST never could, thanks to a crippled MMU. Why? The Video Shifter chip is custom, I believe, but only allows 16 colors out of 512. Software hacking gets around this problem, but... why? Slap a better video processing chip in the thing. The 1040ST had a low res of 320x200x16 colors... why? That's 4-bit video! Gah! 640x480x256 colors was doable with 256K of DRAM. Gee, we had to wait for the Falcon030 to get that! Maybe the TT had it, don't recall.

The ST could, I believe, be "redone" with fewer/better/smaller components, making it the best it could be. Give it four or eight 30-pin SIMM slots so that it can address all 16Mb of RAM! Give it a normal MMU! Give it a non-limited video chip! Give it USB ports! A standard VGA port! Audio out!

NOW we'd have an ST that is all that it can be... and then we go and take that and couple it with CP/Millenium-68K (modernized version of CP/M-68K and design a new GUI for it! Or start out with a nice multi-tasking OS like Minix (something based on a BSD-license or similar) Who says it has to be ST compatible? Start over! Start fresh! And finish FIRST! Naturally, we'd have an emulator for those few components the new ST didn't have, like that crippled MMU and crappy video shifter, TOS/GEM, and such... but the new software would run on a better ST than ever before!

Sigh... I need to go to bed... I'm pipe-dreaming and pointlessly emotionally torturing myself again!

Luposian

"Mark D" <mduckworthnospam@atari-source.com> wrote in message news:1049766824.178974@blade...
> Luposian wrote:
>
> > Has anyone yet tried to create a "Micro ST" by putting an ST emulatior
> > into
> > a Lattice PLGD chip (or whatever it's called)? What would be the most
> > reliable emulator to use? Certain companies seem to gain great joy by
> > recreating the Atari 2600 in these tiny joysticks or controllers you
plug
> > into your TV and selling them. Why not the Atari ST? If for nothing
but
> > gaming! "The STGS" (ST Game System). It goes without saying that ST

> > games
> > are FAR more advanced than Atari 2600 games are. And why hasn't a
company
> > done Lynx and Jaguar retro games?
> >
> > Luposian
> >
> >
>
> I must admit, this is a cool idea. But hopefully it could be an STe with
4
> megs ;-)
>
> Mark
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1837. Re: IDE driver for ST

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 06:02:37 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b6tolt$922rl$1@ID-27442.news.dfncis.de>
Source record: 28221

Pera Putnik wrote:

> This is not driver, but interface. Driver is here:
> http://members.tripod.com/~piters/atari/astide.htm
> Driver is made specific for work with PC formatted partitions. If it's not
> good for you, try to get Uwe Seimet's driver. I don't know is it free...

No, it's commercial software. The demo version and more information is
available on http://www.seimet.de/hddriver_english.html

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

1838. Re: Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 07:42:37 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20030408034237.26098.00000934@mb-fd.aol.com>
Source record: 28222

Hi Luposian,

That idea has crossed my mind too. A "modernized" ST. However, I was more thinking of a 99.9% compatible ST than a souped-up ST. If I wanted that, I'd just get an ACP computer when it comes out (or search for a Hades/Milan).

My idea of a MicroST would be a clone of a smaller MegaST4 with TOS 1.0 and 2.06, built-in IDE and SCSI ports (lose the ACSI port), standard VGA mono and color port, native ST resolutions (plus more if compatibility remains the same) and more RAM (again, if compatibility can be maintained). I'm kind of iffy about STe compatibility because there really isn't a lot of software that takes advantage of the extra features. The only reason why I think people recommend it more is because it can be easily upgraded to 4MB.

As you can see, my design is more of a balanced machine for gamers and productivity people. But, hey, we can dream... :-) ...zzzz....

1839. Re: Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 08:07:11 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb9508a.472.atari@core.preferuje.luzik.pl>
Source record: 28223

W artykule <3e9261df$1_7@corp.newsgroups.com> Luposian napisaďż˝(a):
> The MC68000 can address up to 16Mb of RAM. The 1040ST never could, thanks
> to a crippled MMU. Why? The Video Shifter chip is custom, I believe, but
> only allows 16 colors out of 512. Software hacking gets around this
> problem, but... why? Slap a better video processing chip in the thing. The
> 1040ST had a low res of 320x200x16 colors... why? That's 4-bit video! Gah!
> 640x480x256 colors was doable with 256K of DRAM. Gee, we had to wait for
> the Falcon030 to get that! Maybe the TT had it, don't recall.

You want ST or what? If you want better specs - buy/make a better Atari.

Moreover, fitting more than 4MB of memory is a bad idea: many games and
demos depend on the fact that ST cannot have more than 4MB (well, in fact
there are expansions up to 12MB), and those games/demos would not work (it
is the one of the main reasons of not full compatibility of TT and Falcon
with ST).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1840. Re: Setting Up MagicNet

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 09:04:20 UTC
From: <>
Message-ID: <1049808942-150160AEicMi@ntlworld.com>
Source record: 28224

From: carey christenson <firest@williams-net.com>
Date: Mon, 07 Apr 2003 13:40:36 -0600

> I am getting cable modem tommorrow and will be going
>to a friends house to setup my Linksys 4 port ROUTER.

I have the self-same router, and it works very well with my Falcon. As
you obviously already know, you need a Java-enabled browser to set it up.

You must remember to set fixed IP addresses for Ataris, and about the
only issue I've found is that I can't get telnet to work. I haven't
bothered to track down where the problem lies as I never use it, but
possibly I need to set port forwarding in the router(?).

>I was wondering what the verdict is on running STING
>or MagicNet for Lyndon Amsdon's EtherNEC card

I'm using the Genius parallel port Ethernet card with a ROM port adaptor
under MagxNet, IConnect and GlueSTiK gateways. Which stack you choose
must be influenced by what is available for your interface and what
clients you want to run under it.

>device??? I have both STING 1.26 and MagicNet 1.3.9b
>which I believe are the latest versions. If not,
>please let me know where I can get the latest version

I'd have thought that the respective authors' web sites would be the best
places to look ;-)

I was hearing about a recent beta release of MagxNet in here a few weeks
ago, maybe you should email Vassilis to ask.

>I would
>also like to find a URL that shows how to install
>Magicnet or STING for internet access.

I can't recall the exact sequence of events I carried out, but if *I* can
do it... :-)

I'd say the biggest problem is the scattering of folders and files which
can make tracking down where to make changes a little confusing.

HTH.

Cheers

Derryck

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1841. Re: Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 09:55:17 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b6u6fc$b82$1@news8.svr.pol.co.uk>
Source record: 28218

Luposian <luposian@lycos.com> wrote in message
news:3e91efee$1_7@corp.newsgroups.com...
> Has anyone yet tried to create a "Micro ST" by putting an ST emulatior
into
> a Lattice PLGD chip (or whatever it's called)? What would be the most
> reliable emulator to use? Certain companies seem to gain great joy by
> recreating the Atari 2600 in these tiny joysticks or controllers you plug
> into your TV and selling them. Why not the Atari ST? If for nothing but
> gaming! "The STGS" (ST Game System). It goes without saying that ST
games
> are FAR more advanced than Atari 2600 games are. And why hasn't a company
> done Lynx and Jaguar retro games?

I think you are talking about FPGA chips? Well super videl is being built
around one of these (http://supervidel.atari.org).
This is a very good idea, and as I am going into FPGA programming I am
wondering why I didnt think of it myself ;)
The problems I see are emulating the Glue and maybe the MMU - for maximum
game compatibility these must function exactly like the old ones. I think an
FPGA may be fast enough, but if not it could be possible to use 2 devices,
but then cost goes up and the financial viability of the project goes down
(seeing as you can pick up an ST from between free-£30 anyway). Also lot of
games (most?) rely on having a keyboard for certain functions. You need to
have some sort of keyboard emulator with an extra set of say 10 buttons on
the stick that can be set to send particular keypresses (sets saved for each
game of course).

How are the games supplied to the emulator? They could be floppy based but
then there is loading delay and extra cost and size of the emulator. I would
probably suggest some sort of USB link, where you can use your PC/MAC to
transfer games of your choice in .ST/MSA/RAW image format and put them into
a large nvram (indeed the 4meg st ram could be made NV for suspend/resume
function).

Well this is certainly possible to do, but if your expecting something like
the N64 look alike controllers loaded with 2600 games then you may be
dissapointed. The ST/E is gonna be exponentially more complicated,
reflecting in size and cost.

1842. Re: mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 09:57:13 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b6u6j0$7p4$1@news7.svr.pol.co.uk>
Source record: 28219

```
sabrina <muff@4free.com> wrote in message
news:b6sv9h$795$2@news6.svr.pol.co.uk...
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:b6scqj$du$1@news8.svr.pol.co.uk...
> >
> > John Garone <swampfax1@atlantic.net> wrote in message
> > news:T77ka.641$001.584709@monger.newsread.com...
> > > On 6 Apr 2003 23:32:40 +, "sabrina" wrote:
> > > >An impressive amount of vintage hardware!!, it makes me drool, I
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> > > >post on here, just checking I find only about 1 in 50 mails come from
> > > >Atari's??, so I guess I must move on and unsubscribe as I wouldn't
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> I
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> > > >
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> > > The only stipulation I know of (general rule of thumb) regarding
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> > >
> > > John G.
> >
> > Dont fall for it. Anyone know of a woman that would have an email
address
> of
> > muff at 4free.com?
> >
> > Sabrina is Gnasher, and Gnasher is most likely Jakie from a different
PC.
> >
```

> >
>
> would any self respecting guy call himself SMEG it stinks

Touch.

However, you have proved my point jakie.

1843. Re: HP 420c

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 16:36:12 UTC
From: Starlord <starlord@in>
Message-ID: <SUCka.152$w%6.29@news.inreach.com>
Source record: 28225

That's what I wanted to know as I just what to use it for the printing of a text newsletter, for art/photos,etc. I'd use the gateway machine with the deskjet 632c printer hooked into it, two carts in it. Thanks.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0304071657.5578e544@posting.google.com...
> "Starlord" <starlord@in<*>reach.com> wrote in message
news:<%Jrja.19$o82.1@news.inreach.com>...
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my
> > TT without a driver of somekind just to print text?
> >
> As a PCL3 printer, it will accept an ASCII text dump. SpeedoGDOS or
> NVDI will be needed for any font or color control.
>
> Galen

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.465 / Virus Database: 263 - Release Date: 3/25/03

1844. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 17:06:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1049881876-36484AEicMi@gmx.net>
Source record: 28240

From: "gnasher" <will c u@quiver.co.uk>
Date: Tue, 1 Apr 2003 23:59:34 +0100

>So there we have it, the info given by carey christenson is INCORRECT

When one installs BigDOS 1.08 (a small AUTO folder program), using partitions larger then 512MB is *possible* under TOS 1.62, BigDOS works perfectly with recent versions of HD Driver, people using AHDI need to patch it (the patch is included in the package).
BIGDOS was written by Rainer Seitel and can be downloaded from Martin's Byttebier ftp server.

>then attacking true Atari users and Program authors when the truth is
>presented

This newgroup thrives on people helping and giving information to each other, it's inevitable that sometimes one can make a quite honest mistake, but then making a mistake is considered human by most other humans....

>A bad situation, is there no way the likes of carey christenson and smog can
>be stopped from distributing false unchecked information

Is there a way to stop someone trolling?

>Could we have less of this bad language please, my children and spritual
>adviser also read this group

Too late !! your children and spiritual adviser (shrink?) already know that you're an ***hole

Cheers from Belgium
Dennis
--

____ ____ ____
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1845. Re: Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 17:28:56 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <3e930703$1_7@corp.newsgroups.com>
Source record: 28226

In an ST emulator (for example, "STonX"), aren't all the "pieces" (chips) of an ST accounted for, including the Glue and MMU? Is there a 100% compatible emulator available? If so, why not just take the parts of the emulator that involve the custom chips (Glue, MMU, Video Shifter) of the ST and put them into the CPLD? Then create a more modern ST around it. When code (game, demo, or application) requires a specific part of hardware that the new hardware doesn't satisfy, it triggers the CPLD emulator.

Much like the Power Macintosh 6100/60 had a 68040-based Mac emulator inside of it (99.99% seamless, as I recall, just a tad slower than a real 68040-based Mac), why can't ST emulation with new hardware be accomplished?

Luposian

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b6u6fc$b82$1@news8.svr.pol.co.uk...
>
> Luposian <luposian@lycos.com> wrote in message
> news:3e91efee$1_7@corp.newsgroups.com...
> > Has anyone yet tried to create a "Micro ST" by putting an ST emulatior
> into
> > a Lattice PLGD chip (or whatever it's called)? What would be the most
> > reliable emulator to use? Certain companies seem to gain great joy by
> > recreating the Atari 2600 in these tiny joysticks or controllers you
plug
> > into your TV and selling them. Why not the Atari ST? If for nothing
but
> > gaming! "The STGS" (ST Game System). It goes without saying that ST
> games
> > are FAR more advanced than Atari 2600 games are. And why hasn't a
company
> > done Lynx and Jaguar retro games?
>
> I think you are talking about FPGA chips? Well super videl is being built
> around one of these (http://supervidel.atari.org).
> This is a very good idea, and as I am going into FPGA programming I am
> wondering why I didnt think of it myself ;)
> The problems I see are emulating the Glue and maybe the MMU - for maximum
> game compatibility these must function exactly like the old ones. I think
an
> FPGA may be fast enough, but if not it could be possible to use 2 devices,
> but then cost goes up and the financial viability of the project goes down
> (seeing as you can pick up an ST from between free-£30 anyway). Also lot
of

> games (most?) rely on having a keyboard for certain functions. You need to
> have some sort of keyboard emulator with an extra set of say 10 buttons on
> the stick that can be set to send particular keypresses (sets saved for
each
> game of course).
>
> How are the games supplied to the emulator? They could be floppy based but
> then there is loading delay and extra cost and size of the emulator. I
would
> probably suggest some sort of USB link, where you can use your PC/MAC to
> transfer games of your choice in .ST/MSA/RAW image format and put them
into
> a large nvram (indeed the 4meg st ram could be made NV for suspend/resume
> function).
>
> Well this is certainly possible to do, but if your expecting something
like
> the N64 look alike controllers loaded with 2600 games then you may be
> dissapointed. The ST/E is gonna be exponentially more complicated,
> reflecting in size and cost.
>
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1846. Re: Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 17:57:10 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b6v2mt$uf8$1@news8.svr.pol.co.uk>
Source record: 28227

Luposian <luposian@lycos.com> wrote in message
news:3e930703$1_7@corp.newsgroups.com...
> In an ST emulator (for example, "STonX"), aren't all the "pieces" (chips)
of
> an ST accounted for, including the Glue and MMU? Is there a 100%
compatible
> emulator available? If so, why not just take the parts of the emulator
that
> involve the custom chips (Glue, MMU, Video Shifter) of the ST and put them
> into the CPLD? Then create a more modern ST around it. When code (game,
> demo, or application) requires a specific part of hardware that the new
> hardware doesn't satisfy, it triggers the CPLD emulator.
>
> Much like the Power Macintosh 6100/60 had a 68040-based Mac emulator
inside
> of it (99.99% seamless, as I recall, just a tad slower than a real
> 68040-based Mac), why can't ST emulation with new hardware be
accomplished?
>

I think youre forgetting that you cant just move the object code from the emulator to the CPLD or FPGA or whatever. These things have thier own language and any existing code must be ported and most of it would have to be re-written. Also, an FPGA doesnt have the inner workings of a PC, you would have to emulate parts of the atari that you dont need to on the PC based emulator.

I think the first thing that would need to be done is to write the cpu emulator on an FPGA (I think the native compiler is C based) and make sure it works fast enough to give you the power of a 8mhz 68000.

1847. Re: mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 21:15:15 UTC
From: herrol <spliff@4free.com>
Message-ID: <b6ved3$7n3$1@newsg4.svr.pol.co.uk>
Source record: 28228

> Touch�.
>
> However, you have proved my point jakie.
>
Yes and I have had fun playing with you and Carey, your Atari passion is
commendable, you are now let of the hook and I will look for my next victims

All The best

Jakie the pakie, gnasher, sabrina (muff4free) herrol (splif4free) and a
million others

1848. Highwire dev

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 22:46:37 UTC
From: lp <gfa@basic.net>
Message-ID: <BAB8BB7D.F016%gfa@basic.net>
Source record: 28229

Hi all,

I just read a rumor on some site that highwire dev might have stopped. I will refer to that as a rumor since it is false, like most rumors. In fact I recently tested a binary with new features since the last release. Please don't ask me about it, I will not give out details. Suffice it to say the project is always being worked on even if the mailing list has no traffic. There will be more releases, a browser does not happen by accident, as it takes planning and time.

Maybe I should assume GIM is dead because the status page reads:
GIM - GEM Instant Messenger
Last Updated: Sunday September 22nd, 2002

Last year, hmm... I've never seen a binary either. ;o)))

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

1849. Re: Atari Tax Rebate!

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 22:49:23 UTC
From: The Exchequer <budget@politics.com>
Message-ID: <b6vk17vle1@newsg2.svr.pol.co.uk>
Source record: 28232

On the eve of our budget I can confirm that there will be no special tax relief for UK users of Atari computers, or any other form of pre war computer systems, however Irish farmers who grow (or Attempt) to grow bamboos will be given huge EEC grants towards heated swimming pools on their own premises

1850. Re: Laserjet 1200 with Atari?

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 22:49:59 UTC
From: Bob Brodie <boberoo@sbcglobal.net>
Message-ID: <rmlka.63$3a5.7299142@newssvr21.news.prodigy.com>
Source record: 28230

From what I recall, the Stacy was not setup to do bi-directional, and Atari had a bit of a bastardized parallel port. Make sure that the cable you're using takes advantage of all the pins in the parallel port, and you should be ok using a generic HP printer driver, depending on the application you're trying to print with.

"Kenneth Medin" <kennethm@tripnet.se> wrote in message news:3e88a54467e3a0@tripnet.se...
> Is anyone using the Laserjet 1200 printer with Atari hardware?
>
> I tried today with my Stacy and it did not work at all. With a basic
> setup the printer did not react at all and the computer acted as if
> everything got printed.
>
> With Iprn parallel accelerator activated the computer did a total freeze
> and only the reset switch responded.
>
> I tried a program written by myself that talks PCL5, A NVDI4 Laserjet 5
> driver and standard ASCII printout with Everst. None worked.
>
> I then tried a Laserjet 6 printer and all was fine, strange! cables are
> OK.
>
> The Laserjet 1200 claims to be both PCL 5e and PCL 6 compatible. PCL 6 is
> a new standard that can't be used with Atari's afaik. But PCL 5e should
> be backwards compatible and therefore work just as well as with a
> Laserjet 6 printer.
>
> As the Iprn autofolder program crasched I suspect the printer is sending
> something back to the computer using bidirectional parallel comms?
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>
>

1851. Re: How in the hey do I install the Hard Drive on the ST?

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 22:50:00 UTC
From: Bob Brodie <boberoo@sbcglobal.net>
Message-ID: <smIka.64$3a5.7299142@newssvr21.news.prodigy.com>
Source record: 28231

Others have given you excellent advice, you do need to get the hard disk driver to get the system to acknowledge the hard drive is there.

One other point to check is the bottom of the megafile should have some adjustment points...what's the word I'm looking for??? Dip Switches??? There will be three little white switches there that will set the device ID on the megafile. Be sure that it is set at device 0.

- Bob Brodie

"Kersey Graves Jr." <kerseygraves@aol.com> wrote in message news:kerseygraves-ya02408000R2403032302040001@news-server.hawaii.rr.com...
> I got a Megafile 30 at the swap meet with a cable. It powers up OK, the
> green and yellow lights come on, then after a while the yellow goes out and
> the green remains. I can heard the disk inside rotating with a steady
> whirr.
>
> I have various 1040 STs and one Mega 2 ST. (Musician, you can tell :) No
> matter to which ST I hook up this !@#$$ hard drive, the computers just
> don't take notice of it. I can install a C drive icon on the Desktop, but
> whenever I double click the icon, I get the following error message:
>
> "The drive you specified does not exist. Check the drive's identifier or
> change the drive identifier in the DISK INFORMATION dialog."
>
> What the heck does this mean? There is no "disk information dialog"
> anywhere that I can see. If I select the C drive icon and go to "File /
> Show Info", I get this same error message again. How was this supposed to
> work?
>

1852. IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-08 23:32:28 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v96n0ecethkr56@corp.supernews.com>
Source record: 28233

I am looking to buy a IDE interface for my 1040STf. What are the best and where can I get one? I have a 2.5" Laptop HD I can use. What sizes can these interfaces use?

Thanks!
Tim

1853. Re: IConnect 1.5/Telnet 01/CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 03:02:59 UTC
From: KEN KOSUT <rolem@shell.voyager.net>
Message-ID: <Pine.GSO.4.44L0.0304082133290.6426-100000@shell.core.com>
Source record: 28234

Hello,

> >I almost got it (Telnet.TTP) to connect by typing in the IP
> >address in the Parameter Box.
> >This time it got as far as Port 23, but would not connect.
>
> If all your other clients work, CAB, email, news, ftp work then I can

CAB works. The only other clients that I have are Telnet and Fiffi.
I have no email or news clients. That's the problem.

> only assume that you're trying to telnet to a server that won't accept
> such connections, or that you are trying to telnet to something like a
> mail server etc that is set to refuse connections to port 23.

I am trying to Telnet to a mail server. My ISP says this is possible.
But after further examination of Telnet DOCS, it isn't going to
matter anyway. It is compatible with ELM which is not on my server.
So I am going to stop wasting phone calls by trying to Telnet.

What is the difference between Emailer 2.3 and Emailer 2.3f?
Does this run with Iconnect 1.5 or do you have to get Iconnect 1.8?
Is there an English .RSC file for this program?

> >Do you know how I can separate two commands.
> >In other words, I'd like to type the host followed by the IP address.
>
> You telnet to the actual host name (for example cix.co.uk) or to its IP
> address (194.153.0.53), you don't enter them both. If you enter the
> actual name, then your ISP converts to the dotted quad address using its
> domain name server.

Yes, Ideally this is the way it is suppose to work.
I typed Host (space) IP address and it got as far as Port 23.
If I just type Host, it doesn't even get to Port 23.

And if I awkwardly run it through CAB it does Connect.
But I can't type anything at the Login prompt.

It also seems that ETCPATH must be set.
In other words ETC/SERVICES
Seems like the Services folder is very important.
(additional editing may be necessary)

Thanks again,

ken

1854. FA: Atari SC 1435 Color Monitor

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 03:10:54 UTC
From: Gordon Eastman <geastman@sympatico.ca>
Message-ID: <geastman-55F616.23105308042003@nr-ott01.bellnexxia.net>
Source record: 28235

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=3412350144

--
Gordon Eastman

1855. Re: How in the hey do I install the Hard Drive on the ST?

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 04:21:12 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304082021.1e99ccae@posting.google.com>
Source record: 28236

"Bob Brodie" <boberoo@sbcglobal.net> wrote in message
news:<smIka.64$3a5.7299142@newssvr21.news.prodigy.com>...
> Others have given you excellent advice, you do need to get the hard disk
> driver to get the system to acknowledge the hard drive is there.
>
> One other point to check is the bottom of the megafile should have some
> adjustment points...what's the word I'm looking for??? Dip Switches??? There
> will be three little white switches there that will set the device ID on the
> megafile. Be sure that it is set at device 0.
>
> - Bob Brodie
>
Bob Brodie? Bob (if that really is you Bob), where have you been the
past eight years?

Galen

1856. Re: IDE driver for ST

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 04:25:16 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v9785corjg1ce@corp.supernews.com>
Source record: 28237

Any that can ship to the US? I want one!

How much soldering must be done to the STF?

Tim

"David Wade" <g8mqw@yahoo.com> wrote in message
news:b6supl$82q3j$1@ID-40235.news.dfncis.de...
> Tim,
> The Mario Becroft IDE interface works well in the STFM and he has folks
who
> can supply in most countries.
> Dave.
>
> "Tim" <tjlazer@mail.com> wrote in message
> news:v90voklg6lv349@corp.supernews.com...
> > It sure would be nice if someone had some of these made and for sale! I
> > would love to have a 2.5" Laptop IDE drive inside my 1040STF!!!!
> >
> > Tim
> >
> > "NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message
> > news:b5kr29rbh1@newsg3.svr.pol.co.uk...
> > > I got this link from MyAtari.com
> > >
> > >
> > > http://members.tripod.com/~piters/atari/astide.htm
> > >
> > > it claims to be an IDE driver.
> > >
> > > does anyone have any more information on this?
> > >
> > > information on how to program the GAL would be extremely useful.
> > >
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1857. Re: Arkanoid: Bug fixed version?

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 05:35:47 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v97c9jgaafbuf7@corp.supernews.com>
Source record: 28238

I found a version that is fixed for ALL TOS version!

If anyone wants it let me know.

Tim

"Tim" <tjlazer@mail.com> wrote in message
news:v90ukt3ivn1m16@corp.supernews.com...
> I have Arkanoid but the mouse does not work on my Atari 1040STf, or when
> using it with STeem. I hear this is due to a TOS bug??! Is there a
patched
> or fixed version of this great game around?
>
> Thanks
> Tim
>
>

1858. STe Simm Chips

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 08:23:57 UTC
From: notfor@publication.com
Message-ID: <3e93d953$0$16255$afc38c87@news.optusnet.com.au>
Source record: 28239

One or two of my STe(1040) SIMM chips (2x1MB) died, so
I've just tried using 4x1MB simms from an ancient 386 PC
and they appear to work!! I did 3 runs of 'Memcheck.prg'
with no errors evident. I still find it difficult to believe that
such SIMMs should be 100% compatible. Is anyone
using similar?

Cheers
Mike

1859. Re: Highwire dev

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 09:43:51 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <b70q41$53e$1@news.uni-kl.de>
Source record: 28241

Hi!

Indeed the development didn´t stop as everybody can see in the CVS
repository of highwire:

http://sparemint.atariforge.net/cgi-bin/cvsweb/highwire/?cvsroot=Atariforge#dirlist

Regards,
Matthias

1860. Re: STe Simm Chips

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 10:49:52 UTC
From: TW <parrisspam_k@SPAMyahoo.com>
Message-ID: <b70t4k$5tp$1@newstoo.ericsson.se>
Source record: 28242

"Jonny Howard" <notfor@publication.com> wrote in message
news:3e93d953$0$16255$afc38c87@news.optusnet.com.au...
> One or two of my STe(1040) SIMM chips (2x1MB) died, so
> I've just tried using 4x1MB simms from an ancient 386 PC
> and they appear to work!! I did 3 runs of 'Memcheck.prg'
> with no errors evident. I still find it difficult to believe that
> such SIMMs should be 100% compatible. Is anyone
> using similar?

All my Ste s have old PC chips in them. I did have to do a bit of swapping around to get them all working (it works best if you have ones from the same manufactures in pairs, if you see what I mean) , and you have to watch the access time of the SIMMS, but they work fine. Lots of people use/used these SIMS in STes.

1861. Re: STe Simm Chips

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 11:00:06 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e93fced$0$3883$afc38c87@news.optusnet.com.au>
Source record: 28243

All should be fine, a simm is a simm is a simm. As long as it is better than 120ns access. This is denoted by the -12 after the numbers on the chip. Just add a 0 to whatever your chips indicate. i.e. -6 is 60ns and -8 is 80ns. The lower the number the better. Are you related to our glorious P.M. in Australia "John Howard"?

Mark

"Jonny Howard" <notfor@publication.com> wrote in message news:3e93d953$0$16255$afc38c87@news.optusnet.com.au...
> One or two of my STe(1040) SIMM chips (2x1MB) died, so
> I've just tried using 4x1MB simms from an ancient 386 PC
> and they appear to work!! I did 3 runs of 'Memcheck.prg'
> with no errors evident. I still find it difficult to believe that
> such SIMMs should be 100% compatible. Is anyone
> using similar?
>
> Cheers
> Mike

1862. Re: STe Simm Chips

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 11:49:55 UTC
From: notfor@publication.com
Message-ID: <3e940998$0$16259$afc38c87@news.optusnet.com.au>
Source record: 28244

Thanks for that. As they say "you learn something every day"
No... my 'name' is simply a nick for the newsgroups.
If you wanna find out more about me, try my web site:
'Mikes Atari Web Archive'
http://members.optusnet.com.au/~atari1/

Cheers

In article <3e93fced$0$3883$afc38c87@news.optusnet.com.au>, "Mark Bedingfield"
<atari030@optusnet.nomorespamta.com.au> wrote:
>All should be fine, a simm is a simm is a simm. As long as it is better than
>120ns access. This is denoted by the -12 after the numbers on the chip. Just
>add a 0 to whatever your chips indicate. i.e. -6 is 60ns and -8 is 80ns. The
>lower the number the better. Are you related to our glorious P.M. in
>Australia "John Howard"?
>
>Mark
>
>
>"Jonny Howard" <notfor@publication.com> wrote in message
>news:3e93d953$0$16255$afc38c87@news.optusnet.com.au...
>> One or two of my STe(1040) SIMM chips (2x1MB) died, so
>> I've just tried using 4x1MB simms from an ancient 386 PC
>> and they appear to work!! I did 3 runs of 'Memcheck.prg'
>> with no errors evident. I still find it difficult to believe that
>> such SIMMs should be 100% compatible. Is anyone
>> using similar?
>>
>> Cheers
>> Mike
>
>

1863. Re: Arkanoid: Bug fixed version?

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 14:16:47 UTC
From: LS <me@email.com>
Message-ID: <f45cad8c25b42f482c824a0665b8f35a@news.teranews.com>
Source record: 28245

me!
"Tim" <tjlazer@mail.com> wrote in message
news:v97c9jgaafbuf7@corp.supernews.com...
> I found a version that is fixed for ALL TOS version!
>
> If anyone wants it let me know.
>
> Tim
>
> "Tim" <tjlazer@mail.com> wrote in message
> news:v90ukt3ivn1m16@corp.supernews.com...
> > I have Arkanoid but the mouse does not work on my Atari 1040STf, or when
> > using it with STeem. I hear this is due to a TOS bug??! Is there a
> patched
> > or fixed version of this great game around?
> >
> > Thanks
> > Tim
> >
> >
>
>

1864. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 16:16:32 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <b71h11$a1eac$1@ID-40235.news.dfncis.de>
Source record: 28296

http://gem.win.co.nz/mb/atarihw/

"Tim" <tjlazer@mail.com> wrote in message
news:v96n0ecethkr56@corp.supernews.com...
> I am looking to buy a IDE interface for my 1040STf. What are the best and
> where can I get one? I have a 2.5" Laptop HD I can use. What sizes can
> these interfaces use?
>
> Thanks!
> Tim
>
>

1865. Re: IDE driver for ST

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 16:18:23 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <b71h4g$9meud$1@ID-40235.news.dfncis.de>
Source record: 28297

Check out the web pages at http://gem.win.co.nz/mb/atarihw/ The dealer list includes a US supplier....

"Tim" <tjlazer@mail.com> wrote in message
news:v9785corjg1ce@corp.supernews.com...
> Any that can ship to the US? I want one!
>
> How much soldering must be done to the STF?
>
> Tim
>
> "David Wade" <g8mqw@yahoo.com> wrote in message
> news:b6supl$82q3j$1@ID-40235.news.dfncis.de...
> > Tim,
> > The Mario Becroft IDE interface works well in the STFM and he has folks
> who
> > can supply in most countries.
> > Dave.
> >
> > "Tim" <tjlazer@mail.com> wrote in message
> > news:v90voklg6lv349@corp.supernews.com...
> > > It sure would be nice if someone had some of these made and for sale!
I
> > > would love to have a 2.5" Laptop IDE drive inside my 1040STF!!!!
> > >
> > > Tim
> > >
> > > "NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message
> > > news:b5kr29rbh1@newsg3.svr.pol.co.uk...
> > > > I got this link from MyAtari.com
> > > >
> > > >
> > > > http://members.tripod.com/~piters/atari/astide.htm
> > > >
> > > > it claims to be an IDE driver.
> > > >
> > > > does anyone have any more information on this?
> > > >
> > > > information on how to program the GAL would be extremely useful.
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1866. Re: mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 17:14:20 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b71kij$ne0$1@news7.svr.pol.co.uk>
Source record: 28298

herrol <spliff@4free.com> wrote in message
news:b6ved3$7n3$1@newsg4.svr.pol.co.uk...
> > Touch.
> >
> > However, you have proved my point jakie.
> >
> Yes and I have had fun playing with you and Carey, your Atari passion is
> commendable, you are now let of the hook and I will look for my next
victims
>
> All The best
>
> Jakie the pakie, gnasher, sabrina (muff4free) herrol (splif4free) and a
> million others

Does this mean that youre gonna stop sending virus laden emails to me????

You must think i'm stupid if you thought I wouldnt know who it was, I have worked for major ISP's and a large AV company.....

Good bye and good riddance.

1867. Re: Goldrunner problems

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 17:49:29 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v98n98juecev2f@corp.supernews.com>
Source record: 28299

"Richard Karsmakers" <sorry@no.spam> wrote in message
news:47b39vcdke2ukiu7culllffne24mborie1@4ax.com...
> On Sun, 6 Apr 2003 23:45:06 -0700, in comp.sys.atari.st you wrote:
>
> >I got some virus on my boot sectors and I used a prg called: VirusDie.
> >Cool little prg and it found virus. But I think it wipped out all the
boot
> >blocks as those bootblock warning are gone and I stupidly did my original
> >Goldrunner disk! Now the game will not boot!!!!
> >
> >Does anyone have a copy of this game that is not on a menu disk? Just
the
> >game itself? Email me if you do maybe I can at least salvage my original
> >disk... :(
> >Tim
> >
>
> Go to www.uvk2000.com. Download the "Ultimate Virus Killer". That is a
> *good* virus killer. On top of being able to kill viruses, it can also put
> back your Goldrunner bootsector. Use the 'restore bootsector' option.
> Goldrunner is a super cool game, so I hope you will be able to play it
again
> some.
> Throw away VirusDie.
>

Thank you so much! I was able to fix my original disk!!

Tim

1868. Re: mr. modem

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 18:21:27 UTC
From: herrol <spliff@4free.com>
Message-ID: <b71ojb$s75$1@news8.svr.pol.co.uk>
Source record: 28301

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b71kij$ne0$1@news7.svr.pol.co.uk...
>
> herrol <spliff@4free.com> wrote in message
> news:b6ved3$7n3$1@newsg4.svr.pol.co.uk...
> > > Touch□.
> > >
> > > However, you have proved my point jakie.
> > >
> > Yes and I have had fun playing with you and Carey, your Atari passion is
> > commendable, you are now let of the hook and I will look for my next
> victims
> >
> > All The best
> >
> > Jakie the pakie, gnasher, sabrina (muff4free) herrol (splif4free) and a
> > million others
>
> Does this mean that youre gonna stop sending virus laden emails to me????
>
> You must think i'm stupid if you thought I wouldnt know who it was, I have
> worked for major ISP's and a large AV company.....
>
> Good bye and good riddance.
>
>
Swear on mothers life I have not sent you any Virus mails, just had a bit of
fun winding you up

1869. Re: Atari Times Update - 4-1-2003

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 19:02:16 UTC
From: Lucien <"Xlucienen X"@hotmail.com>
Message-ID: <3e946e41$1@news.microsoft.com>
Source record: 28302
Cross-posted to: alt.games.video.classic,alt.atari-jaguar.discussion,alt.games.lynx,alt.games.atari,comp.sys.atari.st

Is that April fool day joke about MKII :-)? Well the date shows 3/31...

"Gregory D. George" <abuse@tampabay.rr.com> wrote in message
news:3E892543.2B8DB39@tampabay.rr.com...
> Hey all,
>
> Been awhile since the last newsgroup update (so much I can't even
> remember.) But TAT is still plugging along. New articles are posted to
> the site every couple of days. I'd list them, but it'd be too many, I'm
> afraid!
>
> There's some interesting stuff on there now, especially if you're a Lynx
> fan. New reviews and articles for the handheld. (As well as a very
> special surprise!)
>
> Check us out over at http://www.ataritimes.com !
>
> --
> Gregory D. George
> http://www.ataritimes.com/email
>
> =-=
> - ||| ||| -
> = ||| Visit The Atari Times Website! ||| =
> - / | \ http://www.ataritimes.com / | \ -
> = ATARI ATARI =
> - DO+THE Buy Something Atari Today! HYPAT? -
> = MATH http://www.ataritimes.com/store =
> -=-

1870. Re: Goldrunner problems

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 19:54:52 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <1ju89vg38pe9f83tkg8qa8npcrtqai8nav@4ax.com>
Source record: 28303

On Wed, 9 Apr 2003 10:49:29 -0700, "Tim" <tjlazer@mail.com> wrote:

>
>"Richard Karsmakers" <sorry@no.spam> wrote in message
>news:47b39vcdke2ukiu7culllffne24mborie1@4ax.com...
>> On Sun, 6 Apr 2003 23:45:06 -0700, in comp.sys.atari.st you wrote:
>>
>> >I got some virus on my boot sectors and I used a prg called: VirusDie.
>> >Cool little prg and it found virus. But I think it wipped out all the
>boot
>> >blocks as those bootblock warning are gone and I stupidly did my original
>> >Goldrunner disk! Now the game will not boot!!!!
>> >
>> >Does anyone have a copy of this game that is not on a menu disk? Just
>the
>> >game itself? Email me if you do maybe I can at least salvage my original
>> >disk... :(
>> >Tim
>> >
>>
>> Go to www.uvk2000.com. Download the "Ultimate Virus Killer". That is a
>> *good* virus killer. On top of being able to kill viruses, it can also put
>> back your Goldrunner bootsector. Use the 'restore bootsector' option.
>> Goldrunner is a super cool game, so I hope you will be able to play it
>again
>> some.
>> Throw away VirusDie.
>>
>
>Thank you so much! I was able to fix my original disk!!
>

These little triumphs are what made the whole 'bootsector restore' option
worth including. You're welcome, Tim.
I trust you've already thrown VirusDie away? :-)

1871. Re: [CT60] hardware news

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 19:56:07 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e945eb7.0@entanet>
Source record: 28300

On 2 Apr 2003 19:57:52 +, Didier MEQUIGNON wrote:
>Hi,
>
>Now DSP acces bug is fixed by Rodolphe, I have tried with Aniplayer, 7%
>CPU load (disk acces ???) during MP3 playing.
>
>Regards,
>
>Didier.

When I see number like this it makes me realise how much a Milan could
benefit from the Frontier DSP card. :-(

Maybe one day.

Regards,

Peter

1872. Re: STe Simm Chips

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 20:27:17 UTC
From: exxos <exxos@home.com>
Message-ID: <b71vpk0sb2@enews2.newsguy.com>
Source record: 28305

"TW" <parrisspam_k@SPAMyahoo.com> wrote in message
news:b70t4k$5tp$1@newstoo.ericsson.se...
>
> "Jonny Howard" <notfor@publication.com> wrote in message
> news:3e93d953$0$16255$afc38c87@news.optusnet.com.au...
> > One or two of my STe(1040) SIMM chips (2x1MB) died, so
> > I've just tried using 4x1MB simms from an ancient 386 PC
> > and they appear to work!! I did 3 runs of 'Memcheck.prg'
> > with no errors evident. I still find it difficult to believe that
> > such SIMMs should be 100% compatible. Is anyone
> > using similar?
>
> All my Ste s have old PC chips in them. I did have to do a bit of swapping
> around to get them all working (it works best if you have ones from the
same
> manufactures in pairs, if you see what I mean) , and you have to watch the
> access time of the SIMMS, but they work fine. Lots of people use/used
these
> SIMS in STes.
>
>

Of course old PC GFX cards were also very useful for upgrading STFM's too
;-)

Chris

1873. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 20:50:24 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304091250.9d8be1f@posting.google.com>
Source record: 28304

"Tim" <tjlazer@mail.com> wrote in message news:<v96n0ecethkr56@corp.supernews.com>...
> I am looking to buy a IDE interface for my 1040STf. What are the best and
> where can I get one?
There are several that all work about the same. Here is one place
they are for sale: http://www.1632-sales.zenwebhosting.com/acatalog/index.html?http%3A//ww
w.1632-sales.zenwebhosting.com/acatalog/Mario_Becroft_Hardware_Projects.html&CatalogBody

>I have a 2.5" Laptop HD I can use. What sizes can
> these interfaces use?

The interface can use any size. TOS however, is limited to 256MB or
512MB partitions (what version do you have?). Still, 14 256MB
partitions make nearly 2 GB.

Galen

1874. Re: Arkanoid: Bug fixed version?

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 20:57:48 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304091257.69e56dcc@posting.google.com>
Source record: 28306

"Tim" <tjlazer@mail.com> wrote in message news:<v97c9jgaafbuf7@corp.supernews.com>...
> I found a version that is fixed for ALL TOS version!
>
> If anyone wants it let me know.
>
> Tim
>
Me too.

Galen

1875. Re: Email access on 520stfm?

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 22:32:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3e949f5e$0$249$4c56ba96@master.news.zetnet.net>
Source record: 28307

On 4 Apr 2003 23:45:57 G, "Edward S. Baiz Jr." wrote:
>>Hi... I have my PC at uni, which is very far away in the wilds of
>>Scotland, whilst I sometimes pop back home to south east england to
>>see friends/family etc. I have an aging 1MB STFM sitting back there,
>>that I sometimes use to type up work if need be (using Protext
>>4.3...). Having not followed the state of atari that much as of the
>>past few years; is it possible for me to access a pop3 and or
>>web-based email account (ie hotmail), using my atari? I don't need to
>>access attachments, but the ability to send and receive email whilst
>>connected to a PPP connection would be great; as would telnet / simple
>>web access - again this doesn't even have to be proper graphical HTML,
>>a unix style lynx browser would be fine. At home i'd have a standard
>>BT Internet PPP dialup connection, and my atari ST has 2 double sided
>>floppy drives, and a standard external modem... Anyone got it to work
>>with a spec like this?
>>
>>Cheers,
>>
>>Dave.
>
>Yes it is possible, but more memory (2 or 4meg) would be better. I
>would go with STiK2 or STing and use Newsie. It allows email, ftp,
>newgroup access and even has a text-based web browser.

Yes. Log on to Zetnet.co.uk, where you will find a small but flourishing
Atari community and an ISP that welcomes Atari users.

Charles.

1876. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 23:21:17 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v99anbgaf3tm04@corp.supernews.com>
Source record: 28308

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0304091250.9d8be1f@posting.google.com...
> "Tim" <tjlazer@mail.com> wrote in message
news:<v96n0ecethkr56@corp.supernews.com>...
> > I am looking to buy a IDE interface for my 1040STf. What are the best
and
> > where can I get one?
> There are several that all work about the same. Here is one place
> they are for sale:
http://www.1632-sales.zenwebhosting.com/acatalog/index.html?http%3A//www.163
2-sales.zenwebhosting.com/acatalog/Mario_Becroft_Hardware_Projects.html&Cata
logBody
>
> >I have a 2.5" Laptop HD I can use. What sizes can
> > these interfaces use?
>
> The interface can use any size. TOS however, is limited to 256MB or
> 512MB partitions (what version do you have?). Still, 14 256MB
> partitions make nearly 2 GB.
>
> Galen

I have TOS 1.04. I am looking for one for my 1040STf. Is it easy to
install? How can this drive boot. Do I need a boot disk? Or can it
autoboot?

Thanks I am new to the ST, I had a 520ST years ago. Always wanted a 1040ST
and I got one a few years ago in mint condition.

Tim

1877. Re: Goldrunner problems

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 23:24:13 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v99asrjl1e7e96@corp.supernews.com>
Source record: 28309

"Richard Karsmakers" <sorry@no.spam> wrote in message
news:1ju89vg38pe9f83tkg8qa8npcrtqai8nav@4ax.com...
> On Wed, 9 Apr 2003 10:49:29 -0700, "Tim" <tjlazer@mail.com> wrote:
>
> >
> >"Richard Karsmakers" <sorry@no.spam> wrote in message
> >news:47b39vcdke2ukiu7culllffne24mborie1@4ax.com...
> >> On Sun, 6 Apr 2003 23:45:06 -0700, in comp.sys.atari.st you wrote:
> >>
> >> >I got some virus on my boot sectors and I used a prg called:
VirusDie.
> >> >Cool little prg and it found virus. But I think it wipped out all the
> >boot
> >> >blocks as those bootblock warning are gone and I stupidly did my
original
> >> >Goldrunner disk! Now the game will not boot!!!!
> >> >
> >> >Does anyone have a copy of this game that is not on a menu disk? Just
> >the
> >> >game itself? Email me if you do maybe I can at least salvage my
original
> >> >disk... :(
> >> >Tim
> >> >
> >>
> >> Go to www.uvk2000.com. Download the "Ultimate Virus Killer". That is a
> >> *good* virus killer. On top of being able to kill viruses, it can also
put
> >> back your Goldrunner bootsector. Use the 'restore bootsector' option.
> >> Goldrunner is a super cool game, so I hope you will be able to play it
> >again
> >> some.
> >> Throw away VirusDie.
> >>
> >
> >Thank you so much! I was able to fix my original disk!!
> >
>
> These little triumphs are what made the whole 'bootsector restore' option
> worth including. You're welcome, Tim.
> I trust you've already thrown VirusDie away? :-)
>
Sure did!

Tim

1878. Copy Menu Disks on a ST?

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 23:42:45 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v99bvkcedpkuc5@corp.supernews.com>
Source record: 28310

I have been able to transfer most all custom menu disks to DSDD disks with STDISK and MAKEDISK just fine. Must be in DOS mode to do this and not in Winblowz. Question is what kind of ST Copy Prg can I use to copy these disks on the ST itself?

Tim

1879. Re: STe Simm Chips

Newsgroup: comp.sys.atari.st
Date: 2003-04-09 23:47:53 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <Ji2la.5584$1h6.48057@news-server.bigpond.net.au>
Source record: 28311

Ah, long time no hear;-) I wondered why the pun on our mighty Fuhrer. Used to be mark@bayside.com.au, now with optus. Oh well, viva la revolution.

Mark

"Jonny Howard" <notfor@publication.com> wrote in message news:3e940998$0$16259$afc38c87@news.optusnet.com.au...
> Thanks for that. As they say "you learn something every day"
> No... my 'name' is simply a nick for the newsgroups.
> If you wanna find out more about me, try my web site:
> 'Mikes Atari Web Archive'
> http://members.optusnet.com.au/~atari1/
>
> Cheers
>
> In article <3e93fced$0$3883$afc38c87@news.optusnet.com.au>, "Mark Bedingfield"
> <atari030@optusnet.nomorespamta.com.au> wrote:
> >All should be fine, a simm is a simm is a simm. As long as it is better than
> >120ns access. This is denoted by the -12 after the numbers on the chip. Just
> >add a 0 to whatever your chips indicate. i.e. -6 is 60ns and -8 is 80ns. The
> >lower the number the better. Are you related to our glorious P.M. in
> >Australia "John Howard"?
> >
> >Mark
> >
> >
> >"Jonny Howard" <notfor@publication.com> wrote in message
> >news:3e93d953$0$16255$afc38c87@news.optusnet.com.au...
> >> One or two of my STe(1040) SIMM chips (2x1MB) died, so
> >> I've just tried using 4x1MB simms from an ancient 386 PC
> >> and they appear to work!! I did 3 runs of 'Memcheck.prg'
> >> with no errors evident. I still find it difficult to believe that
> >> such SIMMs should be 100% compatible. Is anyone
> >> using similar?
> >>
> >> Cheers
> >> Mike
> >
> >

1880. Re: Arkanoid: Bug fixed version?

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 03:16:53 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v99q9gjidrsp23@corp.supernews.com>
Source record: 28312

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0304091257.69e56dcc@posting.google.com...
> "Tim" <tjlazer@mail.com> wrote in message
news:<v97c9jgaafbuf7@corp.supernews.com>...
> > I found a version that is fixed for ALL TOS version!
> >
> > If anyone wants it let me know.
> >
> > Tim
> >
> Me too.
>
> Galen

email me and I will send it to you guys.

It's HD installable too. Let me know if you want the .ST or just ZIP files.

Tim

1881. Re: STe Simm Chips

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 06:38:58 UTC
From: notfor@publication.com
Message-ID: <3e95123b$0$12376$afc38c87@news.optusnet.com.au>
Source record: 28313

G'Day Mate!! I remember you from 2001 - are you still repairing
Atari's? I've now got 5 of them - 1 dead, 2xSte's & 2 Stfm's. Bought the
last one on EBay for the princely sum of $20. It cost more in postage
than I paid for the computer. Nice to see you're still active and still
helpful (Optus rocks!! - I only wish broadband was cheaper).

Cheers

In article <Ji2la.5584$1h6.48057@news-server.bigpond.net.au>, "Mark
Bedingfield" <mark@nospamplease.computercom.com.au> wrote:
>Ah, long time no hear;-) I wondered why the pun on our mighty Fuhrer. Used
>to be mark@bayside.com.au, now with optus. Oh well, viva la revolution.
>
>Mark
>
>
>"Jonny Howard" <notfor@publication.com> wrote in message
>news:3e940998$0$16259$afc38c87@news.optusnet.com.au...
>> Thanks for that. As they say "you learn something every day"
>> No... my 'name' is simply a nick for the newsgroups.
>> If you wanna find out more about me, try my web site:
>> 'Mikes Atari Web Archive'
>> http://members.optusnet.com.au/~atari1/
>>
>> Cheers
>>
>> In article <3e93fced$0$3883$afc38c87@news.optusnet.com.au>, "Mark
>Bedingfield"
>> <atari030@optusnet.nomorespamta.com.au> wrote:
>> >All should be fine, a simm is a simm is a simm. As long as it is better
>than
>> >120ns access. This is denoted by the -12 after the numbers on the chip.
>Just
>> >add a 0 to whatever your chips indicate. i.e. -6 is 60ns and -8 is 80ns.
>The
>> >lower the number the better. Are you related to our glorious P.M. in
>> >Australia "John Howard"?
>> >
>> >Mark
>> >
>> >
>> >"Jonny Howard" <notfor@publication.com> wrote in message
>> >news:3e93d953$0$16255$afc38c87@news.optusnet.com.au...
>> >> One or two of my STe(1040) SIMM chips (2x1MB) died, so
>> >> I've just tried using 4x1MB simms from an ancient 386 PC

>> >> and they appear to work!! I did 3 runs of 'Memcheck.prg'
>> >> with no errors evident. I still find it difficult to believe that
>> >> such SIMMs should be 100% compatible. Is anyone
>> >> using similar?
>> >>
>> >> Cheers
>> >> Mike
>> >
>> >
>
>

1882. Re: Highwire dev

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 07:37:02 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1049961087.874343@blade>
Source record: 28314

lp wrote:

> Hi all,
>
> I just read a rumor on some site that highwire dev might have stopped. I
> will refer to that as a rumor since it is false, like most rumors. In fact
> I
> recently tested a binary with new features since the last release. Please
> don't ask me about it, I will not give out details. Suffice it to say the
> project is always being worked on even if the mailing list has no traffic.
> There will be more releases, a browser does not happen by accident, as it
> takes planning and time.
>
> Maybe I should assume GIM is dead because the status page reads:
> GIM - GEM Instant Messenger
> Last Updated: Sunday September 22nd, 2002
>
> Last year, hmm... I've never seen a binary either. ;o)))
>

Yeah yeah yeah,

/me feels stupid..

Mark

1883. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 08:36:58 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <b73afl$17k$1@news.eunet.yu>
Source record: 28315

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0304091250.9d8be1f@posting.google.com...
> "Tim" <tjlazer@mail.com> wrote in message
news:<v96n0ecethkr56@corp.supernews.com>...
> > I am looking to buy a IDE interface for my 1040STf. What are the best
and
> > where can I get one?
> There are several that all work about the same. Here is one place
> they are for sale:
http://www.1632-sales.zenwebhosting.com/acatalog/index.html?http%3A//www.163
2-sales.zenwebhosting.com/acatalog/Mario_Becroft_Hardware_Projects.html&Cata
logBody
>
> >I have a 2.5" Laptop HD I can use. What sizes can
> > these interfaces use?
>
> The interface can use any size. TOS however, is limited to 256MB or
> 512MB partitions (what version do you have?). Still, 14 256MB
> partitions make nearly 2 GB.
>

TOS is limited to partitions of 32 MB!

You need BIGDOS to override it. Then it can be up to 2 GB. With Mint you
can use FAT 32 too...

1884. Re: Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 08:59:09 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <b73bot$dh2$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28316

In article <3e9261df$1_7@corp.newsgroups.com>,
Luposian <luposian@lycos.com> wrote:
>
>The ST could, I believe, be "redone" with fewer/better/smaller components,
>making it the best it could be. Give it four or eight 30-pin SIMM slots so
>that it can address all 16Mb of RAM! Give it a normal MMU! Give it a
>non-limited video chip! Give it USB ports! A standard VGA port! Audio
>out!

30-pin SIMMs? How long have you been away?

Even the PS/2 SIMMs we used in the Milan are now heavily outdated (ie. not really available retail except as used parts). Even single-data-rate SDRAM is on the downturn already, though you might still use these for a new design.

When you are done with that design, you will need a heavily reworked TOS and end up with a machine much like the Hades or Milan - maybe more compatible due to the use of a 68000 CPU, but at the price of the speed of a mere 68000.

And as soon as you change the video chip, you loose compatibility with a lot of the applications (ie.: games) that really make such a design useful. For the other, "normal" applications, you can as well use a newer design with a faster CPU, more than 16MB of RAM etc..

Your proposed design might win in "hack value" and be fun to design, but what use would it have? Either use an old, original ST for the games, or a modern machine for the real applications.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

1885. Re: Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 09:02:55 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <b73bvv$dh2$2@nets3.rz.RWTH-Aachen.DE>
Source record: 28317

In article <3e930703$1_7@corp.newsgroups.com>,
Luposian <luposian@lycos.com> wrote:
>In an ST emulator (for example, "STonX"), aren't all the "pieces" (chips) of
>an ST accounted for, including the Glue and MMU? Is there a 100% compatible
>emulator available? If so, why not just take the parts of the emulator that

None that I know of - IIRC, there is no ST emulator that does a
clock-accurate emulation of the custom chips (like some C64 emulators do
now) - it would be painfully slow.

>involve the custom chips (Glue, MMU, Video Shifter) of the ST and put them
>into the CPLD? Then create a more modern ST around it. When code (game,
>demo, or application) requires a specific part of hardware that the new
>hardware doesn't satisfy, it triggers the CPLD emulator.

That would be slow and not 100% clock-accurate. Games that require the
original hardware will often do stuff where hardware accesses are times with
the CPU clock cycles to get the accesses at exaclty the right time.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

1886. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 09:05:38 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <b73c52$dh2$3@nets3.rz.RWTH-Aachen.DE>
Source record: 28318

In article <b73afl$17k$1@news.eunet.yu>,
Pera Putnik <ppera@soyaprotein.com> wrote:

>
> TOS is limited to partitions of 32 MB!
>
>You need BIGDOS to override it. Then it can be up to 2 GB. With Mint you
>can use FAT 32 too...

Huh? What TOS are you talking about, 1.00?

TOS 4.04 can handle up to 1GB per partition, older versions 512 or 256MB.
IDE means he will need at least TOS 2.06 to boot off the disk, so 32MB is
definitely wrong, although I am not quite sure of the exact limit that 2.06
can handle.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

1887. ADV: Atari Tax Rebate!

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 09:21:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304100211060.23231-100000@shell1.aracnet.com>
Source record: 28319
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering A 20% Discount on Games/SoftWare & References/
Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your
spending Tax Rebate Dollars, spending Euro's from Europe or satisfying
your Yen for Atari! We Ship anywhere the Law allows! And If your in the
United States, take advantage of the cheaper Postage for Media Mail Rate.
Get Catalogs while inventory Lasts at http://BensCatalogs.Atari.org Got
Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1888. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 09:50:04 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <b73eoo$2v5$1@news.eunet.yu>
Source record: 28320

"Michael Schwingen" <michaels@ccac.rwth-aachen.de> wrote in message
news:b73c52$dh2$3@nets3.rz.RWTH-Aachen.DE...
> In article <b73afl$17k$1@news.eunet.yu>,
> Pera Putnik <ppera@soyaprotein.com> wrote:
>
> >
> > TOS is limited to partitions of 32 MB!
> >
> >You need BIGDOS to override it. Then it can be up to 2 GB. With Mint you
> >can use FAT 32 too...
>
> Huh? What TOS are you talking about, 1.00?
>
> TOS 4.04 can handle up to 1GB per partition, older versions 512 or 256MB.
> IDE means he will need at least TOS 2.06 to boot off the disk, so 32MB is
> definitely wrong, although I am not quite sure of the exact limit that
2.06
> can handle.
>

2.06 can handle 32 GB with standard driver. Special driver can allow
bigger partitions.

And it's last TOS for old 'original' Ataris. And thread is about 1040, not
som Medusa...

1889. Re: STe Simm Chips

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 11:09:12 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e95508f$0$4832$afc38c87@news.optusnet.com.au>
Source record: 28321

I have optus high speed 56k dial up. Lol. Have a look at
http://members.optusnet.com.au/~startreks/Atari2.html I lost count of my
Atari's. Around 17 I think. I am now technical manager for a shop in
Melbourne. Still fix Atari's and the occasional Amiga for good measure. I am
a bit more of a libertarian now, tho. If you need more simms let me know, I
have a special box full.

Mark

"Jonny Howard" <notfor@publication.com> wrote in message
news:3e95123b$0$12376$afc38c87@news.optusnet.com.au...
> G'Day Mate!! I remember you from 2001 - are you still repairing
> Atari's? I've now got 5 of them - 1 dead, 2xSte's & 2 Stfm's. Bought the
> last one on EBay for the princely sum of $20. It cost more in postage
> than I paid for the computer. Nice to see you're still active and still
> helpful (Optus rocks!! - I only wish broadband was cheaper).
>
> Cheers
>
> In article <Ji2la.5584$1h6.48057@news-server.bigpond.net.au>, "Mark
> Bedingfield" <mark@nospamplease.computercom.com.au> wrote:
> >Ah, long time no hear;-) I wondered why the pun on our mighty Fuhrer.
Used
> >to be mark@bayside.com.au, now with optus. Oh well, viva la revolution.
> >
> >Mark
> >
> >
> >"Jonny Howard" <notfor@publication.com> wrote in message
> >news:3e940998$0$16259$afc38c87@news.optusnet.com.au...
> >> Thanks for that. As they say "you learn something every day"
> >> No... my 'name' is simply a nick for the newsgroups.
> >> If you wanna find out more about me, try my web site:
> >> 'Mikes Atari Web Archive'
> >> http://members.optusnet.com.au/~atari1/
> >>
> >> Cheers
> >>
> >> In article <3e93fced$0$3883$afc38c87@news.optusnet.com.au>, "Mark
> >Bedingfield"
> >> <atari030@optusnet.nomorespamta.com.au> wrote:
> >> >All should be fine, a simm is a simm is a simm. As long as it is
better
> >than
> >> >120ns access. This is denoted by the -12 after the numbers on the

chip.
> >Just
> >> >add a 0 to whatever your chips indicate. i.e. -6 is 60ns and -8 is
80ns.
> >The
> >> >lower the number the better. Are you related to our glorious P.M. in
> >> >Australia "John Howard"?
> >> >
> >> >Mark
> >> >
> >> >
> >> >"Jonny Howard" <notfor@publication.com> wrote in message
> >> >news:3e93d953$0$16255$afc38c87@news.optusnet.com.au...
> >> >> One or two of my STe(1040) SIMM chips (2x1MB) died, so
> >> >> I've just tried using 4x1MB simms from an ancient 386 PC
> >> >> and they appear to work!! I did 3 runs of 'Memcheck.prg'
> >> >> with no errors evident. I still find it difficult to believe that
> >> >> such SIMMs should be 100% compatible. Is anyone
> >> >> using similar?
> >> >>
> >> >> Cheers
> >> >> Mike
> >> >
> >> >
> >
> >

1890. Re: Copy Menu Disks on a ST?

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 13:44:18 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <b73sfj$9ojek$1@ID-40235.news.dfncis.de>
Source record: 28322

fcopy II

"Tim" <tjlazer@mail.com> wrote in message
news:v99bvkcedpkuc5@corp.supernews.com...
> I have been able to transfer most all custom menu disks to DSDD disks with
> STDISK and MAKEDISK just fine. Must be in DOS mode to do this and not in
> Winblowz. Question is what kind of ST Copy Prg can I use to copy these
> disks on the ST itself?
>
> Tim
>
>

1891. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 14:53:43 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b740hn$aujrd$1@ID-27442.news.dfncis.de>
Source record: 28323

Pera Putnik wrote:

> TOS is limited to partitions of 32 MB!

No, it isn't. Even with TOS 1.02 each TOS compatible partition can have
256 MB. With TOS 2.0x/3.0x it is 512 MB per partition, with TOS 4.0x it
is 1 GB per partition. You do not need any additional tools for that.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

1892. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 14:55:35 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3E9585E7.1040700@seimet.de>
Source record: 28324

Pera Putnik wrote:

> 2.06 can handle 32 GB with standard driver. Special driver can allow
> bigger partitions.

32 GB with TOS 2.06? You must be confusing something. No version of TOS
can handle that.

> And it's last TOS for old 'original' Ataris. And thread is about 1040, not
> som Medusa...

Yes, which means that at least 256 MB are possible, as this is what TOS
1.0x supports. See my other posting or Michael's posting for the limits
of other versions of TOS.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

1893. [CT60] News

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 16:23:54 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1ft7pit.1ytmi7zpkmfq6N%NOSPAMS@wanadoo.fr>
Source record: 28325

Hi,

The DSP interrupt is fixed, now I can use it with Aniplayer.

Hardware problems to fix:
SCSI, DMA sound, BLITTER: arbitration.
Clock with the motherboard (20 Mhz and differents clock patchs) ?

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

1894. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 16:35:33 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <b746h0$ba3$1@news.eunet.yu>
Source record: 28326

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:b740hn$aujrd$1@ID-27442.news.dfncis.de...
> Pera Putnik wrote:
>
> > TOS is limited to partitions of 32 MB!
>
> No, it isn't. Even with TOS 1.02 each TOS compatible partition can have
> 256 MB. With TOS 2.0x/3.0x it is 512 MB per partition, with TOS 4.0x it
> is 1 GB per partition. You do not need any additional tools for that.>

I meant this when use Ataris AHDI driver (or what is exact name...).
With drivers which work with big sectors limit is much bigger of course....

Actually, I don't see any sense to attach large drives on Atari 1040 and
similar computers. Except for people who has lot of software for those old
machines and has even bigger nostalgia...
Even in that case, CD is much more suitable media for storage.

1895. FREE Atari stuff!

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 16:44:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304100911480.29167-100000@shell1.aracnet.com>
Source record: 28327
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I've got some stuff to get rid of. Atari 1050 and 810 Disk Drives for
Parts. Surplus Atari 800 Computers, and more Atari stuff. Spring Cleaning.
I also have Atari 520ST, 1040STF Computers mainly for parts. Maybe a
MegaFile Hard Drive, and more Atari stuff. I'd rather someones came and
picked it up. Rather than ship it. Interested? E-Mail Atari@aracnet.com
or I prefer you call Ben at (503)256-9974.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1896. Re: Atari520ST + 2x SF354 FD, SC1224 monitor

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 18:31:02 UTC
From: "Kevin R. Yurkus" <kryurkus@hskline.com>
Message-ID: <GLila.10414$Yb.2916@nwrddc03.gnilink.net>
Source record: 28328
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am in Indiana and would be willing to drive up for it -- if your price is nearly free?

"SKORPiO" <skorpio_at@at_mailcity_dot.dot_com> wrote in message news:lm_ja.386999$S_4.454288@rwcrnsc53...
> For Sale:
>
> Atari 520ST
> Atari SC1224 monitor
> Atari SF354 floppy drives (two)
> Atari mouse
>
> Some software, all cables and power supplies.
>
> Shipped from south of chicago, 60452.
>
> Best offer.
>
> regards,
>
> reply here or edit my email
> skorpio_at@at_mailcity_dot.dot_com
>
>

1897. Re: How in the hey do I install the Hard Drive on the ST?

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 19:02:46 UTC
From: Bob Brodie <boberoo@sbcglobal.net>
Message-ID: <qdjla.2663$Jv3.72044612@newssvr13.news.prodigy.com>
Source record: 28329

Working... in the Valley for the most part. :)

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0304082021.1e99ccae@posting.google.com...
> "Bob Brodie" <boberoo@sbcglobal.net> wrote in message
news:<smIka.64$3a5.7299142@newssvr21.news.prodigy.com>...
> > Others have given you excellent advice, you do need to get the hard disk
> > driver to get the system to acknowledge the hard drive is there.
> >
> > One other point to check is the bottom of the megafile should have some
> > adjustment points...what's the word I'm looking for??? Dip Switches???
There
> > will be three little white switches there that will set the device ID on
the
> > megafile. Be sure that it is set at device 0.
> >
> > - Bob Brodie
> >
> Bob Brodie? Bob (if that really is you Bob), where have you been the
> past eight years?
>
> Galen

1898. ScanxPro and CT2b

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 19:21:40 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0304102117090.108-100000@UNI_MANiac>
Source record: 28330

Has anyone ever managed to get ScanxPro working with a Falcon030/CT2b in turbo mode ? First my Umax scanner wasn't recognized. After changing the TT-ram flags in the program header it was. But when trying to scan the system crashes (CT2b black&red screen). I don't have problems when my CT2b is switched off.

Martin Tarenskeen

1899. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-10 22:22:14 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304101422.624aa420@posting.google.com>
Source record: 28331

"Pera Putnik" <ppera@soyaprotein.com> wrote in message
news:<b73eoo$2v5$1@news.eunet.yu>...

> > TOS 4.04 can handle up to 1GB per partition, older versions 512 or 256MB.
> > IDE means he will need at least TOS 2.06 to boot off the disk, so 32MB is
> > definitely wrong, although I am not quite sure of the exact limit that
> 2.06
> > can handle.
> >
>
>
> 2.06 can handle 32 GB with standard driver. Special driver can allow
> bigger partitions.
>

I think you are confusing GEM with BGM partitions. GEM partitions are
IBM compatible, and there is indeed a 32 MB limit on those (16 MB on
very early TOSses, if I recall). However, every Atari OS (except
perhaps 1.00) can also have BGM partitions, which work well on Ataris
but are not IBM compatible. Since the commerical IDE adaptor is also
a TOS 2.06 upgrade (I had forgotten about that), the largest partition
available under TOS will be 512MB, and 14 partitions can be active
simultaneously for storage of 7GB. With special drivers, other types
of partitions, like FAT32 (F32) and Linux are possible, but that's
another discussion.

Galen

1900. Steinberg 16-bit D/A for Avalon and Midex+

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 01:01:37 UTC
From: spamkiller@hawaii.rr.com
Message-ID: <e600a912.0304101701.54df81ae@posting.google.com>
Source record: 28332

Greetings,

Does anyone have either of these for sale or trade?

Steinberg 16-bit D/A for Avalon

Steinberg Midex+

Thanks!

1901. ISO: Analog 8

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 01:25:20 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.04.11.01.25.20.747559@removenoaspam.atari-source.com>
Source record: 28333

Hello everyone,

I seek an analog 8 for a reasonable price. ~$50USD or so plus
reasonable shipping costs.

Email me or respond to newsgroup.

Thanks
Mark
http://atari-source.com

1902. FREE Atari stuff! Revised News!

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 02:16:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304101843360.29977-100000@shell1.aracnet.com>
Source record: 28334
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

To those of you who E-Mailed me asking me to Ship outside the U.S. or to other Countries? I'm not even willing to Ship within the U.S., let alone other Countries. Too much trouble for free stuff! If someone wants me to do all the work to Ship, you'll need to pay me. Or buy Atari stuff from me and pay Shipping and I'll add the FREE stuff. And no matter how much. It's not worth Shipping outside the U.S. including dealing with Customs Forms! To see the Atari stuff I sell listed, If you want to buy so I can add free Items to your Shipment. Go to my WebSite at http://BensCatalogs.Atari.org

==Text Below has been updated==

I've got some stuff to get rid of. Indus GT, Atari 1050 and 810 Drives for Parts. Surplus Atari 800 Computers, and more Atari stuff. Spring Cleaning. I also have Atari 520ST, 1040STF Computers mainly for parts. Maybe a MegaFile Hard Drive, Miscellaneous Hard Drive, Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor and as a VGA Monitor on a PC. Need to be fixed, Tender Loving Care. And more Atari stuff. I'd rather someones came and picked it up. I DO NOT want to Ship unless I get paid. To much work to Ship! I'm in Portland, Oregon USA. I want someone/someones local to come pick it all up. Rather than ship it. Interested? E-Mail Atari@aracnet.com or I prefer you call Ben at (503)256-9974.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1903. Memory Upgrade for 1040STfm

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 04:44:32 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <2Lrla.193$Am4.114051@news.abs.net>
Source record: 28335

I have a stock 1MB 1040STfm which I would like to upgrade to 4MB. I know there are a variety of upgrade kits available, but would like to know any opinions on which one is easiest to install and is the most reliable.

Thanks.

Jason Harmon

1904. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 05:49:05 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b75l0n$bh4ok$1@ID-27442.news.dfncis.de>
Source record: 28336

Pera Putnik wrote:

> I meant this when use Ataris AHDI driver (or what is exact name...).
> With drivers which work with big sectors limit is much bigger of course....

With AHDI the limits are the same. It's TOS that sets the limit, not the driver. I suggest that you browse old postings (10 years and even older), where all this has already been discussed. Obviously you do not know much about these issues.

>
> Actually, I don't see any sense to attach large drives on Atari 1040 and
> similar computers. Except for people who has lot of software for those old
> machines and has even bigger nostalgia...

Just let the user decide.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

1905. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 09:58:59 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <b763l2$4bf$1@news.eunet.yu>
Source record: 28337

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0304101422.624aa420@posting.google.com...
> "Pera Putnik" <ppera@soyaprotein.com> wrote in message
news:<b73eoo$2v5$1@news.eunet.yu>...
>
> > > TOS 4.04 can handle up to 1GB per partition, older versions 512 or
256MB.
> > > IDE means he will need at least TOS 2.06 to boot off the disk, so 32MB
is
> > > definitely wrong, although I am not quite sure of the exact limit that
> > 2.06
> > > can handle.
> > >
> >
> >
> > 2.06 can handle 32 GB with standard driver. Special driver can allow
> > bigger partitions.
> >
>
> I think you are confusing GEM with BGM partitions. GEM partitions are
> IBM compatible, and there is indeed a 32 MB limit on those (16 MB on
> very early TOSses, if I recall). However, every Atari OS (except
> perhaps 1.00) can also have BGM partitions, which work well on Ataris
> but are not IBM compatible. Since the commerical IDE adaptor is also
> a TOS 2.06 upgrade (I had forgotten about that), the largest partition
> available under TOS will be 512MB, and 14 partitions can be active
> simultaneously for storage of 7GB. With special drivers, other types
> of partitions, like FAT32 (F32) and Linux are possible, but that's
> another discussion.
>

OK. Maybe I confused it (I'm on PC for many years now...).
But can you tell me what software have Atari users for partitioning HD and
work with such partitions?
I know about Uwe Seimet's driver and partitoner and some Hushi (if I
remember correct). Both are comercial, and Hushi is not easy to find (no
WEBsite as I know).

As I remember old Atari's AHDI or what is exact name could work only with
partitons up to 32 MB...

This is not only TOS issue, because TOS has not bouilt in HD driver.

1906. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 10:03:36 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <b763tn$4fo$1@news.eunet.yu>
Source record: 28338

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:b75l0n$bh4ok$1@ID-27442.news.dfncis.de...
> Pera Putnik wrote:
>
> > I meant this when use Ataris AHDI driver (or what is exact name...).
> > With drivers which work with big sectors limit is much bigger of
course....
>
> With AHDI the limits are the same. It's TOS that sets the limit, not the
> driver. I suggest that you browse old postings (10 years and even
> older), where all this has already been discussed. Obviously you do not
> know much about these issues.
>

I will check it soon. Maybe I don't remember exactly...
And please, without comments. I don't want here some heavy discussions
again...

Believe me, there is at least one driver which sets 32 MB limit :-)
(This is not PC compatible one)

1907. New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 12:04:38 UTC
From: <>
Message-ID: <1050059090-771951AEicMi@ntlworld.com>
Source record: 28339

DDP Translations has been very busy, and as a result you may now download English resource, hypertext and other files including an English patch to Anglicize ASH's Texel 2.20.

Please note that the patcher and resource files are not suitable for use with the demo version!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1908. Re: ScanxPro and CT2b

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 12:39:07 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0304110321.75069de1@posting.google.com>
Source record: 28340

I have problems with ScanX on my CT2b/Falcon as well. I can get the
program to run but the SCSI drive will lock up. In fact the SCSI drive
locks up in other programs, and copying files. I'm going to try the
SCSI timing mod as described in the CTB2 docs. It will work in non
turbo mode.
Mark

Martin Tarenskeen <nospam@zonnet.nl> wrote in message news:<
Pine.MNT.4.31.0304102117090.108-100000@UNI_MANiac>...
> Has anyone ever managed to get ScanxPro working with a Falcon030/CT2b in
> turbo mode ? First my Umax scanner wasn't recognized. After changing the
> TT-ram flags in the program header it was. But when trying to scan the
> system crashes (CT2b black&red screen). I don't have problems when my CT2b
> is switched off.
>
> Martin Tarenskeen

1909. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 13:59:18 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <b76hnm$6ta$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28341

In article <b763l2$4bf$1@news.eunet.yu>,
Pera Putnik <ppera@soyaprotein.com> wrote:
>
>I know about Uwe Seimet's driver and partitoner and some Hushi (if I
>remember correct). Both are comercial, and Hushi is not easy to find (no
>WEBsite as I know).

You might try CBHD from Claus Brod / Steffen Engel:

http://home.t-online.de/home/Steffen.Engel/

I have not seen updates for some time, but it should work.

> As I remember old Atari's AHDI or what is exact name could work only with
>partitons up to 32 MB...

Later AHDI versions could handle bigger partitions.

> This is not only TOS issue, because TOS has not bouilt in HD driver.

Partly. What effectively limits the supported partition size is TOS. Of
course you need a harddisk driver that supports such partitions in the first
place.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

1910. Re: free ST program to stop, save, restore, and resume games

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 14:13:52 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb9dirf.k7r.atari@core.preferuje.luzik.pl>
Source record: 28342

> I am looking for a free, downloadable (or postable) program that
> would allow me to stop, save, restore, and resume games for my
> ST. Preferable something that doesn't require a hard drive,
> i.e. that can save the stopped games to floppy disk.
>
> I would be grateful for any information on such things that
> anyone can post.

Such thing is impossible. It is theoretically possible for machine with
512KB of memory, but for bigger ammounts it is impossible.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1911. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 14:18:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304110416540.7006-100000@shell1.aracnet.com>
Source record: 28344
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

This FREE Atari list has been and will continue to be updated. I've added and given away items already.This is aimed mainly at Atarians in Portland, Oregon USA. Gone are Hard Drives including both Atari MegaFiles as well as the Indus GT and both Atari 1050 Drives.The Atari 810 Drives still remain.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! Even if one person wanted to take it all, it would take several trips. It's more likely this job will be done by several interested parties. DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money!So, are you Interested? E-Mail Atari@aracnet.com or I prefer you call Ben at (503)256-9974.

==Text Below has been updated last on 04/11/2003 5:00 A.M. PST==

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer! Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives, as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1912. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 14:28:42 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b76jeq$btq67$1@ID-27442.news.dfncis.de>
Source record: 28343

Pera Putnik wrote:

> OK. Maybe I confused it (I'm on PC for many years now...).
> But can you tell me what software have Atari users for partitioning HD and
> work with such partitions?

AHDI, for example. No problem with partitions up to 256 MB. 512 may also
work, depending on the version of TOS, of course.

> As I remember old Atari's AHDI or what is exact name could work only with
> partitons up to 32 MB...

That's wrong.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

1913. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 16:33:17 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <b76qoc$e2k$1@news.eunet.yu>
Source record: 28345

"Michael Schwingen" <michaels@ccac.rwth-aachen.de> wrote in message
news:b76hnm$6ta$1@nets3.rz.RWTH-Aachen.DE...
> In article <b763l2$4bf$1@news.eunet.yu>,
> Pera Putnik <ppera@soyaprotein.com> wrote:
> >
> >I know about Uwe Seimet's driver and partitoner and some Hushi (if I
> >remember correct). Both are comercial, and Hushi is not easy to find (no
> >WEBsite as I know).
>
> You might try CBHD from Claus Brod / Steffen Engel:
>
> http://home.t-online.de/home/Steffen.Engel/
>
> I have not seen updates for some time, but it should work.
>
> > As I remember old Atari's AHDI or what is exact name could work only
with
> >partitons up to 32 MB...
>
> Later AHDI versions could handle bigger partitions.
>
> > This is not only TOS issue, because TOS has not bouilt in HD driver.
>
> Partly. What effectively limits the supported partition size is TOS. Of
> course you need a harddisk driver that supports such partitions in the
first
> place.
>

Thanx for this reply (Uwe Seimet doesn't bothers with some explanations.
What he says is so, and period! :-)).

Anyway, I was at least partially in right. Because I don't see where I can
get AHDI, newer version.
It's real nonsense and shame that such old and outdated software is still
under copyright, what I would rather call selfish behavior.
It's sure that nobody has any belief of that this software is not easy
available. If available at all.

And of course there is always possible to override TOS limitations with
some software. (But it will not happen in Atari case.)

I started before some 2 years to write GUI program for HD partitioning,
but abandoned in early stage because of little interesting, and bad
situation in Atari community. It should be similar to Partition Magic, but

simple, only for partitioning. Too late for it. Before 10-15 years it would be very useful.

1914. Re: ScanxPro and CT2b

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 18:00:48 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0304111955270.253-100000@UNI_MANiac>
Source record: 28246

On 11 Apr 2003, Mark wrote:

> I have problems with ScanX on my CT2b/Falcon as well. I can get the
> program to run but the SCSI drive will lock up. In fact the SCSI drive
What hardisk/scsi driver do you use? HDDRIVER, Cecile, or other ?
Have you experimented with the TT-ram flags on HDDRIVER.SYS ? (I have them
switched off)

> locks up in other programs, and copying files. I'm going to try the
> SCSI timing mod as described in the CTB2 docs.
Let me know how it works. I'm always a little bit scared when I have to
open my machine and cut and solder things ...

>It will work in non turbo mode.
Yes, I know.

> > Has anyone ever managed to get ScanxPro working with a Falcon030/CT2b in

Martin Tarenskeen

1915. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 18:15:59 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e97143aff3320@tripnet.se>
Source record: 28247

In comp.sys.atari.st <b76qoc$e2k$1@news.eunet.yu>
Pera Putnik wrote on Fri 11-04-2003 18:33 (+0200):

>Anyway, I was at least partially in right. Because I don't see where I can
>get AHDI, newer version.
>It's real nonsense and shame that such old and outdated software is still
>under copyright, what I would rather call selfish behavior.
>It's sure that nobody has any belief of that this software is not easy
>available. If available at all.

Hm, should not be to hard to find actually. Just made a quick check and
ahdi6061.lszh driver and hdx504.tos is ready for download at:

ftp://ftp.cs.tu-berlin.de/pub/atari/

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1916. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 18:17:23 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <b770rk$bnpf0$1@ID-40235.news.dfncis.de>
Source record: 28248

"Pera Putnik" <ppera@soyaprotein.com> wrote in message
news:b76qoc$e2k$1@news.eunet.yu...
>
> "Michael Schwingen" <michaels@ccac.rwth-aachen.de> wrote in message
> news:b76hnm$6ta$1@nets3.rz.RWTH-Aachen.DE...
> > In article <b763l2$4bf$1@news.eunet.yu>,
> > Pera Putnik <ppera@soyaprotein.com> wrote:
> > >
> > >I know about Uwe Seimet's driver and partitoner and some Hushi (if I
> > >remember correct). Both are comercial, and Hushi is not easy to find
(no
> > >WEBsite as I know).
> >
> > You might try CBHD from Claus Brod / Steffen Engel:
> >
> > http://home.t-online.de/home/Steffen.Engel/
> >
> > I have not seen updates for some time, but it should work.
> >
> > > As I remember old Atari's AHDI or what is exact name could work only
> with
> > >partitons up to 32 MB...
> >
> > Later AHDI versions could handle bigger partitions.
> >
> > > This is not only TOS issue, because TOS has not bouilt in HD driver.
> >
> > Partly. What effectively limits the supported partition size is TOS. Of
> > course you need a harddisk driver that supports such partitions in the
> first
> > place.
> >
>
> Thanx for this reply (Uwe Seimet doesn't bothers with some explanations.
> What he says is so, and period! :-)).
>
> Anyway, I was at least partially in right. Because I don't see where I can
> get AHDI, newer version.

Its on most of the FTP sites.

> It's real nonsense and shame that such old and outdated software is still
> under copyright, what I would rather call selfish behavior.
> It's sure that nobody has any belief of that this software is not easy
> available. If available at all.

1917. Printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-11 23:39:36 UTC
From: nephelim@zetnet.co.uk
Message-ID: <3e975235$0$201$4c56ba96@master.news.zetnet.net>
Source record: 28249

Hi folks.

Can anyone tell me if the Epson Stylus C82 behaves with a Falcon ?
I have used an Epson Stylus 600 with very good results with Image Copy,
ST Writer and Everest for a number of years,but now need another printer
that will perform equally.
A visit down the high street revealed that most printers now seem to
be USB connection so choices now are very limited.

Any information concerning Atari-compatible printers presently on the
market would be most appreciated,and I am sure would be of interest to other
Atari Users as well.

Regards,

Paul.

1918. Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 01:13:30 UTC
From: atari4evr@aol.com
Message-ID: <20030411211330.20298.00000792@mb-fu.aol.com>
Source record: 28250

Dear Atarians,

I used to really enjoy playing MOD music files on my STE. It no longer works after years of faithful service, and I am now using a Mega 2 system which doesn't seem to be able to use my STE MOD player software. Is there a software solution to this, or do I just need to buy a working STE machine? Thank you very much.

Sincerely, An Atarian Forever

1919. Atari Online News, Etc. #05-15

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 01:31:23 UTC
From: danap8@aol.comno-spam
Message-ID: <20030411213123.29727.00000454@mb-fb.aol.com>
Source record: 28251

```
A-ONE #0515 04/11/03

~ Yahoo! Retools Search! ~ People Are Talking! ~ Mac OS X Upgraded!
~ Classic Gaming Expo! ~ Adobe Acrobat Turns 6.0 ~ New AtariSIO Out!
~ SETI@home Has Bugs! ~ 7th Annual Webby Awards ~ Spam Bill Introduced
~ Power-line Web Service ~ Spam Marches On and On! ~ Anita Borg Dies!

-* Creating Adventure Games! *-
-* Compute!'s 1st Book of Atari On Web *-
-* Tech Copyright Law Challenge Is Tossed Out *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1920. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 02:08:11 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.04.12.02.08.08.672483@removenoaspam.atari-source.com>
Source record: 28252

On Sat, 12 Apr 2003 01:13:30 +0000, Atari4evr wrote:

> Dear Atarians,
>
> I used to really enjoy playing MOD music files on my STE. It no longer works
> after years of faithful service, and I am now using a Mega 2 system which
> doesn't seem to be able to use my STE MOD player software. Is there a software
> solution to this, or do I just need to buy a working STE machine? Thank you
> very much.
>
> Sincerely, An Atarian Forever

Most MOD players need the STe sound hardware in order to work, However you
can use the Paula mod player on an ST as long as you install the Petra
ST sound driver. The sound quality is not as good as an STe and it's slow
(MOD playing will consume all system resources), but it's better than
nothing.

Mark
http://atari-source.com

1921. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 02:17:49 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v9etqaoh1r2fa8@corp.supernews.com>
Source record: 28253

"Tim" <tjlazer@mail.com> wrote in message
news:v96n0ecethkr56@corp.supernews.com...
> I am looking to buy a IDE interface for my 1040STf. What are the best and
> where can I get one? I have a 2.5" Laptop HD I can use. What sizes can
> these interfaces use?
>
> Thanks!
> Tim
>

I would love to jump in and argue about filesystems but that would mean that
I would need a HD for my ST!!

Aaarrgghh!!!!!

Tim

1922. Steem

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 02:25:30 UTC
From: Harrie Borgers <harbor@iae.nl>
Message-ID: <uOKla.3183$506.6685@typhoon.bart.nl>
Source record: 28254

Where can I find disk mages voor the STEem emulator?
Thanks in advance

1923. Re: Steem

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 04:17:57 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v9f4rji8j7r2fc@corp.supernews.com>
Source record: 28255

"Harrie Borgers" <harbor@iae.nl> wrote in message
news:uOKla.3183$506.6685@typhoon.bart.nl...
> Where can I find disk mages voor the STEem emulator?
> Thanks in advance
>

Look at the Links page of STeem, there are lots there.

Have fun in your search.
Tim

1924. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 11:50:26 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <b78ui8$v0i$1@newsg4.svr.pol.co.uk>
Source record: 28257

You can also get mod players for PC, if all else fails.

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.04.12.02.08.08.672483@removenoaspam.atari-source.com...
> On Sat, 12 Apr 2003 01:13:30 +0000, Atari4evr wrote:
>
> > Dear Atarians,
> >
> > I used to really enjoy playing MOD music files on my STE. It no longer
works
> > after years of faithful service, and I am now using a Mega 2 system
which
> > doesn't seem to be able to use my STE MOD player software. Is there a
software
> > solution to this, or do I just need to buy a working STE machine? Thank
you
> > very much.
> >
> > Sincerely, An Atarian Forever
>
> Most MOD players need the STe sound hardware in order to work, However you
> can use the Paula mod player on an ST as long as you install the Petra
> ST sound driver. The sound quality is not as good as an STe and it's slow
> (MOD playing will consume all system resources), but it's better than
> nothing.
>
> Mark
> http://atari-source.com

1925. Re: ScanxPro and CT2b

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 11:56:44 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0304120356.4c3c3646@posting.google.com>
Source record: 28256

Hello, Martin, I use HD driver 7.6. I didn't know you could change the program flags on HDDRIVER.SYS. What program do you use to switch the flags? I have also used Cecile. I am also nervous about cutting and soldering, I'm not exactly an expert! I heard from another guy on the newsgroup named Brian Roland, and he said he did it and it solved his Scsi problems. I will let you know when I try it.

Martin Tarenskeen <nospam@zonnet.nl> wrote in message news:<Pine.MNT.4.31.0304111955270.253-100000@UNI_MANiac>...
> On 11 Apr 2003, Mark wrote:
>
> > I have problems with ScanX on my CT2b/Falcon as well. I can get the
> > program to run but the SCSI drive will lock up. In fact the SCSI drive
> What hardisk/scsi driver do you use? HDDRIVER, Cecile, or other ?
> Have you experimented with the TT-ram flags on HDDRIVER.SYS ? (I have them
> switched off)
>
> > locks up in other programs, and copying files. I'm going to try the
> > SCSI timing mod as described in the CTB2 docs.
> Let me know how it works. I'm always a little bit scared when I have to
> open my machine and cut and solder things ...
>
> >It will work in non turbo mode.
> Yes, I know.
>
> > > Has anyone ever managed to get ScanxPro working with a Falcon030/CT2b in
>
> Martin Tarenskeen

1926. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 14:16:57 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3e982000$0$31367@echo-01.iinet.net.au>
Source record: 28258

some genius out there is probably working on a USB interface for the Atari
as we speak.. *Hopefully*

"Paul Hopkins" <nephelim@zetnet.co.uk> wrote in message
news:3e975235$0$201$4c56ba96@master.news.zetnet.net...
> Hi folks.
>
> Can anyone tell me if the Epson Stylus C82 behaves with a Falcon ?
> I have used an Epson Stylus 600 with very good results with Image Copy,
> ST Writer and Everest for a number of years,but now need another printer
> that will perform equally.
> A visit down the high street revealed that most printers now seem to
> be USB connection so choices now are very limited.
>
> Any information concerning Atari-compatible printers presently on the
> market would be most appreciated,and I am sure would be of interest to
other
> Atari Users as well.
>
> Regards,
>
> Paul.
>
> ---
--

1927. Re: ScanxPro and CT2b

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 15:19:00 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0304121709380.103-100000@UNI_MANiac>
Source record: 28259

On 12 Apr 2003, Mark wrote:

> Hello, Martin, I use HD driver 7.6. I didn't know you could change the
> program flags on HDDRIVER.SYS. What program do you use to switch the
> flags? I have also used Cecile. I am also nervous about cutting and
I have several ways. Most of the times I'm using the fileinfo.cpx that is
part of the Centurbo tools that you probably also have somewhere. If not,
they should still be on the Centurbo website (http://www.czuba-tech.com)

But I can also change the flags with my THiNG desktop.

And I have an old program called PRGFLAGS.PRG that can also do it.

Anyway, several programs that didn't run before with the CT2b might work
when you change one or two flags. Success not guaranteed, but it doesn't
hurt to experiment.

> soldering, I'm not exactly an expert! I heard from another guy on the
> newsgroup named Brian Roland, and he said he did it and it solved his
> Scsi problems. I will let you know when I try it.
>

In which of the CT2 docs can I read about this modification ?

Martin Tarenskeen.

1928. Re: free ST program to stop, save, restore, and resume games

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 17:09:29 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb9ghgp.ol2.atari@core.preferuje.luzik.pl>
Source record: 28261

W artykule <slrnb9gafh.6i9.joe@localhost.localdomain> joe@post.newsfeeds.com ()
napisaďż˝(a):
> *** post for FREE via your newsreader at post.newsfeed.com ***
>
>>> I am looking for a free, downloadable (or postable) program that
>>> would allow me to stop, save, restore, and resume games for my
>>> ST. Preferable something that doesn't require a hard drive,
>>> i.e. that can save the stopped games to floppy disk.
> ...
>>Such thing is impossible. It is theoretically possible for machine with
>>512KB of memory, but for bigger ammounts it is impossible.
>
> I seem to recall reading about a commercial program that did just this.

<cut>

> Comments?

It will not work for most of games. In fact only few will work that way.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1929. seti@home update

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 17:47:07 UTC
From: lp <gfa@basic.net>
Message-ID: <BABDBB4A.F0EE%gfa@basic.net>
Source record: 28260

Hi,

Incase anyone here runs seti@home 24/7 such as myself, I thought I'd mention
there is an update to the seti@home client. Apparently a security issue.
It might be worth downloading this update.
As always thanks to Atari Omline News, Etc. for the great articles and
reporting the update.

You can view Team Atari stats below.
http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html

New members are always welcome! ;o)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

1930. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 17:47:23 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <3e985158$1_7@corp.newsgroups.com>
Source record: 28262

What ever happened to NoiseTracker for the ST? I still have it on an ST floppy, I think. I've kept my ST/Falcon floppies even to this day... a remnant nostalgia of the past, I suppose. Sure would be nice to hammer out some new .MODs again. My collection of the 80+ ones I did ages ago is fun to listen to, but... I'd rather be tromping the keys of a 1040ST keyboard and watching it all on a JVC-model Atari SC1224 monitor, composing them again! It might work on an STe, dunno. How would I get it onto my PC so I can Email it to someone that needs it? I think BeOS is the only OS that will read the ST's 720's ok... does NoiseTracker ST work with any PC Atari ST emulators? Which emulator is best? NoSTalgia? STonX? Steem?

Email me, if interested...

Luposian

"Tom McEwan" <tom@tnmcewan.fsnet.NOSPAM.co.uk> wrote in message
news:b78ui8$v0i$1@newsg4.svr.pol.co.uk...
> You can also get mod players for PC, if all else fails.
>
>
> "Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
> news:pan.2003.04.12.02.08.08.672483@removenoaspam.atari-source.com...
> > On Sat, 12 Apr 2003 01:13:30 +0000, Atari4evr wrote:
> >
> > > Dear Atarians,
> > >
> > > I used to really enjoy playing MOD music files on my STE. It no longer
> works
> > > after years of faithful service, and I am now using a Mega 2 system
> which
> > > doesn't seem to be able to use my STE MOD player software. Is there a
> software
> > > solution to this, or do I just need to buy a working STE machine?
Thank
> you
> > > very much.
> > >
> > > Sincerely, An Atarian Forever
> >
> > Most MOD players need the STe sound hardware in order to work, However
you
> > can use the Paula mod player on an ST as long as you install the Petra
> > ST sound driver. The sound quality is not as good as an STe and it's
slow
> > (MOD playing will consume all system resources), but it's better than

> > nothing.
> >
> > Mark
> > http://atari-source.com
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1931. Re: IDE interface for 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 18:25:15 UTC
From: Ari Sillanp�� <ari.sillanpaa@nic.fi>
Message-ID: <b79lov$buu2a$1@ID-164710.news.dfncis.de>
Source record: 28263

"Tim" <tjlazer@mail.com> wrote in message
news:v9etqaoh1r2fa8@corp.supernews.com...
>
> "Tim" <tjlazer@mail.com> wrote in message
> news:v96n0ecethkr56@corp.supernews.com...
> > I am looking to buy a IDE interface for my 1040STf. What are the
best and
> > where can I get one? I have a 2.5" Laptop HD I can use. What sizes
can
> > these interfaces use?
> >
> > Thanks!
> > Tim
> >
>
> I would love to jump in and argue about filesystems but that would
mean that
> I would need a HD for my ST!!
>
> Aaarrgghh!!!!!

Maybe it is best that you e-mail direct to Mario Becroft
<mb@gem.win.co.nz>
who manufactures the Atari IDE/TOS 2.06 upgrade boards

http://gem.win.co.nz/mb/atarihw/

--

Ari Sillanpaa
... Kernel Panic ... * RUN! *
e-mail: arisillanpaa@NOUSPAMnic.fi
http://www.nic.fi/~aris95

1932. Re: music studio wanted

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 22:00:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e9837a2bb67e5@attbi.com>
Source record: 28264

>Does anyone know where I can get Music Studio for the Atari ST?
>
>thanks
>
>Joe Blenkle
>jblenkle_st@sacnews.net

I have seen it for sale, but what you really want is Music Studio
88 which is a much better program than the original.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1933. Re: NVDI and printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 22:00:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e9837a2bb67e7@attbi.com>
Source record: 28265

>Hi Edward,
>
>ESBJ>I was wondering if anyone is using some of today's more upto date
>ESBJ>printers with any success with NVDI 5?
>don't be too angry, NVDI is known to be slow.
>
>Do you regard an HP LaserJet 5L as modern?
>
>Und TTschoe
>ps

Not sure. Have not had too much experience with laser printers
eventhough my wife uses one with her PC. I did manage to get
working with my Hades using a driver listed in NVDI. Is yours
color or b/w?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1934. Re: NVDI and printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 22:00:57 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e9837a2bb67e8@attbi.com>
Source record: 28266

>I have a hp color LaserJet 4550 on my TT.. watch those pages fly!
>However, I've never come across anyway to print in color. Oh well.

Just b/w huh?? Can't see why it would not print in color, but
maybe it needs a more complete driver. How much did the machine
run you?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1935. Re: NVDI and printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 22:00:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e9837a2bb67e9@attbi.com>
Source record: 28267

>On 4 Apr 2003 23:46:00 G, "Edward S. Baiz Jr." wrote:
>>Hello all,
>>
>>I have an Epson Photo 700 printer that I use on my system. I would
>>like to get something that prints alot faster. I was wondering if
>>anyone is using some of today's more upto date printers with any
>>success with NVDI 5?
>>
>>--
>>Edward S. Baiz Jr.
>> (Gamer)
>
>Hi Ed,
> If a printer on a Falcon is any way to compare, I have an HP 840c
>hooked up that works well with NVDI 5.1.
>
>John G.

Hello John,

Is the HP 840c a color printer? If so, what driver under NVDI 5.1
are you using for it? Or is it listed in NVDI?
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1936. Re: ScanxPro and CT2b

Newsgroup: comp.sys.atari.st
Date: 2003-04-12 22:01:28 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0304121401.1ba26c6c@posting.google.com>
Source record: 28268

Martin, in the folder called FITTING in the CTB2 files, there is a
file called SOFTWARE.TXT. In there is the following mod:

<If you have problems with SCSI and/or AUDIO, you have now to modify a
hardware setting ON the CT2 :

There is 4 squared pads before the CPU of the CT2 just between 2 small
14
pins chips. The 2 left pads are connected together by a very small
track.
You have to cut this track and put a solder jumper on the two right
pads.
You have now a new SDMA timing and have to do again all the SCSI and
AUDIO
tests.

Note that this modification and the add of a HE14 connector on the
left
forward corner of the CT2 to light a panel led, are the only ones that
cannot cancel the warranty.

If the problem stills to be, please contact Rodolphe Czuba :
rczuba@free.fr or visit
www.czuba-tech.com >

But don't let me persuade you to do any thing you wouldn't feel
comfortable with! It seems like a pretty small thing to do though.
Mark

Martin Tarenskeen <nospam@zonnet.nl> wrote in message
news:<Pine.MNT.4.31.0304121709380.103-100000@UNI_MANiac>...
> On 12 Apr 2003, Mark wrote:
>
> > Hello, Martin, I use HD driver 7.6. I didn't know you could change the
> > program flags on HDDRIVER.SYS. What program do you use to switch the
> > flags? I have also used Cecile. I am also nervous about cutting and
> I have several ways. Most of the times I'm using the fileinfo.cpx that is
> part of the Centurbo tools that you probably also have somewhere. If not,
> they should still be on the Centurbo website (http://www.czuba-tech.com)
>
> But I can also change the flags with my THiNG desktop.
>
> And I have an old program called PRGFLAGS.PRG that can also do it.
>
> Anyway, several programs that didn't run before with the CT2b might work
> when you change one or two flags. Success not guaranteed, but it doesn't

> hurt to experiment.
>
> > soldering, I'm not exactly an expert! I heard from another guy on the
> > newsgroup named Brian Roland, and he said he did it and it solved his
> > Scsi problems. I will let you know when I try it.
> >
>
> In which of the CT2 docs can I read about this modification ?
>
> Martin Tarenskeen.

1937. Wholesale Novelty Bills from the Source

Newsgroup: comp.sys.atari.st
Date: 2003-04-13 00:21:04 UTC
From: frank@americanartclassics.com
Message-ID: <8a0a6d49.0304121621.6e36a0bf@posting.google.com>
Source record: 28269

THE HOTTEST NOVELTY BILLS IN AMERICA AND EUROPE!

Military, Sports, Christian, Police, Firefighter...over 80 styles!!

We have now sold over 3,000,000 of our FULL-COLOR bills and are proud to be the hottest selling new novelty bill product in America!

Please visit our wholesale site: http://www.americanartclassics.com to see our full line and take advantage of our special offer of $99.00 per thousand on any combination of our full-color bills!

You can mix and match any type of bill to receive the volume discount and you may order as many as you like!

We accept Paypal, check or money order and major credit cards. Please contact us at 727-461-4991 if you have any questions or for ordering information.

Thanks!
Frank Makan
President
American Art Classics, Inc.
frank@americanartclassics.com
www.wholesalecentral.com/aac/store.cfm
Office - 727-461-4991

Note: Solely intended for dealers and resellers only. We "DO NOT" sell retail!

1938. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-13 02:02:31 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <Ex3ma.6$bu6.9217@nsw.nnrp.telstra.net>
Source record: 28270

Atari4evr <atari4evr@aol.com> wrote in message
news:20030411211330.20298.00000792@mb-fu.aol.com...
> Dear Atarians,
>
> I used to really enjoy playing MOD music files on my STE. It no longer
works
> after years of faithful service, and I am now using a Mega 2 system which
> doesn't seem to be able to use my STE MOD player software. Is there a
software
> solution to this, or do I just need to buy a working STE machine? Thank
you
> very much.
>

You need to buy an Amiga.

1939. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-04-13 02:04:34 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <zz3ma.7$bu6.9164@nsw.nnrp.telstra.net>
Source record: 28271
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Send it to the recyclers.

1940. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-13 04:14:31 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e98e3de$0$2018$afc38c87@news.optusnet.com.au>
Source record: 28272

Or a Falcon, or a STE, or a TT or a MegaSte. If you get a Falcon, you can play back the Mods at 50khz 16bit stereo, sounds great. How does that sound on an Amiga?

Mark

Ps there is also a stereo hack for the Mega/STFM as well.

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message news:Ex3ma.6$bu6.9217@nsw.nnrp.telstra.net...
>
> Atari4evr <atari4evr@aol.com> wrote in message
> news:20030411211330.20298.00000792@mb-fu.aol.com...
> > Dear Atarians,
> >
> > I used to really enjoy playing MOD music files on my STE. It no longer
> works
> > after years of faithful service, and I am now using a Mega 2 system
which
> > doesn't seem to be able to use my STE MOD player software. Is there a
> software
> > solution to this, or do I just need to buy a working STE machine? Thank
> you
> > very much.
> >
>
> You need to buy an Amiga.
>
>

1941. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-04-13 05:34:31 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20030413013431.05742.00001135@mb-fo.aol.com>
Source record: 28273

>Send it to the recyclers.

Who will hopefully save them and find new homes for them. Unlike your Commodore and Amiga sh*t which I'm sure they smash to smithereens with an evil laugh.

Stop being your usual asshole self and just leave us alone.

1942. Portfolio BSE Interface

Newsgroup: comp.sys.atari.st
Date: 2003-04-13 06:04:09 UTC
From: <>
Message-ID: <t57ma.213$4M2.178@newssvr19.news.prodigy.com>
Source record: 28274

I just bought a BSE interface (serial and parallel ports) for my Portfolio. It says "BSE Universal Interface 0KB on the top. I haven't been able to find much information about it, but it has 128K of ROM with some programs (PBASIC, XTERM, etc.) and works as drive B (read only). I was wondering if there is a way to add RAM to the interface? I found a scrap of info on the web that leads me to believe it came in a 512K memory expansion version. Does anyone else have one of these. Can you shed light on the subject?

Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

1943. Re: NVDI and printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-13 11:10:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200304131310.a51177@su2.maus.de>
Source record: 28169

Hi Edward,

ESBJ>Is yours color or b/w?
it is b/w. And it's quite fast when printing from the desktop. NVDI slows it down.

Und TTschï¿½
ps

1944. FA: Atari SC 1435 Color Monitor

Newsgroup: comp.sys.atari.st
Date: 2003-04-13 13:55:32 UTC
From: Gordon Eastman <geastman@sympatico.ca>
Message-ID: <geastman-7D9DA1.09553113042003@news21.bellnet.ca>
Source record: 28275

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=3412350144

--
Gordon Eastman

1945. Re: SCSI en HDDriver

Newsgroup: comp.sys.atari.st
Date: 2003-04-13 18:36:39 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b7canm$d2v$2@sparta.btinternet.com>
Source record: 28276

Hi "Dennis Vermeire"

> >Could we have less of this bad language please, my children and spritual
> >adviser also read this group
>
> Too late !! your children and spiritual adviser (shrink?) already know
that
> you're an ***hole

Is that 3 '*'s as in ass or a typo and should be 4 '*'s for arse?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.471 / Virus Database: 269 - Release Date: 10/04/2003

1946. FA: SuperCharger

Newsgroup: comp.sys.atari.st
Date: 2003-04-13 19:08:13 UTC
From: Tim Anderson <t-DOT-anderson@zen.co.uk>
Message-ID: <3e99b59e$0$25664$fa0fcedb@lovejoy.zen.co.uk>
Source record: 28277

Hi all,

Just clearing out a room in my house to fit in the impending arrival of a new Anderson and have found this.

Also I have a TOS switcher from an old STe of mine that somebody can have for postage, (I don't know if it works or not though) it has TOS 1.62 and 2.06 on it.

For the supercharger:-

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3413213921

1947. Atari520ST + 2x SF354 FD, SC1224 monitor

Newsgroup: comp.sys.atari.st
Date: 2003-04-13 19:45:55 UTC
From: SKORPiO <skorpio_at@at_mailcity_dot.dot_com>
Message-ID: <T7jma.118447$ug3.233540@rwcrnsc51.ops.asp.att.net>
Source record: 28278

For Sale:

Atari 520ST
Atari SC1224 monitor
Atari SF354 floppy drives (two)
Atari mouse

Some software, all cables and power supplies.

Shipped from south of chicago, 60452.

Best offer.

regards,

reply here or edit my email
skorpio_at@at_mailcity_dot.dot_com

1948. [ANN] DGEM 0.16

Newsgroup: comp.sys.atari.st
Date: 2003-04-13 21:51:56 UTC
From: ptonthat@club-internet.fr
Message-ID: <3e99dbfa$0$20028$7a628cd7@news.club-internet.fr>
Source record: 28279

Bonjour :)

Rajah Lone and Daroou of Renaissance humbly present a
new release of DGEM : an 'embryo' of Dungeon Master
designed to run under GEM environement.

Special legals applies to this freeware, please read
the ST Guide documentation.

This release is dedicaced to all happy people at EIL3.

New in this release:
+ image Cache for fast reloading

<doc extract>
At first launch, and if you want a very fast loading, see
how to convert the images to the screen format into the
Cache:

1) Choose the path for the cache,
(on a writable disk with enough space)
2) Select "use converted images files",
3) Click on "convert DGX files",
4) Save the preferences.
</doc extract>

+ memory manager for images (much less Malloc calls, should
crash a bit less on old systems, though TOS 2.06 640*400*16c
is the minimum required)
+ use of TT-RAM if possible (experimental)
+ quicker display and sparing of memory (masks are only one
bitplane now)
+ extended preferences window with new options
+ console window for message and debug purposes
+ party summary and character sheets windows
+ delay and multiple actions in mecanisms, wall items can be
held on every faces of the wall tile.
+ new wall items: keyholes, coinholes, gemholes, torch holder,
spy eye, fountains, character mirrors
+ objects: everything from DM, CSB and TQ, but only manipulation
is possible now.
Are working: chest, scrolls, compass (in hand), keys,
coins, gems, mirror, magnifier
+ characters in party: at this time, works only as 'containors'
for objects. Their eyes are functional.

Comming in the next release: the life and death of characters.
Monsters should arrive at the 0.20 ;p

Hope you'll enjoy our work.

Rajah Lone and Daroou of Renaissance

1949. Re: [ANN] DGEM 0.16

Newsgroup: comp.sys.atari.st
Date: 2003-04-13 22:10:04 UTC
From: ptonthat@club-internet.fr
Message-ID: <3e99e03c$0$20025$7a628cd7@news.club-internet.fr>
Source record: 28280

Oups... so tired that I am, forgot the website url
for download: http://membres.lycos.fr/nef

if you want to get directly them:
http://rajah.atari.org/files/dgem016.zip (main prg, 530Kb)
http://rajah.atari.org/files/dedi016.zip (dungeon editor, 70Kb)
http://rajah.atari.org/files/ddev016.zip (sources and utilz, 320Kb)

Voila :)

Rajah

1950. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-04-13 22:48:30 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e99e9a2$0$49115$e4fe514c@news.xs4all.nl>
Source record: 28281
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

NO that's bad.... some people still want this...

(It's only bad that I live somewhere in Europe and it has to be shipped
:-( )
"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:zz3ma.7$bu6.9164@nsw.nnrp.telstra.net...
> Send it to the recyclers.
>
>

1951. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-04-13 23:24:08 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <6jmma.5$eK6.7002@nsw.nnrp.telstra.net>
Source record: 28282

PuffPuffin <puffpuffin@aol.comNOSPAM> wrote in message
news:20030413013431.05742.00001135@mb-fo.aol.com...
> >Send it to the recyclers.
>
> Who will hopefully save them and find new homes for them. Unlike your
> Commodore and Amiga sh*t which I'm sure they smash to smithereens with an
evil
> laugh.
>
> Stop being your usual asshole self and just leave us alone.

I'm sure that is were a lot of Amiga's have ended up, broken stuff should be recycled. No different for broken Atari junk. (If you read the Bravo post it doesn't sound like there is much to salvage as far as working bits go)

1952. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-13 23:28:08 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <Smmma.6$eK6.7253@nsw.nnrp.telstra.net>
Source record: 28283

Mark Bedingfield <atari030@optusnet.nomorespamta.com.au> wrote in message news:3e98e3de$0$2018$afc38c87@news.optusnet.com.au...
> Or a Falcon, or a STE, or a TT or a MegaSte. If you get a Falcon, you can
> play back the Mods at 50khz 16bit stereo, sounds great. How does that sound
> on an Amiga?
>

Same as on your Falcon, because the samples used are certainly not anywhere near that quality. And you still don't get that unique Paula sound...

1953. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-14 02:31:15 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <T3pma.4287$hF.31969@news-server.bigpond.net.au>
Source record: 28284

Whats unique about it? I have noted that my Falcon sounds alot nicer than any of my Amiga's (SX-1 cd32, A2000). Besides, there are some nice Falcon type mods floating around. Nothing like a DSP:-)

Mark

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message news:Smmma.6$eK6.7253@nsw.nnrp.telstra.net...
>
> Mark Bedingfield <atari030@optusnet.nomorespamta.com.au> wrote in message
> news:3e98e3de$0$2018$afc38c87@news.optusnet.com.au...
> > Or a Falcon, or a STE, or a TT or a MegaSte. If you get a Falcon, you can
> > play back the Mods at 50khz 16bit stereo, sounds great. How does that
> sound
> > on an Amiga?
> >
>
> Same as on your Falcon, because the samples used are certainly not anywhere
> near that quality. And you still don't get that unique Paula sound...
>
>

1954. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-04-14 04:27:58 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3e9a38f4$0$1724@echo-01.iinet.net.au>
Source record: 28285

rest in the knowledge that this looser cant afford a real computer and still uses amigas, to add insult to the injury, he cant afford a real car either, he drives possibly one of the worst built cars in the world (worse than Russian) and with technology that belongs in the Jurassic period. Funnily enough, its also called a "Commodore"

"PuffPuffin" <puffpuffin@aol.comNOSPAM> wrote in message news:20030413013431.05742.00001135@mb-fo.aol.com...
> >Send it to the recyclers.
>
> Who will hopefully save them and find new homes for them. Unlike your
> Commodore and Amiga sh*t which I'm sure they smash to smithereens with an evil
> laugh.
>
> Stop being your usual asshole self and just leave us alone.
>

1955. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-14 10:22:14 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <4Yvma.13$LT6.3096@nsw.nnrp.telstra.net>
Source record: 28286

Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message news:T3pma.4287$hF.31969@news-server.bigpond.net.au...
> Whats unique about it? I have noted that my Falcon sounds alot nicer than
> any of my Amiga's (SX-1 cd32, A2000). Besides, there are some nice Falcon
> type mods floating around. Nothing like a DSP:-)
>

Something to do with the current switched DAC in Paula, it has a unique ring to it. Point is, for about the $20 it costs (if that) to obtain an A500 you have a very capable MOD player. (and it's useful for other stuff too ofcourse, like retro gaming for instance)

I haven't found a MOD player for PC yet that is much chop :-(

Regards,

Clockmeister.

1956. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-04-14 10:25:19 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <Y_vma.14$LT6.3168@nsw.nnrp.telstra.net>
Source record: 28287

JLM <Nospam@fuck.com> wrote in message
news:3e9a38f4$0$1724@echo-01.iinet.net.au...
> rest in the knowledge that this looser cant afford a real computer and
still
> uses amigas, to add insult to the injury, he cant afford a real car
either,
> he drives possibly one of the worst built cars in the world (worse than
> Russian) and with technology that belongs in the Jurassic period. Funnily
> enough, its also called a "Commodore"
>

Considering you are wrong on all counts you obviously have no idea who I am.

1957. ST mono scan rate...

Newsgroup: comp.sys.atari.st
Date: 2003-04-14 12:18:44 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1030414091738.9512A-100000@halifax.chebucto.ns.ca>
Source record: 28288

What is the ST monochrome scan rate?

Is it 15.75kHz or 31.5 KhZ?

Thanks...

1958. Re: ST mono scan rate...

Newsgroup: comp.sys.atari.st
Date: 2003-04-14 12:56:40 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnb9lben.b1a.atari@core.preferuje.luzik.pl>
Source record: 28289

W artykule <Pine.GSO.3.95.iB1.0.1030414091738.9512A-100000@halifax.chebucto.ns.ca> Tony Cianfaglione napisaďż˝(a):
> What is the ST monochrome scan rate?

about 31.5 KhZ (VGA compatibile).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1959. Re: SuperCharger

Newsgroup: comp.sys.atari.st
Date: 2003-04-14 14:23:20 UTC
From: LS <me@email.com>
Message-ID: <5cf9eee2b0252b5c24d32b625ecfc584@news.teranews.com>
Source record: 28290

I will pay postage.

Email me at lschafr@shazam.net

"Tim Anderson" <t-DOT-anderson@zen.co.uk> wrote in message
news:3e99b59e$0$25664$fa0fcedb@lovejoy.zen.co.uk...
> Hi all,
>
> Just clearing out a room in my house to fit in the impending arrival of a
> new Anderson and have found this.
>
> Also I have a TOS switcher from an old STe of mine that somebody can have
> for postage, (I don't know if it works or not though) it has TOS 1.62 and
> 2.06 on it.
>
>
> For the supercharger:-
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3413213921
>
>

1960. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-14 17:50:00 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3e9af3c9$0$26842$626a54ce@news.free.fr>
Source record: 28291

> > Whats unique about it? I have noted that my Falcon sounds alot nicer
than
> > any of my Amiga's (SX-1 cd32, A2000). Besides, there are some nice
Falcon
> > type mods floating around. Nothing like a DSP:-)
>
> Something to do with the current switched DAC in Paula, it has a unique
ring
> to it. Point is, for about the $20 it costs (if that) to obtain an A500
you
> have a very capable MOD player. (and it's useful for other stuff too
> ofcourse, like retro gaming for instance)
>
> I haven't found a MOD player for PC yet that is much chop :-(

Well, I think it's more related to the fact that the Amiga has a filter.
A lot of amiga modules are not bearable if you play them on a STE or an
Amiga with filter switched off because the samples are very bad.

Dbug

1961. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-14 17:50:17 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <3e9af507_7@corp.newsgroups.com>
Source record: 28292

MODplug (for the PC) works great for playing all the .MODs of my own creation, plus others I've gotten. Now I just need a player/editor so I can change the speed on a .MOD or two of mine that're playing too slow.

Luposian

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message news:4Yvma.13$LT6.3096@nsw.nnrp.telstra.net...
>
> Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message
> news:T3pma.4287$hF.31969@news-server.bigpond.net.au...
> > Whats unique about it? I have noted that my Falcon sounds alot nicer than
> > any of my Amiga's (SX-1 cd32, A2000). Besides, there are some nice Falcon
> > type mods floating around. Nothing like a DSP:-)
> >
>
> Something to do with the current switched DAC in Paula, it has a unique ring
> to it. Point is, for about the $20 it costs (if that) to obtain an A500 you
> have a very capable MOD player. (and it's useful for other stuff too
> ofcourse, like retro gaming for instance)
>
> I haven't found a MOD player for PC yet that is much chop :-(
>
> Regards,
>
> Clockmeister.
>
>
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1962. m68k Linux and et4000 card on TT config?

Newsgroup: comp.sys.atari.st
Date: 2003-04-14 21:32:36 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e9b36f692e620@tripnet.se>
Source record: 28293

I have been busy installing Debian Potato m68k Linux dist on my TT today.
It does seem to work quite well apart from getting my et4000 graphics
card working well in 256 colours.

It does work well in mono with a bootargs file like:

-s -k linux root=/dev/sdd6 video=external:1024;768;1;n;0xfec00000;;0xfed80300;6;vga;1024

But if I try with 256 colours with:

-s -k linux root=/dev/sdd6 video=external:1024;768;8;p;0xfec00000;;0xfed80300;6;vga;1024

I get a white background and very light grey text impossible to read.
This looks like a palette issue. Tried having the old COLOR.CPX active
and got a dark screen with yellow text but then the TOS desktop is
completely out of order...

Any help on this would be nice. I'm a total newbie to Linux on any
platform...

I would also like to have a SLIP nullmodem connection to my other STinG
TT. is this an easy task in Linux?

I'm now to reboot into Linux again and try X11 to see if the TT will run
that at all. If that is OK then it's time to try Aranym :-)
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1963. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-14 22:51:35 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <yWGma.4$d_6.2744@nsw.nnrp.telstra.net>
Source record: 28294

Luposian <luposian@lycos.com> wrote in message
news:3e9af507_7@corp.newsgroups.com...
> MODplug (for the PC) works great for playing all the .MODs of my own
> creation, plus others I've gotten. Now I just need a player/editor so I
can
> change the speed on a .MOD or two of mine that're playing too slow.
>

MODplug works but isn't great if you compare it to an Amiga MOD player. Even Octamed for PC is hopeless. I thought this faster PC would fix the problem but running MODs in the background is a choppy affair :-(

It's about the only use I would have for a real Amiga now (apart from occasional hardware hacking) and I can't justify having one set up just for playing MODs at this time due to space restrictions. Otherwise it is the best low cost solution to playing MODs as they were intended to be heard.

Regards,

Clockmeister.

1964. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-14 23:47:23 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <fMHma.5790$hF.46151@news-server.bigpond.net.au>
Source record: 28295

While we are on the subject, is there a DA for the Falcon that will play med and screamtracker files? I have some apps that will do it, but prefer to do it in the background. Also, I have never played a mod on any of my Atari's that sounded any different to an Amiga. Granted the PC sounds like tinny shite, tho.
Years ago I was in a club that was atari/amiga, and we always had compo's to see who could get the better result. Until the falcon came along.

Mark

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:yWGma.4$d_6.2744@nsw.nnrp.telstra.net...
>
> Luposian <luposian@lycos.com> wrote in message
> news:3e9af507_7@corp.newsgroups.com...
> > MODplug (for the PC) works great for playing all the .MODs of my own
> > creation, plus others I've gotten. Now I just need a player/editor so I
> can
> > change the speed on a .MOD or two of mine that're playing too slow.
> >
>
> MODplug works but isn't great if you compare it to an Amiga MOD player.
Even
> Octamed for PC is hopeless. I thought this faster PC would fix the problem
> but running MODs in the background is a choppy affair :-(
>
> It's about the only use I would have for a real Amiga now (apart from
> occasional hardware hacking) and I can't justify having one set up just
for
> playing MODs at this time due to space restrictions. Otherwise it is the
> best low cost solution to playing MODs as they were intended to be heard.
>
> Regards,
>
> Clockmeister.
>
>
>
>
>

1965. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 01:18:42 UTC
From: Christopher Friend <chfriendd@charter.net>
Message-ID: <v9mnfd6l6n0hb4@corp.supernews.com>
Source record: 28146

Paul Hopkins wrote:
> Hi folks.
>
> Can anyone tell me if the Epson Stylus C82 behaves with a Falcon ?
> I have used an Epson Stylus 600 with very good results with Image Copy,
> ST Writer and Everest for a number of years,but now need another printer
> that will perform equally.
> A visit down the high street revealed that most printers now seem to
> be USB connection so choices now are very limited.
>
> Any information concerning Atari-compatible printers presently on the
> market would be most appreciated,and I am sure would be of interest to other
> Atari Users as well.
>
> Regards,
>
> Paul.
>
> ---

Assuming they did not remove the old Epson compatibility mode it should
work in black and white with the older 9 and 24-pin Epson drivers. I've
used my C80 with my XEGS (my ST died so I can't test it with that, but
it should work if it works on the 8-bit).

1966. Atari Stuff for Sale Vancouver Canada Area

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 06:55:11 UTC
From: emelvin@direct.ca
Message-ID: <v9nb6f7if0jd13@corp.supernews.com>
Source record: 28147

I have for sale the following Atari ST hardware and software:

Hardware:
Atari 1040ST with a 4 meg memory upgrade
SM124 B&W Monitor
SC1224 Color Monitor
SF314 D.S. Floppy Drive, 2
GT1000 5 1/4" Floppy Drive
ICD Fast 50, 50 meg Hard Drive
Monitor Master monitor switcher
Drive Master drive switcher
Panasonic KXP 1124 Dot Matrix Printer
Spectre GCR Mac emulator
PC Ditto II IBM hardware emulator

Software:
Games:
Orbiter by Spectrum Holobyte
Bismarck by Datasoft
Sim City by Electronic Arts
Arctic Fox by Electronic Arts
Q Ball by Mindscape
Go Moku/Renju by Atari
Populous by Electronic Arts
Word For Word by Bayview(Crossword Game)
Joust by Atari
Missile Command by Atari

Productivity:
First Word Plus
Data Manager by Timeworks
Typesetter Elite by Xlent Software
Print Master
Print Master Art Gallery II
Print Master Interface

Graphics:
Cad 3D 2.0
Degas Elite
Genesis
Spectrum 512
Cybermate & Upgrades
Cyber Sculpt
Cyber Texture
Cyber Paint

Microbot Design Disk for Cad 3D & Cybermate

Programming:
Megamax C & DB
Megamax Laser C & DB
GFA Basic
GFA Compiler
Prospero Pascal for GEM

Utilities and Miscellaneous Software:
Echo(X10 controller programmer) Michtron
Maxifile III by Codehead
Neodesk by Gribnif
Codehead Utilities
Warp 9 by Codehead
Multidesk Deluxe by Codehead
PCDitto software(IBM Emulator)
Universal Item Selector III by A&D Software
Masterlink ST(modem program) By Intersect
DC Utilities by Doubleclick
Squish(Compression program) by Trace Technologies
Data Diet by Double Click
Data Diet 2 by Trace Technologies
Interlink ST(modem program) by Intersect
Multidesk by Codehead

Also; Many magazine disks from most of the popular Atari ST magazines.
Probably in excess of 150

I offer this material to any interested people until May 16.
The highest of any offer for all or any part of this collection gets it.

Please contact me via email.

Remove the spaces for the address: "emelvin @ direct .ca"

Thanks in advance for any interest shown. Ed

1967. DR T links !

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 06:57:39 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0304142257.117cad76@posting.google.com>
Source record: 28148

Hi All

I have compiled a good set of DR T links. Check out these great
Programs and articles. I also have a new article covering MIDI ax on
myatari.net.

This is for all those DR T fans out there! Enjoy!

Tim Conrardy
Tims Atari MIDI World
http://tamw.atari-users.net

==========

DR T LINKS

The KCS and Tiger Cub Page at Tims Atari MIDI world. (TAMW)
KCS ver 4 and Tiger Cub available.
http://tamw.atari-users.net/omega.htm

The MIDI ax page at TAMW
http://tamw.atari-users.net/midiax.htm

Artice: MIDI-Ax: Mouse of a different color.
http://myatari.net/issues/apr2003/midiax.htm

Article:Derek Johnson's review of MIDI-ax in Sound On Sound Magizine
http://www.sospubs.co.uk/sos/jun01/articles/atarinotes.htm

Eugene Martynec's MIDI-ax pieces
www.improvart.com/lbl/martynec.htm

Article: The PVG Experience
http://www.myatari.net/issues/mar2003/pvg.htm

Article: THE DOCTOR IS IN
Dr. T: The Man Behind The MPE
by Jim Pierson-Perry
http://www.atarimagazines.com/startv3n9/drt.html

Article on the original Algorithmic Composer program (Commadore 64)
http://web.inter.nl.net/hcc/davies/algmsac.html

Chas Stoddard's PVG pages. Click to enter, and then click on KCS and
the PVG. There is also a separate download section to download his
microtonal PVG files
http://www.sweeney-todd.freeserve.co.uk/temper/index.htm

The Atari MIDI forum KCS folder which contains example files,
discussions and even some comments by Emile himself.
http://groups.yahoo.com/group/atari-midi/
files/AOTM/SEPT01_KCS/

Tim Wilson's home page with many articles about PVG/KCS and
experimental music
http://www.brokengadget.co.uk/

Derek Johnson's review of MIDI-ax in Sound On Sound Magazine
http://www.sospubs.co.uk/sos/jun01/articles/atarinotes.htm

Trond Einar Garmo's MP3's using KCS
http://www.hf.ntnu.no/ikm/trondga/mp3/

Run the Atari versions on PC with Steem!
http://tamw.atari-users.net/steem.htm

DR T Products:

Tunesmith (Jim Johnson) page at TAMW. MPE Compatable.
http://tamw.atari-users.net/tunsmith.htm

Music Mouse (Laurie Spiegel) page at TAMW
http://tamw.atari-users.net/mmouse.htm

Caged Artist Editors (Bob Melvin) page at TAMW. MPE compatable
http://tamw.atari-users.net/cage_art.htm

Copyist DTP (Cris Sion) page at TAMW. MPE compatable
http://tamw.atari-users.net/copyist.htm

Jeffrey Reid Baker Programs at TAMW:
Dr T Keys!
JeRBil inc Tempo Master MPE
JeRBil inc KCS Text MPE
http://tamw.atari-users.net/jrb.htm

Realtime Sequencer by Eric Ameres
http://tamw.atari-users.net/realtime.htm

M: Interactive Composing
http://tamw.atari-users.net/m.htm

1968. LNX/RAW partitions without HDDriver?

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 07:06:15 UTC
From: Andrew <aos+usenet042003@boom.net>
Message-ID: <3e9baf67$0$1969$a726171b@news.hal-pc.org>
Source record: 28149

Hi folks. I'm trying to install MiNT on my Falcon, and I'd really like for it all to live on a ext2 filesystem, but the mke2fs program requires a partition type of LNX or RAW before it's willing to make a filesystem on said partition. I'm currently using CBHD as my hard disk driver, and I cannot figure out how to change the partiton ID without switching to HDDriver. Seems a bit silly to pay money for a driver so I can run a free OS.

Can anyone tell me if it's even possible to set my partition ID properly without using HDDriver, and if so, how to do it? Thanks.

-andrew

1969. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 10:10:15 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <OSQma.4$K77.3094@nsw.nnrp.telstra.net>
Source record: 28150

Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message news:fMHma.5790$hF.46151@news-server.bigpond.net.au...
> While we are on the subject, is there a DA for the Falcon that will play med
> and screamtracker files? I have some apps that will do it, but prefer to do
> it in the background. Also, I have never played a mod on any of my Atari's
> that sounded any different to an Amiga. Granted the PC sounds like tinny
> shite, tho.
> Years ago I was in a club that was atari/amiga, and we always had compo's to
> see who could get the better result. Until the falcon came along.
>

I never managed to get anything good to come out of the YM soundchip, it was awful and one of the reasons I switched to the Amiga. I heard Megablast on ST, and then on Amiga... need I say more. Shame the Falcon didn't come along a little earlier...

Regards,

Clockmeister.

1970. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 11:06:52 UTC
From: fartfart@yahoo.com
Message-ID: <3e9be7cb$0$30756$626a54ce@news.free.fr>
Source record: 28152

On 12 Apr 2003 10:47:23 , "Luposian" wrote:
>What ever happened to NoiseTracker for the ST? I still have it on an ST
..
>Email me, if interested...

I am interested !
My adress is yves.rogneArobacEonline.fr

By the way : non DMA sound ataris (mega ST and Had>s) will be able to have very decent MOD playing with NAtracker. It can be used as an accessory and so is able to play in background (by eating about all bandwith on a megaST) I'm very happy with it.

For those that have a DMA sound, Paula is excellent and cheap.

Regards

M>gamodeste

1971. [?] appl_tplay() and appl_trecord() on Hades

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 11:48:32 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3E9BF190.1040001@lutece.net>
Source record: 28151
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

I have a Hades 060, and I work mainly with MiNT+N.AES.
I recently discovered that the AES calls appl_tplay()
and appl_trecord() are working under plain TOS. It
means that you can record events, and you can replay
them under TOS. It is useful to make demos of programs.

Unfortunately, I also discovered that these system
calls are not working on recent AESes (on the Hades at
least). It means that a recorded sequence cannot be
replayed under those AESes. These faulty AESes are
all derived from MultiTOS, and all faulty. Therefore,
MultiTOS, N.AES, Geneva have bad implementation of
those system calls. On those systems, the mouse begins
to move, as if all was right, and then it crashes the
Hades. The only solution is to turn the power off.

Not many people use those AES calls for ATARI programs.
I'm even wondering if I am the only developer for it.
Would you already experienced this problem ?

All replies will be welcomed ...

Best regards,

-- Franï¿½ois LE COAT
Author of Eurï¿½ka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

1972. Re: m68k Linux and et4000 card on TT config?

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 15:20:15 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <3e9c2323$0$24125$ba620e4c@reader0.news.skynet.be>
Source record: 28153

Kenneth Medin wrote:

> I get a white background and very light grey text impossible to read.
> This looks like a palette issue. Tried having the old COLOR.CPX active
> and got a dark screen with yellow text but then the TOS desktop is
> completely out of order...

I don't get it. What possible connection could there be between Linux and color.cpx, which is an Atari specific program? You can't run a cpx under Linux.

> I would also like to have a SLIP nullmodem connection to my other STinG
> TT. is this an easy task in Linux?

I've done it, following Patrice Mandin's howto on his website, and it works great. But the TT was running MiNT, so STinG wasn't used.

> I'm now to reboot into Linux again and try X11 to see if the TT will run
> that at all. If that is OK then it's time to try Aranym :-)

You're not intending to run ARAnyM under Linux on your TT, do you?

JFL

1973. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 16:01:19 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <3e9c2cfc$1_7@corp.newsgroups.com>
Source record: 28154

I'm sorry, your "address" doesn't make any sense to me. Is that an URL?
Mailing address? Email address?

Luposian

"M,gamodeste" <fartfart@yahoo.com> wrote in message
news:3e9be7cb$0$30756$626a54ce@news.free.fr...
> On 12 Apr 2003 10:47:23 , "Luposian" wrote:
> ?What ever happened to NoiseTracker for the ST? I still have it on an ST
> ..
> ?Email me, if interested...
>
> I am interested !
> My adress is yves.rogneArobacEonline.fr
>
> By the way : non DMA sound ataris (mega ST and HadSs) will be able to have
> very decent MOD playing with NAtracker. It can be used as an accessory and
> so is able to play in background (by eating about all bandwith on a
megaST)
> I'm very happy with it.
>
> For those that have a DMA sound, Paula is excellent and cheap.
>
> Regards
>
> M,gamodeste

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1974. Re: m68k Linux and et4000 card on TT config?

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 16:34:48 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e9c42aab7f5b0@tripnet.se>
Source record: 28155

In comp.sys.atari.st <3e9c2323$0$24125$ba620e4c@reader0.news.skynet.be>
Jean-Franï¿½ois Lemaire wrote on Tue 15-04-2003 17:20 (+0200):

>Kenneth Medin wrote:

>> I get a white background and very light grey text impossible to read.
>> This looks like a palette issue. Tried having the old COLOR.CPX active
>> and got a dark screen with yellow text but then the TOS desktop is
>> completely out of order...
>
>I don't get it. What possible connection could there be between Linux and
>color.cpx, which is an Atari specific program? You can't run a cpx under
>Linux.

The connection betwween Linux and COLOR.CPX is the ET4000 card! If I
boot to TOS with this cpx active the palette gets all mixed upp so I
hardly can se the desktop in 256 colours. But, when I start the Linux
Bootstrap I get a sort of OK display in Linux with light yellow
characters over a dark bakground that is readable.

Without this little trick it's almost impossible to see anything under
Linux. So, it seems the Linux kernel simply does nothing to alter the
ET4000 palette.

>> I would also like to have a SLIP nullmodem connection to my other STinG
>> TT. is this an easy task in Linux?
>
>I've done it, following Patrice Mandin's howto on his website, and it
>works great. But the TT was running MiNT, so STinG wasn't used.

I'll check his site, thanks. As there is no Linux support for the
cartridge port Ethernet I'm using this is the only way to get a
connection with the Linux TT.

Now I only have to figure out which Linux "/dev/ttySn" goes to the TT
Modem 2 and if it will respond to the uncommon 153600 bps speed?

I already have a subnet configured on my other TT Modem 2 port and also
an Ethernet card to the main switch.

>> I'm now to reboot into Linux again and try X11 to see if the TT will run

Update: X11 exited with a "signal 11" and then I went to bed. It will off
course be very slow but anyway fun to see if I can get it running.

There are some settings for graphics modes in the X11 config file so
maybe the palette will be OK if I get that running?

>> that at all. If that is OK then it's time to try Aranym :-)
>
>You're not intending to run ARAnyM under Linux on your TT, do you?

No, I guess STonx is a better alternative... :-)

Actually, it would be very, very fun to get a virtual Atari running on a
real Atari regardless how slow it would run imho :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1975. Re: LNX/RAW partitions without HDDriver?

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 16:48:27 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1050426176.977692@blade>
Source record: 28156

Andrew wrote:

> Hi folks. I'm trying to install MiNT on my Falcon, and I'd really like
> for it all to live on a ext2 filesystem, but the mke2fs program requires a
> partition type of LNX or RAW before it's willing to make a filesystem on
> said partition. I'm currently using CBHD as my hard disk driver, and I
> cannot figure out how
> to change the partiton ID without switching to HDDriver. Seems a bit
> silly to pay money for a driver so I can run a free OS.
>
> Can anyone tell me if it's even possible to set my partition ID properly
> without
> using HDDriver, and if so, how to do it? Thanks.
>
> -andrew

MiNT fdisk should be able to do this but I'm not even sure if it was ever
ported let alone if it will run under singleTOS

Mark
http://atari-source.com

1976. Re: LNX/RAW partitions without HDDriver?

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 17:41:38 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e9c525417bbd00@tripnet.se>
Source record: 28157

In comp.sys.atari.st <1050426176.977692@blade>
Mark D wrote on Tue 15-04-2003 12:48 (-0400):

>> Hi folks. I'm trying to install MiNT on my Falcon, and I'd really like
>> for it all to live on a ext2 filesystem, but the mke2fs program requires a
>> partition type of LNX or RAW before it's willing to make a filesystem on
>> said partition. I'm currently using CBHD as my hard disk driver, and I
>> cannot figure out how
>> to change the partiton ID without switching to HDDriver. Seems a bit

>MiNT fdisk should be able to do this but I'm not even sure if it was ever
>ported let alone if it will run under singleTOS

As I have the Debian CD in right now here is a part of
/install/atari/install.doc :

3) Partition your harddisk (or rather prepare partitions for Linux):
There is a partitioning tool for Linux/m68k called atari-fdisk, but for now
I recommend you partition your disk using a TOS partition editor or some disk
tool. If your partition editor doesn't have an option to edit the partition
type, you can do this crucial step at a later stage (from the booted temporary
install ramdisk). One of the partition editors supporting selection of
arbitrary partition types is SCSITool (Hard&Soft). There will be others,
select one to suit your need.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1977. Re: LNX/RAW partitions without HDDriver?

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 18:00:11 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns935ECB7BFBD9Dtos4ever@195.130.132.65>
Source record: 28158

on di, 15 apr 2003 07:06:15 GMT ?Andrew wrote:

> Hi folks. I'm trying to install MiNT on my Falcon, and I'd really
> like for it all to live on a ext2 filesystem, but the mke2fs program
> requires a partition type of LNX or RAW before it's willing to make a
> filesystem on said partition. I'm currently using CBHD as my hard disk
> driver, and I cannot figure out how to change the partiton ID without
> switching to HDDriver. Seems a bit silly to pay money for a driver so
> I can run a free OS.
>
> Can anyone tell me if it's even possible to set my partition ID
> properly without using HDDriver, and if so, how to do it? Thanks.

Download Cecille. You can find it on
<URL:http://centek.free.fr/atari/softs/s_cecile.htm>
It's all French though:-(

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

1978. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 19:34:44 UTC
From: swampfax1@atlantic.net
Message-ID: <o9Zma.1348$001.1036429@monger.newsread.com>
Source record: 28159

looks like he forgot to tell you to remove "ArobacE" and
insert @ in it's place

On 15 Apr 2003 09:01:19 , "Luposian" wrote:
>I'm sorry, your "address" doesn't make any sense to me. Is that an URL?
>Mailing address? Email address?
>
>Luposian
>----------
>"M,gamodeste" <fartfart@yahoo.com> wrote in message
>news:3e9be7cb$0$30756$626a54ce@news.free.fr...
>> On 12 Apr 2003 10:47:23 , "Luposian" wrote:
>> >What ever happened to NoiseTracker for the ST? I still have it on an ST
>> ..
>> >Email me, if interested...
>>
>> I am interested !
>> My adress is yves.rogneArobacEonline.fr
>>
>> By the way : non DMA sound ataris (mega ST and HadSs) will be able to have
>> very decent MOD playing with NAtracker. It can be used as an accessory and
>> so is able to play in background (by eating about all bandwith on a
>megaST)
>> I'm very happy with it.
>>
>> For those that have a DMA sound, Paula is excellent and cheap.
>>
>> Regards
>>
>> M,gamodeste
>
>
>
>
>-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
>http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
>-----== Over 80,000 Newsgroups - 16 Different Servers! =-----
>.

1979. Jinneesymbol...

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 19:46:02 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1050439770-022108AEicMi@xs4all.nl>
Source record: 28160

Somehow i have changed something in Jinnee and i do not know
what. But the result is that in a already opened windowscreen in
the upperleftcorner there's no longer the arrowsymbol that was
meant to indicate 'closing window' but a file symbol. Does
anyone know how to get this back in normal order?

Thanks,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x
Jaguar, 1 x Lynx.

1980. Space Harrier XE for 130XE

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 21:13:56 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v9otgkends2h22@corp.supernews.com>
Source record: 28161

Anyone try this game? It is really good! I converted the ATR to a disk and ran it on my 130XE...

Hope the author finishes it!

Tim

1981. Re: Space Harrier XE for 130XE

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 21:16:03 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v9otkk3boin98c@corp.supernews.com>
Source record: 28162

"Tim" <tjlazer@mail.com> wrote in message
news:v9otgkends2h22@corp.supernews.com...
> Anyone try this game? It is really good! I converted the ATR to a disk
and
> ran it on my 130XE...
>
> Hope the author finishes it!
>
> Tim
>
Whoops wrong Atari group! Well this game is good, even the ST version! ;)

Tim

1982. Re: LNX/RAW partitions without HDDriver?

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 21:46:44 UTC
From: Andrew <aos+usenet042003@boom.net>
Message-ID: <3e9c7dc3$0$1969$a726171b@news.hal-pc.org>
Source record: 28163

Kenneth Medin <kennethm@tripnet.se> wrote:
>>MiNT fdisk should be able to do this but I'm not even sure if it was ever
>>ported let alone if it will run under singleTOS
>
> As I have the Debian CD in right now here is a part of
> /install/atari/install.doc :
>
> 3) Partition your harddisk (or rather prepare partitions for Linux):
<snip>

Great minds think alike? I actually ended up doing this last night. By the time I was done, I was too tired to come post it, though. :-) Unfortunately, however, it doesn't make EasyMiNT's install program happy. It still complains about not seeing a RAW or LNX partition. However, mke2fs.ttp works just fine now.

I suppose at this point, I'll give SCSITool and/or Cecille a shot.

Thanks for the advice.

-andrew

1983. Re: LNX/RAW partitions without HDDriver?

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 21:48:24 UTC
From: Andrew <aos+usenet042003@boom.net>
Message-ID: <3e9c7e28$0$1969$a726171b@news.hal-pc.org>
Source record: 28164

"Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be> wrote:
> Download Cecille. You can find it on
> <URL:http://centek.free.fr/atari/softs/s_cecile.htm>
> It's all French though:-(

Ce n'est pas un probleme. :) Merci.

-andrew

1984. Re: Jinneesymbol...

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 22:21:34 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b7i0la$2u5$1@hercules.btinternet.com>
Source record: 28165

Hi "Raoul Teulings"

> Somehow i have changed something in Jinnee and i do not know
> what. But the result is that in a already opened windowscreen in
> the upperleftcorner there's no longer the arrowsymbol that was
> meant to indicate 'closing window' but a file symbol. Does
> anyone know how to get this back in normal order?

The first thing i'd check would be the system font in current use, then i'd
check for 'skins'.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.471 / Virus Database: 269 - Release Date: 10/04/2003

1985. Re: Cornholed Benny

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 22:21:39 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b7i0lg$2u5$2@hercules.btinternet.com>
Source record: 28166
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy

Hi "Jimmy Cracked Corn"

> I'm currently offering A 20% Discount on all gay sex toys and magazines.

The last toy i got from BS had blood and crap all over it, it was obviously
a recycled toy, unless Ben had just tested it before he probably shipped it
next day?.

> Whether your spending Tax Rebate Dollars, spending Euro's from Europe or
satisfying
> your Yen for Atari! We Ship anywhere that there's fags! And If your in the
> United States, take advantage of the cheaper Postage for special fagot
Mail
> Rate.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.471 / Virus Database: 269 - Release Date: 10/04/2003

1986. Re: Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-04-15 22:21:43 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b7i0ll$2u5$3@hercules.btinternet.com>
Source record: 28167

Why its... "Luposian"

> *Sigh*... I need to go to bed... I'm pipe-dreaming and pointlessly
emotionally torturing myself again!

Makes a change from physically abusing yourself, did you get that vibrator
pulled out your arse or just had the batteries changed?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.471 / Virus Database: 269 - Release Date: 10/04/2003

1987. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-16 00:28:31 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <Ps1na.7743$hF.61400@news-server.bigpond.net.au>
Source record: 28168

I would never compare an STFM's audio against an Amiga's. I would however,
compare a TT/STE/MegaSTE/Falcon, without a second thought. There is actually
a Stereo hack for the STFM too.

Mark

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:OSQma.4$K77.3094@nsw.nnrp.telstra.net...
>
> Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message
> news:fMHma.5790$hF.46151@news-server.bigpond.net.au...
> > While we are on the subject, is there a DA for the Falcon that will play
> med
> > and screamtracker files? I have some apps that will do it, but prefer to
> do
> > it in the background. Also, I have never played a mod on any of my
Atari's
> > that sounded any different to an Amiga. Granted the PC sounds like tinny
> > shite, tho.
> > Years ago I was in a club that was atari/amiga, and we always had
compo's
> to
> > see who could get the better result. Until the falcon came along.
> >
>
> I never managed to get anything good to come out of the YM soundchip, it
was
> awful and one of the reasons I switched to the Amiga. I heard Megablast on
> ST, and then on Amiga... need I say more. Shame the Falcon didn't come
along
> a little earlier...
>
> Regards,
>
> Clockmeister.
>
>
>
>
>

1988. Re: Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-04-16 00:53:18 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <3e9ca9aa$1_7@corp.newsgroups.com>
Source record: 28170

You are soooo slow! How... long... does... it... take... you.... to...
go... from...one... Atari... newsgroup... to... the... next?

Or maybe you actually read the message weeks ago and your brain finally
realized just today "Ooh, that's a post from Luposian I can reply to!"

You're such a sad plight of flesh. Go outside, get a deep breath of fresh
air, put a big happy grin on your face, strip down to your bare nakedness,
and then jump on a red ant hill and let the ants crawl up your arse and give
you deep, stinging colonic!

Hey, sure beats replying to my posts, that's for certain!

Luposian

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:b7i0ll$2u5$3@hercules.btinternet.com...
> Why its... "Luposian"
>
> > *Sigh*... I need to go to bed... I'm pipe-dreaming and pointlessly
> emotionally torturing myself again!
>
> Makes a change from physically abusing yourself, did you get that vibrator
> pulled out your arse or just had the batteries changed?.
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.471 / Virus Database: 269 - Release Date: 10/04/2003
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1989. Re: Cornholed Benny

Newsgroup: comp.sys.atari.st
Date: 2003-04-16 01:04:43 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <3e9cac57$1_7@corp.newsgroups.com>
Source record: 28171
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:b7i0lg$2u5$2@hercules.btinternet.com...
> Hi "Jimmy Cracked Corn"
>
> > I'm currently offering A 20% Discount on all gay sex toys and magazines.
>
> The last toy i got from BS had blood and crap all over it, it was
obviously
> a recycled toy, unless Ben had just tested it before he probably shipped
it
> next day?.

Then it's TRUE! Steve Sweet *IS* a flaming homosexual! But, since you've
"just come out" about it... you might want to check out a site that is sure
to give you more anal and prostate giggles than you can POSSIBLY handle!

http://www.zetacreations.com/intro.html

ENJOY, GAY BOY!

Luposian

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1990. Re: LNX/RAW partitions without HDDriver?

Newsgroup: comp.sys.atari.st
Date: 2003-04-16 01:11:14 UTC
From: Andrew <aos+usenet042003@boom.net>
Message-ID: <3e9cadb2$0$1969$a726171b@news.hal-pc.org>
Source record: 28172

Andrew <aos+usenet042003@boom.net> wrote:
> I suppose at this point, I'll give SCSITool and/or Cecille a shot.

Well, I'm pretty confused at this point. I've created LNX and RAW partitions with Linux fdisk, with Cecile, and with SCSITool, and the FreeMiNT installer still insists every time that it can't find a LNX or RAW partition. I'm really unsure what's wrong. The partition I'm creating is definitely LNX or RAW, depending on which I've most recently made.

I'm using the internal IDE controller on the Falcon. Any known issues that would make the FreeMiNT installer barf?

Any other ideas anyone has would be greatly appreciated.

-andrew

1991. New ACE MIDI Forum created

Newsgroup: comp.sys.atari.st
Date: 2003-04-16 04:15:29 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0304152015.203f5c80@posting.google.com>
Source record: 28173

HI all

Per request I have started a new forum for ACE MIDI, the Softsynth for Atari Falcon.

http://groups.yahoo.com/group/acemidi/

To join simply click on "Join this group?" and follow the instructions.

This is THE user group for New Beat Productions Soft Synth for the Atari Falcon called ACE MIDI. There is also ACE TRACKER which is a tracker version, now in Beta stage. Patch sharing as well as synthisis techniques can be discussed specific to using ACE MIDI.

For more information visit
http://newbeat.atari.org
and the ACE MIDI page at TAMW:
http://tamw.atari-users.net/ace.htm

Tim Conrardy
Tims Atari MIDI World
http://tamw.atari-users.net

1992. Re: m68k Linux and et4000 card on TT config?

Newsgroup: comp.sys.atari.st
Date: 2003-04-16 10:35:20 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3e9d31dd$0$26842$626a54ce@news.free.fr>
Source record: 28174

Have you got good SCSI transfer on your m68k Linux ?
Can you copy files on SCSI harddisk above 80 kB/s ?

Thanks

DOCs

"Kenneth Medin" <kennethm@tripnet.se> a crit dans le message news:
3e9b36f692e620@tripnet.se...
> I have been busy installing Debian Potato m68k Linux dist on my TT today.
> It does seem to work quite well

1993. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-16 10:58:52 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <iGana.8$F3.4637@nsw.nnrp.telstra.net>
Source record: 28175

Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message
news:Ps1na.7743$hF.61400@news-server.bigpond.net.au...
> I would never compare an STFM's audio against an Amiga's. I would however,
> compare a TT/STE/MegaSTE/Falcon, without a second thought. There is
actually
> a Stereo hack for the STFM too.
>

Stereo bleeps ;-)

Regards,

Clockmeister.

1994. Re: LNX/RAW partitions without HDDriver?

Newsgroup: comp.sys.atari.st
Date: 2003-04-16 12:35:42 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.44.0304161434040.28078-100000@wh58-508.st.uni-magdeburg.de>
Source record: 28176

Hello!

> I'm using the internal IDE controller on the Falcon. Any known issues that
> would make the FreeMiNT installer barf?

As far as I know Cecile don't support the XHDI protocol (the XHDI protocol
is required to access other partitions types than GEMDOS).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

1995. Re: Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-04-16 14:42:06 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b7jq9arhg1@newsg4.svr.pol.co.uk>
Source record: 28177

Man, everyone around here is obsessed with arses..... :-)

sorry couldnt resist.

1996. Re: m68k Linux and et4000 card on TT config?

Newsgroup: comp.sys.atari.st
Date: 2003-04-16 16:38:24 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e9d9500578370@tripnet.se>
Source record: 28179

In comp.sys.atari.st <3e9d31dd$0$26842$626a54ce@news.free.fr>
DOCs wrote on Wed 16-04-2003 12:35 (+0200):

>Have you got good SCSI transfer on your m68k Linux ?
>Can you copy files on SCSI harddisk above 80 kB/s ?

Don't know really... All I know about speed for now is that it is not as
fast as Magic overall :-)

Being a total newbie on Linux I have so far managed to get a working
Internet connection via 76800bps Modem2 nullmodem routed via my other TT
running STinG.

Have to enter the config commands manually, though as I haven't figured
out where in the startup scripts they should be put.

Anyway, quite fun to surf with Lynx...

>"Kenneth Medin" <kennethm@tripnet.se> a ï¿½crit dans le message news:
>3e9b36f692e620@tripnet.se...
>> I have been busy installing Debian Potato m68k Linux dist on my TT today.
>> It does seem to work quite well

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1997. Re: Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-04-16 16:40:30 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <3e9d87ab$1_7@corp.newsgroups.com>
Source record: 28178

Steve follows me around like a bad cold... it must be in his DNA or something. He's always ragging on my grandios ideas for the revival of Atari (as a hardware company), but I persist, nonetheless. My latest idea doesn't seem to be that far off, either... a bit more "possible" than the others I've had.

I just need to see how to get the price more affordable. Aiming for the $300 mark as the max. selling price.

This are the current (tenative) specs:

Project: Lynx II ls (Large Screen)
Screen type: TFT LCD
Screen size: approx. 6"-9"
Hardware: Single Board Computer (CPU speed between 500-800MHz; built-in 2D/3D video (up to 32Mb shared memory))
OS: TBA
Software Media: TBA

I'm just waiting for the company I found to get their vacuum molding operations going. Once that's in place, I will work on designing the case and get pricing on making a one-off. The drive model I'm looking into works with the OS I'm looking into. Sadly, the highest model works with nothing but Windows (drivers are Windows only). LCD's of the size and type I need are coming down in price. If I can carefully hack apart a working 486 laptop with a TFT screen (like the one I have a perfectly working TFT LCD panel from already, but the cable was torn, and the LCD is no longer supported, and specs are non-existant), I can throw together a working (but much slower) prototype much faster, since the LCD panel will be virtually free. The SBC is going to cost a bit, unless I can find a "sample" on eBay or elsewhere.

The sample demo game I plan to show off will be a somewhat-hilarious "sequel" of Pac-Man. Different from all the rest. Just need to find a programmer... or two.

As I like to say, "If I can accomplish it, I *will* accomplish it!"

Pipe Dream or not... it's something fun for me to plan and think about... only time will tell if it's meant to be or not.

Luposian

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message news:b7jq9arhg1@newsg4.svr.pol.co.uk...
> Man, everyone around here is obsessed with arses..... :-)
>

> sorry couldnt resist.

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1998. Re: LNX/RAW partitions without HDDriver?

Newsgroup: comp.sys.atari.st
Date: 2003-04-16 17:06:09 UTC
From: Andrew <aos+usenet042003@boom.net>
Message-ID: <3e9d8d80$0$1969$a726171b@news.hal-pc.org>
Source record: 28180

Frank Naumann <fnaumann@cs.uni-magdeburg.de> wrote:
>> I'm using the internal IDE controller on the Falcon. Any known issues that
>> would make the FreeMiNT installer barf?
>
> As far as I know Cecile don't support the XHDI protocol (the XHDI protocol
> is required to access other partitions types than GEMDOS).

Fair enough. How about Hushi/SCSITool 6.01? (The only version I've got of that)
It certainly acts like it supports XHDI. Forgive my lack of knowledge here.
I've been out of the Atari scene for a while, and most of this stuff came along
after I drifted away.

I thought it was interesting that mke2fs.ttp works on my filesystem while the
FreeMiNT installer doesn't. Since mke2fs requires LNX/RAW filesystem type,
that would see to indicate that whatever hard disk driver I was running at
that time (can't even remember which one it was now) did support XHDI, but
the FreeMiNT installer still didn't work.

If I really have to, I'm sure I can get this running by creating the filesystem
with mke2fs.ttp and then unpacking the rootfs.tgz and all the rpms by hand.
I don't *need* the FreeMiNT installer per se. I just want a working MiNT
system that's based on stuff a little newer than KGMD.

-andrew

1999. Re: [?] appl_tplay() and appl_trecord() on Hades

Newsgroup: comp.sys.atari.st
Date: 2003-04-16 18:51:47 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <5Bina.445$62.5840@newsfep4-glfd.server.ntli.net>
Source record: 28182
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Franï¿½ois LE COAT wrote:

> Hi,
>
> I have a Hades 060, and I work mainly with MiNT+N.AES.
> I recently discovered that the AES calls appl_tplay()
> and appl_trecord() are working under plain TOS. It
> means that you can record events, and you can replay
> them under TOS. It is useful to make demos of programs.
>
> Unfortunately, I also discovered that these system
> calls are not working on recent AESes (on the Hades at
> least). It means that a recorded sequence cannot be
> replayed under those AESes. These faulty AESes are
> all derived from MultiTOS, and all faulty. Therefore,
> MultiTOS, N.AES, Geneva have bad implementation of
> those system calls. On those systems, the mouse begins
> to move, as if all was right, and then it crashes the
> Hades. The only solution is to turn the power off.
>
> Not many people use those AES calls for ATARI programs.
> I'm even wondering if I am the only developer for it.
> Would you already experienced this problem ?

I recall discovering those two calls to be broken(*) under one of my
STFM TOS'es also.

(*)
Either didn't work at all or only unacceptable circumstances. Sorry too
long ago. I do recall deciding to forget about trying to use them.

> All replies will be welcomed ...
>
> Best regards,
>
> -- Franï¿½ois LE COAT
> Author of Eurï¿½ka 2.12 (2D Graph Describer, 3D Modeller)
> http://eureka.atari.org
> mailto:lecoat@atari.org

--
Guy Harrison

2000. Re: m68k Linux and et4000 card on TT config?

Newsgroup: comp.sys.atari.st
Date: 2003-04-16 19:39:13 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3e9db154$0$1800$626a54ce@news.free.fr>
Source record: 28181

```
I'm using a Falcon.
Can you try to copy a big file and say to me what is the SCSI rate around ?
I can copy file at 700 kB/s on Magic
I'm copying file at 80 kB/s on Linux m68k.

Thanks a lot.

DOCs
```

"Kenneth Medin" <kennethm@tripnet.se> a crit dans le message news:
3e9d9500578370@tripnet.se...
> In comp.sys.atari.st <3e9d31dd$0$26842$626a54ce@news.free.fr>
> DOCs wrote on Wed 16-04-2003 12:35 (+0200):
>
> >Have you got good SCSI transfer on your m68k Linux ?
> >Can you copy files on SCSI harddisk above 80 kB/s ?
>
> Don't know really... All I know about speed for now is that it is not as
> fast as Magic overall :-)
>
> Being a total newbie on Linux I have so far managed to get a working
> Internet connection via 76800bps Modem2 nullmodem routed via my other TT
> running STinG.
>
> Have to enter the config commands manually, though as I haven't figured
> out where in the startup scripts they should be put.
>
> Anyway, quite fun to surf with Lynx...
>
> >"Kenneth Medin" <kennethm@tripnet.se> a crit dans le message news:
> >3e9b36f692e620@tripnet.se...
> >> I have been busy installing Debian Potato m68k Linux dist on my TT
today.
> >> It does seem to work quite well
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

2001. Re: Jinneesymbol...

Newsgroup: comp.sys.atari.st
Date: 2003-04-16 21:28:14 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1050615042-845595AEicMi@xs4all.nl>
Source record: 27952

Hi Steve,

>The first thing i'd check would be the system font in current
>use, then i'd
>check for 'skins'.

The current systemfont is the standard Atarifont. And what do you
mean by 'skins'?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

2002. Space Harrier XE for 130XE

Newsgroup: comp.sys.atari.st
Date: 2003-04-16 22:42:48 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <d38009.908d58@fmlynet.org>
Source record: 27960

> From: "Tim" <tjlazer@mail.com>
> Anyone try this game? It is really good! I converted the ATR to a disk and
> ran it on my 130XE...
> Hope the author finishes it!
> Tim

Tell me more about it!

Doctor Clu
Atari 800 User

--- BBBS/NT v4.01 Flag-4
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

2003. Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 02:00:52 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v9s2mjp515ff35@corp.supernews.com>
Source record: 28183

How compatible is this with ST software? What are these worth today?

Tim

2004. Re: music studio wanted

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 02:59:40 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304161859.4bcb0165@posting.google.com>
Source record: 28184

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3e9837a2bb67e5@attbi.com>...
> >Does anyone know where I can get Music Studio for the Atari ST?
> >
> >thanks
> >
> >Joe Blenkle
> >jblenkle_st@sacnews.net
>
> I have seen it for sale, but what you really want is Music Studio
> 88 which is a much better program than the original.

Well, I have a copy I no longer have a use for. Contact me in email
(I'm on vacation though, so a reply might take a while).

Galen

2005. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 03:07:54 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304161907.594edba@posting.google.com>
Source record: 28185

nephelim@zetnet.co.uk (Paul Hopkins) wrote in message
news:<3e975235$0$201$4c56ba96@master.news.zetnet.net>...
> Hi folks.
>
> Can anyone tell me if the Epson Stylus C82 behaves with a Falcon ?
> I have used an Epson Stylus 600 with very good results with Image Copy,
> ST Writer and Everest for a number of years,but now need another printer
> that will perform equally.
> A visit down the high street revealed that most printers now seem to
> be USB connection so choices now are very limited.
>
> Any information concerning Atari-compatible printers presently on the
> market would be most appreciated,and I am sure would be of interest to other
> Atari Users as well.
>
The Brother 1240 laser printer is the only printer still on the market
that I am CERTAIN will work on an Atari. HP no longer sells PCL3
printers, and Epson no longer sells ESC/P2 printers. Someone posted a
year or so back that they were able to print from the Stylus C series,
but I do not remember the details.

Galen

2006. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 03:12:36 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304161912.324781b7@posting.google.com>
Source record: 28186

nephelim@zetnet.co.uk (Paul Hopkins) wrote in message
news:<3e975235$0$201$4c56ba96@master.news.zetnet.net>...
> Hi folks.
>
> Can anyone tell me if the Epson Stylus C82 behaves with a Falcon ?

From the Epson USA website:

Q: Is this printer compatible with MS-DOS based applications?
A: If you are trying print from a DOS based application, the printer may not be completely compatible due to the ESC/P raster printer language that is used by your printer. When printing from DOS, color printing is not available. You will need to use the control panel of the printer to replace ink cartridges and perform other maintenance functions.

Thus it appears that the printer will respond to ESC/P (non-raster) commands to some degree, at least as far as black printing is concerned.

Galen

2007. New on TAMW: New version of MIDI JOY

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 05:57:50 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0304162157.5a8dca91@posting.google.com>
Source record: 28187

Hi all
Here is a recent exerpt from a post on Atari-MIDI:

>For those who love to play with MIDI-improvisation toys there is
>interesting news. The midi-improvisation tool MIDIJOY as written by me
>in 1992 has now a complete English manual, available in html.

>http://www.marsandmc.nl/atari/midijoy/

>Harry Koopman

Thanks Harry!!

This is great....we are continuing to get updates to our programs even in
2003!!
Talking about updates, I have updated my own MIDI Joy page at TAMW with the
new files...thanks Harry for a job well done.

http://tamw.atari-users.net/midijoy.htm

I would encourage members here to check out MIDI Joy, an excellent mouse
play application. The English manual is complete and now available.

Tim Conrardy
Tims Atari-MIDI World
http://tamw.atari-users.net

2008. Re: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 08:38:41 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <b7lp6i$26elg$1@ID-40235.news.dfncis.de>
Source record: 28188

"Tim" <tjlazer@mail.com> wrote in message
news:v9s2mjp515ff35@corp.supernews.com...
> How compatible is this with ST software?

I guess anything that depends on exact timing won't run (Like many games).
Well behaved stuff will be o.k.

>What are these worth today?
>

It depends on the config. The last two on E-Bay (UK) I think went for around
300 - 350 dollars.

> Tim
>
>

2009. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 09:54:32 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3E9E79D8.6090107@lutece.net>
Source record: 28189
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi,

Guy Harrison a ï¿½crit:
> I recall discovering those two calls to be broken(*) under one of my
> STFM TOS'es also.
>
> (*)
> Either didn't work at all or only unacceptable circumstances. Sorry too
> long ago. I do recall deciding to forget about trying to use them.

Well, these system calls usually work fine. For instance, it
works very well on all various versions of MagiC (Mac, PC, ATARI).
It even works nice under ARAnyM, with TOS and MagiC. But, for
instance, it doesn't work under ARAnyM with N.AES installed
(I haven't recently tried Geneva or XaAES).

That's very strange ... That's why I say that the recent AESes
derived from MultiTOS (MultiTOS, Geneva, N.AES) are faulty.
I've put it on evidence with my Hades 060, and with ARAnyM.
As nobody use this system calls, except me, I'm very embarrassed.

Maybe I could try XaAES, but it has other problems of compatibility ...
I also tried with STonX, TOSbox, STEmulator or TOS2WIN, but this is
rather a problem of compatibility with these emulators. The only
emulator that works is ARAnyM (except from MagiC).

Thanks for your help !

Best regards,

-- Franï¿½ois LE COAT
Author of Eurï¿½ka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

2010. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 11:02:49 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e9e888a$0$7269$afc38c87@news.optusnet.com.au>
Source record: 28190

or mods.

Mark

PS noticed you on aus.cars from time to time, got your fingers in alot of pies.

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message news:iGana.8$F3.4637@nsw.nnrp.telstra.net...
>
> Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message
> news:Ps1na.7743$hF.61400@news-server.bigpond.net.au...
> > I would never compare an STFM's audio against an Amiga's. I would however,
> > compare a TT/STE/MegaSTE/Falcon, without a second thought. There is
> actually
> > a Stereo hack for the STFM too.
> >
>
> Stereo bleeps ;-)
>
> Regards,
>
> Clockmeister.
>
>
>

2011. ADV: Atari Tax Rebate!

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 11:09:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304170402340.26895-100000@shell1.aracnet.com>
Source record: 28191
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering A 20% Discount on Games/SoftWare & References/
Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your
spending Tax Rebate Dollars, spending Euro's from Europe or satisfying
your Yen for Atari! We Ship anywhere the Law allows! And If your in the
United States, take advantage of the cheaper Postage for Media Mail Rate.
Get Catalogs while inventory Lasts at http://BensCatalogs.Atari.org Got
Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2012. Re: [?] appl_tplay() and appl_trecord() on Hades

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 11:41:50 UTC
From: G Swaine <gswaine@the-gluepot.com>
Message-ID: <b7m3re$2vdc$1@news.comnet.co.nz>
Source record: 28192

"Guy Harrison" <swamp-DEL-dog@ntlworld.com> wrote ...
> Fran&#65533;ois LE COAT wrote:
>> Hi,
>>
>> I have a Hades 060, and I work mainly with MiNT+N.AES.
>> I recently discovered that the AES calls appl_tplay()
>> and appl_trecord() are working under plain TOS. It
>> means that you can record events, and you can replay
>> them under TOS. It is useful to make demos of programs.
>>
>> Unfortunately, I also discovered that these system
>> calls are not working on recent AESes (on the Hades at
>> least). It means that a recorded sequence cannot be
>> replayed under those AESes. These faulty AESes are
>> all derived from MultiTOS, and all faulty. Therefore,
>> MultiTOS, N.AES, Geneva have bad implementation of
>> those system calls. On those systems, the mouse begins
>> to move, as if all was right, and then it crashes the
>> Hades. The only solution is to turn the power off.
>>
>> Not many people use those AES calls for ATARI programs.
>> I'm even wondering if I am the only developer for it.
>> Would you already experienced this problem ?
>
> I recall discovering those two calls to be broken(*) under one of my
> STFM TOS'es also.
>
> (*)
> Either didn't work at all or only unacceptable circumstances. Sorry too
> long ago. I do recall deciding to forget about trying to use them.

[slight topic drift]

According to my copy of the Compendium, it says something like "doesn't work on AES's before 1.40 without a patch from Atari"

(AES 1.4 arrived with Rainbow TOS [TOS 1.04])

What exactly was the problem? (The Compendium doesn't elaborate on this point)

What was the patch called, and where does one get it?

(I'm just curious [I've never used those two AES calls] and I use a TT [TOS 3.05] for my GEM programming)

The funcs are defined to record and play back events

```
appl_trecord( buffer, count ); // record count events into buffer
appl_tplay( buffer, count, speed ); // play back events from buffer
at speed%
```

Buffer is made up of an array of EVENTREC's which look something like this:

```
typedef struct {
short code; // 16 bit "event type"
long value; // 32 bit "event specific data"
} EVENTREC;
```

So the program has a line like this within it:

```
EVENTREC buffer[count];
```

AFAIK, you cannot say to the AES "I am only interested in [mouse movement/click, keyboard] events", so you'd need to allocate a buffer a lot larger than you'd really need before calling appl_trecord. Or else spin in a loop getting one event and analysing it before adding it to your buffer

(Apologies for my deviation from the original question)

--

Quote for the month

"I've just chopped off my thumb"
"Don't worry - you still have nine left"
("The Late Show With Dave Letterman", mid-January 2003)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

2013. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 13:43:22 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3E9EAF7A.6090007@lutece.net>
Source record: 28193
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

G Swaine a ï¿½crit:
> [slight topic drift]
>
> According to my copy of the Compendium, it says something like "doesn't work
> on AES's before 1.40 without a patch from Atari"
>
> (AES 1.4 arrived with Rainbow TOS [TOS 1.04])

Yes, and trusting my experience, it's badly implemented since
MultiTOS.

> (I'm just curious [I've never used those two AES calls] and I use a TT
> [TOS 3.05] for my GEM programming)

It works nice under plain TOS (on my Hades 060 it is TOS 3.06M).

> The funcs are defined to record and play back events
>
> appl_trecord(buffer, count); // record count events into buffer
> appl_tplay(buffer, count, speed); // play back events from buffer
> at speed%
>
> Buffer is made up of an array of EVENTREC's which look something like this:
>
> typedef struct {
> short code; // 16 bit "event type"
> long value; // 32 bit "event specific data"
> } EVENTREC;
>
> So the program has a line like this within it:
>
> EVENTREC buffer[count];
>
> AFAIK, you cannot say to the AES "I am only interested in [mouse
> movement/click, keyboard] events", so you'd need to allocate a buffer a lot
> larger than you'd really need before calling appl_trecord. Or else spin in a
> loop getting one event and analysing it before adding it to your buffer

That's right. But you don't really need a large buffer. I put
16ko by default in my RECORD.ACC, but it can be enlarged by the
user.

> (Apologies for my deviation from the original question)

You don't need to be sorry. These AES system calls are very
badly documented. For instance the integer value "speed" in
appl_tplay(buffer, count, speed); is not documented at all.
4 seems to be a correct value, that plays event at 1/1 speed.
But it may be different depending on the AES ... That's
really tricky ! Trust me ...

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

2014. Re: ST mono scan rate...

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 16:52:51 UTC
From: vdjole@EUnet.yu
Message-ID: <b7mm51jvt1@news.eunet.yu>
Source record: 28194

On 14 Apr 2003 12:56:40 , Adam Klobukowski wrote:
>W artykule <Pine.GSO.3.95.iB1.0.1030414091738.9512A-100000@halifax.chebucto.ns.ca> Tony Cianfaglion>e napisa(a):
>> What is the ST monochrome scan rate?
>
>about 31.5 KhZ (VGA compatibile).

Actually it is not- but about 35.7kHz (horizontal scan rate)- still sufficiently compatible for most VGA monitors' capabilities. Vertical rate is 501 times less, i.e. 71.2 Hz- mostly VGA compatible, too. Signal levels and are not exactly right, but passable to a VGA monitor.

cu;

2015. Re: Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 17:43:55 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b7mp4m$a25$1@sparta.btinternet.com>
Source record: 28195

Hey asshole

> Steve follows me around like a bad cold... it must be in his DNA or
> something.

Its difficult not to follow you about, i told you i was knocking up your
bitch!!.

> He's always ragging on my grandios ideas for the revival of
> Atari (as a hardware company), but I persist, nonetheless. My latest idea
> doesn't seem to be that far off, either... a bit more "possible" than the
> others I've had.

> Pipe Dream or not... it's something fun for me to plan and think about...
> only time will tell if it's meant to be or not.

The only pipe dream you have is of having a pipe that would fill your hand
and i dare say you make full use of a vacuam pump to acheive that.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.471 / Virus Database: 269 - Release Date: 11/04/2003

2016. Re: Cornholed Benny

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 17:44:03 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b7mp4t$a25$2@sparta.btinternet.com>
Source record: 27946
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy

Why its "Luposian"

> > > I'm currently offering A 20% Discount on all gay sex toys and
magazines.
> >
> > The last toy i got from BS had blood and crap all over it, it was
obviously
> > a recycled toy, unless Ben had just tested it before he probably shipped
it
> > next day?.

> Then it's TRUE! Steve Sweet *IS* a flaming homosexual!

Your gormless butfuck, i bought it to use on your wife, and my sheep

> But, since you've "just come out" about it... you might want to check out
a site that is sure
> to give you more anal and prostate giggles than you can POSSIBLY handle!
>
> http://www.zetacreations.com/intro.html

I've passed on this URL to trading standards, it seems that the name zeta
belongs to General motors, i'm sure they'l be in touch, now how much could
you sell your home for?.

--

Regards, Steve S.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.471 / Virus Database: 269 - Release Date: 11/04/2003

2017. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 18:09:41 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <84Cna.13$Xj.18579@nsw.nnrp.telstra.net>
Source record: 27947

Mark Bedingfield <atari030@optusnet.nomorespamta.com.au> wrote in message news:3e9e888a$0$7269$afc38c87@news.optusnet.com.au...
> or mods.
>
> Mark
>
> PS noticed you on aus.cars from time to time, got your fingers in alot of
> pies.
>

I get bored easily ;-)

Regards,

Clockmeister.

2018. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 19:07:18 UTC
From: fartfart@yahoo.com
Message-ID: <GXCna.337$dl2.321@nntpserver.swip.net>
Source record: 27948

On 15 Apr 2003 09:01:19 , "Luposian" wrote:
>I'm sorry, your "address" doesn't make any sense to me. Is that an URL?
>Mailing address? Email address?
>> I am interested !
>> My adress is yves.rogneArobacEonline.fr

```
I apologize for this antispam trick.
Correction : yves.rogne@online.fr

Best regards
```

2019. Re: m68k Linux and et4000 card on TT config?

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 19:37:51 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e9f10925e8d60@tripnet.se>
Source record: 27949

In comp.sys.atari.st <3e9db154$0$1800$626a54ce@news.free.fr>
DOCs wrote on Wed 16-04-2003 21:39 (+0200):

>I'm using a Falcon.
>Can you try to copy a big file and say to me what is the SCSI rate around ?
>I can copy file at 700 kB/s on Magic
>I'm copying file at 80 kB/s on Linux m68k.

I tested with a 1343 KByte file and it copied from one directory to
another in appr. 2.2 sec under Magic+HDDriver. The disk is a

QUANTUM FIREBALL SE6.4S PJ0A Direct Access

Then the same file under Linux and got exactly the same 2.2 sec (clocked
by hand).

>Thanks a lot.

OK, but are you aware of that your posts are upside down making them hard
to edit and answer in a proper way? It's only due to my excitment over
the Linux install that I try to answer anyway...

>"Kenneth Medin" <kennethm@tripnet.se> a ï¿½crit dans le message news:
>3e9d9500578370@tripnet.se...
>> In comp.sys.atari.st <3e9d31dd$0$26842$626a54ce@news.free.fr>
>> DOCs wrote on Wed 16-04-2003 12:35 (+0200):
>>
>> >Have you got good SCSI transfer on your m68k Linux ?
>> >Can you copy files on SCSI harddisk above 80 kB/s ?
>>
>> Don't know really... All I know about speed for now is that it is not as
>> fast as Magic overall :-)

>> >"Kenneth Medin" <kennethm@tripnet.se> a ï¿½crit dans le message news:
>> >3e9b36f692e620@tripnet.se...
>> >> I have been busy installing Debian Potato m68k Linux dist on my TT

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2020. Re: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 20:10:38 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAC458F0.2D637%nameerf@flash.net>
Source record: 27950

in article b7lp6i$26elg$1@ID-40235.news.dfncis.de, David Wade at
g8mqw@yahoo.com wrote on 4/17/03 12:38 AM:

>
> "Tim" <tjlazer@mail.com> wrote in message
> news:v9s2mjp515ff35@corp.supernews.com...
>> How compatible is this with ST software?
>
> I guess anything that depends on exact timing won't run (Like many games).
> Well behaved stuff will be o.k.

This is improved greatly by ST(e) emulators, such as Backwards and
STE-X/Falcon-X (I think that's what it's called). I've found a ton of my old
ST stuff ran fine on my Falcon with these emulators, while they didn't work
at all without them. They help correct timing and memory handling issues.

>> What are these worth today?
>>
>
> It depends on the config. The last two on E-Bay (UK) I think went for around
> 300 - 350 dollars.

Just on a personal note - I personally avoid E-Bay like the plague after
having had my money stolen from me on my first time on E-Bay, and no one can
do anything about it. I'm out the money, and have nothing to show for it.

Mike Freeman
nameerf@flash.net
freeman@email.arizona.edu

2021. ICD Micro ST SCSI Controller

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 20:25:04 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v9u3d11ua0nb99@corp.supernews.com>
Source record: 27951

I am about to get a custom cord that has this controller inside. It has the centronics 50 pin at one end and the atari DMA end on the other. I am new to Hard Drives on the ST, so what do I need to do to get this working?

I have a 810MB Quantum HD that I will be using, this should work ok. I plan on using a external SCSI box that has the SCSI 1 Centronics ports on it for a easy config.

My system is a Atari 1040STf w/1MB and TOS 1.04 (Rainbow)

Thanks
Tim

2022. Re: Playing MOD files on Non-STE?

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 21:42:39 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b7n74f$91q$1@thorium.cix.co.uk>
Source record: 27953

In message <o9Zma.1348$001.1036429@monger.newsread.com>, swampfax1@atlantic.net said:

> looks like he forgot to tell you to remove "ArobacE" and
>insert @ in it's place

You're probably right there. Actually, when I looked up '@' in a
reference book some time ago, it gave one meaning as an
abbreviation of 'Aruba' - a currency of some island in the
W.Indies?

Regards, /Peter/

2023. Re: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 22:14:36 UTC
From: "r.spanger" <uddin@usuckers.com>
Message-ID: <b7n98odhe1@newsg4.svr.pol.co.uk>
Source record: 27954

> Just on a personal note - I personally avoid E-Bay like the plague after
> having had my money stolen from me on my first time on E-Bay, and no one
can
> do anything about it. I'm out the money, and have nothing to show for it.
>
> Mike Freeman
> nameerf@flash.net
> freeman@email.arizona.edu
>
What we don't need on here is moaning minnies, here in the UK dozens of folk
were ripped of by the ST club with a promise of a magazine that never
happened, they just took it squarly on the chin and never complained

2024. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 23:14:15 UTC
From: rand@cd.chalmers.se
Message-ID: <b7ncg7$9d1$1@eol.dd.chalmers.se>
Source record: 27956
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <3E9EAF7A.6090007@lutece.net>,
=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
>Hi,
>
>G Swaine a crit:
...
>> appl_trecord(buffer, count); // record count events into buffer
>> appl_tplay(buffer, count, speed); // play back events from buffer
>> at speed%
...
>You don't need to be sorry. These AES system calls are very
>badly documented. For instance the integer value "speed" in

They seem to be adequately documented in "COMPUTE's Technical Reference
Guide ATARI ST VOLUME 2 AES" as well as in the Lattice C manuals.
The former does state that the functions currently (printing date is
1987) don't work, though.

>appl_tplay(buffer, count, speed); is not documented at all.

It's documented in both of the above.

>4 seems to be a correct value, that plays event at 1/1 speed.

The number is (according to the references above) supposed to be
a percentage of normal speed. That is, 100 should be normal speed,
50 half speed, 200 double speed, etc.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

2025. Re: m68k Linux and et4000 card on TT config?

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 23:15:33 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3e9f3578$0$30752$626a54ce@news.free.fr>
Source record: 27955

Thank You very much .
Did you compile your kernel ?

SCSI on TT must be managed very well by Linux.
But on Falcon...

DOCs

"Kenneth Medin" <kennethm@tripnet.se> a crit dans le message news:
3e9f10925e8d60@tripnet.se...
> In comp.sys.atari.st <3e9db154$0$1800$626a54ce@news.free.fr>
> DOCs wrote on Wed 16-04-2003 21:39 (+0200):
>
> >I'm using a Falcon.
> >Can you try to copy a big file and say to me what is the SCSI rate around
?
> >I can copy file at 700 kB/s on Magic
> >I'm copying file at 80 kB/s on Linux m68k.
>
> I tested with a 1343 KByte file and it copied from one directory to
> another in appr. 2.2 sec under Magic+HDDriver. The disk is a
>
> QUANTUM FIREBALL SE6.4S PJ0A Direct Access
>
> Then the same file under Linux and got exactly the same 2.2 sec (clocked
> by hand).
>
> >Thanks a lot.
>
> OK, but are you aware of that your posts are upside down making them hard
> to edit and answer in a proper way? It's only due to my excitment over
> the Linux install that I try to answer anyway...
>
> >"Kenneth Medin" <kennethm@tripnet.se> a crit dans le message news:
> >3e9d9500578370@tripnet.se...
> >> In comp.sys.atari.st <3e9d31dd$0$26842$626a54ce@news.free.fr>
> >> DOCs wrote on Wed 16-04-2003 12:35 (+0200):
> >>
> >> >Have you got good SCSI transfer on your m68k Linux ?
> >> >Can you copy files on SCSI harddisk above 80 kB/s ?
> >>
> >> Don't know really... All I know about speed for now is that it is not
as
> >> fast as Magic overall :-)

>
> >> >"Kenneth Medin" <kennethm@tripnet.se> a crit dans le message news:
> >> >3e9b36f692e620@tripnet.se...
> >> >> I have been busy installing Debian Potato m68k Linux dist on my TT
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

2026. EasyMint Problem

Newsgroup: comp.sys.atari.st
Date: 2003-04-17 23:41:26 UTC
From: michael.robillard@the-spa.com
Message-ID: <gbacnffSQ9c7pgKjXTWcoA@the-spa.com>
Source record: 27957

I seem to be having trouble installing EasyMint.
I have a Falcon030 with 14Mb

When installing I choose the Login option and I select the XAAES path

After the installation finished and the Mint program was loaded
and logged in as root
at the root@easymint/root> prompt I typed in xaaes
there was a pause but nothing happens I just go back to
root@easymint/root> prompt

When I entered shutdown at the above prompt I received the Following

the system is being halted now...
pid 69 (shutdown):fifo not list???
pid 69 (shutdown):fifo not list???
pid 69 (shutdown):fifo not list???

then system halted

Thank you

2027. Re: Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 00:42:12 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <3e9f4a0f$1_7@corp.newsgroups.com>
Source record: 27958

You're one to talk... you're gay, not me (as evidenced by another post), so what are you doing chasing after our *female* dog? You did say, bitch, right? She's spayed, so don't worry about getting her pregnant, but she is awefully tight... she's a Bichon Frise, a rather small dog... same class as a toy poodle... but I'm sure you two will have fun...

Ah... bestiality... Steve's favorite pasttime!

"Go to ZetaCreations.com... it's where I live these days! It's SOOOOOOOOOOO much fun!"

-- Steve Sweet

Luposian

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message news:b7mp4m$a25$1@sparta.btinternet.com...
> Hey asshole
>
> > Steve follows me around like a bad cold... it must be in his DNA or
> > something.
>
> Its difficult not to follow you about, i told you i was knocking up your
> bitch!!.
>
> > He's always ragging on my grandios ideas for the revival of
> > Atari (as a hardware company), but I persist, nonetheless. My latest idea
> > doesn't seem to be that far off, either... a bit more "possible" than the
> > others I've had.
>
> > Pipe Dream or not... it's something fun for me to plan and think about...
> > only time will tell if it's meant to be or not.
>
> The only pipe dream you have is of having a pipe that would fill your hand
> and i dare say you make full use of a vacuam pump to acheive that.
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

>
>
>
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.471 / Virus Database: 269 - Release Date: 11/04/2003
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

2028. Re:printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 00:53:54 UTC
From: nephelim@zetnet.co.uk
Message-ID: <3e9f4ca0$0$193$4c56ba96@master.news.zetnet.net>
Source record: 27959

Hi folks.

On 16th April 2003,in response to my query concerning Atari-compatible printers, Galen wrote :-

>The Brother 1240 laser printer is the only printer still on the market
>that I am CERTAIN will work on an Atari. HP no longer sells PCL3
>printers, and Epson no longer sells ESC/P2 printers. Someone posted a
>year or so back that they were able to print from the Stylus C series,
>but I do not remember the details.

Oh dear ! Not a good situation. Thank you for your reply Galen.Much appreciated.

Paul.

2029. Re: Cornholed Benny

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 02:42:02 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3e9f65fa_3@news.iglou.com>
Source record: 27961
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,alt.religion.kibology

On Thu, 17 Apr 2003 17:44:03 +0000 (UTC), Steve Sweet
<steve.sweet@btopenworld.com> wrote:

>> http://www.zetacreations.com/intro.html
>
> I've passed on this URL to trading standards, it seems that the name zeta
> belongs to General motors, i'm sure they'l be in touch, now how much could
> you sell your home for?.
>
I wouldn't worry about that until GM settles their 3000-year-old lawsuit
with Greece for using 'zeta' in the Greek alphabet.

--
bill marcum the mushroom-eating laboratory monkey
What kind of monkey are you? http://thesurrealist.co.uk/monkey.cgi

2030. Re: Jinneesymbol...

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 06:59:41 UTC
From: Grzegorz Pawlik <gregory@cafetera.pl>
Message-ID: <BAC56ED1.6F94%gregory@cafetera.pl>
Source record: 27962

in article 1050439770-022108AEicMi@xs4all.nl, Raoul Teulings at rt@xs4all.nl wrote on 15/4/2003 21:46:

> Somehow i have changed something in Jinnee and i do not know
> what. But the result is that in a already opened windowscreen in
> the upperleftcorner there's no longer the arrowsymbol that was
> meant to indicate 'closing window' but a file symbol. Does
> anyone know how to get this back in normal order?

Not quite sure what exactly do you mean ;-) If you mean the arrow button that appears in the info line of each jinnee files window, then you might have turned it off - try Special -> Settings... -> Info line -> Buttons visible. The one you're missing is the "Closer" :-)

If you mean the standard close box that appears in all windows, not only jinnee's, then something is wrong with WINFRAME.SLB or WINFRAME.RSC in Gemsys:MagiC:Xtension folder.

--
Grzegorz Pawlik
http://gregory.atari.pl/

"Remember, the Ark was built by amateurs; the Titanic by professionals."

2031. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 09:19:34 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3E9FC326.40701@lutece.net>
Source record: 27963
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

Johan Klockars a ï¿½crit:
> They seem to be adequately documented in "COMPUTE's Technical Reference
> Guide ATARI ST VOLUME 2 AES" as well as in the Lattice C manuals.
> The former does state that the functions currently (printing date is
> 1987) don't work, though.

I've some documentation :
An old Lattice C document,
DDFS,
Compendium,
PURE C doc.
But I didn't found anything precise about these system calls.

>>appl_tplay(buffer, count, speed); is not documented at all.
>
> It's documented in both of the above.
>
>>4 seems to be a correct value, that plays event at 1/1 speed.
>
> The number is (according to the references above) supposed to be
> a percentage of normal speed. That is, 100 should be normal speed,
> 50 half speed, 200 double speed, etc.

That's completely wrong. These docs have been written by guys
that didn't know anything and that never tested what they wrote.
I say 1/1 speed should be around 4 or 5.
It works like this with MagiC (ATARI, PC, MAC), TOS, ARAnyM ...
As far as I tested. It's a shame to write things like that !

Regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

2032. Re: Jinneesymbol...

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 09:22:56 UTC
From: <>
Message-ID: <1050656846-063572AEicMi@ntlworld.com>
Source record: 27964

From: Raoul Teulings <rt@xs4all.nl>
Date: Wed, 16 Apr 2003 23:28:14 +0200

>>check for 'skins'.
>
>The current systemfont is the standard Atarifont. And what do you
>mean by 'skins'?

Steve means replacement window resource files, which can alter the look
of your window frames. There are various "themes" available.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2033. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 09:25:48 UTC
From: rand@cd.chalmers.se
Message-ID: <b7ogas$n16$1@eol.dd.chalmers.se>
Source record: 27965
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <3E9FC326.40701@lutece.net>,
=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
>Hi,
>
>Johan Klockars a crit:
>> They seem to be adequately documented in "COMPUTE's Technical Reference
>> Guide ATARI ST VOLUME 2 AES" as well as in the Lattice C manuals.
...
>But I didn't found anything precise about these system calls.

What's missing?

The following is a condensed form of what the Lattice C manual says:

```
typedef struct {
long ap_event;
long ap_value;
} EVNTREC;

// Play back user's actions
int appl_tplay(const EVNTREC *mem, int num, int scale)

// Record user's actions
int appl_trecord(EVNTREC *mem, int num)

ap_event ap_value
0 - timer event elapsed time in system ticks (1/200 s)
1 - button event low word button state (1 down), high word clicks
2 - mouse event low word x coordinate, high word y coordinate
3 - keyboard event low word key code, high word shift key state

scale is a speed percentage from 1 to 10000.

appl_tplay always returns 1.
appl_trecord returns number of recorded events. Normally equal to
the number requested.

Note also that the functions are supposed to (according to these
references) record user actions as above. They are not supposed to
record any other kinds of AES messages.
I assume the 'timer event' in there is not an actual timer event,
but rather a time marker to enable the playback at normal speed
(the occurence of a timer event is obviously not a user action).

>> The number is (according to the references above) supposed to be
>> a percentage of normal speed. That is, 100 should be normal speed,
```

>> 50 half speed, 200 double speed, etc.
>
>That's completely wrong. These docs have been written by guys
>that didn't know anything and that never tested what they wrote.

Well, since they are pretty definite, I'd guess they were going by
some documents from Atari. It's not Compute's fault if Atari decided
to do something different once they got around to implementing the
functionality. ;-)

>I say 1/1 speed should be around 4 or 5.

Strange that they would want to do such a change.
The 200 clicks per second from the 'timer event' should have been
easy to handle.

>It works like this with MagiC (ATARI, PC, MAC), TOS, ARAnyM ...
>As far as I tested. It's a shame to write things like that !

See above.

Anyway, this functionality was badly thought out in the first place,
IMO. I'm not surprised that the multitasking AESes have avoided
implementing this function.
Since what's recorded is not (according to the above) actual effects
of user actions, but the actions themselves, replaying them will only
work as expected if the screen contents are exactly the same as when
they were recorded. And if the user does not touch the mouse or the
keyboard at the same time. Kind of useless.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

2034. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 09:33:02 UTC
From: rand@cd.chalmers.se
Message-ID: <b7ogoe$n84$1@eol.dd.chalmers.se>
Source record: 27966
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Replying to myself here...

In article <b7ogas$n16$1@eol.dd.chalmers.se>,
Johan Klockars <rand@cd.chalmers.se> wrote:
>In article <3E9FC326.40701@lutece.net>,
>=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
>>Johan Klockars a crit:
...
>typedef struct {
> long ap_event;
> long ap_value;
>} EVNTREC;

The Compute book claims the ap_event field is a short, which seems
to make more sense.
It agrees with the Lattice C manuals regarding the rest, though.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

2035. Re: [?] appl_tplay() and appl_trecord() on Hades

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 09:49:31 UTC
From: rand@cd.chalmers.se
Message-ID: <b7ohnbnfn1@eol.dd.chalmers.se>
Source record: 27967
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <3E9BF190.1040001@lutece.net>,
=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
...
>those system calls. On those systems, the mouse begins
>to move, as if all was right, and then it crashes the

Just a short note here.
There is actually no legal way to tell the VDI to move the mouse
pointer. I'm not sure what the normal AES does, but Atari, as well
as the MagiC folks, obviously had special knowledge of the inner
workings of their various OS components.
Geneva, N.AES, XaAES etc do not have that luxury.

And of course, whatever special means the Atari and MagiC AESes made
use of is likely to fail when the VDI is replaced...

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

2036. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 10:51:36 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3E9FD8B8.6090008@lutece.net>
Source record: 27968
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

...

Johan Klockars a ï¿½crit:
> scale is a speed percentage from 1 to 10000.

Rubbish ...

>>I say 1/1 speed should be around 4 or 5.
>
> Strange that they would want to do such a change.
> The 200 clicks per second from the 'timer event' should have been
> easy to handle.

Probably ...

> Anyway, this functionality was badly thought out in the first place,
> IMO. I'm not surprised that the multitasking AESes have avoided
> implementing this function.

It's not implemented in XaAES, but it implemented in N.AES and
Geneva, at least. But it's wrong.

> Since what's recorded is not (according to the above) actual effects
> of user actions, but the actions themselves, replaying them will only
> work as expected if the screen contents are exactly the same as when
> they were recorded. And if the user does not touch the mouse or the
> keyboard at the same time. Kind of useless.

So, please have a look at my software Eureka :

http://eureka.atari.org/eurka304.zip

and test the RECORD.ACC accessory within it. You will see what
can be done with this very useful call. You can try under TOS
on every ATARI (I tested on 1040STf, MEGA STE 4, Falcon, TT,
Hades 060) under MagiC (every kind) or ARAnyM (TOS or MagiC).
It's much better than to dream reading a documentation, even
if it's made by ATARI Corps (bless them ...).

Good try ! And, keep it fun !

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

2037. Re: [?] appl_tplay() and appl_trecord() on Hades

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 11:15:00 UTC
From: rand@cd.chalmers.se
Message-ID: <b7omnkphb1@eol.dd.chalmers.se>
Source record: 27970
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <3E9FDFD7.7090303@lutece.net>,
=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
>...
>
>Johan Klockars a crit:
>> And of course, whatever special means the Atari and MagiC AESes made
>> use of is likely to fail when the VDI is replaced...
>
>No problem with NVDI or fVDI ...

There will (most likely) be with fVDI once I get around to writing the
mouse handling code (probably not long now). Currently, fVDI relies on
the original VDI (or whatever other VDI was loaded before fVDI) to
handle the mouse and keyboard, and only makes use of the vex_ vectors
provided by that one.

And then there's the upcoming work to make the ARAnyM driver capable
of using a real (as in controlled by X, Windows, or whatever the host
graphics system is) mouse pointer, which will make even stuff like mouse
accelerators fail (since the VDI will no longer be in control of the
real mouse position at all).

Since NVDI appears to use the lineA variables in the same way as the
original VDI, it may not have a problem. Indeed, I would have
expected them to make sure stuff like this worked. Still, that doesn't
change the fact that the AES must resort to undocumented methods.

Of course, I could easily add a function for moving the mouse pointer
to fVDI, which could then be used by XaAES. ;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

2038. Re: [?] appl_tplay() and appl_trecord() on Hades

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 11:21:59 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3E9FDFD7.7090303@lutece.net>
Source record: 27969
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

...

Johan Klockars a ï¿½crit:
> And of course, whatever special means the Atari and MagiC AESes made
> use of is likely to fail when the VDI is replaced...

No problem with NVDI or fVDI ...

Regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

2039. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 11:50:01 UTC
From: rand@cd.chalmers.se
Message-ID: <b7oop9$q9h$1@eol.dd.chalmers.se>
Source record: 27972
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <3E9FD8B8.6090008@lutece.net>,
=?ISO-8859-1?Q?Fran=E7ois_LE_COAT?= <lecoat@lutece.net> wrote:
>...
>
>Johan Klockars a crit:
>> scale is a speed percentage from 1 to 10000.
>
>Rubbish ...

Makes a whole lot more sense than what you say they eventually
implemented, though.

>It's not implemented in XaAES, but it implemented in N.AES and
>Geneva, at least. But it's wrong.

In what way is it wrong? Or do you just mean that it does not work?

>> keyboard at the same time. Kind of useless.
>
>So, please have a look at my software Eureka :
>
> http://eureka.atari.org/eurka304.zip

Looks like a nice program, though not something I have a use for.

>and test the RECORD.ACC accessory within it. You will see what
>can be done with this very useful call. You can try under TOS

If the circumstances are right, and the user cooperates, it can of
course be used (assuming the OS supports it).

I have actually even used it myself, in MGIF. The usage there was
precisely because I needed to move the mouse (not the displayed
pointer, since this was for full screen image display) to be able to
scroll a displayed image indefinitely using the mouse, and the VDI
didn't support that.
I guess I will have to update MGIF once I do the changes to fVDI that
I mentioned elsewhere. ;-)
Incidentally, the MGIF code has a special option to turn this feature
off since it is not compatible with all machines. Back then, there was
apparently a problem with Warp9 according to the MGIF documentation.

>It's much better than to dream reading a documentation, even
>if it's made by ATARI Corps (bless them ...).

Using undocumented behaviour is seldom a good idea.
If it's not documented, you should expect it to change at any time.
If it appears to be documented wrongly, it may be that it's the
implementation that is wrong, and that may be fixed at some point. ;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

2040. Re: EasyMint Problem

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 12:40:09 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0304181429200.172-100000@UNI_MANiac>
Source record: 27973

On Thu, 17 Apr 2003, Michael Robillard wrote:

>
>
> I seem to be having trouble installing EasyMint.
> I have a Falcon030 with 14Mb
>
> When installing I choose the Login option and I select the XAAES path
>
> After the installation finished and the Mint program was loaded
> and logged in as root
> at the root@easymint/root> prompt I typed in xaaes
> there was a pause but nothing happens I just go back to

What is the complete path to xaaes ?
You could try typing something like this manually from your prompt:

root@easymint/root > cd /c/mint/xaaes/
root@easymint/root > ./xaaes.tos

The first line should be replaced by the correct path if you have chosen a
different location.
With easymint just typing "xaaes" should work, but I can remember special
situations that it didn't work on my Falcon in the past.

Let me know if it still doesn't work. Another good idea: try asking in the
mint mailing list (mailto:mint@fishpool.com). Subscribing to that list is
also a good idea.

Martin Tarenskeen

2041. Re: [?] appl_tplay() and appl_trecord() on Hades

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 12:40:57 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3E9FF259.6010302@lutece.net>
Source record: 27971
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

...

Johan Klockars a ï¿½crit:
> Of course, I could easily add a function for moving the mouse pointer
> to fVDI, which could then be used by XaAES. ;-)

Yessss ! That's a good idea !

Go for it !

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

2042. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 13:34:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200304181534.a20531@b.maus.de>
Source record: 27978

```
> >typedef struct {
> > long ap_event;
> > long ap_value;
> >} EVNTREC;
>
> The Compute book claims the ap_event field is a short

The ap_event field is a long only on PC-GEM is a short.

Gerhard
```

2043. Re: [?] appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 14:37:08 UTC
From: François LE COAT <lecoat@lutece.net>
Message-ID: <3EA00D94.7090106@lutece.net>
Source record: 27974
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

...

Johan Klockars a ï¿½crit:
>>>scale is a speed percentage from 1 to 10000.
>>
>>Rubbish ...
>
> Makes a whole lot more sense than what you say they eventually
> implemented, though.

Yes, it's appealing as explanation. But it doesn't have anything
to do with the reality of what it does. It even doesn't give any
order of the range of values you can use ...

>>It's not implemented in XaAES, but it implemented in N.AES and
>>Geneva, at least. But it's wrong.
>
> In what way is it wrong? Or do you just mean that it does not work?

Well, it's partly working as I said before ...
If you have recorded a sequence on a correct configuration. This
is the case of the "EUREKA.REC" sequence that is included in the
archive of my software (Eurï¿½ka). Then when you try to replay it.

On XaAES, it completely skip it. When you start replay, it stops
immediately.

On N.AES, the mouse begins to move, but it stops 1 second later
with the ATARI freezed by a big bug ... You just have to turn the
power down.

On Geneva, it move very slooooooooooow ! The ATARI can't be rebooted
with <C-A-D>, because the computer is totally under control of a
slooooooooow turtle. I tried to change the "scale" factor of
appl_tplay(), but it has no effect ...

So, it seems that it could work, but it doesn't. That's why I
say that it is implemented, but badly implemented. That's all.

> I have actually even used it myself, in MGIF. The usage there was
> precisely because I needed to move the mouse (not the displayed
> pointer, since this was for full screen image display) to be able to
> scroll a displayed image indefinitely using the mouse, and the VDI
> didn't support that.

Ho, yes, I hadn't noticed that. For my soft, I don't generate
events, as you seems to do. I only record events in a big buffer
(16kb is quite enough), and then saving it as is in a *.REC file.
Then, I read the buffer with appl_tplay() every time I want.
It's a sort of mechanical piano that replays always the exact
same partition. I use it as a tool for making demos of Eureka.

> I guess I will have to update MGIF once I do the changes to fVDI that
> I mentioned elsewhere. ;-)

So, you will ? That's great !

>>It's much better than to dream reading a documentation, even
>>if it's made by ATARI Corps (bless them ...).
>
> Using undocumented behaviour is seldom a good idea.
> If it's not documented, you should expect it to change at any time.
> If it appears to be documented wrongly, it may be that it's the
> implementation that is wrong, and that may be fixed at some point. ;-)

You're right. But keep in mind that it works the same way on
a great quantity of ATARI machines. You must respect that. And
ATARI TOS/AES/VDI are the references. As it works, not as it should
in a bad "documentation".

I told you about the DDFS documentation. It's french. It has been
made officially by ATARI France for the Falcon 030 developers. It's
the last official reference. There's nothing clear about these
system calls. Besides of that, it works also on a Falcon, as it works
on other platforms.

There's nothing to invent in this domain ...

Right. Bye for now ...

Regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

2044. Re: EasyMint Problem

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 14:43:04 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.04.18.14.43.04.987803@removenoaspam.atari-source.com>
Source record: 27975

On Fri, 18 Apr 2003 14:40:09 +0200, Martin Tarenskeen wrote:

> On Thu, 17 Apr 2003, Michael Robillard wrote:
>
>>
>>
>> I seem to be having trouble installing EasyMint.
>> I have a Falcon030 with 14Mb
>>
>> When installing I choose the Login option and I select the XAAES path
>>
>> After the installation finished and the Mint program was loaded
>> and logged in as root
>> at the root@easymint/root> prompt I typed in xaaes
>> there was a pause but nothing happens I just go back to
>
> What is the complete path to xaaes ?
> You could try typing something like this manually from your prompt:
>
> root@easymint/root > cd /c/mint/xaaes/
> root@easymint/root > ./xaaes.tos
>
> The first line should be replaced by the correct path if you have chosen a
> different location.
> With easymint just typing "xaaes" should work, but I can remember special
> situations that it didn't work on my Falcon in the past.
>
> Let me know if it still doesn't work. Another good idea: try asking in the
> mint mailing list (mailto:mint@fishpool.com). Subscribing to that list is
> also a good idea.
>
> Martin Tarenskeen

Doing stuff like this causes serious problems on my falcon. I find using
the appropriate vconsoles setup with the AES being on ALT-F10 works the
best for me. If you guys want any of my config details, just respond as
such.

Thanks
Mark
http://atari-source.com

2045. Re: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 14:44:50 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.04.18.14.44.50.440709@removenoaspam.atari-source.com>
Source record: 27976

On Thu, 17 Apr 2003 23:14:36 +0100, r.spanger wrote:

>
>> Just on a personal note - I personally avoid E-Bay like the plague after
>> having had my money stolen from me on my first time on E-Bay, and no one
> can
>> do anything about it. I'm out the money, and have nothing to show for it.
>>
>> Mike Freeman
>> nameerf@flash.net
>> freeman@email.arizona.edu
>>
> What we don't need on here is moaning minnies, here in the UK dozens of folk
> were ripped of by the ST club with a promise of a magazine that never
> happened, they just took it squarly on the chin and never complained

Usually eBay scams are brutally obvious if you look carefully.. In
addition I've never even been suspicious of an Atari auction being a scam
nor have I ever been ripped off for any item whatsoever.

Mark
http://atari-source.com

2046. Re: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 16:15:12 UTC
From: LS <me@email.com>
Message-ID: <74c4192b03508ac0b91c531c048b1543@news.teranews.com>
Source record: 27977

I had a user bid several times and won the bid then disappeared. eBay found him for me. :)

I always look at the feedback of the person and make sure he hasn't padded his feedback with new accounts he created just for that. one user had 29 positive feedbacks that were the EXACT same verbage.

Lannie

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message news:pan.2003.04.18.14.44.50.440709@removenoaspam.atari-source.com...
> On Thu, 17 Apr 2003 23:14:36 +0100, r.spanger wrote:
>
> >
> > >> Just on a personal note - I personally avoid E-Bay like the plague after
> > >> having had my money stolen from me on my first time on E-Bay, and no one
> > > can
> > >> do anything about it. I'm out the money, and have nothing to show for it.
> > >>
> > >> Mike Freeman
> > >> nameerf@flash.net
> > >> freeman@email.arizona.edu
> > >>
> > > What we don't need on here is moaning minnies, here in the UK dozens of folk
> > > were ripped of by the ST club with a promise of a magazine that never
> > > happened, they just took it squarly on the chin and never complained
> >
> > Usually eBay scams are brutally obvious if you look carefully.. In
> > addition I've never even been suspicious of an Atari auction being a scam
> > nor have I ever been ripped off for any item whatsoever.
> >
> > Mark
> > http://atari-source.com

2047. Re: Space Harrier XE for 130XE

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 17:31:50 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <va0dk8mgsopo09@corp.supernews.com>
Source record: 27979

<Greg.Goodwin@fmlynet.org> wrote in message
news:d38009.908d58@fmlynet.org...
> > From: "Tim" <tjlazer@mail.com>
> > Anyone try this game? It is really good! I converted the ATR to a disk
and
> > ran it on my 130XE...
> > Hope the author finishes it!
> > Tim
>
> Tell me more about it!

Here ya go!

http://www.sheddyshack.co.uk/wip/wip.shtml

Tim

> Doctor Clu
> Atari 800 User
>
> --- BBBS/NT v4.01 Flag-4
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net
(8:8/2)

2048. Re: Jinneesymbol...

Newsgroup: comp.sys.atari.st
Date: 2003-04-18 17:40:10 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b7pd9p$9cr$1@titan.btinternet.com>
Source record: 27980

Hi "Raoul Teulings"

> >The first thing i'd check would be the system font in current use, then i'd check for 'skins'.
>
> The current systemfont is the standard Atarifont. And what do you mean by 'skins'?

Magic allows you to use different design windows similar to windows skins, or you might have had something like XGEM installed. If this doesn't help you track it down you may simply have a corrupted jinnee.rsc

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.473 / Virus Database: 271 - Release Date: 18/04/2003

2049. [CT60] Latest news

Newsgroup: comp.sys.atari.st
Date: 2003-04-19 06:16:27 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1ftnl1f.de25w13qv51mN%NOSPAMS@wanadoo.fr>
Source record: 27981

Hi,

Here are the latest news about the CT60.

About hardware bugs, only bus arbitration problems seem to remain :
SCSI, DMA sound and Blitter can not be used. Thus NVDI and Magic are for the time being necessary. All audio softwares won' t work or at very low sampling rates. It is impossible to copy an audio track from a CD.

About the bandwidth, it seems according to Rodolphe, that while running at 72MHz, the bandwidth won't exceed 74Mb/s with the SDRAM, which I could verify.

At last, having checked numerous softwares from my harddisk with the latest versions of ABE60 and SDR60, the caches do work reliably with the two card I have in my possession (only one belongs to me ;-)). Only Cubase is a real problem while other programms do not need any patch at all (calamus, script, papillon, papyrus, purec, etc..). By the way, I am now always running my Falcon in turbo mode with activated caches.

Cubase quits claiming a Format Error and turning away the error does not help (is dma used from start?). This problem is not related to the hardware key but most probably to an internal software protection. You probably already know that Cubase makes direct hardware access to the DMA, DSP, SCSI or to the cartridge (this later only is normal), that it ridirects many interruptions and that it also plays around the cache in three places (here are patches for the 060 cache necessary). And I was about to forget MROS!
Well, for Cubase, there is still a while to go.....

Under some conditions, the cache of my 68060 unfortunately leads to crashes and errors when running at 72MHz, that is why I used a fall back solution at 66MHz (an oscillator that Rodolphe had given me). The 68060 processor that I had bought some two years ago from Rodolphe is a full version with Revision 1 (i.e. buggged). Probably some other models won't also run at 72MHz (which is also the upper limit for Amigas).
I saw that a reprogrammable oscillator exist, the CY27EE16 from Cypress which could be connected to the I2C port of the SDRAM (used for reading from the SDRAM to the EEPROM). It gave me the idea to use it in place of the socket of the current oscillator.

Although I am still lacking some informations from Rodolphe, I also started to make connections for the BUS acceleration thanks to dedicated conenctors :
- 40MHz to the DSP.
- midi & keyboard clocks (ACIAs).

- clock input 32MHz (self)
- clock output 40MHz (self)
I haven't connected the last SLCK signal (DMA clock????), which according to the schematics of the CT60 is the 8/16MHz Falcon Bus clock going through two F04 gates. I indeed still use 1/4th of a F08 instead of R221 because I never succeded in booting the Falcon with the two F04 gates in series. I have no idea wether Rodolphe plans to make some modifications here but it can be problematic with various clock patches. Well this simple workaround worked anyway very well on my two boards !

I made two snapshots of testbenches, that I might post on my website this week-end.

After 6 months without changes, I modified Aniplayer in order not to use the DSP when the caches of the 68060 are activated for the video codecs (for the mpeg audio tracks). When going through the host port for video, the software gets lost in speed.

I also modified the Picdesk software to detect the 32/40Mhz clocks of the Falcon for extended video resolutions.
That is all for now, not having had any news from Rodolphe since last saturday.

Didier.

PS. Thanks to Frederic Pecourt for his translation.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

2050. Re: EasyMint Problem

Newsgroup: comp.sys.atari.st
Date: 2003-04-19 06:26:26 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0304190816070.113-100000@UNI_MANiac>
Source record: 27982

On Fri, 18 Apr 2003, Mark D wrote:

> > With easymint just typing "xaaes" should work, but I can remember special
> > situations that it didn't work on my Falcon in the past.
> >

> Doing stuff like this causes serious problems on my falcon.
Problems like what ? There is a solution for (almost) every problem.

> I find using the appropriate vconsoles setup with the AES being on
> ALT-F10 works the best for me.

If it works with vconsoles it should also work without vconsoles, I should think. I also had installed vconsoles, in combination with easymint. And I loved those fullscreen consoles. But there also were unwanted side-effects with one or two of my apps. There is a solution for every problem, but usually also a problem for every solution ;-)

Martin Tarenskeen

2051. is it very quite in here?

Newsgroup: comp.sys.atari.st
Date: 2003-04-19 10:53:24 UTC
From: "Mac Sys Data of POV"
Message-ID: <uV9oa.1686$9P.868@newsfep1-gui.server.ntli.net>
Source record: 27983

Is it very quiet in here or has my ISP stopped replicating this ng?

Mark
MSD/POV

2052. Re: is it very quite in here?

Newsgroup: comp.sys.atari.st
Date: 2003-04-19 14:24:14 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <b7rm6d$il3$1@news.eunet.yu>
Source record: 27984

"Mac Sys Data of POV" <pov@tesco.net@ignorethisbit> wrote in message
news:uV9oa.1686$9P.868@newsfep1-gui.server.ntli.net...
> Is it very quiet in here or has my ISP stopped replicating this ng?
>

Yeah, it is quite. And I think that it is normal... Rest in peace, good
ol' Atari :-)

2053. Re: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-19 18:54:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ea1464a10b8b92@attbi.com>
Source record: 27985

>How compatible is this with ST software? What are these worth today?
>
>Tim

There is suppose to be software that allows the Falcon to run
about 90% of ST software available if I remember correctly. I have
seen Falcons for sale on Ebay for nothing less than $300.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2054. Re: NVDI and printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-19 18:54:11 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ea1464a10b8b93@attbi.com>
Source record: 27986

>Hi Edward,
>
>ESBJ>Is yours color or b/w?
>it is b/w. And it's quite fast when printing from the desktop. NVDI slows it down.
>
>Und TTschoe
>ps

Yeah I can use my wife'd HP laser printer with NVDI. It is also a
b/w printer. I just wish it was a color printer, but those are
quite expensive.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2055. Re: Atari Tax Rebate!

Newsgroup: comp.sys.atari.st
Date: 2003-04-19 19:46:51 UTC
From: Jame Winters <james@antispam.org>
Message-ID: <jg93av0svjq8i00m3d0alg218kcdsl19vd@4ax.com>
Source record: 27987
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

On 19 Apr 2003 21:22:44 +0200, Fagboy Benny <atari@aracnet.com> wrote:

>I'm currently offering A 20% Discount on Gay Sex Toys and Gay Magazines/
>
Grow up you infantile fuckwit, spreading this across groups because you
have a beef with someone.

Stupid bucket of shit

2056. Re: is it very quite in here?

Newsgroup: comp.sys.atari.st
Date: 2003-04-19 20:38:56 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3EA1CF77.B682AB17@ev1.net>
Source record: 27988

```
Pera Putnik wrote:
>
> "Mac Sys Data of POV" <pov@tesco.net@ignorethisbit> wrote in message
> news:uV9oa.1686$9P.868@newsfep1-gui.server.ntli.net...
> > Is it very quiet in here or has my ISP stopped replicating this ng?
> >
>
> Yeah, it is quite. And I think that it is normal... Rest in peace, good
> ol' Atari :-)
>
I tend to get at least 30 posts a week on this group...
mostly from Europe. There is also a server in Belgium
that has Atari ST software...and a notice of new software
gets posted here.

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

2057. Re: ICD Micro ST SCSI Controller

Newsgroup: comp.sys.atari.st
Date: 2003-04-19 23:50:02 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304191550.7149ca95@posting.google.com>
Source record: 27989

"Tim" <tjlazer@mail.com> wrote in message news:<v9u3d11ua0nb99@corp.supernews.com>...
> I am about to get a custom cord that has this controller inside. It has the
> centronics 50 pin at one end and the atari DMA end on the other. I am new
> to Hard Drives on the ST, so what do I need to do to get this working?

I am not familiar with the exact item of which you speak, but I
suspect all you will need is driving software, like AHDI or HD Driver
and possibly an external terminator.

> I have a 810MB Quantum HD that I will be using, this should work ok. I plan
> on using a external SCSI box that has the SCSI 1 Centronics ports on it for
> a easy config.

This should work fine. Note that you will probably have to partition
the drive into two (or optionally more) pieces.

Galen

2058. WANTED - 1040STe or MegaST

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 00:34:49 UTC
From: jafreck@yahoo.com
Message-ID: <53f1b27d.0304191634.2671da2b@posting.google.com>
Source record: 27990

I am interested in buying a 1040STe or any variation of MegaST in the very near future. Preferrably in good cosmetic and working condition. I am in the Atlanta area, but will take offers from anywhere in the U.S.

If you have one up for sale let me know and make me an offer!

reply to...
jafreck@attbi.com
-or-
jafreck@yahoo.com

Thanks!
POSTED April 19th, 2003

2059. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 00:35:47 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304191635.6e1630a3@posting.google.com>
Source record: 27991

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0304161907.594edba@posting.google.com>...

> The Brother 1240 laser printer is the only printer still on the market
> that I am CERTAIN will work on an Atari. HP no longer sells PCL3
> printers, and Epson no longer sells ESC/P2 printers. Someone posted a
> year or so back that they were able to print from the Stylus C series,
> but I do not remember the details.
>
For the sake of completeness...

HP does in fact make PCL3 enhanced printers, though not with their low
end models.

The 3820 mentions that "basic DOS printing" is possible, but gives no
details.
The 5550 does not mention DOS at all.
The 6122 claims "limited support for MS-DOS applications"
The 6127 does not mention DOS at all.
Finally, HP still makes the 1220C, which is expensive ($400) but is
known to be fully compatible with NVDI 5.

So in short, I am up to two (the 1220C and the Brother 1240) printers
that I know will work on an Atari, and there are a good dozen others
that might.

As an additional comment, the HP Laserjet 1000 does not work on the
Atari, but the HP Laserjet 1300 uses a different command set and just
might.

Galen

2060. Atari Online News, Etc. #05-16

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 01:14:58 UTC
From: danap8@aol.comno-spam
Message-ID: <20030419211458.18914.00000173@mb-m18.aol.com>
Source record: 27992

```
A-ONE #0516 04/18/03

~ AOL Files 5 Spam Suits ~ People Are Talking! ~ New Safari Beta!
~ Avoid Iraqi Web Cons! ~ Deceptively Bland Spam ~ AOL For Mac OS X!
~ AOL Tests Audio, Video ~ No Sony Shock and Awe! ~ TI's Green Dies!
~ War Games Tops In U.S. ~ Australia Fights Spam! ~ PS2 Major Upgrade!

-* Classic Computing Mag News! *-
-* Does Apple Need Microsoft Anymore? *-
-* Floridians Get Millions in Microsoft Case! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2061. [PUB]: New on the belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 09:46:05 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns936377B6C46Dtos4ever@195.130.132.65>
Source record: 27993
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/keytab10.lzh
(227.241 bytes) Small system extension which provides routines to
convert characters tables. (e.g. Atari<-->Windows) Freeware incl. utilities

Have Fun,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>
```

2062. Re: Atari Tax Rebate!

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 11:11:37 UTC
From: Jame Winters <james@antispam.org>
Message-ID: <c8v4avsgit2r4u302omnuhvtphmuq698id@4ax.com>
Source record: 27994
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

On 20 Apr 2003 07:26:55 +0200, Jame Winters <james@antispam.org> wrote:

>Hi! My names is Jame and I'm one of Benny's fags too!

Snipped a load of foul homopobic crap..

I think you should see a doc, there's an awful lot of repressed homosexuality there which just needs to get out properly. Perhaps outing yourself may help you, maybe even your colleagues in the IT dept will accept you once they see the true you.

There's nothing wrong with you buying muscle & fitness but pretending it's about you wanting to go to the gym to your friends is pure denial, just look at those pictures of oiled men and feel that stir in the trousers....It's nothing wrong.

Also I know that it's difficult for you trying to live a lie, having a girlfriend (if you were able to find one) is awkward when you actually like her brother more than her but if you come out of the closet all will be solved.

Of course, all this could be down to the way your Pop reared you, you see, those that shout the loudest normally have the most to hide.

Eh sweetheart..

2063. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 12:46:52 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ea2a4ba1104701@tripnet.se>
Source record: 27995

In comp.sys.atari.st <926a9946.0304191635.6e1630a3@posting.google.com>
Galen wrote on Sat 19-04-2003 17:35 (-0700):

>So in short, I am up to two (the 1220C and the Brother 1240) printers
>that I know will work on an Atari, and there are a good dozen others
>that might.
>
>As an additional comment, the HP Laserjet 1000 does not work on the
>Atari, but the HP Laserjet 1300 uses a different command set and just
>might.

I rescently tried a HP Laserjet 1200 but could not print anything due to
basic parallel port incompatibilty issues.

I do have a working Gemulator setup where this printer is located (my
job) so I guess I should test with pc hardware as well...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2064. Re: m68k Linux and et4000 card on TT config?

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 12:46:53 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ea2a4ba1104703@tripnet.se>
Source record: 28046

In comp.sys.atari.st <3e9b36f692e620@tripnet.se>
Kenneth Medin wrote on Mon 14-04-2003 21:32 (GMT):

>I have been busy installing Debian Potato m68k Linux dist on my TT today.

...And then the present Woody incarnation...

Copy of a mail conversation that may have som interest to others as well:

In <3EA20D69.4AFD1AB8@rogers.com>
James Alexander wrote on Sat 19-04-2003 23:00 (-0400):

>Kenneth Medin wrote:
>
>> Just to inform you that I have now got Woody up and running from a clean
>> system using:
>>
>> "Debian GNU/Linux 3.0 r1 "Woody" - Official m68k Binary-1 CD"
>>
>
>thats good news, the r0 edition is what I'd tried, it had far more than 2
>issues
>to be resolved and was totally unusable in that form. Btw, how did you get it
>to
>boot up once installed? did they finally get lilo working? or did they
>finally
>produce a working boot disk?

None of that actually... You have to use the BOOTSTRA.PRG when
installing and evertime you boot into Linux. There were still a slight
error in the BOOTARGS file. It tries to load LINUX.BIN kernel but it is
named LINUX in the dist. Also "nolangchooser" was not present and had to
be inserted by hand.

I had to manually edit BOOTARGS anyway because of my et4000 graphics card
using video=external etc.

After the first install phase (when debian wants to boot) you simply skip
the options to create a boot floppy and make the harddisk bootable.
Instead you boot into TOS and modify BOOTARGS to point to root=/dev/sdd5
(in my case). Start BOOTSTRA.PRG and now it boots perfectly from the
harddisk partition.

This makes it easy to have Linux as one of the boot options in XBOOT next
to Magic, TOS, Geneva or whatsoever. Imho a much safer method compared to
how lilo works on Intel computers.

The ROOT.BIN that is initially mounted when installing is still faulty so
you have to make the /dev/cdrom mountable by hand. I downloaded a more
rescent version where this is fixed from:

http://people.debian.org/~cts/debian-m68k/boot-floppies/current/

>> Basically only two problems that had to be resolved:
>>
>> Arguments in the bootargs file and a bug with non mounted /dev/cdrom in
>> the root.bin image during install.
>
>This has been around for some time, as I remember it needed 3 or for commands
>in a
>terminal window. Involved creating driver(s) for /dev/sr0 and /dev/sr1 for
>cd-rom
>drives.

See above!

As I have an ADSL "permanent" Internet connection I wanted to get the
installation online for apt downloads. By loading the Net "dummy" and
SLIP drivers this turned out to be possible.

I have a second TT here running Magic whith a "dongle port" Ethernet
adaptor using the STinG ip stack. I simply(?) had that this TT route
traffic to its Modem2 SLIP subnet and then on the Debian TT first shut
down the dummy network adaptor and then setup a Modem2 SPLIP connection:

```
slattach -p slip -s 57600 /dev/ttyS1 &
ifconfig sl0 192.168.0.194 pointopoint 192.168.0.193 mtu 1500 up
route add default gw 192.168.0.193
```

Note that 57600 actually produces 76800 bps on Modem2!

By opening a second terminal before the installation process wants to go
online this worked beautifully, so now I have all the security updates
etc. and apt could fetch Debian packets both from my cdrom and the
Internet.

Then in "tasksel" simply select "UNIX server" and avoid anything that has
to do with X and "desktop computer" as I have not got X working at all.

The installation takes very long time so you need a whole day or so.
Unfortunately there are some configuration prompts here and there so you
can't simply let it run on its own over night but have to check the
terminal now and then.

[I will post a copy of this mail to comp.sys.atari.st as others may
benefit from the info. Hope you don't mind and after all the thread
originated there anyway...]

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2065. Re: EasyMint Problem

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 15:17:07 UTC
From: michael.robillard@the-spa.com
Message-ID: <2PednUe8zaduJD-jXTWcqg@the-spa.com>
Source record: 28047

On 18 Apr 2003 14:40:09 , Martin Tarenskeen wrote:
>On Thu, 17 Apr 2003, Michael Robillard wrote:
>
>>
>>
>> I seem to be having trouble installing EasyMint.
>> I have a Falcon030 with 14Mb
>>
>> When installing I choose the Login option and I select the XAAES path
>>
>> After the installation finished and the Mint program was loaded
>> and logged in as root
>> at the root@easymint/root> prompt I typed in xaaes
>> there was a pause but nothing happens I just go back to
>
>What is the complete path to xaaes ?
>You could try typing something like this manually from your prompt:
>
>root@easymint/root > cd /c/mint/xaaes/
>root@easymint/root > ./xaaes.tos
>
>The first line should be replaced by the correct path if you have chosen a
>different location.
>With easymint just typing "xaaes" should work, but I can remember special
>situations that it didn't work on my Falcon in the past.
>
>Let me know if it still doesn't work. Another good idea: try asking in the
>mint mailing list (mailto:mint@fishpool.com). Subscribing to that list is
>also a good idea.
>
>Martin Tarenskeen
>
>.
Newsgroups: comp.sys.atari.st
From: michael.robillard@the-spa.com (Michael Robillard)
Organization:
References: <gbacnffSQ9c7pgKjXTWcoA@the-spa.com>
<Pine.MNT.4.31.0304181429200.172-100000@UNI_MANia
Subject: Re: EasyMint Problem
X-Newsreader: NEWSie Version 0.94 (Atari)

On 18 Apr 2003 14:40:09 , Martin Tarenskeen wrote:
>On Thu, 17 Apr 2003, Michael Robillard wrote:

>>
>> After the installation finished and the Mint program was loaded
>> and logged in as root
>> at the root@easymint/root> prompt I typed in xaaes
>> there was a pause but nothing happens I just go back to
>
>What is the complete path to xaaes ?
>You could try typing something like this manually from your prompt:
>
>root@easymint/root > cd /c/mint/xaaes/
>root@easymint/root > ./xaaes.tos
>
>The first line should be replaced by the correct path if you have chosen a
>different location.
>With easymint just typing "xaaes" should work, but I can remember special
>situations that it didn't work on my Falcon in the past.
>
>Let me know if it still doesn't work. Another good idea: try asking in the
>mint mailing list (mailto:mint@fishpool.com). Subscribing to that list is
>also a good idea.
>
>Martin Tarenskeen
>
>.

I received an E-mail response to my query and was told to use
STZIP.PRG to unzip XAAESXXX.ZIP because the UNZIP.TTP does not extract
all of the files.I unzip XAAES963 with STZIP.PRG and when I type
xaaes at the root@easymint/root > XAAES will run.

I also seem to have gotten rid of pid # (shutdown):fifo not on list

An observation I was having this trouble using the STANDARD.TAR that
includes GLUESTIK and MGW,when I went to the STANDARD.TAR without
GLUESTIK and MGW everything seem to work out fine

Mike

2066. Re: is it very quite in here?

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 15:32:41 UTC
From: "Mac Sys Data of POV"
Message-ID: <C5zoa.750$WH4.716@newsfep1-gui.server.ntli.net>
Source record: 28048

ooh I can see posts again. It was my ISP, they have been having problems
with their news server. But it is now fixed.

Mark

"Mac Sys Data of POV" <pov@tesco.net@ignorethisbit> wrote in message
news:uV9oa.1686$9P.868@newsfep1-gui.server.ntli.net...
> Is it very quiet in here or has my ISP stopped replicating this ng?
>
> Mark
> MSD/POV
>
>

2067. ST's and Autobooting HD?

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 18:10:16 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <va5ok51i2e144b@corp.supernews.com>
Source record: 28049
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Which ST's and or TOS Rev's will support autobooting of HD's? I have TOS 1.04.

Tim

2068. Re: Atari Tax Rebate!

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 18:22:54 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3EA2E622.8502B493@tampabay.rr.com>
Source record: 28050
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

Jame Winters wrote:

> I just love Fagboy Benny cuz he's an infantile fuckwit.

I think you've got the finger pointing the wrong way.

--
Gregory D. George

2069. Re: ST's and Autobooting HD?

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 18:54:03 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <3ea2eccb$0$1936$ba620e4c@reader1.news.skynet.be>
Source record: 28051
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Tim wrote:

> Which ST's and or TOS Rev's will support autobooting of HD's? I have
TOS
> 1.04.

Should be O.K. I had TOS 1.02 on the Mega ST and it booted the disk fine.

JFL

2070. Re: EasyMint Problem

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 19:20:21 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0304202117110.226-100000@UNI_MANiac>
Source record: 28052

On Sun, 20 Apr 2003, Michael Robillard wrote:

> and when I type xaaes at the root@easymint/root > XAAES will run.

Welcome to the family.

2071. X....

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 19:26:43 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0304202120570.226-100000@UNI_MANiac>
Source record: 28053

X-windows
XFree86
Windows XP
Mac OSX

And on our beloved Atari:
Xaaes, and I've read Papyrus X will be available soon (also in English !)

The last thing is good news, but I'm getting sick of all those "X" names
....

Martin Tarenskeen

2072. BZIP2

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 20:18:13 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ea2ab7811710d0@attbi.com>
Source record: 28054

Does any know where I can get a copy of BZIP2 for use in a TOS
environment?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2073. Re: ST's and Autobooting HD?

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 20:40:53 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <b7v0km$4le9l$1@ID-40235.news.dfncis.de>
Source record: 28055
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Tim" <tjlazer@mail.com> wrote in message
news:va5ok51i2e144b@corp.supernews.com...
> Which ST's and or TOS Rev's will support autobooting of HD's? I have TOS
> 1.04.
>
> Tim
>
>

As far as I know almost all TOS versions support autobooting hard drives.
However TOS versions less than 2.0 do not support autobooting from an IDE
interfaces, such as the Mario Becroft design.....

2074. Re: ST's and Autobooting HD?

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 20:59:25 UTC
From: Bob Brodie <boberoo@sbcglobal.net>
Message-ID: <NSDoa.164$fZ3.17463505@newssvr21.news.prodigy.com>
Source record: 28056
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

All of versions of TOS support autobooting of the hard disk, however, you need to have the hard disk driver in order for the drive to autoboot.

The ST was not designed to recognize the HD without the driver.

"Tim" <tjlazer@mail.com> wrote in message news:va5ok51i2e144b@corp.supernews.com...
> Which ST's and or TOS Rev's will support autobooting of HD's? I have TOS
> 1.04.
>
> Tim
>
>

2075. Falcon keyboard problems

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 21:22:47 UTC
From: Herr Professor <null@null.cx>
Message-ID: <pg36avkinrtkcfr5lii3476kkk2g27gih9@4ax.com>
Source record: 28057

I've veen unable to use my deka 2 interface with my falcon for some time, and i just gotten a german falcon keyboard and it still does not work. I think I have it the connections aligned correctly, it looks something like this:

Keyboard Side Mobo Side
Pin
Pin
Slot Pin
Slot Pin
Slot Pin
Slot Pin
Slot Pin
Slot Pin
Filled Slot No Pin
Slot Pin

However when Boot the falcon, it boots to the desktop and I cannot control the mouse, nor move it with the keyboard shortcuts. The only indication that anything is connected is a amber light on the lower left hand side of the keyboard is connected.

Any ideas on what could be the matter?

Peter.

2076. Re: X....

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 22:26:17 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3EA31E74.87CA3C93@chello.nl>
Source record: 28058

Martin Tarenskeen wrote:
>
> X-windows
> XFree86
> Windows XP
> Mac OSX
>
> And on our beloved Atari:
> Xaaes, and I've read Papyrus X will be available soon (also in English !)
>
> The last thing is good news, but I'm getting sick of all those "X" names
> ....
>

Perhaps X subconsciously stands for 'fingers crossed'?

;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A GEM replacement for MiNT: XaAES; http://xaaes.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

2077. Re: ICD Micro ST SCSI Controller

Newsgroup: comp.sys.atari.st
Date: 2003-04-20 22:58:31 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b7v8mm$8u0$1@sparta.btinternet.com>
Source record: 28059

Hi Tim

> I am about to get a custom cord that has this controller inside. It has
the
> centronics 50 pin at one end and the atari DMA end on the other. I am new
> to Hard Drives on the ST, so what do I need to do to get this working?

What you describe sounds vaguley like a 'Link' device.

> I have a 810MB Quantum HD that I will be using, this should work ok. I
plan
> on using a external SCSI box that has the SCSI 1 Centronics ports on it
for
> a easy config.
>
> My system is a Atari 1040STf w/1MB and TOS 1.04 (Rainbow)

All you will need now is a Hard disk driver, HDDRIVER is available as a
downloadable demo from uwe seimets site, AHDI can be found for free on the
web, some versions of ICD are also free i believe.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.474 / Virus Database: 272 - Release Date: 18/04/2003

2078. Re: X....

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 01:51:23 UTC
From: Jean-François Lemaire <jflemaire@skynet.be>
Message-ID: <3ea34e99$0$11328$ba620e4c@reader0.news.skynet.be>
Source record: 28060

Martin Tarenskeen wrote:

> X-windows

Please, show a bit of respect. It's X Window, not x-windows. Here is an extract of X's man page:

The X Consortium requests that the following names be used when referring to this software:

X
X Window System
X Version 11
X Window System, Version 11
X11

JFL

2079. FA:Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 03:57:15 UTC
From: Don <atari1040st@sbcglobal.net>
Message-ID: <Xns9363D54215D88atari1040stsbcglobal@207.115.63.159>
Source record: 28061

I have a Atari Falcon and MIDI equipment on Ebay for auction. Check it out at:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=3413716807&rd=1

Thanks,Don

2080. Re: ST's and Autobooting HD?

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 05:06:57 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <va6v3ffg7tak09@corp.supernews.com>
Source record: 28062
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Bob Brodie" <boberoo@sbcglobal.net> wrote in message
news:NSDoa.164$fZ3.17463505@newssvr21.news.prodigy.com...
> All of versions of TOS support autobooting of the hard disk, however, you
> need to have the hard disk driver in order for the drive to autoboot.
>
> The ST was not designed to recognize the HD without the driver.
>
>

So no autobooting straight from the HD? A boot floppy is needed!?!?!

Tim

> "Tim" <tjlazer@mail.com> wrote in message
> news:va5ok51i2e144b@corp.supernews.com...
> > Which ST's and or TOS Rev's will support autobooting of HD's? I have
TOS
> > 1.04.
> >
> > Tim
> >
> >
>
>

2081. Re:printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 06:59:04 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1050912578-366788AEicMi@xs4all.nl>
Source record: 28064

>>The Brother 1240 laser printer is the only printer still on the
>market
>>that I am CERTAIN will work on an Atari. HP no longer sells
>PCL3
>>printers, and Epson no longer sells ESC/P2 printers.
>Someone posted a
>>year or so back that they were able to print from the Stylus C
>series,
>>but I do not remember the details.

I am working with a Stylus color 880 and that functions.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

2082. Re: X....

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 07:12:14 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3EA3B564.9DF7EFBC@ev1.net>
Source record: 28063

```
Martin Tarenskeen wrote:
>
> X-windows
> XFree86
> Windows XP
> Mac OSX
>
> And on our beloved Atari:
> Xaaes, and I've read Papyrus X will be available soon (also in English !)
>
> The last thing is good news, but I'm getting sick of all those "X" names
> ....
>
On old TV commercials, they used to compare the product advertised
to a "brand-X". Perhaps these are all "brand-X" software... ;-)

--
+--------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+--------------------------------------------------------------+
```

2083. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 10:17:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304210303030.22545-100000@shell1.aracnet.com>
Source record: 28065
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail me or call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.
---------- Forwarded message ----------
This FREE Atari list has been and will continue to be updated. I've added and given away items already.This is aimed mainly at Atarians in Portland, Oregon USA. Gone are Hard Drives including both Atari MegaFiles as well as the Indus GT and both Atari 1050 Drives.The Atari 810 Drives still remain.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! Even if one person wanted to take it all, it would take several trips. It's more likely this job will be done by several interested parties. DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money!So, are you Interested? E-Mail Atari@aracnet.com or I prefer you call Ben at (503)256-9974.

==Text Below has been updated last on 04/11/2003 5:00 A.M. PST==

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors,

I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer! Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives, as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2084. Re: ST's and Autobooting HD?

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 12:00:52 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b80mn5$2qt$1@newsg1.svr.pol.co.uk>
Source record: 28066
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Tim <tjlazer@mail.com> wrote in message
news:va6v3ffg7tak09@corp.supernews.com...
>
> "Bob Brodie" <boberoo@sbcglobal.net> wrote in message
> news:NSDoa.164$fZ3.17463505@newssvr21.news.prodigy.com...
> > All of versions of TOS support autobooting of the hard disk, however,
you
> > need to have the hard disk driver in order for the drive to autoboot.
> >
> > The ST was not designed to recognize the HD without the driver.
> >
> >
>
> So no autobooting straight from the HD? A boot floppy is needed!?!?!
>
> Tim

The TOS checks the ACSI connector when booting to see if theres a bootable hard drive on it. If so, it boots. If not it goes to the floppy drive. Its also possible to autoboot from the cartridge port, i cant remember if it checks this before the ACSI port or what order its in.

Smeg.

2085. SC1435 Monitor

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 15:35:34 UTC
From: jon <jonmnospam@pclv.com>
Message-ID: <wcUoa.4468$GD6.175@fed1read02>
Source record: 28067

I'm currently looking for an Atari SC1435 Color Monitor. If you happen to have one or know where I can find one, I have other Atari Hardware I will be willing to trade for it plus cash or whatever...

Thanks

2086. Re: ST's and Autobooting HD?

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 18:26:34 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b81d4qhgk1@thorium.cix.co.uk>
Source record: 28068
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <va6v3ffg7tak09@corp.supernews.com>, tjlazer@mail.com said:

>So no autobooting straight from the HD? A boot floppy is needed!?!?!

Hi Tim!

No, only the first time you use the driver software. This installs the driver on the boot partition of the hard drive. You then need to install the icons for the drives manually with the TOS desktop - others like Thing and jinnee have an 'Install drives' or 'Mount devices' menu function to do this. Don't forget to save the desktop or configuration, so that the drive icons will be there next time you boot.

Note that you should keep a copy of the driver software handy on a floppy, just in case the boot sector gets corrupted.

Regards, /Peter/

2087. New articles at MyAtari

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 19:30:04 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0304211130.778d34f9@posting.google.com>
Source record: 28069

```
MyAtari Newsletter
---

I am pleased to announce that another four more articles have been
added to our April 2003 issue. These are:

- POKEY Sound: Grayscale Project
- Schreiersgrï¿½n 2003
- Atariada 2003 Convention
- New Atari Classic Computer System

Read these articles and more at http://www.myatari.net

Best wishes,

Matthew Bacon, Editor
```

2088. Re:Printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 19:34:07 UTC
From: nephelim@zetnet.co.uk
Message-ID: <3ea447ac$0$192$4c56ba96@master.news.zetnet.net>
Source record: 28070

Galen wrote on 19th April 2003 :-

>For the sake of completeness...

>HP does in fact make PCL3 enhanced printers, though not with their low
>end models.....//

>So in short, I am up to two (the 1220C and the Brother 1240) printers
>that I know will work on an Atari, and there are a good dozen others
>that might.......//

Thanks for that additional information Galen. Most kind of you.

Regards,

Paul.

2089. Re: ST's and Autobooting HD?

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 19:40:20 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <va8i95grn8h82b@corp.supernews.com>
Source record: 28071
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

<xlator@cix.compulink.co.uk> wrote in message
news:b81d4qhgk1@thorium.cix.co.uk...
> In message <va6v3ffg7tak09@corp.supernews.com>, tjlazer@mail.com said:
>
> >So no autobooting straight from the HD? A boot floppy is needed!?!?!
>
> Hi Tim!
>
> No, only the first time you use the driver software. This installs
> the driver on the boot partition of the hard drive. You then need
> to install the icons for the drives manually with the TOS desktop
> - others like Thing and jinnee have an 'Install drives' or 'Mount
> devices' menu function to do this. Don't forget to save the desktop
> or configuration, so that the drive icons will be there next time
> you boot.
>
> Note that you should keep a copy of the driver software handy on a
> floppy, just in case the boot sector gets corrupted.
>
> Regards, /Peter/
>

Great thanks,

So what HD software do you recommend? I will be using ICD's The Link 1 and
a Quantum 810MB SCSI drive.

Tim

2090. Which HD for my 520ST?

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 19:52:31 UTC
From: Christian Potzinger <news@ravenclaw.at>
Message-ID: <Xns9364DEA775E8ECJP@ID-53935.user.dfncis.de>
Source record: 28072

Hello.

Is there any 'ready-to-use' Solution, or requires
it bricolage? I just want to know if it is worth
to try (though i only need it for games). TIA.
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

2091. Re: Email access on 520stfm?

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 21:03:46 UTC
From: tjlazer@mail.com
Message-ID: <562e402e.0304211303.55edbea1@posting.google.com>
Source record: 28073
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

daveburns316@yahoo.com (Dave) wrote in message
news:<7e05d13.0304031813.6a0899c2@posting.google.com>...
> Hi... I have my PC at uni, which is very far away in the wilds of
> Scotland, whilst I sometimes pop back home to south east england to
> see friends/family etc. I have an aging 1MB STFM sitting back there,
> that I sometimes use to type up work if need be (using Protext
> 4.3...). Having not followed the state of atari that much as of the
> past few years; is it possible for me to access a pop3 and or
> web-based email account (ie hotmail), using my atari? I don't need to
> access attachments, but the ability to send and receive email whilst
> connected to a PPP connection would be great; as would telnet / simple
> web access - again this doesn't even have to be proper graphical HTML,
> a unix style lynx browser would be fine. At home i'd have a standard
> BT Internet PPP dialup connection, and my atari ST has 2 double sided
> floppy drives, and a standard external modem... Anyone got it to work
> with a spec like this?
>
> Cheers,
>
> Dave.

If you had an Amiga 500 w/1MB RAM, and OS3.1, you could do all that!!! Heheheh

Tim

2092. Re: is it very quite in here?

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 21:46:15 UTC
From: "r.spanger" <uddin@usuckers.com>
Message-ID: <b81p3t$u6g$1@newsg3.svr.pol.co.uk>
Source record: 28074

"Mac Sys Data of POV" <pov@tesco.net@ignorethisbit> wrote in message
news:uV9oa.1686$9P.868@newsfep1-gui.server.ntli.net...
> Is it very quiet in here

BANG!! CRASH!! BOOM!! CLANG!!

is that better?

2093. Re: Which HD for my 520ST?

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 21:54:58 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <b81pbi$5ghog$1@ID-40235.news.dfncis.de>
Source record: 28075

"Christian Potzinger" <news@ravenclaw.at> wrote in message
news:Xns9364DEA775E8ECJP@ID-53935.user.dfncis.de...
> Hello.
>
> Is there any 'ready-to-use' Solution, or requires
> it bricolage?

As far as I know there are no "Ready to Use" solutions currently availabel
as new.

>I just want to know if it is worth
> to try (though i only need it for games). TIA.
>

The nearest thing is the Mario BeCroft IDE adapter. You can cram it and a
2.5" IDE in the ST case. If you want to keep your existing TOS then you will
need to boot from floppy as you need TOS 2.0 or later to boot an IDE drive.

--
> ryl: [SF|G'Kar] [www.SeniorFragger.de] &
> [www.RavenClaw.at]

2094. Re: Which HD for my 520ST?

Newsgroup: comp.sys.atari.st
Date: 2003-04-21 22:04:49 UTC
From: Christian Potzinger <news@ravenclaw.at>
Message-ID: <Xns9365F1CBB19CJP@ID-53935.user.dfncis.de>
Source record: 28076

David Wade wrote...

> The nearest thing is the Mario BeCroft IDE adapter. You can cram it
> and a 2.5" IDE in the ST case. If you want to keep your existing TOS
> then you will need to boot from floppy as you need TOS 2.0 or later to
> boot an IDE drive.

Thanks.
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

2095. Re: ST's and Autobooting HD?

Newsgroup: comp.sys.atari.st
Date: 2003-04-22 00:46:34 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304211646.105fc1f0@posting.google.com>
Source record: 28077
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Tim" <tjlazer@mail.com> wrote in message news:<va8i95grn8h82b@corp.supernews.com>...

> So what HD software do you recommend? I will be using ICD's The Link 1 and
> a Quantum 810MB SCSI drive.

Free: AHDI

Not free, but should have been included with your Link: ICD

Not free, but very powerful and worth purchasing: HD Driver

Note that you will have a 512Mb partition limit if you use normal TOS.
Thus, your drive will require at least two partitions.

Galen

2096. Re: Email access on 520stfm?

Newsgroup: comp.sys.atari.st
Date: 2003-04-22 00:48:57 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304211648.216f00d3@posting.google.com>
Source record: 28078
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

tjlazer@mail.com (Tim) wrote in message
news:<562e402e.0304211303.55edbea1@posting.google.com>...
>
> If you had an Amiga 500 w/1MB RAM, and OS3.1, you could do all that!!! Heheheh
>
I suspect any 1985 + computer with 1 MB RAM could do all that. Heheheh?

Galen

2097. Re: ST's and Autobooting HD?

Newsgroup: comp.sys.atari.st
Date: 2003-04-22 01:07:55 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <va95f6s5ahusc1@corp.supernews.com>
Source record: 28079
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0304211646.105fc1f0@posting.google.com...
> "Tim" <tjlazer@mail.com> wrote in message
news:<va8i95grn8h82b@corp.supernews.com>...
>
>
> > So what HD software do you recommend? I will be using ICD's The Link 1
and
> > a Quantum 810MB SCSI drive.
>
> Free: AHDI
>
> Not free, but should have been included with your Link: ICD
>
> Not free, but very powerful and worth purchasing: HD Driver
>
> Note that you will have a 512Mb partition limit if you use normal TOS.
> Thus, your drive will require at least two partitions.
>
> Galen

Ok thats cool. So what kind of partitions will allow 512MB? I have TOS
1.04.

Tim

2098. Re: Email access on 520stfm?

Newsgroup: comp.sys.atari.st
Date: 2003-04-22 05:31:47 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <va9ktul0l53h26@corp.supernews.com>
Source record: 28080
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0304211648.216f00d3@posting.google.com...
> tjlazer@mail.com (Tim) wrote in message
news:<562e402e.0304211303.55edbea1@posting.google.com>...
> >
> > If you had an Amiga 500 w/1MB RAM, and OS3.1, you could do all that!!!
Heheheh
> >
> I suspect any 1985 + computer with 1 MB RAM could do all that. Heheheh?
>
> Galen

Web based email too? Nope only Amiga can do that. Hehehe ;)

Tim

2099. Re: X....

Newsgroup: comp.sys.atari.st
Date: 2003-04-22 06:41:11 UTC
From: fartfart@yahoo.com
Message-ID: <3ea4e406$0$28781$626a54ce@news.free.fr>
Source record: 28081

2100. Re: ST's and Autobooting HD?

Newsgroup: comp.sys.atari.st
Date: 2003-04-22 07:38:23 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b82rhf$5k9oq$1@ID-27442.news.dfncis.de>
Source record: 28082
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Tim wrote:

> Ok thats cool. So what kind of partitions will allow 512MB? I have TOS
> 1.04.

With TOS 1.04 the maximum partition size is 256 MB. For 512 MB per
partition TOS 2.0x is required. YOu do not have to take care of the
partition type. The software used for partitioning the drive will handle
this automatically.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2101. Re: is it very quite in here?

Newsgroup: comp.sys.atari.st
Date: 2003-04-22 07:45:14 UTC
From: G Swaine <gswaine@the-gluepot.com>
Message-ID: <b82rrb$24g2$1@news.comnet.co.nz>
Source record: 28083

"r.spanger" <uddin@usuckers.com> wrote ...
> "Mac Sys Data of POV" <pov@tesco.net@ignorethisbit> wrote ...
> > Is it very quiet in here
>
> BANG!! CRASH!! BOOM!! CLANG!!
>
> is that better?

Thank you for stealing the background theme to my new rap song that I've just spent three years inventing.

I'll see you in court.

[big grin]

--

Quote for the month

"I've just chopped off my thumb"
"Don't worry - you still have nine left"
("The Late Show With Dave Letterman", mid-January 2003)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

2102. Re: X....

Newsgroup: comp.sys.atari.st
Date: 2003-04-22 10:53:39 UTC
From: lp <gfa@basic.net>
Message-ID: <BACA8963.F3D8%gfa@basic.net>
Source record: 28084

in article Pine.MNT.4.31.0304202120570.226-100000@UNI_MANiac, Martin Tarenskeen at nospam@zonnet.nl wrote on 4/20/03 2:26 PM:

>
> X-windows
> XFree86
> Windows XP
> Mac OSX
>
> And on our beloved Atari:
> Xaaes, and I've read Papyrus X will be available soon (also in English !)
>
> The last thing is good news, but I'm getting sick of all those "X" names
> ....

Don't forget SpartaDOS X for the Atari 8-bit. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2103. Re: BZIP2

Newsgroup: comp.sys.atari.st
Date: 2003-04-22 11:34:18 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <cv2gn-lq21.ln1@sd.swampdog>
Source record: 28087

Edward S. Baiz Jr. wrote:

> Does any know where I can get a copy of BZIP2 for use in a TOS
> environment?

It would be a tad slow. Nevertheless someone with gcc would be able to
build one easily.

--
Guy Harrison

2104. steinberg dma to scsi bidirectional controller

Newsgroup: comp.sys.atari.st
Date: 2003-04-22 13:23:08 UTC
From: mx <wordbox@tin.it>
Message-ID: <3ea54185$0$277$45beb828@newscene.com>
Source record: 28085

i' m trying to use this device (a red box hookd to the acsi ports of my mega ste and a n apple hd 50 pin) but hd driver does not recognize it.

some one could post me a functional driver to use it?

thank you , maurizio

2105. Re: m68k Linux and et4000 card on TT config?

Newsgroup: comp.sys.atari.st
Date: 2003-04-22 15:17:15 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3ea55cd3$0$26878$626a54ce@news.free.fr>
Source record: 28086

```
Could you write your SCSI kernel boot on your TT please ?

I have :

Atari SCSI: resetting the SCSI bus... done
scsi0: options CAN_QUEUE=8 CMD_PER_LUN=1 SCAT-GAT=0 TAGGED-QUEUING=no
HOSTID=7 generic options AUTOSENSE REAL DMA SCSI-2 TAGGED QUEUING generic
release=7
scsi0 : Atari native SCSI

DOCs
```

"DOCs" <docs@ifrance.com> a crit dans le message news:
3e9f3578$0$30752$626a54ce@news.free.fr...
> Thank You very much .
> Did you compile your kernel ?
>
>
> SCSI on TT must be managed very well by Linux.
> But on Falcon...
>
>
> DOCs
>
> "Kenneth Medin" <kennethm@tripnet.se> a crit dans le message news:
> 3e9f10925e8d60@tripnet.se...
> > In comp.sys.atari.st <3e9db154$0$1800$626a54ce@news.free.fr>
> > DOCs wrote on Wed 16-04-2003 21:39 (+0200):
> >
> > >I'm using a Falcon.
> > >Can you try to copy a big file and say to me what is the SCSI rate
around
> ?
> > >I can copy file at 700 kB/s on Magic
> > >I'm copying file at 80 kB/s on Linux m68k.
> >
> > I tested with a 1343 KByte file and it copied from one directory to
> > another in appr. 2.2 sec under Magic+HDDriver. The disk is a
> >
> > QUANTUM FIREBALL SE6.4S PJ0A Direct Access
> >
> > Then the same file under Linux and got exactly the same 2.2 sec (clocked
> > by hand).
> >
> > >Thanks a lot.

> >
> > OK, but are you aware of that your posts are upside down making them
hard
> > to edit and answer in a proper way? It's only due to my excitment over
> > the Linux install that I try to answer anyway...
> >
> > >"Kenneth Medin" <kennethm@tripnet.se> a crit dans le message news:
> > >3e9d9500578370@tripnet.se...
> > >> In comp.sys.atari.st <3e9d31dd$0$26842$626a54ce@news.free.fr>
> > >> DOCs wrote on Wed 16-04-2003 12:35 (+0200):
> > >>
> > >> >Have you got good SCSI transfer on your m68k Linux ?
> > >> >Can you copy files on SCSI harddisk above 80 kB/s ?
> > >>
> > >> Don't know really... All I know about speed for now is that it is not
> as
> > >> fast as Magic overall :-)
> >
> > >> >"Kenneth Medin" <kennethm@tripnet.se> a crit dans le message news:
> > >> >3e9b36f692e620@tripnet.se...
> > >> >> I have been busy installing Debian Potato m68k Linux dist on my TT
> >
> > --
> > Kenneth Medin <kennethm@tripnet.se>
> > Atari TT at home: http://atari.mine.nu/
> > <<Produced with 100% pure Atari equipment>>
> >
>
>

2106. Re: ST's and Autobooting HD?

Newsgroup: comp.sys.atari.st
Date: 2003-04-22 21:50:24 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b84df0gpv1@thorium.cix.co.uk>
Source record: 28089
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <va8i95grn8h82b@corp.supernews.com>, tjlazer@mail.com said:

>So what HD software do you recommend? I will be using ICD's The Link 1 and
>a Quantum 810MB SCSI drive.

Hi Tim!

The best undoubtedly is HDDRIVER from Uwe Seimet, but that's
commercial although you can download a restricted demo from
http://www.seimet.de/atari_english.html
if you have web access. It's just possible you may need to buy
this one, as some Quantum drives need either parity checking or
initiator identification to make them work - not sure if yours is
one of those. It's available with English manual from Atari
Workshop (mail them at info@atari-workshop.co.uk, or see
www.atari-workshop.co.uk). Price is UKP 29.95.

Alternatives are the Shareware (or PD?) CBHD by Claus Brod and I
understand that the last version of ICD's driver can be downloaded
free too - there was an address for this recently in this conference.

Regards, /Peter/

2107. Re: m68k Linux and et4000 card on TT config?

Newsgroup: comp.sys.atari.st
Date: 2003-04-22 22:07:50 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ea5cb3a3114f1@tripnet.se>
Source record: 28090

In comp.sys.atari.st <3ea55cd3$0$26878$626a54ce@news.free.fr>
DOCs wrote on Tue 22-04-2003 17:17 (+0200):

>Could you write your SCSI kernel boot on your TT please ?
>
>
>I have :
>
>Atari SCSI: resetting the SCSI bus... done
>scsi0: options CAN_QUEUE=8 CMD_PER_LUN=1 SCAT-GAT=0 TAGGED-QUEUING=no
>HOSTID=7 generic options AUTOSENSE REAL DMA SCSI-2 TAGGED QUEUING generic
>release=7
>scsi0 : Atari native SCSI

And I have:

Apr 22 22:44:17 debiantt kernel: Atari SCSI: resetting the SCSI bus... done
Apr 22 22:44:17 debiantt kernel: scsi0: options CAN_QUEUE=16 CMD_PER_LUN=8 SCAT-GAT=255
TAGGED-QUEUING=no HOSTID=7 generic options AUTOSENSE REAL DMA SCSI-2 TAGGED QUEUING
generic release=7
Apr 22 22:44:18 debiantt kernel: scsi0 : Atari native SCSI

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2108. Re: How to Convert .son files to PC-Compatible (MIDI or any other PC readable format)

Newsgroup: comp.sys.atari.st
Date: 2003-04-22 22:07:50 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ea5cb3a3114f0@tripnet.se>
Source record: 28091

In comp.sys.atari.st <b84c3b$l82$1@news2.netvision.net.il>
Beau Schutz wrote on Tue 22-04-2003 23:09 (-0400):

>does anyone know how to convert old existing .son (song) files that i
>presently have on my ancient atari to something that i can view and edit on
>my PC? i would greatly appreciate any help, information or guidance that

A .SON file from what application?

Note that file extensions themselves mostly does not tell what sort of
file you really have neither on Atari nor in Windows. We all know a .DOC
file is a Wordplus file don't we... :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2109. How to Convert .son files to PC-Compatible (MIDI or any other PC readable format)

Newsgroup: comp.sys.atari.st
Date: 2003-04-23 03:09:42 UTC
From: Beau Schutz <beau1@techie.com>
Message-ID: <b84c3b$l82$1@news2.netvision.net.il>
Source record: 28088

does anyone know how to convert old existing .son (song) files that i presently have on my ancient atari to something that i can view and edit on my PC? i would greatly appreciate any help, information or guidance that anyone might be able to provide in this area as i have a substantial number of old .son files which i need to get onto my pc. thanks very much in advance.
beau

2110. Re: ST's and Autobooting HD?

Newsgroup: comp.sys.atari.st
Date: 2003-04-23 03:53:07 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304221953.9993be6@posting.google.com>
Source record: 28092
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message
news:<b82rhf$5k9oq$1@ID-27442.news.dfncis.de>...
> Tim wrote:
>
> > Ok thats cool. So what kind of partitions will allow 512MB? I have TOS
> > 1.04.
>
> With TOS 1.04 the maximum partition size is 256 MB. For 512 MB per
> partition TOS 2.0x is required. YOu do not have to take care of the
> partition type. The software used for partitioning the drive will handle
> this automatically.

Hi Uwe,

While I don't doubt you, I did take the time to look up the maximum
partition limits and I read that 1.04 was the first 512MB capable OS.
Apparently what I read was wrong. So all 1.x TOS has a 256MB
partition size limit?

Galen

2111. Re: ST's and Autobooting HD?

Newsgroup: comp.sys.atari.st
Date: 2003-04-23 05:46:06 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b859av$674ur$1@ID-27442.news.dfncis.de>
Source record: 28093
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Galen wrote:

> While I don't doubt you, I did take the time to look up the maximum
> partition limits and I read that 1.04 was the first 512MB capable OS.
> Apparently what I read was wrong. So all 1.x TOS has a 256MB
> partition size limit?

I'm not sure about TOS 1.6, but 1.0x has a 256 MB limit and I think it
is the same with TOS 1.6.
With TOS 1.0x the maximum number of sectors per partitions is limited,
which results in the 256 MB size limit.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2112. Re: How to Convert .son files to PC-Compatible (MIDI or any other PC readable format)

Newsgroup: comp.sys.atari.st
Date: 2003-04-23 07:04:05 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3EA63AE5.F71F3EB0@siemens.at>
Source record: 28094

Beau Schutz wrote:
>
> does anyone know how to convert old existing .son (song) files that i
> presently have on my ancient atari to something that i can view and edit on
> my PC? i would greatly appreciate any help, information or guidance that
> anyone might be able to provide in this area as i have a substantial number
> of old .son files which i need to get onto my pc. thanks very much in
> advance.
> beau

I think the easiest way would be to buy a crossupgrade for SPP.

Gerhard

2113. Re: How to Convert .son files to PC-Compati

Newsgroup: comp.sys.atari.st
Date: 2003-04-23 07:05:16 UTC
From: <>
Message-ID: <MWqpa.2037$0U3.2001@newssvr16.news.prodigy.com>
Source record: 28095

On 22 Apr 2003 23:09:42 , "Beau Schutz" wrote:
>does anyone know how to convert old existing .son (song) files that i
>presently have on my ancient atari to something that i can view and edit on
>my PC? i would greatly appreciate any help, information or guidance that
>anyone might be able to provide in this area as i have a substantial number
>of old .son files which i need to get onto my pc. thanks very much in
>advance.
>beau
>
>
>.
If these are Notator SL files, you could send the files to someone who still uses Notator, (I do) and have them converted to midi
files. How many is a substantial number? I may be able to convert them for you, depending on the time involved. You can e-mail me
directly if you like (remove <sick-of-spam>).

Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

2114. test

Newsgroup: comp.sys.atari.st
Date: 2003-04-23 08:59:23 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3ea65607$0$13754@echo-01.iinet.net.au>
Source record: 28096

asset

2115. Stock control software for the ST

Newsgroup: comp.sys.atari.st
Date: 2003-04-23 09:10:21 UTC
From: G Swaine <gswaine@the-gluepot.com>
Message-ID: <b85l6q$dv8$1@news.comnet.co.nz>
Source record: 28097

Is there anyone still interested in stock/inventory control software for the ST/TT/Falcon computer range?

I am currently doing a complete rewrite of my Stocker software, and am interested in getting a few ideas as to what features you require (and any rules you may impose on your data)

The software currently imposes only one rule : all data (such as Stock, Suppliers, Sales Taxes) are given a code number, and this code number must be unique, and is not changable once created, as it is used to identify the data globally. The data related to the code number is changable, however.

At present, it runs under GEM, and requires an 80 column screen mode (ST Medium, ST High, TT Medium screen resolution or better), and a correctly installed version of GDOS (bitmap, FontGDOS, SpeedoGDOS, or one of the free/shareware equivalents) will be needed to be able to print

The software is currently being written on my TT, and (at the moment) requires a 68030 and FPU to run - but any future releases will be recompiled to run on a regular 68000 ST. I anticipate that it will need 1.5 to 2.0 megs of RAM (unlike the previous version which needed 2.5+ MB) The amount of RAM required may increase somewhat if you use a page-oriented printer such as Ataris SLM laser printer

If you'd like to become part of a betatest/feedback group for the program, drop me a note via the intermediary address in my signature.

(An earlier version [version 0.27 from mid-2002] is available for download from http://atari.net.nz/gem/software/stocker.html)

--

Quote for the month

"I've just chopped off my thumb"
"Don't worry - you still have nine left"
("The Late Show With Dave Letterman", mid-January 2003)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

2116. Re: BZIP2

Newsgroup: comp.sys.atari.st
Date: 2003-04-23 11:08:27 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbacsfd.50j.atari@core.preferuje.luzik.pl>
Source record: 28098

> Does any know where I can get a copy of BZIP2 for use in a TOS
> environment?

There is a SpareMiNT package, the binary should work under SingleTOS.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2117. Re: Stock control software for the ST

Newsgroup: comp.sys.atari.st
Date: 2003-04-23 14:26:25 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1051107988.225236@blade.atari-source.com>
Source record: 28099

G Swaine wrote:

> Is there anyone still interested in stock/inventory control software for
> the ST/TT/Falcon computer range?
>
> I am currently doing a complete rewrite of my Stocker software, and am
> interested in getting a few ideas as to what features you require (and any
> rules you may impose on your data)
>
> The software currently imposes only one rule : all data (such as Stock,
> Suppliers, Sales Taxes) are given a code number, and this code number must
> be unique, and is not changable once created, as it is used to identify
> the data globally. The data related to the code number is changable,
> however.
>
> At present, it runs under GEM, and requires an 80 column screen mode (ST
> Medium, ST High, TT Medium screen resolution or better), and a correctly
> installed version of GDOS (bitmap, FontGDOS, SpeedoGDOS, or one of the
> free/shareware equivalents) will be needed to be able to print
>
> The software is currently being written on my TT, and (at the moment)
> requires a 68030 and FPU to run - but any future releases will be
> recompiled to run on a regular 68000 ST. I anticipate that it will need
> 1.5 to 2.0 megs
> of RAM (unlike the previous version which needed 2.5+ MB) The amount of
> RAM required may increase somewhat if you use a page-oriented printer such
> as Ataris SLM laser printer
>
> If you'd like to become part of a betatest/feedback group for the program,
> drop me a note via the intermediary address in my signature.
>
>
> (An earlier version [version 0.27 from mid-2002] is available for
> download from http://atari.net.nz/gem/software/stocker.html)
>
> --
>
> Quote for the month
>
> "I've just chopped off my thumb"
> "Don't worry - you still have nine left"
> ("The Late Show With Dave Letterman", mid-January 2003)
>
> --

>
> g.swaine@the.gluepot is a bogus address. I can be contacted via an
> intermediary: gem at gem win co nz. I apologise to the genuine
> respondents that this may inconvenience.

I'm actually quite interested in such a thing. I would like to build a GEM inventory management application that uses a backend that can create disk database files or use a MySQL server. This way I can add items to an inventory and create a web application to view the inventory, modify things, create an online store, etc. I've always toyed with the idea of creating something along the ideals of stocker. What language are you writing this in? It'd be cool to port it to gcc so you can compile against mysql libraries amongst other things.

Thanks
Mark
http://atari-source.com

2118. Re: m68k Linux and et4000 card on TT config?

Newsgroup: comp.sys.atari.st
Date: 2003-04-23 17:17:26 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3ea6f5ad$0$30740$626a54ce@news.free.fr>
Source record: 28102

> >I have :
> >
> >Atari SCSI: resetting the SCSI bus... done
> >scsi0: options CAN_QUEUE=8 CMD_PER_LUN=1 SCAT-GAT=0 TAGGED-QUEUING=no
> >HOSTID=7 generic options AUTOSENSE REAL DMA SCSI-2 TAGGED QUEUING generic
> >release=7
> >scsi0 : Atari native SCSI
>
> And I have:
>
> Apr 22 22:44:17 debiantt kernel: Atari SCSI: resetting the SCSI bus...
done
> Apr 22 22:44:17 debiantt kernel: scsi0: options CAN_QUEUE=16 CMD_PER_LUN=8
SCAT-GAT=255 TAGGED-QUEUING=no HOSTID=7 generic options AUTOSENSE REAL DMA
SCSI-2 TAGGED QUEUING generic release=7
> Apr 22 22:44:18 debiantt kernel: scsi0 : Atari native SCSI

Thanks a lot.
I think that the major problem is SCAT-GAT=0 on my Falcon., because the
SCAT-GAT is forced on 0. (why ? I remember that it's an unknow bug)

David Cure is going to test SCSI on his Falcon.

DOCs

2119. Re: ST's and Autobooting HD? Can I format HD FAT?

Newsgroup: comp.sys.atari.st
Date: 2003-04-23 18:54:26 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vadob1i9v62l1f@corp.supernews.com>
Source record: 28100
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Thanks for all the replies. I now have another question. Can I format my Quantum 810MB SCSI HD on a PC in FAT and use that with the atari? That way I can transfer all my programs from STeem to it and just plug and go! If so what HD driver software will allow this and what size should I partition the drive? Also would it matter if it is Primary and Extended in PC and will it work on the ST? Currently it is one large FAT 808MB Partition on the PC.

Thanks!!
Tim

<xlator@cix.compulink.co.uk> wrote in message
news:b84df0gpv1@thorium.cix.co.uk...
> In message <va8i95grn8h82b@corp.supernews.com>, tjlazer@mail.com said:
>
> >So what HD software do you recommend? I will be using ICD's The Link 1
and
> >a Quantum 810MB SCSI drive.
>

2120. Thinking of porting software to ST...any good C compilers?

Newsgroup: comp.sys.atari.st
Date: 2003-04-23 19:11:32 UTC
From: steve@dosius.zzn.com
Message-ID: <9307085f.0304231111.10668338@posting.google.com>
Source record: 28101

This is kind-of strange ;)

I currently program for a PC running M$-DOG (I also write a little bit of GEM code here and there), and would like to try my hand at coding something that runs on the ST. Does anyone know of any good 386->68K cross-compilers that specifically target the ST? Or does anyone know if there is something that I could build in DJGPP that could compile a TOS (or GEM) app for the ST? (Also, I have an Infocom interpreter for PC GEM - Turbo C++ 1.01 that I would like to port to ST GEM and EMUTOS.)

Thanks in advance.

-uso.

2121. Re: SC1435 Monitor

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 00:26:06 UTC
From: Jaguar <rfvacpNOSPAM@mountaincable.net>
Message-ID: <Xns9366CFDF74C67Jaguar@24.215.0.21>
Source record: 28104

"jon" <jonmnospam@pclv.com> wrote in news:wcUoa.4468$GD6.175@fed1read02:

> I'm currently looking for an Atari SC1435 Color Monitor. If you
> happen to have one or know where I can find one, I have other Atari
> Hardware I will be willing to trade for it plus cash or whatever...
>
> Thanks
>
>
>

Where are you located. I have one .

Jaguar

2122. Re: Which HD for my 520ST?

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 00:29:41 UTC
From: Jaguar <rfvacpNOSPAM@mountaincable.net>
Message-ID: <Xns9366D07B38A0Jaguar@24.215.0.21>
Source record: 28103

"David Wade" <g8mqw@yahoo.com> wrote in
news:b81pbi$5ghog$1@ID-40235.news.dfncis.de:
>
>
>

I have a 20 meg Supra hard drive for an Atari if your interested.

Jaguar

2123. Re: Stock control software for the ST

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 00:38:43 UTC
From: Jaguar <rfvacpNOSPAM@mountaincable.net>
Message-ID: <Xns9366D2030CF53Jaguar@24.215.0.21>
Source record: 28105

I have a program called HyperLink for the ST. It is a multi-purpose Object/Database product. It features database control ,relational objects ,hypertext ,graphics ,sound. It says that can be a full Incentory/Point of Sale System. If that is what you are looking for let me know.

JAguar

2124. General Midi

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 00:44:00 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <krGpa.8479$8K2.79758@news-server.bigpond.net.au>
Source record: 28106

Hi guys, I need a muso's help;-). My associate say's that a "chip tune" is a "Mid file", which is a collection of triggered samples. Now the original SC-55 was sample based, but, my thought is that GM is only a standard that defines what sounds are to be used, not how to create it. Not a specific sample trigger as such. Also Midi predates 1991, as any atari user will testify. I can recall early synths, that were unable to store samples. Also a Sid and a pokey tune are both chip tunes, correct? So by definition he is incorrect.

Any Help?

Mark

2125. Re: How to Convert .son files to PC-Compatible (MIDI or any other PC readable format)

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 03:17:10 UTC
From: Yala <tyala@tm.net.my>
Message-ID: <3EA75736.AD9B559B@tm.net.my>
Source record: 28107
Body handling: HTML body converted to readable text

Beau Schutz wrote:
> does anyone know how to convert old existing .son (song) files that i
> presently have on my ancient atari to something that i can view and edit on
> my PC?

Download latest version of Creator or Notator for Atari (goto notator.org
for info)
Open the *.son file using the above on your Atari.
Save As *.mid file.
You may have to do some fiddling with your *.mid file on your PC.

--
| YALA, your hero and mine
| Synthesizers, Music, Television
| http://www.angelfire.com/in2/yala/ http://tyala.freeyellow.com/
| http://www.geocities.com/tyala.geo/ http://yala.isCool.net/

2126. Re: General Midi

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 04:01:58 UTC
From: Robert Aries <rob_aries@hotmail.com>
Message-ID: <rob_aries-B6211E.00015824042003@reader1.news.rcn.net>
Source record: 28108

In article <krGpa.8479$8K2.79758@news-server.bigpond.net.au>,
"Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote:

> Hi guys, I need a muso's help;-). My associate say's that a "chip tune" is a
> "Mid file", which is a collection of triggered samples. Now the original
> SC-55 was sample based, but, my thought is that GM is only a standard that
> defines what sounds are to be used, not how to create it. Not a specific
> sample trigger as such. Also Midi predates 1991, as any atari user will
> testify. I can recall early synths, that were unable to store samples. Also
> a Sid and a pokey tune are both chip tunes, correct? So by definition he is
> incorrect.
>
> Any Help?
>
> Mark
>
>

A file with the extension ".mid" is a "MIDIFILE" or "STANDARD MIDI
FILE." It's meant to allow DIFFERENT midi sequencers to exchange data
by being a "standard" that any sequencer can support. Typically, a
sequencer will load & save files in its own proprietary format AND
".mid" format for transfer to another sequencer.

Midi data is NOT samples, simply instructions as to which notes (and
lots of other stuff) are to be played. If you play midi data into a
sample-playback synth or sampler, then you are indeed playing a
"collection of triggered samples", but that's a function of the
instrument being played by the midi data, not midi itself. Sorry if I
misunderstood and you know all this.

Yes, early synths were unable to store samples; but synths have used
many different forms of sound-producing technology, such as analog
subtractive (old Moogs, Oberheims, Prophet 5/10, etc.) and FM (Yamaha
DX7/9/etc. etc. etc.) Many of these older synths use midi (I have a
midi retrofit kit in my Oberheim OBX-A, which I bought in the late
1970s!). The Korg M1 was the first, or among the first "sample
playback" synths.

GM is "General Midi"--a standard definition of patch numbers to sounds.
This is separate from "standard midifiles". A GM file can be in SMF
format or a proprietary sequencer format, it only refers to the
assignment of patches.

Didn't mean for this to get so long, sorry!

2127. Re: General Midi

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 05:16:35 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <TqKpa.8718$8K2.82410@news-server.bigpond.net.au>
Source record: 28109

Yeah I new that;-) Pretty much what I thought.

Mark

"Robert Aries" <rob_aries@hotmail.com> wrote in message
news:rob_aries-B6211E.00015824042003@reader1.news.rcn.net...
> In article <krGpa.8479$8K2.79758@news-server.bigpond.net.au>,
> "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote:
>
> > Hi guys, I need a muso's help;-). My associate say's that a "chip tune"
is a
> > "Mid file", which is a collection of triggered samples. Now the original
> > SC-55 was sample based, but, my thought is that GM is only a standard
that
> > defines what sounds are to be used, not how to create it. Not a specific
> > sample trigger as such. Also Midi predates 1991, as any atari user will
> > testify. I can recall early synths, that were unable to store samples.
Also
> > a Sid and a pokey tune are both chip tunes, correct? So by definition he
is
> > incorrect.
> >
> > Any Help?
> >
> > Mark
> >
> >
>
> A file with the extension ".mid" is a "MIDIFILE" or "STANDARD MIDI
> FILE." It's meant to allow DIFFERENT midi sequencers to exchange data
> by being a "standard" that any sequencer can support. Typically, a
> sequencer will load & save files in its own proprietary format AND
> ".mid" format for transfer to another sequencer.
>
> Midi data is NOT samples, simply instructions as to which notes (and
> lots of other stuff) are to be played. If you play midi data into a
> sample-playback synth or sampler, then you are indeed playing a
> "collection of triggered samples", but that's a function of the
> instrument being played by the midi data, not midi itself. Sorry if I
> misunderstood and you know all this.
>
> Yes, early synths were unable to store samples; but synths have used
> many different forms of sound-producing technology, such as analog
> subtractive (old Moogs, Oberheims, Prophet 5/10, etc.) and FM (Yamaha
> DX7/9/etc. etc. etc.) Many of these older synths use midi (I have a

> midi retrofit kit in my Oberheim OBX-A, which I bought in the late
> 1970s!). The Korg M1 was the first, or among the first "sample
> playback" synths.
>
> GM is "General Midi"--a standard definition of patch numbers to sounds.
> This is separate from "standard midifiles". A GM file can be in SMF
> format or a proprietary sequencer format, it only refers to the
> assignment of patches.
>
> Didn't mean for this to get so long, sorry!

2128. Re: Thinking of porting software to ST...any good C compilers?

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 06:24:39 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <lickn-jnh4.ln1@sd.swampdog>
Source record: 28110

Dosius wrote:

> This is kind-of strange ;)

Yes. Not everybody posts with their whitespace replaced by animated gif dancing gnomes. Well done! <G>

> I currently program for a PC running M$-DOG (I also write a little bit
> of GEM code here and there), and would like to try my hand at coding
> something that runs on the ST. Does anyone know of any good 386->68K
> cross-compilers that specifically target the ST? Or does anyone know
> if there is something that I could build in DJGPP that could compile a
> TOS (or GEM) app for the ST? (Also, I have an Infocom interpreter for
> PC GEM - Turbo C++ 1.01 that I would like to port to ST GEM and
> EMUTOS.)

You could run a native ST compiler under emulation of course. However there is a cross compiler (binary) that runs under Cygwin. I *think* this is the link (looks like it anyway)...
http://sparemint.atariforge.net/sparemint/cross-mint/cygwin/

Target is MiNT but just avoid making MiNT calls. I posted something in st.programmer where I figured out how to get it to issue CR/LF instead of LF on the console.

Knock off the "/cygwin" and there's a cross for Linux. Never tried that myself.

--
Guy Harrison

2129. Re: ST's and Autobooting HD? Can I format HD FAT?

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 06:52:18 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b881j6$77o8f$1@ID-27442.news.dfncis.de>
Source record: 28111
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Tim wrote:
> Thanks for all the replies. I now have another question. Can I format my
> Quantum 810MB SCSI HD on a PC in FAT and use that with the atari? That way
> I can transfer all my programs from STeem to it and just plug and go! If so
> what HD driver software will allow this and what size should I partition the
> drive? Also would it matter if it is Primary and Extended in PC and will it
> work on the ST? Currently it is one large FAT 808MB Partition on the PC.

With MagiC or MINT you can read and write PC-compatible FAT or FAT32
partitions.
Without MagiC or MiNT you can create a single (!) partition that is both
PC and Atari compatible with HDDRIVER. Note, however, that only one
partition per hard disk drive is possible in this case. As the maximum
partition size for the ST is 256 MB and for a MegaSTE/TT is 512 MB you
would not be able to use the full capacity of your drive.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2130. Re: Stock control software for the ST

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 09:54:58 UTC
From: G Swaine <gswaine@the-gluepot.com>
Message-ID: <b88c6d$1b6j$1@news.comnet.co.nz>
Source record: 28112

"Mark D" <mduckworthnospam@atari-source.com> wrote ...
> I'm actually quite interested in such a thing. I would like to build a
GEM
> inventory management application that uses a backend that can create disk
> database files or use a MySQL server. This way I can add items to an
> inventory and create a web application to view the inventory, modify
> things, create an online store, etc. I've always toyed with the idea of
> creating something along the ideals of stocker. What language are you
> writing this in? It'd be cool to port it to gcc so you can compile
against
> mysql libraries amongst other things.

I'm writing it using Lattice C, and have written it from scratch.

It does not currently have any way of linking to a SQL server, but this
could be added later if necessary.

The program uses a proprietary disc file format (which has changed from the
earlier version, and I have a nearly-working data import feature builtin to
the app)

Are the MySQL libs written in C or C++? I could probably rework my app to
talk to the SQL libs if they are in C, and have a reasonably commented set
of source files documenting the interface.

> Thanks
> Mark
> http://atari-source.com

--

Quote for the month

"I've just chopped off my thumb"
"Don't worry - you still have nine left"
("The Late Show With Dave Letterman", mid-January 2003)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

2131. Re: Atari Tax Rebate!

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 10:53:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304240339220.8628-100000@shell1.aracnet.com>
Source record: 28114
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hello James, I'm sorry to see the Anonymous Terrorist is picking on you.
I've been ignoring him. The best thing to do is ignore it. If everybody
ignores the Troll, it will go away. It feeds on controversy and replies.
Read the following and think of them as suggestions or rules.

1) If you must reply to the Troll, don't include a copy of it's post.

2) Don't continue it's cross posts. It just wants attention.

3) The best thing to do is just ignore it and it will fade away.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2132. Re: Thinking of porting software to ST...any good C compilers?

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 11:19:05 UTC
From: Beno&#65533;t Morrissette <XXXbenoitmorrissette@hotmail.comXXX>
Message-ID: <uvhfavo9fk672jdqflkor7shsisfqglhb0@4ax.com>
Source record: 28113

On 23 Apr 2003 12:11:32 -0700, steve@dosius.zzn.com (Dosius) wrote:

Pure C is highly compatible with Turbo C and it is a very good compiler

>This is kind-of strange ;)
>
>I currently program for a PC running M$-DOG (I also write a little bit
>of GEM code here and there), and would like to try my hand at coding
>something that runs on the ST. Does anyone know of any good 386->68K
>cross-compilers that specifically target the ST? Or does anyone know
>if there is something that I could build in DJGPP that could compile a
>TOS (or GEM) app for the ST? (Also, I have an Infocom interpreter for
>PC GEM - Turbo C++ 1.01 that I would like to port to ST GEM and
>EMUTOS.)
>
>Thanks in advance.
>
>-uso.

2133. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 11:47:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304240436440.8628-100000@shell1.aracnet.com>
Source record: 28115
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.
---------- Forwarded message ----------
This FREE Atari list has been and will continue to be updated. I've added and given away items already.This is aimed mainly at Atarians in Portland, Oregon USA. Gone are Hard Drives including both Atari MegaFiles as well as the Indus GT and both Atari 1050 Drives.The Atari 810 Drives still remain.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money! So, are you Interested? E-Mail Atari@aracnet.com and call Ben at (503)256-9974.

==Text Below has been updated last on 04/11/2003 5:00 A.M. PST==

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer!

Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives,
as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2134. ADV: Atari Tax Rebate!

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 11:53:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304240449060.8628-100000@shell1.aracnet.com>
Source record: 28116
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering A 20% Discount on Games/SoftWare & References/
Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your
spending Tax Rebate Dollars, spending Euro's from Europe or satisfying
your Yen for Atari! We Ship anywhere the Law allows! And If your in the
United States, take advantage of the cheaper Postage for Media Mail Rate.
Get Catalogs while inventory Lasts at http://BensCatalogs.Atari.org Got
Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2135. Re: Falcon keyboard problems

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 13:17:02 UTC
From: DJPsymiley <amplitude@MAPSSPAMkoloth.co.uk>
Message-ID: <3ea7e3ee$0$962$cc9e4d1f@news.dial.pipex.com>
Source record: 28117

> I've veen unable to use my deka 2 interface with my falcon for some
> time, and i just gotten a german falcon keyboard and it still does not
> work. I think I have it the connections aligned correctly, it looks
>
<snip>
>
> However when Boot the falcon, it boots to the desktop and I cannot
> control the mouse, nor move it with the keyboard shortcuts. The only
> indication that anything is connected is a amber light on the lower
> left hand side of the keyboard is connected.

Do you have anything plugged into the midi ports? My ST does that if the
midi cable is plugged in wrong.

Dan.

2136. Re: Which HD for my 520ST?

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 14:52:35 UTC
From: LS <me@email.com>
Message-ID: <a85145014d75ca201b9f3ef54076e891@TeraNews>
Source record: 28118

How much? I might want it for my collection.

"Jaguar" <rfvacpNOSPAM@mountaincable.net> wrote in message
news:Xns9366D07B38A0Jaguar@24.215.0.21...
> "David Wade" <g8mqw@yahoo.com> wrote in
> news:b81pbi$5ghog$1@ID-40235.news.dfncis.de:
> >
> >
> >
>
> I have a 20 meg Supra hard drive for an Atari if your interested.
>
> Jaguar

2137. Re: Thinking of porting software to ST...any good C compilers?

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 15:19:50 UTC
From: steve@dosius.zzn.com
Message-ID: <9307085f.0304240719.28c5d92f@posting.google.com>
Source record: 28119

Guy Harrison <swamp-DEL-dog@ntlworld.com> wrote in message
news:<lickn-jnh4.ln1@sd.swampdog>...
> Dosius wrote:
>
> > This is kind-of strange ;)
>
> Yes. Not everybody posts with their whitespace replaced by animated gif
> dancing gnomes. Well done! <G>
>
> > I currently program for a PC running M$-DOG (I also write a little bit
> > of GEM code here and there), and would like to try my hand at coding
> > something that runs on the ST. Does anyone know of any good 386->68K
> > cross-compilers that specifically target the ST? Or does anyone know
> > if there is something that I could build in DJGPP that could compile a
> > TOS (or GEM) app for the ST? (Also, I have an Infocom interpreter for
> > PC GEM - Turbo C++ 1.01 that I would like to port to ST GEM and
> > EMUTOS.)
>
> You could run a native ST compiler under emulation of course. However
> there is a cross compiler (binary) that runs under Cygwin. I *think*
> this is the link (looks like it anyway)...
> http://sparemint.atariforge.net/sparemint/cross-mint/cygwin/
>
> Target is MiNT but just avoid making MiNT calls. I posted something in
> st.programmer where I figured out how to get it to issue CR/LF instead
> of LF on the console.
>
> Knock off the "/cygwin" and there's a cross for Linux. Never tried that
> myself.

Hm, I'll check it out. I still have to figure out how to do *real*
graphics and keyboard stuff in GEM, though... :\

Does this compiler offer a DR-like API to GEM? Maybe I'll find out in
a couple minutes...if so, I could write the code cross-platform (DOS
80386/TOS 68000). *g*

-uso.

2138. [OT] Calamus WinPack on Linux/wine almost OK

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 16:03:08 UTC
From: melodias@yelos.com
Message-ID: <b7bc45a9.0304240803.5c16d79a@posting.google.com>
Source record: 28120

If somebody is interested in to give it a try (and deal/help with the
few display problems), search calamus debug on the wine usergroup:

comp . emulators . ms-windows . wine

goes for Lite version and STemulator too.
A bit off topic but ST programs anyway.

salut

2139. Looking for Swiftcalc or shareware equivalent to open old files in PowerST emulator

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 16:57:41 UTC
From: Phil Nicholl <phil@philmusic.co.uk>
Message-ID: <BACDE425.A093%phil@philmusic.co.uk>
Source record: 28121

I'm trying to open some old spreadsheet files that were created in SwiftCalc. I no longer have my Atari 1040 or my copy or SwiftCalc. I have installed PowerST Atari emulator on my Mac and it seems to work quite well. I am using 'Dust' to make disk images of my old floppies. Does anyone know where I can get hold of a copy of Swiftcalc (preferably in the UK or France) or if there is a shareware program that will read Swiftcalc files? Thanks very much

Phil Nicholl
--
phil@philmusic.co.uk

2140. Re: Stock control software for the ST

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 17:20:17 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1051204819.595477@blade.atari-source.com>
Source record: 28122

G Swaine wrote:

> "Mark D" <mduckworthnospam@atari-source.com> wrote ...
>> I'm actually quite interested in such a thing. I would like to build a
> GEM
>> inventory management application that uses a backend that can create disk
>> database files or use a MySQL server. This way I can add items to an
>> inventory and create a web application to view the inventory, modify
>> things, create an online store, etc. I've always toyed with the idea of
>> creating something along the ideals of stocker. What language are you
>> writing this in? It'd be cool to port it to gcc so you can compile
> against
>> mysql libraries amongst other things.
>
> I'm writing it using Lattice C, and have written it from scratch.
>
> It does not currently have any way of linking to a SQL server, but this
> could be added later if necessary.
>
> The program uses a proprietary disc file format (which has changed from
> the earlier version, and I have a nearly-working data import feature
> builtin to the app)
>
> Are the MySQL libs written in C or C++? I could probably rework my app to
> talk to the SQL libs if they are in C, and have a reasonably commented set
> of source files documenting the interface.
>
>> Thanks
>> Mark
>> http://atari-source.com
>
> --
>
> Quote for the month
>
> "I've just chopped off my thumb"
> "Don't worry - you still have nine left"
> ("The Late Show With Dave Letterman", mid-January 2003)
>
> --
>
> g.swaine@the.gluepot is a bogus address. I can be contacted via an
> intermediary: gem at gem win co nz. I apologise to the genuine
> respondents that this may inconvenience.

There's MySQL libs for C and C++. They are meant to compile on a *nix environment but I'm fairly sure they would compile under MiNT. But the resulting lib probably wouldn't be useable via lattice C. Which means you'll have to get Lattice C to compile the lib - could be painstaking.

Thanks
Mark

2141. Power supply wire question

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 20:25:31 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304241225.52fe6b1f@posting.google.com>
Source record: 28123

Hello everyone,

I just made a cable to allow an ATX power supply to run a Falcon. Now that it's up and running, however, I find myself wondering why the Falcon uses three red and four black wires to carry current. I mapped all these wires to a single plug on the PC power supply, and I'm a little worried that the current draw might be too severe for the single PC wire.

Any ideas?

Galen

2142. Re: Stock control software for the ST

Newsgroup: comp.sys.atari.st
Date: 2003-04-24 22:44:41 UTC
From: me <me@me.com>
Message-ID: <NJZpa.4989$Qg2.733370@news20.bellglobal.com>
Source record: 28124

hey wasn't that written by JMG Compushoppe ?

"Jaguar" <rfvacpNOSPAM@mountaincable.net> wrote in message
news:Xns9366D2030CF53Jaguar@24.215.0.21...
> I have a program called HyperLink for the ST. It is a multi-purpose
> Object/Database product. It features database control ,relational objects
> ,hypertext ,graphics ,sound. It says that can be a full Incentory/Point of
> Sale System. If that is what you are looking for let me know.
>
> JAguar

2143. Re: Stock control software for the ST

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 02:43:01 UTC
From: Jaguar <rfvacpNOSPAM@mountaincable.net>
Message-ID: <Xns9367E71532CB1Jaguar@24.215.0.21>
Source record: 28125

"me" <me@me.com> wrote in
news:NJZpa.4989$Qg2.733370@news20.bellglobal.com:

> hey wasn't that written by JMG Compushoppe ?
>
> "Jaguar" <rfvacpNOSPAM@mountaincable.net> wrote in message
> news:Xns9366D2030CF53Jaguar@24.215.0.21...
>> I have a program called HyperLink for the ST. It is a multi-purpose
>> Object/Database product. It features database control ,relational
>> objects ,hypertext ,graphics ,sound. It says that can be a full
>> Incentory/Point of Sale System. If that is what you are looking for
>> let me know.
>>
>> JAguar
>
>
>

Yes your right it was.

2144. FA: Atari ST Software+Books For Sale cheap

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 03:55:55 UTC
From: Ee <Ee@ee.com>
Message-ID: <yh2qa.4342$2g5.640548@news20.bellglobal.com>
Source record: 28126

GfA Basic 3.0+3.5 w/compiler, original box + manuals
Programming GfA Basic 3.0 book
Atari ST INTERNAL by Abacus
original Atari MEGA ST Manual
some PD Software and magazine software
Empire game, Antic Flash terminal software

http://tinyurl.com/aa5i

2145. Re: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 07:39:41 UTC
From: mstepansky@aol.com
Message-ID: <20030425033941.06124.00000079@mb-m07.aol.com>
Source record: 28127

what is the name of that ST software emulator for the Falcon?

mike

2146. Re: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 09:21:34 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0304251118540.109-100000@UNI_MANiac>
Source record: 28128

On 25 Apr 2003, MStepansky wrote:

> what is the name of that ST software emulator for the Falcon?
>
> mike
>

You probably mean BACKWARD III.

There is also a more simple program named STE2FALC.

Martin Tarenskeen

2147. Re: Mint in.ftpd daemon

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 12:39:20 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0304251437450.132-100000@UNI_MANiac>
Source record: 28129

On Tue, 11 Mar 2003, Mark D wrote:

> atari FTPD and vice versa using ncftp as the client. Ncftp for the atari
> sucks in it's current implementation. It's buggy as hell so I recompiled.

Could you update the sparemint rpm package ? I use ncftp a lot.

Martin Tarenskeen

2148. Re: General Midi

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 13:01:08 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0304251449470.109-100000@UNI_MANiac>
Source record: 28130

On Fri, 25 Apr 2003, John Garone wrote:

> If I'm not mistaken, .MID could be either type "1" or type "0". One type
> has all data on one track and the other has separate tracks (as recorded).
> I forget which is which and I think only one of them is "standard".

Format 0 has all data on one track, Format 1 has separate tracks. And
there is also a Format 2. This one also has separate tracks but is
organized differently. As far as I know format 2 isn't used much. But all
three formats have been defined in the official MIDI FILE specification
and in that respect are all equally "standard". That's why it's called a
Standard Midi File (SMF).

This is more a thread for one of the usenet groups dedicated to MIDI like
alt.music.midi or comp.music.midi.

Martin Tarenskeen

2149. free stuff Manchester UK

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 13:53:46 UTC
From: "r.spanger" <uddin@usuckers.com>
Message-ID: <b8beu0jgh1@newsg2.svr.pol.co.uk>
Source record: 28131

Part of some stuff I got years ago

approx 25 games unknown if complete as I don't do games

4 books
Learning to program in C
Introducing Atari STmachine code
Atari ST graphics and sound

and a real complex looking Motorola Digital signal processor users manual
DSP56000/DSP56001

All free to someone willing to collect North Manchester or post Books for a
few pounds

otherwise the bin which I am very reluctant to do
Please reply here and I will contact you My email is false to avoid another
few hundred spams a day

2150. Re: Thinking of porting software to ST...any good C compilers?

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 14:14:57 UTC
From: steve@dosius.zzn.com
Message-ID: <9307085f.0304250614.5a94d411@posting.google.com>
Source record: 28132

Benoï¿½t Morrissette <XXXbenoitmorrissette@hotmail.comXXX> wrote in message
news:<uvhfavo9fk672jdqflkor7shsisfqglhb0@4ax.com>...
> On 23 Apr 2003 12:11:32 -0700, steve@dosius.zzn.com (Dosius) wrote:
>
> Pure C is highly compatible with Turbo C and it is a very good compiler
>

Well, I just happen to use Turbo C primarily now...is Pure C an ANSI
compiler? Where might I be able to get it?

-uso.

2151. Re: Falcon keyboard problems

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 15:30:38 UTC
From: Herr Professor <null@null.cx>
Message-ID: <4m2gav8aaj238gclamr8hj1iu02vrr1hm6@4ax.com>
Source record: 28133

On Thu, 24 Apr 2003 14:17:02 +0100, "DJPsymiley"
<amplitude@MAPSSPAMkoloth.co.uk> wrote:

>Do you have anything plugged into the midi ports? My ST does that if the
>midi cable is plugged in wrong.
>
>Dan.
>

Nope, nothing else is plugged in except for the vga connector..

Peter

2152. Re: free stuff Manchester UK

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 15:59:47 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b8bm80vqd1@news7.svr.pol.co.uk>
Source record: 28134

Me Me Me!!!

Please email me. I will pay the postage to Birmingham.

Cheers.
Smeg.

r.spanger <uddin@usuckers.com> wrote in message
news:b8beu0jgh1@newsg2.svr.pol.co.uk...
> Part of some stuff I got years ago
>
> approx 25 games unknown if complete as I don't do games
>
> 4 books
> Learning to program in C
> Introducing Atari STmachine code
> Atari ST graphics and sound
>
> and a real complex looking Motorola Digital signal processor users manual
> DSP56000/DSP56001
>
> All free to someone willing to collect North Manchester or post Books for
a
> few pounds
>
> otherwise the bin which I am very reluctant to do
> Please reply here and I will contact you My email is false to avoid
another
> few hundred spams a day
>
>
>
>
>

2153. Re: Power supply wire question

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 16:11:28 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b8bmtsbpj1@news6.svr.pol.co.uk>
Source record: 28135

Galen <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0304241225.52fe6b1f@posting.google.com...
> Hello everyone,
>
> I just made a cable to allow an ATX power supply to run a Falcon. Now
> that it's up and running, however, I find myself wondering why the
> Falcon uses three red and four black wires to carry current. I mapped
> all these wires to a single plug on the PC power supply, and I'm a
> little worried that the current draw might be too severe for the
> single PC wire.
>
> Any ideas?

Yep. Its simply that a PC motherboard with CPU and PCI cards etc, will draw A LOT of current at 5V, but not much at 12/-12/-5V. Each wire from the PSU will only carry a few amps before the resistance of the wire causes heating. Thats why instead of a single very thick wire, they use multiple smaller diameter wires. Some PC power supplies tell you how much current they can supply for each voltage. I have a bench supply that I made out of an old mainframe PSU that gives me 350W split between 5,12,-5,-12, and 24V, and the 5V output is something like 50 amps (which would burn a 2.5mm sq wire very quickly), while the 12V is 8A and the -12 and -5 are about 2A.

In the case of the Falcon, I would use several of the wires from the PSU the same way its wired in the Falcons PSU, to be absolutley sure that there is enough current getting thru to the Falcon, and the PSU/wires dont get hot.

Smeg.

2154. Re: Mint in.ftpd daemon

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 19:04:55 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1051297500.288968@blade.atari-source.com>
Source record: 28136

Martin Tarenskeen wrote:

> On Tue, 11 Mar 2003, Mark D wrote:
>
>> atari FTPD and vice versa using ncftp as the client. Ncftp for the atari
>> sucks in it's current implementation. It's buggy as hell so I
>> recompiled.
>
> Could you update the sparemint rpm package ? I use ncftp a lot.
>
> Martin Tarenskeen

Yeah, I would do that except I have absolutely no idea how to build
an RPM or SRPM and I looked.. I'll try to build one because the old
ncftp was annoying pretty much only in that it wouldn't accept passwords
over 8 characters which is like a religion for me to have 40 character
passwords ;)

Thanks
Mark
http://atari-source.com

2155. Re: free stuff Manchester UK

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 20:41:33 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <b8c6i4$9al$1@news8.svr.pol.co.uk>
Source record: 28139

I may be interested (especially if it's free). I live in Bradford and can probably come and pick the stuff up - I'm trying to form a collection of ST games, and I wouldn't mind having a go at programming an Atari, either....

Can you list the game titles, please?

Tom

"r.spanger" <uddin@usuckers.com> wrote in message news:b8beu0jgh1@newsg2.svr.pol.co.uk...
> Part of some stuff I got years ago
>
> approx 25 games unknown if complete as I don't do games
>
> 4 books
> Learning to program in C
> Introducing Atari STmachine code
> Atari ST graphics and sound
>
> and a real complex looking Motorola Digital signal processor users manual
> DSP56000/DSP56001
>
> All free to someone willing to collect North Manchester or post Books for a
> few pounds
>
> otherwise the bin which I am very reluctant to do
> Please reply here and I will contact you My email is false to avoid another
> few hundred spams a day
>
>
>
>
>

2156. Re: free stuff Manchester UK

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 21:22:50 UTC
From: "r.spanger" <uddin@usuckers.com>
Message-ID: <b8c982$h53$1@newsg4.svr.pol.co.uk>
Source record: 28140

"Tom McEwan" <tom@tnmcewan.fsnet.NOSPAM.co.uk> wrote in message
news:b8c6i4$9al$1@news8.svr.pol.co.uk...
> I may be interested (especially if it's free)

Thank you Thank you!!!

. I live in Bradford and can
> probably come and pick the stuff up - I'm trying to form a collection of
ST
> games, and I wouldn't mind having a go at programming an Atari, either....
>
> Can you list the game titles, please?
>
> Tom
>

Yes I will arrange them in a velvet presentation case for your perusal and
check how many bytes each one is

SOME PEOPLE!!

>
> "r.spanger" <uddin@usuckers.com> wrote in message
> news:b8beu0jgh1@newsg2.svr.pol.co.uk...
> > Part of some stuff I got years ago
> >
> > approx 25 games unknown if complete as I don't do games
> >
> > 4 books
> > Learning to program in C
> > Introducing Atari STmachine code
> > Atari ST graphics and sound
> >
> > and a real complex looking Motorola Digital signal processor users
manual
> > DSP56000/DSP56001
> >
> > All free to someone willing to collect North Manchester or post Books
for
> a
> > few pounds
> >
> > otherwise the bin which I am very reluctant to do
> > Please reply here and I will contact you My email is false to avoid
> another
> > few hundred spams a day

> >
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> >
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>

2157. Re: Pilot Link

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 21:59:36 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3ea993a8.0@entanet>
Source record: 28137

On 27 Feb 2003 20:01:57 , Peter Slegg wrote:
>On 11 Feb 2003 07:37:00 , Frank Szymanski wrote:
>>PS>Does anyone know the trick to getting the Milan serial ports working
>>PS>with Pilot-Link ?
>>
>>Try /dev/ttyS1.
>>And don't forget to set the environment variable PILOTRATE to 115200. :-)
>
>Hi Frank,
>
>I don't have a /dev/ttyS1 only tty. I am using FreeMint 1.15.12
>
>Regards,
>
>Peter

Isn't it surprising how if you leave something for a while you have a new idea.

I just tried to Sync my Handspring device using Pilot-Link and got it working in minutes.

Like before I started by enabling the Mint serial device drivers UART and MFP and I checked that the HSModem ones were still disabled, they were because I now use an ADSL modem.

A quick test and nothing worked so I disabled the STiNG CPX modules and realised that I had not done this before !

I tried Pilot-Link again using modem1, serial1 and serial2 and that didn't work but looking in U:\dev I saw that there is now a ttyS0, ttyS1 and ttyS3

ttyS1 works as Frank described.

Excellent news.

Regards,

Peter

2158. Re: NVDI and printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 22:28:38 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3ea99a76.0@entanet>
Source record: 28138

On 19 Apr 2003 18:54:11 , "Edward S. Baiz Jr." wrote:
>>Hi Edward,
>>
>>ESBJ>Is yours color or b/w?
>>it is b/w. And it's quite fast when printing from the desktop. NVDI slows it down.
>>
>>Und TTschoe
>>ps
>
>Yeah I can use my wife'd HP laser printer with NVDI. It is also a
>b/w printer. I just wish it was a color printer, but those are
>quite expensive.
>

I presume that Linux and NetBSD have more modern printer drivers than
NVDI supports ? Could one of the VDIs be adapted to use these drivers ?
It might not be very efficient but that is surely better than nothing.

No doubt this raises the whole issue of USB again.

Regards,

Peter

2159. Re: BZIP2

Newsgroup: comp.sys.atari.st
Date: 2003-04-25 23:09:19 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ea96bba814de1@attbi.com>
Source record: 28141

>> Does any know where I can get a copy of BZIP2 for use in a TOS
>> environment?
>
>There is a SpareMiNT package, the binary should work under SingleTOS.
>

I think I seen that package listed. Thanks. I will give it a try.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2160. Re: Stock control software for the ST

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 00:09:09 UTC
From: me <me@me.com>
Message-ID: <X2kqa.7056$145.872479@news20.bellglobal.com>
Source record: 28142

I knew the people who wrote that, and I believe they used the software for
their own POS inventory tracking in their store. Where did you get it???

"Jaguar" <rfvacpNOSPAM@mountaincable.net> wrote in message
news:Xns9367E71532CB1Jaguar@24.215.0.21...
> "me" <me@me.com> wrote in
> news:NJZpa.4989$Qg2.733370@news20.bellglobal.com:
>
> > hey wasn't that written by JMG Compushoppe ?
> >
> > "Jaguar" <rfvacpNOSPAM@mountaincable.net> wrote in message
> > news:Xns9366D2030CF53Jaguar@24.215.0.21...
> >> I have a program called HyperLink for the ST. It is a multi-purpose
> >> Object/Database product. It features database control ,relational
> >> objects ,hypertext ,graphics ,sound. It says that can be a full
> >> Incentory/Point of Sale System. If that is what you are looking for
> >> let me know.
> >>
> >> JAguar
> >
> >
> >
>
> Yes your right it was.

2161. Atari Online News, Etc. #05-17

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 00:20:19 UTC
From: danap8@aol.comno-spam
Message-ID: <20030425202019.21428.00000096@mb-m17.aol.com>
Source record: 28143

```
A-ONE #0517 04/25/03

~ Song Swappers Revealed? ~ People Are Talking! ~ Spammers Fight Back!
~ Shut Down Grokster? No! ~ New Privacy Laws Erupt ~ People Like 'Edgy'!
~ Apple Updates iBook! ~ Beware Web Mystery Fee ~ Antispam Registry?
~ PlayStation2 Sales Wane ~ Mortal Kombat Ad Angst ~ AMD Ships Opteron!

-* Amazon Violates Web Privacy? *-
-* eBay Patent-Infringement Trial On! *-
-* Apple Readies New Online Music Services! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2162. Re: free stuff Manchester UK

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 01:31:51 UTC
From: patrick patell <mealticket@uk.com>
Message-ID: <b8cnr0$m71$1@news8.svr.pol.co.uk>
Source record: 28144

"r.spanger" <uddin@usuckers.com> wrote in message
news:b8beu0jgh1@newsg2.svr.pol.co.uk...
> Part of some stuff I got years ago
>
> approx 25 games unknown if complete as I don't do games
>
> 4 books
> Learning to program in C
> Introducing Atari STmachine code
> Atari ST graphics and sound
>
> and a real complex looking Motorola Digital signal processor users manual
> DSP56000/DSP56001
>
> All free to someone willing to collect North Manchester or post Books for
a
> few pounds
>
> otherwise the bin which I am very reluctant to do
> Please reply here and I will contact you My email is false to avoid
another
> few hundred spams a day

would you be willing to accommodate a bus load of east European refugees
for a week while they decide whether to accept these games and books ??

2163. The Link 1 SCSI adaptor problems

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 06:19:54 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vak98calfle6b@corp.supernews.com>
Source record: 28145
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I got the Link 1 from a 1040STE bundle off eBay and it seems the adaptor is bad. When I hook it up to a SyQuest EZ135 and run the ICS AdSCSI tools on bootup 9/10 times it will say no Host Adaptor. I have been able to get the unit to work a few times (actually booted off the EZ135 disk) but it definetely seems it is bad. Has anyone else seen a problem like this with these?

I also tested the DMA cable pin for pin and it seems to be ok, so I doublt it is the cable.

I guess I will have to go ahead and buy the Link 2 after all.

Thanks
Tim

2164. Re: free stuff Manchester UK

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 06:53:10 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <b8dacthcf1@news6.svr.pol.co.uk>
Source record: 27996

> Yes I will arrange them in a velvet presentation case for your perusal and
> check how many bytes each one is
>
> SOME PEOPLE!!
>

Calm down, man! Chill!

OK, maybe I didn't phrase that properly. If you don't want to go rooting through boxes making lists of titles, I'm not asking you to (but it would of course be very nice if you did). But if you knew offhand just a couple of titles (especially if they're rare), and could mention them, it might make it easier for me to decide whether I want the stuff (I'm really sorry to have to ask, but I don't want to drive to Manchester and pick up 25 games if I've alredy got most or all of them). It might also attract more people to your post - seeing as most Atari games can be downloaded from a multitude of websites in minutes, you're going to have trouble attracting many potential takers to collect them from you.

But seriously, you said there's only 25 of them. Is a list of 25 names really too much trouble to make?

Tom

2165. NVDI and FVDI

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 10:16:37 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1051352200.972905@blade.atari-source.com>
Source record: 27997

Hello all,

In the fvdi docs it is noted that fvdi can run alongside nvdi
as long as you:
1) remove the nvdi video drivers
2) run nvdi after fvdi

For my first and only question, which files inside C:\gemsys
pertain to the nvdi video drivers and how can you remove them
such that everything will play nice and be happy?

Thanks
Mark
http://atari-source.com

2166. Re: NVDI and FVDI

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 10:59:04 UTC
From: Chris Simon <osianunder@wearzetnet.co.uk>
Message-ID: <3EAA6678.9010408@wearzetnet.co.uk>
Source record: 27998

Mark D wrote:
> For my first and only question, which files inside C:\gemsys
> pertain to the nvdi video drivers and how can you remove them
> such that everything will play nice and be happy?

It's the set of 5 files called NVDIDRV?.SYS.

Be warned though, if you ever need to boot without FVDI but with NVDI, you need to re-instate them. This is where I boot switcher program comes in handy! The easiest way I've found to manage it is to create a folder inside your drivers folder called HIDE then move those files into there. Then boot with both FVDI and NVDI. Then when the time comes, copy them back out of there and disable FVDI, then reboot.

--
Chris Simon
osianunder@wearzetnet.co.uk
http://www.users.zetnet.co.uk/csimon/

** Please remove underwear if replying directly **

2167. AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 11:51:51 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <b8drsk$92uiv$1@ID-112582.news.dfncis.de>
Source record: 27999

Howdy!

I want to mount a internal HDD inside of my MEGA ST using the AdSCSI
Micro unit. I have tried it with these HDDs without success:

* Quantum Fireball TM2100S 2G HDD
* IBM DCAS-32160 2G HDD

Both are not working. The Quantum has no parity-disable jumper, so this
could be the problem with that one. On the other side I bought
especially the IBM which HAS a parity-disable jumper. Also, no success
with this one.

This is what happens: Turn on the Mega, the HDD spins on, the FDD-Lights
shortly flash up (Disk is not booting!!), then a green desktop apears
with no icons and disabled menu items. That's all. I can't use the
AdSCSI Utilities, because no drive is availble.

Argh!! This is really annoying, because I've bought the IBM on Ebay
because it HAS a parity-disable jumper. Could it be, that both HDDs
aren't compatible to the AdSCSI Micro??!

Is there a list with HDDs which are reported to work fine?

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

2168. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 12:24:17 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0304261420120.333-100000@feanor>
Source record: 28000

Hi, Thomas!

TH> This is what happens: Turn on the Mega, the HDD spins on, the FDD-Lights
TH> shortly flash up (Disk is not booting!!), then a green desktop apears
TH> with no icons and disabled menu items. That's all. I can't use the
TH> AdSCSI Utilities, because no drive is availble.

Sure you did not twist the ACSI/SCSI cables? Your power supply is strong
enough?

Regards,

Alexander

2169. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 12:39:46 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <b8dumf$967ms$1@ID-112582.news.dfncis.de>
Source record: 28001

Alexander Beuscher wrote:

> TH> This is what happens: Turn on the Mega, the HDD spins on, the FDD-Lights
> TH> shortly flash up (Disk is not booting!!), then a green desktop apears
> TH> with no icons and disabled menu items. That's all. I can't use the
> TH> AdSCSI Utilities, because no drive is availble.
>
> Sure you did not twist the ACSI/SCSI cables? Your power supply is strong
> enough?

when I'm changing the direction of the cablem, the desktop appears
immediately.

I can't change the power supply, because it's a part of the original
Mega ST. How should that be possible?! This even not mentioned in manual...

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

2170. Re: General Midi

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 13:33:13 UTC
From: swampfax1@atlantic.net
Message-ID: <tUvqa.2092$001.1713198@monger.newsread.com>
Source record: 28002

On 25 Apr 2003 15:01:08 , Martin Tarenskeen wrote:
>On Fri, 25 Apr 2003, John Garone wrote:
>
>> If I'm not mistaken, .MID could be either type "1" or type "0". One type
>> has all data on one track and the other has separate tracks (as recorded).
>> I forget which is which and I think only one of them is "standard".
>
>Format 0 has all data on one track, Format 1 has separate tracks. And
>there is also a Format 2. This one also has separate tracks but is
>organized differently. As far as I know format 2 isn't used much. But all
>three formats have been defined in the official MIDI FILE specification
>and in that respect are all equally "standard". That's why it's called a
>Standard Midi File (SMF).
>
>This is more a thread for one of the usenet groups dedicated to MIDI like
>alt.music.midi or comp.music.midi.
>
>Martin Tarenskeen
>
>.
Hi Martin,
Guess my memory is faulty! I was recalling the export feature of
Midisoft Studio which is either type 0 (Simple/Single track) or type 1
(Normal/Multitrack). Somehow the term "standard" got mixed in!

John G.

2171. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 15:08:40 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0304261640550.333-100000@feanor>
Source record: 28003

Hi, Thomas!

TH> when I'm changing the direction of the cablem, the desktop appears
TH> immediately.

So the original direction should be the correct one. If you have a look at the PCBs you should find a single square soldering pad per connector. This indicates pin 1...

TH> I can't change the power supply, because it's a part of the original
TH> Mega ST. How should that be possible?! This even not mentioned in manual...

You can try this two ways:

a) replace the Mega STs power supply by a standard AT power supply
(re-use the Mega ST power plug for the AT power supply)
b) use the AT power supply for the HDD only

If your Mega ST is not upgraded (PAKed f.ex), then its power supply should be strong enough though.

I asked google for your AdSCSI Micro and found it at:

<http://www.icd.com/atari/>

There it says the adapter uses the SCSI bus as power supply, so make sure your HDD provides +5V ("TermPWR") on pin 26 (here I am not sure).

Did you check SCSI chain termination?

Your AdSCSI Micro has been working before your recent attempts?

Regards,

Alexander

2172. Re: NVDI and FVDI

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 17:37:07 UTC
From: lp <gfa@basic.net>
Message-ID: <BAD02DF3.F4E1%gfa@basic.net>
Source record: 28004

in article 3EAA6678.9010408@wearzetnet.co.uk, Chris Simon at
osianunder@wearzetnet.co.uk wrote on 4/26/03 5:59 AM:

> Mark D wrote:
>> For my first and only question, which files inside C:\gemsys
>> pertain to the nvdi video drivers and how can you remove them
>> such that everything will play nice and be happy?
>
> It's the set of 5 files called NVDIDRV?.SYS.
>
> Be warned though, if you ever need to boot without FVDI but with NVDI, you
> need to re-instate them. This is where I boot switcher program comes in
> handy! The easiest way I've found to manage it is to create a folder inside
> your drivers folder called HIDE then move those files into there. Then boot
> with both FVDI and NVDI. Then when the time comes, copy them back out of
> there and disable FVDI, then reboot.

The best way to do this is with a tiny auto folder program that looks
for the fvdi binary, and if it's found renames or moves the nvdi*.sys files
for you. Likewise if not found it could put the files back as they were.

There is such a program made for nova users already as the nova driver runs
along side nvdi in the same manner. If the source is available it just
needs a tweak. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2173. Re: NVDI and FVDI

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 19:36:55 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <Xns9369DB80C9533joskaonlineno@217.13.9.15>
Source record: 28005

lp <gfa@basic.net> wrote in news:BAD02DF3.F4E1%gfa@basic.net:

> The best way to do this is with a tiny auto folder program that looks
> for the fvdi binary, and if it's found renames or moves the nvdi*.sys
> files for you. Likewise if not found it could put the files back as
> they were.
>
> There is such a program made for nova users already as the nova driver
> runs along side nvdi in the same manner. If the source is available it
> just needs a tweak. ;-)

Take a look in the download section of http://atari.nvg.org/. I made such a program for the Nova card years ago, and updated it to support fVDI when I got myb Eclipse. Sources included in the archive.

Jo Even

2174. Drop in replacement Mech for SF314?

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 22:07:05 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vam0obem8o8r2a@corp.supernews.com>
Source record: 28006
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anyone know of a good drop in replacement PeeCee mech for a dead SF314?
Mine makes a weird noise and spins forever when turned on.

Tim

2175. Re: Drop in replacement Mech for SF314?

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 22:08:36 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b8f06r$c34$1@newsg1.svr.pol.co.uk>
Source record: 28007
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I dont think there is one anymore, at least all the PC floppy drives I have seen lately dont even have the ID jumper anymore, so you wont be able to change it from drive 1 (PC A:) to drive 0 (Everything else A:) unless you can find the right solder pad.

You might have some luck if you know a local computer dealer who has loads of used floppy drives, and you know him enough for him to let you look through/test them all.

Smeg.

Tim <tjlazer@mail.com> wrote in message
news:vam0obem8o8r2a@corp.supernews.com...
> Does anyone know of a good drop in replacement PeeCee mech for a dead
SF314?
> Mine makes a weird noise and spins forever when turned on.
>
> Tim
>
>

2176. Re: Drop in replacement Mech for SF314?

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 23:06:00 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vam46ponkrldfa@corp.supernews.com>
Source record: 28008
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Would a mech from a Mega ST Mitsumi/Newtronics D357T work in the SF314?

Tim

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b8f06r$c34$1@newsg1.svr.pol.co.uk...
> I dont think there is one anymore, at least all the PC floppy drives I
have
> seen lately dont even have the ID jumper anymore, so you wont be able to
> change it from drive 1 (PC A:) to drive 0 (Everything else A:) unless you
> can find the right solder pad.
>
> You might have some luck if you know a local computer dealer who has loads
> of used floppy drives, and you know him enough for him to let you look
> through/test them all.
>
> Smeg.
>
> Tim <tjlazer@mail.com> wrote in message
> news:vam0obem8o8r2a@corp.supernews.com...
> > Does anyone know of a good drop in replacement PeeCee mech for a dead
> SF314?
> > Mine makes a weird noise and spins forever when turned on.
> >
> > Tim
> >
> >
>
>

2177. Re: NVDI and FVDI

Newsgroup: comp.sys.atari.st
Date: 2003-04-26 23:50:56 UTC
From: ptonthat@club-internet.fr
Message-ID: <3eab1b5f$0$1516$7a628cd7@news.club-internet.fr>
Source record: 28009

On 26 Apr 2003 12:37:07 , lp wrote:
>The best way to do this is with a tiny auto folder program that looks
>for the fvdi binary, and if it's found renames or moves the nvdi*.sys files
>for you. Likewise if not found it could put the files back as they were.

Bonsoir :)

I think I have seen this program in the fVDI/Eclipse utilz, but
I can't remember the url. Have to search with google.

Bye

Pierre

2178. Re: Looking for Swiftcalc or shareware equi

Newsgroup: comp.sys.atari.st
Date: 2003-04-27 00:16:54 UTC
From: swampfax1@atlantic.net
Message-ID: <WjFqa.1839$rn.1507128@newshog.newsread.com>
Source record: 28010

On 24 Apr 2003 18:57:41 , Phil Nicholl wrote:
>I'm trying to open some old spreadsheet files that were created in
>SwiftCalc. I no longer have my Atari 1040 or my copy or SwiftCalc. I have
>installed PowerST Atari emulator on my Mac and it seems to work quite well.
>I am using 'Dust' to make disk images of my old floppies. Does anyone know
>where I can get hold of a copy of Swiftcalc (preferably in the UK or France)
>or if there is a shareware program that will read Swiftcalc files? Thanks
>very much
>
>Phil Nicholl
>--
>phil@philmusic.co.uk
>
>.

Hi Phil,
I sent you an Email regarding Swiftcalc

John G.

2179. Re: free stuff Manchester UK

Newsgroup: comp.sys.atari.st
Date: 2003-04-27 01:11:39 UTC
From: "r.spanger" <uddin@usuckers.com>
Message-ID: <b8fb13$j86$1@newsg1.svr.pol.co.uk>
Source record: 28011

"Tom McEwan" <tom@tnmcewan.fsnet.NOSPAM.co.uk> wrote in message
news:b8dacthcf1@news6.svr.pol.co.uk...
> > Yes I will arrange them in a velvet presentation case for your perusal
and
> > check how many bytes each one is
> >
> > SOME PEOPLE!!
> >
>
> Calm down, man! Chill!
>
> OK, maybe I didn't phrase that properly. If you don't want to go rooting
> through boxes making lists of titles, I'm not asking you to (but it would
of
> course be very nice if you did). But if you knew offhand just a couple of
> titles (especially if they're rare), and could mention them, it might make
> it easier for me to decide whether I want the stuff (I'm really sorry to
> have to ask, but I don't want to drive to Manchester and pick up 25 games
if
> I've alredy got most or all of them). It might also attract more people
to
> your post - seeing as most Atari games can be downloaded from a multitude
of
> websites in minutes, you're going to have trouble attracting many
potential
> takers to collect them from you.
>
> But seriously, you said there's only 25 of them. Is a list of 25 names
> really too much trouble to make?
>
> Tom
>
>
Chill?? are you drugged up or something??

Are you for real??
they were for free!!
I don't care if I did not attract potential takers, my time is £100 ph, I
just didn't like the idea of binning them but your amazing attitude had them
dumped in disgust at this picky do me a favour offer, all the titles now
are worm food as I hate the concept of games and non productive indulgence

2180. Re: Atari Tax Rebate!

Newsgroup: comp.sys.atari.st
Date: 2003-04-27 05:18:55 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <e92cnfe9G6Ci9TajXTWcqg@comcast.com>
Source record: 28012
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <Pine.LNX.4.44.0304240339220.8628-100000@shell1.aracnet.com>,
Bravo Sierra Computers <atari@aracnet.com> wrote:
>Hello James, I'm sorry to see the Anonymous Terrorist is picking on you.
>I've been ignoring him. The best thing to do is ignore it. If everybody
>ignores the Troll, it will go away. It feeds on controversy and replies.
>Read the following and think of them as suggestions or rules.

Funny. I try to ignore the spammer, and it does not go away.

>3) The best thing to do is just ignore it and it will fade away.

Yet you still post....drats. So much for the vaunted Number 3 Solution.

--
0--0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0--0

2181. Re: free stuff Manchester UK

Newsgroup: comp.sys.atari.st
Date: 2003-04-27 05:40:43 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3EAB88ED.97556899@ev1.net>
Source record: 28013

"r.spanger" wrote:
>
> "Tom McEwan" <tom@tnmcewan.fsnet.NOSPAM.co.uk> wrote in message
> news:b8dacthcf1@news6.svr.pol.co.uk...
> > > Yes I will arrange them in a velvet presentation case for your
> > > perusal and check how many bytes each one is
> > >
> > > SOME PEOPLE!!
> > >
> >
> > Calm down, man! Chill!
> >
> >
> > [snip...] [snip...] [snip...]
> >
> > But seriously, you said there's only 25 of them. Is a list of 25 names
> > really too much trouble to make?
> >
> > Tom
> >
> >
> Chill?? are you drugged up or something??
>
> Are you for real??
> they were for free!!
> I don't care if I did not attract potential takers, my time is ï¿½100 ph, I
> just didn't like the idea of binning them but your amazing attitude had them
> dumped in disgust at this picky do me a favour offer, all the titles now
> are worm food as I hate the concept of games and non productive indulgence
>
My, you are a salty bugger, aren't you... Have you consider taking
some anger management classes??? It would do you a world of good.

--
+---+
| Charles and Francis Richmond richmond at plano dot net |
+---+

2182. Re: Drop in replacement Mech for SF314?

Newsgroup: comp.sys.atari.st
Date: 2003-04-27 08:58:46 UTC
From: <>
Message-ID: <1051433098-130164AEicMi@ntlworld.com>
Source record: 28014

From: "Smeg" <smeg_007@NOSPAM.hotmail.com>
Date: Sat, 26 Apr 2003 23:08:36 +0100

>I dont think there is one anymore, at least all the PC floppy drives I have
>seen lately dont even have the ID jumper anymore,

I'm fairly sure that I saw a thread hereabouts that suggested that using a
PC floppy ribbon cable was an answer, plugging the drive into the conenctor
with the twist.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2183. Re: free stuff Manchester UK

Newsgroup: comp.sys.atari.st
Date: 2003-04-27 11:31:17 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <b8gf2b$g5m$1@news7.svr.pol.co.uk>
Source record: 28015

I'm very sorry to have caused any offence.

Just out of interest...if you hate the concept of games and all
non-productive indulgence, what do you do in your free time? More work?

Tom

"Charles Richmond" <richmond@ev1.net> wrote in message
news:3EAB88ED.97556899@ev1.net...
> "r.spanger" wrote:
> >
> > "Tom McEwan" <tom@tnmcewan.fsnet.NOSPAM.co.uk> wrote in message
> > news:b8dacthcf1@news6.svr.pol.co.uk...
> > > > > Yes I will arrange them in a velvet presentation case for your
> > > > > perusal and check how many bytes each one is
> > > > >
> > > > > SOME PEOPLE!!
> > > > >
> > > >
> > > > Calm down, man! Chill!
> > > >
> > > >
> > > > [snip...] [snip...] [snip...]
> > > >
> > > > But seriously, you said there's only 25 of them. Is a list of 25
names
> > > > really too much trouble to make?
> > > >
> > > > Tom
> > > >
> > > >
> > > Chill?? are you drugged up or something??
> > >
> > Are you for real??
> > they were for free!!
> > I don't care if I did not attract potential takers, my time is £100
ph, I
> > just didn't like the idea of binning them but your amazing attitude had
them
> > dumped in disgust at this picky do me a favour offer, all the titles
now
> > are worm food as I hate the concept of games and non productive
indulgence
> >

> My, you are a salty bugger, aren't you... Have you consider taking
> some anger management classes??? It would do you a world of good.
>
> --
> +---+
> | Charles and Francis Richmond richmond at plano dot net |
> +---+

2184. Re: Drop in replacement Mech for SF314?

Newsgroup: comp.sys.atari.st
Date: 2003-04-27 12:31:31 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b8giorgnp1@newsg1.svr.pol.co.uk>
Source record: 28016

<derryck@.cix.co.uk.invalid> wrote in message
news:1051433098-130164AEicMi@ntlworld.com...
> From: "Smeg" <smeg_007@NOSPAM.hotmail.com>
> Date: Sat, 26 Apr 2003 23:08:36 +0100
>
> >I dont think there is one anymore, at least all the PC floppy drives I
have
> >seen lately dont even have the ID jumper anymore,
>
> I'm fairly sure that I saw a thread hereabouts that suggested that using a
> PC floppy ribbon cable was an answer, plugging the drive into the
conenctor
> with the twist.

The PC floppy is jumper set to Drive B and the twist in the cable (at the end of the standard PC ribbon) turns it back into Drive A. I have tried this in the past - keeping the drive set to B and using a PC twisted cable, but it didnt with any drives I had at the time. Sometimes the drive light would come on when double clicked, but the best I ever got was a read error. The only solution was to change the jumper and use a straight cable.

Smeg.

2185. Re: Drop in replacement Mech for SF314?

Newsgroup: comp.sys.atari.st
Date: 2003-04-27 12:33:17 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b8gis5$b5r$1@newsg3.svr.pol.co.uk>
Source record: 28017
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Tim <tjlazer@mail.com> wrote in message
news:vam46ponkrldfa@corp.supernews.com...
> Would a mech from a Mega ST Mitsumi/Newtronics D357T work in the SF314?
>
> Tim

It should. I think all drives in the Mega ST range were double sided from
the word go, so you shouldnt even need to modify the SF314's case.

Smeg.

2186. Re: Thinking of porting software to ST...any good C compilers?

Newsgroup: comp.sys.atari.st
Date: 2003-04-27 12:56:49 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <3m0tn-ds7.ln1@sd.swampdog>
Source record: 28018

```
Dosius wrote:

> Guy Harrison <swamp-DEL-dog@ntlworld.com> wrote in message
> news:<lickn-jnh4.ln1@sd.swampdog>...
>> Dosius wrote:
>>
>> > This is kind-of strange ;)
>>
>> Yes. Not everybody posts with their whitespace replaced by animated
>> gif dancing gnomes. Well done! <G>
>>
>> > I currently program for a PC running M$-DOG (I also write a little
>> > bit of GEM code here and there), and would like to try my hand at
>> > coding
>> > something that runs on the ST. Does anyone know of any good
>> > 386->68K
>> > cross-compilers that specifically target the ST? Or does anyone
>> > know if there is something that I could build in DJGPP that could
>> > compile a
>> > TOS (or GEM) app for the ST? (Also, I have an Infocom interpreter
>> > for PC GEM - Turbo C++ 1.01 that I would like to port to ST GEM and
>> > EMUTOS.)
>>
>> You could run a native ST compiler under emulation of course. However
>> there is a cross compiler (binary) that runs under Cygwin. I *think*
>> this is the link (looks like it anyway)...
>> http://sparemint.atariforge.net/sparemint/cross-mint/cygwin/
>>
>> Target is MiNT but just avoid making MiNT calls. I posted something
>> in st.programmer where I figured out how to get it to issue CR/LF
>> instead of LF on the console.
>>
>> Knock off the "/cygwin" and there's a cross for Linux. Never tried
>> that myself.
>
> Hm, I'll check it out. I still have to figure out how to do *real*
> graphics and keyboard stuff in GEM, though... :\

Use the AES and a resource editor where you can. There's toolkits as
well but can't give any recommendations 'cos I never used 'em (had my
own).

> Does this compiler offer a DR-like API to GEM?
```

You'll be expecting it to offer whatever MiNT offers - well I would anyway. I had it installed mainly as "another compiler" through which to run code that was supposed to be portable across Win/Unix.

>Maybe I'll find out in
> a couple minutes...if so, I could write the code cross-platform (DOS
> 80386/TOS 68000). *g*

Those are binaries you'll have got. Just untar them (iirc) in the root and maybe setup some symlinks to all the binaries - they get a bit lengthy to type even for the odd makefile. Before that untar them somewhere else of course - just in case I've remembered wrong.

Let me think... about all you need of Cygwin is to pick enough stuff out of "setup" (http://www.cygwin.com/setup.exe in case you haven't got it) to give you a command-line. Select whichever of the myriad of packages has "Bash" in it and that should do the trick. An NT based system is best for Cygwin though Win9x ought to cope with these needs okay. Maybe you know all this anyway so I'll shut up. If you don't I'll happily waffle on some more.

Sorry about the delay... I toasted KDE and am busy de-toastifing atm! Mea Maxima ... ;-)

--
Guy Harrison

2187. Re: [OT] Calamus WinPack on Linux/wine almost OK

Newsgroup: comp.sys.atari.st
Date: 2003-04-27 12:59:48 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <7r0tn-ds7.ln1@sd.swampdog>
Source record: 28019

ferran wrote:

> If somebody is interested in to give it a try (and deal/help with the
> few display problems), search calamus debug on the wine usergroup:
>
> comp . emulators . ms-windows . wine
>
> goes for Lite version and STemulator too.
> A bit off topic but ST programs anyway.

Still can't see it. What's the subject?

--
Guy Harrison

2188. Re: Mint in.ftpd daemon

Newsgroup: comp.sys.atari.st
Date: 2003-04-27 13:02:02 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <gv0tn-ds7.ln1@sd.swampdog>
Source record: 28020

Mark D wrote:

> Martin Tarenskeen wrote:
>
>> On Tue, 11 Mar 2003, Mark D wrote:
>>
>>> atari FTPD and vice versa using ncftp as the client. Ncftp for the
>>> atari
>>> sucks in it's current implementation. It's buggy as hell so I
>>> recompiled.
>>
>> Could you update the sparemint rpm package ? I use ncftp a lot.
>>
>> Martin Tarenskeen
>
> Yeah, I would do that except I have absolutely no idea how to build
> an RPM or SRPM and I looked..

Well when you find out, please let me know how to extract one or two
files without installing. That's been on my to-do list for about...
...well so long I've forgotten. <g>

--
Guy Harrison

2189. Re: Check this out.....worth a look? !!! \`(SBT[J=4

Newsgroup: comp.sys.atari.st
Date: 2003-04-27 13:05:03 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <751tn-ds7.ln1@sd.swampdog>
Source record: 28021

Dave Smith wrote:

> This is not spam. Full details at the bottom.

rip.. rip.. rip.. I love weddings!

[jasper carrot]

--
Guy Harrison

2190. New ACE demo: Velvet SpaceAce

Newsgroup: comp.sys.atari.st
Date: 2003-04-27 19:22:40 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0304271122.372b5daa@posting.google.com>
Source record: 28022

Hi All

==========

file : 2714536_velvet_spaceace.mp3

You can access this file at the URL
http://www.artsong.org/cnf/Warehouse/2714536_velvet_spaceace.mp3
Please see http://www.artsong.org/cnf/ for more info and good tunes

==========

Here is another recent piece. This is a Demo for ACE, the softsynth for the Atari Falcon Computer. (about 2 megs)It used Tunesmith (Jim Johnson..see http://tamw.atari-users.net/tunsmith.htm) and Music Mouse (Laurie Spiegel.. see http://tamw.atari-users.net/mmouse.htm) running on an Atari STE driving ACE on the Falcon. For the Tunesmith part, ACE was put into Multi-timbral mode and patches ajusted accordenly. The echo effects were all from ACE, so no other processing was done on it. There is no keyboard work. It is all generated from Tunesmith (adjusting the parameters live) and Music Mouse Playing, which is actually an alternate controller.

This piece is a showcase on all the different sounds you can pull from ACE. Its amazing all of this is coming out of an Atari-Falcon Computer! Who would have know in this day of 2003? :-)

Tim Conrardy
Tims Atari MIDI World
http://tamw.tari-users.net

2191. Re: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-27 21:02:18 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3eac4558$0$200$4c56ba96@master.news.zetnet.net>
Source record: 28023

Hi Mike!

On 25 Apr 2003 07:39:41 , MStepansky wrote:
>what is the name of that ST software emulator for the Falcon?

Backward III.

See my website for it....

--


```
-------------------------------------------------------
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| .____.
| | // //|
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
|the Club's website: http://www.cix.co.uk/~derryck |
-------------------------------------------------------
```

2192. Re: free stuff Manchester UK

Newsgroup: comp.sys.atari.st
Date: 2003-04-27 22:16:18 UTC
From: "r.spanger" <uddin@usuckers.com>
Message-ID: <b8hl6o$5v8$1@newsg2.svr.pol.co.uk>
Source record: 28024

"Tom McEwan" <tom@tnmcewan.fsnet.NOSPAM.co.uk> wrote in message
news:b8gf2b$g5m$1@news7.svr.pol.co.uk...
> I'm very sorry to have caused any offence.
>
> Just out of interest...if you hate the concept of games and all
> non-productive indulgence, what do you do in your free time? More work?
>
> Tom

I run an assertiveness role play seminar for companies with too much money,
plus superbitch mud wrestling round robins for biking left handed lesbians

2193. hard disk format?

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 00:19:55 UTC
From: twiki <twiki@tiscali.it>
Message-ID: <Ls_qa.73216$DT4.2208676@twister1.libero.it>
Source record: 28025

I am not a user of atari. My friend has a computer ATARI MEGA/STE.

He has some problems of reading and writing

with the hard disk. It's possible (as?) to effect a

formatting of the disk for to try to mark the bad sector???

Grace for my English:-)

2194. Re: The Link 1 SCSI adaptor problems

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 01:09:24 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304271709.26b1d170@posting.google.com>
Source record: 28026
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Tim" <tjlazer@mail.com> wrote in message news:<vak98calfle6b@corp.supernews.com>...
> I got the Link 1 from a 1040STE bundle off eBay and it seems the adaptor is
> bad. When I hook it up to a SyQuest EZ135 and run the ICS AdSCSI tools on
> bootup 9/10 times it will say no Host Adaptor. I have been able to get the
> unit to work a few times (actually booted off the EZ135 disk) but it
> definetely seems it is bad. Has anyone else seen a problem like this with
> these?
>
Hi Tim,

The Links can go bad, but I wonder if there is a timing issue. Try
booting with the Syquest off. Then turn it on and wait a minute or so
before trying to access the hard drive with utility software from the
floppy drive. I'd also try adding an external terminator to your
Syquest before giving up.

Galen

2195. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 02:02:49 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304271802.101d8956@posting.google.com>
Source record: 28027

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0304191635.6e1630a3@posting.google.com>...

> HP does in fact make PCL3 enhanced printers, though not with their low
> end models.
>
> The 3820 mentions that "basic DOS printing" is possible, but gives no
> details.
> The 5550 does not mention DOS at all.
> The 6122 claims "limited support for MS-DOS applications"
> The 6127 does not mention DOS at all.
> Finally, HP still makes the 1220C, which is expensive ($400) but is
> known to be fully compatible with NVDI 5.
>
> So in short, I am up to two (the 1220C and the Brother 1240) printers
> that I know will work on an Atari, and there are a good dozen others
> that might.

Hello everyone,

James Alexander sent me an email stating that the HP 5550 works under
Pagestream in both 300DPI color and B&W using the HP550C driver.
Although he didn't have NVDI, I'm confident that anything that accepts
the Pagestream driver will work under NVDI. Thus the list is up to
three currently available Atari based printers (along with cost --
only those printers under $400US are included)...

HP 1220C deskjet -- $400US
HP 5550 deskjet -- $130US
Brother 1440 laser -- $230US (I said 1240 before, which works, but is
discontinued)

Currently available printers that are fairly likely to work with the
Atari...

HP Deskjets 3820, 6122, 6177
HP Laserjet 1300
Epson Stylus C62, C82
Epson Stylus Photo 8xx and 9xx series
Brother Laser 5050 (Epson FX emulation!?!)

Printers that do not work with the Atari...

Many not listed above, including
HP Laserjet 1000
HP Laserjet 1100

Please note that "work" is defined as 300dpi black and 300dpi CMYK (on color capable printers). Resolutions above 600/720dpi and newer features (like 5 & 6 color printing) are unlikely to work.

I didn't mention it before, but the Epson FX880+ ($300US) is a 9 pin dot matrix printer that hasn't changed much in the last ten years, and it will definitely work with our Ataris. Print quality is a step backwards and it's noisy, but impact printers last forever and they remain the cheapest way to put text on paper.

If you purchase a new printer and find that it works on your Atari, kindly send me an email, and I'll update this list.

Galen

2196. Information about Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 04:43:00 UTC
From: davide.guida@inwind.it
Message-ID: <cf04547.0304272043.2a2c9e3c@posting.google.com>
Source record: 28028

Hi everybody,
I got a Falcon some day ago but I don't know this computer very well.
I have some question if you can help me:

- When I turn on, the internal hard disk seems to be live during Atari logo sequence start (I heard the spin-up noise), but after the ROM TOS starts, no Hard disk icon appears on desktop. Is the hard disk broken or do I need some additional software for seeing and formatting it?
- What HD 2.5" models are compatible with Falcon?
- Is the High Density 1.44Mb PC floppy disk drive compatible with Falcon?
- Is there some good web site where I can find software/manuals for Falcon?

Thank you in advance :-)

Regards
davide.guida@inwind.it

2197. Re: Information about Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 05:02:59 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbapcu0.5le.atari@core.preferuje.luzik.pl>
Source record: 28029

W artykule <cf04547.0304272043.2a2c9e3c@posting.google.com> Davide Guida napisaďż˝(a):
> - When I turn on, the internal hard disk seems to be live during Atari
> logo sequence start (I heard the spin-up noise), but after the ROM TOS
> starts, no Hard disk icon appears on desktop. Is the hard disk broken
> or do I need some additional software for seeing and formatting it?

Use the :Install Devices" option. If it will not show partitions from HDD
there is a possibility that there is no partition on it. In this case you
have to repartition it.

> - What HD 2.5" models are compatible with Falcon?

All. (please correct me if there are any exceptions).

> - Is the High Density 1.44Mb PC floppy disk drive compatible with
> Falcon?

Yes.

> - Is there some good web site where I can find software/manuals for
> Falcon?

Start on http://www.atari.org

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2198. Re: Drop in replacement Mech for SF314?

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 05:22:11 UTC
From: jon <jonmnospam@pclv.com>
Message-ID: <0U2ra.1239$Si1.1184@fed1read02>
Source record: 28030
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

That would depend on the mech itself. There are 3 different ones that Atari used. The 1/3 height (5/8" wide "rhombus" shaped button on the lower right side), the 1/2 height (1 3/4" "rhombus" shaped button below the drive opening) and the 1/2 height (obsolete square button on the lower right side) drives. They will not interchange. Make sure the drive is correct for the case you are using.

Jon

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b8gis5$b5r$1@newsg3.svr.pol.co.uk...
>
> Tim <tjlazer@mail.com> wrote in message
> news:vam46ponkrldfa@corp.supernews.com...
> > Would a mech from a Mega ST Mitsumi/Newtronics D357T work in the SF314?
> >
> > Tim
>
> It should. I think all drives in the Mega ST range were double sided from
> the word go, so you shouldnt even need to modify the SF314's case.
>
> Smeg.
>
>

2199. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 07:13:05 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b8ika1$8dalu$2@ID-27442.news.dfncis.de>
Source record: 28031

Thomas Havemeister wrote:
> I want to mount a internal HDD inside of my MEGA ST using the AdSCSI
> Micro unit. I have tried it with these HDDs without success:
>
> * Quantum Fireball TM2100S 2G HDD
> * IBM DCAS-32160 2G HDD

Some Quantum fireball and some IBM DCAS require the computer to have a SCSI of its own (initiator identification). If this is the case with your drives you can only use them with a LINK96/97 host adapter. Other host adapters do not provide initiator identification.
Before trying anything else ensure that the drives are recognised by a decent ID check, e. g. the one from HDDRIVER, which is also included in the demo version (http://www.seimet.de/atari_german.html).

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2200. Re: hard disk format?

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 07:14:49 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b8ikd9$8dalu$3@ID-27442.news.dfncis.de>
Source record: 28032

twiki wrote:
> I am not a user of atari. My friend has a computer ATARI MEGA/STE.
>
> He has some problems of reading and writing
>
> with the hard disk. It's possible (as?) to effect a
>
> formatting of the disk for to try to mark the bad sector???

If there are actually bad sectors on this drive formatting it may help,
indeed. Note, however, that there are numerous other reasons why data
can be corrupted and usually it is not a broken drive.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2201. Joystick port compatability

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 07:31:10 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <b8ila6$9p$1@pegasus.csx.cam.ac.uk>
Source record: 28033

I am constructing a Joystick adaptor and as wondering if the Joystick connection on the ST is pin compatable with those on the VCS and 8 bit computers (400/800XL).

Stephen Moss

2202. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 09:04:16 UTC
From: vdjole@EUnet.yu
Message-ID: <b8iqqe$ge7$1@news.eunet.yu>
Source record: 28034

On 26 Apr 2003 13:51:51 , Thomas Havemeister wrote:
>I have tried it with these HDDs without success:
>
>* Quantum Fireball TM2100S 2G HDD
>* IBM DCAS-32160 2G HDD
>
>Both are not working. The Quantum has no parity-disable jumper, so this
>could be the problem with that one. On the other side I bought
>especially the IBM which HAS a parity-disable jumper. Also, no success
>with this one.

I use an IBM disk on a Mega. It is from the DSAS series (540MB) and works very fine, but needed proper configuring before is started to work at all. There is (at least on my disk) a number of jumpers (beside SCSI id) which had to be set. Try to locate data for your disk on the IBM's support site http://www.storage.ibm.com (I did so for my disk).

cu;

2203. Re: [OT] Calamus WinPack on Linux/wine almost OK

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 10:34:36 UTC
From: melodias@yelos.com
Message-ID: <b7bc45a9.0304280234.257f52d8@posting.google.com>
Source record: 28035

Guy Harrison <swamp-DEL-dog@ntlworld.com> wrote in message
news:<7r0tn-ds7.ln1@sd.swampdog>...

> > goes for Lite version and STemulator too.
> > A bit off topic but ST programs anyway.
>
> Still can't see it. What's the subject?

Calamus is a TOS program (for mounting pages) it has a win version
(with embeeded emulator)
Linux is an OS
wine (Wine Is Not an Emulator) is a Linux application for running .EXE
files (windoze) without any M$ OS.

Probably somebody is interested in putting the 3 things toghether.

Sorry for the bother.

ferran

2204. Re: Joystick port compatability

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 10:50:59 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbaq1ac.5vs.atari@core.preferuje.luzik.pl>
Source record: 28036

W artykule <b8ila6$9p$1@pegasus.csx.cam.ac.uk> Stephen Moss napisaďż˝(a):
> I am constructing a Joystick adaptor and as wondering if the Joystick
> connection on the ST is pin compatable with those on the VCS and 8 bit
> computers (400/800XL).

Yes it is. Even extended STE joystick are compatibile, just other pins are
used.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2205. IDE CDrom writer

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 11:31:32 UTC
From: A&#65533;a&#65533;tre@yahoo.com
Message-ID: <3ead1113$0$31047$626a54ce@news.free.fr>
Source record: 28037

Hello everybody,

Does anyone ever manager to use an IDE atapi CDrom writer with
our computers ?

Regards

2206. Re: Mint in.ftpd daemon

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 13:11:57 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.44.0304281506560.28078-100000@wh58-508.st.uni-magdeburg.de>
Source record: 28038

Hello!

> > Yeah, I would do that except I have absolutely no idea how to build
> > an RPM or SRPM and I looked..

That's not so hard as it looks like. Grab an existing srpm, install it
with rpm -ivh <src rpm>. Go to /usr/src/redhat/SPECS and type rpm -ba
name.spec to build the rpm. Edit the specfile for modifications, the
spec file structure should be self-explanatory (there are also lot of good
docs about building an rpm).

> Well when you find out, please let me know how to extract one or two
> files without installing. That's been on my to-do list for about...
> ...well so long I've forgotten. <g>

You can unpack an rpm easily by hand:

rpm2cpio < rpm | cpio -id

to unpack the file contents of the rpm to the current directory

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

2207. Re: Thinking of porting software to ST...any good C compilers?

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 13:27:01 UTC
From: steve@dosius.zzn.com
Message-ID: <9307085f.0304280527.51d24367@posting.google.com>
Source record: 28039

steve@dosius.zzn.com (Dosius) wrote in message
news:<9307085f.0304250614.5a94d411@posting.google.com>...
> Benoï¿½t Morrissette <XXXbenoitmorrissette@hotmail.comXXX> wrote in message
news:<uvhfavo9fk672jdqflkor7shsisfqglhb0@4ax.com>...
> > On 23 Apr 2003 12:11:32 -0700, steve@dosius.zzn.com (Dosius) wrote:
> >
> > Pure C is highly compatible with Turbo C and it is a very good compiler
> >
>
> Well, I just happen to use Turbo C primarily now...is Pure C an ANSI
> compiler? Where might I be able to get it?
>
> -uso.

<takes a URL and downloads>

Well, it *is* Turbo C, after all, Borland copyright and everything -
just an OEM customized version, or something like that. *g* Now I'll
try this again and see if I can't get at least Hello World to link :\

-uso.

2208. Re: IDE CDrom writer

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 13:51:54 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.04.28.13.51.54.704982@removenoaspam.atari-source.com>
Source record: 28040

On Mon, 28 Apr 2003 11:31:32 +0000, Don't use it wrote:

> Hello everybody,
>
> Does anyone ever manager to use an IDE atapi CDrom writer with
> our computers ?
>
> Regards

Not only would it be easier for you to use a SCSI cd writer, but it's definately a better idea. SCSI is just inherently better and you can get older slower scsi cd writers for not too much these days.

IDE cd writer will require scsi emulation for the IDE bus and other things as far as I can tell which nobody really implemented yet, also as far as I can tell.

Thanks
Mark
http://atari-source.com

2209. Re: Drop in replacement Mech for SF314?

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 16:08:11 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b8jjr5mva1@news8.svr.pol.co.uk>
Source record: 28041
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Electrically, they WILL interchange, it would mean cutting the case though.

Smeg.

jon <jonmnospam@pclv.com> wrote in message
news:0U2ra.1239$Si1.1184@fed1read02...
> That would depend on the mech itself. There are 3 different ones that
Atari
> used. The 1/3 height (5/8" wide "rhombus" shaped button on the lower
right
> side), the 1/2 height (1 3/4" "rhombus" shaped button below the drive
> opening) and the 1/2 height (obsolete square button on the lower right
side)
> drives. They will not interchange. Make sure the drive is correct for
> the case you are using.
>
> Jon
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:b8gis5$b5r$1@newsg3.svr.pol.co.uk...
> >
> > Tim <tjlazer@mail.com> wrote in message
> > news:vam46ponkrldfa@corp.supernews.com...
> > > Would a mech from a Mega ST Mitsumi/Newtronics D357T work in the
SF314?
> > >
> > > Tim
> >
> > It should. I think all drives in the Mega ST range were double sided
from
> > the word go, so you shouldnt even need to modify the SF314's case.
> >
> > Smeg.
> >
> >
>
>

2210. Re: IDE CDrom writer

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 16:09:43 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b8jju0$n1d$1@news8.svr.pol.co.uk>
Source record: 28042

Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.04.28.13.51.54.704982@removenoaspam.atari-source.com...
> On Mon, 28 Apr 2003 11:31:32 +0000, Don't use it wrote:
>
> > Hello everybody,
> >
> > Does anyone ever manager to use an IDE atapi CDrom writer with
> > our computers ?
> >
> > Regards
>
> Not only would it be easier for you to use a SCSI cd writer, but it's
> definately a better idea. SCSI is just inherently better and you can get
> older slower scsi cd writers for not too much these days.
>
> IDE cd writer will require scsi emulation for the IDE bus and other things
> as far as I can tell which nobody really implemented yet, also as far as I
> can tell.

I believe they work fine on the Falcon, with HDdriver and Extendos.

Smeg.

2211. Re: Drop in replacement Mech for SF314?

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 16:41:24 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vaqmdgq01bg48f@corp.supernews.com>
Source record: 28043
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Well I have the one with the regular square eject button, not the large one
like on the old 520/1040ST's.
I think it is a half hight mech.

What are my options on replacing this mech and NOT hacking the case?

Thanks all.

Tim

"jon" <jonmnospam@pclv.com> wrote in message
news:0U2ra.1239$Si1.1184@fed1read02...
> That would depend on the mech itself. There are 3 different ones that
Atari
> used. The 1/3 height (5/8" wide "rhombus" shaped button on the lower
right
> side), the 1/2 height (1 3/4" "rhombus" shaped button below the drive
> opening) and the 1/2 height (obsolete square button on the lower right
side)
> drives. They will not interchange. Make sure the drive is correct for
> the case you are using.
>
> Jon
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:b8gis5$b5r$1@newsg3.svr.pol.co.uk...
> >
> > Tim <tjlazer@mail.com> wrote in message
> > news:vam46ponkrldfa@corp.supernews.com...
> > > Would a mech from a Mega ST Mitsumi/Newtronics D357T work in the
SF314?
> > >
> > > Tim
> >
> > It should. I think all drives in the Mega ST range were double sided
from
> > the word go, so you shouldnt even need to modify the SF314's case.
> >
> > Smeg.
> >
> >
>
>

2212. Re: Information about Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 17:04:35 UTC
From: "Mac Sys Data of POV"
Message-ID: <sbdra.1192$dP5.16@newsfep1-gui.server.ntli.net>
Source record: 28044

I put a Toshiba drive in my Falcon and due to some wiring differences between PCs and the Falcon, the drive would spin for about a minute and go into sleep mode. I ended up swapping the drive out.

There is probably a fix but at the time I could not find one.

Mark

> > - What HD 2.5" models are compatible with Falcon?
>
> All. (please correct me if there are any exceptions).
>

2213. Re: Drop in replacement Mech for SF314?

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 17:12:50 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vaqo8ekm31e4ca@corp.supernews.com>
Source record: 28045
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

So in using a PC drive for a External SF314 unit, (B: Drive), would one need to leave the drive to ID1? Or does it need to be at ID0 like the internal drives???

Tim

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message news:b8f06r$c34$1@newsg1.svr.pol.co.uk...
> I dont think there is one anymore, at least all the PC floppy drives I have
> seen lately dont even have the ID jumper anymore, so you wont be able to
> change it from drive 1 (PC A:) to drive 0 (Everything else A:) unless you
> can find the right solder pad.
>
> You might have some luck if you know a local computer dealer who has loads
> of used floppy drives, and you know him enough for him to let you look
> through/test them all.
>
> Smeg.
>
> Tim <tjlazer@mail.com> wrote in message
> news:vam0obem8o8r2a@corp.supernews.com...
> > Does anyone know of a good drop in replacement PeeCee mech for a dead
> SF314?
> > Mine makes a weird noise and spins forever when turned on.
> >
> > Tim
> >
> >
>
>

2214. Re: Drop in replacement Mech for SF314?

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 17:37:15 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b8jp26$q27$1@newsg1.svr.pol.co.uk>
Source record: 27846
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I think that it has to be left set to A: and that being on the external connector probably makes it B: Its been sooo long since I had a two drive atari setup ;-) sorry. If you get hold of a PC floppy drive (or use try the one out of your desktop PC if you have one) just connect it to the SF314's cables (Pin 1 may be on the other side of the drive so be careful, some had to be fitted upside down), and see if it works as it is. If it does then the SF314 drive is set to drive B, if not, drive A.

I do remember fitting a switch to my STE to swap the drives from A to B and B to A. Why I did this though I cant remember.

What I can tell you though, is only the PC used the twist floppy cable method to change the drive back from B: to A:. Historically this is because when 3.5"s were introduced everyone had 5.25"s set to A: So the easiest way was to have the 3.5" come set as drive B from the factory, which was usually supplied with a little adapter that would change the 5.25" connector on the floppy cable to a 3.5" type. No twist was needed until the 5.25" drives lost popularity and stopped being fitted and the 3.5" needed to be set to A: which was impossible on some models, hence the twist method.

Smeg.

Tim <tjlazer@mail.com> wrote in message
news:vaqo8ekm31e4ca@corp.supernews.com...
> So in using a PC drive for a External SF314 unit, (B: Drive), would one
need
> to leave the drive to ID1? Or does it need to be at ID0 like the internal
> drives???
>
> Tim
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:b8f06r$c34$1@newsg1.svr.pol.co.uk...
> > I dont think there is one anymore, at least all the PC floppy drives I
> have
> > seen lately dont even have the ID jumper anymore, so you wont be able to
> > change it from drive 1 (PC A:) to drive 0 (Everything else A:) unless
you
> > can find the right solder pad.
> >
> > You might have some luck if you know a local computer dealer who has
loads
> > of used floppy drives, and you know him enough for him to let you look
> > through/test them all.

> >
> > Smeg.
> >
> > Tim <tjlazer@mail.com> wrote in message
> > news:vam0obem8o8r2a@corp.supernews.com...
> > > Does anyone know of a good drop in replacement PeeCee mech for a dead
> > SF314?
> > > Mine makes a weird noise and spins forever when turned on.
> > >
> > > Tim
> > >
> > >
> >
> >
>
>

2215. Re: Power supply wire question

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 18:59:44 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b8jtmv$dm0$1@titan.btinternet.com>
Source record: 27847

Hi Galen

> I just made a cable to allow an ATX power supply to run a Falcon. Now
> that it's up and running, however, I find myself wondering why the
> Falcon uses three red and four black wires to carry current. I mapped
> all these wires to a single plug on the PC power supply, and I'm a
> little worried that the current draw might be too severe for the
> single PC wire.

The resistance of 3 or 4 wires in parallel is lower than just one so the
voltage drop would be lower, also gives better noise immunity.
Switch to multi feeds when you can.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.476 / Virus Database: 273 - Release Date: 24/04/2003

2216. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 18:59:46 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b8jtn0$dm0$2@titan.btinternet.com>
Source record: 27848
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

> I still have a lot of FREE Atari stuff left. Looking for someone to come
> pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974.
> I'm not interested in shipping this stuff, so come pick it up.

No one is interested in your crap, fuck off moron!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.476 / Virus Database: 273 - Release Date: 24/04/2003

2217. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 19:53:33 UTC
From: Don Schmidt <calzone@Ravioli.com>
Message-ID: <var1lrokmllv09@corp.supernews.com>
Source record: 27849
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Plunk

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:b8jtn0$dm0$2@titan.btinternet.com...
>
> > I still have a lot of FREE Atari stuff left. Looking for someone to come
> > pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974.
> > I'm not interested in shipping this stuff, so come pick it up.
>
> No one is interested in your crap, fuck off moron!.
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.476 / Virus Database: 273 - Release Date: 24/04/2003
>
>

2218. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 20:58:55 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <b8k4mfakr1@reader1.panix.com>
Source record: 27852
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I am interested, and if you want to call me a moron, go right ahead. That
will say a lot more about you than it will say about me.

Jim

Don Schmidt <calzone@Ravioli.com> writes:

: Plunk

: "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
: news:b8jtn0$dm0$2@titan.btinternet.com...
: >
: > > I still have a lot of FREE Atari stuff left. Looking for someone to come
: > > pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974.
: > > I'm not interested in shipping this stuff, so come pick it up.
: >
: > No one is interested in your crap, fuck off moron!.
: >
: >
: > --
: >
: > Regards, Steve. S.
: >
: > Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
: >
: >
: >
: >
: >
: > ---
: > Steve's Outgoing mail is certified Virus Free.
: > Checked by AVG anti-virus system (http://www.grisoft.com).
: > Version: 6.0.476 / Virus Database: 273 - Release Date: 24/04/2003
: >
: >

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2219. Re: IDE CDrom writer

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 21:35:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200304282335.a41625@wun.maus.de>
Source record: 27858

Hallo Don't use!

DUI>Does anyone ever manager to use an IDE atapi CDrom writer with our
DUI>computers ?

Yes. There are several listed in Anodyne's compatibility list.
Well, you've got to have an IDE port, and HDDRIVER to provide the SCSIDRV
software interface necessary to access ATAPI devices like they were SCSI, but
then you're set.
I've got one in my Milan, and can write data-CD at 10x or 12x speed with the
image on an SCSI harddisc.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2220. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 22:02:41 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <a49ravs6lf4bnip85runtvfo0u7j39g5ud@4ax.com>
Source record: 27850
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Mon, 28 Apr 2003 18:59:46 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>
>> I still have a lot of FREE Atari stuff left. Looking for someone to come
>> pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974.
>> I'm not interested in shipping this stuff, so come pick it up.
>
>No one is interested in your crap, fuck off moron!.

plonk
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

2221. ST Software Website

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 23:17:43 UTC
From: fairziff@aol.com
Message-ID: <20030428191743.02755.00000245@mb-m13.aol.com>
Source record: 27851

Sorry for the shameless plug, but I thought that you may be interested in my website
http://www.UKretro.co.uk
All of my stock is brand new(warehouse clearance)

2222. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-04-28 23:44:00 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0304281543.a3e9d4b@posting.google.com>
Source record: 27853

vdjole@EUnet.yu (Djordje Vukovic) wrote in message news:<b8iqqe$ge7$1@news.eunet.yu>...
> On 26 Apr 2003 13:51:51 , Thomas Havemeister wrote:
> >I have tried it with these HDDs without success:
> >
> >* Quantum Fireball TM2100S 2G HDD
> >* IBM DCAS-32160 2G HDD
> >
> >Both are not working. The Quantum has no parity-disable jumper, so this
> >could be the problem with that one. On the other side I bought
> >especially the IBM which HAS a parity-disable jumper. Also, no success
> >with this one.
>
> I use an IBM disk on a Mega. It is from the DSAS series (540MB) and works
> very fine, but needed proper configuring before is started to work at all.
> There is (at least on my disk) a number of jumpers (beside SCSI id) which
> had to be set. Try to locate data for your disk on the IBM's support site
> http://www.storage.ibm.com (I did so for my disk).
>
> cu;

I remember having troubles with a Quantum drive in the past when using
an original ICD Link adapter. It needed parity disabled and I had to
go to the Quantum site. I found a utility there that allowed me to
switch off the parity (but had to do it on my IBM system and then
install it in the Atari). If you have a smaller SCSI drive try that
and see if it works with the adapter. It's possible that the Micro
adapter won't work with that size drive.

djg

2223. Re: Information about Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 01:01:47 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304281701.22176b60@posting.google.com>
Source record: 27854

Adam Klobukowski <atari@gabo.pl> wrote in message
news:<slrnbapcu0.5le.atari@core.preferuje.luzik.pl>...

> > - Is the High Density 1.44Mb PC floppy disk drive compatible with
> > Falcon?
>
> Yes.

However, a jumper needs to be switched. Many modern PC floppy drives
no longer bother with the jumper, so a cut and solder has to be done
instead. Details can be found on the web.

Galen

2224. Re:Printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 01:51:20 UTC
From: nephelim@zetnet.co.uk
Message-ID: <3eadda95$0$193$4c56ba96@master.news.zetnet.net>
Source record: 27855

Hi Folks.

On 27th April 2003, Galen wrote :-

>James Alexander sent me an email stating that the HP 5550 works under
>Pagestream in both 300DPI color and B&W using ..//cut//...If you purchase
>a new printer and find that it works on your Atari,kindly send me an
>email, and I'll update this list.......//

Thanks Galen for that info. If I have read your post correctly, then
it seems that the Epson C82 may work ok on my Falcon.Thanks for the time
that you have put into gathering this printer list.

If I decide to gamble on an Epson C82, then sure I will let you know how
it performs.

Much appreciated !

Paul.

2225. Re:information about Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 01:51:29 UTC
From: nephelim@zetnet.co.uk
Message-ID: <3eadda9a$0$193$4c56ba96@master.news.zetnet.net>
Source record: 27856

Hi Folks.
On 27th April 2003 Davide wrote :-

>- When I turn on, the internal hard disk seems to be live during Atari
>logo sequence start (I heard the spin-up noise), but after the ROM TOS
>starts, no Hard disk icon appears on desktop. Is the hard disk broken
>or do I need some additional software for seeing and formatting it?

Are you getting just two floppy drives on your desktop ? A & B ?
If so maybe your H Drive is ok but not being recognised as you do not have a
Hard Driver program installed such as HD Driver 7. HDD7 can be obtained
from System Solutions (UK).

If the previous owner of the Falcon wiped the Hard Drive, then the
driver program would have been erased as well. You will also need
'Config.prg' to set your Falcon to the resolution,language and monitor/TV
that you are using so that it boots up exactly how you want it to
each time you turn it on.

>...- What HD 2.5" models are compatible with Falcon?..//

Below are some hard drives used by the Zetnet-Atarians. Avoid drives
made by Western Digital as they seem to give problems when connected
to Ataris. No doubt there are other drives that will work ok, but I do
not have info about them. Other members of this group may be able to
help on this.

Make Model No. Capacity.

Connor CFL420A ?
Connor CP2064 50Mb
IBM 8054 870Mb
Toshiba MK1002MAV 1Gb

>...- Is the High Density 1.44Mb PC floppy disk drive compatible with
>Falcon?...//

I believe so, but PC kit moves so fast that I do not know what the
current situation is with PC floppy drives. Other members of this
group will be better qualified than I to give advice on the current
situation concerning this. Certainly they were in the past, but in
some instances case modifications had to be made to the Falcon.

>..- Is there some good web site where I can find software/manuals for
>Falcon?....//

Yep ! Plenty ! I don't have them all at hand at the moment,but for
starters try http://jfhaslam.atari.org and follow any links to other

sites.

Good luck in getting your Falcon sorted out.

Cheers,

Paul.

2226. Re: Information about Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 03:30:49 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <JImra.6188$ID4.53198@news-server.bigpond.net.au>
Source record: 27857

Just set the drive to drive0, and off you go. Most PC drives are set to drive1, sometimes the jumper is a solder tab.

Mark

"Galen" <ekaljuma@mtsac.edu> wrote in message news:926a9946.0304281701.22176b60@posting.google.com...
> Adam Klobukowski <atari@gabo.pl> wrote in message news:<slrnbapcu0.5le.atari@core.preferuje.luzik.pl>...
>
> > > - Is the High Density 1.44Mb PC floppy disk drive compatible with
> > > Falcon?
> >
> > Yes.
>
> However, a jumper needs to be switched. Many modern PC floppy drives
> no longer bother with the jumper, so a cut and solder has to be done
> instead. Details can be found on the web.
>
> Galen

2227. Re: Drop in replacement Mech for SF314?

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 04:42:38 UTC
From: jon <jonmnospam@pclv.com>
Message-ID: <Konra.1407$Si1.294@fed1read02>
Source record: 27859
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Best Electronics.... Call and talk to Brad.. He's the Shell answer man of
the Atari world.

I think he only stocks Genuine Atari parts.

"Tim" <tjlazer@mail.com> wrote in message
news:vaqmdgq01bg48f@corp.supernews.com...
> Well I have the one with the regular square eject button, not the large
one
> like on the old 520/1040ST's.
> I think it is a half hight mech.
>
> What are my options on replacing this mech and NOT hacking the case?
>
> Thanks all.
>
> Tim
>
> "jon" <jonmnospam@pclv.com> wrote in message
> news:0U2ra.1239$Si1.1184@fed1read02...
> > That would depend on the mech itself. There are 3 different ones that
> Atari
> > used. The 1/3 height (5/8" wide "rhombus" shaped button on the lower
> right
> > side), the 1/2 height (1 3/4" "rhombus" shaped button below the drive
> > opening) and the 1/2 height (obsolete square button on the lower right
> side)
> > drives. They will not interchange. Make sure the drive is correct
for
> > the case you are using.
> >
> > Jon
> >
> > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > news:b8gis5$b5r$1@newsg3.svr.pol.co.uk...
> > >
> > > Tim <tjlazer@mail.com> wrote in message
> > > news:vam46ponkrldfa@corp.supernews.com...
> > > > Would a mech from a Mega ST Mitsumi/Newtronics D357T work in the
> SF314?
> > > >
> > > > Tim
> > >
> > > It should. I think all drives in the Mega ST range were double sided

> from
> > > the word go, so you shouldnt even need to modify the SF314's case.
> > >
> > > Smeg.
> > >
> > >
> >
> >
>
>

2228. Re: Drop in replacement Mech for SF314?

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 06:30:50 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <p07sav4is8lnivvtrkusl7ctes484ls2nc@4ax.com>
Source record: 27860
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Mon, 28 Apr 2003 18:37:15 +0100, "Smeg"
<smeg_007@NOSPAM.hotmail.com> wrote:

>
>What I can tell you though, is only the PC used the twist floppy cable
>method to change the drive back from B: to A:. Historically this is because
>when 3.5"s were introduced everyone had 5.25"s set to A: So the easiest way
>was to have the 3.5" come set as drive B from the factory, which was usually
>supplied with a little adapter that would change the 5.25" connector on the
>floppy cable to a 3.5" type. No twist was needed until the 5.25" drives lost
>popularity and stopped being fitted and the 3.5" needed to be set to A:
>which was impossible on some models, hence the twist method.
>

Actually the reason for the twist in the floppy drive cable goes back
a lot farther than that.

When the IBM PC computer was introduced, hard drives barely existed,
and were terribly expensive, and floppy drives weren't much cheaper.

Thus the typical IBM PC computer sold had only a single 360K floppy
drive.

Naturally it didn't take long for the new computer owners to discover
they couldn't do much with a single drive system, so they'd end up
taking the computer back to the store to have a second floppy
installed.

And of course, that was a pretty expensive proposition, having an IBM
store install hardware for you.

So people discovered they could buy the floppy drives as "spare parts"
and install them by themselves, and it was a LOT cheaper.

But---

Nobody told them that the Drive Select jumpers had to be changed to
make both drives respond properly.

So IBM started getting a lot of complaints about the "defective"
replacement floppy drive mechanisms they were selling- (and
eventually discovered those were actually being installed by users as
"B" drives, not as replacements for "A" drives as they were sold for.)

Rather than try to educate the users about changing jumpers and
things, IBM finally introduced the "twisted" floppy drive cable.

This allowed ALL floppy drives to be sold with the jumpers set to "DS1" which makes them the "B" drive. This means anyone can buy a floppy drive, plug it in, and it becomes the second drive in a two drive system, without having to change jumpers or anything.

Then by using the twisted cable, the Drive Select lines are reversed, making the replacement floppy drive also function as an "A" drive if it's needed to replace the existing drive in the computer- again, without having to change jumpers or anything.

As long as you put the drive on the proper plug, you were set. And since most computers were sold with the "A" drive already installed, it was a simple matter to just plug your new "B" drive into the only open connector on the cable, and it would work- without having to change jumpers or anything.

Tech support problem solved.

What that means of course is that ALL floppy drives sold for the IBM personal computer market have their Drive Select jumpers set to DS1, or "B" drive.

And further, since NO ONE ever changes the jumpers from "B", many manufacturers of floppy drives have simply eliminated the manufacturing cost of putting jumpers on the drives that no one is ever going to use anyway. That makes it awfully difficult for the few computer users in the world who need to have a floppy drive set for DS0 (like Atari owners).

And then of course, in the wisdom for which they're known, IBM introduced the "Master and Slave" jumper settings for hard drives.

Which are exactly the same thing they tried so hard to eliminate with the "twisted" floppy drive cable.

Go figure...!

BobR

2229. Re: IDE CDrom writer

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 06:31:47 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b8l68j$b3jhr$1@ID-27442.news.dfncis.de>
Source record: 27861

Mark D wrote:

> IDE cd writer will require scsi emulation for the IDE bus and other things
> as far as I can tell which nobody really implemented yet, also as far as I
> can tell.

That's not correct. The SCSI Driver included in HDDRIVER provides for
sending any SCSI command to an ATAPI device. Anodyne's CD Writer
software and other tools make use of it.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2230. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 06:36:27 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b8l6hh$aq43r$1@ID-27442.news.dfncis.de>
Source record: 27862

Dave Glish wrote:

> I remember having troubles with a Quantum drive in the past when using
> an original ICD Link adapter. It needed parity disabled and I had to
> go to the Quantum site. I found a utility there that allowed me to
> switch off the parity (but had to do it on my IBM system and then
> install it in the Atari). If you have a smaller SCSI drive try that
> and see if it works with the adapter. It's possible that the Micro
> adapter won't work with that size drive.

In order to access more than the first GB of a drive you need other SCSI read/write commands than those that can be used for the first GB. ICD compatible adapters support both, so it is very unlikely that the size of the drive matters. In any case you would still be able to access the first GB. If you cannot do even that something else is wrong, which is not related to the drive's capacity.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2231. Re: IDE CDrom writer

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 06:36:54 UTC
From: fartfart@yahoo.com
Message-ID: <a4pra.288$C93.472@nntpserver.swip.net>
Source record: 27863

Hello Mark,

On 28 Apr 2003 09:51:54 , "Mark D" wrote:
>Not only would it be easier for you to use a SCSI cd writer, but it's
>definately a better idea. SCSI is just inherently better and you can get
>older slower scsi cd writers for not too much these days.
>IDE cd writer will require scsi emulation for the IDE bus and other things
>as far as I can tell which nobody really implemented yet, also as far as I
>can tell.

Sure, but sometimes I get trouble with mine and I didn't saw any SCSI cdrom writer on computershop shelves nowadays. IDE 52 24 52 cdrom writer is only 69> ...

Regards

M>gamodeste

2232. Re: IDE CDrom writer

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 06:38:51 UTC
From: fartfart@yahoo.com
Message-ID: <%5pra.289$C93.472@nntpserver.swip.net>
Source record: 27864

Hello Smeg,

On 28 Apr 2003 17:09:43 , "Smeg" wrote:
> > Does anyone ever manager to use an IDE atapi CDrom writer with
> > our computers ?
..
I believe they work fine on the Falcon, with HDdriver and Extendos.

Well I tried and didn't managed, so if an EIDE CDrom writer works on your TOS computer I would enjoy to have a look on your config file.

Regards

M gamodeste

2233. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 09:37:23 UTC
From: Frederic Pecourt <fpecourt@ifrance.com.invalid>
Message-ID: <3EAE47D3.B978EF52@ifrance.com.invalid>
Source record: 27865

Hi!

Uwe Seimet wrote:
>
> In order to access more than the first GB of a drive you need other SCSI
> read/write commands than those that can be used for the first GB. ICD
> compatible adapters support both, so it is very unlikely that the size
> of the drive matters. In any case you would still be able to access the
> first GB. If you cannot do even that something else is wrong, which is
> not related to the drive's capacity.

Do you know if this also applies to the internal SCSI-Adaptor of a Mega
STE ? I have indeed always been stucked to the first 1Gb of my hard
disk, which has indeed a capacity of 2Gb. Which
software/drivers/settings would be the remedies ?

Thxs!
Fred

2234. WTB ST Format Issue 25 and issue 27 cover disk

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 11:12:22 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0304290312.5be7ca2f@posting.google.com>
Source record: 27866

Looking for ST Format issue 25, and the
cover disk from issue 27.

Offers to

purpletwilight3000 AT yahoo DOT co DOT uk

Cheers

PT.

2235. Re: ST Software Website

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 15:05:11 UTC
From: steveftp@btopenSPAMMERS_GET_OUTworld.com
Message-ID: <1fu6pxb.1oapudxnvp0lcN%steveftp@btopenSPAMMERS_GET_OUTworld.com>
Source record: 27867

wonderfull site!!!

--
Strider
= = = =
The Apple Crypt
massiveftp.serveftp.com

2236. Re: Re:information about Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 16:34:07 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b8m9nrntb1@news7.svr.pol.co.uk>
Source record: 27868

I have a 1.2GB IBM drive in mine, though I cant tell you the model number
atm as im not dissasembling my falcon right now.

Smeg.

Paul Hopkins <nephelim@zetnet.co.uk> wrote in message
news:3eadda9a$0$193$4c56ba96@master.news.zetnet.net...
> Hi Folks.
> On 27th April 2003 Davide wrote :-
>
> >- When I turn on, the internal hard disk seems to be live during Atari
> >logo sequence start (I heard the spin-up noise), but after the ROM TOS
> >starts, no Hard disk icon appears on desktop. Is the hard disk broken
> >or do I need some additional software for seeing and formatting it?
>
> Are you getting just two floppy drives on your desktop ? A & B ?
> If so maybe your H Drive is ok but not being recognised as you do not have
a
> Hard Driver program installed such as HD Driver 7. HDD7 can be obtained
> from System Solutions (UK).
>
> If the previous owner of the Falcon wiped the Hard Drive, then the
> driver program would have been erased as well. You will also need
> 'Config.prg' to set your Falcon to the resolution,language and monitor/TV
> that you are using so that it boots up exactly how you want it to
> each time you turn it on.
>
> >...- What HD 2.5" models are compatible with Falcon?..//
>
> Below are some hard drives used by the Zetnet-Atarians. Avoid drives
> made by Western Digital as they seem to give problems when connected
> to Ataris. No doubt there are other drives that will work ok, but I do
> not have info about them. Other members of this group may be able to
> help on this.
>
>
> Make Model No. Capacity.
>
> Connor CFL420A ?
> Connor CP2064 50Mb
> IBM 8054 870Mb
> Toshiba MK1002MAV 1Gb
>
>
>

>
> >...- Is the High Density 1.44Mb PC floppy disk drive compatible with
> >Falcon?...//
>
> I believe so, but PC kit moves so fast that I do not know what the
> current situation is with PC floppy drives. Other members of this
> group will be better qualified than I to give advice on the current
> situation concerning this. Certainly they were in the past, but in
> some instances case modifications had to be made to the Falcon.
>
> >..- Is there some good web site where I can find software/manuals for
> >Falcon?..../ /
>
> Yep ! Plenty ! I don't have them all at hand at the moment,but for
> starters try http://jfhaslam.atari.org and follow any links to other
> sites.
>
> Good luck in getting your Falcon sorted out.
>
>
> Cheers,
>
> Paul.
>
>
> ---
--

2237. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 16:35:43 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b8m9qqdap1@newsg2.svr.pol.co.uk>
Source record: 27869

Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message
news:b8l6hh$aq43r$1@ID-27442.news.dfncis.de...
> Dave Glish wrote:
>
> > I remember having troubles with a Quantum drive in the past when using
> > an original ICD Link adapter. It needed parity disabled and I had to
> > go to the Quantum site. I found a utility there that allowed me to
> > switch off the parity (but had to do it on my IBM system and then
> > install it in the Atari). If you have a smaller SCSI drive try that
> > and see if it works with the adapter. It's possible that the Micro
> > adapter won't work with that size drive.
>
> In order to access more than the first GB of a drive you need other SCSI
> read/write commands than those that can be used for the first GB. ICD
> compatible adapters support both, so it is very unlikely that the size
> of the drive matters. In any case you would still be able to access the
> first GB. If you cannot do even that something else is wrong, which is
> not related to the drive's capacity.
>

So THATS the problem with the Mega STE then....?

2238. Re: WTB ST Format Issue 25 and issue 27 cover disk

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 17:10:21 UTC
From: nick@1632systems.co.uk
Message-ID: <8myra.16547$816.6687@news-binary.blueyonder.co.uk>
Source record: 27870

Could try 16/32 Systems at address below?

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

2239. emulation of atari st game

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 18:02:48 UTC
From: white4231@yahoo.com
Message-ID: <77c68d58.0304291002.69f16bee@posting.google.com>
Source record: 27871
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hi,
is it worth emulating the atari st for any particular games? since i already have the amiga emulator uae i can already play rather many games that i used to own for my old amiga. however i was wondering if there are some particular games / programs for the atari st that have no equivalent for amiga or that at least are better on atari st.

Regards

S.

2240. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 19:51:39 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3eaebbab.0@entanet>
Source record: 27872

On 27 Apr 2003 19:02:49 , Galen wrote:

>Hello everyone,
>
>James Alexander sent me an email stating that the HP 5550 works under
>Pagestream in both 300DPI color and B&W using the HP550C driver.
>Although he didn't have NVDI, I'm confident that anything that accepts
>the Pagestream driver will work under NVDI. Thus the list is up to
>three currently available Atari based printers (along with cost --
>only those printers under $400US are included)...
>
>HP 1220C deskjet -- $400US
>HP 5550 deskjet -- $130US
>Brother 1440 laser -- $230US (I said 1240 before, which works, but is
>discontinued)
>
>Currently available printers that are fairly likely to work with the
>Atari...
>
>HP Deskjets 3820, 6122, 6177
>HP Laserjet 1300
>Epson Stylus C62, C82
>Epson Stylus Photo 8xx and 9xx series
>Brother Laser 5050 (Epson FX emulation!?!)
>
>Printers that do not work with the Atari...
>
>Many not listed above, including
>HP Laserjet 1000
>HP Laserjet 1100
>
>Please note that "work" is defined as 300dpi black and 300dpi CMYK (on
>color capable printers). Resolutions above 600/720dpi and newer
>features (like 5 & 6 color printing) are unlikely to work.
>
>I didn't mention it before, but the Epson FX880+ ($300US) is a 9 pin
>dot matrix printer that hasn't changed much in the last ten years, and
>it will definitely work with our Ataris. Print quality is a step
>backwards and it's noisy, but impact printers last forever and they
>remain the cheapest way to put text on paper.
>
>If you purchase a new printer and find that it works on your Atari,
>kindly send me an email, and I'll update this list.
>

>Galen

For that past few years I have been using a Canon BJC2000 with NVDI

There isn't a driver for the 2000 but 2b said that any of the later BJC drivers would work. They were nearly right. It works ok in 360dpi mode but behaves a bit oddly in 720*360 dpi mode.

Let me explain. Using either the 4300, 4650 or 5500 it prints fonts perfectly but all the images in the document are printed with a double height 1:2 aspect ratio.

When I reported it to 2b they blamed the application but since it happens with every app I found this difficult to understand. What is strange is that an HTML doc printed from CAB is perfect apart from the double height images. ie. all the text is correctly wrapped around the graphics.

The BJC2000 is good in 360dpi mode, it is small and fairly fast. The only negatives are the small paper input tray and the small print cartridges which need to be refilled quite frequently. One feature I do miss from the BJ10 is the ability to put thick paper/card straight through the machine.

Regards,

Peter

2241. Re: Drop in replacement Mech for SF314?

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 20:51:55 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b8molb$k4g$1@thorium.cix.co.uk>
Source record: 27873
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <b8jp26$q27$1@newsg1.svr.pol.co.uk>, smeg_007@NOSPAM.hotmail.com said:

...SNIP...
>I do remember fitting a switch to my STE to swap the drives from A to B and
>B to A. Why I did this though I cant remember.

Maybe because you had a single-sided drive built in and wanted to
boot off the DS B:\? That was the case with my STFM and it was
modified by Evesham Micros when I bought it to do this. It
involved swapping pins 19 and 20 of the Yamaha sound chip with a
double-pole 2-way switch.

If all else fails, it might be possible to use PC drives that can't
be reset easily to A by unsoldering (or cutting) these 2 pins and
cross-connecting them with bits of wire (i.e. pin 19 connected to
pin 20 pad on board and vice versa).

2242. Re: [OT] Calamus WinPack on Linux/wine almost OK

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 22:05:12 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <al93o-itm1.ln1@sd.swampdog>
Source record: 27874

ferran wrote:

> Guy Harrison <swamp-DEL-dog@ntlworld.com> wrote in message
> news:<7r0tn-ds7.ln1@sd.swampdog>...
>
>> > goes for Lite version and STemulator too.
>> > A bit off topic but ST programs anyway.
>>
>> Still can't see it. What's the subject?
>
> Calamus is a TOS program (for mounting pages) it has a win version
> (with embeeded emulator)
> Linux is an OS
> wine (Wine Is Not an Emulator) is a Linux application for running .EXE
> files (windoze) without any M$ OS.
>
> Probably somebody is interested in putting the 3 things toghether.
>
> Sorry for the bother.

No trouble. What I meant was I never saw your posting to
comp.emulators.ms-windows.wine. Is Calamus freely downloadable now? I
always wanted to see it (I have Wine).

--
Guy Harrison

2243. Re: Mint in.ftpd daemon

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 22:07:00 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <al93o-itm2.ln1@sd.swampdog>
Source record: 27875

Frank Naumann wrote:

> Hello!
>
>> > Yeah, I would do that except I have absolutely no idea how to build
>> > an RPM or SRPM and I looked..
>
> That's not so hard as it looks like. Grab an existing srpm, install it
> with rpm -ivh <src rpm>. Go to /usr/src/redhat/SPECS and type rpm -ba
> name.spec to build the rpm. Edit the specfile for modifications, the
> spec file structure should be self-explanatory (there are also lot of
> good docs about building an rpm).
>
>> Well when you find out, please let me know how to extract one or two
>> files without installing. That's been on my to-do list for about...
>> ...well so long I've forgotten. <g>
>
> You can unpack an rpm easily by hand:
>
> rpm2cpio < rpm | cpio -id
>
> to unpack the file contents of the rpm to the current directory

Wizzo! Thanks :-))

--
Guy Harrison

2244. Re: Drop in replacement Mech for SF314?

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 23:20:17 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b8n1hf$9h3$1@newsg4.svr.pol.co.uk>
Source record: 27876
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

<xlator@cix.compulink.co.uk> wrote in message
news:b8molb$k4g$1@thorium.cix.co.uk...
> In message <b8jp26$q27$1@newsg1.svr.pol.co.uk>,
smeg_007@NOSPAM.hotmail.com said:
>
> ...SNIP...
> >I do remember fitting a switch to my STE to swap the drives from A to B
and
> >B to A. Why I did this though I cant remember.
>
> Maybe because you had a single-sided drive built in and wanted to
> boot off the DS B:\? That was the case with my STFM and it was

No STE's came with single sided drives, so no, that wasnt the reason.
Probably I just liked any excuse to take a soldering iron to my machine.
Either that or it was so I could multi disk games without having to swap
disks all the time.

2245. Quick MagXNet Question...

Newsgroup: comp.sys.atari.st
Date: 2003-04-29 23:28:38 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAD45957.2EBEE%nameerf@flash.net>
Source record: 27877

Hello!

Just a quick(?) question: What would cause MagXNet to disconnect immediately after dialing in and connecting? It's been happening about 95% of the time for the past few weeks, and I want to check to make sure I didn't do anything to change vital files. I've checked everything I can think of: all the /etc/ files, comparing them to previous discussions, example files, and discussion with Vassilis, any new programs I've installed, etc., but everything looks normal, and worked up to a few weeks ago. And *sometimes* it connects just fine and stays connected. I would blame it on my ISP (which I'm looking into switching at the moment), but both STiK 2 and my iMac's connection works without this problem occuring - leading me to think it's something on my MagXNet/OS side. I enabled the "debug" feature, and it seems that the last few things to happen before the connection is dropped is that both IPCP and LCP are "terminated at peer's request". The rest of the file I'm not sure about the meaning of. I can send this file along on your request, if it will help. Any thoughts about what else I can check? Thanks!

Mike Freeman
nameerf@flash.net

2246. New UK Software house for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 02:03:17 UTC
From: "simon.ullyatt" <simon.ullyatt@ntlworld.com>
Message-ID: <D8Gra.159$NU3.5290@newsfep1-win.server.ntli.net>
Source record: 27878

Hi,

I've recently started a new software house for older computers,
and currently looking for original games software for most formats,
including the
Atari ST to market on our label CRONOSOFT. www.cronosoft.co.uk

In the past month or so, we've released four new Spectrum games, and support
has
been very encouraging. We've also been featured in the UK mainstream
magazine MICRO MART.
Read the review of our first release here:
http://www.micromart.co.uk/content/features/default.asp?Category=Article&Typ
e=&ID=1018

I understand that many users will have heavily upgraded systems, but at the
moment, I want to
allow as many people as possible access to new and unreleased games, so
would recommend
software that's compatible across the range.

We pay a generous royalty for every copy sold.

If you're interested, please email me at: chaosmongers@yahoo.com

or visit the website for more detailed information.

thanks.,
Simon
CRONOSOFT UK

2247. Re: [OT] Calamus WinPack on Linux/wine almost OK

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 03:02:52 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <b8necs$g8f$1@reader1.panix.com>
Source record: 27879

Shirley you jest. The full version of Calamus is about $3,000.00.

I think it is worth every penny of that, but then I use it a lot, and have
had it for a long time, buying a bit more every year.

Jim

Guy Harrison <swamp-DEL-dog@ntlworld.com> writes:

: ferran wrote:

: > Guy Harrison <swamp-DEL-dog@ntlworld.com> wrote in message
: > news:<7r0tn-ds7.ln1@sd.swampdog>...
: >
: >> > goes for Lite version and STemulator too.
: >> > A bit off topic but ST programs anyway.
: >>
: >> Still can't see it. What's the subject?
: >
: > Calamus is a TOS program (for mounting pages) it has a win version
: > (with embeeded emulator)
: > Linux is an OS
: > wine (Wine Is Not an Emulator) is a Linux application for running .EXE
: > files (windoze) without any M$ OS.
: >
: > Probably somebody is interested in putting the 3 things toghether.
: >
: > Sorry for the bother.

: No trouble. What I meant was I never saw your posting to
: comp.emulators.ms-windows.wine. Is Calamus freely downloadable now? I
: always wanted to see it (I have Wine).

: --
: Guy Harrison

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2248. Looking for an ATARI MEGA STE

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 04:07:21 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <ZZHra.1362$IU2.1789258@kent.svc.tds.net>
Source record: 27880

Looking for an ATARI MEGA STE.

If anyone has one they would like to sell at a reasonable price let me know ok?

Thanks!

Donald

dandc@merr.com

2249. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 05:40:35 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b8nnkj$brhp5$1@ID-27442.news.dfncis.de>
Source record: 27881

Smeg wrote:

>
> So THATS the problem with the Mega STE then....?

That's one of the problems with the STE's internal adapter, besides not
providing parity and initiator identification.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2250. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 07:41:03 UTC
From: Frederic Pecourt <fpecourt@ifrance.com.invalid>
Message-ID: <3EAF7E0F.7BA67FBA@ifrance.com.invalid>
Source record: 27882

Hi!

Smeg wrote:
>
> Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message
> news:b8l6hh$aq43r$1@ID-27442.news.dfncis.de...
> > Dave Glish wrote:
> >
> > > I remember having troubles with a Quantum drive in the past when using
> > > an original ICD Link adapter. It needed parity disabled and I had to
> > > go to the Quantum site. I found a utility there that allowed me to
> > > switch off the parity (but had to do it on my IBM system and then
> > > install it in the Atari). If you have a smaller SCSI drive try that
> > > and see if it works with the adapter. It's possible that the Micro
> > > adapter won't work with that size drive.
> >
> > In order to access more than the first GB of a drive you need other SCSI
> > read/write commands than those that can be used for the first GB. ICD
> > compatible adapters support both, so it is very unlikely that the size
> > of the drive matters. In any case you would still be able to access the
> > first GB. If you cannot do even that something else is wrong, which is
> > not related to the drive's capacity.
> >
>
> So THATS the problem with the Mega STE then....?

I guess yes, Atari did not do a better job than the others!

2251. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 09:18:49 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b8o4dp$c4eq4$1@ID-27442.news.dfncis.de>
Source record: 27883

Frederic Pecourt wrote:

>>So THATS the problem with the Mega STE then....?
>
>
> I guess yes, Atari did not do a better job than the others!

Who are the others? :) Remember that the ST/STE do not have a SCSI bus
but only Atari's proprietary ACSI bus. As ACSI is not the same as SCSI
one cannot expect the same features you get with SCSI. Fortunately some
of the missing features can be implemented by third-party host adapters.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2252. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 09:41:55 UTC
From: Frederic Pecourt <fpecourt@ifrance.com.invalid>
Message-ID: <3EAF9A63.EC72C0D3@ifrance.com.invalid>
Source record: 27884

Uwe Seimet wrote:
>
> Frederic Pecourt wrote:
>
> >>So THATS the problem with the Mega STE then....?
> >
> >
> > I guess yes, Atari did not do a better job than the others!
>
> Who are the others? :) Remember that the ST/STE do not have a SCSI bus
> but only Atari's proprietary ACSI bus. As ACSI is not the same as SCSI
> one cannot expect the same features you get with SCSI. Fortunately some
> of the missing features can be implemented by third-party host adapters.

The others are exactly the third-party ACSI-to-SCSI host adapters like
the ICD that you mention to work well with the extended set of commands.
And when they designed their own ACSI-SCSI interface for the Mega STE,
Atari had full specifications in hand but did not do a better or at
least equal job to the others. To their discharge and back to this time,
even a 500MB capacity was paradise.

If I remember correct, the main reason why Atari went for its
proprietary ACSI and not SCSI interface is simply that SCSI was not
fully standardized at the time of the first ST design (1983-1984).
Altough one could think at first that the temptation to go for their own
interface/standard was big, because it generates sales of dedicated
hardware in the short term. Who knows?

I still wonder what's the main difference between these ICD and the
Atari adapter, since at first sight I only saw some small signal/logic
adaptation, which has nothing to do with command redirection.

Fred

2253. [ES News] New look of our site

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 10:10:52 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3eafb05a15523b8@europe-shareware.org>
Source record: 27885

Hi all,

Our site has now a new look. Enjoy.

Best regards,
P. Ricard
--
Europe Shareware http://europe-shareware.org

2254. [PR] Conference on software patents

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 10:14:26 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3eafb05a15523b9@europe-shareware.org>
Source record: 27886
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

CONFERENCE ON SOFTWARE PATENTS

<http://www.europe-shareware.org/pages/communiques/
030428_conf_parlement.us.pdf>

Europe Shareware invites shareware authors and companies to take part next
May 7th & 8th in the parliamentary debates on software patents.

Mï¿œreau, 28/04/2003. During the current parliamentary work on the
COM(2002)92 directive concerning software patents, two conferences will
take place in May in Brussels.

On May 7th, a conference organized by Eurolinux, in which Europe
Shareware is an active member, will be held at the Dorint Hotel in
Brussels with many workshops including Members of the European Parliament
(MEP), experts and CEOs. Special guests include Professor Lawrence Lessig
from Stanford University, Professor Brian Kahin from Michigan University,
Richard Stallman and the Eurolinux experts in computer science, economy
and law.

On May 8th, the MEPs will organize a hearing for software SMEs in the
European Parliament. On the suggestion of Europe Shareware, Hï¿œkon Wium
Lie from Opera ASA and Thorsten Lemke from Lemke Software GmbH have been
invited to represent the shareware sector ; thus making shareware
companies one third of the panel.

We encourage shareware market players to contact us to register for these
events, so that the legislators take into account the impact of software
patentability on shareware in the final directive text.

Programme of the May 7th & 8th debates :
<http://swpat.ffii.org/events/2003/europarl/05/>

The directive text :
<http://www.europa.eu.int/comm/internal_market/en/indprop/com02-92en.pdf>

***

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Europe Shareware

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Website : www.europe-shareware.org

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Website : www.europe-shareware.org

--
Sylvain Perchaud
Tel: +33 (0) 674 758 551
http://www.europe-shareware.org

2255. Re: Drop in replacement Mech for SF314?

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 10:33:40 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3eafdfae3a4c5e0@europe-shareware.org>
Source record: 27888
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

in article <p07sav4is8lnivvtrkusl7ctes484ls2nc@4ax.com> (comp.sys.atari.st.tech),
Bob Retelle wrote on Tue 29-04-2003 02:30 (-0400):

(...)

> Actually the reason for the twist in the floppy drive cable goes back
> a lot farther than that.

(...)

Thank you for this very clear explanation, indeed.

Bye,
/Pascal/

2256. [UPD] May Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 11:59:44 UTC
From: Francois LE COAT <lecoat@lutece.net>
Message-ID: <3EAFBAB0.2010202@lutece.net>
Source record: 27887

Hi,

My software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka305.zip
That is the Complete Common Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny044.zip
Is the OpenGL Extension (requires previous package)

With this update, you will notice an important speedup
of 2D/3D drawings. This is peculiarly special with
ATARI emulators. As Olivier LANDEMARRE made me a
remark that allowed the speed improvement, I must
thanks him sincerely.

I wish you big fun with all this new STuff !

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12
http://eureka.atari.org
mailto:lecoat@atari.org

2257. Re:printers

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 15:56:57 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0304301750060.350-100000@UNI_MANiac>
Source record: 27890

On 18 Apr 2003, Paul Hopkins wrote:

> Hi folks.
>
> On 16th April 2003,in response to my query concerning Atari-
> compatible printers, Galen wrote :-
>
> >The Brother 1240 laser printer is the only printer still on the market
> >that I am CERTAIN will work on an Atari. HP no longer sells PCL3
> >printers, and Epson no longer sells ESC/P2 printers. Someone posted a
> >year or so back that they were able to print from the Stylus C series,
> >but I do not remember the details.
>
>
> Oh dear ! Not a good situation. Thank you for your reply Galen.Much
> appreciated.
>

My 12 year old HP500 needed to be replaced, so I bought a new HP3820 printer. It does work on my Atari Falcon, using a HP850 NVDI printerdriver and with Ghostscript I can print things using the "hpdjcolor" device. 300 dpi color or 600 dpi B/W maximal I think. But it is not without problems. Once in a while the printer goes crazy, and starts spitting out pages with one or two strange characters on each page. Enough to spoil lots of clean white paper :-(

But it's better than having no prin ter at all, and it will also work on newer computers with USB interfaces.

Martin Tarenskeen

2258. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 16:04:33 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <b8os35$c76a0$1@ID-112582.news.dfncis.de>
Source record: 27889

Dave Glish schrieb:

I found a utility there that allowed me to
> switch off the parity (but had to do it on my IBM system and then
> install it in the Atari).

do you remember the name of this tool? I had a look on quantum's
website, but could only get informations about their latest hdd models.

Now I have organized a IBM DPES-31080 one Gig. Any known problems to
that piece of hardware?

I will test it on the weekend.

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

2259. Re: [ES News] New look of our site

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 22:30:20 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0304301430.dd4df60@posting.google.com>
Source record: 27891

"Pascal Ricard" <nospam@mydomain.thanx.invalid> wrote in message
news:<3eafb05a15523b8@europe-shareware.org>...
> Hi all,
>
> Our site has now a new look. Enjoy.
>
Hi Pascal,

I'm glad to see that Europe-Shareware still exists. Your new page,
however, links to the French version of the Atari page. Does the
English version still exist?

Galen

2260. Alternate OS' for ST?

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 22:43:56 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vb0kddkta1s262@corp.supernews.com>
Source record: 27892
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am new to the ST and would like to know where I can get and try out some alternate OS' Like MagiC, MiNT etc. I have a 4MB STE with TOS 1.62.

Thanks
Tim

2261. Re: [ES News] New look of our site

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 23:18:54 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3eb069d8a63b970@europe-shareware.org>
Source record: 27894

Hello,

in article <926a9946.0304301430.dd4df60@posting.google.com> (comp.sys.atari.st),
Galen wrote on Wed 30-04-2003 15:30 (-0700):

> I'm glad to see that Europe-Shareware still exists. Your new page,

Sure, it does :-)

> however, links to the French version of the Atari page. Does the

Should not. Did you bookmark index.html (the default page) or some other
page?

> English version still exist?

The default page gives you the choice between English, French and
Spanish.
(btw, there is some pb on the host and the page may timeout)

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

2262. Re: Looking for an ATARI MEGA STE

Newsgroup: comp.sys.atari.st
Date: 2003-04-30 23:32:37 UTC
From: jackitup <mainline@vein.com>
Message-ID: <b8pmnm$6gd$1@news8.svr.pol.co.uk>
Source record: 27893

"Donald and Cheryl" <dandc@merr.com> wrote in message
news:ZZHra.1362$IU2.1789258@kent.svc.tds.net...
Looking for an ATARI MEGA STE.

If anyone has one they would like to sell at a reasonable price let me know
ok?

Thanks!

Donald

dandc@merr.com

What part of this lill ole globe ya cummin from then boy???

2263. Re: [ES News] New look of our site

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 01:35:07 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAD5C87D.2ED29%nameerf@flash.net>
Source record: 27895

>> English version still exist?
>
> The default page gives you the choice between English, French and
> Spanish.

I tried your page and had this problem, as well. While the default page shows the various languages, once you get into the actual software listings, all the descriptions are in French.

Also, I noticed that the old ESNA page URL I had bookmarked from months ago still works. Is ESNA still available for those of us in the U.S./Canada? I saw no link to it or anything from your new page (unless that's what the English page is supposed to be, although the listings are in French, and prices are in Euros).

Mike Freeman
nameerf@flash.net

2264. [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 03:26:58 UTC
From: atari-man <flash@yahoo.com>
Message-ID: <6u0sa.418892$OV.423865@rwcrnsc54>
Source record: 27896

Right now I am just seeing if anyone is interested in a trade of my stock Falcon030 (4MB RAM and 85MB HD) for a mega STE. Now, the CATCH is that I would like to trade for a Mega STE with some kind of VGA adaptor. I am short on space, and I don't want to have to deal with atari color and monochrome monitors. I would like to just use a standard VGA monitor of which i have several.

Thanks in advance

Tony

2265. ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 05:26:29 UTC
From: jon <jonmnospam@pclv.com>
Message-ID: <Qd2sa.2478$Si1.1894@fed1read02>
Source record: 27897

I now have Tom Harkers ear over at ICD. I have inquired about obtaining the rights/property to the Atari ICD line, including the software. My problem is, he is open to a "serious" offer and I have no idea where to start. This is where you guys come in. I need input as to how much to offer Tom for his property. I guess I/we need to figure out how much he thinks it's worth compared to what I/we think it's worth and offer from there.

I have no idea what it is worth in that Atari is now a defunct computer division.

Thanks for all your input.

2266. Re: The Link 1 SCSI adaptor problems

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 05:53:15 UTC
From: Larry@unicode.com
Message-ID: <4bdbad34.0304302153.1fb9cc05@posting.google.com>
Source record: 27898
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Tim" <tjlazer@mail.com> wrote in message news:<vak98calfle6b@corp.supernews.com>...

Tim

One of the issues with the ICD Link 1 was not knowing if it had enough
power. That is why the Link 2 has an LED to indicate that it has
power. I am using a Link 1 with a Mega2, a SyQuest EzFlyer 135, and a
5 bay SCSI chassis. Hooked up as: Mega2 ACSI -> Link -> EzFlyer 135
-> 5 slot chassis -> terminator. This has been working quite well.
However, in various configurations I have had the same problem you are
reporting, and I have had it with an ICD AdSCSI Plus as well, even
though that adapter requires a power supply. The terminator on the
EzFlyer 135 is critical! The 135 does NOT have a built in terminator
so an external one is required. Often, the lack of a terminator is
just as bad as a failed SCSI device, bad cable, or bad controller!

Larry

> I got the Link 1 from a 1040STE bundle off eBay and it seems the adaptor is
> bad. When I hook it up to a SyQuest EZ135 and run the ICS AdSCSI tools on
> bootup 9/10 times it will say no Host Adaptor. I have been able to get the
> unit to work a few times (actually booted off the EZ135 disk) but it
> definetely seems it is bad. Has anyone else seen a problem like this with
> these?
>
> I also tested the DMA cable pin for pin and it seems to be ok, so I doublt
> it is the cable.
>
> I guess I will have to go ahead and buy the Link 2 after all.
>
> Thanks
> Tim

2267. Falcon hard disk: the abnormal :-)

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 05:53:54 UTC
From: Davide Guida <davide.guida@inwind.it>
Message-ID: <1510be5479f69a5bd1516b08ee654ab6.10420@mygate.mailgate.org>
Source record: 27899

Hi everybody

My Falcon 1.44Mb floppy disk works, so I don't need to replace it, but my system has a strange behaviour:

- I've phisically disconnected the hard drive. I've two icons on desktop: A, B. The floppy works, read, writes and formats floppies at full capacity. Both icons works, I also loaded programs thru PC disks. The system is useable but I've not hard disk, of course, since it's disconnected ^,^.

- I've connected the hard drive (the Conner CP2046 80Mb disk) again. The drive spins up during boot sequence. After ROM TOS is started, also I've just two icons on desktop: A, B. The floppy gives an error when I tried to read or format. I've got a Language disk, but I cannot boot it since the floppy drive is not useable when the hard drive is connected and I cannot load the Hard disk driver.

Where can the problem be located?

Thanks in advance

---
davide.guida@inwind.it

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

2268. Re: Joystick port compatability

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 06:50:14 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vb1gtaf3oth746@corp.supernews.com>
Source record: 27900

Good question, whats the deal on STE joystick ports? Are they for extra players or for 1 and 2 players? what kind of joy do they take?

Tim

"Adam Klobukowski" <atari@gabo.pl> wrote in message news:slrnbaq1ac.5vs.atari@core.preferuje.luzik.pl...
> W artykule <b8ila6$9p$1@pegasus.csx.cam.ac.uk> Stephen Moss napisa(a):
> > I am constructing a Joystick adaptor and as wondering if the Joystick
> > connection on the ST is pin compatable with those on the VCS and 8 bit
> > computers (400/800XL).
>
> Yes it is. Even extended STE joystick are compatibile, just other pins are
> used.
>
> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

2269. Re: The Link 1 SCSI adaptor problems

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 07:01:22 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vb1hi6t69eiu31@corp.supernews.com>
Source record: 27901
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks for the reply. Well I do have this terminator on the EZ135. It has
a green led on it so I think it works. Does it matter on which connector I
put the link on? I tried either one and it does the same thing. Nothing.
If I mess with the link enough it will eventually work but then stop a
minute later. Must be the link that is bad!

Tim

"Larry T." <Larry@unicode.com> wrote in message
news:4bdbad34.0304302153.1fb9cc05@posting.google.com...
> "Tim" <tjlazer@mail.com> wrote in message
news:<vak98calfle6b@corp.supernews.com>...
>
> Tim
>
> One of the issues with the ICD Link 1 was not knowing if it had enough
> power. That is why the Link 2 has an LED to indicate that it has
> power. I am using a Link 1 with a Mega2, a SyQuest EzFlyer 135, and a
> 5 bay SCSI chassis. Hooked up as: Mega2 ACSI -> Link -> EzFlyer 135
> -> 5 slot chassis -> terminator. This has been working quite well.
> However, in various configurations I have had the same problem you are
> reporting, and I have had it with an ICD AdSCSI Plus as well, even
> though that adapter requires a power supply. The terminator on the
> EzFlyer 135 is critical! The 135 does NOT have a built in terminator
> so an external one is required. Often, the lack of a terminator is
> just as bad as a failed SCSI device, bad cable, or bad controller!
>
> Larry
>
> > I got the Link 1 from a 1040STE bundle off eBay and it seems the adaptor
is
> > bad. When I hook it up to a SyQuest EZ135 and run the ICS AdSCSI tools
on
> > bootup 9/10 times it will say no Host Adaptor. I have been able to get
the
> > unit to work a few times (actually booted off the EZ135 disk) but it
> > definetely seems it is bad. Has anyone else seen a problem like this
with
> > these?
> >
> > I also tested the DMA cable pin for pin and it seems to be ok, so I
doublt
> > it is the cable.
> >

> > I guess I will have to go ahead and buy the Link 2 after all.
> >
> > Thanks
> > Tim

2270. Re: Joystick port compatability

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 08:15:12 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <b8ql0i$62s$1@pegasus.csx.cam.ac.uk>
Source record: 27902

"Tim" <tjlazer@mail.com> wrote in message
news:vb1gtaf3oth746@corp.supernews.com...
> Good question, whats the deal on STE joystick ports? Are they for
extra
> players or for 1 and 2 players? what kind of joy do they take?
>
> Tim
>

They accecpt Paddles (although I've never been entirly sure what they are) and Light Guns (for shooting games) both of which are probably hard to find although Trade in Post may still have some Light Guns. They also accecpt the Jaguars Jagpad controller although not many games were written to take advantage of these enhanced ports, two of the input pins are for analog X and Y inputs which I think are used by the paddles. Most two player games will use the standard 9 pin input ports (under the keypad), because as mentioned before little software was written to make use of the enhanced ports.

A FAQ about the enhanced ports is located at http://www.gamesx.com/controldata/ejp_faq.htm IIRC it does provide information on how to construct a 4 player adaptor that uses both of these ports for one specific game but I can't remember which game, it also list some games that can use these ports although it is not a complete list as Crown of Creation for the Falcon is not listed. I found that some of the information was not always clear but it provided a useful starting point for infomation when I wanted to build my Joystick adaptor.
Using both ports together its theoretically possible to read the X/Y/Z output of an Analog PC joystick and have "force feedback" as some of the pins can be used as output (eg as used to strobe the Jagpad) although I don't know if enough power could be sinked/sourced from them to do this, I have not explored this on my adaptor as my main goal was to may it Jagpad compatable.

Does anyone have paddles and know what the circuit for them is or the output type (fixed voltage for charging a capacitor or variable voltage) as it is depends on the type of A to D converter the Falcon uses it will also enable me to know if I can use the analog outputs from my Joystick

Stephen Moss

2271. Re: Falcon hard disk: the abnormal :-)

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 08:41:56 UTC
From: <>
Message-ID: <1051780472-635403AEicMi@ntlworld.com>
Source record: 27903

From: "Davide Guida" <davide.guida@inwind.it>
Date: Thu, 1 May 2003 05:53:54 +0000 (UTC)

>Where can the problem be located?

Seems to me that it's the hard drive!

All you can do is make sure that the ribbon cable is properly seated. If it's
still not working you'd have to think about replacing the drive.

There's enough space to fit a 3.5 inch drive above the shielding if you can
get an adaptor if that helps.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2272. Re: [ES News] New look of our site

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 09:41:16 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3eb104e21644400@europe-shareware.org>
Source record: 27906

Hello,

in article <BAD5C87D.2ED29%nameerf@flash.net> (comp.sys.atari.st),
Michael and Nicole Freeman wrote on Thu 01-05-2003 01:35 (GMT):

> I tried your page and had this problem, as well. While the default page
> shows the various languages, once you get into the actual software listings,
> all the descriptions are in French.

Ah, I'm afraid you're right: the catalog is not ready for the new design.

> Also, I noticed that the old ESNA page URL I had bookmarked from months ago
> still works. Is ESNA still available for those of us in the U.S./Canada? I

Yes, it is.

> saw no link to it or anything from your new page (unless that's what the
> English page is supposed to be, although the listings are in French, and
> prices are in Euros).

Yes, the English page is the ESNA one. You can still use the "old"
pages, we will not remove them before the new catalog is online. Sorry
for the trouble.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

2273. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 10:08:10 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3eb0f0ef$0$30142$626a54ce@news.free.fr>
Source record: 27904

> Right now I am just seeing if anyone is interested in a trade of my stock
> Falcon030 (4MB RAM and 85MB HD) for a mega STE. Now, the CATCH is that I
> would like to trade for a Mega STE with some kind of VGA adaptor. I am
> short on space, and I don't want to have to deal with atari color and
> monochrome monitors. I would like to just use a standard VGA monitor of
> which i have several.

Just for your information, you should know that there are a lot of MegaSTE machines available of the market, so you better have to get a good one. What you need is one with the following features:
- Tos 2.06 (a lot of MSTE have the buggy and not practical 2.05)
- Built in SCSI card (not the infamous "MegaSTE Open" model) and hdd (can be replaced later by a 1GB drive without problem)
- 1.44 Floppy Drive (a lot of MSTE have only 720k drive, the transformation is not trivial)
If you can get one with a FPU installed, it's even better ;)

Now, for the graphic card, it just have to be any VME card that could fit a TT or MSTE. Just avoid the "SuperNOVA", because it cannot work on the MSTE. I have a Spektrum now and it works fine, I'm working in 800x608 256 colors on a VGA monitor and that's just cool.

Dbug

2274. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 10:22:00 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <xJ6sa.627$hi5.334@news.inreach.com>
Source record: 27905

It would be a limited market, I don't think you'd make a full time living off it, but I'm sure some $$ would flow if slowly. I know I'd like to get my hands on an ICD host now that I've got my TT back up and running.

It would depend on how deep he thinks your pockets are.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com
Freelance Writters Shop
http://www.freelancewrittersshop.netfirms.com

"jon" <jonmnospam@pclv.com> wrote in message
news:Qd2sa.2478$Si1.1894@fed1read02...
> I now have Tom Harkers ear over at ICD. I have inquired about obtaining the
> rights/property to the Atari ICD line, including the software. My problem
> is, he is open to a "serious" offer and I have no idea where to start.
> This is where you guys come in. I need input as to how much to offer Tom
> for his property. I guess I/we need to figure out how much he thinks it's
> worth compared to what I/we think it's worth and offer from there.
>
> I have no idea what it is worth in that Atari is now a defunct computer
> division.
>
> Thanks for all your input.
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.474 / Virus Database: 272 - Release Date: 4/18/03

2275. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 10:52:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305010349150.11581-100000@shell1.aracnet.com>
Source record: 27907
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.
---------- Forwarded message ----------
This FREE Atari list has been and will continue to be updated. I've added and given away items already.This is aimed mainly at Atarians in Portland, Oregon USA. Gone are Hard Drives including both Atari MegaFiles as well as the Indus GT and both Atari 1050 Drives.The Atari 810 Drives still remain.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money! So, are you Interested? E-Mail Atari@aracnet.com and call Ben at (503)256-9974.

==Text Below has been updated last on 04/11/2003 5:00 A.M. PST==

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer!

Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives,
as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2276. ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 10:56:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305010352520.11581-100000@shell1.aracnet.com>
Source record: 27908
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering A 20% off Discount on Games/SoftWare & References/
Books for Classic Atari 8 Bit and Atari ST Computer Lines! And if your a
Regular/Preferred Customer, add another 10%! Thats a whopping 30% off just
for my Repeat/Preferred Atari Customers! So Whether your spending American
Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We
Ship anywhere the Law allows! And If your in the U.S., take advantage of
the cheaper Postage for Media Mail Rate. Get Catalogs while inventory
Lasts at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Got
Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
http://www.aracnet.com/~atari/specials.htm Current Atari Specials!

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2277. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 12:21:11 UTC
From: Tom <noname@nospam.com>
Message-ID: <b8r3fn$s2s@dispatch.concentric.net>
Source record: 27909

Hello Tony:

I have a stock Mega-STE stored in excellent condition that could be traded.
I'm located in Michigan. I don't have a VGA adapter for it, but know of a
fellow in England that makes a $20 dongle for the monitor port that allows
use of a VGA monitor.

Tom

"atari-man" <flash@yahoo.com> wrote in message
news:6u0sa.418892$OV.423865@rwcrnsc54...
> Right now I am just seeing if anyone is interested in a trade of my stock
> Falcon030 (4MB RAM and 85MB HD) for a mega STE. Now, the CATCH is that I
> would like to trade for a Mega STE with some kind of VGA adaptor. I am
> short on space, and I don't want to have to deal with atari color and
> monochrome monitors. I would like to just use a standard VGA monitor of
> which i have several.
>
>
> Thanks in advance
>
> Tony
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.463 / Virus Database: 262 - Release Date: 03/17/2003

2278. Re: [OT] Calamus WinPack on Linux/wine almost OK

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 13:26:21 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <2tj7o-d2k1.ln1@sd.swampdog>
Source record: 27911

Jim DeClercq wrote:

> Shirley you jest. The full version of Calamus is about $3,000.00.

Oh. No free downloads of that for a while yet then. :-)

> I think it is worth every penny of that, but then I use it a lot, and
> have had it for a long time, buying a bit more every year.

Cor - just like Windows XP(*), 'cept M$ omitted the 1st and 3rd parts!

> Jim
>
> Guy Harrison <swamp-DEL-dog@ntlworld.com> writes:
>
> : ferran wrote:
>
> : > Guy Harrison <swamp-DEL-dog@ntlworld.com> wrote in message
> : > news:<7r0tn-ds7.ln1@sd.swampdog>...
> : >
> : >> > goes for Lite version and STemulator too.
> : >> > A bit off topic but ST programs anyway.
> : >>
> : >> Still can't see it. What's the subject?
> : >
> : > Calamus is a TOS program (for mounting pages) it has a win version
> : > (with embeeded emulator)
> : > Linux is an OS
> : > wine (Wine Is Not an Emulator) is a Linux application for running
> : > .EXE files (windoze) without any M$ OS.
> : >
> : > Probably somebody is interested in putting the 3 things toghether.
> : >
> : > Sorry for the bother.
>
> : No trouble. What I meant was I never saw your posting to
> : comp.emulators.ms-windows.wine. Is Calamus freely downloadable now?
> : I always wanted to see it (I have Wine).

(*) allegedly [phew]

--
Guy Harrison

2279. Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 14:33:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305010636000.14513-100000@shell1.aracnet.com>
Source record: 27913
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

For a long time, I've been under attack in this NewsGroup. The Few, or maybe the one attacking believes he is hurting me. He believes comparing me to pedophiles, gays and what else actually hurts me. He thinks he offends me while driving away my Business. He couldn't be more wrong!!! Besides amusing me with his homophobic humor, he draws more attention to my Atari Business! I couldn't get better/more advertising even if I paid for it. Atari users are smart, not sheep. They see all the posts and check it out on their own. They see the posts and do their own research! They find my WebSite then read and research for themselves, making their own decisions. Ignoring the dribble posted by Him. Those that participate in the NewsGroups are a small percentage of those who actually read it. Many are looking for Atari Sales, Service and Support and find it thanks to all the attention drawn to my Business. If you really want to hurt me, ignore my posts and dont reply. Otherwise, your Dumber than I thought! Dont try to draw me into an argument. It takes Two and I'm Ignoring You!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2280. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 14:48:48 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.01.14.48.48.425822@removenoaspam.atari-source.com>
Source record: 27912

On Wed, 30 Apr 2003 22:26:29 -0700, jon wrote:

> I now have Tom Harkers ear over at ICD. I have inquired about obtaining the
> rights/property to the Atari ICD line, including the software. My problem
> is, he is open to a "serious" offer and I have no idea where to start.
> This is where you guys come in. I need input as to how much to offer Tom
> for his property. I guess I/we need to figure out how much he thinks it's
> worth compared to what I/we think it's worth and offer from there.
>
> I have no idea what it is worth in that Atari is now a defunct computer
> division.
>
> Thanks for all your input.

I would probably offer $5000 USD to start. We could probably hold a joint
payment thing and then you can own a share of ICD Atari stuff ;-)

Basically it could be a donation thing where Atarians get together to make
ICD stuff free (except for cost of hardware production, etc).

Thanks
Mark

Just my $.02

2281. Re: Printers - help

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 14:52:38 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3eb11896.0@entanet>
Source record: 27910

While trying out the various printer drivers with NVDI I seem to have
broken NVDI

When I started the machine this morning and tried to print from Artworx
it said it couldn't find the GDOS driver. So I tried Texel, Everest, Luna
and Papyrus. Only Papyrus would print.

I've checked the Assign.sys and the the canon.sys file all without any success.
It won't even print to an IMG file.

NVDI doesn't report any problems at boot-up. Any ideas ?

Regards,

Peter

2282. Re: Alternate OS' for ST?

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 15:05:55 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.01.15.05.55.848087@removenoaspam.atari-source.com>
Source record: 27914
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Wed, 30 Apr 2003 15:43:56 -0700, Tim wrote:

> I am new to the ST and would like to know where I can get and try out some
> alternate OS' Like MagiC, MiNT etc. I have a 4MB STE with TOS 1.62.
>
> Thanks
> Tim

Tim,

To be quite honest MiNT is (in my humble opinion) quite useless on a 4 meg machine. It's something that requires a bit more horsepower as well. Even on my 16 MHz STe I found it to be slow. I found instead that MagiC was the perfect balance of speed, features and ram consumption. MiNT is more stable than MagiC (some people will bitch, argue, whine and otherwise be dicks about that statement, but it's truth). But MagiC is really cool as an OS and will make your Atari feel faster (much faster vdi and disk access), and the desktop is faster too. You can get MagiC from http://www.europe-shareware.com (or .org, can't remember). It comes with amanual but the manual might be german only - again I can't remember. The manual is unimportant. It's a simple install.

Hope this helps,
Thanks,
Mark

2283. Re: Looking for an ATARI MEGA STE

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 15:08:19 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.01.15.08.17.762158@removenoaspam.atari-source.com>
Source record: 27915

On Wed, 30 Apr 2003 04:07:21 +0000, Donald and Cheryl wrote:

> Looking for an ATARI MEGA STE.
>
> If anyone has one they would like to sell at a reasonable price let me know ok?
> Thanks
>
> Donald
>
>
>
> dandc@merr.com
>

Donald,

I have a mega ste I could probably sell - but maybe someone else might be
giving me a Falcon for it ;-) Email me if you're interested - it's in a
tower case, tos 2.05, 720k floppy, ICD Link (Clear edition), 2xx meg hdd,
4 megs ram, zip drive, etc.

Thanks
Mark
http://atari-source.com

2284. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 15:11:51 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.01.15.11.51.34687@removenoaspam.atari-source.com>
Source record: 27916

On Thu, 01 May 2003 03:26:58 +0000, atari-man wrote:

> Right now I am just seeing if anyone is interested in a trade of my stock
> Falcon030 (4MB RAM and 85MB HD) for a mega STE. Now, the CATCH is that I
> would like to trade for a Mega STE with some kind of VGA adaptor. I am
> short on space, and I don't want to have to deal with atari color and
> monochrome monitors. I would like to just use a standard VGA monitor of
> which i have several.
>
>
> Thanks in advance
>
> Tony

Hello,

I tried to email but yahoo rejected.

Here is my post:

Hello,

I'd love to get my hands on a Falcon.ï¿½ I have a stock of Atari stuff.
Unfortunately while I have _3_ Mega STe motherboards I have no official
Mega STe cases.ï¿½ I have several keyboards, etc, mice.ï¿½

This is what I can give you.ï¿½ My Mega STe that I have custom mounted in
a sun photoprocessor tower case.ï¿½ This machine will include an AlberTT
VGA video card with adapter for 15 pin VGA.ï¿½ This card does 1024x768x16
colors.ï¿½ It's alright but fairly slow.

Also included is the adapter that I installed directly to the
motherboard a long long time ago.ï¿½ I have a VGA adapter that consists of
a VGA plug and wire soldered directly to the motherboard.ï¿½ This allows
the use of mono video mode but it isn't wired for color (medium and low
res), and rightfully so as most vga monitors can't support the rates
provided by st low and medium.ï¿½

Also included is the ICD Link 2 special edition currently going for over
$100 on eBay US right now.ï¿½ It comes with a several hundred meg hard
drive (540 meg I believe?) that has MagiC and some other stuff installed
on it.

The machine has 4 megs of RAM, which is the max without a Magnum card,
and it has TOS 2.05 with the 720 K floppy.ï¿½ I've tried to install an
AJAX chip to get 1.44 meg but the chip was bad.ï¿½ï¿½ I believe there's also
a zip drive I would probably toss in with it.

This is all installed in a huge tower case.ï¿½ I'm talking castor wheels.
If you wanted I could try to remount everything into a smaller case.ï¿½ I
could also make a mono/color switch and mount up two separate cables for
color and mono through vga.

Honestly, you might find someone who has a better mega ste to trade with
a better vme video card, and tos 2.06 with 1.44 meg fdd but this is what
I have to offer.ï¿½ Let me know ;-)ï¿½ I already have a Falcon so I won't be
heartbroken if I don't get it.
--
Mark Duckworth <mduckworth@racingcrappychannel.com>

If you want to mail me, remove "crappy" from the address.

2285. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 15:13:02 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.01.15.13.01.581623@removenoaspam.atari-source.com>
Source record: 27917
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 01 May 2003 07:33:19 -0700, Bravo Sierra Computers wrote:

> For a long time, I've been under attack in this NewsGroup. The Few, or
> maybe the one attacking believes he is hurting me. He believes comparing
> me to pedophiles, gays and what else actually hurts me. He thinks he
> offends me while driving away my Business. He couldn't be more wrong!!!
> Besides amusing me with his homophobic humor, he draws more attention
> to my Atari Business! I couldn't get better/more advertising even if I
> paid for it. Atari users are smart, not sheep. They see all the posts and
> check it out on their own. They see the posts and do their own research!
> They find my WebSite then read and research for themselves, making their
> own decisions. Ignoring the dribble posted by Him. Those that participate
> in the NewsGroups are a small percentage of those who actually read it.
> Many are looking for Atari Sales, Service and Support and find it thanks
> to all the attention drawn to my Business. If you really want to hurt me,
> ignore my posts and dont reply. Otherwise, your Dumber than I thought!
> Dont try to draw me into an argument. It takes Two and I'm Ignoring You!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

/me rolls off his chair falling on the floor laughing.

You guys are all fools to think Ben has some sort of mental disability.

Mark

2286. Re: Alternate OS' for ST?

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 15:31:10 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3eb1507851516b0@europe-shareware.org>
Source record: 27921
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

in article <pan.2003.05.01.15.05.55.848087@removenoaspam.atari-source.com>
(comp.sys.atari.st),
Mark D wrote on Thu 01-05-2003 11:05 (-0400):

> (...) You can get MagiC from
> http://www.europe-shareware.com (or .org, can't remember). It comes with

Both are available.

> amanual but the manual might be german only - again I can't remember. The
> manual is unimportant. It's a simple install.

The manual (of MagiC) is in French if you buy through Europe Shareware.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

2287. Re: The Link 1 SCSI adaptor problems

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 15:40:36 UTC
From: Larry@unicode.com
Message-ID: <4bdbad34.0305010740.70fa5ac5@posting.google.com>
Source record: 27918
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Tim" <tjlazer@mail.com> wrote in message news:<vb1hi6t69eiu31@corp.supernews.com>...
> Thanks for the reply. Well I do have this terminator on the EZ135. It has
> a green led on it so I think it works. Does it matter on which connector I
> put the link on? I tried either one and it does the same thing. Nothing.
> If I mess with the link enough it will eventually work but then stop a
> minute later. Must be the link that is bad!
>
> Tim

Tim

Is the light on the terminator or the front of the EZ135 drive? If
it's on the drive it has no relevance to the terminator/Link.

Since 'messing' with the Link seems to make a difference, you may have
some cold solder joints on one of the connectors in the Link. You
could try to pry open the clam shell of the unit and check the
condition of the solder between the PCB and the pins of the
connectors. If anything looks cracked or broken use a low power
(20-30w) soldering iron to fix the joint.

Larry

>
> "Larry T." <Larry@unicode.com> wrote in message
> news:4bdbad34.0304302153.1fb9cc05@posting.google.com...
> > "Tim" <tjlazer@mail.com> wrote in message
> news:<vak98calfle6b@corp.supernews.com>...
> >
> > Tim
> >
> > One of the issues with the ICD Link 1 was not knowing if it had enough
> > power. That is why the Link 2 has an LED to indicate that it has
> > power. I am using a Link 1 with a Mega2, a SyQuest EzFlyer 135, and a
> > 5 bay SCSI chassis. Hooked up as: Mega2 ACSI -> Link -> EzFlyer 135
> > -> 5 slot chassis -> terminator. This has been working quite well.
> > However, in various configurations I have had the same problem you are
> > reporting, and I have had it with an ICD AdSCSI Plus as well, even
> > though that adapter requires a power supply. The terminator on the
> > EzFlyer 135 is critical! The 135 does NOT have a built in terminator
> > so an external one is required. Often, the lack of a terminator is
> > just as bad as a failed SCSI device, bad cable, or bad controller!
> >
> > Larry
> >

> > > I got the Link 1 from a 1040STE bundle off eBay and it seems the adaptor
> is
> > > bad. When I hook it up to a SyQuest EZ135 and run the ICS AdSCSI tools
> on
> > > bootup 9/10 times it will say no Host Adaptor. I have been able to get
> the
> > > unit to work a few times (actually booted off the EZ135 disk) but it
> > > definetely seems it is bad. Has anyone else seen a problem like this
> with
> > > these?
> > >
> > > I also tested the DMA cable pin for pin and it seems to be ok, so I
> doublt
> > > it is the cable.
> > >
> > > I guess I will have to go ahead and buy the Link 2 after all.
> > >
> > > Thanks
> > > Tim

2288. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 15:45:06 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3eb14191$0$49110$e4fe514c@news.xs4all.nl>
Source record: 27919
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I am interested but you need to ship... :-)

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0305010349150.11581-100000@shell1.aracnet.com...
> I still have a lot of FREE Atari stuff left. Looking for someone to come
> pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974.
> I'm not interested in shipping this stuff, so come pick it up.
> ---------- Forwarded message ----------
> This FREE Atari list has been and will continue to be updated. I've added
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> Oregon USA. Gone are Hard Drives including both Atari MegaFiles as well as
> the Indus GT and both Atari 1050 Drives.The Atari 810 Drives still remain.
>
> I want someone to come and pick this all up! So Call first for appoinment!
> Then drive to Portland, Oregon USA and you too can stuff your Van, Truck
> or Volkswagon Beetle with my old Atari stuff. It needs to go and move into
> your home! I'm spring cleaning and making room for more Inventory. If you
> cant come get it, someone else will! DONT ASK me to ship any of this to
> you, I DONT HAVE time and it's too much work! You would have to Bribe me
> with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of
> stuff! Most of All, I'm not going to Ship any of this to other Countries,
> like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude,
> it's just that dealing with Shipping stuff I'm giving away for free is too
> much work for not enough money! So, are you Interested? E-Mail
> Atari@aracnet.com and call Ben at (503)256-9974.
>
> ==Text Below has been updated last on 04/11/2003 5:00 A.M. PST==
>
> I've got some stuff to get rid of. Time for Spring Cleaning. Commodore
> 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives
> and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari
> 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari
> Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts!
> 1030 MoDeM in the Box.
>
> I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA
> Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards
> for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic
> odds and ends as well as some Tools and accessories for Electronic Repair!
> Please don't expect details or description on electronics and/or tools as
> I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts,
> made to work with Navarone Cartridge interface as Scanner for MiGraph's
> OCR and Touch Up Software. As well as Straight FAX Software. Atari ST

> Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030
> as a Color Monitor, also used for Atari Falcon 030 Computers as well as a
> standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors,
> I will sell and Ship them within the United States! For Collectors like
> Atari Museums and Private Collectors!Only Serious Buyers need make offer!
> Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives,
> as-is as well as parts/incomplete SF354/SF314 Disk Drives.
>
>
> ==Thanx==
> ===Ben===
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

2289. Re: Looking for an ATARI MEGA STE

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 15:53:16 UTC
From: Larry@unicode.com
Message-ID: <4bdbad34.0305010753.54fc73ba@posting.google.com>
Source record: 27920

"Donald and Cheryl" <dandc@merr.com> wrote in message
news:<ZZHra.1362$IU2.1789258@kent.svc.tds.net>...
> Looking for an ATARI MEGA STE.
>
> If anyone has one they would like to sell at a reasonable price let me
> know ok?
>
>
> Thanks!
>
> Donald
> dandc@merr.com
>
> --

Donald

Try www.ebay.com! I recently bought an Atari ST Mega 2 w/color
monitor for $82 (plus another $25 for shipping from Canada to Los
Angeles). I have seen a number of Ataris for sale and often bid on
them. Just decide what you want, what you are willing to pay, and bid
on units that meet your needs till you finally win one. (I was
actually quit suprised to win the unit I did for the amount I paid,
but that is the beauty of eBay!)

Larry

2290. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 15:56:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305010845170.14513-100000@shell1.aracnet.com>
Source record: 27922
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 1 May 2003, Mark D wrote:

> On Thu, 01 May 2003 07:33:19 -0700, Bravo Sierra Computers wrote:
>
> > For a long time, I've been under attack in this NewsGroup. The Few, or
> > maybe the one attacking believes he is hurting me. He believes comparing
> > me to pedophiles, gays and what else actually hurts me. He thinks he
> > offends me while driving away my Business. He couldn't be more wrong!!!
> > Besides amusing me with his homophobic humor, he draws more attention
> > to my Atari Business! I couldn't get better/more advertising even if I
> > paid for it. Atari users are smart, not sheep. They see all the posts and
> > check it out on their own. They see the posts and do their own research!
> > They find my WebSite then read and research for themselves, making their
> > own decisions. Ignoring the dribble posted by Him. Those that participate
> > in the NewsGroups are a small percentage of those who actually read it.
> > Many are looking for Atari Sales, Service and Support and find it thanks
> > to all the attention drawn to my Business. If you really want to hurt me,
> > ignore my posts and dont reply. Otherwise, your Dumber than I thought!
> > Dont try to draw me into an argument. It takes Two and I'm Ignoring You!
>
> /me rolls off his chair falling on the floor laughing.
>
> You guys are all fools to think Ben has some sort of mental disability.
>
> Mark

Ben is LOL!

Actually I'm a Manic Depressive with my Moments of Genius, paid for with
hours of Depression. Old Chinese Proverb: Genius and Madness are like Twin
Brothers! Sometimes you mistake one for the other.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2291. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 16:03:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305010858370.14513-100000@shell1.aracnet.com>
Source record: 27923
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I'm sorry, if I was to bother with Shipping, and even worse, "Customs"! I would have to be selling. Too much work, not enough money. Defeating the purpose of "FREE"!

==Sorry==
==Thanx==
===Ben===

On Thu, 1 May 2003, TXG wrote:

> I am interested but you need to ship... :-)
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0305010349150.11581-100000@shell1.aracnet.com...
> > I still have a lot of FREE Atari stuff left. Looking for someone to come
> > pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974.
> > I'm not interested in shipping this stuff, so come pick it up.
> > ---------- Forwarded message ----------
> > This FREE Atari list has been and will continue to be updated. I've added
> > and given away items already.This is aimed mainly at Atarians in Portland,
> > Oregon USA. Gone are Hard Drives including both Atari MegaFiles as well as
> > the Indus GT and both Atari 1050 Drives.The Atari 810 Drives still remain.
> >
> > I want someone to come and pick this all up! So Call first for appoinment!
> > Then drive to Portland, Oregon USA and you too can stuff your Van, Truck
> > or Volkswagon Beetle with my old Atari stuff. It needs to go and move into
> > your home! I'm spring cleaning and making room for more Inventory. If you
> > cant come get it, someone else will! DONT ASK me to ship any of this to
> > you, I DONT HAVE time and it's too much work! You would have to Bribe me
> > with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of
> > stuff! Most of All, I'm not going to Ship any of this to other Countries,
> > like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude,
> > it's just that dealing with Shipping stuff I'm giving away for free is too
> > much work for not enough money! So, are you Interested? E-Mail
> > Atari@aracnet.com and call Ben at (503)256-9974.
> >
> > ==Text Below has been updated last on 04/11/2003 5:00 A.M. PST==
> >
> > I've got some stuff to get rid of. Time for Spring Cleaning. Commodore
> > 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives
> > and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari
> > 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari
> > Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts!
> > 1030 MoDeM in the Box.

> >
> > I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA
> > Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards
> > for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic
> > odds and ends as well as some Tools and accessories for Electronic Repair!
> > Please don't expect details or description on electronics and/or tools as
> > I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts,
> > made to work with Navarone Cartridge interface as Scanner for MiGraph's
> > OCR and Touch Up Software. As well as Straight FAX Software. Atari ST
> > Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030
> > as a Color Monitor, also used for Atari Falcon 030 Computers as well as a
> > standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors,
> > I will sell and Ship them within the United States! For Collectors like
> > Atari Museums and Private Collectors!Only Serious Buyers need make offer!
> > Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives,
> > as-is as well as parts/incomplete SF354/SF314 Disk Drives.
> >
> >
> > ==Thanx==
> > ===Ben===

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2292. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 17:56:30 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.01.17.56.30.754568@removenoaspam.atari-source.com>
Source record: 27924
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 01 May 2003 08:56:01 -0700, Bravo Sierra Computers wrote:

> On Thu, 1 May 2003, Mark D wrote:
>
>> On Thu, 01 May 2003 07:33:19 -0700, Bravo Sierra Computers wrote:
>>
>> > For a long time, I've been under attack in this NewsGroup. The Few, or
>> > maybe the one attacking believes he is hurting me. He believes comparing
>> > me to pedophiles, gays and what else actually hurts me. He thinks he
>> > offends me while driving away my Business. He couldn't be more wrong!!!
>> > Besides amusing me with his homophobic humor, he draws more attention
>> > to my Atari Business! I couldn't get better/more advertising even if I
>> > paid for it. Atari users are smart, not sheep. They see all the posts and
>> > check it out on their own. They see the posts and do their own research!
>> > They find my WebSite then read and research for themselves, making their
>> > own decisions. Ignoring the dribble posted by Him. Those that participate
>> > in the NewsGroups are a small percentage of those who actually read it.
>> > Many are looking for Atari Sales, Service and Support and find it thanks
>> > to all the attention drawn to my Business. If you really want to hurt me,
>> > ignore my posts and dont reply. Otherwise, your Dumber than I thought!
>> > Dont try to draw me into an argument. It takes Two and I'm Ignoring You!
>>
>> /me rolls off his chair falling on the floor laughing.
>>
>> You guys are all fools to think Ben has some sort of mental disability.
>>
>> Mark
>
> Ben is LOL!
>
> Actually I'm a Manic Depressive with my Moments of Genius, paid for with
> hours of Depression. Old Chinese Proverb: Genius and Madness are like Twin
> Brothers! Sometimes you mistake one for the other.
>
>
> ==Thanx==
> ===Ben===

Proving my point all along that you have the mental capacity to know what
is right and wrong and how to address your customers - or perhaps possible
customers. Also you have the ability to do other work to supplement your
atari business so that people don't have to feel sorry for you and make an
exception. That's all. Plus there's good medication for bipolar
disorder. I know people who are on it.

Thanks,
Mark
http://atari-source.com

2293. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 17:58:33 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.01.17.58.33.840221@removenoaspam.atari-source.com>
Source record: 27925
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Thu, 01 May 2003 17:45:06 +0200, TXG wrote:

> I am interested but you need to ship... :-)
>

I gotta agree with Ben on this one, shipping to the netherlands a bunch of
bulky monitors and stuff is insanity ;-)

Mark

2294. MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 18:46:45 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b8rq2l$8rn$1@tyfon.itea.ntnu.no>
Source record: 27926

I've recently resqued seven (!) old Macs from being thrown away at work. They're all Performa 475 with 8Mb RAM and 250Mb disks. They also have ethernet cards and OS 7.5.1. I've upgraded one of them with 20Mb RAM, a real 68RC040 and speeded it up to 33MHz. It's actually quite usable now, especially as it was really easy to get it networked (I'm writing this on the Mac).

It would be cool to run MagiCMac on it, but which version is best suited for this ancient machine? And would I be able to access the network through MacOS (MacTCP)?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2295. Re: Alternate OS' for ST?

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 20:16:27 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vb304snbrug923@corp.supernews.com>
Source record: 27927
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Pascal Ricard" <nospam@mydomain.thanx.invalid> wrote in message
news:3eb1507851516b0@europe-shareware.org...
> Hello,
>
> in article
<pan.2003.05.01.15.05.55.848087@removenoaspam.atari-source.com>
(comp.sys.atari.st),
> Mark D wrote on Thu 01-05-2003 11:05 (-0400):
>
> > (...) You can get MagiC from
> > http://www.europe-shareware.com (or .org, can't remember). It comes
with
>
> Both are available.
>
> > amanual but the manual might be german only - again I can't remember.
The
> > manual is unimportant. It's a simple install.
>
> The manual (of MagiC) is in French if you buy through Europe Shareware.
>
> Bye,
> /Pascal/
>

So there are Shareware only? What all are freeware?

What are the limitations of shareware? I am not looking to spend money
right now until I find one that I like, and that is in the English Language.

Thanks
TIm

2296. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 21:06:48 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3eb18d02$0$49103$e4fe514c@news.xs4all.nl>
Source record: 27929

Hmm but maybe some pcb's would be possible...

Why is it insane? I am just a real die-hard Atarian... what's wrong with
that?

TXG/MNX

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.05.01.17.58.33.840221@removenoaspam.atari-source.com...
> On Thu, 01 May 2003 17:45:06 +0200, TXG wrote:
>
> > I am interested but you need to ship... :-)
> >
>
> I gotta agree with Ben on this one, shipping to the netherlands a bunch of
> bulky monitors and stuff is insanity ;-)
>
> Mark
>

2297. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 21:24:07 UTC
From: lp <gfa@basic.net>
Message-ID: <BAD6FAA7.F67C%gfa@basic.net>
Source record: 27928

in article b8rq2l$8rn$1@tyfon.itea.ntnu.no, Jo Even Skarstein at
joska@nvg.ntnu.no wrote on 5/1/03 1:46 PM:

> I've recently resqued seven (!) old Macs from being thrown away at
> work. They're all Performa 475 with 8Mb RAM and 250Mb disks. They also
> have ethernet cards and OS 7.5.1. I've upgraded one of them with 20Mb RAM,
> a real 68RC040 and speeded it up to 33MHz. It's actually quite usable now,
> especially as it was really easy to get it networked (I'm writing this on
> the Mac).

Cool!

> It would be cool to run MagiCMac on it, but which version is best suited
> for this ancient machine? And would I be able to access the network
> through MacOS (MacTCP)?

You need a package called "stip" that does just that with iconnect, but
if I recall correctly it is not free. I can't remember were to find it.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2298. CT60 NEWS : some tests

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 21:26:42 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3eb19107$0$10095$626a54ce@news.free.fr>
Source record: 27930

I have now a good running software configuration on my CT60.
Didier did a very good work !

I did some tests with the old and known POVBENCH and the script
SKYVASE.ORI
This gives 21 min : 36 s. with the 060 at 66 MHz + 64 MB of SDRAM.

I remember a old file with several tenth of tested computers and results.
Here I have only the F30 + CT1 & CT2
CT1 : 4 h 58 m 28 s
CT2 (a or b ??) : 2 h 6 min 36 s

There is a factor 6 with the CT2.
and 14 with CT1 (030 at 25 MHz).

With GEMBENCH 4.03 + NVDI 4.11 R3 :

GEM Bench v4.03 © Ofir Gal - 3 March 95
==========
Falcon 030 TOS 4.04
AES v3.40
GEMDOS v0.48
MiNT not present
Blitter Disabled
NVDI 4.11 present
Video Mode: 640*480*16
FPU cookie value=$A
Run and Malloc from FastRAM
Ref: F030 + FPU, 640*480*16
CT60 66MHz + 64Mo SDRAM
==========
GEM Dialog Box: 1.085 425%
VDI Text: 0.255 1882%
VDI Text Effects: 0.930 1102%
VDI Small Text: 0.135 3407%
VDI Graphics: 1.450 793%
GEM Window: 0.915 240%
Integer Division: 0.365 852%
Float Math: 0.150 246%
RAM Access: 0.080 3187%
ROM Access: 0.080 2687%
Blitting: 1.635 224%
VDI Scroll: 3.415 199%
Justified Text: 5.365 100%
VDI Enquire: 0.050 3500%

New Dialogs: 1.065 549%
==========
Graphics: 1129%
CPU: 1743%
Average: 1292%

2299. CT60 TESTS

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 21:27:03 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3eb19126$0$10108$626a54ce@news.free.fr>
Source record: 27931

I did some tests with the old and known POVBENCH and the script
SKYVASE.ORI
This gives 21 min : 36 s. with the 060 at 66 MHz + 64 MB of SDRAM.

I remember a old file with several tenth of tested computers and results.
Here I have only the F30 + CT1 & CT2
CT1 : 4 h 58 m 28 s
CT2 (a or b ??) : 2 h 6 min 36 s

There is a factor 6 with the CT2.
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With GEMBENCH 4.03 + NVDI 4.11 R3 :

GEM Bench v4.03 © Ofir Gal - 3 March 95
==========
Falcon 030 TOS 4.04
AES v3.40
GEMDOS v0.48
MiNT not present
Blitter Disabled
NVDI 4.11 present
Video Mode: 640*480*16
FPU cookie value=$A
Run and Malloc from FastRAM
Ref: F030 + FPU, 640*480*16
CT60 66MHz + 64Mo SDRAM
==========
GEM Dialog Box: 1.085 425%
VDI Text: 0.255 1882%
VDI Text Effects: 0.930 1102%
VDI Small Text: 0.135 3407%
VDI Graphics: 1.450 793%
GEM Window: 0.915 240%
Integer Division: 0.365 852%
Float Math: 0.150 246%
RAM Access: 0.080 3187%
ROM Access: 0.080 2687%
Blitting: 1.635 224%
VDI Scroll: 3.415 199%
Justified Text: 5.365 100%
VDI Enquire: 0.050 3500%
New Dialogs: 1.065 549%
==========
Graphics: 1129%

CPU: 1743%
Average: 1292%

2300. Re: The Link 1 SCSI adaptor problems

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 21:54:10 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vb35s39u09790a@corp.supernews.com>
Source record: 27932
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

So what is the issue with not having enough power? Does this involve the terminator or is that something else? So what can I do to make sure there is enough power?

Thanks
Tim

"Larry T." <Larry@unicode.com> wrote in message news:4bdbad34.0304302153.1fb9cc05@posting.google.com...
> "Tim" <tjlazer@mail.com> wrote in message news:<vak98calfle6b@corp.supernews.com>...
>
> Tim
>
> One of the issues with the ICD Link 1 was not knowing if it had enough
> power. That is why the Link 2 has an LED to indicate that it has
> power. I am using a Link 1 with a Mega2, a SyQuest EzFlyer 135, and a
> 5 bay SCSI chassis. Hooked up as: Mega2 ACSI -> Link -> EzFlyer 135
> -> 5 slot chassis -> terminator. This has been working quite well.
> However, in various configurations I have had the same problem you are
> reporting, and I have had it with an ICD AdSCSI Plus as well, even
> though that adapter requires a power supply. The terminator on the
> EzFlyer 135 is critical! The 135 does NOT have a built in terminator
> so an external one is required. Often, the lack of a terminator is
> just as bad as a failed SCSI device, bad cable, or bad controller!
>
> Larry
>
> > I got the Link 1 from a 1040STE bundle off eBay and it seems the adaptor is
> > bad. When I hook it up to a SyQuest EZ135 and run the ICS AdSCSI tools on
> > bootup 9/10 times it will say no Host Adaptor. I have been able to get the
> > unit to work a few times (actually booted off the EZ135 disk) but it
> > definetely seems it is bad. Has anyone else seen a problem like this with
> > these?
> >
> > I also tested the DMA cable pin for pin and it seems to be ok, so I doublt
> > it is the cable.
> >
> > I guess I will have to go ahead and buy the Link 2 after all.

> >
> > Thanks
> > Tim

2301. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 22:34:19 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <b8s7dbfim1@thorium.cix.co.uk>
Source record: 27934

Uwe.Seimet@seimet.de (Uwe Seimet) wrote:

> Smeg wrote:
> > So THATS the problem with the Mega STE then....?
> That's one of the problems with the STE's internal adapter, besides not
> providing parity and initiator identification.

The Mega STe internal adapter is just plain weird.

If you want to boot from an external hard drive as ID 0, with the internal
as the second in the chain you have to set the ID of the drive to 0 as
well otherwise the HA won't recognise it and use the dip switches on the
HA to designate the SCSI ID.

And it doesn't end there, oh no... B^<

rgds
Harry

2302. Re: Printers - help

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 22:34:19 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <b8s7dbfin1@thorium.cix.co.uk>
Source record: 27935

peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote:
> While trying out the various printer drivers with NVDI I seem to have
> broken NVDI

Uegh!!!

> When I started the machine this morning and tried to print from Artworx
> it said it couldn't find the GDOS driver. So I tried Texel, Everest,
> Luna and Papyrus. Only Papyrus would print.

Depending how you've set up printing, Papyrus can use it's own drivers
rather than NVDI. This continues to point to an NVDI problem.

> I've checked the Assign.sys and the the canon.sys file all without any
> success. It won't even print to an IMG file.
>
> NVDI doesn't report any problems at boot-up. Any ideas ?

When you say this do you mean no on-screen error messages? NVDI will
control screen drivers as well, so I don't know what happens if
something has already gone wrong. Do you have redirected graphic
output, such as with a graphics card? In that case the error message
will be routed through the normal monitor port (I never see an error
message on the TT for that reason). Does one of the NVDI CPX's help at all
- the Printer.CPX might have been changed or corrupted?

Do you have the NVDI logfile set up? If not, set it up in C:\NVDI.INF to
log to a file (eg logfile = C:\NVDIERR.TXT) and see what clues get posted
in there. This might give you the biggest clue where things have gone
wrong.

HTH

rgds
Harry

2303. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 22:34:20 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <b8s7dcfio1@thorium.cix.co.uk>
Source record: 27933

In article <3eb0f0ef$0$30142$626a54ce@news.free.fr>,
sorry@but.i.hate.spam.net (Mickael Pointier) wrote:

>> Right now I am just seeing if anyone is interested in a trade of my
>> stock Falcon030 (4MB RAM and 85MB HD) for a mega STE. Now, the CATCH
>> is that I would like to trade for a Mega STE with some kind of VGA
>> adaptor. I am short on space, and I don't want to have to deal with
>> atari color and monochrome monitors. I would like to just use a
>> standard VGA monitor of which i have several.
> Just for your information, you should know that there are a lot of
> MegaSTE machines available of the market, so you better have to get a
> good one.
> What you need is one with the following features:
> - Tos 2.06 (a lot of MSTE have the buggy and not practical 2.05)

This is a bit harsh. A couple of patches, or simply having MagiC installed
makes up for any shortcomings in the TOS version. I'm not sure if TOS 2.05
also indicates having only a double sided floppy rather than HD floppy but
otherwise it's not insurmountable. (I have a spare TOS 2.06 MSTe somewhere
and a TOS 3.01 TT with Magic - no probs either way).

> - Built in SCSI card (not the infamous "MegaSTE Open" model) and hdd
> (can be replaced later by a 1GB drive without problem)

I can't believe there are MSTe's still around without a hard drive, can
there?

> - 1.44 Floppy Drive (a lot of MSTE have only 720k drive, the
> transformation is not trivial)

Yes, it usually needs an updated FDC as well as the floppy - not many
chips left when I had my TT upgraded at Atari workshop a while back.

> If you can get one with a FPU installed, it's even better ;)

Irrelevant IMO. So little software uses it. Positive Image is supposed to
have a version compiled for the FPU and it makes no difference whatsoever.
Only very few programs made any use of it an they've been unavailable for
years. Am I wrong?

> Now, for the graphic card, it just have to be any VME card that could
> fit a TT or MSTE.

For an MSTe it's the _only) option for using it with an SVGA monitor.

> Just avoid the "SuperNOVA", because it cannot work on the MSTE.
> I have a Spektrum now and it works fine, I'm working in 800x608 256
> colors on a VGA monitor and that's just cool.

Finding _any_ VME graphics card is tricky. Note, though, that it _demands_ the use of NVDI, makes non-GEM programs unusable without reverting to the original monitor output and monitor (colour or mono) and slows the graphics display by an enormous amount.

rgds
Harry

2304. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 22:34:20 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <b8s7dcfip1@thorium.cix.co.uk>
Source record: 27936

In article <3eb18d02$0$49103$e4fe514c@news.xs4all.nl>, txg01@xs4all.nl
(TXG) wrote:

> "Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
> news:pan.2003.05.01.17.58.33.840221@removenoaspam.atari-source.com...
>> On Thu, 01 May 2003 17:45:06 +0200, TXG wrote:
>>> I am interested but you need to ship... :-)
>> I gotta agree with Ben on this one, shipping to the netherlands a
>> bunch of bulky monitors and stuff is insanity ;-)
> Hmm but maybe some pcb's would be possible...
> Why is it insane? I am just a real die-hard Atarian... what's wrong with
> that?

If you were that much of a die-hard, you'd pay!!

(Sorry, it has to be said...)

rgds
Harry

2305. Re: Printers - help

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 22:56:33 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305011456.41732cb3@posting.google.com>
Source record: 27937

peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote in message news:<3eb11896.0@entanet>...
> While trying out the various printer drivers with NVDI I seem to have
> broken NVDI
>
> When I started the machine this morning and tried to print from Artworx
> it said it couldn't find the GDOS driver. So I tried Texel, Everest, Luna
> and Papyrus. Only Papyrus would print.
>
> I've checked the Assign.sys and the the canon.sys file all without any success.
> It won't even print to an IMG file.
>
> NVDI doesn't report any problems at boot-up. Any ideas ?
>
What version are you using? Under NVDI4 I switch printer drivers with a .CPX.

Galen

2306. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 23:12:49 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305011512.6fd367d9@posting.google.com>
Source record: 27938

"jon" <jonmnospam@pclv.com> wrote in message news:<Qd2sa.2478$Si1.1894@fed1read02>...
> I now have Tom Harkers ear over at ICD. I have inquired about obtaining the
> rights/property to the Atari ICD line, including the software. My problem
> is, he is open to a "serious" offer and I have no idea where to start.
> This is where you guys come in. I need input as to how much to offer Tom
> for his property. I guess I/we need to figure out how much he thinks it's
> worth compared to what I/we think it's worth and offer from there.
>
> I have no idea what it is worth in that Atari is now a defunct computer
> division.
>
Not much, actually. There's the LINK2, which could be put back into
production, but the ICD utilities probably won't sell well against
HDDriver. There's also Aircars and the Catbox, of which the latter
would still have a market. Are there any other ICD items still
viable?

Think about production costs of 100 units of hardware and subtract
that from your retail price. Then figure how many items you expect to
sell over your business/hobby's lifetime. It makes no sense to pay so
much you have a net loss, and frankly, I don't think you'll be able so
sell much more than a couple hundred of each item tops.

Off the top of my head, I'd say the intellectual property is worth a
few (1, 2, or 3) thousand US, and the physical ready-to-sell inventory
worth 35 - 50% of retail. Harker will almost certainly WANT more than
that, but technology has a finite life span, and often even a life's
work is only worth a few hundred dollars a decade later.

Galen

2307. Europe Shareware (was: Alternate OS' for ST?)

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 23:15:44 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3eb1c644ad574e0@europe-shareware.org>
Source record: 27941
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

(followup to comp.sys.atari.st)

Hello,

in article <vb304snbrug923@corp.supernews.com> (comp.sys.atari.st),
Tim wrote on Thu 01-05-2003 13:16 (-0700):

> So there are Shareware only? What all are freeware?
>
> What are the limitations of shareware? I am not looking to spend money
> right now until I find one that I like, and that is in the English Language.

I'm not sure to understand you correctly, or maybe you didn't understand
me nor know Europe Shareware.

We are a non prorit organisation.
We are based in France at the beginning, then North America and Spain
joined us.
Our main goal is to promote shareware and to be an easy way for the
users to pay the shareware fee, as did previously some other
organisations (Joe's and Dennesh's ones, if you remember).
An other goal is to fight against software patents in Europe (a very
important topic for the whole community of programmers).

With the lack of Atari dealers in France, we also decided to sell some
famous applications like the one from Anodyne (CD Writer and ExtenDos),
ASH, Invers (Porthos and Calamus Lite, that are shareware in fact).

But about MagiC and other ASH applications, we do not own the rights on
the English docs (System Solutions usualy does, translations done by
excellent team DDD).

Next question? :-)

Best regards,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

2308. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2003-05-01 23:22:48 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305011522.28f75629@posting.google.com>
Source record: 27939

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:<b8rq2l$8rn$1@tyfon.itea.ntnu.no>...
> I've recently resqued seven (!) old Macs from being thrown away at
> work. They're all Performa 475 with 8Mb RAM and 250Mb disks. They also
> have ethernet cards and OS 7.5.1. I've upgraded one of them with 20Mb RAM,
> a real 68RC040 and speeded it up to 33MHz. It's actually quite usable now,
> especially as it was really easy to get it networked (I'm writing this on
> the Mac).
>
> It would be cool to run MagiCMac on it, but which version is best suited
> for this ancient machine? And would I be able to access the network
> through MacOS (MacTCP)?

Hi Jo Even,

I believe that any version of MMac will work on a Performa/Quadra
provided you run Systems 7.5, 7.6, 8.x, 9, or 9.1 (not 9.2 or X).
Grab a copy and give it a try!

I don't know about the network -- I think so, but I've never networked
my Mac (it's on my to do list).

Galen

2309. Re: CT60 TESTS

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 01:01:23 UTC
From: lp <gfa@basic.net>
Message-ID: <BAD72D93.F6A2%gfa@basic.net>
Source record: 27940

Hi,

Could you ZIP up everything needed for that test and place it on your
website for download? It would be nice if someone wanted to compare
results on various machines/configuration they might have.

- Lon

in article 3eb19126$0$10108$626a54ce@news.free.fr, Rodolphe Czuba at
rczuba@free.fr wrote on 5/1/03 4:27 PM:

> I did some tests with the old and known POVBENCH and the script
> SKYVASE.ORI
> This gives 21 min : 36 s. with the 060 at 66 MHz + 64 MB of SDRAM.
>
> I remember a old file with several tenth of tested computers and results.
> Here I have only the F30 + CT1 & CT2
> CT1 : 4 h 58 m 28 s
> CT2 (a or b ??) : 2 h 6 min 36 s
>
> There is a factor 6 with the CT2.
> and 14 with CT1 (030 at 25 MHz).
>
> With GEMBENCH 4.03 + NVDI 4.11 R3 :
>
> GEM Bench v4.03 ï¿½ Ofir Gal - 3 March 95
> ==
> Falcon 030 TOS 4.04
> AES v3.40
> GEMDOS v0.48
> MiNT not present
> Blitter Disabled
> NVDI 4.11 present
> Video Mode: 640*480*16
> FPU cookie value=$A
> Run and Malloc from FastRAM
> Ref: F030 + FPU, 640*480*16
> CT60 66MHz + 64Mo SDRAM
> ==
> GEM Dialog Box: 1.085 425%
> VDI Text: 0.255 1882%
> VDI Text Effects: 0.930 1102%
> VDI Small Text: 0.135 3407%
> VDI Graphics: 1.450 793%
> GEM Window: 0.915 240%

> Integer Division: 0.365 852%
> Float Math: 0.150 246%
> RAM Access: 0.080 3187%
> ROM Access: 0.080 2687%
> Blitting: 1.635 224%
> VDI Scroll: 3.415 199%
> Justified Text: 5.365 100%
> VDI Enquire: 0.050 3500%
> New Dialogs: 1.065 549%
> ==========
> Graphics: 1129%
> CPU: 1743%
> Average: 1292%

2310. What to get for newbie?

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 03:54:10 UTC
From: Mike Harris <atarimike@charter.net>
Message-ID: <vb3qv2hb3ba644@corp.supernews.com>
Source record: 27942

I've recently decided to get a Atari computer for MIDI purposes. I've been looking around, and I think I'd like to get a STe. What's the going price for these guys, what kind of specs/upgrades should it have, and where's a good place to get one?
Thanks,
Mike Harris

2311. Re: emulation of atari st game

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 07:15:31 UTC
From: Simon <nospam@no.spam>
Message-ID: <b8t60i$op4$1@news-reader13.wanadoo.fr>
Source record: 27943

S White wrote:
> however i was wondering if
> there are some particular games / programs for the atari st that have
> no equivalent for amiga or that at least are better on atari st.

Indeed !
Sundog, Super Sprint, Colonial Conquest for instance.
And probably many other I forgot.

Simon

2312. Re: The Link 1 SCSI adaptor problems

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 09:10:26 UTC
From: <>
Message-ID: <1051946296-31012AEicMi@ntlworld.com>
Source record: 27823

From: "Tim" <tjlazer@mail.com>
Date: Thu, 1 May 2003 14:54:10 -0700

>So what is the issue with not having enough power? Does this involve the
>terminator or is that something else? So what can I do to make sure there
>is enough power?

At least one drive on a SCSI chain is meant to provide TERMPWR (termination power) to it for the termination to work. The Link uses this as well to power itself from. I doubt very much if that's the cause of your problem and would go through the other problem-solving routines that have already been suggested.

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2313. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 09:14:36 UTC
From: <>
Message-ID: <1051946296-31192AEicMi@ntlworld.com>
Source record: 27822

From: ekaljuma@mtsac.edu (Galen)
Date: 1 May 2003 16:22:48 -0700

>I believe that any version of MMac will work on a Performa/Quadra
>provided you run Systems 7.5, 7.6, 8.x, 9, or 9.1 (not 9.2 or X).

I know of at least two people who are running MagiCMac under OS9.2.2, not even a patch needed, and MagiCMac for OSX isn't far off if it isn't out already.

>I don't know about the network -- I think so, but I've never networked
>my Mac (it's on my to do list).

At the moment there are no drivers to allow access to the Mac's Ethernet port from MagiCMac.

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2314. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 09:17:56 UTC
From: <>
Message-ID: <1051946298-31360AEicMi@ntlworld.com>
Source record: 27824

From: lp <gfa@basic.net>
Date: Thu, 01 May 2003 16:24:07 -0500

>> It would be cool to run MagiCMac on it, but which version is best suited
>> for this ancient machine? And would I be able to access the network
>> through MacOS (MacTCP)?
>
>You need a package called "stip" that does just that with iconnect, but
>if I recall correctly it is not free. I can't remember were to find it.

That will only allow you to use the Mac's diallup routines for the purposes
of using IConnect clients under MagiCMac - so no networking I'm afraid.

I'm of the impression that the stip of which you speak is already part of the
Mac OS, but I'm very willing to be proved wrong here :-)

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2315. Re: Alternate OS' for ST?

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 09:19:58 UTC
From: <>
Message-ID: <1051946298-31528AEicMi@ntlworld.com>
Source record: 27825

From: "Pascal Ricard" <nospam@mydomain.thanx.invalid>
Date: Thu, 01 May 2003 17:31:10 +0200 (MET DST)

>> amanual but the manual might be german only - again I can't remember. The
>> manual is unimportant. It's a simple install.
>
>The manual (of MagiC) is in French if you buy through Europe Shareware.

FWIW DDP Translations furnished Atari Workshop with a full English release of
MagiC 6.20 late last year. I don't know what El planned on doing with the
manual though.

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2316. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 09:23:10 UTC
From: <>
Message-ID: <1051946300-31700AEicMi@ntlworld.com>
Source record: 27826

From: "TXG" <txg01@xs4all.nl>
Date: Thu, 1 May 2003 23:06:48 +0200

>Hmm but maybe some pcb's would be possible...
>
>Why is it insane? I am just a real die-hard Atarian... what's wrong with
>that?

If you were running a business and someone asked you to strip down and ship
to you some stuff he would otherwise have just taken to the nearby dump?

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2317. Re: emulation of atari st game

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 09:39:16 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3eb23ba0$0$30105$626a54ce@news.free.fr>
Source record: 27944

> > however i was wondering if
> > there are some particular games / programs for the atari st that have
> > no equivalent for amiga or that at least are better on atari st.
>
> Indeed !
> Sundog, Super Sprint, Colonial Conquest for instance.
> And probably many other I forgot.

MidiMaze, Xenon 1, most MIDI programs, Calamus & Papyrus (amiga has MIDI programs but most of they looks more like Playskool toys than serious applications, and desktop publishing solutions mostly sucks)

Dbug

2318. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 09:51:02 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3eb23e60$0$30106$626a54ce@news.free.fr>
Source record: 27945

> > What you need is one with the following features:
> > - Tos 2.06 (a lot of MSTE have the buggy and not practical 2.05)
>
> This is a bit harsh. A couple of patches, or simply having MagiC installed
> makes up for any shortcomings in the TOS version. I'm not sure if TOS 2.05
> also indicates having only a double sided floppy rather than HD floppy but
> otherwise it's not insurmountable. (I have a spare TOS 2.06 MSTe somewhere
> and a TOS 3.01 TT with Magic - no probs either way).

Not that harsh, just realistic.
A lot of small programs that extend the tos functionalities does notwork
under version 2.05 of TOS (ex: ColorTOS to get colored icons on the dekstop,
quite nice when you have a graphic card), you don't have the memory test at
boot (ok, that's useless anyway), but you cannot boot the system on the
harddrive with AUTO folder disabled (that key combination to do that does
not work on 2.05).
You can leave with a Tos 2.05, but that's better with a 2.06.
You can have a HD floppy drive with tos 2.05, I know I have a 2.05 tos and a
HD floppy on one of my MSTE ;)
Another urban legend I guess.

> > - Built in SCSI card (not the infamous "MegaSTE Open" model) and hdd
> > (can be replaced later by a 1GB drive without problem)
>
> I can't believe there are MSTe's still around without a hard drive, can
> there?

Some use an external SCSI HDD with external DMA<=>SCSI interface. It works,
but it's clumsy to get so much wires outside the box when you could have it
INSIDE the box :)

> > - 1.44 Floppy Drive (a lot of MSTE have only 720k drive, the
> > transformation is not trivial)
>
> Yes, it usually needs an updated FDC as well as the floppy - not many
> chips left when I had my TT upgraded at Atari workshop a while back.

And some gals.

> > If you can get one with a FPU installed, it's even better ;)
>
> Irrelevant IMO. So little software uses it. Positive Image is supposed to
> have a version compiled for the FPU and it makes no difference whatsoever.

> Only very few programs made any use of it an they've been unavailable for
> years. Am I wrong?

Not wrong, but programs compiled with some compilers (Pure C ?) will
automatically switch to FPU when it is detected. Can be interesting if you
want to use POV or other 3D/maths programs. I guess it must also help when
using Calamus ?

> > Now, for the graphic card, it just have to be any VME card that could
> > fit a TT or MSTE.
>
> For an MSTe it's the _only) option for using it with an SVGA monitor.

You can also make the VGA modification for the standard monochrome mode.
It's a hack but it works.

> > Just avoid the "SuperNOVA", because it cannot work on the MSTE.
> > I have a Spektrum now and it works fine, I'm working in 800x608 256
> > colors on a VGA monitor and that's just cool.
>
> Finding _any_ VME graphics card is tricky.

I know, it just takes me 3 years to find one ;)
And it was the wrong one: the Super NOVA.
But at least I had an interesting exchange product. I trade it vs a Spektrum
True Color card with a TT owner.

> Note, though, that it _demands_
> the use of NVDI, makes non-GEM programs unusable without reverting to the
> original monitor output and monitor (colour or mono) and slows the
> graphics display by an enormous amount.

Of course if you try to use it without nvdi, in huge resolution, it will be
slow. But 640x400 in 256 colors is usable even without NVDI.
But when you get NVDI, everything is ok, no more slow than when using normal
ST resolution.
And in the case of spektrum card, the RGB monitor is still available and is
able to display without problem the non gen programs and demos. I suppose it
all depends of the type of cards and drivers.

Dbug

2319. Re: CT60 TESTS

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 10:24:54 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3eb2476b$0$10095$626a54ce@news.free.fr>
Source record: 27796

```
OK nice idea !
I will.
```

"lp" <gfa@basic.net> a crit dans le message de news:
BAD72D93.F6A2%gfa@basic.net...
> Hi,
>
> Could you ZIP up everything needed for that test and place it on your
> website for download? It would be nice if someone wanted to compare
> results on various machines/configuration they might have.
>
> - Lon
>
> in article 3eb19126$0$10108$626a54ce@news.free.fr, Rodolphe Czuba at
> rczuba@free.fr wrote on 5/1/03 4:27 PM:
>
> > I did some tests with the old and known POVBENCH and the script
> > SKYVASE.ORI
> > This gives 21 min : 36 s. with the 060 at 66 MHz + 64 MB of SDRAM.
> >
> > I remember a old file with several tenth of tested computers and
results.
> > Here I have only the F30 + CT1 & CT2
> > CT1 : 4 h 58 m 28 s
> > CT2 (a or b ??) : 2 h 6 min 36 s
> >
> > There is a factor 6 with the CT2.
> > and 14 with CT1 (030 at 25 MHz).
> >
> > With GEMBENCH 4.03 + NVDI 4.11 R3 :
> >
> > GEM Bench v4.03 Ofir Gal - 3 March 95
> > ==========
> > Falcon 030 TOS 4.04
> > AES v3.40
> > GEMDOS v0.48
> > MiNT not present
> > Blitter Disabled
> > NVDI 4.11 present
> > Video Mode: 640*480*16
> > FPU cookie value=$A
> > Run and Malloc from FastRAM
> > Ref: F030 + FPU, 640*480*16

> > CT60 66MHz + 64Mo SDRAM
> > ==========
> > GEM Dialog Box: 1.085 425%
> > VDI Text: 0.255 1882%
> > VDI Text Effects: 0.930 1102%
> > VDI Small Text: 0.135 3407%
> > VDI Graphics: 1.450 793%
> > GEM Window: 0.915 240%
> > Integer Division: 0.365 852%
> > Float Math: 0.150 246%
> > RAM Access: 0.080 3187%
> > ROM Access: 0.080 2687%
> > Blitting: 1.635 224%
> > VDI Scroll: 3.415 199%
> > Justified Text: 5.365 100%
> > VDI Enquire: 0.050 3500%
> > New Dialogs: 1.065 549%
> > ==========
> > Graphics: 1129%
> > CPU: 1743%
> > Average: 1292%
>
>

2320. Re: CT60 TESTS are false !

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 10:43:07 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3eb24bb0$0$10095$626a54ce@news.free.fr>
Source record: 27797

```
I'm sorry !!
The result is false !!!
I did the test with a 882 FPU version !
It is very slow for the 060 !
The good version (using the 060 FPU library) gives ...

2mn 47 s !!!!

Champagne !!
```

"Rodolphe Czuba" <rczuba@free.fr> a crit dans le message de news:
3eb19126$0$10108$626a54ce@news.free.fr...
> I did some tests with the old and known POVBENCH and the script
> SKYVASE.ORI
> This gives 21 min : 36 s. with the 060 at 66 MHz + 64 MB of SDRAM.
>
> I remember a old file with several tenth of tested computers and results.
> Here I have only the F30 + CT1 & CT2
> CT1 : 4 h 58 m 28 s
> CT2 (a or b ??) : 2 h 6 min 36 s
>
> There is a factor 6 with the CT2.
> and 14 with CT1 (030 at 25 MHz).
>
> With GEMBENCH 4.03 + NVDI 4.11 R3 :
>
> GEM Bench v4.03 - Ofir Gal - 3 March 95
> ==========
> Falcon 030 TOS 4.04
> AES v3.40
> GEMDOS v0.48
> MiNT not present
> Blitter Disabled
> NVDI 4.11 present
> Video Mode: 640*480*16
> FPU cookie value=$A
> Run and Malloc from FastRAM
> Ref: F030 + FPU, 640*480*16
> CT60 66MHz + 64Mo SDRAM
> ==========
> GEM Dialog Box: 1.085 425%
> VDI Text: 0.255 1882%
> VDI Text Effects: 0.930 1102%
> VDI Small Text: 0.135 3407%

> VDI Graphics: 1.450 793%
> GEM Window: 0.915 240%
> Integer Division: 0.365 852%
> Float Math: 0.150 246%
> RAM Access: 0.080 3187%
> ROM Access: 0.080 2687%
> Blitting: 1.635 224%
> VDI Scroll: 3.415 199%
> Justified Text: 5.365 100%
> VDI Enquire: 0.050 3500%
> New Dialogs: 1.065 549%
> ==========
> Graphics: 1129%
> CPU: 1743%
> Average: 1292%
>
>
>

2321. Re: CT60 TESTS - the LINKS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 11:49:33 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3eb25b42$0$10106$626a54ce@news.free.fr>
Source record: 27798

Here are the links for POVBENCH :

General :
http://eureka.atari.org

060 versions - direct link :

http://eureka.lutece.net/pov31g60.lzh

For the vase:
http://www.haveland.com/povbench/skyvase.pov

Please, if you do some tests, specify the OS (TOS, MAGIC, ...),
On CT60, it seems that with TOS the results may be better than with magic.

Regards

2322. unknown demo

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 13:42:19 UTC
From: mwileczek@chez.com
Message-ID: <e9193c38.0305020542.6fd70cf6@posting.google.com>
Source record: 27799

A few years ago i saw a very nice demo on atari st. It looks like a hand drawn mainly black on white cartoon (image by image style). but i can't remember the title
Does anyone remember such a demo or intro ?

thanks in advance.

2323. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 14:44:57 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <IMvsa.653$256.293@news.inreach.com>
Source record: 27800

I have my TT set up using ICD software for the hard drive.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com
Freelance Writters Shop
http://www.freelancewrittersshop.netfirms.com

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0305011512.6fd367d9@posting.google.com...
> "jon" <jonmnospam@pclv.com> wrote in message
news:<Qd2sa.2478$Si1.1894@fed1read02>...
> > I now have Tom Harkers ear over at ICD. I have inquired about obtaining the
> > rights/property to the Atari ICD line, including the software. My problem
> > is, he is open to a "serious" offer and I have no idea where to start.
> > This is where you guys come in. I need input as to how much to offer Tom
> > for his property. I guess I/we need to figure out how much he thinks it's
> > worth compared to what I/we think it's worth and offer from there.
> >
> > I have no idea what it is worth in that Atari is now a defunct computer
> > division.
> >
> Not much, actually. There's the LINK2, which could be put back into
> production, but the ICD utilities probably won't sell well against
> HDDriver. There's also Aircars and the Catbox, of which the latter
> would still have a market. Are there any other ICD items still
> viable?
>
> Think about production costs of 100 units of hardware and subtract
> that from your retail price. Then figure how many items you expect to
> sell over your business/hobby's lifetime. It makes no sense to pay so
> much you have a net loss, and frankly, I don't think you'll be able so

> sell much more than a couple hundred of each item tops.
>
> Off the top of my head, I'd say the intellectual property is worth a
> few (1, 2, or 3) thousand US, and the physical ready-to-sell inventory
> worth 35 - 50% of retail. Harker will almost certainly WANT more than
> that, but technology has a finite life span, and often even a life's
> work is only worth a few hundred dollars a decade later.
>
> Galen

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.474 / Virus Database: 272 - Release Date: 4/18/03

2324. Optima technology..

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 16:27:08 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1051896578-455136AEicMi@xs4all.nl>
Source record: 27801

Is anyone familiair with the brand: Optima technology? I just
bought a CD-R writer on an auction for nothing more than half an
Euro so it's no pain if it's full crap but somehow the machine
sems to be o.k. accept that it is somehow bad or wrong
terminated. When attached to my TT the computer fails to boot
and stops with the screen saying: Magic Booter version so-and-so
and freezes.

Has someone any suggestion? It seems to be a SCSI device.
There is a green light at the back that lits up when you put it in a
chain. I thought that there are only a few producers of these
writers and that they should somehow also functuion on 'our'
Atari's but nonetheless this one seems to fail the test.

Any help?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x
Jaguar, 1 x Lynx.

2325. Practical Solutions Video Key

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 16:53:09 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0305020853.7d1ca8e1@posting.google.com>
Source record: 27802

Hello, I managed to get a Video Key from Ebay, but as sometimes happens, no manual or <power supply>. I noticed that the connector seems to be an 1/8 th inch mini jack type connector. Does anyone know what voltage the Video Key requires. I think I should be able to hook up a mini jack to a regular transformer.
Thanks

2326. Re: What to get for newbie?

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 17:12:27 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b8u93p$4rh$1@news6.svr.pol.co.uk>
Source record: 27803

If its just for MIDI then any atari ST will do. You should be able to come across one in either a second hand paper or a used store. Maybe £10-30 ($15-50) for an STfm, maybe slightly higher for an STe.

You dont need any upgrades for Midi work but you *should* get a machine that has got 1Mb in it (any 1040, or upgraded 520 is fine) , but if you find a half meg STe you can upgrade it to 4Mb youself pretty easy (30 pin simms). Be aware that some music softwares will only work on bog standard machines (ie not accelerated, or have a strange OS), so you are better off getting a machine that hasnt been "tampered" with.
Also, most music software needs hi-res so that means an Atari SM124 monitor, which can be at least as much money as the ST. There are extra midi ports available if you need them (you can make an extra Midi Out for a couple of bucks).

HTHs
Smeg.

Mike Harris <atarimike@charter.net> wrote in message news:vb3qv2hb3ba644@corp.supernews.com...
> I've recently decided to get a Atari computer for MIDI purposes. I've been
> looking around, and I think I'd like to get a STe. What's the going price
> for these guys, what kind of specs/upgrades should it have, and where's a
> good place to get one?
> Thanks,
> Mike Harris

2327. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 17:21:25 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b8u9kk$5b8$1@news6.svr.pol.co.uk>
Source record: 27804

Galen <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0305011512.6fd367d9@posting.google.com...
> "jon" <jonmnospam@pclv.com> wrote in message
news:<Qd2sa.2478$Si1.1894@fed1read02>...
> > I now have Tom Harkers ear over at ICD. I have inquired about obtaining
the
> > rights/property to the Atari ICD line, including the software. My
problem
> > is, he is open to a "serious" offer and I have no idea where to start.
> > This is where you guys come in. I need input as to how much to offer
Tom
> > for his property. I guess I/we need to figure out how much he thinks
it's
> > worth compared to what I/we think it's worth and offer from there.
> >
> > I have no idea what it is worth in that Atari is now a defunct computer
> > division.
> >
> Not much, actually. There's the LINK2, which could be put back into
> production, but the ICD utilities probably won't sell well against
> HDDriver. There's also Aircars and the Catbox, of which the latter
> would still have a market. Are there any other ICD items still
> viable?

snip.

I think you could sell quite a few of both aircars and catboxes. These pair
are still the rarest Jaguar items that are most commonly sought after. I
spent 2 years trying to get a catbox and then gave up. (Does anyone have one
to sell me btw??? :-)

Smeg.

2328. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 18:03:01 UTC
From: Don <atari1040st@sbcglobal.net>
Message-ID: <Xns936F7091FE7BCatari1040stsbcglobal@207.115.63.150>
Source record: 27805

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in
news:b8u9kk$5b8$1@news6.svr.pol.co.uk:

>
> Galen <ekaljuma@mtsac.edu> wrote in message
> news:926a9946.0305011512.6fd367d9@posting.google.com...
>> "jon" <jonmnospam@pclv.com> wrote in message
> news:<Qd2sa.2478$Si1.1894@fed1read02>...
>> > I now have Tom Harkers ear over at ICD. I have inquired about
>> > obtaining
> the
>> > rights/property to the Atari ICD line, including the software.
>> > My
> problem
>> > is, he is open to a "serious" offer and I have no idea where to
>> > start. This is where you guys come in. I need input as to how
>> > much to offer
> Tom
>> > for his property. I guess I/we need to figure out how much he
>> > thinks
> it's
>> > worth compared to what I/we think it's worth and offer from there.
>> >
>> > I have no idea what it is worth in that Atari is now a defunct
>> > computer division.
>> >
>> Not much, actually. There's the LINK2, which could be put back into
>> production, but the ICD utilities probably won't sell well against
>> HDDriver. There's also Aircars and the Catbox, of which the latter
>> would still have a market. Are there any other ICD items still
>> viable?
>
> snip.
>
> I think you could sell quite a few of both aircars and catboxes. These
> pair are still the rarest Jaguar items that are most commonly sought
> after. I spent 2 years trying to get a catbox and then gave up. (Does
> anyone have one to sell me btw??? :-)
>
> Smeg.
>
>
>
>

Smeg,

I lok at this once before and the at that time the Catox and Aircars were not included. It was only the ST stuff.

Don

2329. Re: Joystick port compatability

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 18:05:44 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <b8uc20$g37$1@news8.svr.pol.co.uk>
Source record: 27806

Does anyone know of any configuration/diagnostic utilities for the enhanced ports? I couldn't get hold of an authentic Jag pad, so I built one instead, using a joystick from an arcade machine, a telephone keypad and a few other odds and ends. I'm certain I got the connections right, but only a few buttons (buttons a, b, pause and opt, to be exact) seem to work properly, and I don't know whether the problem is software or hardware. Any suggestions? I've checked the port with an oscilloscope and the polling pulses seem to be present, but that's all I've been able to verify.

Tom

Also, does anyone know of STE software that uses the light gun? Or can someone perhaps tell me where to find information on how to build one?

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:b8ql0i$62s$1@pegasus.csx.cam.ac.uk...
>
> "Tim" <tjlazer@mail.com> wrote in message
> news:vb1gtaf3oth746@corp.supernews.com...
> > Good question, whats the deal on STE joystick ports? Are they for
> extra
> > players or for 1 and 2 players? what kind of joy do they take?
> >
> > Tim
> >
>
> They accecpt Paddles (although I've never been entirly sure what they
> are) and Light Guns (for shooting games) both of which are probably
> hard to find although Trade in Post may still have some Light Guns.
> They also accecpt the Jaguars Jagpad controller although not many
> games were written to take advantage of these enhanced ports, two of
> the input pins are for analog X and Y inputs which I think are used by
> the paddles. Most two player games will use the standard 9 pin input
> ports (under the keypad), because as mentioned before little software
> was written to make use of the enhanced ports.
>
> A FAQ about the enhanced ports is located at
> http://www.gamesx.com/controldata/ejp_faq.htm IIRC it does provide
> information on how to construct a 4 player adaptor that uses both of
> these ports for one specific game but I can't remember which game, it
> also list some games that can use these ports although it is not a
> complete list as Crown of Creation for the Falcon is not listed. I
> found that some of the information was not always clear but it
> provided a useful starting point for infomation when I wanted to build
> my Joystick adaptor.

> Using both ports together its theoretically possible to read the X/Y/Z
> output of an Analog PC joystick and have "force feedback" as some of
> the pins can be used as output (eg as used to strobe the Jagpad)
> although I don't know if enough power could be sinked/sourced from
> them to do this, I have not explored this on my adaptor as my main
> goal was to may it Jagpad compatable.
>
> Does anyone have paddles and know what the circuit for them is or the
> output type (fixed voltage for charging a capacitor or variable
> voltage) as it is depends on the type of A to D converter the Falcon
> uses it will also enable me to know if I can use the analog outputs
> from my Joystick
>
> Stephen Moss
>
>

2330. Re: unknown demo

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 18:25:04 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <3eb2b832$1_1@corp.newsgroups.com>
Source record: 27808

I remember there being a demo with the word "fuck" (not a word I like, but... I know one demo I had that had that word in it) in it, that, I think had weird multi-colored things going one while there was this silloette of a girl dancing or something. It was a rather interesting demo, but I don't recall what it was called exactly. I believe it was for the Falcon030.

Anyone remember it? I doub I have it (or that it would've fit) on any floppy of mine...

Luposian

"Mike" <mwileczek@chez.com> wrote in message news:e9193c38.0305020542.6fd70cf6@posting.google.com...
> A few years ago i saw a very nice demo on atari st. It looks like a
> hand drawn mainly black on white cartoon (image by image style). but i
> can't remember the title
> Does anyone remember such a demo or intro ?
>
> thanks in advance.

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

2331. Re: CT60 TESTS - the LINKS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 18:46:26 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3eb2bbbb$0$30129$626a54ce@news.free.fr>
Source record: 27809

> Thanks for that Rodolphe.
>
> I haven't used POV for years so I ran it through an old copy of POVshell.
>
> Here are the results for a Milan060 at 50MHz using Mint 1.15.12
>
>
> Time For Parse: 0 hours 0 minutes 1.0 seconds (1 seconds)
> Time For Trace: 0 hours 1 minutes 12.0 seconds (72 seconds)
> Total Time: 0 hours 1 minutes 13.0 seconds (73 seconds)
>
> I ran it three times and got near identical results.
>
> If I was to move the jumpers to clock it at 60MHz I would expect
> a 20% speed increase, roughly.

A Milan060 is nearly two times faster than a Falcon with CT60 ?
What would be the technical reasons for this ?

Dbug

2332. adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 19:23:50 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0305022109420.167-100000@UNI_MANiac>
Source record: 27811

Some of you may not have noticed, but the Adamas browser is still being developed, quite actively lately, and is freely downloadable these days.

Adamas has been critisized a lot in the past in this newsgroup, but Jens Heitman deserves our support for not giving up on this browser. While CAB's development has stopped, and Highwire still has the "very promising" status, Adamas latest pre-release versions show several improvements. I have been trying it with MiNTnet/mgw and it works pretty good. For javascript support it's still without competition on the Atari platform, even if it's not perfect.

Have a look at http://draconis.atari.org.

Martin Tarenskeen

2333. Re: CT60 TESTS - the LINKS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 19:25:12 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <b8ugmo$o1c$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27810

In article <3eb2bbbb$0$30129$626a54ce@news.free.fr>,
Mickael Pointier <sorry@but.i.hate.spam.net> wrote:
>
>A Milan060 is nearly two times faster than a Falcon with CT60 ?
>What would be the technical reasons for this ?

I don't know. The Milan runs the '060 at 2:1 mode - ie. bus clock is
25 or 30MHz, and the EDO DRAM is not the fastest.

I am not sure about the CT60, but assuming it runs the CPU at 1:1 bus speed
and uses SDRAM, it should in theory be noticeably faster than a Milan.

cu
Michael

2334. Re: CT60 TESTS - the LINKS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 20:21:37 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3eb2b731.0@entanet>
Source record: 27807

On 2 May 2003 13:49:33 +, "Rodolphe Czuba" wrote:
>Here are the links for POVBENCH :
>
>General :
>http://eureka.atari.org
>
>060 versions - direct link :
>
>http://eureka.lutece.net/pov31g60.lzh
>
>
>For the vase:
>http://www.haveland.com/povbench/skyvase.pov
>
>
>Please, if you do some tests, specify the OS (TOS, MAGIC, ...),
>On CT60, it seems that with TOS the results may be better than with magic.
>
>Regards
>

Thanks for that Rodolphe.

I haven't used POV for years so I ran it through an old copy of POVshell.

Here are the results for a Milan060 at 50MHz using Mint 1.15.12

Time For Parse: 0 hours 0 minutes 1.0 seconds (1 seconds)
Time For Trace: 0 hours 1 minutes 12.0 seconds (72 seconds)
Total Time: 0 hours 1 minutes 13.0 seconds (73 seconds)

I ran it three times and got near identical results.

If I was to move the jumpers to clock it at 60MHz I would expect
a 20% speed increase, roughly.

Regards,

Peter

2335. Re: CT60 TESTS

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 20:58:35 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b8um5r$r7t$1@tyfon.itea.ntnu.no>
Source record: 27812

Rodolphe Czuba <rczuba@free.fr> wrote:
> I did some tests with the old and known POVBENCH and the script
> SKYVASE.ORI

Where can I find this script? I tried downloading POVray and skyvase.pov,
but I have no clue how POV works so I can't run the test... I would like
to know how my 60MHz Milan060 compares.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2336. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 21:16:38 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <b8un7mpjj1@thorium.cix.co.uk>
Source record: 27813

sorry@but.i.hate.spam.net (Mickael Pointier) wrote:
>>> What you need is one with the following features:
>>> - Tos 2.06 (a lot of MSTE have the buggy and not practical 2.05)
>>
>> This is a bit harsh. A couple of patches, or simply having MagiC
>> installed makes up for any shortcomings in the TOS version.
> Not that harsh, just realistic.
> A lot of small programs that extend the tos functionalities does not
> work under version 2.05 of TOS (ex: ColorTOS to get colored icons on the
> desktop, quite nice when you have a graphic card), you don't have the
> memory test at boot (ok, that's useless anyway), but you cannot boot the
> system on the harddrive with AUTO folder disabled (that key combination
> to do that does not work on 2.05).

I'm not sure your criticisms are valid. I'm sure either ICD or HDDriver provides the boot without Auto folder facility. My TT's TOS is 3.01 (less capable and more buggy than 2.05) and with MagiC\Magxdesk I have full colour icons on the desktop and all TOS errors fixed. HSModem provides belt and braces fixes.

I think you just need to use better utilities!

>> I'm not sure if TOS 2.05 also indicates having only a double sided
>> floppy rather than HD floppy but otherwise it's not insurmountable. (I
>> have a spare TOS 2.06 MSTe somewhere and a TOS 3.01 TT with Magic - no
>> probs either way).
> You can have a HD floppy drive with tos 2.05, I know I have a 2.05 tos
> and a HD floppy on one of my MSTE ;)
> Another urban legend I guess.

I was just guessing. I know the change was around the same time, but I didn't know exactly when.

>>> - Built in SCSI card (not the infamous "MegaSTE Open" model) and hdd
>>> (can be replaced later by a 1GB drive without problem)
>> I can't believe there are MSTe's still around without a hard drive,
>> can there?
> Some use an external SCSI HDD with external DMA<=>SCSI interface. It
> works, but it's clumsy to get so much wires outside the box when you
> could have it INSIDE the box :)

Of course it's not quite as neat, but with the shortcomings of the internal host adaptor discussed earlier and the fact that no ICD host adaptor was ever made for the Mega STe (only the Mega ST) sometimes it's the best option for HD expansion. Like I said elsewhere, I chose to use my old external drive as my boot drive.

>>> If you can get one with a FPU installed, it's even better ;)
>> Irrelevant IMO. So little software uses it. Positive Image is
>> supposed to have a version compiled for the FPU and it makes no
>> difference whatsoever.
>>
>> Only very few programs made any use of it an they've been unavailable
>> for years. Am I wrong?
> Not wrong, but programs compiled with some compilers (Pure C ?) will
> automatically switch to FPU when it is detected. Can be interesting if
> you want to use POV or other 3D/maths programs. I guess it must also
> help when using Calamus ?

POV sounds right - not sure about Calamus.

>>> Now, for the graphic card, it just have to be any VME card that
>>> could fit a TT or MSTE.
>> For an MSTe it's the _only) option for using it with an SVGA monitor.
> You can also make the VGA modification for the standard monochrome mode.
> It's a hack but it works.

If you're worried about an external HD I wouldn't go near the VGA hack B^)

>> Finding _any_ VME graphics card is tricky.
>> Note, though, that it _demands_ the use of NVDI, makes non-GEM programs
>> unusable without reverting to the original monitor output and monitor
>> (colour or mono) and slows the graphics display by an enormous amount.
> Of course if you try to use it without nvdi, in huge resolution, it
> will be slow. But 640x400 in 256 colors is usable even without NVDI.
> But when you get NVDI, everything is ok, no more slow than when using
> normal ST resolution.

Again I can't agree. Scrolling a window (GEM compulsory, remember) on a TT in mono 640*480 with Magic, NVDI and a Crazy Dots 2 graphics card is way slower than using an STe with a mono monitor and the same program. No contest. The benefit is the colour and screen real-estate - don't even think of a graphics card for speed.

> And in the case of spektrum card, the RGB monitor is still available
> and is able to display without problem the non gen programs and demos.
> I suppose it all depends of the type of cards and drivers.

Out of interest, what's the non-GEM program you're using? Unless you run it in a window there's often problems writing to random parts of the screen...

rgds
Harry

2337. Re: CT60 TESTS

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 22:42:44 UTC
From: lp <gfa@basic.net>
Message-ID: <BAD85E94.F6F3%gfa@basic.net>
Source record: 27814

in article b8um5r$r7t$1@tyfon.itea.ntnu.no, Jo Even Skarstein at
joska@nvg.ntnu.no wrote on 5/2/03 3:58 PM:

> Rodolphe Czuba <rczuba@free.fr> wrote:
>> I did some tests with the old and known POVBENCH and the script
>> SKYVASE.ORI
>
> Where can I find this script? I tried downloading POVray and skyvase.pov,
> but I have no clue how POV works so I can't run the test... I would like
> to know how my 60MHz Milan060 compares.

I just downloaded it to and got some sort of option file error.
After much fiddling, I renamed skyvase.pov to object.pov and tossed it,
povray.ini, and the pov binary into the include directory. Drop the
ini on the binary and it took off. I tried setting the include path,
it seemed obvious, but it refuse to work. I manage to get it to work
this way and got a result of 3 mins and 25 secoonds on my hades060.
I had irc going, and I loaded the huge povray doc and was scrolling while it
rendered. Probably could do better if I sat still. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2338. ICD The Link, how does it normally work?

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 22:59:39 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vb5u2s3eerkj47@corp.supernews.com>
Source record: 27815
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need to know how the Link normally works. I have one that seems to not work but I am not sure if it is due to bad termination or power problems.

When the Link is connected to a DMA port via DMA cable, and the ICD Tools disk is loaded, should it say Host Adaptor not found? Or should it list the Link? I get host adaptor not found. Also what tools on the disk can I load to tell me the link is working properly? I don't want to buy another one if this one is working ok and I am just being dumb somehow!

I have a EZ135 and a terminator with a LED on it, so it should be terminated ok. I also tried a Quantum 810MB SCSI HD in a SCSI Enclosure.

Thanks for your help,
Tim

2339. FA: ST Software mostly Calamus fonts/utilities etc.

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 23:09:45 UTC
From: Ee <ee@ee.com>
Message-ID: <1RCsa.9585$Jy3.942367@news20.bellglobal.com>
Source record: 27816

20 disks for Atari ST. with disk case.
mostly PD, Sharware, Calamus stuff....
http://tinyurl.com/auxo

2340. FREE SF354 internal drive mech.

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 23:15:48 UTC
From: Ee <ee@ee.com>
Message-ID: <HWCsa.9590$Jy3.943347@news20.bellglobal.com>
Source record: 27817

I have a Sf354 internal mech. 3.5" floppy for one of the external drives. It was working the last time I pulled it out which was probably 1986
FREE if you pay for the shipping.....

email me from the "Ask the seller a question" in the email link ....
http://tinyurl.com/auxo

2341. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-02 23:51:57 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3eb30360$0$30105$626a54ce@news.free.fr>
Source record: 27818

> I'm not sure your criticisms are valid. I'm sure either ICD or HDDriver
> provides the boot without Auto folder facility. My TT's TOS is 3.01 (less
> capable and more buggy than 2.05) and with MagiC\Magxdesk I have full
> colour icons on the desktop and all TOS errors fixed. HSModem provides
> belt and braces fixes.
> I think you just need to use better utilities!

HDDriver is a commercial product, I don't necessarily want to pay for
something I can get for free (AHDI).
All the theory about greet products like "magic" is nice, but I generaly
need the ability to skip the auto folder when I'm installing new things.
When I was "playing" with the installer of the card SuperNova, and then
later Spektrum, I've been obliged to boot on a AHDI floppy numerous time
because the boot sequence was fucked up... run AHDI.PRG, show icons, get C
drive, remove faulty program, try again... blahhh.

> Of course it's not quite as neat, but with the shortcomings of the
> internal host adaptor discussed earlier and the fact that no ICD host
> adaptor was ever made for the Mega STe (only the Mega ST) sometimes it's
> the best option for HD expansion. Like I said elsewhere, I chose to use my
> old external drive as my boot drive.

I have heard that the Link exist in a special MegaSTE version that you can
exactly put at the same place than the original card made by Atari.
Personaly I didn't get any problem with the internal adaptor. I have a 1Gb
Micropolis drive on it, and it works fine.

> >>> Now, for the graphic card, it just have to be any VME card that
> >>> could fit a TT or MSTE.
> >> For an MSTe it's the _only) option for using it with an SVGA monitor.
> > You can also make the VGA modification for the standard monochrome mode.
> > It's a hack but it works.
>
> If you're worried about an external HD I wouldn't go near the VGA hack B^)

;)

> >> Finding _any_ VME graphics card is tricky.
> >> Note, though, that it _demands_ the use of NVDI, makes non-GEM programs
> >> unusable without reverting to the original monitor output and monitor
> >> (colour or mono) and slows the graphics display by an enormous amount.
> > Of course if you try to use it without nvdi, in huge resolution, it
> > will be slow. But 640x400 in 256 colors is usable even without NVDI.
> > But when you get NVDI, everything is ok, no more slow than when using
> > normal ST resolution.
>

> Again I can't agree. Scrolling a window (GEM compulsory, remember) on a TT
> in mono 640*480 with Magic, NVDI and a Crazy Dots 2 graphics card is way
> slower than using an STe with a mono monitor and the same program. No
> contest. The benefit is the colour and screen real-estate - don't even
> think of a graphics card for speed.

I never get a mono monitor, so I can't say anything about that. I just can
say that Devpack in 640x200 4 colors on the RGB is not a lot faster thant
640x400 256 colors on the Spektrum card, with or without NVDI. Simply
perhaps because that the Spektrum driver that do the graphic operations ?

> > And in the case of spektrum card, the RGB monitor is still available
> > and is able to display without problem the non gen programs and demos.
> > I suppose it all depends of the type of cards and drivers.
>
> Out of interest, what's the non-GEM program you're using? Unless you run
> it in a window there's often problems writing to random parts of the
> screen...

Only fullscreen things. For me a "non gem" program that support windowed
modes is only a "badly written GEM application" ;)
Last things that ran without anyproblem was the last sound demo of the
YmRockerz: "PopStars".

http://www.creamhq.de/ymrockerz/

Dbug

2342. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 01:06:37 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1051934795.428231@blade.atari-source.com>
Source record: 27819

Martin Tarenskeen wrote:

> Some of you may not have noticed, but the Adamas browser is still being
> developed, quite actively lately, and is freely downloadable these days.
>
> Adamas has been critisized a lot in the past in this newsgroup, but Jens
> Heitman deserves our support for not giving up on this browser. While
> CAB's development has stopped, and Highwire still has the "very promising"
> status, Adamas latest pre-release versions show several improvements. I
> have been trying it with MiNTnet/mgw and it works pretty good. For
> javascript support it's still without competition on the Atari platform,
> even if it's not perfect.
>
> Have a look at http://draconis.atari.org.
>
> Martin Tarenskeen

The installer usually doesn't work for me, however this time it did. I
tried under aranym. the Gethostbyname isn't working so the browser won't
load for instance www.google.com. I can however point it to an IP but then
it freezes on loading images. The basics aren't done.
Course i was using mgw-024c which was meant for MiNT 1.15, I actually have
1.16 alpha but 031b won't work for me at all. Seems like a great idea, but
how come I can't get it to work on a variety of platforms and situations?

Mark

2343. Re: ICD The Link, how does it normally work?

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 01:09:08 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1051934946.420001@blade.atari-source.com>
Source record: 27820
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tim wrote:

> I need to know how the Link normally works. I have one that seems to not
> work but I am not sure if it is due to bad termination or power problems.
>
> When the Link is connected to a DMA port via DMA cable, and the ICD Tools
> disk is loaded, should it say Host Adaptor not found? Or should it list
> the
> Link? I get host adaptor not found. Also what tools on the disk can I
> load
> to tell me the link is working properly? I don't want to buy another one
> if this one is working ok and I am just being dumb somehow!
>
> I have a EZ135 and a terminator with a LED on it, so it should be
> terminated
> ok. I also tried a Quantum 810MB SCSI HD in a SCSI Enclosure.
>
> Thanks for your help,
> Tim

The Link needs terminator power from the scsi bus in order to work. Not a whole lot of drives out there provide this and even more of them need to have a jumper switched. My Link has a small LED right where the "i" is in link to let me know it is powered up. If this isn't on, it isn't receiving termination power (which it draws on to power the host adapter). Without power the host adapter might as well not be there even though it might very well work. I'd check on this... It's probably what the problem is.

Termination is not that big of a deal, you'd probably detect the drive but get strange errors. At very least the link would be found.

Thanks,
Mark

2344. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-03-03 05:41:00 UTC
From: jon <jonmnospam@pclv.com>
Message-ID: <2DIsa.105$Dr3.34@fed1read02>
Source record: 27821

Hey, Thanks for the input....

I don't think the proposal would include those boxes even though they could be in demand. I'm afraid Mr. Harker is going to want more than I am willing to part with. My purpose for this was to try and provide those quality components to those of us that can't find them. I surely don't want to go to the poor house in the process. I don't know why they don't just manufacture a smaller amount of these and sell them bulk to this or any other Atari newsgroup that requests them. They are already tooled for product. I'm sure they could easily sell in the hundreds of these. Not really alot of product in todays market, but, for an old technology, it's not bad.

"Don" <atari1040st@sbcglobal.net> wrote in message
news:Xns936F7091FE7BCatari1040stsbcglobal@207.115.63.150...
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in
> news:b8u9kk$5b8$1@news6.svr.pol.co.uk:
>
> >
> > Galen <ekaljuma@mtsac.edu> wrote in message
> > news:926a9946.0305011512.6fd367d9@posting.google.com...
> >> "jon" <jonmnospam@pclv.com> wrote in message
> > news:<Qd2sa.2478$Si1.1894@fed1read02>...
> >> > I now have Tom Harkers ear over at ICD. I have inquired about
> >> > obtaining
> > the
> >> > rights/property to the Atari ICD line, including the software.
> >> > My
> > problem
> >> > is, he is open to a "serious" offer and I have no idea where to
> >> > start. This is where you guys come in. I need input as to how
> >> > much to offer
> > Tom
> >> > for his property. I guess I/we need to figure out how much he
> >> > thinks
> > it's
> >> > worth compared to what I/we think it's worth and offer from there.
> >> >
> >> > I have no idea what it is worth in that Atari is now a defunct
> >> > computer division.
> >> >
> >> Not much, actually. There's the LINK2, which could be put back into
> >> production, but the ICD utilities probably won't sell well against
> >> HDDriver. There's also Aircars and the Catbox, of which the latter
> >> would still have a market. Are there any other ICD items still

> >> viable?
> >
> > snip.
> >
> > I think you could sell quite a few of both aircars and catboxes. These
> > pair are still the rarest Jaguar items that are most commonly sought
> > after. I spent 2 years trying to get a catbox and then gave up. (Does
> > anyone have one to sell me btw??? :-)
> >
> > Smeg.
> >
> >
> >
> >
>
> Smeg,
>
> I lok at this once before and the at that time the Catox and Aircars were
> not included. It was only the ST stuff.
>
> Don

2345. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 08:07:15 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20030503040715.24076.00000602@mb-m27.aol.com>
Source record: 27828

Here are my feelings on this...

I would rather someone go to WB Systemtechnik and try to buy the rights of the Link 97. It's a much better SCSI host adapter that supports SCSI initiator and arbitration so that the Daynaport SCSI Ethernet adapters can work. Or maybe someone should just design a new SCSI host adapter and bypass this process.

Aircars might be interesting, but it really wasn't a good game. Plus, I believe ICD only distributed it and Midnite Entertainment were the authors. Midnite should be the ones to go to to ask for another production run.

Catboxes aren't needed anymore. The Scatbox does a great job to replace it. I don't think the missing headphone jack is a big deal.

Lastly, I don't trust Tom Harker. That slimebucket still has not delivered the Catboxes that people prepaid him for. This asswipe might pull another one again.

If you go through with this, make sure you know what your are getting. Look at all the papers, drawings and stuff to make sure you have all the information you need to build the Link 2s BEFORE you plunk down the $$$. (I am assuming you have excellent knowledge of the ins and outs of the Atari ST so that you can check this) Who knows, he may "forget" to include a crucial piece of information and then disappear again leaving you with half-baked information. Make sure to ask for collateral (I suggest his house) in case he does this. (I'm serious too) That way, if the asshole tries to screw you and the Atari community again, he's going to be homeless. Then you can sell the house and use the $$$ to hire someone to design a new SCSI host adapter. :-)

I'm sorry if I sound harsh and pessimistic, but Mr. Harker's past screwings still bugs me. I'd rather not deal with him, and go to the Germans to see if they'd be willing to make a new production run of Link 97s.

Just my $0.02 worth...

2346. Re: Fagboy Benny Smith the big pedophile!

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 08:55:16 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3eb38489$0$49108$e4fe514c@news.xs4all.nl>
Source record: 27829
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Grow up.... act normal... people are not waiting for these useless posts....

"Nomen Nescio" <nobody@dizum.com> wrote in message
news:805055209597cf19fd5172fa619eca19@dizum.com...
> looks like it's time for a fun new game... it's called let fuck with
fagboy
> shit eating pedophile benny every fucking day of his life till he stops!
Keep
> comin back fagot, we won't be going anywhere anytime soon and will be
spending
> all of our time fucking with ya. This includes Don "I eat just as much
shit
> as Benny" Schmidt and Paul "fuck me I'm a big british gaylord" Irvine.
>
> Email address for all the spambots: (mailbomb and spam these HEAVILY)
> atari@aracnet.com
> dschmidt@pacifier.com
> mclane.dellos@btinternet.com
>
> you will notice that we have conveniently removed the munging from fagboy
Paul's
> email addy.
>
>
>
>

2347. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 08:57:50 UTC
From: lp <gfa@basic.net>
Message-ID: <BAD8EEBD.F70C%gfa@basic.net>
Source record: 27827

in article 1051946298-31360AEicMi@ntlworld.com, derryck@.cix.co.uk.invalid
at derryck@.cix.co.uk.invalid wrote on 5/2/03 4:17 AM:

> From: lp <gfa@basic.net>
> Date: Thu, 01 May 2003 16:24:07 -0500
>
>>> It would be cool to run MagiCMac on it, but which version is best suited
>>> for this ancient machine? And would I be able to access the network
>>> through MacOS (MacTCP)?
>>
>> You need a package called "stip" that does just that with iconnect, but
>> if I recall correctly it is not free. I can't remember were to find it.
>
> That will only allow you to use the Mac's diallup routines for the purposes
> of using IConnect clients under MagiCMac - so no networking I'm afraid.

Iconnect only does dialup, so that is a logical conclusion. I forgot about
that.

> I'm of the impression that the stip of which you speak is already part of the
> Mac OS, but I'm very willing to be proved wrong here :-)

I have 9.2.2 on my mac but never ran across anything called stip on the HD,
but you never know, there's a lot of stuff thrown in there. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2348. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 13:44:03 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3eb3c881$0$31582$626a54ce@news.free.fr>
Source record: 27830

hi,

<derryck@.cix.co.uk.invalid> a crit dans le message de news:
1051946298-31360AEicMi@ntlworld.com...
> From: lp <gfa@basic.net>
> Date: Thu, 01 May 2003 16:24:07 -0500
>
> >> It would be cool to run MagiCMac on it, but which version is best
suited
> >> for this ancient machine? And would I be able to access the network
> >> through MacOS (MacTCP)?
> >
> >You need a package called "stip" that does just that with iconnect, but
> >if I recall correctly it is not free. I can't remember were to find it.
>
> That will only allow you to use the Mac's diallup routines for the
purposes
> of using IConnect clients under MagiCMac - so no networking I'm afraid.
>
sorry but you can networking with macstip/iconnect and use ethernet port on
the mac on a network, you have to conf your network under macos
macstip bypass the dialup and use the macos network conf

working exemple :
internet < dsl > pc xp pro < ethernet > mac (macos8.6 + macstip) ..
magicmac
(iconnect / ifusion)

this conf work without any problem

ps: macstip don't work on macos >9.* , 8.6 max for use it

> I'm of the impression that the stip of which you speak is already part of
the
> Mac OS, but I'm very willing to be proved wrong here :-)
>
> Cheers
>
> Derryck
>

--
[ProToS] on ircnet
chan #atari.fr #atariscne

2349. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 13:45:57 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3eb3c8f3$0$31589$626a54ce@news.free.fr>
Source record: 27831

hi,

<derryck@.cix.co.uk.invalid> a crit dans le message de news:
1051946296-31192AEicMi@ntlworld.com...
> From: ekaljuma@mtsac.edu (Galen)
> Date: 1 May 2003 16:22:48 -0700
>
>
> At the moment there are no drivers to allow access to the Mac's Ethernet
port
> from MagiCMac.
>

sorry but Macstip from ASH do that (macos8.6 max)

> Cheers
>
> Derryck
>
> --

--
[ProToS] on ircnet
chan #atari.fr #atariscne

2350. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 14:11:35 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns9370A4B92340Btos4ever@195.130.132.65>
Source record: 27832
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**game**
ftp://chapelie.rma.ac.b/atari/game/peking.zip
(446.845 bytes): A mah Jonng look-a-like baord game. German only

**graph-tools**
ftp://chapelie.rma.ac.b/atari/graph-tools/xconvert.zip
(749.199 bytes): A GEM interface for Nconvert and Nview (included in the archive).
Converts/view tons of graphic formats. German language

ftp://chapelie.rma.ac.b/atari/graph-tools/xconv42l.zip
(68.531 bytes): A bug fixed version of Xconvert. Contains only the prg ans rsc.

**mathematics**
ftp://chapelie.rma.ac.b/atari/mathematics/eureka/eurka305.zip
(824.759 bytes): 2D Graph Describer, 3D Modeller, complete version.
To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.b/atari/mathematics/eureka/eurka305-020.zip
(833.835 bytes): 68020 version. To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.b/atari/mathematics/eureka/eurka305-fpu.zip
(797.995 bytes): fpu version. To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.b/atari/mathematics/eureka/eurka305-lite.zip
(229.252 bytes): light version which can run on ST with 780 kb floppy drive

**midi**
ftp://chapelie.rma.ac.b/atari/midi/musicedd-77.zip
(286.827 bytes): Powerfull notation program with MIDI in-/output. German only.
```

utilities
ftp://chapelie.rma.ac.b/atari/utilities/manitor102.zip
(58.044 bytes): Makes a log of the following system calls: AES, VDI, Gemdos, Xbios, Bios,
2 Bombs Exception (Bus Error), 3 Bombs Exception (Address Error), 4 Bombs Exception
(Illegal Opcode),
5 Bombs Exception (Division by Zero). Needs GEMscript. German only

Have Fun,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

2351. Re: Alternate OS' for ST?

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 15:23:30 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b90mtiomk1@thorium.cix.co.uk>
Source record: 27833
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3eb1507851516b0@europe-shareware.org>, nospam@mydomain.thanx.invalid said:

>The manual (of MagiC) is in French if you buy through Europe Shareware.

You can buy an English manual and MagiC program from Atari Workshop
info@atari-workshop.co.uk. They should have the latest 6.20 version.

I disagree with a previous post about the manual not being of much
use. There are some features that need the manual, specially if
you are not familiar with the program and associated sub-programs
included with the bundle. I feel the manual could be a lot better
than it is, but that's another matter...

Regards, /Peter/

2352. Re: emulation of atari st game

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 16:37:14 UTC
From: jj <ch@hotmail.com>
Message-ID: <VeSsa.2507$Yc2.848@newsfep4-winn.server.ntli.net>
Source record: 27834

"Mickael Pointier" <sorry@but.i.hate.spam.net> wrote in message
news:3eb23ba0$0$30105$626a54ce@news.free.fr...
> > > however i was wondering if
> > > there are some particular games / programs for the atari st that have
> > > no equivalent for amiga or that at least are better on atari st.
> >
> > Indeed !
> > Sundog, Super Sprint, Colonial Conquest for instance.
> > And probably many other I forgot.
>
> MidiMaze, Xenon 1, most MIDI programs, Calamus & Papyrus (amiga has MIDI
> programs but most of they looks more like Playskool toys than serious
> applications, and desktop publishing solutions mostly sucks)

ALso Oids! That was excellent.

Actually Xenon 1 was out first for the Amiga and was much better..

2353. Re: [OT] Calamus WinPack on Linux/wine almost OK

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 17:08:39 UTC
From: melodias@yelos.com
Message-ID: <b7bc45a9.0305030908.1c1de375@posting.google.com>
Source record: 27835

Guy Harrison <swamp-DEL-dog@ntlworld.com> wrote in message
news:<2tj7o-d2k1.ln1@sd.swampdog>...
> Jim DeClercq wrote:
>
> > Shirley you jest. The full version of Calamus is about $3,000.00.

> Oh. No free downloads of that for a while yet then. :-)

You can download a Lite version (free 30 day then ?50-*-) from calamus
or europeshareware
-*- otherwise you must wait few minutes at each program boot AFAIK.
>
> > I think it is worth every penny of that, but then I use it a lot, and
> > have had it for a long time, buying a bit more every year.

I agree

> > : No trouble. What I meant was I never saw your posting to
> > : comp.emulators.ms-windows.wine. Is Calamus freely downloadable now?
> > : I always wanted to see it (I have Wine).

I've posted a new thread on winegroup (still need to patch the wine
sources).

salut
ferran

2354. Re: emulation of atari st game

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 19:55:10 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b916qt$8p4$1@titan.btinternet.com>
Source record: 27837
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi There

> is it worth emulating the atari st for any particular games? since i
> already have the amiga emulator uae i can already play rather many
> games that i used to own for my old amiga. however i was wondering if
> there are some particular games / programs for the atari st that have
> no equivalent for amiga or that at least are better on atari st.

I have a PC CD called the Atari Anniversary Edition, made by inforgames it has most of the famous Atari coin op games and they run from some kind of emulator.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.476 / Virus Database: 273 - Release Date: 24/04/2003

2355. Re: Email access on 520stfm?

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 19:55:15 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b916r2$8p4$4@titan.btinternet.com>
Source record: 27836
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi galen

> > If you had an Amiga 500 w/1MB RAM, and OS3.1, you could do all that!!!
Heheheh

> I suspect any 1985 + computer with 1 MB RAM could do all that. Heheheh?

If an @migo can do it with a meg of RAM an Atari can do it with 512kb and
it'd be a PD app!. 8~)

< Asbestos pants in place>

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.476 / Virus Database: 273 - Release Date: 24/04/2003

2356. Bits and Bobs

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 19:56:09 UTC
From: shinanagons@yahoo.co.uk
Message-ID: <f237d271.0305031156.661a2971@posting.google.com>
Source record: 27838

Hi,

I have ST Format Mags 1-the last one, and some boxed games. Not looking for anything for them just postage, or pick up.

I have all the disks for the ST Formats as well.

email ShinanagonsREMOVE@yahoo.co.uk for details and info, remember to take out REMOVE,

I am down south in the UK

shianagons

2357. Model Train simulation game name?

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 20:00:27 UTC
From: amp@wanfear.com
Message-ID: <vdVsa.477407$Zo.106104@sccrnsc03>
Source record: 27839

Hi,

I've been looking for the name of this game/demo whatever it is for the past oh I dunno 5 years or something. If anyone knows what it is called or can post a binary, please let me know. It is an overhead isometric view game where you can control some trains. I believe it is a model train layout. The game isn't: A-Train, Railroad Tycoon, or Transartica. It may have been freeware or some demo software.

Thanks

2358. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 20:33:50 UTC
From: "Z.Beeblebrox" <qwerty813@hotmail.com>
Message-ID: <keecna0R3rYwuymjXTWcoQ@comcast.com>
Source record: 27840
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Ben -

Just wanted to thank you for being one of the FEW places where you can get Atari stuff.
I bought hardware from you quite a ways back & all worked out really well.

-later,

-z-

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0305010636000.14513-100000@shell1.aracnet.com...
> For a long time, I've been under attack in this NewsGroup. The Few, or
> maybe the one attacking believes he is hurting me. He believes comparing
> me to pedophiles, gays and what else actually hurts me. He thinks he
> offends me while driving away my Business. He couldn't be more wrong!!!
> Besides amusing me with his homophobic humor, he draws more attention
> to my Atari Business! I couldn't get better/more advertising even if I
> paid for it. Atari users are smart, not sheep. They see all the posts and
> check it out on their own. They see the posts and do their own research!
> They find my WebSite then read and research for themselves, making their
> own decisions. Ignoring the dribble posted by Him. Those that participate
> in the NewsGroups are a small percentage of those who actually read it.
> Many are looking for Atari Sales, Service and Support and find it thanks
> to all the attention drawn to my Business. If you really want to hurt me,
> ignore my posts and dont reply. Otherwise, your Dumber than I thought!
> Dont try to draw me into an argument. It takes Two and I'm Ignoring You!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>

2359. Re: emulation of atari st game

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 20:56:16 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3eb42b91$0$30106$626a54ce@news.free.fr>
Source record: 27841

> > MidiMaze, Xenon 1, most MIDI programs, Calamus & Papyrus (amiga has MIDI
> > programs but most of they looks more like Playskool toys than serious
> > applications, and desktop publishing solutions mostly sucks)
>
> ALso Oids! That was excellent.
>
> Actually Xenon 1 was out first for the Amiga and was much better..

Ok.
I was sure that Xenon 2 - MegaBlast was first on Amiga, but that Xenon 1 had been released only on ST. Thanks for correcting.

Dbug

2360. Re: Alternate OS' for ST?

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 21:24:21 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <b91c25$55e$1@thorium.cix.co.uk>
Source record: 27842

derryck@.cix.co.uk.invalid () wrote:
> From: "Pascal Ricard" <nospam@mydomain.thanx.invalid>
> Date: Thu, 01 May 2003 17:31:10 +0200 (MET DST)
>>> ...but the manual might be german only - again I can't remember.
>>> The manual is unimportant. It's a simple install.
>> The manual (of MagiC) is in French if you buy through Europe Shareware.
> FWIW DDP Translations furnished Atari Workshop with a full English
> release of MagiC 6.20 late last year. I don't know what El planned on
> doing with the manual though.

Not sure it's finished but the upgrade may be available now - El sent me
an upgrade last month but the Email wouldn't extract (Mime).

rgds
Harry

2361. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 21:24:21 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <b91c25$55g$1@thorium.cix.co.uk>
Source record: 27843

sorry@but.i.hate.spam.net (Mickael Pointier) wrote:

>> My TT's TOS is 3.01 (less capable and more buggy than 2.05) and with
>> MagiC\Magxdesk I have full colour icons on the desktop and all TOS
>> errors fixed. HSModem provides belt and braces fixes.
>> I think you just need to use better utilities!
> HDDriver is a commercial product, I don't necessarily want to pay for
> something I can get for free (AHDI).

I never understood why the Atari market has declined so much...
...oh yes, it was because of statements like that.

Tell me, how would you get a MSTe with a graphics card for free? Sheesh...

If you want a free program, we've already heard that ICD software will
work the Atari host adaptor, is free (but without support) and allows you
to boot bypassing the Auto folder. The TOS problem you describe is now
irrelevant again and at a price even you can afford.

> When I was "playing" with the installer of the card SuperNova, and then
> later Spektrum, I've been obliged to boot on a AHDI floppy numerous time
> because the boot sequence was fucked up... run AHDI.PRG, show icons,
> get C drive, remove faulty program, try again... blahhh.

Software problems and graphics cards is a big problem area when things
start to go wrong. Especially when the INF file gets screwed up - in
the past I've been locked out for up to 30 re-boots at a time and I
haven't seen 16M colour mode for three years! B^)

>> but with the shortcomings of the internal host adaptor discussed
>> earlier and the fact that no ICD host adaptor was ever made for the
>> Mega STe (only the Mega ST) sometimes it's the best option for HD
>> expansion.
> I have heard that the Link exist in a special MegaSTE version that you
> can exactly put at the same place than the original card made by Atari.

Yes, a hack has been possible, but no-ones been prepared to guarantee it.

rgds
Harry

2362. FA Atari ST Developer Tools : Prospero C, GFA Basic System 2, Atari ST Basic

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 22:01:19 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0305031401.4446aa97@posting.google.com>
Source record: 27746

For Auction

Prospero C programming language development system (4 manuals + 3 disks)
Prospero Developers Toolkit (1 manual + 3 disks)
GFA Basic System 2 (compiler and interpreter) (1 manual + 1 disk)
GFA Basic Advanced Programming (1 book, 1 disk)
Atari ST Basic Programming Language (Revised Edition) (1 book 1 disk).

Starts at ï¿½1

Thanks

PT.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3022354439

2363. Re: Quick MagXNet Question...

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 22:40:59 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3eb3f0fe9f8e14@attbi.com>
Source record: 27748

This happens alot to me when iI used a dial-up ISP. I was not
using MagicNet, but was under Magic and using STiK2. This started
to happen when my ISP merged with a larger company. After that,
servive was terrible along with problems with connecting and
staying connected. I would be downloading/uploading browsing and
my connection would just go bye-bye. I think it is your ISP.

>Hello!
>
> Just a quick(?) question: What would cause MagXNet to disconnect
>immediately after dialing in and connecting? It's been happening about 95%
>of the time for the past few weeks, and I want to check to make sure I
>didn't do anything to change vital files. I've checked everything I can
>think of: all the /etc/ files, comparing them to previous discussions,
>example files, and discussion with Vassilis, any new programs I've
>installed, etc., but everything looks normal, and worked up to a few weeks
>ago. And *sometimes* it connects just fine and stays connected. I would
>blame it on my ISP (which I'm looking into switching at the moment), but
>both STiK 2 and my iMac's connection works without this problem occuring -
>leading me to think it's something on my MagXNet/OS side. I enabled the
>"debug" feature, and it seems that the last few things to happen before the
>connection is dropped is that both IPCP and LCP are "terminated at peer's
>request". The rest of the file I'm not sure about the meaning of. I can send
>this file along on your request, if it will help. Any thoughts about what
>else I can check? Thanks!
>
> Mike Freeman
> nameerf@flash.net
>

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2364. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 22:46:56 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3eb445aa$0$30116$626a54ce@news.free.fr>
Source record: 27747

> >> I think you just need to use better utilities!
> > HDDriver is a commercial product, I don't necessarily want to pay for
> > something I can get for free (AHDI).
>
> I never understood why the Atari market has declined so much...
> ...oh yes, it was because of statements like that.
>
> Tell me, how would you get a MSTe with a graphics card for free? Sheesh...
>
> If you want a free program, we've already heard that ICD software will
> work the Atari host adaptor, is free (but without support) and allows you
> to boot bypassing the Auto folder. The TOS problem you describe is now
> irrelevant again and at a price even you can afford.

Hey, I'm not talking about PIRACY !

AHDI was free so far I know, I get it with my Falcon 030 years ago.
If AHDI failed in my case, of course I would have looked for something else,
but since it worked fine I don't see why I should upgrade. As people said
"if it isn't broken, don't fix it".

I prefer to spend money for the things I _really_ need.

> > When I was "playing" with the installer of the card SuperNova, and then
> > later Spektrum, I've been obliged to boot on a AHDI floppy numerous time
> > because the boot sequence was fucked up... run AHDI.PRG, show icons,
> > get C drive, remove faulty program, try again... blahhh.
>
> Software problems and graphics cards is a big problem area when things
> start to go wrong. Especially when the INF file gets screwed up - in
> the past I've been locked out for up to 30 re-boots at a time and I
> haven't seen 16M colour mode for three years! B^)

I've got the problem when I tried to install a card in my 10 mb MegaSTE...
seems that no card want to work in this machine because of some hardware
conflict, but well... have to reboot quite a lot of time.

> >> but with the shortcomings of the internal host adaptor discussed
> >> earlier and the fact that no ICD host adaptor was ever made for the
> >> Mega STe (only the Mega ST) sometimes it's the best option for HD
> >> expansion.
> > I have heard that the Link exist in a special MegaSTE version that you
> > can exactly put at the same place than the original card made by Atari.
>
> Yes, a hack has been possible, but no-ones been prepared to guarantee it.

Ok.

Dbug

2365. Re: CT60 TESTS - the LINKS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 22:48:27 UTC
From: Jean-Marc <Utilisez.le.reply-to@merci.fr>
Message-ID: <3eb44758$0$30118$626a54ce@news.free.fr>
Source record: 27749

"Peter Slegg" a ï¿½crit:

Hello,

Use this file 'Povray.ini' send by Rodolphe

Make change correct file path in 'Librairy_Path' Tag
Skyvase.pov is to the 'Input_File_Name' Tag

Drag'n Drop this Povray.ini on the pov3.ttp

My Result:

Milan 040/25Mhz - MagicMilan 6.10 8 minutes 30 seconds

A+

Jean-Marc
"Sorry for my frenchenglish ;)"

[File Povray.ini begin]
;
;;
;; PERSISTENCE OF VISION(tm) RAY TRACER
;;
;; POV-Ray version 3.1e
;;
;;
;; This file contains the system default options for POV-Ray. To
replace
;; these system defaults with a personal set, copy this file to
;; $HOME/.povrayrc and change it to meet your needs. A per-project
set of
;; defaults can be created in each directory under the name
povray.ini.
;; Options set in a default INI file can be overridden on the command
line
;; directly with switches or with options set in other named INI
files.
;;
;; Only some of the more commonly used options are in this file. Read
;; the User's Documentation for a list of all the possibilities. The
;; command line equivalents of the options are also noted in ()'s.

;; Modified by Mike Fleetwood, February 1999

;; Search path for #include source files or command line ini files not
;; found in the current directory. New directories are added to the

```
;; search path, up to a maximum of 25.
Library_Path=e:\pov31g60\povray_3.1g ;; (+Ldir)
Library_Path=e:\pov31g60\povray_3.1g\include

;; Image size.
Width=320 ;; (+Wn)
0Height=240 ;; (+Hn)

;; Partial trace of the image.
;; Values range from top left to bottom right.
;; Can use either 0.0 to 1.0 as fraction of height/width, or
;; whole numbers as rows and columns.
;Start_Row=0.1 ;; (+SR0.n / +SRn)
;End_Row=0.2 ;; (+ER0.n / +ERn)
;Start_Column=45 ;; (+SC0.n / +SCn)
;End_Column=90 ;; (+EC0.n / +ECn)

;; Test for trace abort. Use 'q' or 'Q' to abort if enabled. Not
;; really needed on Unix as you can always use the Interrupt signal.
Test_Abort=true ;; (+/-X)
Test_Abort_Count=100 ;; (+Xn)

;; Output quality. (Ray tracer actions).
;; 0-1 Quick colours. Full ambient lighting only.
;; 2-3 Quick colours. Diffuse and ambient lighting only.
;; 4 Quick colours. Render shadows. No extended lights.
;; 5 Quick colours. Render shadows including extended
lights.
;; 6-7 Texture patterns.
;; 8 Reflected, refracted and transmitted rays.
;; 9 Compute media.
;; 10 Compute radiosity but no media.
;; 11 Compute radiosity and media.
Quality=9 ;; (+Qn)

;; Anti-aliasing controls.
;Antialias=true ;; (+/-An)
;Sampling_Method=2

;; Display the image while tracing controls.
Display=false ;; (+/-D)
Pause_When_Done=false ;; (+/-P)

;; Internal animation loop control.
;; The 'clock' definition within the source changes from 0 to 1 for
each
;; frame of the animation. If cyclic animation is enabled it steps
from
;; 0 to a fraction below 1 (actually 1 - 1/Final_Frame).
;Initial_Frame=1 ;; (+KFIn)
;Final_Frame=36 ;; (+KFFn)
;Cyclic_Animation=true ;; (+/-KC)
```

```
;; File input
Input_File_Name=skyvase.pov

;; File output type control.
;; T Uncompressed Targa-24
;; C Compreessed Targa-24
;; P UNIX PPM
;; N PNG (8-bits per colour RGB)
;; Nc PNG (``c'' bit per colour RGB where 5 <= c <= 16)
Output_to_File=true
Output_File_Type=T ;; (+/-Ftype)

;; Define the Gamma output responce of the monitor.
;; This is about correct for most Unix an PC monitors.
Display_Gamma=2.2 ;; (Not available as command line switch)

[/File Povray.ini End]
```

2366. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 22:51:52 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0305040038140.856-100000@UNI_MANiac>
Source record: 27750

On Fri, 2 May 2003, Mark D wrote:

> > Adamas has been critisized a lot in the past in this newsgroup, but Jens
> > Heitman deserves our support for not giving up on this browser. While
> > CAB's development has stopped, and Highwire still has the "very promising"
> > status, Adamas latest pre-release versions show several improvements. I

> The installer usually doesn't work for me, however this time it did. I
> tried under aranym. the Gethostbyname isn't working so the browser won't
> load for instance www.google.com. I can however point it to an IP but then
> it freezes on loading images. The basics aren't done.

Jens has recently installed Aranym, and will also use this for testing.
Things will improve. And he doesn't mind getting bug reports. He has
responded on my bugreports quite quickly with new releases.

> Course i was using mgw-024c which was meant for MiNT 1.15, I actually have
> 1.16 alpha but 031b won't work for me at all.
That's true. Jens is aware of that but hasn't found the problem yet. The
sources are available (Freemint CVS) so if there is anyone who know how to
fix the newer mgw, he will be welcomed.

> Seems like a great idea, but how come I can't get it to work on a
> variety of platforms and situations?
My point is: anyone who is willing to put a lot of time and effort in
creating a better and free browser for the Atari platform deserves our
support. Highwire or Adamas: a little competition won't hurt.

Martin Tarenskeen

2367. Re: CT60 TESTS - the LINKS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 23:06:20 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3eb42f4c.0@entanet>
Source record: 27844

On 2 May 2003 20:46:26 +, "Mickael Pointier" wrote:
>> Thanks for that Rodolphe.
>>
>> I haven't used POV for years so I ran it through an old copy of POVshell.
>>
>> Here are the results for a Milan060 at 50MHz using Mint 1.15.12
>>
>>
>> Time For Parse: 0 hours 0 minutes 1.0 seconds (1 seconds)
>> Time For Trace: 0 hours 1 minutes 12.0 seconds (72 seconds)
>> Total Time: 0 hours 1 minutes 13.0 seconds (73 seconds)
>>
>> I ran it three times and got near identical results.
>>
>> If I was to move the jumpers to clock it at 60MHz I would expect
>> a 20% speed increase, roughly.
>
>A Milan060 is nearly two times faster than a Falcon with CT60 ?
>What would be the technical reasons for this ?
>
> Dbug

It might be because I haven't used POV for years and I rendered
a smaller image or something odd like that. Maybe POV shell
over-rides the script file image settings ?

It created a 160x100 TGA image of 48018 bytes. I don't know what
the image size should be.

Sorry if I have just confused matters.

Regards,

Peter

2368. Atari Online News, Etc. #05-18

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 23:26:58 UTC
From: danap8@aol.comno-spam
Message-ID: <20030503192658.18387.00000862@mb-m29.aol.com>
Source record: 27751

A-ONE #0518 05/02/03

~ Experts: What Is Spam? ~ People Are Talking! ~ Bounty On Spammers?
~ Focus On Auction Fraud ~ Mosaic Marks 10 Years! ~ New EasyMiNT 1.5!
~ 'Fluffi Bunni' Busted! ~ Spam Shootout Starts! ~ Klez Continues!
~ GP32 Atari ST Emulator ~ RIAA Targets Kazaa Use ~ Top Anti-Spam Tools!

-* Ataris - What's In A Name? *-
-* Apple Launches Online Music Service *-
-* Virginia: Nation's Toughest Anti-Spam Laws *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2369. Re: CT60 TESTS - the LINKS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-03 23:54:46 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3eb43aa6.0@entanet>
Source record: 27845

On 3 May 2003 22:06:20 -, Peter Slegg wrote:
>On 2 May 2003 20:46:26 +, "Mickael Pointier" wrote:
>>> Thanks for that Rodolphe.
>>>
>>> I haven't used POV for years so I ran it through an old copy of POVshell.
>>>
>>> Here are the results for a Milan060 at 50MHz using Mint 1.15.12
>>>
>>>
>>> Time For Parse: 0 hours 0 minutes 1.0 seconds (1 seconds)
>>> Time For Trace: 0 hours 1 minutes 12.0 seconds (72 seconds)
>>> Total Time: 0 hours 1 minutes 13.0 seconds (73 seconds)
>>>
>>> I ran it three times and got near identical results.
>>>
>>> If I was to move the jumpers to clock it at 60MHz I would expect
>>> a 20% speed increase, roughly.
>>
>>A Milan060 is nearly two times faster than a Falcon with CT60 ?
>>What would be the technical reasons for this ?
>>
>> Dbug

Ok I tried the skyvase again but this time used the command line ttp and the
parameters from the POV Bench website:

-i skyvase.pov +v1 -d +ft -x +a0.300 +r3 -q9 -w640 -h480 -mv2.0 +b1000

This took exactly 30 minutes so I suspect that this isn't right either.
Does anyone have the correct .ini file ?

Peter

skyvase.pov Statistics, Resolution 640 x 480

Pixels: 307840 Samples: 396160 Smpls/Pxl: 1.29
Rays: 1519525 Saved: 9 Max Level: 5/5

Ray->Shape Intersection Tests Succeeded Percentage

Cone/Cylinder 2382544 1281629 53.79
CSG Intersection 3664173 396353 10.82
CSG Union 2563258 738033 28.79
Plane 26388698 14489603 54.91
Quadric 2563258 1571892 61.32
Sphere 2563258 650145 25.36

```
Bounding Object 2382544 1281629 53.79
------------------------------------------------------------------------------
Calls to Noise: 1445139 Calls to DNoise: 2816194
------------------------------------------------------------------------------
Shadow Ray Tests: 3726692 Succeeded: 90399
Reflected Rays: 1123365
------------------------------------------------------------------------------
Smallest Alloc: 12 bytes Largest: 12828
Peak memory used: 116499 bytes
------------------------------------------------------------------------------
Time For Parse: 0 hours 0 minutes 2.0 seconds (2 seconds)
Time For Trace: 0 hours 29 minutes 58.0 seconds (1798 seconds)
Total Time: 0 hours 30 minutes 0.0 seconds (1800 seconds)
```

2370. Re: Re:information about Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 03:23:14 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vb91t2nh5pbo4d@corp.supernews.com>
Source record: 27752

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b8m9nrntb1@news7.svr.pol.co.uk...
> I have a 1.2GB IBM drive in mine, though I cant tell you the model number
> atm as im not dissasembling my falcon right now.
>
> Smeg.

What HD Drver software works with the Falcon's IDE? I will be getting a
Falcon soon and want to know what software I need to be on the lookout for.
I also have some 2Gb and 4Gb HD's. Is there a limit on 2.5" HD's sizes for
the falcon?

I think I have a Toshiba 2Gb HD in my Amiga 1200 I can swap if a 4Gb IBM
will not work in the Falcon.

Thanks!
Tim

> Paul Hopkins <nephelim@zetnet.co.uk> wrote in message
> news:3eadda9a$0$193$4c56ba96@master.news.zetnet.net...
> > Hi Folks.
> > On 27th April 2003 Davide wrote :-
> >
> > >- When I turn on, the internal hard disk seems to be live during Atari
> > >logo sequence start (I heard the spin-up noise), but after the ROM TOS
> > >starts, no Hard disk icon appears on desktop. Is the hard disk broken
> > >or do I need some additional software for seeing and formatting it?
> >
> > Are you getting just two floppy drives on your desktop ? A & B ?
> > If so maybe your H Drive is ok but not being recognised as you do not
have
> a
> > Hard Driver program installed such as HD Driver 7. HDD7 can be obtained
> > from System Solutions (UK).
> >
> > If the previous owner of the Falcon wiped the Hard Drive, then the
> > driver program would have been erased as well. You will also need
> > 'Config.prg' to set your Falcon to the resolution,language and
monitor/TV
> > that you are using so that it boots up exactly how you want it to
> > each time you turn it on.
> >
> > >...- What HD 2.5" models are compatible with Falcon?..//
> >
> > Below are some hard drives used by the Zetnet-Atarians. Avoid drives

> > made by Western Digital as they seem to give problems when connected
> > to Ataris. No doubt there are other drives that will work ok, but I do
> > not have info about them. Other members of this group may be able to
> > help on this.
> >
> >
> > Make Model No. Capacity.
> >
> > Connor CFL420A ?
> > Connor CP2064 50Mb
> > IBM 8054 870Mb
> > Toshiba MK1002MAV 1Gb
> >
> >
> >
> >
> > >...- Is the High Density 1.44Mb PC floppy disk drive compatible with
> > >Falcon?...//
> >
> > I believe so, but PC kit moves so fast that I do not know what the
> > current situation is with PC floppy drives. Other members of this
> > group will be better qualified than I to give advice on the current
> > situation concerning this. Certainly they were in the past, but in
> > some instances case modifications had to be made to the Falcon.
> >
> > >..- Is there some good web site where I can find software/manuals for
> > >Falcon?....//
> >
> > Yep ! Plenty ! I don't have them all at hand at the moment,but for
> > starters try http://jfhaslam.atari.org and follow any links to other
> > sites.
> >
> > Good luck in getting your Falcon sorted out.
> >
> >
> > Cheers,
> >
> > Paul.
> >
> >
>
> ---
> --
>
>

2371. Re: CT60 TESTS - the LINKS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 07:51:39 UTC
From: NOSPAMS@MAMADOO.fr
Message-ID: <1fufgro.4nrbuq7xh9owN%NOSPAMS@MAMADOO.fr>
Source record: 27753

Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote:

> Ok I tried the skyvase again but this time used the command line ttp and the
> parameters from the POV Bench website:
>
> -i skyvase.pov +v1 -d +ft -x +a0.300 +r3 -q9 -w640 -h480 -mv2.0 +b1000
>
> This took exactly 30 minutes so I suspect that this isn't right either.
> Does anyone have the correct .ini file ?
>
> Peter
>
>
> skyvase.pov Statistics, Resolution 640 x 480
> Time For Parse: 0 hours 0 minutes 2.0 seconds (2 seconds)
> Time For Trace: 0 hours 29 minutes 58.0 seconds (1798 seconds)
> Total Time: 0 hours 30 minutes 0.0 seconds (1800 seconds)

Hi peter, I have tried again with the same command line under MCMD and
MagiC:

Time For Trace: 0 hours 14 minutes 1.0 seconds (841 seconds)
Total Time: 0 hours 14 minutes 1.0 seconds (841 seconds)

CT60 66Mhz.

With the the correct .ini file I obtain 2 mn 47 (TGA output 320 x 240).

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

2372. Re: Fagboy Benny Smith the big pedophile!

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 09:15:06 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3eb4dab1$0$49104$e4fe514c@news.xs4all.nl>
Source record: 27754
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Here we go again...!

Another personal thread: OOPS I need security otherwise they gonna.....

Want us to fuck with you too, fagot? Keep your fuckin mouth shut or we'll be
fucking with you everyday of your life as well.

Go fuck your big fagot friend benny you dumb shit for brains mother fucker.
You're next if you open your mouth again.

Grow up.... act normal... people are not waiting for these useless posts....

"TXG" <txg01@xs4all.nl> wrote in message
news:3eb38489$0$49108$e4fe514c@news.xs4all.nl...
> Grow up.... act normal... people are not waiting for these useless
posts....
>
> "Nomen Nescio" <nobody@dizum.com> wrote in message
> news:805055209597cf19fd5172fa619eca19@dizum.com...
> > looks like it's time for a fun new game... it's called let fuck with
> fagboy
> > shit eating pedophile benny every fucking day of his life till he stops!
> Keep
> > comin back fagot, we won't be going anywhere anytime soon and will be
> spending
> > all of our time fucking with ya. This includes Don "I eat just as much
> shit
> > as Benny" Schmidt and Paul "fuck me I'm a big british gaylord" Irvine.
> >
> > Email address for all the spambots: (mailbomb and spam these HEAVILY)
> > atari@aracnet.com
> > dschmidt@pacifier.com
> > mclane.dellos@btinternet.com
> >
> > you will notice that we have conveniently removed the munging from
fagboy
> Paul's
> > email addy.
> >
> >
> >
> >
>

>

2373. Re: CT60 TESTS are false !

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 09:52:33 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b92nt1$k5$2@tyfon.itea.ntnu.no>
Source record: 27755

Rodolphe Czuba <rczuba@free.fr> wrote:
> The good version (using the 060 FPU library) gives ...

> 2mn 47 s !!!!

With the povray.ini file you sent me I got 3mn 45s. This is under
MiNT/N.AES on my Milan060/60Mhz.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2374. Re: Fagboy Benny Smith the big pedophile!

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 11:25:20 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <kot9bv0cgi3ceavhq3rv5sufbjon9lnh7l@4ax.com>
Source record: 27756
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sat, 3 May 2003 00:10:04 +0200 (CEST), Nomen Nescio
<nobody@dizum.com> wrote:

>looks like it's time for a fun new game... it's called let fuck with fagboy
>shit eating pedophile benny every fucking day of his life till he stops! Keep
>comin back fagot, we won't be going anywhere anytime soon and will be spending
>all of our time fucking with ya. This includes Don "I eat just as much shit
>as Benny" Schmidt and Paul "fuck me I'm a big british gaylord" Irvine.

>you will notice that we have conveniently removed the munging from fagboy Paul's
>email addy.

Send all you like, I get plenty already..

Now stop being a child and go back to your *moose*
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

2375. Re: Fagboy Benny Smith the big pedophile!

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 13:00:39 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3eb50f90$0$49104$e4fe514c@news.xs4all.nl>
Source record: 27757
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Paul Irvine" > Send all you like, I get plenty already..
>
> Now stop being a child and go back to your *moose*
> --
>
> Paul...

Hi Paul,

I see you read the mail from this silly person also...

I think this is the only person on the internet with an IQ value of -1
haha :-)

2376. Re: unknown demo

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 14:02:31 UTC
From: "Mac Sys Data of POV"
Message-ID: <R49ta.2033$8c7.1064@newsfep1-gui.server.ntli.net>
Source record: 27759

I think you mean "Red ear". I think it was done by Stax.

Mark
MSD/POV
www.povcd.info

"Mike" <mwileczek@chez.com> wrote in message
news:e9193c38.0305020542.6fd70cf6@posting.google.com...
> A few years ago i saw a very nice demo on atari st. It looks like a
> hand drawn mainly black on white cartoon (image by image style). but i
> can't remember the title
> Does anyone remember such a demo or intro ?
>
> thanks in advance.

2377. Re: CT60 TESTS - the LINKS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 15:24:51 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3eb514a3.0@entanet>
Source record: 27758

On 4 May 2003 00:48:27 +, "Jean-Marc" wrote:
>"Peter Slegg" a &#65533;crit:
>
>Hello,
>
>
>Use this file 'Povray.ini' send by Rodolphe
>
>Make change correct file path in 'Librairy_Path' Tag
>Skyvase.pov is to the 'Input_File_Name' Tag
>
>Drag'n Drop this Povray.ini on the pov3.ttp
>
>
>My Result:
>
>Milan 040/25Mhz - MagicMilan 6.10 8 minutes 30 seconds
>
>A+
>
>Jean-Marc
>"Sorry for my frenchenglish ;)"

Thanks Jean-Marc. No problem with the language.

Using the proper ini I now have:

Time For Parse: 0 hours 0 minutes 2.0 seconds (2 seconds)
Time For Trace: 0 hours 5 minutes 44.0 seconds (344 seconds)
Total Time: 0 hours 5 minutes 46.0 seconds (346 seconds)

which is good but nothing like as good as the CT60 which seems to
be a little over twice as fast as my Milan !!

If only my SCSI card would work at 60/30MHz, it used to when I had
the 68040.

CT60 66MHz 2'47"
Hades060 3'25"
Milan060 60MHz 3'45"
Milan060 50MHz 5'46"
Milan040 25MHz 8'30"

I am not sure why my run was so much slower than Jo-Evens Milan060/60
We are both using Mint/NAES.

Regards,

Peter

2378. Re: Fagboy Benny Smith the big pedophile!

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 15:32:25 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <8cbabv8c8blrg0qldrca8534rm20u5stu0@4ax.com>
Source record: 27760
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 4 May 2003 15:00:39 +0200, "TXG" <txg01@xs4all.nl> wrote:

>"Paul Irvine" > Send all you like, I get plenty already..
>>
>> Now stop being a child and go back to your *moose*

>Hi Paul,

Hi there
>
>I see you read the mail from this silly person also...
>
>I think this is the only person on the internet with an IQ value of -1
>haha :-)

I use 2 very good filters and a virus checker already, it's just a
piss in the wind if you ask me.

But, sadly it's just making the group more pointless and unreadable.

I've read this group for many many years, actively helped many and
think of myself as a regular and good group person yet this person who
knows me and I know him feels the need to ruin the fun by making the
group stagnate just to prove that him and his mates have some little
hint of power.

What power?

The power to post via Dizum...Whoopie....very manly.

The power to mailbomb..very old school

Nope, it's just the power to ruin a group with childish stuff making
readers clear off in droves.

Nice one S.....You might just win and fuck the whole group up, you
must be proud.

<sigh>
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

2379. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 15:44:06 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <vbad5lj9mss0a3@corp.supernews.com>
Source record: 27761

"Martin Tarenskeen" <nospam@zonnet.nl> wrote in message:
> > Seems like a great idea, but how come I can't get it to work on a
> > variety of platforms and situations?
> My point is: anyone who is willing to put a lot of time and effort in
> creating a better and free browser for the Atari platform deserves our
> support. Highwire or Adamas: a little competition won't hurt.

ANYONE working on software for the platform deserves support.

just my 2 cents..

Rob
webmaster
http://www.Atari-Users.Net

2380. Egale 4.1

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 16:06:14 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b93dpm$5ie$1@thorium.cix.co.uk>
Source record: 27762

Hi!

Égale, the file comparison program, is now freeware, using a public registration key. The latest (and last) version, 4.1, adds long filename support and has several other improvements. A full English bundle, prepared by xlator of DDP Translations, is now available from author David Reitter's webpage:

www.reitter-it-media.de

For those who don't know the program, besides comparing two text or binary files side by side (to allow changes and additions to be seen easily) Égale can also compare complete directories or even partitions (useful for checking if a copy or backup is intact), produce directory listings (including folders and optionally show various file data) and also it can be used as a binary editor.

Regards, /Peter/

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm
```

2381. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 16:07:45 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <b93dsh$5ip$1@thorium.cix.co.uk>
Source record: 27763

sorry@but.i.hate.spam.net (Mickael Pointier) wrote:

>>>> I think you just need to use better utilities!
>>> HDDriver is a commercial product, I don't necessarily want to pay
>>> for something I can get for free (AHDI).
>> I never understood why the Atari market has declined so much...
>> ...oh yes, it was because of statements like that.
>> Tell me, how would you get a MSTe with a graphics card for free?
>> Sheesh...
>>
>> If you want a free program, we've already heard that ICD software will
>> work the Atari host adaptor, is free (but without support) and allows
>> you to boot bypassing the Auto folder. The TOS problem you describe is
>> now irrelevant again and at a price even you can afford.
> Hey, I'm not talking about PIRACY !

Neither am I, please don't think that. I'm saying that even when someone persists with Atari as a user in a market that has been declining for as long as it has, when there have been so few people left developing for the platform, the refusal by users to pay even a small amount for support to remaining developers\suppliers has meant they can't work solely in this market. The result is what we've already seen.

You'd like a fix for TOS shortcomings (provided in Magic), driver shortcomings (provided in ICD and HDDriver), colour icons (provided in MagxDesk\Jinnee and many other desktop replacements), graphics card support (provided in NVDI) but seem to want to fight only to refuse to buy any of them and thereby discourage developers to stay.

I know you're not asking for pirated software - your asking yourself to continue to suffer while an available solution exists. You suffer, the developer suffers and then we all move on to other platforms. No winners.

> AHDI was free so far I know, I get it with my Falcon 030 years ago.
> If AHDI failed in my case, of course I would have looked for something
> else, but since it worked fine I don't see why I should upgrade. As
> people said "if it isn't broken, don't fix it".
>
> I prefer to spend money for the things I _really_ need.

But you said you can't boot without the Auto folder, so it _was_ broke. Answer = ICD\HDDriver. The ICD drivers fix was _always_ a free download since the release of the MegaST. HDDriver has always been about half the price of ICD Pro utilities - a very low priced product.

>>> When I was "playing" with the installer of the card SuperNova, and
>>> then later Spektrum, I've been obliged to boot on a AHDI floppy
>>> numerous time because the boot sequence was fucked up... run AHDI.PRG,
>>> show icons, get C drive, remove faulty program, try again... blahhh.

Drivers supplied with cards have always been rubbish. NVDI has always been
the most integrated solution, even if they have caused problems of their
own.

>> Software problems and graphics cards is a big problem area when things
>> start to go wrong. Especially when the INF file gets screwed up...
> I've got the problem when I tried to install a card in my 10 mb
> MegaSTE... seems that no card want to work in this machine because of
> some hardware conflict, but well... have to reboot quite a lot of time.

I'm surprised. The VME was a standard port - unless you used a card that
preferred the port used on the MegaST, which was very different and
incompatible.

rgds
Harry

2382. Re: Egale 4.1

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 16:48:12 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3eb5549c4fa0961@europe-shareware.org>
Source record: 27764

Hello,

in article <b93dpm$5ie$1@thorium.cix.co.uk> (comp.sys.atari.st),
xlator@cix.compulink.co.uk wrote on Sun 04-05-2003 16:06 (GMT):

> Hi!
>
> ï¿œgale, the file comparison program, is now freeware, using a public

A must have!
Registered years ago, still using it almost every day.

Bye,
/Pascal/

2383. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 17:30:22 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3eb54cf1$0$22913$626a54ce@news.free.fr>
Source record: 27765

> I know you're not asking for pirated software - your asking yourself to
> continue to suffer while an available solution exists. You suffer, the
> developer suffers and then we all move on to other platforms. No winners.

I already leaved the Atari platform in 1995 seeing that nothing evolve,
Atari screw up with the 16bit bus on the falcon, had put all his resources
in the Jaguar thus killing the Falcon 040, bla bla bla...
I'm back on the Atari only for nostalgia, not for doing serious things. I'm
impressed by some hardware/software configurations around there, but don't
count me as a serious Atari user. That guy just ask about a MSTE and I tell
a list of criteria that should be watched, nothing more.

> >> Software problems and graphics cards is a big problem area when things
> >> start to go wrong. Especially when the INF file gets screwed up...
> > I've got the problem when I tried to install a card in my 10 mb
> > MegaSTE... seems that no card want to work in this machine because of
> > some hardware conflict, but well... have to reboot quite a lot of time.
>
> I'm surprised. The VME was a standard port - unless you used a card that
> preferred the port used on the MegaST, which was very different and
> incompatible.

I don't know exactly what kind of memory expansion this is. I have some
small programs to choose between memory or blitter, so I either have a 4
megs MSTE with blitter, or a 10 megs MSTE without blitter. Unfortunately I
cannot get the VME cards to work in any of these two modes, so I'm stuck,
obliged to use my 4megs 720k MSTE instead of the 10megs 1.44m one :(

Dbug

2384. Re: Re:information about Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 17:54:07 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b93k3v$8pd$1@thorium.cix.co.uk>
Source record: 27766

In message <vb91t2nh5pbo4d@corp.supernews.com>, tjlazer@mail.com said:

>What HD Drver software works with the Falcon's IDE? I will be getting a
>Falcon soon and want to know what software I need to be on the lookout for.
>I also have some 2Gb and 4Gb HD's. Is there a limit on 2.5" HD's sizes for
>the falcon?
>
>I think I have a Toshiba 2Gb HD in my Amiga 1200 I can swap if a 4Gb IBM
>will not work in the Falcon.

Hi Tim!

The best one is HDDRIVER, and though it's commercial, it has some features not offered by other drivers.

The maximum disk size that you can fit is (almost) unlimited, but the maximum partition size depends on the OS, not the driver. The upper limit with TOS 4.x and MagiC is 1 GB/partition (32766 clusters with 32768 bytes each). Thomas Binder says that larger partitions (up to 2 Gig) seem to work with TOS 4.0x, but it's not recommended as there are problems in TOS which may cause serious problems. Older TOSs have a maximum partition size of 512 MB, though larger sizes are possible with BigDOS.

I have a 6.4GB IBM DTTA 350640 in my Falcon and it works fine under TOS 4.0 and under MagiC, using 8 partitions (50 MB for the boot partition, 886 MB for the others). This is a 3.5" device used with an adaptor for connections, which will just fit on top of the shielding.

Regards, /Peter/

2385. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 18:02:03 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <b93kir$91g$1@thorium.cix.co.uk>
Source record: 27767

sorry@but.i.hate.spam.net (Mickael Pointier) wrote:

>> I know you're not asking for pirated software - your asking yourself
>> to continue to suffer while an available solution exists.
>I already leaved the Atari platform in 1995 seeing that nothing evolve,
> ...I'm back on the Atari only for nostalgia, not for doing serious
> things. I'm impressed by some hardware/software configurations around
> there, but don't count me as a serious Atari user. That guy just ask
> about a MSTE and I tell a list of criteria that should be watched,
> nothing more.

I see. I lost track somewhere...

>>> I've got the problem when I tried to install a card in my 10 mb
>>> MegaSTE... seems that no card want to work in this machine because
>>> of some hardware conflict, but well... have to reboot quite a lot of
>>> time.
>> I'm surprised. The VME was a standard port - unless you used a card
>> that preferred the port used on the MegaST, which was very different
>> and incompatible.
> I don't know exactly what kind of memory expansion this is. I have some
> small programs to choose between memory or blitter, so I either have a 4
> megs MSTE with blitter, or a 10 megs MSTE without blitter.
> Unfortunately I cannot get the VME cards to work in any of these two
> modes, so I'm stuck, obliged to use my 4megs 720k MSTE instead of the
> 10megs 1.44m one :(

So your VME card supports additional memory? I'd heard something about this, but hadn't heard of anything successful. There was also something I heard about a VME thru-port allowing more than one card, but I'm very vague about this. Was there something about only a certain amount of memory being addressable by this method?

I'm out of my depth here...

rgds
Harry

2386. [ANN] fVDI Catcher = Snapshot

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 19:43:13 UTC
From: ptonthat@club-internet.fr
Message-ID: <3eb56d50$0$14311$7a628cd7@news.club-internet.fr>
Source record: 27768

Bonjour :)

Yet another snapshot software: fVDI Catcher.
Tis a freeware written to make screen snapshots
with Eclipse/RageIIc. Runs as accessory, under
GEM. Saves GIF or uncompressed TGA.

Works in all ST and Falcon standards screen modes.
Works in TC16 Eclipse/RageIIc screen mode.
Still problem in TC32 (RAGE.SYS driver byte-swapping
not corrected in this mode) and 256 colors screen mode
(need contact with fVDI author).

I don't think it's working with others graphic cards,
especilly in TC modes.
Mail me you you want to use fVDI Catcher with your
graphic card.

Download at http://rajah.atari.org or directly at
http://rajah.atari.org/files/ -> fvdisnap.zip (<20Kb)

The GFA sources are provided in the updated fvdicsrc.zip.

Voila :)

Rajah Lone / Renaissance

2387. Falcon 030 System Software?

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 20:51:04 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vbav9onpouna4c@corp.supernews.com>
Source record: 27769
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just got a used Falcon, but it comes with no System Software. I am talking about the Language Disk, Extras and anything else that was shipped on floppy. Does anyone know of a link, or that might have them they can email?

Also what HD Driver software will work on it? I guess this has a IDE and SCSI so I am assuming I need special software to get the HD to work? I have a 2Gb and a 4Gb 2.5" EIDE Laptop HD I want to use!

Thanks in advanced!
Tim

2388. Re: CT60 TESTS are false !

Newsgroup: comp.sys.atari.st
Date: 2003-05-04 22:22:01 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3eb59288$0$22941$626a54ce@news.free.fr>
Source record: 27770

```
It seems to me a normal value because the Milan uses only a HALF SPEED bus
on the 060 AND use poor EDO RAM.
Thanks for the test.
```

"Jo Even Skarstein" <joska@nvg.ntnu.no> a crit dans le message de news:
b92nt1$k5$2@tyfon.itea.ntnu.no...
> Rodolphe Czuba <rczuba@free.fr> wrote:
> > The good version (using the 060 FPU library) gives ...
>
> > 2mn 47 s !!!!
>
> With the povray.ini file you sent me I got 3mn 45s. This is under
> MiNT/N.AES on my Milan060/60Mhz.
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

2389. A survey poll for you...

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 02:17:17 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <3eb5c9de$1_1@corp.newsgroups.com>
Source record: 27771

Please go to:
http://www.angelfire.com/az3/luposian/

I only ask that it be answered honestly, to the best of your ability. Please ask all the current and ex-Atari users you can to come and answer it. Leave your First name/Email address (or just a comment; explaining why you chose the selection you did) in the comment section, so that I can use it as reference in my report, should enough people respond to even warrant bringing it before Infogrames' attention.

What is "enough people", you ask?

A number equaling anywhere from 50%-100% of the numbers that Amiga, Inc. had when requesting $50 for their "Free T-Shirt/coupon" offer. And this is FREE! No money required. No hype. No future promises. Just a request to answer a simple poll. That's it!

This poll is just to get an initial impression of how many Atari users are actually out there who want something more, if anything at all, out of "Atari" in it's current state.

If you have some horrible "irk" against me and any of my ideas concerning Atari, please don't go. This poll is not designed to give you a place to flame me. The only part of "me" involved in the process is placement of the poll itself. You're the one that answers. Your vote is the one that counts. Do you want anything more from Atari itself or not? It's that simple.

Luposian

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

2390. Re: Fagboy Benny Smith the big pedophile!

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 02:54:56 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <4okta.115652$A41.21336687@news4.srv.hcvlny.cv.net>
Source record: 27772
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hmmm. Suppose somebody joined this group for the first time and the first message they saw was the one quoted below. What would they think of you? The group? Why stoop to that other guy's level?

How about not responding to him at all?

Just an idea.

Take care.

Alan

"TXG <txg01@xs4all.nl>" <squirrel@echelon.alias.net> wrote in message news:8ea98716955073736b1e248fc98dd5c0@anonymous.poster...
> Pauly the big gayloard Irvine and I are a couple of Benny's superfags! We
> can eat shit in a single serving, jump over short gays in a single bound, and
> we're faster (and fatter!) than diahrea! We r da shit bombs! Splattering
> newsgroups everyday with our spew of shit all cuz of fagboy Benny! We just
> love Benny so much! We know that fagboy benny is a HUGE 400 pound short fagot!
> We're gonna be here forever cuz fagboy benny is our lame hero and zero! Paul,
> Benny, and I have IQ's of -100 and we also LOVE to fuck a moose! Don't we
> Paul? Yep, we do!
>
> when ya call Benny's special for fags online red hot gay hotline, be sure to
> ask for us! We're bendin' over just for U!!!
>
> Just like Benny we keep on posting!
>
>
>
>
>
>

2391. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 06:08:35 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3EB5FFE3.2090905@seimet.de>
Source record: 27773

Thomas Havemeister wrote:

> Now I have organized a IBM DPES-31080 one Gig. Any known problems to
> that piece of hardware?

For this drive correct termination is very important. And some drives require initiator identification, which is only available with a LINN96/97. Note, by the way, that you cannot switch off parity checking if you only have a hos adatper that does not provide parity. In order to switch parity checking off you have to connect your drive to an Atari (or another computer) that recognizes the drive. If you only have an Atari that does not reccognize your drive you cannot access it at all, and in particular not to change the parity settings.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2392. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 06:24:08 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b95028$fisn1$1@ID-27442.news.dfncis.de>
Source record: 27774

Galen wrote:

> Not much, actually. There's the LINK2, which could be put back into
> production, but the ICD utilities probably won't sell well against
> HDDriver. There's also Aircars and the Catbox, of which the latter
> would still have a market. Are there any other ICD items still
> viable?

What I don't understand is why you want to pay for hardware that is not state-of-the-art, in particular because it does not support initiator identification. More and more current drives do not work with the LINK2 but only with the LINk96/97 because of that.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2393. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 08:58:18 UTC
From: <>
Message-ID: <1052145496-708224AEicMi@ntlworld.com>
Source record: 27778

From: "[ProToS]" <protos(at)arcadia-crew(dot)com>
Date: Sat, 3 May 2003 15:44:03 +0200

>> of using IConnect clients under MagiCMac - so no networking I'm afraid.
>>
>sorry but you can networking with macstip/iconnect and use ethernet port on
>the mac on a network, you have to conf your network under macos
>macstip bypass the dialup and use the macos network conf

So what you're saying is that all you have to do is to set the STIP box in
IConf and IConnect will automatically use the Mac's Ethernet port if its
been set in TCP/IP etc?

>ps: macstip don't work on macos >9.* , 8.6 max for use it

I know at least one person who is using IConnect via stip under OS9.2.2
using dialup, so maybe it's only Ethernet access that's broken OS8.6> ?

Thanks for this. I had searched in Google newsgroups for info, but found
little or nothing.

If this stip isn't part of the Mac OS I haven't been able to find any
mention of it on ASH's web site BTW.

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2394. Re: Fagboy Benny Smith the big pedophile!

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 08:59:54 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3eb636081097820@tripnet.se>
Source record: 27775
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.st <4okta.115652$A41.21336687@news4.srv.hcvlny.cv.net>
Alan Sharkis wrote on Mon 05-05-2003 02:54 (GMT):

>How about not responding to him at all?

An even better approach is to let them filter out themselves. Usually
those who can't standup for there thoughts tries to hide there acts by
using the header line "X-No-Archive: yes" to avoid being archived by
search engines.

Simply add this line to your kill filter and they will not bother you
again!

A typical Newswatch kill filter might look like this:

Newsgroups: *swnet.diverse*
Newsgroups: *alt.nuke.thomas-nord*
From: *sinclap*
X-No-Archive: yes

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2395. Re: Quick MagXNet Question...

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 09:04:34 UTC
From: <>
Message-ID: <1052145496-708039AEicMi@ntlworld.com>
Source record: 27777

From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Date: Sat, 03 May 2003 22:40:59 GMT

I've rearranged your posting so it's bottom quoted...

> Just a quick(?) question: What would cause MagXNet to disconnect
>>immediately after dialing in and connecting? It's been happening about 95%

>This happens alot to me when iI used a dial-up ISP. I was not
>using MagicNet, but was under Magic and using STiK2.

My guess is that it's a password authentication problem. Log in using a
terminal program and double-check what it's expecting against the pap-
secrets file or whatever.

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2396. Re: Egale 4.1

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 09:11:54 UTC
From: <>
Message-ID: <1052145496-708403AEicMi@ntlworld.com>
Source record: 27779

From: "Pascal Ricard" <nospam@mydomain.thanx.invalid>
Date: Sun, 04 May 2003 18:48:12 +0200 (MET DST)

>> ï¿½gale, the file comparison program, is now freeware, using a public
>
>A must have!
>Registered years ago, still using it almost every day.

This release improves on the original English 4.1 by replacing all the
untransated German that had "crept in", along with other updates :-)

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2397. Re: CT60 TESTS - the LINKS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 13:29:57 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3eb66753$0$22908$626a54ce@news.free.fr>
Source record: 27776

Thanks for your results :

Some remarks :
1- There is a strange thing about the Milan 060 at 50 and at 60 MHz : 2 minutes of difference for only 1/6 increased speed ???
There is something wrong here !
2- I thing the HADES 60 has a EDO updated controller, correct ?? (the first Hades had a FPM controller and a hard patch kit was available for hades user !).
3- Let's do some CT60 tests at 72 MHz ;-)

>
> Using the proper ini I now have:
>
> Time For Parse: 0 hours 0 minutes 2.0 seconds (2 seconds)
> Time For Trace: 0 hours 5 minutes 44.0 seconds (344 seconds)
> Total Time: 0 hours 5 minutes 46.0 seconds (346 seconds)
>
> which is good but nothing like as good as the CT60 which seems to
> be a little over twice as fast as my Milan !!
>
> CT60 66MHz 2'47"
> Hades060 3'25"
> Milan060 60MHz 3'45"
> Milan060 50MHz 5'46"
> Milan040 25MHz 8'30"
>

2398. Re: Falcon 030 System Software?

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 16:32:15 UTC
From: Thomas Wellicome <tjw@zetnet.co.uk>
Message-ID: <3eb69211$0$199$4c56ba96@master.news.zetnet.net>
Source record: 27780
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Strangely enough the only really useful stuff on the 'language' disks are
the hard disk drivers. Search the net for AHDI and that will give you a hard
disk driver that will be pretty much all you need for a start.

Thomas

"Tim" <tjlazer@mail.com> wrote in message
news:vbav9onpouna4c@corp.supernews.com...
> I just got a used Falcon, but it comes with no System Software. I am
> talking about the Language Disk, Extras and anything else that was shipped
> on floppy. Does anyone know of a link, or that might have them they can
> email?
>
> Also what HD Driver software will work on it? I guess this has a IDE and
> SCSI so I am assuming I need special software to get the HD to work? I
have
> a 2Gb and a 4Gb 2.5" EIDE Laptop HD I want to use!
>
> Thanks in advanced!
> Tim
>
>

2399. Re: CT60 TESTS - the LINKS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 18:30:10 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3eb6bbae30ac901@tripnet.se>
Source record: 27781

In comp.sys.atari.st <3eb514a3.0@entanet>
Peter Slegg wrote on Sun 04-05-2003 14:24 (-0100):

>>Use this file 'Povray.ini' send by Rodolphe

>CT60 66MHz 2'47"
>Hades060 3'25"
>Milan060 60MHz 3'45"
>Milan060 50MHz 5'46"
>Milan040 25MHz 8'30"
>
>I am not sure why my run was so much slower than Jo-Evens Milan060/60
>We are both using Mint/NAES.

I just tried the 68030 version on my TT and the result is a bit
depressing: 55'29" under Magic 6.20 and my normal setup with STinG etc...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2400. Re: Model Train simulation game name?

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 18:35:06 UTC
From: swampfax1@atlantic.net
Message-ID: <u9yta.258$413.157000@newshog.newsread.com>
Source record: 27782

On 3 May 2003 20:00:27 G, < amp @wanfear.com> wrote:
>Hi,
>
>I've been looking for the name of this game/demo whatever it is for the past oh I dunno 5 years or >something. If anyone knows what it is called or can post a binary, please let me know. It is an ov>erhead isometric view game where you can control some trains. I believe it is a model train layout
The game isn't: A-Train, Railroad Tycoon, or Transartica. It may have been freeware or some demo> software.
>
>Thanks
>

Sounds like "All Aboard" where you must build tracks on-the-go?

John G.

2401. Re: Quick MagXNet Question...

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 18:38:19 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BADBFE45.2F2FE%nameerf@flash.net>
Source record: 27783

in article 1052145496-708039AEicMi@ntlworld.com, derryck@.cix.co.uk.invalid
at derryck@.cix.co.uk.invalid wrote on 5/5/03 1:04 AM:

>> Just a quick(?) question: What would cause MagXNet to disconnect
>> immediately after dialing in and connecting? It's been happening about 95%
>>
>> This happens alot to me when iI used a dial-up ISP. I was not
>> using MagicNet, but was under Magic and using STiK2.
>
> My guess is that it's a password authentication problem. Log in using a
> terminal program and double-check what it's expecting against the pap-
> secrets file or whatever.

Thanks for your reply! I did do this, making a text-file copy of the output to have a semi-permanent source to refer back to. However, my script and pap-secrets files are just fine, according to this. In fact, MagxNet does indeed receive and display a correct IP address, which it could not have received unless it made it past the initial login phase. The other pertinent files are taken from the settings in the TCP/IP and Internet control panels on my Mac, which connects fine.

Also, the only TCP/IP stack I can get to work on my Falcon and this ISP is STiK2. STiNG, Draconis, and now MagxNet refuse to hold a connection. I don't know what the difference is that's making STiK2 operate. All pertinent settings are identical, I've tried it with everything from a clean system to a fully-loaded system, etc. I've tripple-checked my HSModem settings, comparing them to example settings people have sent me at various times. I'm at a loss. I'm currently shopping around for a new ISP, but I don't have the time to really put into it and get a new one quickly. And who knows if that would fix the problem. So I'm hoping I could get it working with the one I'm using now. It would be even better if I could get *all* of the TCP/IP stacks working.

Thanks again!

Mike Freeman
nameerf@flash.net

2402. ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 19:21:18 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BADC0860.2F305%nameerf@flash.net>
Source record: 27784

Hello!

I designed a web site for our church group, using my Falcon, and our church's network guy asked me to put it in a zip file and e-mail it to him to upload onto the church's web site. However, when I tried to use ST Zip to do it, it couldn't read the long filenames, and consequently, the zipped files used 8+3 format. This kind of destroys my links, and I would have to go through and either explain how to rename the files (and hope he gets it all correct) or switch all my links to 8+3 (which I really don't want to do). Is there a way to get ST Zip (version 2.6) to accept long filenames, or is there a newer version I should be using? Or is that yet another area where we are still stuck in the dark ages? Your help would be appreciated! Thanks!

Mike Freeman
nameerf@flash.net

2403. Re: CT60 TESTS - the LINKS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 20:08:16 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3eb6c5df$0$30107$626a54ce@news.free.fr>
Source record: 27785

eh eh sorry... ;-)

"Kenneth Medin" <kennethm@tripnet.se> a crit dans le message de news:
3eb6bbae30ac901@tripnet.se...
> In comp.sys.atari.st <3eb514a3.0@entanet>
> Peter Slegg wrote on Sun 04-05-2003 14:24 (-0100):
>
> >>Use this file 'Povray.ini' send by Rodolphe
>
> >CT60 66MHz 2'47"
> >Hades060 3'25"
> >Milan060 60MHz 3'45"
> >Milan060 50MHz 5'46"
> >Milan040 25MHz 8'30"
> >
> >I am not sure why my run was so much slower than Jo-Evens Milan060/60
> >We are both using Mint/NAES.
>
> I just tried the 68030 version on my TT and the result is a bit
> depressing: 55'29" under Magic 6.20 and my normal setup with STinG etc...
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

2404. CT60 : TESTS with KRONOS

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 20:12:34 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3eb6c5df$1$30107$626a54ce@news.free.fr>
Source record: 27786

Here is the link for this nice software that was used on My-Atari last issue (http://www.myatari.net/issues/apr2003/milan060.htm) to test the 060 card for Milan 040 upgrade.

http://olivier.landemarre.free.fr/gem/kronos/kronos.htm

If you have a Milan, an Hades or some thing else to run Kronos, thanks to get the results here.

2405. Re: CT60 : TESTS with KRONOS

Newsgroup: comp.sys.atari.st
Date: 2003-05-05 21:52:33 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b96mf1$av6$1@tyfon.itea.ntnu.no>
Source record: 27787

Rodolphe Czuba <rczuba@free.fr> wrote:
> Here is the link for this nice software that was used on My-Atari last issue
> (http://www.myatari.net/issues/apr2003/milan060.htm) to test the 060 card
> for Milan 040 upgrade.

> http://olivier.landemarre.free.fr/gem/kronos/kronos.htm

> If you have a Milan, an Hades or some thing else to run Kronos, thanks to
> get the results here.

I ran a test under MagicMac on a Performa 475 I got for free (040@33Mhz),
and itï¿½s faster than a Milan040...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2406. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 02:07:34 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305051807.69353c1f@posting.google.com>
Source record: 27788

"Starlord" <starlord@despammed.com> wrote in message
news:<lMvsa.653$256.293@news.inreach.com>...
> I have my TT set up using ICD software for the hard drive.
>
Me too. However, that's due more to history than anything else. I started with a Link on an STE. When I got my Falcon, upgrading to ICD Pro meant that nothing had to be learned, HD-wise. If I were purchasing software new, I'd buy HDriver. In fact, I'm probably going to buy a copy soon, for it has significantly more features than ICD Pro.

Galen

2407. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 02:24:44 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305051824.5cf6b8cf@posting.google.com>
Source record: 27789

Michael and Nicole Freeman <nameerf@flash.net> wrote in message
news:<BADC0860.2F305%nameerf@flash.net>...
> Hello!
>
> I designed a web site for our church group, using my Falcon, and our
> church's network guy asked me to put it in a zip file and e-mail it to him
> to upload onto the church's web site. However, when I tried to use ST Zip to
> do it, it couldn't read the long filenames, and consequently, the zipped
> files used 8+3 format. This kind of destroys my links, and I would have to
> go through and either explain how to rename the files (and hope he gets it
> all correct) or switch all my links to 8+3 (which I really don't want to
> do). Is there a way to get ST Zip (version 2.6) to accept long filenames, or
> is there a newer version I should be using? Or is that yet another area
> where we are still stuck in the dark ages?

STZip has several weaknesses, the inability to deal with long
filenames among them. (That said, I still use it.) You might try
Info-Zip 2.3 (http://www.info-zip.org/pub/infozip/Zip.html), perhaps
with a shell. If it works well, kindly email back to this discussion,
since I've never tried it.

Galen

2408. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 02:29:36 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <XeLoYpuQ4xt+Ew7e@my-ste.demon.co.uk>
Source record: 27790

On Mon, 5 May 2003, Michael and Nicole Freeman wrote:-

>Hello!
>
> I designed a web site for our church group, using my Falcon, and our
>church's network guy asked me to put it in a zip file and e-mail it to him
>to upload onto the church's web site. However, when I tried to use ST Zip to
>do it, it couldn't read the long filenames, and consequently, the zipped
>files used 8+3 format. This kind of destroys my links, and I would have to
>go through and either explain how to rename the files (and hope he gets it
>all correct) or switch all my links to 8+3 (which I really don't want to
>do). Is there a way to get ST Zip (version 2.6) to accept long filenames, or
>is there a newer version I should be using? Or is that yet another area
>where we are still stuck in the dark ages? Your help would be appreciated!
>Thanks!

If you're using MiNT, or Magic and have added a MiNT cookie to the
cookie jar, STZIP will handle long filenames. Otherwise it will only
produce archives with the names in 8+3 format.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

2409. Re: Fagboy Benny Smith the big pedophile!

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 03:00:15 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <HrA8lb1$Uyt+EwKR@my-ste.demon.co.uk>
Source record: 27791
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 5 May 2003, Kenneth Medin wrote:-

>An even better approach is to let them filter out themselves. Usually
>those who can't standup for there thoughts tries to hide there acts by
>using the header line "X-No-Archive: yes" to avoid being archived by
>search engines.
>
>Simply add this line to your kill filter and they will not bother you
>again!
>
>A typical Newswatch kill filter might look like this:
>
>Newsgroups: *swnet.diverse*
>Newsgroups: *alt.nuke.thomas-nord*
>From: *sinclap*
>X-No-Archive: yes

Since the OP(lonker) was posting through an anonymous re-mailer, and I
find that most that post through them are either trolls or idiots, just
filter out the re-mailer. In this case just add:

Path: *news.dizum.com*

Follow-ups set to a suitable location.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
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AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

2410. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 04:18:11 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <_HGta.759$Kt1.65@news.inreach.com>
Source record: 27792

All I have is what came with the ICD host, and the only thing it doesn't do with the TT is set up a catche as there is no host card that I used to have. It's to bad the ICD couldn't offer a REPAIR of their host cards, I'd send in mine real fast. It died when a leak formed above it in the trailers roof and a drop of two of water hit while powered up.
Otherwise I'd have my other old ibm drive (500megs) hooked in the atari hard drive port on the back.

--
In This Universe The Night was Falling,The Shadows were lenghtening towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com
Freelance Writters Shop
http://www.freelancewrittersshop.netfirms.com

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0305051807.69353c1f@posting.google.com...
> "Starlord" <starlord@despammed.com> wrote in message
news:<lMvsa.653$256.293@news.inreach.com>...
> > I have my TT set up using ICD software for the hard drive.
> >
> Me too. However, that's due more to history than anything else. I
> started with a Link on an STE. When I got my Falcon, upgrading to ICD
> Pro meant that nothing had to be learned, HD-wise. If I were
> purchasing software new, I'd buy HDriver. In fact, I'm probably going
> to buy a copy soon, for it has significantly more features than ICD
> Pro.
>
> Galen

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.474 / Virus Database: 272 - Release Date: 4/18/03

2411. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 04:30:52 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20030506003052.02899.00001108@mb-m13.aol.com>
Source record: 27793

Uwe,

Are you aware that the Link 97 is not in production any more? At least Best Electronics can't seem to get them. In fact, he's having a hard time with WB Systemtechnik responding to his emails.

I think the Atari ST/STe community is in desparate times right now because of the lack of a modern SCSI host adapter. As you said, newer SCSI HDs don't support the Link 2, but there is no choice. Link 97s are impossible to get, so the community is stuck with whatever older ICD, Supra and Atari host adapters are out there. Since there are no new SCSI host adapters for sale anymore (w/o paying over US$100 for an ever shrinking supply), people are looking at every option out there. If the Link97 could still be bought, I don't think this proposal would have surfaced.

Can anyone in Germany talk them into doing another run? Or license it?

Please, if someone out there is working on a Link97 or other host adapter replacement, please speak up. I hope we never have to work with the devil (Tom "The Crook" Harker) out of desparation for a SCSI host adapter.

Thank you.

>What I don't understand is why you want to pay for hardware that is not
>state-of-the-art, in particular because it does not support initiator
>identification. More and more current drives do not work with the LINK2
>but only with the LINk96/97 because of that.

Editorial on
I've always had a feeling that the Atari ST community would be in really bad shape if two hardware upgrades were not available:
1) 4MB memory upgrade
2) SCSI host adapter
We can live without accelerators, digitizers, graphics cards, etc, but without 4MB and a hard drive, you really can't do any...power computing (for lack of a better word). Try multitasking with Geneva, Magic, Mint, Jinnee, etc without these two hardware features and you'll be in for a lot of annoying disk swapping, lost time,etc.
Editorial off

2412. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 05:13:16 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BADC931E.2F3C6%nameerf@flash.net>
Source record: 27794

in article XeLoYpuQ4xt+Ew7e@my-ste.demon.co.uk, David Bolt at
nospam@my-ste.demon.co.uk wrote on 5/5/03 6:29 PM:

> On Mon, 5 May 2003, Michael and Nicole Freeman wrote:-
>
>> Hello!
>>
>> I designed a web site for our church group, using my Falcon, and our
>> church's network guy asked me to put it in a zip file and e-mail it to him
>> to upload onto the church's web site. However, when I tried to use ST Zip to
>> do it, it couldn't read the long filenames, and consequently, the zipped
>> files used 8+3 format. This kind of destroys my links, and I would have to
>> go through and either explain how to rename the files (and hope he gets it
>> all correct) or switch all my links to 8+3 (which I really don't want to
>> do). Is there a way to get ST Zip (version 2.6) to accept long filenames, or
>> is there a newer version I should be using? Or is that yet another area
>> where we are still stuck in the dark ages? Your help would be appreciated!
>> Thanks!
>
> If you're using MiNT, or Magic and have added a MiNT cookie to the
> cookie jar, STZIP will handle long filenames. Otherwise it will only
> produce archives with the names in 8+3 format.

I use Magic. How do I add a MiNT cookie to Magic's cookie jar?

Mike Freeman
nameerf@flash.net

2413. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 05:18:02 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.06.05.17.59.929300@removenoaspam.atari-source.com>
Source record: 27795

On Tue, 06 May 2003 04:30:52 +0000, PuffPuffin wrote:

> Uwe,
>
> Are you aware that the Link 97 is not in production any more? At least
> Best Electronics can't seem to get them. In fact, he's having a hard time
> with WB Systemtechnik responding to his emails.
>
> I think the Atari ST/STe community is in desparate times right now because
> of the lack of a modern SCSI host adapter. As you said, newer SCSI HDs
> don't support the Link 2, but there is no choice. Link 97s are impossible
> to get, so the community is stuck with whatever older ICD, Supra and Atari
> host adapters are out there. Since there are no new SCSI host adapters
> for sale anymore (w/o paying over US$100 for an ever shrinking supply),
> people are looking at every option out there. If the Link97 could still
> be bought, I don't think this proposal would have surfaced.
>
> Can anyone in Germany talk them into doing another run? Or license it?
>
> Please, if someone out there is working on a Link97 or other host adapter
> replacement, please speak up. I hope we never have to work with the devil
> (Tom "The Crook" Harker) out of desparation for a SCSI host adapter.
>
> Thank you.
>
>>What I don't understand is why you want to pay for hardware that is not
>>state-of-the-art, in particular because it does not support initiator
>>identification. More and more current drives do not work with the LINK2
>>but only with the LINk96/97 because of that.
>
> *Editorial on*
> I've always had a feeling that the Atari ST community would be in really
> bad shape if two hardware upgrades were not available: 1) 4MB memory
> upgrade
> 2) SCSI host adapter
> We can live without accelerators, digitizers, graphics cards, etc, but
> without 4MB and a hard drive, you really can't do any...power computing
> (for lack of a better word). Try multitasking with Geneva, Magic, Mint,
> Jinnee, etc without these two hardware features and you'll be in for a lot
> of annoying disk swapping, lost time,etc.
> *Editorial off*

Hehehe,

And I have at least 4 scsi host adapters not doing anything off the top of my head. Guess I should start selling them off.

Mark
http://atari-source.com

2414. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 05:34:14 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b97hgn$gb2rf$1@ID-27442.news.dfncis.de>
Source record: 27696

PuffPuffin wrote:
> Uwe,
>
> Are you aware that the Link 97 is not in production any more? At least Best
> Electronics can't seem to get them. In fact, he's having a hard time with WB
> Systemtechnik responding to his emails.

I didn't know that for sure. Anyway, it would IMHO make more sense to try getting the rights for the LINK97 hardware than for the ICD hardware. I'm not so sure as others in this group, however, that there are many users left that want to buy a host adapter. If there were, WB Systemtechnik would most likely still produce it.
Let's face it: If the number of users still purchasing HDDRIVER or updates gives any indication on how many users are still willing to spend money for harddisk-related hardware and software I am sure that WB won't produce any more adapters. This year about 20 users have purchased HDDRIVER, maybe another 20 purchased an update. These numbers IMHO indicate that any investment in the Atari scene, in particular wrt hardware, does not pay off for those who have to earn their living with it, like WB.

> Can anyone in Germany talk them into doing another run? Or license it?

I will ask them about the current status.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2415. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 07:10:58 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <CwfNTcICA2t+EwLB@my-ste.demon.co.uk>
Source record: 27697

On Tue, 6 May 2003, Michael and Nicole Freeman wrote:-

>in article XeLoYpuQ4xt+Ew7e@my-ste.demon.co.uk, David Bolt at
>nospam@my-ste.demon.co.uk wrote on 5/5/03 6:29 PM:

>> If you're using MiNT, or Magic and have added a MiNT cookie to the
>> cookie jar, STZIP will handle long filenames. Otherwise it will only
>> produce archives with the names in 8+3 format.
>
>I use Magic. How do I add a MiNT cookie to Magic's cookie jar?

I ended up writing a small program that added an extended cookie jar and
added the fake MiNT cookie at the end. There's a copy of it, and the
assembler source, at:

<URL:http://www.my-ste.demon.co.uk/files/fakemint.zip>

There's no docs with it since it was a quick-and-dirty "give me long
filenames" hack. IIRC it works with STZIP and LZHSHELL.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

2416. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 07:27:22 UTC
From: Grzegorz Pawlik <gregory@cafetera.pl>
Message-ID: <BADD3049.1DA7%gregory@cafetera.pl>
Source record: 27698

On 6/5/2003 7:13, in article BADC931E.2F3C6%nameerf@flash.net, "Michael and Nicole Freeman" <nameerf@flash.net> wrote:

> in article XeLoYpuQ4xt+Ew7e@my-ste.demon.co.uk, David Bolt at
> nospam@my-ste.demon.co.uk wrote on 5/5/03 6:29 PM:
>
>> On Mon, 5 May 2003, Michael and Nicole Freeman wrote:-
>>
>>> Hello!
>>>
>>> I designed a web site for our church group, using my Falcon, and our
>>> church's network guy asked me to put it in a zip file and e-mail it to him
>>> to upload onto the church's web site. However, when I tried to use ST Zip to
>>> do it, it couldn't read the long filenames, and consequently, the zipped
>>> files used 8+3 format. This kind of destroys my links, and I would have to
>>> go through and either explain how to rename the files (and hope he gets it
>>> all correct) or switch all my links to 8+3 (which I really don't want to
>>> do). Is there a way to get ST Zip (version 2.6) to accept long filenames, or
>>> is there a newer version I should be using? Or is that yet another area
>>> where we are still stuck in the dark ages? Your help would be appreciated!
>>> Thanks!
>>
>> If you're using MiNT, or Magic and have added a MiNT cookie to the
>> cookie jar, STZIP will handle long filenames. Otherwise it will only
>> produce archives with the names in 8+3 format.
>
> I use Magic. How do I add a MiNT cookie to Magic's cookie jar?

You can add this cookie by using FakeMint.prg utility that I have just sent you ;-)

But if you just want to make ZIP archives with long filenames, you don't need to have anything to do with MiNT ;-) It's enough to use Jinnee's zip plugin. Select the group of files, click with a right mouse button, choose Plugins -> Create ZIP archive and you will get a ZIPped file with long file names. At least this is the way it works for me.

--
Grzegorz Pawlik
http://gregory.atari.pl/

2417. Re: Joystick port compatability

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 07:51:12 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <b97pfbgtj1@pegasus.csx.cam.ac.uk>
Source record: 27699

"Tom McEwan" <tom@tnmcewan.fsnet.NOSPAM.co.uk> wrote in message
news:b8uc20$g37$1@news8.svr.pol.co.uk...
> Does anyone know of any configuration/diagnostic utilities for the
enhanced
> ports? I couldn't get hold of an authentic Jag pad, so I built one
instead,
> using a joystick from an arcade machine, a telephone keypad and a
few other
> odds and ends. I'm certain I got the connections right, but only a
few
> buttons (buttons a, b, pause and opt, to be exact) seem to work
properly,
> and I don't know whether the problem is software or hardware. Any
> suggestions? I've checked the port with an oscilloscope and the
polling
> pulses seem to be present, but that's all I've been able to verify.

Have you tested your controller seperately from the computer? If not
you should do this first this way you will at least know if its the
computer or the controller that is the problem.
I suspect its your controller as buttons A, B, C and Option are all
routed to the same output pin button C should also work indicating
that part of your problem is that you either have a connection problem
to the entire C strobe line or to the C button itself.

Stephen Moss

2418. Re: Quick MagXNet Question...

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 08:55:02 UTC
From: <>
Message-ID: <1052220532-703422AEicMi@ntlworld.com>
Source record: 27701

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Mon, 05 May 2003 18:38:19 GMT

>> My guess is that it's a password authentication problem.

>Thanks for your reply! I did do this, making a text-file copy of the output
>to have a semi-permanent source to refer back to.

That's a shame then, sounds like STiK2 is better able to negotiate a
connection, and the respective authors the only ones who could provide a fix
:-(

>The other pertinent
>files are taken from the settings in the TCP/IP and Internet control panels
>on my Mac, which connects fine.

Pointing more and more to a problem with MagxNet - any point in emailing
Vassilis?

Cheers

Derryck

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2419. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 09:03:54 UTC
From: <>
Message-ID: <1052220534-703607AEicMi@ntlworld.com>
Source record: 27702

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Mon, 05 May 2003 19:21:18 GMT

>to upload onto the church's web site. However, when I tried to use ST Zip to
>do it, it couldn't read the long filenames, and consequently, the zipped
>files used 8+3 format.

Visit Philipp Donzï¿½' web site at http://home.tiscalinet.ch/donze/ and
download his ZIP TTPs, which handle long file names. Grab Arcview at the same
time if you want a nice GEM interface to go along with it.

Arcview has long since supplanted STZip on my system.

Cheers

Derryck

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2420. Re: Falcon 030 System Software?

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 09:39:29 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3eb782f7$0$32413@echo-01.iinet.net.au>
Source record: 27700
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Email me, and ill send you an zip of the original AHDI disk. Anyone else interested for that matter too.

Drishani@iinet.net.au

"Thomas Wellicome" <tjw@zetnet.co.uk> wrote in message news:3eb69211$0$199$4c56ba96@master.news.zetnet.net...
> Strangely enough the only really useful stuff on the 'language' disks are
> the hard disk drivers. Search the net for AHDI and that will give you a hard
> disk driver that will be pretty much all you need for a start.
>
> Thomas
>
> "Tim" <tjlazer@mail.com> wrote in message
> news:vbav9onpouna4c@corp.supernews.com...
> > I just got a used Falcon, but it comes with no System Software. I am
> > talking about the Language Disk, Extras and anything else that was shipped
> > on floppy. Does anyone know of a link, or that might have them they can
> > email?
> >
> > Also what HD Driver software will work on it? I guess this has a IDE and
> > SCSI so I am assuming I need special software to get the HD to work? I
> have
> > a 2Gb and a 4Gb 2.5" EIDE Laptop HD I want to use!
> >
> > Thanks in advanced!
> > Tim
> >
> >
>
>

2421. Re: Falcon 030 System Software?

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 13:03:46 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b98c1njui1@news6.svr.pol.co.uk>
Source record: 27703
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tim <tjlazer@mail.com> wrote in message
news:vbav9onpouna4c@corp.supernews.com...
> I just got a used Falcon, but it comes with no System Software. I am
> talking about the Language Disk, Extras and anything else that was shipped
> on floppy. Does anyone know of a link, or that might have them they can
> email?

Nothing interesting is on these disks.

> Also what HD Driver software will work on it? I guess this has a IDE and
> SCSI so I am assuming I need special software to get the HD to work? I
have
> a 2Gb and a 4Gb 2.5" EIDE Laptop HD I want to use!

Best bet, go for HDDriver from Uwe Seimet. It will handle those larger IDE
drives just nicely. If you want to use both drives at the same time, you
will have to set the ID jumper on them and get a 2.5" cable with 2 drive
connectors on it, and make sure it isnt longer than necessary or you will
have problems.

Smeg

2422. PHEM article in MyMail

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 14:41:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3eb77512466180@attbi.com>
Source record: 27704

Hello All,

Please read the article I just wrote n PHEM (Probe House Expense
Manager). It is an exellent program that will allow Atari users to
manager their expenses. The program is free and can be downloaded
at the Probe House website.

http://www.geocities.com/SiliconValley/6880/phsw.html

If any of you have any questions, please email either myself
or William Wong. Thanks.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2423. Re: PHEM article in MyMail

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 15:38:48 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns9373B3836CCB9tos4ever@195.130.132.65>
Source record: 27705

on di, 06 mei 2003 14:41:30 GMT ?Edward S. Baiz Jr. wrote:

> http://www.geocities.com/SiliconValley/6880/phsw.html

Tha page is unreachable even with pc browsers. I tried latest Mozilla and
latest Opera.
It seems to be an IE only page. Yikes

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

2424. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 16:05:04 UTC
From: jon <jonmnospam@pclv.com>
Message-ID: <F2Rta.3189$Dr3.1076@fed1read02>
Source record: 27706

Ok, so here's what I've come up with.

The general opinion of Mr. Harker is slightly less than desirable (:>)) .
It would appear that there is a very small market for demand, thus, ICD not
producing any more of the items. I have contacted numerous friends who
have access to or work for companies that produce schematic boards and have
found that startup costs are tremendous compared to the small amount that
would be sold. One would have to be very dedicated to the Atari line or a
fool for investing large amounts of capital to start up something that would
not have a considerable amount of return on investment.

I, being very much into Atari, although not a fool with my money, have
decided that this is now a dead issue. It's really too bad. I would like
to see at least some solution to hardware expandability on these machines.

Thanks again for everyone's input, it has been an enlightening experience!

Jon

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:b97hgn$gb2rf$1@ID-27442.news.dfncis.de...
> PuffPuffin wrote:
> > Uwe,
> >
> > Are you aware that the Link 97 is not in production any more? At least
Best
> > Electronics can't seem to get them. In fact, he's having a hard time
with WB
> > Systemtechnik responding to his emails.
>
> I didn't know that for sure. Anyway, it would IMHO make more sense to
> try getting the rights for the LINK97 hardware than for the ICD
> hardware. I'm not so sure as others in this group, however, that there
> are many users left that want to buy a host adapter. If there were, WB
> Systemtechnik would most likely still produce it.
> Let's face it: If the number of users still purchasing HDDRIVER or
> updates gives any indication on how many users are still willing to
> spend money for harddisk-related hardware and software I am sure that WB
> won't produce any more adapters. This year about 20 users have purchased
> HDDRIVER, maybe another 20 purchased an update. These numbers IMHO
> indicate that any investment in the Atari scene, in particular wrt
> hardware, does not pay off for those who have to earn their living with
> it, like WB.
>
> > Can anyone in Germany talk them into doing another run? Or license it?
>

> I will ask them about the current status.
>
> --
> --
> Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
> http://www.seimet.de
>

2425. Re: PHEM article in MyMail

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 16:32:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3eb7ed8858d60b1@tripnet.se>
Source record: 27707

In comp.sys.atari.st <Xns9373B3836CCB9tos4ever@195.130.132.65>
Martin "Nightowl" Byttebier wrote on Tue 06-05-2003 15:38 (GMT):

>on di, 06 mei 2003 14:41:30 GMT ï¿½Edward S. Baiz Jr. wrote:
>
>> http://www.geocities.com/SiliconValley/6880/phsw.html
>
>Tha page is unreachable even with pc browsers. I tried latest Mozilla and
>latest Opera.
>It seems to be an IE only page. Yikes

Probably temporarily offline. I just got there and it downloaded just
fine in a couple of seconds with CAB and STinG.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2426. Re: Model Train simulation game name?

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 16:52:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1052256682-459143AEicMi@gmx.net>
Source record: 27716

From: < amp @wanfear.com>
Date: Sat, 03 May 2003 20:00:27 GMT

Hi,

>The game isn't: A-Train, Railroad Tycoon, or Transartica. It may have been
>freeware or some demo software.

Then it can only be Locomotion released in 1993 by Kingsoft.... IIRC it was
a commercial game.

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2427. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 16:53:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1052256678-458023AEicMi@gmx.net>
Source record: 27715

From: ekaljuma@mtsac.edu (Galen)
Date: 27 Apr 2003 19:02:49 -0700

Hi Galen,

>Please note that "work" is defined as 300dpi black and 300dpi CMYK (on
>color capable printers). Resolutions above 600/720dpi and newer
>features (like 5 & 6 color printing) are unlikely to work.

In other words: the printers that are for sale at the moment aren't really
worth bying at all, a 300dpi maximum resolution warps us back in time some
15 years.... :-(
Say goodbye to "photo quality" prints on a Atari :-(

>Currently available printers that are fairly likely to work with the
>Atari...
>
>HP Deskjets 3820, 6122, 6177
>HP Laserjet 1300
>Epson Stylus C62, C82
>Epson Stylus Photo 8xx and 9xx series
>Brother Laser 5050 (Epson FX emulation!?!)

I haven't followed this thread from the start but the Epson C62 and C82,
just like their predecessors the C60, C70 and C80 definitely do not belong
in the above list. The "C" printer line are so called GDI printers and thus
not suitable for Atari computers... the best you'll get from these printers
is ASCII output in "proof" quality.

The new Epson Photo 915 and 925 models wont work either, but the Photo 950
printer will (up to 1440*720dpi).
BTW: the Stylus Photo 8xx line is discontinued...

The only Epson printers (and most likely the only brand) available at the
moment that allow "normal" printing under NVDI are the:

Epson Stylus Photo 950 (to be discontinued very soon)
Epson Stylus Photo 1290
Epson Stylus Photo 2100
Epson Stylus Color 3000

I define "normal printing" as being capable of addressing the full range of
resolutions supported by NVDI, which in this particular case is 1440*720 in
both monochrome *and* colour resolutions. Unfortunately the above mentioned
printers all cost a small fortune....

>Brother 1440 laser -- $230US (I said 1240 before, which works, but is
>discontinued)

Some more laser printers that allow "normal printing" are the:

Epson 6100 (do *not* confuse with the 6100 L model!!)
Kyocera 1800+
Kyocera 3800
OKI B4200
Samsung SCX-5312F
Lexmark T420d

It's crystal clear that the list of "compatible" printers just like the list of compatible scanners, cd-writers, cd-roms etc... is getting smaller every year. The way things are going in a year or two we wont have to discuss this topic anymore since there wont be anything available that actually works. We *urgently* need a set of new printerdrivers for NVDI, not to mention drivers for readily available USB interface/convertors. We need to find a talented Atari programmer who's probably hiding under a rock somewhere, and get him working at it.... whatever the cost.

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2428. Re: Falcon 030 System Software?

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 17:17:42 UTC
From: Mike <Mike@nospam.com>
Message-ID: <W6Sta.4723$mU6.10545@newsb.telia.net>
Source record: 27708
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Best bet, go for HDDriver from Uwe Seimet. It will handle those larger IDE
> drives just nicely. If you want to use both drives at the same time, you
> will have to set the ID jumper on them and get a 2.5" cable with 2 drive
> connectors on it, and make sure it isnt longer than necessary or you will
> have problems.

I used HDDriver and can confirm that it worked fine. It even supported
bus arbitration (two active devices accessing the same hard disk) and it
worked fine. I had the Falcon at one end of the SCSI chain and an Akai
sampler at the other end and both were accessing the same hard disk
and CD-ROM (not at the same time though) in between these two.

--
Kind regards
Mikael Hillborg
MHC Synthesizers and Effects
http://www.mhc.se/software/plugins/

2429. Re: Joystick port compatability

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 17:24:42 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <b98r5d$5kr$1@news8.svr.pol.co.uk>
Source record: 27709

I've already tested the controller on its own. It seems to be connected
perfectly (at least, according to the two separate circuit diagrams I found)

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:b97pfbgtj1@pegasus.csx.cam.ac.uk...
>
> "Tom McEwan" <tom@tnmcewan.fsnet.NOSPAM.co.uk> wrote in message
> news:b8uc20$g37$1@news8.svr.pol.co.uk...
> > Does anyone know of any configuration/diagnostic utilities for the
> enhanced
> > ports? I couldn't get hold of an authentic Jag pad, so I built one
> instead,
> > using a joystick from an arcade machine, a telephone keypad and a
> few other
> > odds and ends. I'm certain I got the connections right, but only a
> few
> > buttons (buttons a, b, pause and opt, to be exact) seem to work
> properly,
> > and I don't know whether the problem is software or hardware. Any
> > suggestions? I've checked the port with an oscilloscope and the
> polling
> > pulses seem to be present, but that's all I've been able to verify.
>
> Have you tested your controller seperately from the computer? If not
> you should do this first this way you will at least know if its the
> computer or the controller that is the problem.
> I suspect its your controller as buttons A, B, C and Option are all
> routed to the same output pin button C should also work indicating
> that part of your problem is that you either have a connection problem
> to the entire C strobe line or to the C button itself.
>
> Stephen Moss
>
>

2430. Re: Atari ST on a chip...

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 18:47:23 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <liTta.3486$vS4.302379@news20.bellglobal.com>
Source record: 27710

"Luposian" <luposian@lycos.com> wrote in message
news:3e91efee$1_7@corp.newsgroups.com...
> Has anyone yet tried to create a "Micro ST" by putting an ST emulatior
into
> a Lattice PLGD chip (or whatever it's called)?

You know, an Atari STe with 4 meg, VGA/Composite video outputs, MIDI ports, PC keyboard, PC mouse, and PC ports, 3.5" 1.44M floppy and an internal IDE hard drive put together into as small a package as possible would be one of the coolest things in the world for musicians such as myself.

Crackers

--
Ghastly's Ghastly Comic
http://ghastly.keenspace.com

2431. Re: PHEM article in MyMail

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 18:58:02 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0305061058.2db8c5bb@posting.google.com>
Source record: 27711

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3eb77512466180@attbi.com>...
> Hello All,
>
> Please read the article I just wrote n PHEM (Probe House Expense
> Manager). It is an exellent program that will allow Atari users to
> manager their expenses. The program is free and can be downloaded
> at the Probe House website.
>
> http://www.geocities.com/SiliconValley/6880/phsw.html
>
> If any of you have any questions, please email either myself
> or William Wong. Thanks.
> --
> Edward S. Baiz Jr.

Hi Edward.

You must mean MyAtari ! Here is the direct link:

http://myatari.net/issues/may2003/phem.htm

I bet you use MYMAIL for your email app on your Atari!! :-)

Thanks for a great article!

Tim Conrardy
Tims Atari MIDI World
http://tamw.atari-users.net

2432. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 19:50:27 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0305061150.50cfb84d@posting.google.com>
Source record: 27712
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

HOW MANY TIMES DOES HE HAVE TO POST THIS ? damn....

for a second there i thought this was a link to a porn site. haven't
seen a fresh one in DAZE.

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0305010636000.14513-100000@shell1.aracnet.com>...
> For a long time, I've been under attack in this NewsGroup. The Few, or
> maybe the one attacking believes he is hurting me. He believes comparing
> me to pedophiles, gays and what else actually hurts me. He thinks he
> offends me while driving away my Business. He couldn't be more wrong!!!
> Besides amusing me with his homophobic humor, he draws more attention
> to my Atari Business! I couldn't get better/more advertising even if I
> paid for it. Atari users are smart, not sheep. They see all the posts and
> check it out on their own. They see the posts and do their own research!
> They find my WebSite then read and research for themselves, making their
> own decisions. Ignoring the dribble posted by Him. Those that participate
> in the NewsGroups are a small percentage of those who actually read it.
> Many are looking for Atari Sales, Service and Support and find it thanks
> to all the attention drawn to my Business. If you really want to hurt me,
> ignore my posts and dont reply. Otherwise, your Dumber than I thought!
> Dont try to draw me into an argument. It takes Two and I'm Ignoring You!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2433. FA: 50MHz 68030 acelerator and SVGA graphics card for Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 19:59:54 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0305061159.57be7cda@posting.google.com>
Source record: 27713

A couple more items for auction

Fast Technology accelerator for Atari Mega ST includes
50MHz 68030, 50MHz FPU, 4M FastRAM and TOS 2.06. Switchable
back to standard 68000.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3023097265

Wittich adapter and ET4000 SVGA graphics card for Atari
Mega ST (no drivers though unfortunately) - No Reserve.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3023098659

2434. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 20:17:33 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3eb8245c83aac71@tripnet.se>
Source record: 27714
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.st <d2f74a9d.0305061150.50cfb84d@posting.google.com>
rtdos wrote on Tue 06-05-2003 12:50 (-0700):

>HOW MANY TIMES DOES HE HAVE TO POST THIS ? damn....

Hm, I've only seen it posted twice, first by him and now by you.

So, this is really puzzling. Maybe after a good night's sleep I will get
your point :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2435. Re: FA: 50MHz 68030 acelerator and SVGA graphics card for Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 2003-05-06 21:57:48 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.06.21.57.48.422672@removenoaspam.atari-source.com>
Source record: 27717

On Tue, 06 May 2003 12:59:54 -0700, purpleT3K wrote:

> A couple more items for auction
>
> Fast Technology accelerator for Atari Mega ST includes 50MHz 68030, 50MHz
> FPU, 4M FastRAM and TOS 2.06. Switchable back to standard 68000.
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3023097265
>
> Wittich adapter and ET4000 SVGA graphics card for Atari Mega ST (no
> drivers though unfortunately) - No Reserve.
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3023098659

How annoying that such devices are available and won't run on any
machines I have :-/

Mark
http://atari-source.com

2436. Formatting a high density disk?

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 00:09:57 UTC
From: daveburns316@yahoo.com
Message-ID: <7e05d13.0305061609.61e5fba8@posting.google.com>
Source record: 27718

Will a high density disk, formatted in an atari double density double sided drive be stable? I can understand how formatting a double density disk to high density would be bad but.... ?

dave.

2437. Flatscreen LCD Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 00:45:34 UTC
From: damon1281@charter.net
Message-ID: <vbja5mg7ig0ic9@corp.supernews.com>
Source record: 27742

I was considering the purchase of an LCD monitor for my Falcon. Does anyone have any "do's or don'ts" they can share on this subject? Any help is greatly ap-
preciated.

2438. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 03:22:42 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20030506232242.18170.00000844@mb-m29.aol.com>
Source record: 27719

Hi Uwe,

I totally agree with you that the Link97 host adapter should be THE host adapter to obtain the rights to or to restart production. (I was just explaining why I think Jon was after the ICD stuff instead)

Regarding sales of HD Driver...I think 20 copies is pretty good for such a tiny market. Congratulations! :-) But I think there are people who are hesitant (cheap?) to buy anything Atari. So they settle for AHDI or CBHD instead. They may not need the power of HD Driver (though I HIGHLY recommend your excellent program myself). So these people still need a host adapter.

Just my opinion. I think WB Systemtechnik should make a run of at least 50 should suffice for a while. Suppose 20 adapters were sold to your HD Driver customers. Then I would predict maybe another 10-15 adapters sold to AHDI/CBHD customers. That leaves 15-20 adapters not _immediately_ sold. Is that too much inventory lying around? I don't think so. I think there will be demand as Ataris become more popular in this decade.

Anyway, that's my take on it.

- Phil

2439. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 05:18:24 UTC
From: wallacethinmintr@eircom.net
Message-ID: <3eb896d6.237748875@news.eircom.net>
Source record: 27720
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Thu, 1 May 2003 17:45:06 +0200, "TXG" <txg01@xs4all.nl> wrote:

>I am interested but you need to ship... :-)

You seriously expect the man to pay for the privilege of giving you
stuff for free?

--
"Sore wa himitsu desu."
To reply by email, remove
the small snack from address.
http://www.esatclear.ie/~rwallace

2440. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 06:10:27 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b9a80k$h0rf6$1@ID-27442.news.dfncis.de>
Source record: 27721

PuffPuffin wrote:
> Hi Uwe,
>
> I totally agree with you that the Link97 host adapter should be THE host
> adapter to obtain the rights to or to restart production. (I was just
> explaining why I think Jon was after the ICD stuff instead)
>
> Regarding sales of HD Driver...I think 20 copies is pretty good for such a tiny
> market. Congratulations! :-) But I think there are people who are hesitant

I just verified this figure and found that I had misjudged the number of
copies sold: Actually it's less then 10.

> program myself). So these people still need a host adapter.

A host adapter is much more expensive than driver software and somebody
who has to earn his living from selling hardware less than 10 pieces in
several months does not pay off. But is has to if you depend on the money.
And don't forget that if you sell something you have to provide support.
This costs time which you cannot spend on other projects with a higher
commercial potential.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2441. Atari rides again

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 07:50:08 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <QU2ua.4677$_o4.63319@news-server.bigpond.net.au>
Source record: 27722

Hi just saw on Atari age that Infogrames have changed their name to Atari inc. Infogrames. This is huge, best thing to happen in years. They obviously belive the Atari name carries more weight. I wonder what is in store..... Check out www.atari.com and www.atariage.com

Mark Bedingfield

2442. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 10:22:38 UTC
From: <>
Message-ID: <1052379960-41662AEicMi@ntlworld.com>
Source record: 27547

From: "jon" <jonmnospam@pclv.com>
Date: Tue, 6 May 2003 09:05:04 -0700

>I, being very much into Atari, although not a fool with my money, have
>decided that this is now a dead issue. It's really too bad. I would like
>to see at least some solution to hardware expandability on these machines.

Unfortunately the ICD Link II isn't the right hardware to be investing any
mony into, unless you can get it redesigned to better cope with more modern
drives.

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2443. Re: Atari rides again

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 12:19:13 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b9atq6mqc1@news7.svr.pol.co.uk>
Source record: 27723

Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message
news:QU2ua.4677$_o4.63319@news-server.bigpond.net.au...
> Hi just saw on Atari age that Infogrames have changed their name to Atari
> inc. Infogrames. This is huge, best thing to happen in years. They
obviously
> belive the Atari name carries more weight. I wonder what is in
> store..... Check out www.atari.com and www.atariage.com
>
> Mark Bedingfield
>

Sorry for being sceptic, but this is bullshit. Non of the "Atari Genius" is
there at Infrogrammes. They have nothing to do with Atari whatsoever. Just
money money money.

:-(

2444. Re: Atari rides again

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 13:04:06 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3eb902fe$0$15085$afc38c87@news.optusnet.com.au>
Source record: 27724

sceptics are good, however this is the strongest Atari have been since the JTS days. I don't reckon there will ever be another atari device, but still, nice to see.

Mark

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message news:b9atq6mqc1@news7.svr.pol.co.uk...
>
> Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message
> news:QU2ua.4677$_o4.63319@news-server.bigpond.net.au...
> > Hi just saw on Atari age that Infogrames have changed their name to Atari
> > inc. Infogrames. This is huge, best thing to happen in years. They
> obviously
> > belive the Atari name carries more weight. I wonder what is in
> > store..... Check out www.atari.com and www.atariage.com
> >
> > Mark Bedingfield
> >
>
> Sorry for being sceptic, but this is bullshit. Non of the "Atari Genius" is
> there at Infrogrammes. They have nothing to do with Atari whatsoever. Just
> money money money.
>
> :-(
>
>

2445. Re: Atari rides again

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 13:24:08 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <b9b1dp$q45$1@news.eunet.yu>
Source record: 27726

"Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
news:QU2ua.4677$_o4.63319@news-server.bigpond.net.au...
> Hi just saw on Atari age that Infogrames have changed their name to Atari
> inc. Infogrames. This is huge, best thing to happen in years. They
obviously
> belive the Atari name carries more weight. I wonder what is in
> store..... Check out www.atari.com and www.atariage.com
>

Unreal 2 is subscribed by Atari. But game is BS, and too demanding. First
Unreal was milestone, but this is just another crap... :(

2446. Re: Atari rides again

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 13:36:09 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3eb90be7$0$1429@echo-01.iinet.net.au>
Source record: 27725

You never know what's around the corner.

"Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in message
news:3eb902fe$0$15085$afc38c87@news.optusnet.com.au...
> sceptics are good, however this is the strongest Atari have been since the
> JTS days. I don't reckon there will ever be another atari device, but
still,
> nice to see.
>
> Mark
>
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:b9atq6mqc1@news7.svr.pol.co.uk...
> >
> > Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message
> > news:QU2ua.4677$_o4.63319@news-server.bigpond.net.au...
> > > Hi just saw on Atari age that Infogrames have changed their name to
> Atari
> > > inc. Infogrames. This is huge, best thing to happen in years. They
> > obviously
> > > belive the Atari name carries more weight. I wonder what is in
> > > store..... Check out www.atari.com and www.atariage.com
> > >
> > > Mark Bedingfield
> > >
> >
> > Sorry for being sceptic, but this is bullshit. Non of the "Atari Genius"
> is
> > there at Infrogrammes. They have nothing to do with Atari whatsoever.
Just
> > money money money.
> >
> > :-(
> >
> >
>
>

2447. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 14:34:03 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3eb91a3c$0$23456$626a54ce@news.free.fr>
Source record: 27727

Hi,
<derryck@.cix.co.uk.invalid> a crit dans le message de news:
1052145496-708224AEicMi@ntlworld.com...
> So what you're saying is that all you have to do is to set the STIP box in
> IConf and IConnect will automatically use the Mac's Ethernet port if its
> been set in TCP/IP etc?
>
yes

```
> >ps: macstip don't work on macos >9.* , 8.6 max for use it
>
> I know at least one person who is using IConnect via stip under OS9.2.2
> using dialup, so maybe it's only Ethernet access that's broken OS8.6> ?
>
your right for macos9.2.2 but ony this one for the 9.*

> Thanks for this. I had searched in Google newsgroups for info, but found
> little or nothing.
>

I have try in the past to find more info on "maus.computer.* " newsgroups
and also on the "old" magiconline site :
.....................................
"
Although the built in modem is fast, one of the incredibly
cool advantages of having MagiC on an iMac is its built in
10/100T base Ethernet port! This makes fast cable modems
easy and simple to hook up. You need STip to use your cable
modem under MagiCMac!
Imagine using CAB with transfer speeds of over 15 times
faster then your 28.8 modem offers! If you are one of the
many people who are fed up in trying to setup I-Connect, STiK
or StiNG, do not worry. There is a special feature in I-connect
which allows you to use your Mac TCP/IP stack "STIP."
What this means is that you are able to setup your Internet
account under Mac OS, and connect to the Internet with it
under MagiC Mac. You will only be able to run I-Connect clients,
but this feature is the beginning of truly integrating the best
features of Mac OS and MagiC.
"
.....................................

from
http://web.archive.org/web/20010411175325/magical-sides.de/m_mmac.htm
```

> If this stip isn't part of the Mac OS I haven't been able to find any
> mention of it on ASH's web site BTW.
>
yes ASH don't sell it online anymore... try to email us
one friend buy macstip to europe-shareware a few years
ago (if i'm correct).. email us too

> Cheers
>
> Derryck

SeeU

--
[ProToS] on ircnet
chan #atari.fr #atariscne

2448. Re: Atari rides again

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 14:48:29 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <nvino-csu1.ln1@sd.swampdog>
Source record: 27729

JLM wrote:

> You never know what's around the corner.

I do. I looked. It was big and scary. I won't be doing that again.

<G>

--
Guy Harrison

2449. Re: Atari rides again

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 14:56:53 UTC
From: Christian Potzinger <news@ravenclaw.at>
Message-ID: <Xns9374AC9165099CJP@ID-53935.user.dfncis.de>
Source record: 27728

Pera Putnik wrote...

> Unreal 2 is subscribed by Atari. But game is BS, and too demanding.
> First Unreal was milestone, but this is just another crap... :(

Full ACK. I played U2 2 an half Hour -> delete.
'Our' Atari is dead...
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

2450. Re: [OT] Calamus WinPack on Linux/wine almost OK

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 14:58:40 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <mk3oo-tjh.ln1@sd.swampdog>
Source record: 27736

ferran wrote:

> Guy Harrison <swamp-DEL-dog@ntlworld.com> wrote in message
> news:<2tj7o-d2k1.ln1@sd.swampdog>...
>> Jim DeClercq wrote:
>>
>> > Shirley you jest. The full version of Calamus is about $3,000.00.
>
>> Oh. No free downloads of that for a while yet then. :-)
>
> You can download a Lite version (free 30 day then ?50-*-) from calamus
> or europeshareware
> -*- otherwise you must wait few minutes at each program boot AFAIK.
>>
>> > I think it is worth every penny of that, but then I use it a lot,
>> > and have had it for a long time, buying a bit more every year.
>
> I agree
>
>> > : No trouble. What I meant was I never saw your posting to
>> > : comp.emulators.ms-windows.wine. Is Calamus freely downloadable
>> > : now? I always wanted to see it (I have Wine).
>
> I've posted a new thread on winegroup (still need to patch the wine
> sources).

Yep, spotted it this time and put the patch somewhere safe. I'm a little behind with wine presently (I have to keep borland linker working).

I downloaded the Lite version & can confirm it does crash as you state. FreeBSD4.7 here. I also tried the ST version and it did pretty much the same under MPC. Uh oh - must do something about Aranym as well. Soo much, little time!

--
Guy Harrison

2451. Re: Falcon 030 System Software?

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 18:33:23 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b9bjnn$g66$1@newsg2.svr.pol.co.uk>
Source record: 27731
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mike <Mike@nospam.com> wrote in message
news:W6Sta.4723$mU6.10545@newsb.telia.net...
> > Best bet, go for HDDriver from Uwe Seimet. It will handle those larger
IDE
> > drives just nicely. If you want to use both drives at the same time, you
> > will have to set the ID jumper on them and get a 2.5" cable with 2 drive
> > connectors on it, and make sure it isnt longer than necessary or you
will
> > have problems.
>
> I used HDDriver and can confirm that it worked fine. It even supported
> bus arbitration (two active devices accessing the same hard disk) and it
> worked fine. I had the Falcon at one end of the SCSI chain and an Akai
> sampler at the other end and both were accessing the same hard disk
> and CD-ROM (not at the same time though) in between these two.
>
I have a PC and a Falcon connected together this way, sharing a 1gb Jaz
drive. They seem to be able to read and write simultaneously, but I dont
wanna put this to an extreme test.

Smeg.

2452. CT60 news : Blitter is now running well with the CT60 !

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 18:34:27 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3eb951af$0$24890$626a54ce@news.free.fr>
Source record: 27730

OK, blitter get no more problems !

I have to check a strange behavior of the SDMA...

Regards

2453. Re: Falcon 030 System Software?

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 18:42:53 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vbikth467sfs2a@corp.supernews.com>
Source record: 27732
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b9bjnn$g66$1@newsg2.svr.pol.co.uk...
>
> Mike <Mike@nospam.com> wrote in message
> news:W6Sta.4723$mU6.10545@newsb.telia.net...
> > > Best bet, go for HDDriver from Uwe Seimet. It will handle those larger
> IDE
> > > drives just nicely. If you want to use both drives at the same time,
you
> > > will have to set the ID jumper on them and get a 2.5" cable with 2
drive
> > > connectors on it, and make sure it isnt longer than necessary or you
> will
> > > have problems.
> >
> > I used HDDriver and can confirm that it worked fine. It even supported
> > bus arbitration (two active devices accessing the same hard disk) and it
> > worked fine. I had the Falcon at one end of the SCSI chain and an Akai
> > sampler at the other end and both were accessing the same hard disk
> > and CD-ROM (not at the same time though) in between these two.
> >

How do you connect two computers on a scsi bus like that??!?!? Just like
you would two scsi devices? Hmm might be a good idea as I have a bunch of
scsi crap between Amigas, and PC's....

Tim

> I have a PC and a Falcon connected together this way, sharing a 1gb Jaz
> drive. They seem to be able to read and write simultaneously, but I dont
> wanna put this to an extreme test.
>
> Smeg.
>
>

2454. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 18:55:38 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305071055.364f970c@posting.google.com>
Source record: 27733

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1052256678-458023AEicMi@gmx.net>...

> >Please note that "work" is defined as 300dpi black and 300dpi CMYK (on
> >color capable printers). Resolutions above 600/720dpi and newer
> >features (like 5 & 6 color printing) are unlikely to work.
>
> In other words: the printers that are for sale at the moment aren't really
> worth buying at all, a 300dpi maximum resolution warps us back in time some
> 15 years.... :-(
> Say goodbye to "photo quality" prints on a Atari :-(

I disagree. We never really HAD photo quality on the Atari. 1440x720
CMYK is the best ever available via NVDI. On the other hand, 720dpi
color provides decent output, and 300dpi black is fine for text (which
is 95% of my printing). My definition of "work" is based on printer
driver development. For a while, deskjet and laser development went
hand in hand, so I suspect (but do not have proof) that PCL6 is a
superset of PCL3, though it is not a superset of PCL3e or PCL5.
Similarly, ESC/P(Raster) is hopefully a superset of ESC/P, though it
is not a superset of ESC/P2. Thus I'm hoping that at least SOME
printing capability can be obtained.

> >Currently available printers that are fairly likely to work with the
> >Atari...
> >
> >HP Deskjets 3820, 6122, 6177
> >HP Laserjet 1300
> >Epson Stylus C62, C82
> >Epson Stylus Photo 8xx and 9xx series
> >Brother Laser 5050 (Epson FX emulation!?!)
>
> I haven't followed this thread from the start but the Epson C62 and C82,
> just like their predecessors the C60, C70 and C80 definitely do not belong
> in the above list. The "C" printer line are so called GDI printers and thus
> not suitable for Atari computers... the best you'll get from these printers
> is ASCII output in "proof" quality.
Noted. Thank you! (Have you personally tried this?)

> The new Epson Photo 915 and 925 models wont work either, but the Photo 950
> printer will (up to 1440*720dpi).
> BTW: the Stylus Photo 8xx line is discontinued...
The US market appears to use a different numbering system. At the
moment, several 8xx and 9xx models are available. Do you have a Photo
950 in use? If so, that would be good news! The 915 and 925 won't

work, of course, for they are USB only.

> The only Epson printers (and most likely the only brand) available at the
> moment that allow "normal" printing under NVDI are the:
>
> Epson Stylus Photo 950 (to be discontinued very soon)
> Epson Stylus Photo 1290
> Epson Stylus Photo 2100
> Epson Stylus Color 3000
All but the first are too expensive for my list.

> Some more laser printers that allow "normal printing" are the:
>
> Epson 6100 (do *not* confuse with the 6100 L model!!)
> Kyocera 1800+
> Kyocera 3800
> OKI B4200
> Samsung SCX-5312F
> Lexmark T420d
Noted. Again, do you have personal experience with these?

>
> It's crystal clear that the list of "compatible" printers just like the list
> of compatible scanners, cd-writers, cd-roms etc... is getting smaller every
> year. The way things are going in a year or two we wont have to discuss this
> topic anymore since there wont be anything available that actually works.

I fear you are correct. Unfortunately, someone noticed that they
could SELL technical data instead of give it away, and now it is
difficult to even find out what to do, let alone how to do it. I
still do everything except web-browsing on my Falcon right now, but
that will someday have to change.

Galen

2455. Re: Formatting a high density disk?

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 18:58:07 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305071058.74409fa1@posting.google.com>
Source record: 27734

daveburns316@yahoo.com (Dave) wrote in message
news:<7e05d13.0305061609.61e5fba8@posting.google.com>...
> Will a high density disk, formatted in an atari double density double
> sided drive be stable? I can understand how formatting a double
> density disk to high density would be bad but.... ?
>
No, but your mileage may vary. DD disks are still available. Try Viking Direct.

Galen

2456. Re: Falcon 030 System Software?

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 19:30:51 UTC
From: Mike <Mike@nospam.com>
Message-ID: <L9dua.4945$mU6.11057@newsb.telia.net>
Source record: 27735
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tim wrote:
> How do you connect two computers on a scsi bus like that??!?!? Just like
> you would two scsi devices? Hmm might be a good idea as I have a bunch of
> scsi crap between Amigas, and PC's....
>
> Tim

Time, you just connect the other computer at the end of the chain, instead of terminating the last device.

You know, a series of SCSI devices on the bus is a *chain*. You have one computer connected to A, which connects with B etc. and the last one should be terminated (have a small blob connected which marks the end of the chain). But instead of terminating, you just connect yet another computer (or sampler as in my case). It works as a terminator, but it is also an active device, which might take control of the bus.

In my case I had a configuration like this:

Falcon --- Hard disk --- CD-ROM --- Akai sampler

The Akai is basically a computer so one could have a computer there instead. I had (well have) sampling CDs for the Akai, which I could access on the Akai and I could also use the same CD-ROM drive for the Falcon. For a while I used a SyQuest drive with removable 220 MB cartridges instead of the above hard disk. Then I sometimes stored samples in Akai format on a couple cartridges and had another cartridge, which was Atari formatted, and stored programs on it. Quite neat.

However, don't let the two computers access the bus exactly at the same time. But they can indeed be switched on at the same time though. The documentation to HDDriver confirms that bus arbitration is supported. However, I think there were some limitations, for example that you should avoid accessing the bus at the same time etc. but I'm not sure, so look it up in the manual. The above configuration worked for me.

Kind regards
Mikael Hillborg
MHC Synthesizers and Effects
http://www.mhc.se/software/plugins/

2457. Free Atari ST Stuff (Ontario, Canada)

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 20:01:47 UTC
From: mghembru@ecexh.uwaterloo.ca
Message-ID: <b9bonb$v72$1@tabloid.uwaterloo.ca>
Source record: 27737
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Free Unknown Condition Atari ST Stuff:
======================================

1 Navarone Atari ST cartridge port->SCSI(?) scanner adaptor
1 dead Atari 520 STfm (parts?)

Free Working Atari ST STuff (used a few months ago):
====================================================

1 Atari SM125 mono monitor
1 Atari SC1435? colour monitor (Goldstar?) - starts to flicker when it gets hot
1 Atari Mega ST 2, upgraded to 4 megs - no power supply, but has hacked
connector to connect to PC power supply (I have a PC case + power supply for
free too - grab that, and you're good to go!)
1 Atari SF-314 case + circuit board to plug into regular 1.44 floppy + power
supply + floppy connector cable (actual drive is in a 1040stfm)

1 Atari STe-1 motherboard. Includes 4x256k ram Simms, no floppy controller
chip. Has standard PC power supply connector, booted off hd when I tested it
several years ago.

Free Atari ST books/software
============================

Metacomco Pascal
Laser C (w/ source code debugger, etc)
GFA Basic 3.0, GFA Vector, etc
DevPac ST (later version)
various other original titles (Flash, Shadow the background transfer
program, QuickST, Sudden View, some games, etc)

GEM Programmer's Reference
ST Internals

Everything is free if you pick it up in Kitchener-Waterloo. Otherwise,
whatever it costs to ship.

Reply to this email address.

Mattias
```

2458. Re: Atari rides again

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 21:10:21 UTC
From: lp <gfa@basic.net>
Message-ID: <BADEE06D.F83C%gfa@basic.net>
Source record: 27738

in article b9atq6mqc1@news7.svr.pol.co.uk, Smeg at
smeg_007@NOSPAM.hotmail.com wrote on 5/7/03 7:19 AM:

>
> Mark Bedingfield <mark@nospamplease.computercom.com.au> wrote in message
> news:QU2ua.4677$_o4.63319@news-server.bigpond.net.au...
>> Hi just saw on Atari age that Infogrames have changed their name to Atari
>> inc. Infogrames. This is huge, best thing to happen in years. They
> obviously
>> belive the Atari name carries more weight. I wonder what is in
>> store..... Check out www.atari.com and www.atariage.com
>>
>> Mark Bedingfield
>>
>
> Sorry for being sceptic, but this is bullshit. Non of the "Atari Genius" is
> there at Infrogrammes. They have nothing to do with Atari whatsoever. Just
> money money money.

Yup, petty much sums it up.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2459. CT60 NEWS : SDMA & Blitter are running !

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 22:20:38 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3eb986b0$0$24921$626a54ce@news.free.fr>
Source record: 27739

I'm very proud to announce you that I just find the last known bug on CT60 !
The Blitter and the SDMA now run fine with the CT60.
The arbitration is correct.
I have some things to tests and maybe increase like the ST-ram write timing
(just an idea to improve the Videl video accesses !).

Here is the planning for the next days :
- test for 66 MHz with the F08 buffer on the GAL U63 (many Falcon are like
this to correct the 'SDMA clock bug')
- test for 72 MHz with and without F08.
- test for Falcon boost at 20 MHz (instead of 16).
- complete and verify the fitting documentation.
- shipping of the CT60 for the developpers.
- 15 days delays for developpers tests !
- shipping for everybody !

2460. ACE Tracker competition

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 22:51:31 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <hf3jbv0fnorkr72ocr92rif5fv6pu04c5c@4ax.com>
Source record: 27740

Hello,

The first version of ACE Tracker has been available for almost a month
at the time of writing. Our guess is that most of you are getting the
hang of it and would like to share your talent with the rest of us.
Join the ACE Tracker module competition!

http://newbeat.atari.org/main.php?page=ace_tracker_competition

Best regards,
Paul CAILLET.

2461. Looking for Sentry game for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2003-05-07 23:34:20 UTC
From: Glider <bmjohnson1@earthlink.net>
Message-ID: <0Kgua.61195$4P1.5566343@newsread2.prod.itd.earthlink.net>
Source record: 27741

Anyone no where I can download The Sentry for te Atari ST?

Thanks.
BJ

2462. ADAP Sampler

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 00:54:30 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0305071654.35b4f6cb@posting.google.com>
Source record: 27743

I have an ADAP 1 hardware sampler, and I have been trying to get it to work with my Falcon. I know it was originally intended for the ST line, but the software works on the Falcon up to a point. Oddly it will sample a sound beautifully, but it won't play back via Midi. Does anyone here use this stuff, and if so do you know the latest version of the software?
Thanks, Mark

2463. Re: Atari rides again

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 01:20:39 UTC
From: atari-man <arudzki@yahoo.com>
Message-ID: <Hhiua.248637$Si4.197373@rwcrnsc51.ops.asp.att.net>
Source record: 27744

Yeah, but Neverwinter Nights Rocks!!

"Christian Potzinger" <news@ravenclaw.at> wrote in message
news:Xns9374AC9165099CJP@ID-53935.user.dfncis.de...
> Pera Putnik wrote...
>
> > Unreal 2 is subscribed by Atari. But game is BS, and too demanding.
> > First Unreal was milestone, but this is just another crap... :(
>
> Full ACK. I played U2 2 an half Hour -> delete.
> 'Our' Atari is dead...
> --
> ryl: [SF|G'Kar] [www.SeniorFragger.de] &
> [www.RavenClaw.at]

2464. Re: FA: 50MHz 68030 acelerator and SVGA graphics card for Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 06:03:59 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1052384649.751570@blade.atari-source.com>
Source record: 27745

purpleT3K wrote:

> A couple more items for auction
>
> Fast Technology accelerator for Atari Mega ST includes
> 50MHz 68030, 50MHz FPU, 4M FastRAM and TOS 2.06. Switchable
> back to standard 68000.
>
>
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3023097265
>
> Wittich adapter and ET4000 SVGA graphics card for Atari
> Mega ST (no drivers though unfortunately) - No Reserve.
>
>
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3023098659

Does anyone have any reason to believe such a device would not work in a
1040STf?

Thanks
Mark
http://atari-source.com

2465. Hardware bugs

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 07:28:07 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0305072328.79086fe1@posting.google.com>
Source record: 27546

May be this is a little bit off-topic but while following the CT060 development i start asking myself how are solved hardware bugs, i mean when you're coding if you have a bug you change some lines in your code and compile again.....but when is something physical like a card that is already made.....how can you change things in 150 cards?.

I dont know if i have explained myself correctly. :-)

2466. Re: Flatscreen LCD Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 08:15:16 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3eba201aa26ee0@tripnet.se>
Source record: 27550

In comp.sys.atari.st <vbja5mg7ig0ic9@corp.supernews.com>
damon1281@charter.net wrote on Tue 06-05-2003 19:45 (-0500):

>I was considering the purchase of an LCD monitor for my Falcon. Does anyone
>have any "do's or don'ts" they can share on this subject? Any help is
>greatly ap-
>preciated.

I use a 15' 1024*768 Samsung LCD with my TT and a ET4000 card. Works
great and is really superiour to a CRT.

But this is only true at just 1024*768, any other resloutions are
terrible. This monitor is also more sensible to errors in the signal
compared to my CRT. It needs more precise values to sync.

I also have it running at 800*600 and 640*480 and the important 640*400
for booting. All these at 60 Hz.

So, note that LCD monitors only works really well in the optimal
resolution. On the other hand you get a perfect flicker-free screen at 60
Hz which a Falcon might benefit from.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2467. Re: Flatscreen LCD Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 09:05:04 UTC
From: <>
Message-ID: <1052384804-010390AEicMi@ntlworld.com>
Source record: 27551

From: <damon1281@charter.net>
Date: Tue, 6 May 2003 19:45:34 -0500

>was considering the purchase of an LCD monitor for my Falcon. Does anyone
>have any "do's or don'ts" they can share on this subject?

Make sure that you can match scan rates and resolution to that which the LCD
will accept. I couldn't get anything but 640*480 to work with the one that I
tried, bought for another computer system.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2468. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 09:09:50 UTC
From: <>
Message-ID: <1052384806-010574AEicMi@ntlworld.com>
Source record: 27553

From: ekaljuma@mtsac.edu (Galen)
Date: 7 May 2003 11:55:38 -0700

>> Kyocera 1800+
>> Kyocera 3800

>Noted. Again, do you have personal experience with these?

The Kyocera FS-600 printer I have works perfectly under NVDI (V5. whatever it is), it uses the Laserjet 5P driver. No reason that those listed above should be different.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2469. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 09:19:14 UTC
From: <>
Message-ID: <1052384806-010738AEicMi@ntlworld.com>
Source record: 27552

From: "[ProToS]" <protos(at)arcadia-crew(dot)com>
Date: Wed, 7 May 2003 16:34:03 +0200

>> Thanks for this. I had searched in Google newsgroups for info, but found
>> little or nothing.
>>
>
>I have try in the past to find more info on "maus.computer.* " newsgroups
>and also on the "old" magiconline site :

Ah, that brings back some memories. Pity that site fell by the wayside :-(

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2470. Re: Hardware bugs

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 09:22:02 UTC
From: <>
Message-ID: <1052384808-010906AEicMi@ntlworld.com>
Source record: 27554

From: maraka@atari.net (D Galvez)
Date: 8 May 2003 00:28:07 -0700

>May be this is a little bit off-topic but while following the CT060
>development i start asking myself how are solved hardware bugs,

You can change lots of parameters if you've used programmable logic and BIOS chips can have their contents changed with a flasher program.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2471. Re: FA: 50MHz 68030 acelerator and SVGA graphics card for Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 09:40:56 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b9d8tdrpq1@newsg1.svr.pol.co.uk>
Source record: 27555

Mark D <mduckworthnospam@atari-source.com> wrote in message
news:1052384649.751570@blade.atari-source.com...
> Does anyone have any reason to believe such a device would not work in a
> 1040STf?
>

Depends on the CPU pin format. STs were DIL, dont know about the Mega.

Smeg.

2472. MIDI: Live-Users wanted!

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 09:53:14 UTC
From: thomas.raukamp@t-online.de
Message-ID: <b9eb3dd8.0305080153.207700c@posting.google.com>
Source record: 27556

Hi.

Is anyone using here the excellent MIDI-sequencer Live?

I really love the handling of the program, but unfortunately suffer
some problems with my version 1.62. I heard there are newer versions
(even 2.0?), but even the old company in Germany doesnï¿½t have it
anymore ï¿½ so I am also looking for updates.

Anyway, Iï¿½d like to discuss with some users of Live. Just drop me a
line...

--
thomas

2473. Re: CT60 NEWS : SDMA & Blitter are running !

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 09:57:13 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0305081155060.440-100000@feanor.schunter.etc.tu-bs.de>
Source record: 27548

Hi, Rodolphe!

RC> I'm very proud to announce you that I just find the last known bug on CT60 !

Congratulations! That is great news!

I'm looking foreward to

RC> - shipping for everybody !

Regards,

Alexander

2474. Re: Hardware bugs

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 10:06:47 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0305081158030.440-100000@feanor.schunter.etc.tu-bs.de>
Source record: 27549

Hi, "D."!

DG> I dont know if i have explained myself correctly. :-)

Well, hardware is not that hard as it was in former days. Nowadays you are coding your hardware as well (in VHDL or in Verilog as "higher level languages" or in lower levels in form of GAL or PAL equations). You compile your code for a certain target architecture (typically FPGAs by two well known companies) and then you program those logic-ICs.

By this you can have the hardware finished and still remove bugs from the "hardware-logic" burnt into those logic-ICs.

This way of improvements have been done for PAK/FRAK and Panther GALs as well as for the HADES logic-ICs (former versions did only support FPM-RAM, later versions EDO-RAM f.ex.).

Regards,

Alexander

2475. Re: Flatscreen LCD Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 10:07:01 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0305081158360.353-100000@UNI_MANiac>
Source record: 27557

On Tue, 6 May 2003 damon1281@charter.net wrote:

> I was considering the purchase of an LCD monitor for my Falcon. Does anyone
> have any "do's or don'ts" they can share on this subject? Any help is
> greatly appreciated.
>

My Falcon030/CT2b is connected to a 15" iiyama AX3817UT DBK monitor.
I can use all standard Falcon 640*480 and ST 640*400 modes. But the only
extended resolution that my CT2b+Centscreen offers and that works on this
monitor is 640*480*TC. 800*600 or 1024*768 are refused :-(

Only for 640*480*TC I have to change the "clock" setting on my monitor
from a value of 50 (factory setting) to 43 to get a perfect image.

Martin Tarenskeen

2476. Re: MIDI: Live-Users wanted!

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 10:10:30 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0305081208290.353-100000@UNI_MANiac>
Source record: 27558

On 8 May 2003, cousteau wrote:

> Hi.
>
> Is anyone using here the excellent MIDI-sequencer Live?
>
> I really love the handling of the program, but unfortunately suffer
> some problems with my version 1.62. I heard there are newer versions
> (even 2.0?), but even the old company in Germany doesn´t have it
> anymore □ so I am also looking for updates.
>

Have you visited http://tamw.atari-users.net ? I think LIVE can be found there. Also consider joining the atari-midi mailing list.

Martin Tarenskeen

2477. MINT and OUTSIDE

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 11:02:30 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3eba3929$0$23917$626a54ce@news.free.fr>
Source record: 27559

Hello,

I'm looking for a guy who succeeded to run Outside with Mint.
I run MINT with the MINTNP.PRG.
I've got illegal errors when I run Outside before or after the MINT boot.
I would like to know which Outside options that I must activate.

My MINT kernel version is 1.15.5.

Thanks a LOT.

DOCs

2478. Re: FA: 50MHz 68030 acelerator and SVGA graphics card for Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 11:09:44 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3eba39b0$0$405$afc38c87@news.optusnet.com.au>
Source record: 27560

dil also, they did, however, have a megabus expansion. This socket was
designed for cpu expansions such as vga cards. Which is most likely where
this unit plugs in. You will need a megabus adaptor, in theory it wouldnt be
too hard to make. Just had a look, the white strip along the right hand side
is the megabus socket.

Mark

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b9d8tdrpq1@newsg1.svr.pol.co.uk...
>
> Mark D <mduckworthnospam@atari-source.com> wrote in message
> news:1052384649.751570@blade.atari-source.com...
> > Does anyone have any reason to believe such a device would not work in a
> > 1040STf?
> >
>
> Depends on the CPU pin format. STs were DIL, dont know about the Mega.
>
> Smeg.
>
>
>

2479. Re: Atari rides again

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 11:12:03 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3eba3a3c$0$13678$afc38c87@news.optusnet.com.au>
Source record: 27561

thats a mirror (grin). Long live Atari, the publicity can't be bad. If infogrames(sorry atari) have any brains the will have a look and see the console market is booming for them. i.e. 2600's still sell like hot cakes. Who knows it may be incentive........

Mark

"Guy Harrison" <swamp-DEL-dog@ntlworld.com> wrote in message news:nvino-csu1.ln1@sd.swampdog...
> JLM wrote:
>
> > You never know what's around the corner.
>
> I do. I looked. It was big and scary. I won't be doing that again.
>
> <G>
>
>
> --
> Guy Harrison

2480. Verkaufe Bücher und Softwre für Anwender und Programmierer sowie A3-Grafiktablet

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 11:24:22 UTC
From: bkx@gmx.de
Message-ID: <1dcdfbae.0305080324.2c5385a9@posting.google.com>
Source record: 27562

Hi,

ich verkaufe ï¿½ber 50 Bï¿½cher und Software fï¿½r Atari Anwender und Programmierer. Es sind sehr viele Programmierbï¿½cher speziell fï¿½r Ataris dabei.

Auï¿½erdem ein A3-Grafiktablet fï¿½r Atari ST incl. Treibern!

Schaut mal auf meiner eBay-Homepage rein!

Auï¿½erdem habe ich noch ï¿½ber 100 Atari-Zeitschriften. Wer also noch was sucht sollte sich bei mir melden!

http://members.ebay.de/aboutme/atari-treasury/

2481. Re: Flatscreen LCD Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 13:00:30 UTC
From: garthrr@aol.com
Message-ID: <20030508090030.18771.00000465@mb-m18.aol.com>
Source record: 27563

In article <vbja5mg7ig0ic9@corp.supernews.com>, <damon1281@charter.net> writes:

>I was considering the purchase of an LCD monitor for my Falcon. Does anyone
>have any "do's or don'ts" they can share on this subject? Any help is
>greatly ap-
>preciated.

I'm glad to see this thread. I was going to ask if an adaptor exists which
would allow the Atari to be hooked up to a VGA monitor but I guess that
question is answered--that is unless the Falcon has some output which my little
1040ST does not.
So what do I get and where do I buy it to adapt my Atari to VGA?
Thanks,
Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

2482. Re: CT60 NEWS : SDMA & Blitter are running !

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 14:50:22 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0305080650.26d354b2@posting.google.com>
Source record: 27564

> I'm very proud to announce you that I just find the last known bug on CT60 !

Excellent news indeed! Does anyone know if these bug fixes will have
any effect on the problems with audio app's, like Cuebase Audio?

Fingers crossed!
Wayne

2483. CT060 and Apex Media tested yet?

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 16:47:07 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0305080847.4f7dea18@posting.google.com>
Source record: 27565

Has anyone the chance to test Apex Media on the CT 060 as of yet?
Compatibility with Rainbow Multimedia II, NeoN, Phoenix (Xenomorph),
Chronos (key frame animator)and even ImageCopy is of interest on this
end.
AFAIRC, we don't have a "pass through" on the CT060, wondering if any
developers have tried installing something like a ScreenEye or Expose
video capture card beneith the CT060 using adapters.
TIA,
Mike

2484. Re: FA: 50MHz 68030 acelerator and SVGA graphics card for Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 16:55:29 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1052423740.899888@blade.atari-source.com>
Source record: 27566

Mark Bedingfield wrote:

> dil also, they did, however, have a megabus expansion. This socket was
> designed for cpu expansions such as vga cards. Which is most likely where
> this unit plugs in. You will need a megabus adaptor, in theory it wouldnt
> be too hard to make. Just had a look, the white strip along the right hand
> side is the megabus socket.
>
> Mark
>
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:b9d8tdrpq1@newsg1.svr.pol.co.uk...
>>
>> Mark D <mduckworthnospam@atari-source.com> wrote in message
>> news:1052384649.751570@blade.atari-source.com...
>> > Does anyone have any reason to believe such a device would not work in
>> > a 1040STf?
>> >
>>
>> Depends on the CPU pin format. STs were DIL, dont know about the Mega.
>>
>> Smeg.
>>
>>

Actually I was thinking of purchasing only hte cpu card which replaces
the DIL processor. You actually need to unsolder, but since mine is
upgraded with AdSpeed already, I figure why not.

Thanks,
Mark

2485. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 17:40:07 UTC
From: vdjole@EUnet.yu
Message-ID: <b9e4pk$2l1$1@news.eunet.yu>
Source record: 27567

On 5 May 2003 19:24:44 -, Galen wrote:

>STZip has several weaknesses, the inability to deal with long
>filenames among them. (That said, I still use it.) You might try
>Info-Zip 2.3 (http://www.info-zip.org/pub/infozip/Zip.html), perhaps
>with a shell. If it works well, kindly email back to this discussion,
>since I've never tried it.

A serious weakness is the inability to have more than a limited number of
files in the root directory of the archive (don't remember the exact
number but it is something between 100 and 200- not a large number at all!)
If there are more files in in the root directory, STZip creates (without
warning) a corrupted archive.

Infozip's zip/unzip package works well, and have some very useful functions,
such as the option to repair (as much as possible) a corrupted .zip archive.
However, it has some bugs too- at least the single-TOS version of unzip
has problems in putting the listing of archive contents on the screen
I suspect an incorrect line ending (not <CR><LF>) was coded.

Btw. there is a port of infozip pack which works in single-TOS and there is
also another port (of the same version) which *requires* mint.

cu;

2486. Re: What to get for newbie?

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 18:03:00 UTC
From: Cosmic Ray <cosmicray6@attbi.com>
Message-ID: <oZwua.773597$3D1.422503@sccrnsc01>
Source record: 27568

```
I have a Atari SM124 monitor available.
Let me know if your interested.
CR
Stellar Video
```

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:b8u93p$4rh$1@news6.svr.pol.co.uk...
> If its just for MIDI then any atari ST will do. You should be able to come
> across one in either a second hand paper or a used store. Maybe £10-30
> ($15-50) for an STfm, maybe slightly higher for an STe.
>
> You dont need any upgrades for Midi work but you *should* get a machine
that
> has got 1Mb in it (any 1040, or upgraded 520 is fine) , but if you find a
> half meg STe you can upgrade it to 4Mb youself pretty easy (30 pin simms).
> Be aware that some music softwares will only work on bog standard machines
> (ie not accelerated, or have a strange OS), so you are better off getting
a
> machine that hasnt been "tampered" with.
> Also, most music software needs hi-res so that means an Atari SM124
monitor,
> which can be at least as much money as the ST. There are extra midi ports
> available if you need them (you can make an extra Midi Out for a couple of
> bucks).
>
> HTHs
> Smeg.
>
> Mike Harris <atarimike@charter.net> wrote in message
> news:vb3qv2hb3ba644@corp.supernews.com...
> > I've recently decided to get a Atari computer for MIDI purposes. I've
been
> > looking around, and I think I'd like to get a STe. What's the going
price
> > for these guys, what kind of specs/upgrades should it have, and where's
a
> > good place to get one?
> > Thanks,
> > Mike Harris
>
>

2487. Re: MIDI: Live-Users wanted!

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 19:21:27 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0305081121.6c53aa13@posting.google.com>
Source record: 27569

> > Hi.
> >
> > Is anyone using here the excellent MIDI-sequencer Live?

> Have you visited http://tamw.atari-users.net ? I think LIVE can be found
> there. Also consider joining the atari-midi mailing list.
>
> Martin Tarenskeen

yes...it is here:

http://tamw.atari-users.net/liveplus.htm

This was a special version that Harold made for us in that it is a
demo version, but you can save as standard MIDI files. I find it very
much like Cubase and the graphics are excellent.

Also...the Atari-MIDI forum is excellent and we now have over 400+
members!!
Info on my site.

Tim Conrardy
http://tamw.atari-users.net

2488. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 19:36:52 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305081136.57dbe5be@posting.google.com>
Source record: 27570

<derryck@.cix.co.uk.invalid> wrote in message
news:<1052384806-010574AEicMi@ntlworld.com>...
> From: ekaljuma@mtsac.edu (Galen)
> Date: 7 May 2003 11:55:38 -0700
>
> >> Kyocera 1800+
> >> Kyocera 3800
>
> >Noted. Again, do you have personal experience with these?
>
> The Kyocera FS-600 printer I have works perfectly under NVDI (V5. whatever
> it is), it uses the Laserjet 5P driver. No reason that those listed above
> should be different.
>
Well, sometimes drivers change. For example, the older Lexmark
printers used to use PCL3 for a print language, but the new ones
don't. For what it's worth, both printers mentioned above are over
the $400 limit I artificially assigned myself, so they won't appear on
my list. The Kyocera FS1010 Laser however is under $400 and has
PCL5e, IBM Proprinter, and Epson (FX?) emulation, so it will go on my
list of "likely to work" printers.

Galen

2489. Re: MINT and OUTSIDE

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 19:44:49 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305081144.2135598d@posting.google.com>
Source record: 27571

"DOCs" <docs@ifrance.com> wrote in message
news:<3eba3929$0$23917$626a54ce@news.free.fr>...
> Hello,
>
> I'm looking for a guy who succeeded to run Outside with Mint.
> I run MINT with the MINTNP.PRG.
> I've got illegal errors when I run Outside before or after the MINT boot.
> I would like to know which Outside options that I must activate.
>
> My MINT kernel version is 1.15.5.

I don't use Outside currently (it's quite rare I hit the 14Mb mark),
but so long as Outside runs before MINTNP, it should work.

Have you read the fine manual?

Galen

2490. Re: Flatscreen LCD Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 19:50:23 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305081150.405cc5aa@posting.google.com>
Source record: 27572

"Kenneth Medin" <kennethm@tripnet.se> wrote in message news:<3eba201aa26ee0@tripnet.se>...
> In comp.sys.atari.st <vbja5mg7ig0ic9@corp.supernews.com>
> damon1281@charter.net wrote on Tue 06-05-2003 19:45 (-0500):
>
> >I was considering the purchase of an LCD monitor for my Falcon. Does anyone
> >have any "do's or don'ts" they can share on this subject? Any help is
> >greatly ap-
> >preciated.
>
> I use a 15' 1024*768 Samsung LCD with my TT and a ET4000 card. Works
> great and is really superiour to a CRT.
>
I'm not sure I agree with the superior part. I still think a $400 CRT
will beat a $400 LCD.

That said, LCD monitors are a tad more finicky about syncing (IMHO),
so I'd be reluctant to buy one unless the place had a real good return
policy!

Galen

2491. Re: Flatscreen LCD Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 20:03:38 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305081203.678f6b09@posting.google.com>
Source record: 27573

garthrr@aol.com (Garthrr) wrote in message
news:<20030508090030.18771.00000465@mb-m18.aol.com>...
> In article <vbja5mg7ig0ic9@corp.supernews.com>, <damon1281@charter.net> writes:

> I'm glad to see this thread. I was going to ask if an adaptor exists which
> would allow the Atari to be hooked up to a VGA monitor but I guess that
> question is answered--that is unless the Falcon has some output which my
> little 1040ST does not.
> So what do I get and where do I buy it to adapt my Atari to VGA?

Actually, the Falcon does in fact have output the ST does not.
However, ST High is NEARLY the same as monochrome VGA, so you can get
a simple adapter cable and any VGA monitor that can handle multiple
resolutions (pretty much any one I've seen made after 1998) will be
able to display it. You won't get STLow or STMed though.

STHigh : 35.7 KHz, 72 Hz refresh, 1.0V max
VGA: 31.5 KHz, 60 Hz refresh, 0.7V max

If you don't want to buy, it shouldn't be too hard to make. Here's
what I found on the web (note, I haven't tried this myself):

ST to VGA (ST High)

ST pin number VGA pin number

9 (H Sync) --------- 13 (H Sync)
12 (V Sync) --------- 14 (V Sync)
13 (GND) ------------ 10 (GND)

10 (Mono Out) needs connecting to 4K7 resistor, and then to
VGA
pins 1, 2 and 3.

The following pins also need connecting together on the VGA connector:

4 (Monitor ID Bit 2 ?)
6 (Red GND)
7 (Green GND)
8 (Blue GND)
10 (GND)
11 (GND)

The following pins also need connecting together on the ST connector:

4 (Mono Detect)
13 (GND)

Galen

2492. Re: CT60 NEWS : SDMA & Blitter are running !

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 20:07:55 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305081207.7e06ccd5@posting.google.com>
Source record: 27574

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3eb986b0$0$24921$626a54ce@news.free.fr>...
> I'm very proud to announce you that I just find the last known bug on CT60 !
> The Blitter and the SDMA now run fine with the CT60.
Yay!
I know that the problems you had with the CT60 would have driven me
crazy with frustration. Thank you for seeing the project through. I
very much look forward to installing my CT60.

Galen

2493. FS: Afterburner040, Eclipse graphics card

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 20:13:26 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b9edp6$7n0$1@tyfon.itea.ntnu.no>
Source record: 27575

Need money, will sell these to the first person that comes up with a
defent offer.

- Afterburner040. 68040 accelerator for the Falcon. 32Mhz, upto 64Mb
fastRAM. Right now thereï¿½s 48Mb installed IIRC (but it might be
32Mb). 5 to 8 times faster than a standard Falcon. Has a though-port
for the Falcon expansion bus, so graphics cards and digitizers can
still be used.

- Eclipse graphics card, complete with 4Mb ATI graphics card. Very
fast, works very well with the Afterburner.

Must sell these to finance speeding tickets and some new parts for my
motorcycle.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2494. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 20:27:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305081318550.26157-100000@shell1.aracnet.com>
Source record: 27576
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money! So, are you Interested? E-Mail Atari@aracnet.com and call Ben at (503)256-9974.

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer! Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives, as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received

Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2495. ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 20:30:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305081328160.26157-100000@shell1.aracnet.com>
Source record: 27577
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering A 20% off Discount on Games/SoftWare & References/
Books for Classic Atari 8 Bit and Atari ST Computer Lines! And if your a
Regular/Preferred Customer, add another 10%! Thats a whopping 30% off just
for my Repeat/Preferred Atari Customers! So Whether your spending American
Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We
Ship anywhere the Law allows! And If your in the U.S., take advantage of
the cheaper Postage for Media Mail Rate. Get Catalogs while inventory
Lasts at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Got
Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
http://www.aracnet.com/~atari/specials.htm Current Atari Specials!

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2496. Re: MINT and OUTSIDE

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 21:44:14 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3ebacf7a$0$17327$626a54ce@news.free.fr>
Source record: 27578

"Galen" <ekaljuma@mtsac.edu> a crit dans le message news:
926a9946.0305081144.2135598d@posting.google.com...
> "DOCs" <docs@ifrance.com> wrote in message
news:<3eba3929$0$23917$626a54ce@news.free.fr>...
> > Hello,
> >
> > I'm looking for a guy who succeeded to run Outside with Mint.
> > I run MINT with the MINTNP.PRG.
> > I've got illegal errors when I run Outside before or after the MINT
boot.
> > I would like to know which Outside options that I must activate.
> >
> > My MINT kernel version is 1.15.5.
>
> I don't use Outside currently (it's quite rare I hit the 14Mb mark),
> but so long as Outside runs before MINTNP, it should work.
I know but doesn't work, it might be a solution.

```
> Have you read the fine manual?
The manual is in german.
```

DOCs

2497. Re: FS: Afterburner040, Eclipse graphics card

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 21:56:48 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.08.21.56.48.304809@removenoaspam.atari-source.com>
Source record: 27579

On Thu, 08 May 2003 20:13:26 +0000, Jo Even Skarstein wrote:

> Need money, will sell these to the first person that comes up with a
> defent offer.
>
> - Afterburner040. 68040 accelerator for the Falcon. 32Mhz, upto 64Mb
> fastRAM. Right now thereï¿½s 48Mb installed IIRC (but it might be
> 32Mb). 5 to 8 times faster than a standard Falcon. Has a though-port
> for the Falcon expansion bus, so graphics cards and digitizers can
> still be used.
>
> - Eclipse graphics card, complete with 4Mb ATI graphics card. Very
> fast, works very well with the Afterburner.
>
> Must sell these to finance speeding tickets and some new parts for my
> motorcycle.

After your last stories, I would think you'd stop with the motorcycle but
I guess your love of speed surpasses your love of /|\ ;-)

I'd buy them if I had another falcon to install in, but I'm getting CT60
and the new FPGA graphics card.

Mark
http://atari-source.com

2498. Re: Afterburner040, Eclipse graphics card

Newsgroup: comp.sys.atari.st
Date: 2003-05-08 23:13:49 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vblp5iacqjqi36@corp.supernews.com>
Source record: 27580

How much you looking at for the 040? How does this install in the Falcon030???

Tim

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message news:b9edp6$7n0$1@tyfon.itea.ntnu.no...
> Need money, will sell these to the first person that comes up with a
> defent offer.
>
> - Afterburner040. 68040 accelerator for the Falcon. 32Mhz, upto 64Mb
> fastRAM. Right now there's 48Mb installed IIRC (but it might be
> 32Mb). 5 to 8 times faster than a standard Falcon. Has a though-port
> for the Falcon expansion bus, so graphics cards and digitizers can
> still be used.
>
> - Eclipse graphics card, complete with 4Mb ATI graphics card. Very
> fast, works very well with the Afterburner.
>
> Must sell these to finance speeding tickets and some new parts for my
> motorcycle.
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

2499. Re:Printers.

Newsgroup: comp.sys.atari.st
Date: 2003-05-09 01:29:33 UTC
From: nephelim@zetnet.co.uk
Message-ID: <3ebb0479$0$197$4c56ba96@master.news.zetnet.net>
Source record: 27581

Hi Folks.

I rang the technical department of Epson UK. I explained that
I was using a Falcon and an Epson Stylus 600,and that I wanted to know
if the Epson C82 would work with my computer.

Ok, the guy was rather bemused that I was using some strange computer
that was not a PC, but after I explained what a Falcon was,and the
fact that it did not use MS Windows,or USB, he very kindly referred to
his list of printer specifications.

He advised me that the Epson C82 would NOT work.The only two printers that
he could suggest with spec similar to the Epson Stylus 600 that were likely
to work were the C980 and the C880.

Of course 'likely to work' is no guarantee that they will indeed work
when connected to our systems .

Unless anyone knows better through hands-on experience !

Regards,

Paul.

2500. Re: FS: Afterburner040, Eclipse graphics card

Newsgroup: comp.sys.atari.st
Date: 2003-05-09 04:07:03 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <HPFua.6581$_o4.90720@news-server.bigpond.net.au>
Source record: 27582

FPGA graphics card? What did I miss?

Mark

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.05.08.21.56.48.304809@removenoaspam.atari-source.com...
> On Thu, 08 May 2003 20:13:26 +0000, Jo Even Skarstein wrote:
>
> > Need money, will sell these to the first person that comes up with a
> > defent offer.
> >
> > - Afterburner040. 68040 accelerator for the Falcon. 32Mhz, upto 64Mb
> > fastRAM. Right now there's 48Mb installed IIRC (but it might be
> > 32Mb). 5 to 8 times faster than a standard Falcon. Has a though-port
> > for the Falcon expansion bus, so graphics cards and digitizers can
> > still be used.
> >
> > - Eclipse graphics card, complete with 4Mb ATI graphics card. Very
> > fast, works very well with the Afterburner.
> >
> > Must sell these to finance speeding tickets and some new parts for my
> > motorcycle.
>
> After your last stories, I would think you'd stop with the motorcycle but
> I guess your love of speed surpasses your love of /|\ ;-)
>
> I'd buy them if I had another falcon to install in, but I'm getting CT60
> and the new FPGA graphics card.
>
> Mark
> http://atari-source.com

2501. Re: MINT and OUTSIDE

Newsgroup: comp.sys.atari.st
Date: 2003-05-09 06:01:52 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b9fg8g$iotba$1@ID-27442.news.dfncis.de>
Source record: 27583

DOCs wrote:

>>Have you read the fine manual?
>
> The manual is in german.

I have seen a posting where a French user offered to sell a French
manual from the (old) French version of Outside.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2502. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-09 08:56:54 UTC
From: <>
Message-ID: <1052472574-526741AEicMi@ntlworld.com>
Source record: 27585

From: ekaljuma@mtsac.edu (Galen)
Date: 8 May 2003 12:36:52 -0700

>The Kyocera FS1010 Laser however is under $400 and has
>PCL5e, IBM Proprinter, and Epson (FX?) emulation, so it will go on my
>list of "likely to work" printers.

If it's a "Econosis" printer it can save you money, as the toner and drum
can be changed separately.

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2503. Re: Flatscreen LCD Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-05-09 08:59:48 UTC
From: <>
Message-ID: <1052472576-526927AEicMi@ntlworld.com>
Source record: 27586

From: ekaljuma@mtsac.edu (Galen)
Date: 8 May 2003 12:50:23 -0700

>> I use a 15' 1024*768 Samsung LCD with my TT and a ET4000 card. Works
>> great and is really superiour to a CRT.
>>
>I'm not sure I agree with the superior part. I still think a $400 CRT
>will beat a $400 LCD.

The overriding advantage (with a Falcon at least) is that an LCD monitor
is reputed to flicker much less than a CRT.

I have in fact witnessed a Falcon driving a Dell TFT monitor, and the
results were very good indeed. I don't remember what res. was used, higher
than 640*480 at any rate.

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2504. Re: CT060 and Apex Media tested yet?

Newsgroup: comp.sys.atari.st
Date: 2003-05-09 09:04:45 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10305091101530.5205-100000@kairos.algonet.se>
Source record: 27584

Apex Media runs on CT2 and Afterburner040 so it _should_ run on the CT60.
Rainbow doesnt like accelerated falcons at all and only runs on 16MHz so
I think we can forget about that one.
Neon runs (just about) on my 040 but is a bit unstable. Phoenix runs with
no problem on 040 and so does Imagecopy.

Fredrik.

On 8 May 2003, rustynutt wrote:

> Has anyone the chance to test Apex Media on the CT 060 as of yet?
> Compatibility with Rainbow Multimedia II, NeoN, Phoenix (Xenomorph),
> Chronos (key frame animator)and even ImageCopy is of interest on this
> end.
> AFAIRC, we don't have a "pass through" on the CT060, wondering if any
> developers have tried installing something like a ScreenEye or Expose
> video capture card beneith the CT060 using adapters.
> TIA,
> Mike
>
>

2505. Re: MINT and OUTSIDE

Newsgroup: comp.sys.atari.st
Date: 2003-05-09 13:12:50 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3ebba904$0$23435$626a54ce@news.free.fr>
Source record: 27587

"Uwe Seimet" <Uwe.Seimet@seimet.de> a crit dans le message news:
b9fg8g$iotba$1@ID-27442.news.dfncis.de...
> DOCs wrote:
>
> >>Have you read the fine manual?
> >
> > The manual is in german.
>
> I have seen a posting where a French user offered to sell a French
> manual from the (old) French version of Outside.

Don't you have the english and french ASCII manual ?

DOCs

2506. Re: Afterburner040, Eclipse graphics card

Newsgroup: comp.sys.atari.st
Date: 2003-05-09 14:53:04 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <b9gfcg$aj1$1@tyfon.itea.ntnu.no>
Source record: 27588

Tim <tjlazer@mail.com> wrote:
> How much you looking at for the 040? How does this install in the
> Falcon030???

It slots into the Falcon expansion bus, with 8 (IIRC, I installed it in
1997...) wires to solder. And you have to lift two pins on the 030. Easy
if you're a bit experienced with a soldering iron.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2507. Re: CT060 and Apex Media tested yet?

Newsgroup: comp.sys.atari.st
Date: 2003-05-09 15:21:55 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ebbc78e$0$24908$626a54ce@news.free.fr>
Source record: 27589

When it will be time I will install a page on my web site to concentrate the software tests YOU will do on CT60.

For the time, what is the problem with rainbow...?
Because don't forget that a CT60 don't boost the falcon motherboard (in the minimal fitted configuration) so problems will be very rare.

Rodolphe

"Fredrik Egeberg" <deez@algonet.se> a crit dans le message de news:
Pine.SOL.4.10.10305091101530.5205-100000@kairos.algonet.se...
> Apex Media runs on CT2 and Afterburner040 so it _should_ run on the CT60.
> Rainbow doesnt like accelerated falcons at all and only runs on 16MHz so
> I think we can forget about that one.
> Neon runs (just about) on my 040 but is a bit unstable. Phoenix runs with
> no problem on 040 and so does Imagecopy.
>
> Fredrik.
>
>
> On 8 May 2003, rustynutt wrote:
>
> > Has anyone the chance to test Apex Media on the CT 060 as of yet?
> > Compatibility with Rainbow Multimedia II, NeoN, Phoenix (Xenomorph),
> > Chronos (key frame animator)and even ImageCopy is of interest on this
> > end.
> > AFAIRC, we don't have a "pass through" on the CT060, wondering if any
> > developers have tried installing something like a ScreenEye or Expose
> > video capture card beneith the CT060 using adapters.
> > TIA,
> > Mike
> >
> >
>

2508. Re: FS: Afterburner040, Eclipse graphics card

Newsgroup: comp.sys.atari.st
Date: 2003-05-09 17:32:46 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAE134F1.2F6E1%nameerf@flash.net>
Source record: 27590

in article HPFua.6581$_o4.90720@news-server.bigpond.net.au, Mark Bedingfield
at mark@nospamplease.computercom.com.au wrote on 5/8/03 8:07 PM:

> FPGA graphics card? What did I miss?

I think he's referring to the SuperVidel card being designed for the CT60's
new expansion bus by Nature (see http://nature.atari.org/ for details).

Mike Freeman
nameerf@flash.net

2509. CT60 NEWS

Newsgroup: comp.sys.atari.st
Date: 2003-05-09 18:46:15 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ebbf772$0$24906$626a54ce@news.free.fr>
Source record: 27591

I solved a big problem with the SDMA and the DSP when using MP3 files on
Anyplayer 2.21 !
Now MP3 by DSP and SDMA are running fine !

Stills falcon bus 20 Mhz tests !

It's now hot !

Rodolphe

2510. Re:Printers.

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 00:14:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1052562584-57943AEicMi@gmx.net>
Source record: 27648

From: nephelim@zetnet.co.uk (Paul Hopkins)
Date: 09 May 2003 01:29:33 GMT

Hi Paul,

>He advised me that the Epson C82 would NOT work.The only two printers that
>he could suggest with spec similar to the Epson Stylus 600 that were
>likely to work were the C980 and the C880.

He's correct...
All the Stylus Color Printers from the 800 and 900 model line will work on
Atari. Note however that the C880 and C980 only are capable to print up to
1440*720 dpi under NVDI, the older models C850, C950 and C960 allow to
print up to 2880*1440 dpi, I'm not sure about the C860...
Another matter to consider are the inkt reservoirs: the tanks of the C950
and C960 are massive and can easily be refilled by the user. The tanks of
the C880 and C980 however are much smaller and the printers keep track of
the inkt volume.... these two models should be avoided !!
IMO the best of the bunch are the C850 and C950, build to withstand a war,
very fast and cheap to run :-)

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2511. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 00:17:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1052562578-56787AEicMi@gmx.net>
Source record: 27647

From: ekaljuma@mtsac.edu (Galen)
Date: 7 May 2003 11:55:38 -0700

Hi Galen,

>>In other words: the printers that are for sale at the moment aren't
>>really worth buying at all, a 300dpi maximum resolution warps us back
>>in time some 15 years.... :-(
>>Say goodbye to "photo quality" prints on a Atari :-(
>
>I disagree. We never really HAD photo quality on the Atari. 1440x720
>CMYK is the best ever available via NVDI. On the other hand, 720dpi
>color provides decent output, and 300dpi black is fine for text (which
>is 95% of my printing).

This isn't just a matter of agreeing or disagreeing, personally I wouldn't want *any* of the printers on your list. A 720dpi colour output may be OK and acceptable for you, but it isn't for me, when printing at 1440*720 on an Epson 950 under NVDI in CMYK the resolution is doubled (interweaved) so in practice one ends up with printed output at 2880*1440. I don't use that resolution very often (printing takes forever), but at least I know the option is there if and when I need it. The point is that with the printers on your list one doesn't have the choice, they only deliver up to 720dpi. If all one needs from a printer are a couple of pages from a wordprocessor and the odd colour print from a snapshot, then the printers on your list will do.
"Photo quality" is just a slogan, IMO it stands for a print of which we perceive the quality to be equal or nearly just as good as a photo. Ask any

serious photographer or amateur what he thinks of today printers so called

"photo quality" and you'll get a very amusing reply....
Anyway with the right kind of expensive paper and original inkt one will get a very decent looking print from most printers at 1420*720dpi, at 720*720dpi however the quality suffers to much, but then again that's my personal opinion :-)

>>I haven't followed this thread from the start but the Epson C62 and C82,
>>just like their predecessors the C60, C70 and C80 definitely do not
>>belong in the above list. The "C" printer line are so called GDI
>>printers and thus not suitable for Atari computers... the best you'll
>>get from these printers is ASCII output in "proof" quality.
>
>Noted. Thank you! (Have you personally tried this?)

Yes...
At the office where I work there are plenty Epson models to play with, the Epson "C" printers line don't work at all. The previous models 850, 860, 880, 950, 960 and 980 were just perfect. I think these six printers are undoubtedly the most NVDI compatible printers ever made... with a little luck you can pick up a refurbished model from somewhere. The 850 and the 950 are build like tanks and probably will last forever... these 2 models are probably the best printers Epson ever made.

>The US market appears to use a different numbering system. At the
>moment, several 8xx and 9xx models are available. Do you have a Photo
>950 in use? If so, that would be good news! The 915 and 925 won't
>work, of course, for they are USB only.

Over here some 8xx models are still for sale in most shops as well, but Epson has officially discontinued them. I can't elaborate on those models anyway because I never tried them out....
I'm pretty sure that I tried out the Photo 950, but hang on until monday morning, the first thing I'll do when I arrive at the bank is to test it out ;-)

>>The only Epson printers (and most likely the only brand) available at the

>>moment that allow "normal" printing under NVDI are the:
>>
>> Epson Stylus Photo 950 (to be discontinued very soon)
>> Epson Stylus Photo 1290
>> Epson Stylus Photo 2100
>> Epson Stylus Color 3000
>
>All but the first are too expensive for my list.

I presume you're not about to make a new list every six months? I'm pretty sure that in a year from now, none of the printers listed will be for sale anymore, meaning you or anyone else interested in these particular models will be able to pick them up for a nice price from a reseller.

> Some more laser printers that allow "normal printing" are the:
>>
>> Epson 6100 (do *not* confuse with the 6100 L model!!)
>> Kyocera 1800+
>> Kyocera 3800
>> OKI B4200
>> Samsung SCX-5312F
>> Lexmark T420d
>
>Noted. Again, do you have personal experience with these?

Yes, and there were more, but since I don't recall the model numbers correctly anymore I left them out of the list. I do remember however that none of the Canon laser printers worked, so stay away from these....

>>It's crystal clear that the list of "compatible" printers just like the
>>list of compatible scanners, cd-writers, cd-roms etc... is getting

>>smaller every year. The way things are going in a year or two we wont
>>have to discuss this topic anymore since there wont be anything available

>that actually works.
>
>I fear you are correct. Unfortunately, someone noticed that they
>could SELL technical data instead of give it away, and now it is
>difficult to even find out what to do, let alone how to do it.

That's the fairy tale they told us.... but AFAIK people using Linux don't
have that problem, and since Linux stuff is open source, it should be a
piece of cake for a talented programmer. The real problem IMO is that NVDI
isn't supported anymore and there's no alternative.

>I still do everything except web-browsing on my Falcon right now, but
>that will someday have to change.

We've seen this coming.... I have a compatible printer, scanner, cd-r and
cd writer here. Whatever the industry has up it's sleeve, they can't hurt
me... I've written this time and time again: upgrade now, because tomorrow
it might be to late. It's already to late for someone who wants a scanner,
but there's still some time left for the other stuff.
Anyone who has a computer with graphic card as is contemplating buying a
larger monitor should act now also.... it's quite obvious that monitors are

the next thing on the way out...

Cheers from Belgium
Dennis
--
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2512. Re: ADAP Sampler

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 04:25:17 UTC
From: mx <wordbox@tin.it>
Message-ID: <3ebc7e7d$0$405$45beb828@newscene.com>
Source record: 27592

well better than mine system.

my falcon gets a message of error using the 1.2 version of the adap os.

tha adap was build specifically for the mega st ste,

bye
maurizio
"Mark" <fried.man@sympatico.ca> ha scritto nel messaggio
news:2b61dc2b.0305071654.35b4f6cb@posting.google.com...
> I have an ADAP 1 hardware sampler, and I have been trying to get it to
> work with my Falcon. I know it was originally intended for the ST
> line, but the software works on the Falcon up to a point. Oddly it
> will sample a sound beautifully, but it won't play back via Midi.
> Does anyone here use this stuff, and if so do you know the latest
> version of the software?
> Thanks, Mark

2513. HELP: PayPal with the Atari?

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 04:46:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305092140170.303-100000@shell1.aracnet.com>
Source record: 27593

Is it possible to do PayPal on an Atari ST with a WebBrowser like CAB?
Or maybe with newer Atari WebBrowsers?

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2514. Re: HELP: PayPal with the Atari?

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 05:46:00 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0305100742400.134-100000@UNI_MANiac>
Source record: 27594

On Fri, 9 May 2003, Bravo Sierra Computers wrote:

> Is it possible to do PayPal on an Atari ST with a WebBrowser like CAB?
> Or maybe with newer Atari WebBrowsers?
>

I have used PayPal using CAB. But I think you'll need MiNTnet and the CAB.OVL for MiNTnet that supports SSL. On the Atari Platform SSL is only supported with MiNTnet (and possibly MagicNet, maybe a MagiC user can confirm this? I don't know a thing about Magic).

Martin Tarenskeen

2515. Re: HELP: PayPal with the Atari?

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 06:14:40 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.10.06.14.40.651150@removenoaspam.atari-source.com>
Source record: 27595

On Sat, 10 May 2003 07:46:00 +0200, Martin Tarenskeen wrote:

> On Fri, 9 May 2003, Bravo Sierra Computers wrote:
>
>> Is it possible to do PayPal on an Atari ST with a WebBrowser like CAB?
>> Or maybe with newer Atari WebBrowsers?
>>
>
> I have used PayPal using CAB. But I think you'll need MiNTnet and the
> CAB.OVL for MiNTnet that supports SSL. On the Atari Platform SSL is only
> supported with MiNTnet (and possibly MagicNet, maybe a MagiC user can
> confirm this? I don't know a thing about Magic).
>
> Martin Tarenskeen

Testing as we speak.

Mark

2516. Re: HELP: PayPal with the Atari?

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 06:23:30 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.10.06.23.30.877785@removenoaspam.atari-source.com>
Source record: 27646

On Sat, 10 May 2003 07:46:00 +0200, Martin Tarenskeen wrote:

> On Fri, 9 May 2003, Bravo Sierra Computers wrote:
>
>> Is it possible to do PayPal on an Atari ST with a WebBrowser like CAB?
>> Or maybe with newer Atari WebBrowsers?
>>
>
> I have used PayPal using CAB. But I think you'll need MiNTnet and the
> CAB.OVL for MiNTnet that supports SSL. On the Atari Platform SSL is only
> supported with MiNTnet (and possibly MagicNet, maybe a MagiC user can
> confirm this? I don't know a thing about Magic).
>
> Martin Tarenskeen

Sorry for the double post. I wasn't thinking. Based on what I can tell,
teh SSL ovl will need work to work under MagiCNet.

Thanks,
Mark
http://atari-source.com

PS: Ben, in order to use mintnet, cab-ssl.ovl and use the paypal website
effectively, I would recommend a TT or Falcon with 16 megs of ram and
easymint. An ST would probably do fine too, as long as it had more RAM.
MiNT is memory hungry, and rightfully so... it does more.

2517. Re: Re:Printers.

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 10:42:11 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <b9il24$jii5r$1@ID-40235.news.dfncis.de>
Source record: 27649

Dennis,
Will my old(ish) DJ740 work then?
Dave.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1052562584-57943AEicMi@gmx.net...
> From: nephelim@zetnet.co.uk (Paul Hopkins)
> Date: 09 May 2003 01:29:33 GMT
>
> Hi Paul,
>
> >He advised me that the Epson C82 would NOT work.The only two printers
that
> >he could suggest with spec similar to the Epson Stylus 600 that were
> >likely to work were the C980 and the C880.
>
> He's correct...
> All the Stylus Color Printers from the 800 and 900 model line will work on
> Atari. Note however that the C880 and C980 only are capable to print up to
> 1440*720 dpi under NVDI, the older models C850, C950 and C960 allow to
> print up to 2880*1440 dpi, I'm not sure about the C860...
> Another matter to consider are the inkt reservoirs: the tanks of the C950
> and C960 are massive and can easily be refilled by the user. The tanks of
> the C880 and C980 however are much smaller and the printers keep track of
> the inkt volume.... these two models should be avoided !!
> IMO the best of the bunch are the C850 and C950, build to withstand a war,
> very fast and cheap to run :-)
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

2518. Re: Flatscreen LCD Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 12:13:30 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <b9iqdaogi2@nets3.rz.RWTH-Aachen.DE>
Source record: 27650

In article <926a9946.0305081203.678f6b09@posting.google.com>,
Galen <ekaljuma@mtsac.edu> wrote:
>
>ST to VGA (ST High)
>-------------------
> ST pin number VGA pin number
>
> 9 (H Sync) --------- 13 (H Sync)
> 12 (V Sync) --------- 14 (V Sync)
> 13 (GND) ------------ 10 (GND)
>
> 10 (Mono Out) needs connecting to 4K7 resistor, and then to
>VGA
>pins 1, 2 and 3.

Um - 4k7? You won't get much brightness then, since the monitor end of the
cable is terminated with 75Ohms. You might use a 75 Ohm resistor in series
of each of the R, G, B signals connected to MONO OUT - or just leave them
out.

>The following pins also need connecting together on the VGA connector:
>
>4 (Monitor ID Bit 2 ?)

These are inputs on the PC VGA connector (and outputs on the monitor), so
there should be no need to connect them on the monitor.

cu
Michael

2519. Bypass Auto folder

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 13:37:54 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <Uh7va.3$JP3.18801@news.abs.net>
Source record: 27651

I have an Atari 1040STfm, with a MegaFile 60. I recently installed MiNT and XaAES. Unfortunately, the system reboots after it tries to load XaAES. Does anyone know how to bypass the Auto folder so I can remove it from the folder?

Thanks.

Jason Harmon

2520. Atari Online News, Etc. #05-19

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 13:52:07 UTC
From: danap8@aol.comno-spam
Message-ID: <20030510095207.13404.00000129@mb-m14.aol.com>
Source record: 27652

A-ONE #0519 05/09/03

~ Egale Is Now Freeware! ~ People Are Talking! ~ Atari Is Reborn?!
~ Who Buys Spam Offers?! ~ eBay Libel Suit Dumped ~ Surfin' In the Loo??
~ Sega, Sammy Deal Dead! ~ AMD Ships New Athlons! ~ Longhorn in 2005!
~ New eMacs Released! ~ MSN Goes After Spam! ~ Will Spam Choke Web?

-* Tougher MS Penalties Urged! *-
-* Earthlink Wins $16 Million Spam Suit *-
-* California Is Closing In On More Web Taxes *-

___ ___
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-| o o |- E-mail subscription: dpj@atarinews.org
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\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

2521. Re: Bypass Auto folder

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 14:09:18 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3ebd06d8$0$23457$626a54ce@news.free.fr>
Source record: 27653

> I have an Atari 1040STfm, with a MegaFile 60. I recently installed MiNT
and
> XaAES. Unfortunately, the system reboots after it tries to load XaAES.
> Does anyone know how to bypass the Auto folder so I can remove it from the
> folder?

An alternate solution that work on all systems is to get a "boot floppy"
with a hd driver on it (ex: AHDI.PRG). Put the floppy in the drive, and boot
while pressing the ALTERNATE key. It will force the st to forget about hard
drive, and you will get access to the gem desktop, run the driver from the
floppy, add an icon for C: (top right menu "add icons"), and modify what you
want on the hard drive.

Hope it helps.

Dbug

2522. Re: Bypass Auto folder

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 14:22:35 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <RX7va.6$JP3.22588@news.abs.net>
Source record: 27654

Strange... The ALTERNATE key made no difference, but I was able to hit CTRL-C during the boot process after the HD drivers loaded but before MiNT loaded, and get into the desktop.

Is the ALT key thing something that was added after TOS 1.0?

Thanks.

-Jason

"Mickael Pointier" <sorry@but.i.hate.spam.net> wrote in message news:3ebd06d8$0$23457$626a54ce@news.free.fr...
> > I have an Atari 1040STfm, with a MegaFile 60. I recently installed MiNT
> and
> > XaAES. Unfortunately, the system reboots after it tries to load XaAES.
> > Does anyone know how to bypass the Auto folder so I can remove it from
the
> > folder?
>
> An alternate solution that work on all systems is to get a "boot floppy"
> with a hd driver on it (ex: AHDI.PRG). Put the floppy in the drive, and
boot
> while pressing the ALTERNATE key. It will force the st to forget about
hard
> drive, and you will get access to the gem desktop, run the driver from the
> floppy, add an icon for C: (top right menu "add icons"), and modify what
you
> want on the hard drive.
>
> Hope it helps.
>
> Dbug
>
>

2523. Thing, Devpac and PATH

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 15:37:53 UTC
From: fredrik_egeberg@hotmail.com
Message-ID: <9afb451c.0305100737.24bc94d1@posting.google.com>
Source record: 27655

Whenever I start devpac (3.11) from Thing (1.29) in singleTOS I always lose the PATH setting in devpac's environment window, this is normally saved and loaded when devpac starts but for some magical reason it wont set the PATH to what it was. I can load the settings once started and the PATH will be whatever I set it to be but it wont do it on startup.

Any ideas whats going on?

Fredrik.

2524. Re: Bypass Auto folder

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 18:35:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ebcf1e419e4a06@attbi.com>
Source record: 27656

>I have an Atari 1040STfm, with a MegaFile 60. I recently installed MiNT and
>XaAES. Unfortunately, the system reboots after it tries to load XaAES.
>Does anyone know how to bypass the Auto folder so I can remove it from the
>folder?
>
>Thanks.
>
>Jason Harmon

I usually just boot from a floppy and get to the desktop. Then I
run the hard drive driver program from the floppy, install drive
'C" the boot partition and then adjust the auto folder from there.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2525. Re: Atari rides again

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 18:35:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ebcf1e419e4a05@attbi.com>
Source record: 27660

>Hi just saw on Atari age that Infogrames have changed their name to Atari
>inc. Infogrames. This is huge, best thing to happen in years. They obviously
>belive the Atari name carries more weight. I wonder what is in
>store..... Check out www.atari.com and www.atariage.com
>
>Mark Bedingfield

I have seen the ads on TV and on the web. It was nice to see the
name "Atari" and the logo. I hope this is the start of something
big.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2526. Re: PHEM article in MyMail

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 18:35:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ebcf1e419e4a08@attbi.com>
Source record: 27657

>"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3eb77512466180@attbi.com>...
>> Hello All,
>>
>> Please read the article I just wrote n PHEM (Probe House Expense
>> Manager). It is an exellent program that will allow Atari users to
>> manager their expenses. The program is free and can be downloaded
>> at the Probe House website.
>>
>> http://www.geocities.com/SiliconValley/6880/phsw.html
>>
>> If any of you have any questions, please email either myself
>> or William Wong. Thanks.
>> --
>> Edward S. Baiz Jr.
>
>
>Hi Edward.
>
>You must mean MyAtari ! Here is the direct link:
>
>
>http://myatari.net/issues/may2003/phem.htm
>
>I bet you use MYMAIL for your email app on your Atari!! :-)
>
>Thanks for a great article!

No problem Tim. Yes, I use MyMail. Great program also. William has
really updated PHEM to function well. I hope you all enjoy this
wonderful program.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2527. Re: HELP: PayPal with the Atari?

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 18:35:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ebcf1e419e4a07@attbi.com>
Source record: 27662

>Is it possible to do PayPal on an Atari ST with a WebBrowser like CAB?
>Or maybe with newer Atari WebBrowsers?
>
>
>==Thanx==
>===Ben===

I do not think so at the moment. I believe it requires javascript.
You may want to try using Draconis, MintNet or else wait for
Highwire to get javascript enabled.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2528. Re: Quick MagXNet Question...

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 18:35:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ebcf1e419e4a0a@attbi.com>
Source record: 27659

>From: Michael and Nicole Freeman <nameerf@flash.net>
>Date: Mon, 05 May 2003 18:38:19 GMT
>
>>> My guess is that it's a password authentication problem.
>
>>Thanks for your reply! I did do this, making a text-file copy of the output
>>to have a semi-permanent source to refer back to.
>
>That's a shame then, sounds like STiK2 is better able to negotiate a
>connection, and the respective authors the only ones who could provide a fix
>:-(
>
>>The other pertinent
>>files are taken from the settings in the TCP/IP and Internet control panels
>>on my Mac, which connects fine.
>
>Pointing more and more to a problem with MagxNet - any point in emailing
>Vassilis?
>
>Derryck

Vassilis has been answering my emails. I was just taking to him
about BNet....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2529. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 18:35:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ebcf1e419e4a09@attbi.com>
Source record: 27661

>From: ekaljuma@mtsac.edu (Galen)
>Date: 27 Apr 2003 19:02:49 -0700
>
>Hi Galen,
>
>>Please note that "work" is defined as 300dpi black and 300dpi CMYK (on
>>color capable printers). Resolutions above 600/720dpi and newer
>>features (like 5 & 6 color printing) are unlikely to work.
>
>In other words: the printers that are for sale at the moment aren't really
>worth bying at all, a 300dpi maximum resolution warps us back in time some
>15 years.... :-(
>Say goodbye to "photo quality" prints on a Atari :-(

I do not know about that. Calamus prints out some pretty good
images and I am just using an Epson Photo 700. Too bad NVDI cannot
get an upgrade.

2530. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 18:35:57 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ebcf1e419e4a0b@attbi.com>
Source record: 27658

>Hello!
>
> I designed a web site for our church group, using my Falcon, and our
>church's network guy asked me to put it in a zip file and e-mail it to him
>to upload onto the church's web site. However, when I tried to use ST Zip to
>do it, it couldn't read the long filenames, and consequently, the zipped
>files used 8+3 format. This kind of destroys my links, and I would have to
>go through and either explain how to rename the files (and hope he gets it
>all correct) or switch all my links to 8+3 (which I really don't want to
>do). Is there a way to get ST Zip (version 2.6) to accept long filenames, or
>is there a newer version I should be using? Or is that yet another area
>where we are still stuck in the dark ages? Your help would be appreciated!
>Thanks!
>
> Mike Freeman
> nameerf@flash.net
>

I had great problems when using STZip. I would try out Arcview. It
works well with long file names.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2531. Re: Atari rides again

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 19:24:56 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b9jjsdcuu1@newsg1.svr.pol.co.uk>
Source record: 27663

Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote in message
news:3ebcf1e419e4a05@attbi.com...
>
> I have seen the ads on TV and on the web. It was nice to see the
> name "Atari" and the logo. I hope this is the start of something
> big.
>

Oh it is.... very big..... a big con.

Smeg.

2532. Re: Bypass Auto folder

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 19:58:00 UTC
From: Grzegorz Pawlik <gregory@cafetera.pl>
Message-ID: <BAE32625.2656%gregory@cafetera.pl>
Source record: 27664

On 10/5/2003 16:22, in article RX7va.6$JP3.22588@news.abs.net, "Jason Harmon" <jharmon@us.net> wrote:

> Strange... The ALTERNATE key made no difference, but I was able to hit
> CTRL-C during the boot process after the HD drivers loaded but before MiNT
> loaded, and get into the desktop.
>
> Is the ALT key thing something that was added after TOS 1.0?

AFAIK it depends on the hard disk driver, not on the TOS version. I use HUSHI on my 520ST with TOS 1.0 (1985) and when I hold Alt key it boots from the floppy. This method also works with HDDriver. Don't know about AHDI, though.

When you press (and hold it, for quite a long time...) the ALT key during bootup, the hard disk driver should not load at all, so you would not have access to your hard disk (unless you start the driver manually later on).

When you press (*not* hold!!) "A" key during bootup, the hard disk driver should load, but the system should boot from A device, that is, floppy disk. This would give you the access to your hard drive, but without starting all those AUTO programs from the drive C. In the same way you may choose different partitions to boot from (D, E... etc, if you have them) so that you may keep different systems on your hard drive - MagiC on C, TOS on D, MiNT on E - and then you could *always* boot in TOS or MagiC, in case there were something wrong with MiNT.

BTW from what I remember from some MiNT 1.12 doc files it is not recommended to use MiNT with TOS 1.0...? I might be wrong, though, maybe someone will correct it. If you have TOS 1.0, why not install MagiC? ;-)

> -Jason
>
> "Mickael Pointier" <sorry@but.i.hate.spam.net> wrote in message
> news:3ebd06d8$0$23457$626a54ce@news.free.fr...
>>> I have an Atari 1040STfm, with a MegaFile 60. I recently installed MiNT
>> and
>>> XaAES. Unfortunately, the system reboots after it tries to load XaAES.
>>> Does anyone know how to bypass the Auto folder so I can remove it from
> the
>>> folder?
>>
>> An alternate solution that work on all systems is to get a "boot floppy"
>> with a hd driver on it (ex: AHDI.PRG). Put the floppy in the drive, and
> boot
>> while pressing the ALTERNATE key. It will force the st to forget about

> hard
>> drive, and you will get access to the gem desktop, run the driver from the
>> floppy, add an icon for C: (top right menu "add icons"), and modify what
> you
>> want on the hard drive.
>>
>> Hope it helps.
>>
>> Dbug
>>
>>
>
>

2533. FA: Forget Me Clock II and adapter for PC style keyboards

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 20:20:35 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0305101220.66b37017@posting.google.com>
Source record: 27665

More items for auction:

Forget-Me-Clock II
For the Atari ST and STe, a battery backed clock which
sets the Atari's internal clock each time the computer
is turned on or reset. Uses cartridge port.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3023675979

DEKA Adapter for PC style keyboards
This unit connects to the Atari Mega ST keyboard socket,
and lets you connect an IBM PC compatible keyboard, together
with a standard Atari mouse and joystick. Also works with
the Atari ST using an adapter (needs to be fitted inside
the Atari ST case).

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3023672103

2534. Re: HELP: PayPal with the Atari?

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 20:39:02 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0305102236100.132-100000@UNI_MANiac>
Source record: 27666

On Sat, 10 May 2003, Edward S. Baiz Jr. wrote:

> >Is it possible to do PayPal on an Atari ST with a WebBrowser like CAB?
> >Or maybe with newer Atari WebBrowsers?
> >
> I do not think so at the moment. I believe it requires javascript.
> You may want to try using Draconis, MintNet or else wait for
> Highwire to get javascript enabled.
>

Not true. I have been using Paypal with MiNTnet, CAB + CAB.OVL (the one with SSL support). No javascript. I also have been using Paypal with my Lynx browser via MiNTnet.

Martin Tarenskeen

2535. Re: FA: Forget Me Clock II and adapter for PC style keyboards

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 20:43:57 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0305102239490.132-100000@UNI_MANiac>
Source record: 27667

On 10 May 2003, purpleT3K wrote:

> More items for auction:
>
> Forget-Me-Clock II
> For the Atari ST and STe, a battery backed clock which
> sets the Atari's internal clock each time the computer
> is turned on or reset. Uses cartridge port.
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3023675979
>

If you plan to buy that one: Don't forget to install the Y2K-bug patch
programs in your autofolder. The FMC-II setting software can't go beyond
Y2K. The clock itself can.

Martin Tarenskeen

2536. Re: HELP: PayPal with the Atari?

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 21:46:47 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.10.21.46.47.989194@removenoaspam.atari-source.com>
Source record: 27668

On Sat, 10 May 2003 22:39:02 +0200, Martin Tarenskeen wrote:

> On Sat, 10 May 2003, Edward S. Baiz Jr. wrote:
>
>> >Is it possible to do PayPal on an Atari ST with a WebBrowser like CAB?
>> >Or maybe with newer Atari WebBrowsers?
>> >
>> I do not think so at the moment. I believe it requires javascript.
>> You may want to try using Draconis, MintNet or else wait for
>> Highwire to get javascript enabled.
>>
>
> Not true. I have been using Paypal with MiNTnet, CAB + CAB.OVL (the one
> with SSL support). No javascript. I also have been using Paypal with my
> Lynx browser via MiNTnet.
>
> Martin Tarenskeen

Yes,
Paypal requires no javascript of any kind as I have seen, as I usually
disable javascript on my pc web browsers.

Mark
http://atari-source.com

2537. Re: Flatscreen LCD Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 21:53:08 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.10.21.53.08.33868@removenoaspam.atari-source.com>
Source record: 27669

On Sat, 10 May 2003 12:13:30 +0000, Michael Schwingen wrote:

> In article <926a9946.0305081203.678f6b09@posting.google.com>,
> Galen <ekaljuma@mtsac.edu> wrote:
>>
>>ST to VGA (ST High)
>>-------------------
>> ST pin number VGA pin number
>>
>> 9 (H Sync) --------- 13 (H Sync)
>> 12 (V Sync) --------- 14 (V Sync)
>> 13 (GND) ------------ 10 (GND)
>>
>> 10 (Mono Out) needs connecting to 4K7 resistor, and then to
>>VGA
>>pins 1, 2 and 3.
>
> Um - 4k7? You won't get much brightness then, since the monitor end of the
> cable is terminated with 75Ohms. You might use a 75 Ohm resistor in series
> of each of the R, G, B signals connected to MONO OUT - or just leave them
> out.
>
>>The following pins also need connecting together on the VGA connector:
>>
>>4 (Monitor ID Bit 2 ?)
>
> These are inputs on the PC VGA connector (and outputs on the monitor), so
> there should be no need to connect them on the monitor.
>
> cu
> Michael

I've made a similar adapter to this, but without a resistor. It has never
caused damage or looked strange or washed out on any monitor I try it on.

Now just to get a monitor that can handle ST-Low and med.

Mark
http://atari-source.com

PS: This is not some sort of go-ahead to build an adapter without the
resistor, I'm just citing my own experiences. Your mileage may vary.

2538. WTB Graphics card for a TT

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 21:56:16 UTC
From: gogsmac@aol.comnospam
Message-ID: <20030510175616.09590.00000068@mb-m21.aol.com>
Source record: 27670

Anybody got a graphics card for a TT which they would like to sell ?
If so please e-mail me direct.
Also looking for a TT Ram card and an upgrade for the ST Ram. Thanks.

Gordon McCallum

Remove the nospam to reply direct

2539. Re: Re:Printers.

Newsgroup: comp.sys.atari.st
Date: 2003-05-10 22:06:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1052654920-73195AEicMi@gmx.net>
Source record: 27674

From: "David Wade" <g8mqw@yahoo.com>
Date: Sat, 10 May 2003 11:42:11 +0100

Hi David,

>Will my old(ish) DJ740 work then?

I have no idea :-/
At the bank where I work we haven't got any HP printers, only Epsons...

But I wouldn't count on it, IIRC the HP 7xx printers has problems with
Atari, do a search on Google... , the topic has been discussed here a
couple of years ago.

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2540. Re: Quick MagXNet Question...

Newsgroup: comp.sys.atari.st
Date: 2003-05-11 04:42:16 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAE3235B.2F77C%nameerf@flash.net>
Source record: 27671

in article 3ebcf1e419e4a0a@attbi.com, Edward S. Baiz Jr. at
edbaizjr@attbi.com wrote on 5/10/03 10:35 AM:

>> Pointing more and more to a problem with MagxNet - any point in emailing
>> Vassilis?
>>
>> Derryck
>
> Vassilis has been answering my emails. I was just taking to him
> about BNet....

I've e-mailed him a couple times over the last two or three weeks with
different questions (including this one), and I haven't received a reply to
either of them. I'm sure he's just busy, because he has been very good at
answering e-mails in the past.

Mike Freeman
nameerf@flash.net

2541. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-11 04:49:33 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAE32510.2F77D%nameerf@flash.net>
Source record: 27672

in article 3ebcf1e419e4a09@attbi.com, Edward S. Baiz Jr. at
edbaizjr@attbi.com wrote on 5/10/03 10:35 AM:

> I do not know about that. Calamus prints out some pretty good
> images and I am just using an Epson Photo 700. Too bad NVDI cannot
> get an upgrade.

What would be *really* good is if Behne & Behne would either release the code to GPL or at least pass it on to another programmer who does want to continue development (since the rumor I've heard is that they don't intend on continuing development themselves - please let this not be true!). Perhaps the fVDI author? NVDI is such a crucial part of a "modern" Atari system now that it's deadly to the advancement of our platform to just let it fade away without giving it the best possible chance to progress. Sooner or later, the printers we have that do work will break, and we'll be stuck with few or no solutions.

Mike Freeman
nameerf@flash.net

2542. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-11 09:55:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1052654926-74395AEicMi@gmx.net>
Source record: 27675

From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Date: Sat, 10 May 2003 18:35:56 GMT

Hi Edward,

>>Say goodbye to "photo quality" prints on a Atari :-(
>
>I do not know about that. Calamus prints out some pretty good
>images and I am just using an Epson Photo 700.

I was discussing the printers which are for sale at the moment... none of the available Epson Photo printers are able to match the output of your printer. Someone who buys one of these printers wont get photo-quality output, and that's a shame of course, especially when one looks at the specs of these printers...

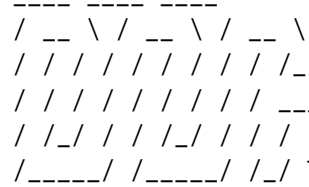
Atari is my preferred platform and as you know I defend it vigourously against anyone who even dares to question it, but that doesn't mean that

I'm blind. Someone who buys a $50 budget printer today for his PC & Mac gets better results then we do. If you have access to a PC or Mac then install Calamus on it, connect your printer, sit back and be amazed... Those "pretty good" images, will all of a sudden be "very good" images. You say that "I am just using a Epson Photo 700", I put it to you that you are unaware of what your printer is capable of. Photo quality means that the output of the printer should be able to compete with the real thing. Digital cameras are getting better all the time, today people can

print pics that really compete with photographs. All we can do on this platform is print "pretty good" images.

The (new) printers discussed in this thread aren't even capable of printing "pretty good" images, and that is not exactly what I call "moving on".
NVDI is outdated, and it shows. Even at its glory days, I wasn't all that impressed with NVDI. The dither routines are a far cry from what could be achieved. We need more then just a couple of new drivers...

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2543. HELP: brocken links...

Newsgroup: comp.sys.atari.st
Date: 2003-05-11 10:00:32 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <7c7sbv4rq85gaq5bjc2lkm8481hqfda0qt@4ax.com>
Source record: 27673

Hello,

Some links are dead on TransAction Web site :-(

Can you tell me please where I'm download these files for put them on
the TransAction Web site ?

Agnus v1.35 agnus135.zip 545 KB
http://home.t-online.de/home/hemsen/agnus135.zip

CAB v2.6 cab26nl.zip
http://www.student.informatik.tu-darmstadt.de/~aclauss/software/cab26nl.zip

Doc++ v3.01 docpp301.zip 24 KB
http://home.t-online.de/home/hemsen/docpp301.zip

Family Tree 3.00 ft300_fr.zip 263 KB
ftp://chapelie.rma.ac.be/atari/utilities/ft300_fr.zip

Freedom 2 v2.05 frdm205d.zip 383 KB
http://www.freeyellow.com/members2/chrisker/frdm205d.zip

Freedom 2 v2.05 F2englsh.zip 146 KB
http://www.freeyellow.com/members2/chrisker/F2englsh.zip

N.AES v2.0 naes2rs2.lzh
http://home.t-online.de/home/u_kaiser/naes2rs2.lzh

Okami (for MagiC) v1.34 OKA134MF.ZIP 12.2 KB
http://ping4.ping.be/dipching-drulkhor/zipo/OKA134MF.ZIP

Qed v4.53 qed453nl.lzh
http://www.luna.nl/~gncobben/archives/qed453nl.lzh

TosWin v2.25 tw2-25fr.lzh
http://home.t-online.de/home/u_kaiser/tw2-25fr.lzh

TosWin v2.24 tw224nl.lzh
http://www.luna.nl/~gncobben/archives/tw224nl.lzh

TosWin2 v2.6 tw2-26fr.lzh 4.68 KB
http://home.t-online.de/home/u_kaiser/tw2-26fr.lzh

Thank you a lot for your help :-)

Best regards,
Paul CAILLET.

2544. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-11 12:32:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1052855680-300363AEicMi@gmx.net>
Source record: 27615

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Sun, 11 May 2003 04:49:33 GMT

Hi Mike,

>What would be *really* good is if Behne & Behne would either release the
>code to GPL or at least pass it on to another programmer who does want to
>continue development (since the rumor I've heard is that they don't intend
>on continuing development themselves - please let this not be true!).

It is true... :-(
But then can you blame them? There are still people here using versions 3.0
and 4.0, NVDI just like HD-Driver are IMO essential apps. Last week the
author of HD Driver told us that there aren't even 20 registered users
anymore...

>Perhaps the fVDI author?

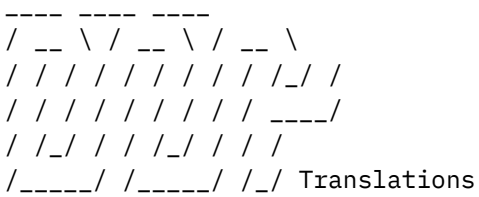
What on earth has fVDI got to do with printer drivers?

>NVDI is such a crucial part of a "modern" Atari system now that it's
>deadly to the advancement of our platform to just let it fade away without

>giving it the best possible chance to progress.

We've had our chance, everyone who hasn't updated to version 5.xx or is
using an illegal copy of the software can be blamed IMO. There's a big
aversion here against buying commercial software, at times I've even been
flamed for supporting an opposite view in here !!
I've been told time and time again in here not to expect anything from
commercial developers, all good things would come from the other side, the
side that moves on (sic). I'm still waiting.... so far I haven't seen much
appear yet except for lots of noise and talk. But hey, I'm an optimist, so
like all optimists I'll wait until kingdom comes.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

http://www.cix.co.uk/~derryck/index.htm

2545. ICD LINK WANTED

Newsgroup: comp.sys.atari.st
Date: 2003-05-11 18:36:05 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <vbt60h5l8oo888@corp.supernews.com>
Source record: 27676

Anyone have one to sell?

Or where may I obtain one?

Donald

2546. Re: Quick MagXNet Question...

Newsgroup: comp.sys.atari.st
Date: 2003-05-11 20:45:41 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAE40528.2F79C%nameerf@flash.net>
Source record: 27677

Just a further note on my MagicNet issues...

I went to comp.networking.ppp to see if they had any suggestions. Someone examined my debug log from pppd, and aparently, my ISP is sending an IP packet that is confusing pppd, and it immediately sends a TermReq and disconnects itself. They said that pppd 2.3.11 is incompatible with some newer networks, and if it's possible, upgrade to pppd 2.4.1. I don't suppose that upgrade is possible, since neither MintNet nor NetBSD have anything beyond 2.3.11 that I've seen, is it? From what I gathered from my online searches, much of what's going on is based on the fact that ISP's are using the Microsoft networking "standards" rather than the Unix standards, which makes Unix to Microsoft networking problematic. Unfortunately, as M$'s strangle on the market continues to tighten, I'm sure we'll be forced to switch to that "standard" sooner or later, unfortunately.

Mike Freeman
nameerf@flash.net

2547. Égale 4.01 bug?

Newsgroup: comp.sys.atari.st
Date: 2003-05-11 21:19:46 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ebecc72732ca0@tripnet.se>
Source record: 27678

Found a corrupted file on my harddisk and this was a good excuse to try out the new (now free) ï¿½gale 4.1.

I have a CD backup of the disk where the file is OK and yes, ï¿½gale was able to detect the differences when comparing just the two files with "Open binary".

I thougt it would be a good idea to let ï¿½gale do a "Tree check" to find out if any other files had ben altered but this operation does not find the corrupted file!

It does however find other files where the content (but not length) has changed inside a subdirectory so it sort of works. Unfortunately this makes ï¿½gale useless/unsafe for comparing backups.

I have made a zip archive with two directories "OK" and "WRONG" to demonstrate this behaviour. I simply can't get ï¿½gale to find that the files inside are different during a tree check.

When comparing the two CABCCLN.TOS using "Open Binary" the differences are found. Strange!

If anyone wants to try this out it is located at

http://atari.mine.nu/egal_err.zip

The DNS at my provider is sometimes really slow so you might have to wait a moment before the download starts.

Also ï¿½gale gets unstable when comparing complete partitions. I have lots of RAM so maybe there are some bugs hidden inside the program.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2548. Re: ADAP Sampler

Newsgroup: comp.sys.atari.st
Date: 2003-05-11 23:20:51 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0305111520.18aa1097@posting.google.com>
Source record: 27679

Hello, thanks for replying to my post. My problem with the ADAP 1 is
not the sampling part. It is the MIDI playback. When I looked at the
diagram in the manual, it looked like the midi controller is in the
part of the ADAP hardware that connects to the cartridge port of the
computer. Do you have a problem to sample, or to playback the sample
via the midi keyboard?
I could send you the version of the software I have. I have version
1.04 and version 1.3.
If you are "fed up" with your ADAP, and lets face it this stuff is
almost 20 years old, let me know. Maybe between the 2 of us we could
get one working system out of it.
Mark

"mx" <wordbox@tin.it> wrote in message news:
3ebc7e7d$0$405$45beb828@newscene.com>...
> well better than mine system.
>
>
> my falcon gets a message of error using the 1.2 version of the adap os.
>
> tha adap was build specifically for the mega st ste,
>
> bye
> maurizio
> "Mark" <fried.man@sympatico.ca> ha scritto nel messaggio
> news:2b61dc2b.0305071654.35b4f6cb@posting.google.com...
> > I have an ADAP 1 hardware sampler, and I have been trying to get it to
> > work with my Falcon. I know it was originally intended for the ST
> > line, but the software works on the Falcon up to a point. Oddly it
> > will sample a sound beautifully, but it won't play back via Midi.
> > Does anyone here use this stuff, and if so do you know the latest
> > version of the software?
> > Thanks, Mark

2549. Looking for and ATARi ICD Link SCSI Host Adapter

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 01:42:03 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <vbtuv67lru07d0@corp.supernews.com>
Source record: 27680

Anyone have one?

Thanks

Donald

2550. Who wants a Migraph scanner?

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 02:50:14 UTC
From: SD <sdseong@concentric.net>
Message-ID: <BAE459BC.2A52F%sdseong@concentric.net>
Source record: 27682

I have a Migraph B&W wand scanner for the Atari ST.

It worked fine the last time I used it.

Anyone want it for $10 to cover postage?

Bob

2551. Atari 520ST for sale (in original boxes)

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 02:54:03 UTC
From: Joe Sofere <cdst58@ameritech.net>
Message-ID: <5k6dnSP8M5FZkSKjXTWcrg@ync.net>
Source record: 27681

Would anyone have interest in an Atari 520 ST, which includes the color monitor plus an additional floppy drive, in the original boxes. I can give more details, if interested.

2552. Re: MINT and OUTSIDE

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 07:17:12 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b9nhpo$kueuj$1@ID-27442.news.dfncis.de>
Source record: 27683

DOCs wrote:

> Don't you have the english and french ASCII manual ?

No, I don't. I have only the German manual which is included in the
distribution.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2553. Re: Atari rides again

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 08:23:25 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <b9nlphjmc1@reader11.wxs.nl>
Source record: 27684

Smeg wrote:
> Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote in message
> news:3ebcf1e419e4a05@attbi.com...
>
>>I have seen the ads on TV and on the web. It was nice to see the
>>name "Atari" and the logo. I hope this is the start of something
>>big.
>>
>
>
> Oh it is.... very big..... a big con.

All it really is, is the fact that Atari has a big name in the games market, and Infogrames had a lot of trouble with their (lack of) name-fame. So they bought Atari, with the sole purpose of being able to use the name and logo, and make new versions of the game classics. No plans with new tos computers or whatever (we'll have to rely on ACP for that). ;) It does indeed give new fame to the name Atari (although it's more a question on riding on existing fame), but it does strengthen Atari's reputation as being nothing but a game computer. Basically, when I tell people I use Atari stuff in my studio, they know the name now (contrary to a few years ago) but I have to explain them how I can make music with a game computer.

Nontheless, it's kinda cool to see our local computer shop selling their stuff in little Atari bags. :)

Maurits.

2554. Nova/VME drivers?

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 08:55:59 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <b9nnmjlbd1@reader11.wxs.nl>
Source record: 27685

Hi all,

I have a nova/vme card in my TT and I am wondering if there's a site where I can download the latest (and probably last) ;) version of the drivers. I'm having some trouble with the driver on the disk I got with it.

In case I can't find any other drivers, here's my problem, maybe knows a solution..:) Papyrus can't figure out the correct fontsize for vector fonts on the screen. I can tell Papyrus to use "automatic" settings (fonts will appear 1 millimeter large), or to get it from the graphics driver (same result), or use a fixed setting (fonts will be slightly too large, which will still mess up the format when printing).

According to Rom Logicware, getting a newer Nova driver will solve this problem. So - does anybody have the last version, or does anybody know where to find it, or does anybody have another solution to this problem?

Thanks!

Maurits.

2555. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 09:14:22 UTC
From: <>
Message-ID: <1052734106-551491AEicMi@ntlworld.com>
Source record: 27686

From: "[ProToS]" <protos(at)arcadia-crew(dot)com>
Date: Wed, 7 May 2003 16:34:03 +0200

>email us too

Your email address is bouncing :-(

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2556. Re: HELP: brocken links...

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 09:19:50 UTC
From: <>
Message-ID: <1052734106-551691AEicMi@ntlworld.com>
Source record: 27687

From: Paul CAILLET <noname@noos.fr>
Date: Sun, 11 May 2003 12:00:32 +0200

>Freedom 2 v2.05 frdm205d.zip 383 KB
>Freedom 2 v2.05 F2englsh.zip 146 KB

I have both these files which can be in your mail box, if you would care
to email me with your preferred address.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2557. JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 10:34:19 UTC
From: Nicholas Harlow <nick@1632systems.co.uk>
Message-ID: <b9ntbc$9v8$1@thorium.cix.co.uk>
Source record: 27688
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.st

Check out the new pages for this event, not just for Jaguar owners also the premiere event in the UK for Atari as a whole...

http://www.1632systems.co.uk/html%20pages/Jagfest.htm the link for events and whats on...

http://www.1632systems.co.uk/html%20pages/JagFest_Att.htm for the attendance list

We have people from Switzerland, Belguim, Netherlands coming

ARE YOU?

2558. CT60 NEWS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 11:10:55 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ebf81ee$0$26202$626a54ce@news.free.fr>
Source record: 27689

SDMA is now OK after a last bug that Didier saw with a MP3 play.
MP3 play with DSP + Vu-meters = 13 to 19 % of charge.

He may test the new hardware this evening...

For me the CT60 is now shippable for 66/16 MHz versions.

But I have to check 66/20 MHz and 72/16 and 72/20.
And maybe a 24 MHz on falcon : why not.

2559. Re: Atari rides again

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 11:22:10 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1052738530@news.frii.com>
Source record: 27690

On Wed, 07 May 2003 07:50:08 GMT, "Mark Bedingfield"
<mark@nospamplease.computercom.com.au> wrote:
> Hi just saw on Atari age that Infogrames have changed their name to Atari
> inc. Infogrames. This is huge, best thing to happen in years. They obviously
> belive the Atari name carries more weight. I wonder what is in
> store..... Check out www.atari.com and www.atariage.com
>
> Mark Bedingfield
>
>

FWIW, ABC has a business news program in the early morning called "1st Business".

The name change was mentioned there last week.

Ken

2560. VI and MINT

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 11:30:07 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3ebf8595$0$219$626a54ce@news.free.fr>
Source record: 27691

Hi,

I've just installed Easymint.I've an annoying problem.
VI does not work well. My files are not editable. ARG !

With the KGMD distribution, I didn't have this problem.

Help Me !

DOCs

2561. Re: MINT and OUTSIDE

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 14:11:37 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <b9oa2p$gj8$1@reader1.panix.com>
Source record: 27692

I have a manual, and it is in English, for version 3.20, 1994.

<quote on>

3. Installation

Copy the program OUTSIDE to your hard disk in the Auto folder. Try to
place OUTSIDE ahead of any other program in the root directory. To check
the order of your programs, turn off the sorting option on your desktop.

<quote off>

MiNT is not mentioned anyplace in the manual. This manual came from
Lexicor Software, and was translated from German to English by Yat Wang
Siu.

Jim

Uwe Seimet <Uwe.Seimet@seimet.de> writes:

: DOCs wrote:

: > Don't you have the english and french ASCII manual ?

: No, I don't. I have only the German manual which is included in the
: distribution.

: --
: --
: Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
: http://www.seimet.de

2562. Re: VI and MINT

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 14:19:33 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <b9oahl$gj8$2@reader1.panix.com>
Source record: 27693

Note that the EasyMiNT distribution has vim-minimal, with many commands disabled. Get the full version from the Sparement web site, and install that. vim-6.0-1.m68kmint.rpm is a 16 meg file.

Jim

DOCs <docs@ifrance.com> writes:

: Hi,

: I've just installed Easymint.I've an annoying problem.
: VI does not work well. My files are not editable. ARG !

: With the KGMD distribution, I didn't have this problem.

: Help Me !

: DOCs

2563. Re: Atari rides again

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 19:00:33 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <59Sva.24573$fm4.22154@fed1read06>
Source record: 27694

Life is getting good...

First we have Infogrames change their name to Atari, Inc. Then I find out that Half-Life 2 (yes, the true sequel!) is coming out in around Sept. or Oct..

Obviously, "Atari" means more than some people think.

Luposian

"Ken Springer" <wordworks@greeleynet.com> wrote in message news:1103_1052738530@news.frii.com...
> On Wed, 07 May 2003 07:50:08 GMT, "Mark Bedingfield"
> <mark@nospamplease.computercom.com.au> wrote:
> > Hi just saw on Atari age that Infogrames have changed their name to Atari
> > inc. Infogrames. This is huge, best thing to happen in years. They obviously
> > belive the Atari name carries more weight. I wonder what is in
> > store..... Check out www.atari.com and www.atariage.com
> >
> > Mark Bedingfield
> >
> >
>
> FWIW, ABC has a business news program in the early morning called "1st Business".
>
> The name change was mentioned there last week.
>
> Ken
>
>

2564. Re: Quick MagXNet Question...

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 19:43:56 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <42f5p-76t1.ln1@sd.swampdog>
Source record: 27597

Michael and Nicole Freeman wrote:

> Just a further note on my MagicNet issues...
>
> I went to comp.networking.ppp to see if they had any suggestions.
> Someone examined my debug log from pppd, and aparently, my ISP is
> sending an IP packet that is confusing pppd, and it immediately sends
> a TermReq and disconnects itself. They said that pppd 2.3.11 is
> incompatible with some newer networks, and if it's possible, upgrade
> to pppd 2.4.1. I don't suppose that upgrade is possible, since neither
> MintNet nor NetBSD have anything beyond 2.3.11 that I've seen, is it?
> From what I gathered from my online searches, much of what's going on
> is based on the fact that ISP's are using the Microsoft networking
> "standards" rather than the Unix standards, which makes Unix to
> Microsoft networking problematic. Unfortunately, as M$'s strangle on
> the market continues to tighten, I'm sure we'll be forced to switch to
> that "standard" sooner or later, unfortunately.

Hmm. Might be barking up the wrong tree but look...

```
May 8 11:57:04 syslog: rcvd [IPCP ConfAck id=0x20006 <addr
64.154.138.127>
<compress VJ f0091 10091>]
May 8 11:57:04 syslog: local IP address 64.154.138.127
May 8 11:57:04 syslog: remote IP address 63.215.26.179
May 8 11:57:04 syslog: rcvd [IP data] 45 00 00 1c 62 76 00 00 ...
May 8 11:57:04 syslog: sent [LCP ProtRej id=0x22e32 2e32 212e32 452e32
2e32
2e32 1c2e32 622e32 762e32 2e32 2e32 12e32 22e32 1c2e32 df2e32 3f2e32
d72e32
1a2e32 b32e32 e02e32 2e32 2e32 12e32 112e32 642e32 ee2e32 9b2e32 2e32
2e32
2e32 2e32]
May 8 11:57:06 syslog: rcvd [IPCP TermReq id=0x20090]
```

```
<junk prog>
const char s[]="
0x22e32 2e32 212e32 452e32 2e32
2e32 1c2e32 622e32 762e32 2e32 2e32 12e32 22e32 1c2e32 df2e32 3f2e32
d72e32
1a2e32 b32e32 e02e32 2e32 2e32 12e32 112e32 642e32 ee2e32 9b2e32 2e32
2e32
2e32 2e32
";
void FC
```

```
Main()
{SD_BISS(SD_T) iss(s);
int x;
while (iss >> std::hex>> x)
cout<<std::hex<<((x-0x2e32)>>16)<<' '
;
}
</junk prog>

$ ./go
2 0 21 45 0 0 1c 62 76 0 0 1 2 1c df 3f d7 1a b3 e0 0 0 1 11 64 ee 9b 0
0 0 0
```

Can you find out if the above line is a valid LCP packet? It bears uncanny resemblance to "syslog rcvd [IP data]" does it not? Finding that out is crucial because if it is *not* a valid LCP then your pppd is screwed but if it *is* a valid LCP then I summise that a recompilation of the current pppd will fix it. Deduction logic for valid LCP follows...

Yer gcc has two compilation modes: short/long (16bit/32bit) int. '2e' is ascii period character "." and '32' is ascii "2" (ie ".2"). You stated...

>It's been happening about 95% of the time for the past few weeks,

...and one of the variable factors on a connection is the IP address. Your local IP on the above failed connection is 64.154.138.127 and your remote IP is 63.215.26.179 - there's a ".2" in there and is just so happens that 215 is greater than 127; 128 being the (ahem) f**k-up point for signed/unsigned bugs. If I'm right this may already be ringing bells for someone familiar with the pppd source - split that IP into 63.215 & 26.179 and internally pppd might have it (for network ordering reasons htons etc) as 215.63 & 179.26. The former overflows a signed 16bit and more crucially (for example) is very susceptable to an erroneous ssprint/sscanf format argument.

Whilst I'm busy with daft ideas, here's another...
Connect with the client that works (STiK2?) then see if "route add default" can bodge a connection into life. Probably won't work because you need some way of knobbling STiK2 in such a way as it doesn't drop the connection but only after it has negotiated and given you your local IP address (which is the one to use in "add default"). See also "route delete default". I think you ought to forget this last paragraph even exists! ;-)

--
Guy Harrison

2565. Re: Quick MagXNet Question...

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 19:43:56 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <68a5p-utq1.ln1@sd.swampdog>
Source record: 27695

Michael and Nicole Freeman wrote:

> Just a further note on my MagicNet issues...
>
> I went to comp.networking.ppp to see if they had any suggestions.
> Someone examined my debug log from pppd, and aparently, my ISP is
> sending an IP packet that is confusing pppd, and it immediately sends
> a TermReq and disconnects itself. They said that pppd 2.3.11 is
> incompatible with some newer networks, and if it's possible, upgrade
> to pppd 2.4.1. I don't suppose that upgrade is possible, since neither
> MintNet nor NetBSD have anything beyond 2.3.11 that I've seen, is it?
> From what I gathered from my online searches, much of what's going on
> is based on the fact that ISP's are using the Microsoft networking
> "standards" rather than the Unix standards, which makes Unix to
> Microsoft networking problematic. Unfortunately, as M$'s strangle on
> the market continues to tighten, I'm sure we'll be forced to switch to
> that "standard" sooner or later, unfortunately.

Hmm. Might be barking up the wrong tree but look...

```
May 8 11:57:04 syslog: rcvd [IPCP ConfAck id=0x20006 <addr
64.154.138.127>
<compress VJ f0091 10091>]
May 8 11:57:04 syslog: local IP address 64.154.138.127
May 8 11:57:04 syslog: remote IP address 63.215.26.179
May 8 11:57:04 syslog: rcvd [IP data] 45 00 00 1c 62 76 00 00 ...
May 8 11:57:04 syslog: sent [LCP ProtRej id=0x22e32 2e32 212e32 452e32
2e32
2e32 1c2e32 622e32 762e32 2e32 2e32 12e32 22e32 1c2e32 df2e32 3f2e32
d72e32
1a2e32 b32e32 e02e32 2e32 2e32 12e32 112e32 642e32 ee2e32 9b2e32 2e32
2e32
2e32 2e32]
May 8 11:57:06 syslog: rcvd [IPCP TermReq id=0x20090]
```

```
<junk prog>
const char s[]="
0x22e32 2e32 212e32 452e32 2e32
2e32 1c2e32 622e32 762e32 2e32 2e32 12e32 22e32 1c2e32 df2e32 3f2e32
d72e32
1a2e32 b32e32 e02e32 2e32 2e32 12e32 112e32 642e32 ee2e32 9b2e32 2e32
2e32
2e32 2e32
";
void FC
```

```
Main()
{SD_BISS(SD_T) iss(s);
int x;
while (iss >> std::hex>> x)
cout<<std::hex<<((x-0x2e32)>>16)<<' '
;
}
</junk prog>

$ ./go
2 0 21 45 0 0 1c 62 76 0 0 1 2 1c df 3f d7 1a b3 e0 0 0 1 11 64 ee 9b 0
0 0 0
```

Can you find out if the above line is a valid LCP packet? It bears uncanny resemblance to "syslog rcvd [IP data]" does it not? Finding that out is crucial because if it is *not* a valid LCP then your pppd is screwed but if it *is* a valid LCP then I summise that a recompilation of the current pppd will fix it. Deduction logic for valid LCP follows...

Yer gcc has two compilation modes: short/long (16bit/32bit) int. '2e' is ascii period character "." and '32' is ascii "2" (ie ".2"). You stated...

>It's been happening about 95% of the time for the past few weeks,

...and one of the variable factors on a connection is the IP address. Your local IP on the above failed connection is 64.154.138.127 and your remote IP is 63.215.26.179 - there's a ".2" in there and is just so happens that 215 is greater than 127; 128 being the (ahem) f**k-up point for signed/unsigned bugs. If I'm right this may already be ringing bells for someone familiar with the pppd source - split that IP into 63.215 & 26.179 and internally pppd might have it (for network ordering reasons htons etc) as 215.63 & 179.26. The former overflows a signed 16bit and more crucially (for example) is very susceptable to an erroneous ssprint/sscanf format argument.

Whilst I'm busy with daft ideas, here's another...
Connect with the client that works (STiK2?) then see if "route add default" can bodge a connection into life. Probably won't work because you need some way of knobbling STiK2 in such a way as it doesn't drop the connection but only after it has negotiated and given you your local IP address (which is the one to use in "add default"). See also "route delete default". I think you ought to forget this last paragraph even exists! ;-)

--
Guy Harrison

2566. Re: VI and MINT

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 20:12:13 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3ebfffc9$0$17322$626a54ce@news.free.fr>
Source record: 27596

I will download it.
But my VI is NOT usable.

DOCs

"Jim DeClercq" <jimd@panix3.panix.com> a crit dans le message news:
b9oahl$gj8$2@reader1.panix.com...
> Note that the EasyMiNT distribution has vim-minimal, with many commands
> disabled. Get the full version from the Sparement web site, and install
> that. vim-6.0-1.m68kmint.rpm is a 16 meg file.
>
> Jim
>
> DOCs <docs@ifrance.com> writes:
>
> : Hi,
>
> : I've just installed Easymint.I've an annoying problem.
> : VI does not work well. My files are not editable. ARG !
>
> : With the KGMD distribution, I didn't have this problem.
>
> : Help Me !
>
> : DOCs
>
>

2567. [PUB] ACE Tracker v0.991

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 21:35:26 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <eo40cvctf02sri6oheu7q82hflmnga75rk@4ax.com>
Source record: 27598

Hello,

ACE Tracker v0.991 released!
Version 0.991 of ACE Tracker has been released. Get it from the
productions page.
http://newbeat.atari.org/main.php?page=productions

Best regards,
Paul CAILLET.

2568. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 22:27:04 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305121427.5d31745e@posting.google.com>
Source record: 27599

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1052562578-56787AEicMi@gmx.net>...
> >Noted. Thank you! (Have you personally tried this?)
>
> Yes...
> At the office where I work there are plenty Epson models to play with, the
> Epson "C" printers line don't work at all. The previous models 850, 860,
> 880, 950, 960 and 980 were just perfect. I think these six printers are
> undoubtedly the most NVDI compatible printers ever made...

OK

> >>The only Epson printers (and most likely the only brand) available at the
> >>moment that allow "normal" printing under NVDI are the:
> >>
> >> Epson Stylus Photo 950 (to be discontinued very soon)
> >> Epson Stylus Photo 1290
> >> Epson Stylus Photo 2100
> >> Epson Stylus Color 3000
> >
> >All but the first are too expensive for my list.
>
> I presume you're not about to make a new list every six months?

Actually, it won't be too hard to keep current (unfortunately).

>>>It's crystal clear that the list of "compatible" printers just like
the
>>>list of compatible scanners, cd-writers, cd-roms etc... is getting
>>>smaller every year. The way things are going in a year or two we
wont
>>>have to discuss this topic anymore since there wont be anything
available
>>>that actually works.
> We've seen this coming.... I have a compatible printer, scanner, cd-r and
> cd writer here. Whatever the industry has up it's sleeve, they can't hurt
> me... I've written this time and time again: upgrade now, because tomorrow
> it might be to late. It's already to late for someone who wants a scanner,

Likewise, except for the CDRW. Do you have any reason to believe a
CDR won't be satisfactory? (Except, of course, in three years time
we'll have trouble finding media as everyone will be using DVD+RW.)

Galen

2569. Re: ICD LINK WANTED

Newsgroup: comp.sys.atari.st
Date: 2003-05-12 22:29:17 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305121429.2b211e58@posting.google.com>
Source record: 27600

"Donald and Cheryl" <dandc@merr.com> wrote in message
news:<vbt60h5l8oo888@corp.supernews.com>...
> Anyone have one to sell?

Possibly. If my SuperFalcon goes as planned, my 1040STe will switch
to games duty. Contact me privately in a few weeks.

Galen

2570. FA: Atari Falcon 030 Computer w/ CuBase

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 02:05:32 UTC
From: sean0ceallaigh@yahoo.com
Message-ID: <c6402c6a.0305121805.6b49e826@posting.google.com>
Source record: 27601

```
Atari Falcon 030 Computer
14MB Ram / 12GB Internal HDD
Original software that came with the computer.
Steinberg Cubase Audio a complete package

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2729676074
```

2571. Falcon030 and laptop 4 or 8GB IDE HD?

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 04:34:28 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vc0teklqu3i31@corp.supernews.com>
Source record: 27602
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I want to install a 4GB or 8GB Laptop HD, can I do this and what HD software can I use other than HDDRIVER? I am in the USA and not sure on how to get a copy of it, but do have AHDI 6.

Thanks
Tim

2572. whats the best Atari to run CLAB Creator software on?

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 05:11:09 UTC
From: garthrr@aol.com
Message-ID: <20030513011109.04525.00000547@mb-m29.aol.com>
Source record: 27603

I have a 1040 ST which is more or less ok but a little sluggish at times. I would like to run the program on a faster computer if I can. I believe I remember someone saying that Creator would not run on the Falcon. Is this true and, if so, what are my best options?

Thanks,
Garth~

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

2573. Re: Falcon030 and laptop 4 or 8GB IDE HD?

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 05:42:34 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3EC085CA.C8495F11@siemens.at>
Source record: 27604
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Tim wrote:
>
> I want to install a 4GB or 8GB Laptop HD, can I do this and what HD software
> can I use other than HDDRIVER? I am in the USA and not sure on how to get a
> copy of it, but do have AHDI 6.

No problem. Only when you would use a HD with more than 8GB you need
HDDRIVER to use the part above 8GB.

Gerhard

2574. Re: Quick MagXNet Question...

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 06:21:43 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAE5DDA9.2F8DE%nameerf@flash.net>
Source record: 27605

in article 42f5p-76t1.ln1@sd.swampdog, Guy Harrison at
swamp-DEL-dog@ntlworld.com wrote on 5/12/03 11:43 AM:

> Can you find out if the above line is a valid LCP packet? It bears
> uncanny resemblance to "syslog rcvd [IP data]" does it not? Finding
> that out is crucial because if it is *not* a valid LCP then your pppd
> is screwed but if it *is* a valid LCP then I summise that a
> recompilation of the current pppd will fix it. Deduction logic for
> valid LCP follows...

From what I got chatting with people in comp.protocols.ppp, it started to look like it was a Windows vs. Unix protocol miscommunication, then people started pointing out that my pppd is generating some pretty strange results, specifically the ones you are referring to. The odd thing: pppd worked perfectly until just was little bit ago, and when I went back and re-installed that MagicNet package, there was no change.

> Yer gcc has two compilation modes: short/long (16bit/32bit) int. '2e' is
> ascii period character "." and '32' is ascii "2" (ie ".2"). You
> stated...
>
>> It's been happening about 95% of the time for the past few weeks,
>
> ...and one of the variable factors on a connection is the IP address.
> Your local IP on the above failed connection is 64.154.138.127 and your
> remote IP is 63.215.26.179 - there's a ".2" in there and is just so
> happens that 215 is greater than 127; 128 being the (ahem) f**k-up
> point for signed/unsigned bugs. If I'm right this may already be
> ringing bells for someone familiar with the pppd source - split that IP
> into 63.215 & 26.179 and internally pppd might have it (for network
> ordering reasons htons etc) as 215.63 & 179.26. The former overflows a
> signed 16bit and more crucially (for example) is very susceptable to an
> erroneous ssprint/sscanf format argument.

I'll pass this info on to the MagicNet author. The MagicNet version I'm using is a MagicNet 1.4.2 beta version (I think 1.3.9 was that last official release). It might be worth trying to re-install 1.3.9 and see what happens. There were some speed and connection stability issues before, which 1.4.2 was supposed to solve, but that's better than not being able to connect at all! As for 1.4.2, perhaps there's something going on with this compilation that Vassillis is unaware of? But this pretty much confirms what's been said in c.p.p.

> Whilst I'm busy with daft ideas, here's another...
> Connect with the client that works (STiK2?) then see if "route add
> default" can bodge a connection into life. Probably won't work because

> you need some way of knobbling STiK2 in such a way as it doesn't drop
> the connection but only after it has negotiated and given you your
> local IP address (which is the one to use in "add default"). See also
> "route delete default". I think you ought to forget this last paragraph
> even exists! ;-)

Maybe I will! :) So basically, you're saying I should add "route add default" to my MagicNet setup (where would I put that?), right? Just so you know, I know extremely little about Unix. This MagicNet experiment is wierd for me, in that I'm so GUI-oriented. If it wasn't for the fact that I've also been having difficulties with the other networking stacks, and for the fact that I can use many more clients with MagicNet, I would just say forget it. I'm also about ready to give up on my ISP, as they are *barely* tolerant of Mac user problems, let alone Atari. Anyway, thanks for your input!

Mike Freeman
nameerf@flash.net

2575. Re: Falcon030 and laptop 4 or 8GB IDE HD?

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 07:53:57 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b9q8al$lq5ba$1@ID-27442.news.dfncis.de>
Source record: 27606
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Tim wrote:

> I want to install a 4GB or 8GB Laptop HD, can I do this and what HD software
> can I use other than HDDRIVER? I am in the USA and not sure on how to get a
> copy of it, but do have AHDI 6.

Drives with less than 8 GB might still work with AHDI.
As far as HDDRIVER is concerned you can order a copy with an English
manual from Atari Workshop in the UK. Or, if you can read German you can
also order it directly from me.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2576. Re: MINT and OUTSIDE

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 07:56:23 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <b9q8f7$lq5ba$2@ID-27442.news.dfncis.de>
Source record: 27607

Jim DeClercq wrote:

> MiNT is not mentioned anyplace in the manual. This manual came from
> Lexicor Software, and was translated from German to English by Yat Wang
> Siu.

The latest versions of Outside refer to MiNT in the README. Basically it
worked with MiNT 1.15 (or was it 1.12?) or older, as far as I remember.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2577. Re: CT60 NEWS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 08:18:19 UTC
From: Nicholas Harlow <nick@1632systems.co.uk>
Message-ID: <b9q9ocmkh1@thorium.cix.co.uk>
Source record: 27608

Why not bring it along to JagFest UK then?

http://www.1632systems.co.uk/html%20pages/Shows/Jagfest.htm

Nick

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3ebf81ee$0$26202$626a54ce@news.free.fr...
> SDMA is now OK after a last bug that Didier saw with a MP3 play.
> MP3 play with DSP + Vu-meters = 13 to 19 % of charge.
>
> He may test the new hardware this evening...
>
> For me the CT60 is now shippable for 66/16 MHz versions.
>
> But I have to check 66/20 MHz and 72/16 and 72/20.
> And maybe a 24 MHz on falcon : why not.
>
>
>
>
>

2578. Re: whats the best Atari to run CLAB Creator software on?

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 09:16:24 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <BJ2wa.3591$Mu3.52499@newsfep4-glfd.server.ntli.net>
Source record: 27609

Hello.

"Garthrr" <garthrr@aol.com>

> ...someone saying that Creator would not run on the Falcon.

Correct.

> what are my best options?

Buy a Mega STE, 16mhz processor, TOS 2.06 etc.

In stock.

www.keychange.co.uk

2579. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 09:45:00 UTC
From: <>
Message-ID: <1052818912-072624AEicMi@ntlworld.com>
Source record: 27610

Hi Nick,

>We have people from Switzerland, Belguim, Netherlands coming
>
>ARE YOU?

What would put me off as a casual visitor would be the apparent need to pre-
register, so is there a scheme to allow people to attend and pay on the day?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2580. Re: CT60 NEWS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 09:48:13 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ec0bf5d$0$23449$626a54ce@news.free.fr>
Source record: 27611

```
??????
It's a web site for games !!!
What's the link with a CT60 ???
```

"Nicholas Harlow" <nick@1632systems.co.uk> a crit dans le message de news:
b9q9ocmkh1@thorium.cix.co.uk...
> Why not bring it along to JagFest UK then?
>
> http://www.1632systems.co.uk/html%20pages/Shows/Jagfest.htm
>
>
> Nick
>
>
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:3ebf81ee$0$26202$626a54ce@news.free.fr...
> > SDMA is now OK after a last bug that Didier saw with a MP3 play.
> > MP3 play with DSP + Vu-meters = 13 to 19 % of charge.
> >
> > He may test the new hardware this evening...
> >
> > For me the CT60 is now shippable for 66/16 MHz versions.
> >
> > But I have to check 66/20 MHz and 72/16 and 72/20.
> > And maybe a 24 MHz on falcon : why not.
> >
> >
> >
> >
> >
>
>

2581. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 15:31:45 UTC
From: tjlazer@mail.com
Message-ID: <562e402e.0305130731.23eca915@posting.google.com>
Source record: 27612

Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message
news:<b9a80k$h0rf6$1@ID-27442.news.dfncis.de>...
> PuffPuffin wrote:
> > Hi Uwe,
> >
> > I totally agree with you that the Link97 host adapter should be THE host
> > adapter to obtain the rights to or to restart production. (I was just
> > explaining why I think Jon was after the ICD stuff instead)
> >
> > Regarding sales of HD Driver...I think 20 copies is pretty good for such a tiny
> > market. Congratulations! :-) But I think there are people who are hesitant
>
> I just verified this figure and found that I had misjudged the number of
> copies sold: Actually it's less then 10.
>
> > program myself). So these people still need a host adapter.
>
> A host adapter is much more expensive than driver software and somebody
> who has to earn his living from selling hardware less than 10 pieces in
> several months does not pay off. But is has to if you depend on the money.
> And don't forget that if you sell something you have to provide support.
> This costs time which you cannot spend on other projects with a higher
> commercial potential.

I myself am looking for a better SCSI adaptor than my aging SH204. I
would like to hook up my EZ135, Zip100 or Jaz drives to my Atari, and
a nice 4GB HD too. I live in the USA and it is impossible to find any
SCSI adaptors here. I think that if some were avail they would sell
pretty fast! Especially on ebay! Maybe someone should do a limited
run and see how sales go. Maybe even do a package deal with HDDRIVER?
I am sure this would sell. I, for one, would by a combo like that...

Atari 1040STE 4MB
Tim

2582. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 17:51:06 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns937AC9F205C64tos4ever@195.130.132.65>
Source record: 27613
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**game**
ftp://chapelie.rma.ac.be/atari/game/peking304.zip
(447.067 bytes) A mah Jonng look-a-like baord game. German only

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq157e.zip
(127.415 bytes) Nice GEM based ICQ client for STik/Sting/Gluestik

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/egale41e.zip
(272.635 bytes) A powerful tool for easy file comparisons, alteration and analysis. English
version

ftp://chapelie.rma.ac.be/atari//utilities/egale41d.tos
(274.078 bytes) German version

ftp://chapelie.rma.ac.be/atari/utilities/phem306.zip
(109.937 bytes) The Probe House Expense Manager or PHEM is an application for the
management
of your daily expense. It can also be used as a limited home financial package.

Have Fun,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>
```

2583. Re: VI and MINT

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 18:44:00 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3ec13cae$0$229$626a54ce@news.free.fr>
Source record: 27614

"DOCs" <docs@ifrance.com> a crit dans le message news:
3ebfffc9$0$17322$626a54ce@news.free.fr...
> I will download it.
But it's the same.....

```
> But my VI is NOT usable.
Perhaps because Mint is vt52 and not vt100.
On KGMD I had virtual console, I tried to run vconsd but the display becomes
crazyon my VGA Falcon.

DOCs
```

2584. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 19:34:10 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ec156b275e5b70@tripnet.se>
Source record: 27616

In comp.sys.atari.st <1052855680-300363AEicMi@gmx.net>
Dennis Vermeire wrote on Sun 11-05-2003 14:32 (+0200):

>From: Michael and Nicole Freeman <nameerf@flash.net>
>Date: Sun, 11 May 2003 04:49:33 GMT

>>What would be *really* good is if Behne & Behne would either release the
>>code to GPL or at least pass it on to another programmer who does want to

>It is true... :-(
>But then can you blame them? There are still people here using versions 3.0
>and 4.0, NVDI just like HD-Driver are IMO essential apps. Last week the
>author of HD Driver told us that there aren't even 20 registered users
>anymore...

Please try to be a bit more correct when posting!

There where 20 _new_ users if I remember correctly. I know at least half a
dozen people in person that own registered copies of HD Driver. Would be
very strange if there only were 15 more in the whole world...

>>Perhaps the fVDI author?
>
>What on earth has fVDI got to do with printer drivers?

It _is_ a VDI and so is NVDI. I suppose you can guess the rest :-)

>>NVDI is such a crucial part of a "modern" Atari system now that it's
>>deadly to the advancement of our platform to just let it fade away without
>
>>giving it the best possible chance to progress.
>
>We've had our chance, everyone who hasn't updated to version 5.xx or is
>using an illegal copy of the software can be blamed IMO. There's a big
>aversion here against buying commercial software, at times I've even been
>flamed for supporting an opposite view in here !!

You have been flamed for writing long posts with lots of words but less
thinking...

This is actually history now. Imho it would be all stupid to develop
anything on strict commercial grounds for our platform anymore. In that
respect Uve Seimet is correct that the Atari TOS platform is dead.

On the other hand those who let other forces than money drive them will
still be able to make some money on good products, I hope.

Remember that the userbase gets older and have more money to spend. I myself have put in more money in my Atari gear in later years compared to how much I did spend in the late 80th to early 90th.

Those who return now to the Atari platform just for fun will first not plan to spend any money at all. After some time they will suddenly realize that they want more fun stuff to play with. Software might be harder to sell but I actually think that hardware might have a slowly growing market.

The Link97 would be something that should be able to produce without actually losing money. If sold bundled together with HD Driver his sales might rise as well.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2585. Re: VI and MINT

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 19:47:23 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3ec14b75$0$226$626a54ce@news.free.fr>
Source record: 27617

"DOCs" <docs@ifrance.com> a crit dans le message news:
3ec13cae$0$229$626a54ce@news.free.fr...
>
> "DOCs" <docs@ifrance.com> a crit dans le message news:
> 3ebfffc9$0$17322$626a54ce@news.free.fr...
> > I will download it.
> But it's the same.....
>
>
> > But my VI is NOT usable.
> Perhaps because Mint is vt52 and not vt100.
> On KGMD I had virtual console, I tried to run vconsd but the display
becomes
> crazyon my VGA Falcon.

```
Joe works very well, but I prefer VI.

DOCs
```

2586. CT60 news

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 20:52:28 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ec15b0d$0$3534$626a54ce@news.free.fr>
Source record: 27618

```
The LC model of the 060 is no more supported.

Only FULL and EC.
```

2587. Re: Nova/VME drivers?

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 21:06:11 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <b9rmo3$i4a$1@thorium.cix.co.uk>
Source record: 27619

james.t.kirk@enterprise.nasa.gov (Maurits van de Kamp) wrote:

> I have a nova/vme card in my TT and I am wondering if there's a site
> where I can download the latest (and probably last) ;) version of the
> drivers. I'm having some trouble with the driver on the disk I got with
> it.

Jo Vandeweghe's site might help:

http://www.ping.be/~pin10575/ATARI-E.HTM

rgds
Harry

2588. Re: VI and MINT

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 21:18:13 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0305132310570.401-100000@UNI_MANiac>
Source record: 27622

On Tue, 13 May 2003, DOCs wrote:

> > > But my VI is NOT usable.
> > Perhaps because Mint is vt52 and not vt100.
> > On KGMD I had virtual console, I tried to run vconsd but the display
> becomes
> > crazyon my VGA Falcon.
>

It's hard to tell what's wrong on your system, but I have a Falcon,
running an up-to-date MiNT installation based on EasyMiNT/SpareMiNT,
VI/VIM is working fine, and also vconsd is working with 640*480*256
resolution. (What did you mean with "crazy" ?)

Martin Tarenskeen

2589. fVDI Commander

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 21:21:17 UTC
From: ptonthat@club-internet.fr
Message-ID: <3ec161cc$0$14311$7a628cd7@news.club-internet.fr>
Source record: 27620

Bonjour :)

For the Eclipse/RageIIc users (and maybe others), there's
a new accessory a bit more user-friendly that replaces the
fvdiacc.acc given in the official fvdi package.

"fVDI Commander" is made to send commands to the fVDI core
or its screen driver. The GFA Basic source is provided
in a separate archive.

Download at http://rajah.atari.org or directly at
http//membres.lycos.fr/nef/files/ -> fvdicmd.zip (25Kb)

Regards

Rajah Lone / Renaissance

2590. Re: CT60 NEWS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 21:23:42 UTC
From: nick@1632systems.co.uk
Message-ID: <b9rnp6iok1@thorium.cix.co.uk>
Source record: 27621

Follow the JagFest Link at the top of the page... and you will see an Atari Show

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

2591. GIGAnews??

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 22:37:53 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ec11f185e1700@attbi.com>
Source record: 27623

Hello All,

I soon will be having a new email address as well as everything else since AT&T in my areas was bought out by ComCast. ComCast says they will be using GIGAnews for newsgroups. Has anyone here ever used it or know anything about it?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2592. Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 22:37:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ec11f185e1701@attbi.com>
Source record: 27624

Hello,

I just received my copy of Diamond Edge v2.5 from Anodyne. Runs great on my Hades and look like a real winner in the Atari world. Thank God I now have a program that can optimize my hard drive under Magic and is also compatible with long file names. HD Sentry does not work under Magic or will long file names, so I will use that possibly with my STe which uses mainly TOS.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2593. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 22:53:05 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAE6C5F2.2FB79%nameerf@flash.net>
Source record: 27625

in article 1052855680-300363AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 5/11/03 4:32 AM:

>> Perhaps the fVDI author?
>
> What on earth has fVDI got to do with printer drivers?

I was referring to the fact that NVDI is more similar in purpose to fVDI
than it is to any other currently supported software. I thought, if the fVDI
author would be interested, he could completely replace NVDI's VDI functions
with fVDI code (without having to run them concurrently), and possibly
update NVDI's other functions (printing included).

>> NVDI is such a crucial part of a "modern" Atari system now that it's
>> deadly to the advancement of our platform to just let it fade away without
>> giving it the best possible chance to progress.
>
> We've had our chance, everyone who hasn't updated to version 5.xx or is
> using an illegal copy of the software can be blamed IMO. There's a big
> aversion here against buying commercial software, at times I've even been
> flamed for supporting an opposite view in here !!

If I said anything about commercial vs. non-commercial software, I
apologize. That was not my point at all.

> I've been told time and time again in here not to expect anything from
> commercial developers, all good things would come from the other side, the
> side that moves on (sic). I'm still waiting.... so far I haven't seen much
> appear yet except for lots of noise and talk. But hey, I'm an optimist, so
> like all optimists I'll wait until kingdom comes.

I wasn't going against your side of that argument in any way (and I really
don't want to even get into that at all). I simply believe that if software
authors don't want to support their software anymore, they should ideally
pass it on in some way to someone who does. If that means making it GPL,
freeware or shareware, great. If that means keeping it commercial, great
also. Both are important. I just want vital software to keep advancing if at
all possible, so I can keep enjoying my computer.

Mike Freeman
nameerf@flash.net

2594. Re: VI and MINT

Newsgroup: comp.sys.atari.st
Date: 2003-05-13 22:57:23 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3ec177ff$0$227$626a54ce@news.free.fr>
Source record: 27626

"Martin Tarenskeen" <nospam@zonnet.nl> a crit dans le message news:
Pine.MNT.4.31.0305132310570.401-100000@UNI_MANiac...
> On Tue, 13 May 2003, DOCs wrote:
>
> > > > But my VI is NOT usable.
> > > Perhaps because Mint is vt52 and not vt100.
> > > On KGMD I had virtual console, I tried to run vconsd but the display
> > becomes
> > > crazyon my VGA Falcon.
> >
>
> It's hard to tell what's wrong on your system, but I have a Falcon,
> running an up-to-date MiNT installation based on EasyMiNT/SpareMiNT,
> VI/VIM is working fine, and also vconsd is working with 640*480*256
> resolution. (What did you mean with "crazy" ?)

```
It's hard to say what appends.
When a file is loaded by VI, the display doesn't work well.
The ':' option is not at the bottom on the screen, it's on the top.
When I quit VI, the prompt is on the top of the screen.

With vconsd, the characters from the keyboard are invisible and
the prompt is not configured for the resolution.

DOCs
```

2595. Re: Searching for oldish .mod!

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 00:56:53 UTC
From: Hermann Samso <hsa@informatik.uni-kiel.de>
Message-ID: <Pine.GSO.4.44.0305140253060.2578-100000@fredegar>
Source record: 27627
Cross-posted to: comp.sys.ibm.pc.demos,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.amiga.audio

On Tue, 13 May 2003, Markku Reunanen wrote:

> In comp.sys.ibm.pc.demos Hermann Samso <hsa@informatik.uni-kiel.de> wrote:
>
> : I am searching for an old
> : tracker music module (.mod).
> : It was probably composed in/for
> : Amiga, and had a high quality
> : oriental melody, and poor 8-bit
>
> Your description is rather vague, but I found "Shadow of the soul 2" on my
> harddisk and that could by accident be it. You can download it here:
> http://www.kameli.net/~marq/shadow.mod
> At least it's a nice tune for its age ;v)

Kewl Trak !! 8-S

Well, I am searching for
something alike, but more
traditional. Maybe it was
from a famous demo or movie.

It is also like this "shadow
of the soul 2", somehow epic
like.

Maybe it was called "Shogun",
or "White Tiger"...

I don't think it used so much
pan flutes, but some pricked
strings.

BTW. you would like it, too!!!

saludos,
SoLo2

2596. Re: Quick MagXNet Question...

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 01:23:22 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <jdi8p-25k2.ln1@sd.swampdog>
Source record: 27628

Michael and Nicole Freeman wrote:

> in article 42f5p-76t1.ln1@sd.swampdog, Guy Harrison at
> swamp-DEL-dog@ntlworld.com wrote on 5/12/03 11:43 AM:
>
>> Can you find out if the above line is a valid LCP packet? It bears
>> uncanny resemblance to "syslog rcvd [IP data]" does it not? Finding
>> that out is crucial because if it is *not* a valid LCP then your pppd
>> is screwed but if it *is* a valid LCP then I summise that a
>> recompilation of the current pppd will fix it. Deduction logic for
>> valid LCP follows...
>
> From what I got chatting with people in comp.protocols.ppp, it started
> to look like it was a Windows vs. Unix protocol miscommunication, then
> people started pointing out that my pppd is generating some pretty
> strange results, specifically the ones you are referring to. The odd
> thing: pppd worked perfectly until just was little bit ago, and when I
> went back and re-installed that MagicNet package, there was no change.

You probably won't have logs from a working connection. Who would but if
you do happen to have one and the IP address from your ISP from that
log doesn't contain a component greater than 127 then it would support
my theory.

It might only be an output error. Internally the data could be correct
and simply displayed wrong. You'd be back to blaming your ISP if that
were the case. I'm sticking with my gut feeling atm otherwise I
wouldn't have written an essay further down. ;-))

>> Yer gcc has two compilation modes: short/long (16bit/32bit) int. '2e'
>> is ascii period character "." and '32' is ascii "2" (ie ".2"). You
>> stated...
>>
>>> It's been happening about 95% of the time for the past few weeks,
>>
>> ...and one of the variable factors on a connection is the IP address.
>> Your local IP on the above failed connection is 64.154.138.127 and
>> your remote IP is 63.215.26.179 - there's a ".2" in there and is just
>> so happens that 215 is greater than 127; 128 being the (ahem) f**k-up
>> point for signed/unsigned bugs. If I'm right this may already be
>> ringing bells for someone familiar with the pppd source - split that
>> IP into 63.215 & 26.179 and internally pppd might have it (for
>> network ordering reasons htons etc) as 215.63 & 179.26. The former
>> overflows a signed 16bit and more crucially (for example) is very
>> susceptable to an erroneous ssprint/sscanf format argument.

>
> I'll pass this info on to the MagicNet author. The MagicNet version
> I'm using is a MagicNet 1.4.2 beta version (I think 1.3.9 was that
> last official release). It might be worth trying to re-install 1.3.9
> and see what happens. There were some speed and connection stability
> issues before, which 1.4.2 was supposed to solve, but that's better
> than not being able to connect at all! As for 1.4.2, perhaps there's
> something going on with this compilation that Vassillis is unaware of?
> But this pretty much confirms what's been said in c.p.p.

I doubt if a reinstall will fix this problem, not if pppd has a bug in
it anyway. Fortunately, unlike windoze the dialler isn't an integral
part of a unix system: in fact its a kludge slung on the side! A
failure in pppd doesn't in itself prevent your network running. Loosely
all it's there for is to get your modem into such a state that it looks
like a network card, then the networking stuff proper can take over.

There are pppd options I know nothing about. FreeBSD pppd manual lists
(amongst others) these...

lcp-echo-failure
lcp-echo-interval
lcp-max-configure
lcp-max-failure
lcp-max-terminate
lcp-restart

...which, if they exist, may allow you to bypass the bug, at the expense
of not being able to detect a hangup from your ISP. I have no idea how
or where to use them. Might have to google for some examples if you
decide to try it.

>> Whilst I'm busy with daft ideas, here's another...
>> Connect with the client that works (STiK2?) then see if "route add
>> default" can bodge a connection into life. Probably won't work
>> because you need some way of knobbling STiK2 in such a way as it
>> doesn't drop the connection but only after it has negotiated and
>> given you your local IP address (which is the one to use in "add
>> default"). See also "route delete default". I think you ought to
>> forget this last paragraph even exists! ;-)
>
> Maybe I will! :) So basically, you're saying I should add "route add
> default" to my MagicNet setup (where would I put that?), right? Just
> so you know, I know extremely little about Unix. This MagicNet
> experiment is wierd for me, in that I'm so GUI-oriented. If it wasn't
> for the fact that I've also been having difficulties with the other
> networking stacks, and for the fact that I can use many more clients
> with MagicNet, I would just say forget it. I'm also about ready to
> give up on my ISP, as they are *barely* tolerant of Mac user problems,
> let alone Atari. Anyway, thanks for your input!

I've never had the opportunity to run an atari unix so will have to assume there's no difference in what follows. The 'route' command is complex and I don't pretend to understand it all but I do use the 'default' option a fair bit. The reason is I have two unix machines here (freebsd), both of which have modems (on one telephone line), either can dial up using either modem and either has to be able to see the internet without affecting the online status of the other, and either has to be able to work when the other is turned on or off.

'route' manipulates your routing tables. These tables describe how network items get wired up. Ordinarily you don't mess with it and you'll almost certainly need to be logged in as the root user if you do. To cut a long story short: if after, trundling through all the tables a connection can't be established you'll get an error - same as if you're not online (even if you are). The "default route" is checked last and probably doesn't exist on a stand-alone machine. When the default route does exist all communications that haven't "been connected" are thrown at it. I'm trying to think of an analogy. All I can come up with is you've got a long set of jump-leads in a car park and able to pick any vehicle you want, to connect your battery to.

Coming back to my pair of machines for a moment. If I'm on machine "sd.swampdog" but machine "hh.swampdog" has already dialled up using its own modem then what I do is change the default route of machine "sd.swampdog" such that it points at the "hh.swampdog" machine. Other things that are irrelevent here ensure that "hh.swampdog" knows what to do with these "alien" connections. I remove the default route from "sd.swampdog" when "hh.swampdog" disconnects its modem. Conversely if machine "hh.swampdog" wants to be online and "sd.swampdog" is already connected then machine "hh.swampdog" manipulates its default route to point at "sd.swampdog".

The idea only works if you can have STiK2 dial up and negotiate the connection to your ISP. That'll get past the buggy LCP phase. Then you must be able to put the STiK2 tcp/ip stack into limbo (or somehow make it die without dropping the modem), perhaps via some 'kill' signal? At this point you can manipulate your default route so that it refers to the IP address handed to STiK2 by your ISP. If at any time the modem hangs up then remove the default route.

So, after all that waffle, it boils down to little more than this...

Dial with STiK2.
Ask STiK2 what the IP address is. Pretend STiK2 says 1.2.3.4
As the root user...

route add default 1.2.3.4

Fire up some network stuff. It'll either work immediately or fail as though still offline (ie idea won't work). Should it fail don't give up immediately, especially if your modem lights are blipping. It might just be misconfiguration of your ISP nameserver(s) addresses.

route delete default

...whenever the modem hangs up.

--
Guy Harrison

2597. Re: Atari rides again

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 01:28:26 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <rmmap-f2a.ln1@sd.swampdog>
Source record: 27501

Mark Bedingfield wrote:

> thats a mirror (grin). Long live Atari, the publicity can't be bad. If
> infogrames(sorry atari) have any brains the will have a look and see
> the console market is booming for them. i.e. 2600's still sell like
> hot cakes. Who knows it may be incentive........

Turn a console into a home computer! Just need some lunatic to write the
OS for it. <G>

--
Guy Harrison

2598. Re: Falcon030 and laptop 4 or 8GB IDE HD?

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 02:28:06 UTC
From: <>
Message-ID: <WQhwa.657$Fw6.238@newssvr17.news.prodigy.com>
Source record: 27629

On 12 May 2003 21:34:28 , "Tim" wrote:
>I want to install a 4GB or 8GB Laptop HD, can I do this and what HD software
>can I use other than HDDRIVER? I am in the USA and not sure on how to get a
>copy of it, but do have AHDI 6.
>
>Thanks
>Tim
>
>
>.
Try Best Electronics for HD-Driver. The software is well worth the investment. I'm not positive about the HD (my Falcon is in a
Wizztronics Falcon rack, and I have 3.5" SCSI drives), but I think any 2.5" IDE drive will replace the stock drive. There has been a lot
of discussion here about HD driver software, and if I recall the experts said AHDI will only see the first 1 GB. Good luck!

Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

2599. Re: whats the best Atari to run CLAB Creato

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 02:34:00 UTC
From: <>
Message-ID: <sWhwa.453$AM.55627964@newssvr15.news.prodigy.com>
Source record: 27630

On 13 May 2003 05:11:09 , Garthrr wrote:
>I have a 1040 ST which is more or less ok but a little sluggish at times. I
>would like to run the program on a faster computer if I can. I believe I
>remember someone saying that Creator would not run on the Falcon. Is this true
>and, if so, what are my best options?
>
>Thanks,
>Garth~
>
>
>"I think the fact that music can come up a wire is a miracle."
> Ed Cherney
>.

You are correct, Creator will not run on a Falcon, and also will not work with any accelerators that I am aware of. The program depends
highly on the timing of the hardware (which provides a fantastic MIDI resolution, I might add).

Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

2600. Re: GIGAnews??

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 03:04:59 UTC
From: Mark D <mduckworthnospam@atari-source.com>
Message-ID: <1052892417.778216@blade.atari-source.com>
Source record: 27631

Edward S. Baiz Jr. wrote:

> Hello All,
>
> I soon will be having a new email address as well as everything
> else since AT&T in my areas was bought out by ComCast. ComCast
> says they will be using GIGAnews for newsgroups. Has anyone here
> ever used it or know anything about it?
>

My ISP uses giganews. Fast.. never down.. amazing service

That's my $.02.

Mark
http://atari-source.com

2601. Re: GIGAnews??

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 04:15:54 UTC
From: Bill Freeman <flipflapco@mchsi.com.remove>
Message-ID: <140520030015498158%flipflapco@mchsi.com.remove>
Source record: 27632

In article <3ec11f185e1700@attbi.com>, Edward S. Baiz Jr.
<edbaizjr@attbi.com> wrote:

> Hello All,
>
> I soon will be having a new email address as well as everything
> else since AT&T in my areas was bought out by ComCast. ComCast
> says they will be using GIGAnews for newsgroups. Has anyone here
> ever used it or know anything about it?

Giganews is an excellent newsgroup provider.

2602. Re: whats the best Atari to run CLAB Creato

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 07:37:20 UTC
From: garthrr@aol.com
Message-ID: <20030514033720.18771.00000641@mb-m18.aol.com>
Source record: 27633

In article <sWhwa.453$AM.55627964@newssvr15.news.prodigy.com>,
jdplace@<sick-of-spam>prodigy.net (Joseph D. Place) writes:

>You are correct, Creator will not run on a Falcon, and also will not work
>with any accelerators that I am aware of. The program depends
>highly on the timing of the hardware (which provides a fantastic MIDI
>resolution, I might add).

So the question still remains: what is the best Atari to run Creator on?

Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

2603. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 08:11:52 UTC
From: Nicholas Harlow <nick@1632systems.co.uk>
Message-ID: <b9sto6$6m7$1@thorium.cix.co.uk>
Source record: 27635

Hmm I don't see anywhere the need to preregister... aquite a few people will
just turn up on the day... The only reason I was pushing registration was
the fact that they then could stay until the wee hours in the morning, also
they get free drinkies and snacks..

but turn up on the day.. and still have great fun

Nick

<derryck@.cix.co.uk.invalid> wrote in message
news:1052818912-072624AEicMi@ntlworld.com...
> Hi Nick,
>
> >We have people from Switzerland, Belguim, Netherlands coming
> >
> >ARE YOU?
>
> What would put me off as a casual visitor would be the apparent need to
pre-
> register, so is there a scheme to allow people to attend and pay on the
day?
>
> Cheers
>
> Derryck
>
> --
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> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

2604. Nova card related question...

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 08:30:26 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1052906200-700743AEicMi@xs4all.nl>
Source record: 27634

I've recently changed resolution on my TT with
Nova card from 70Mhz to 72Mhz and now in the
startup from Calamus something strange occurs:
the image that shows the writing hand is spread
all over the screen in diagonal lines with the
same colorpattern. Has anyone stumbled into
somthing similar and has it got to do with the
Mhz change op is it something else. For the rest
everything seems to work okay but i changed to a
finer resolution (1392 x 1050) for some more
detailed working..

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

2605. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 09:03:16 UTC
From: <>
Message-ID: <1052902794-847385AEicMi@ntlworld.com>
Source record: 27637

From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Date: Tue, 13 May 2003 22:37:54 GMT

>Thank God I now have a program that can optimize my hard drive
>under Magic and is also compatible with long file names.

H-P Optimizer has long since been able to optimise and/or repair drives with
long filenames?

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2606. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 09:06:42 UTC
From: <>
Message-ID: <1052902794-847565AEicMi@ntlworld.com>
Source record: 27636

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Tue, 13 May 2003 22:53:05 GMT

>> What on earth has fVDI got to do with printer drivers?
>
>I was referring to the fact that NVDI is more similar in purpose to fVDI
>than it is to any other currently supported software. I thought, if the fVDI
>author would be interested, he could completely replace NVDI's VDI functions
>with fVDI code (without having to run them concurrently), and possibly
>update NVDI's other functions (printing included).

I agree that it would make much better sense to have a unified driver system,
but failing that the present status quo is almost as good - you only need to
disable NVDI's screen drivers. If I've remembered correctly this can be done
automatically for you.

Printer manufacturers have to be relied on to make their control codes public
for drivers to be written, and they charge...

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2607. Re: HELP: PayPal with the Atari?

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 09:21:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305140215040.23458-100000@shell1.aracnet.com>
Source record: 27638

On Sat, 10 May 2003, Martin Tarenskeen wrote:

> On Sat, 10 May 2003, Edward S. Baiz Jr. wrote:
>
> > >Is it possible to do PayPal on an Atari ST with a WebBrowser like CAB?
> > >Or maybe with newer Atari WebBrowsers?
> > >
> > I do not think so at the moment. I believe it requires javascript.
> > You may want to try using Draconis, MintNet or else wait for
> > Highwire to get javascript enabled.
> >
>
> Not true. I have been using Paypal with MiNTnet, CAB + CAB.OVL (the one
> with SSL support). No javascript. I also have been using Paypal with my
> Lynx browser via MiNTnet.
>
> Martin Tarenskeen

Martin, can you help me figure out how to do PayPal with the LYNX Browser?
Please E-Mail me either way?

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2608. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 10:03:22 UTC
From: <>
Message-ID: <1052908220-932645AEicMi@ntlworld.com>
Source record: 27639

Hi Nick,

>Hmm I don't see anywhere the need to preregister.

It was definitely the impression that I got.

>but turn up on the day.. and still have great fun

Anyone turning up will get the chance to meet members of the Cheshunt
Computer Club AND DDP Translations!

Cheers

Derryck

--


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/_____/ /_____/ /_/ Translations
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2609. CT60 GREAT NEWS

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 10:38:36 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ec21cab$0$3558$626a54ce@news.free.fr>
Source record: 27640

Hey, I just finished a modification & test to boost the ST-RAM write
accesses.
And it runs !
I just win 25% of access time on all ST-RAM write accesses !

Crazy, incredible !!

In 256 colors we go from 5.2 to 7.0 MB/s !
In 16 colors we go from 6.2 to 8.1 MB/s !

And that's only for a 16 MHz falcon, not a 20 or more !

In gembench, kronos or nembench, this gives some incredible results I will
nextly put on my web pages !
It is better than the Milan 040 + 1024*768 video card !!

+

2610. hd cookie installer

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 11:30:43 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3ec2279e$0$16259$afc38c87@news.optusnet.com.au>
Source record: 27641

Hi guys, I am trying to find a copy of an autofolder app, that installs a 1.44 cookie for tos 2.06. i.e. enables the High Density button in the format menu. I can't remember where I found it last. I think it was German.

Mark

2611. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 11:34:31 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <b9t9k7$ek5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27642

In article <3ec15b0d$0$3534$626a54ce@news.free.fr>,
Rodolphe Czuba <nospam-rczuba@free.fr> wrote:
>The LC model of the 060 is no more supported.
>
>Only FULL and EC.

Why support the crippled "EC" (no MMU), but not the fully-functional but
without-FPU "LC" model?

After all, the missing FPU is easily handled by most software - the missing
MMU in the EC creates difficulties with eg. memory protection in MiNT.

cu
Michael

2612. Milan for sale

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 13:12:36 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3EC240C4.8687A4E9@patent.gov.uk>
Source record: 27643

Hi all,

I want to sell my Milan which I bought from a well known Publisher of a now defunct Atari Mag. at an Atari fair. It has had a SCSI card added, driving a pair of SCSI CD's, one of which is a burner. I have the demo version of Michael Schwingen's driver which allows you to use the CDR only and I understand that he will send the full driver coded for your mother board (for the necessary DM!!). As for the software, basically I have it all. together with crates of printed manuals and docs. There are loads of peripherals: scanner, printer, modem etc. It's really a lorry load job more than a postage one. I also have two Falcons, one a C-LabX with Cubase with dongle and oscillator, that was used with a CDburner in a MegaST casing. There is also a massive 20" RGB monitor that shows of the Falcon a treat.

I haven't used any of the above for years, as I have gone Mac!! so all of the above is for sale at reasonable prices. I won't quote any values, but I have asked around, so if you want anything, make me a realistic offer, I can only say no!!

For collection purposes, I live in south Wales, Abergavenny, and would definitely prefer to demonstrate any goods before taking your money.

Bob King

leonardoking@aol.com

2613. Re: whats the best Atari to run CLAB Creato

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 13:41:51 UTC
From: Loki Harfagr <l0k1@free.fr>
Message-ID: <Xns937B9F9D08A2Al0k1freefr@213.228.0.32>
Source record: 27644

garthrr@aol.com (Garthrr) wrote in news:20030514033720.18771.00000641@mb-m18.aol.com:

>
> So the question still remains: what is the best Atari to run Creator on?

I used it on a STFM520 an STF1024 and an STE 4Mo
It ran nicely on the three though for really long and big sequences
and including big sysex dumps for expanders programmation
it was the best on the STE 4Mo of course !
And of course too it was better to have the STE for the bigger floppies ...

2614. Re: hd cookie installer

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 17:12:50 UTC
From: BMaedicke@t-online.de
Message-ID: <1fuyqen.1xqn3tc1c9w45wN%BMaedicke@t-online.de>
Source record: 27645

Mark Bedingfield <atari030@optusnet.nomorespamta.com.au> wrote:

> Hi guys, I am trying to find a copy of an autofolder app, that installs a
> 1.44 cookie for tos 2.06. i.e. enables the High Density button in the format
> menu. I can't remember where I found it last. I think it was German.

I can send you this program, when you need it.

Ciao, Bernd
--
Url: <http://home.t-online.de/home/BMaedicke/>

2615. Re: ICD LINK WANTED

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 17:39:06 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vc4vps98m80h27@corp.supernews.com>
Source record: 27496

Try www.myatari.com

They sell them new for $120 (Link 2 w/DMA cable, s/w, manual)

Tim

"Donald and Cheryl" <dandc@merr.com> wrote in message
news:vbt60h5l8oo888@corp.supernews.com...
> Anyone have one to sell?
>
> Or where may I obtain one?
>
> Donald
>
>

2616. Re: CT60 GREAT NEWS

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 17:47:18 UTC
From: swampfax1-NOSPAM-@atlantic.net
Message-ID: <Givwa.2$Z24.2084@monger.newsread.com>
Source record: 27497

On 14 May 2003 12:38:36 , "Rodolphe Czuba" wrote:
>Hey, I just finished a modification & test to boost the ST-RAM write
>accesses.
>And it runs !
>I just win 25% of access time on all ST-RAM write accesses !
>
>Crazy, incredible !!
>
>In 256 colors we go from 5.2 to 7.0 MB/s !
>In 16 colors we go from 6.2 to 8.1 MB/s !
>
>And that's only for a 16 MHz falcon, not a 20 or more !
>
>In gembench, kronos or nembench, this gives some incredible results I will
>nextly put on my web pages !
>It is better than the Milan 040 + 1024*768 video card !!

Hi Rudolph,
May I compliment you and others for all the work put into the CT60.
Will there be more produced and if so at what price?

John G.
P.S. Remove -NOSPAM- to reply Email

2617. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 18:32:56 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b9u2av$r8v$1@news6.svr.pol.co.uk>
Source record: 27498

<derryck@.cix.co.uk.invalid> wrote in message
news:1052908220-932645AEicMi@ntlworld.com...
> Hi Nick,
>
> >Hmm I don't see anywhere the need to preregister.
>
> It was definitely the impression that I got.
>
> >but turn up on the day.. and still have great fun
>
> Anyone turning up will get the chance to meet members of the Cheshunt
> Computer Club AND DDP Translations!
>

Im coming, but i'm staying away from you lot ;-).

Smeg.

2618. Re: CT60 NEWS !

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 18:37:55 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <b9u2k9rbt1@newsg4.svr.pol.co.uk>
Source record: 27499

<nick@1632systems.co.uk> wrote in message
news:b9rnp6iok1@thorium.cix.co.uk...
> Follow the JagFest Link at the top of the page... and you will see an
Atari
> Show
>

Indeed, its the best cover ever for planning an Atari show... whooda thunk
it??? :-)

Smeg.

2619. cubase

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 19:44:20 UTC
From: disco <nodisco2000@hotmail.com>
Message-ID: <qr65cvka55f3do3at9ra0u22e6lpgnmfqd@4ax.com>
Source record: 27500

hi

can anyone tell me where to get (a cracked) cubase for atari st?
i dont want to buy it as i just want to use it for synching my tape
recorder to pc and midi devices via an steinberg timelock smpte
processor which only works with an atari. (i have cubase for pc but
the smpte adapter works only with atari)

please, can anyone help me, is there a ftp site, or a web page where i
can download it, or can someone post it?

many thanks in advance.

2620. Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 21:24:05 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ec25f42433580@attbi.com>
Source record: 27502

Hello again,

I was wrong when I said DE v2.5 had long file name support.
According to Roger Burrows of Anodyne, that will be in the next
version. Right now, DE v2.5 will change the long file names to
shorter version. Other than that, it works great...

>
>I just received my copy of Diamond Edge v2.5 from Anodyne. Runs
>great on my Hades and look like a real winner in the Atari world.
>Thank God I now have a program that can optimize my hard drive
>under Magic and is also compatible with long file names. HD Sentry
>does not work under Magic or will long file names, so I will use
>that possibly with my STe which uses mainly TOS.

2621. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 21:56:02 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <b9ue1i$3li$1@thorium.cix.co.uk>
Source record: 27503

In message <BADC0860.2F305%nameerf@flash.net>, nameerf@flash.net said:
>
> I designed a web site for our church group, using my Falcon, and our
>church's network guy asked me to put it in a zip file and e-mail it to him
>to upload onto the church's web site. However, when I tried to use ST Zip to
>do it, it couldn't read the long filenames, and consequently, the zipped
>files used 8+3 format. This kind of destroys my links, and I would have to
>go through and either explain how to rename the files (and hope he gets it
>all correct) or switch all my links to 8+3 (which I really don't want to
>do). Is there a way to get ST Zip (version 2.6) to accept long filenames, or
>is there a newer version I should be using? Or is that yet another area
>where we are still stuck in the dark ages? Your help would be appreciated!
>Thanks!

If you use ZIP23_02.TTP instead of STZIP26 - easiest in
conjunction with Arcview which allows you to just drag&drop the files
to be archived into its window - LFNs will be retained in the ZIP.

Extraction from archives is also drag&drop: I have installed
Arcview on the desktop as an application to open all the usual
archived extenders (ARC, LZH, ZIP, TAR...) so double-clicking on
an archive file loads Arcview which displays the file in its window
from where it can be dragged to any directory window, allowing you
to extract to where you want very quickly and easily.

Regards, /Peter/

2622. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 22:07:27 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ec2be1e$0$3554$626a54ce@news.free.fr>
Source record: 27504

The LC model is very rare to find ...
And during this last year I received only 1 order for a LC among 150 orders
!
Third, in a technical point of view there is no method to distinguish by
software if you have a EC or a LC and we need to initialize it as a EC (no
PMMU).

Personnally, my point of view is stronger : I think I should propose a
unique product : FULL and nothing else !
It is so better to have total compatibility with all software that will be
done for CT60 !!
I don't want to hear " I get the last demo 'truc' and it is not working
because I have no FPU on my CT60.
Do you remember the 68882 on falcon as an option ?
Because of that a majority of software arrived with 00 code not 030 + 882
code !

In the few days I may decide to cancel the EC version too !

Ok, let me add that I discovered a big non referenced bug into the FULL bus
manager : when using the TCI pin (transfer Cache Inhibit = no cache for the
current transfer), in some circonstances (to be determined), the EC don't
care about the state of this pin and try to fill a line (for longs).
The precise situation for the CT60 is as follows :
By example for the IO on $00Fxxxxx or $FFFxxxxx you have some accesses with
bytes or words from the CPU (TOS and programs).
With the Full , no problems because this address area is Burst Inhbited (TBI
pin inserted by CT60) and Cache Inhibited (TCI pin) !
But with the FULL, I can see a four long transfer with increment of the
A3,A2 addresses.
Hey , accessing to yamaha with this fucking EC get a bus error (except if
you put the STE mode).
Accessing to DSP get a crash of data !
And so on....
The problem that I use the Byte Select pins (BS0...BS3) of the 060 (not
present on 040 !) on ABE to know wich width of transfer is needed to be
proceded into ABE to the F30 mb (1,2or 4 transfers (only for DSP that is the
only one 8-bit device on the F30 -- with 030 CPU there is a dynamic bus
sizer, not on 040/060, so ABE is the bus sizer !), and those BSx are all
four ativated with SIZ1,0 signals too (indicates a BURST) even for a poor
byte transfer.
The EC has a big problem !

Last thing, this problem of hardware into FULL is only when using it in a
PMMU OFF mode.

But IF this problem is on the EC too, sure it will never be usable on a CT60
!!

I just have to test a EC....

"Michael Schwingen" <michaels@ccac.rwth-aachen.de> a crit dans le message
de news: b9t9k7$ek5$1@nets3.rz.RWTH-Aachen.DE...
> In article <3ec15b0d$0$3534$626a54ce@news.free.fr>,
> Rodolphe Czuba <nospam-rczuba@free.fr> wrote:
> >The LC model of the 060 is no more supported.
> >
> >Only FULL and EC.
>
> Why support the crippled "EC" (no MMU), but not the fully-functional but
> without-FPU "LC" model?
>
> After all, the missing FPU is easily handled by most software - the
missing
> MMU in the EC creates difficulties with eg. memory protection in MiNT.
>
> cu
> Michael

2623. Re: CT60 GREAT NEWS

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 22:08:50 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ec2be70$0$3535$626a54ce@news.free.fr>
Source record: 27505

More produced ?

If you speak about more producing CT60, I cal say that if I have 100 more orders after the first 150, I will produce again.

"John Garone" <swampfax1-NOSPAM-@atlantic.net> a crit dans le message de news: Givwa.2$Z24.2084@monger.newsread.com...
> On 14 May 2003 12:38:36 , "Rodolphe Czuba" wrote:
> >Hey, I just finished a modification & test to boost the ST-RAM write
> >accesses.
> >And it runs !
> >I just win 25% of access time on all ST-RAM write accesses !
> >
> >Crazy, incredible !!
> >
> >In 256 colors we go from 5.2 to 7.0 MB/s !
> >In 16 colors we go from 6.2 to 8.1 MB/s !
> >
> >And that's only for a 16 MHz falcon, not a 20 or more !
> >
> >In gembench, kronos or nembench, this gives some incredible results I will
> >nextly put on my web pages !
> >It is better than the Milan 040 + 1024*768 video card !!
>
> Hi Rudolph,
> May I compliment you and others for all the work put into the CT60.
> Will there be more produced and if so at what price?
>
> John G.
> P.S. Remove -NOSPAM- to reply Email
>

2624. Re: Nova card related question...

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 23:00:42 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <b9uhqq$5hh$1@thorium.cix.co.uk>
Source record: 27506

rt@xs4all.nl (Raoul Teulings) wrote:
> I've recently changed resolution on my TT with Nova card from 70Mhz to
> 72Mhz and now in the startup from Calamus something strange occurs:
> the image that shows the writing hand is spread all over the screen in
> diagonal lines with the same colorpattern. Has anyone stumbled into
> somthing similar and has it got to do with the Mhz change op is it
> something else. For the rest everything seems to work okay but i changed
> to a finer resolution (1392 x 1050) for some more detailed working..

Hi Raoul,
I found my graphics cards could get very temperamental with changes in any parameter.
The change in refresh rate is supported by the card?
Can you check the dot-clocks supported by the card (as you can in the ET4000 software).
Are you able to test the new video-mode you created before booting with it?
Is the capability of the monitor being exceeded by increasing the refresh rate at the same resolution? In both vertical and horizontal?
Does your card have sufficient memory to display the higher resolution at the colour depth you're running?
Can I recommend that you use a resolution that is byte-aligned? If you can go up to 1408*1056 or down to 1344*1008 it will be easier for the card to handle it. Each of these figures is divisible by 16 and retains the traditional 4:3 proportion. This proportion isn't absolutely essential, but I would certainly advise you change the vertical to either 1056 or 1040.

regards
Harry

2625. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-14 23:00:42 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <b9uhqq$5hg$1@thorium.cix.co.uk>
Source record: 27507

edbaizjr@attbi.com (Edward S. Baiz Jr.) wrote:
> I just received my copy of Diamond Edge v2.5 from Anodyne. Runs
> great on my Hades and look like a real winner in the Atari world.
> Thank God I now have a program that can optimize my hard drive
> under Magic and is also compatible with long file names. HD Sentry
> does not work under Magic or will long file names, so I will use
> that possibly with my STe which uses mainly TOS.

Hi Ed,
So Anodyne is still working on product? I didn't realise this. I've been working (carefully) with v2.04, which I bought from HiSoft (which shows how long it's been since a significant new version came out).

So what else is improved in this version? Any other products upgraded?

rgds
Harry

2626. Re: hd cookie installer

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 00:12:55 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <bYAwa.6179$DP4.77580@news-server.bigpond.net.au>
Source record: 27508

Thanks, could you mail it to atari030@hotmail.com ?

Regards

Mark

"Bernd Maedicke" <BMaedicke@t-online.de> wrote in message
news:1fuyqen.1xqn3tc1c9w45wN%BMaedicke@t-online.de...
> Mark Bedingfield <atari030@optusnet.nomorespamta.com.au> wrote:
>
> > Hi guys, I am trying to find a copy of an autofolder app, that installs
a
> > 1.44 cookie for tos 2.06. i.e. enables the High Density button in the
format
> > menu. I can't remember where I found it last. I think it was German.
>
> I can send you this program, when you need it.
>
> Ciao, Bernd
> --
> Url: <http://home.t-online.de/home/BMaedicke/>

2627. Re: ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 02:26:07 UTC
From: Pitfall Harry <Pitfall_Harry65@hotmail.com>
Message-ID: <3EC2FABE.29E6E1B2@hotmail.com>
Source record: 27509
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Has anyone bought things from Ben (below), and can they tell me if they had good,
or Bad service and quality from the merchandise.

Thanks for any recommendations or warnings.
I'm sure that if customers have been happy, Ben will enjoy posts here.

Alan

Bravo Sierra Computers wrote:

> Get Catalogs while inventory
> Lasts at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Got
> Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!

Alan, "Pitfall Harry" Hewston
Please reply to me at
pitfall_harry65@hotmail.com

Thanks

2628. Re: Falcon030 and laptop 4 or 8GB IDE HD?

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 02:32:03 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vc60phmof3vjc4@corp.supernews.com>
Source record: 27510

Well I tried the Demo and could not get a 8GB to work at all! What is the demo anyway? Just a GUI tease? Does it work at all? I would like to see it in action before I spend any money... Actually more inclined to try the full working version before I buy it.

Tim

"jdplace@ prodigy.net (Joseph D. Place)" <sick-of-spam> wrote in message news:WQhwa.657$Fw6.238@newssvr17.news.prodigy.com...
> On 12 May 2003 21:34:28 , "Tim" wrote:
> >I want to install a 4GB or 8GB Laptop HD, can I do this and what HD software
> >can I use other than HDDRIVER? I am in the USA and not sure on how to get a
> >copy of it, but do have AHDI 6.
> >
> >Thanks
> >Tim
> >
> >
> >.
> Try Best Electronics for HD-Driver. The software is well worth the investment. I'm not positive about the HD (my Falcon is in a
> Wizztronics Falcon rack, and I have 3.5" SCSI drives), but I think any 2.5" IDE drive will replace the stock drive. There has been a lot
> of discussion here about HD driver software, and if I recall the experts said AHDI will only see the first 1 GB. Good luck!
>
>
> Joseph D. Place
> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>
>
>
> Joseph D. Place
> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>
>

2629. Re: ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 03:50:35 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <1405200323512023 63%macsvolume@yahoo.com>
Source record: 27511
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

In article <3EC2FABE.29E6E1B2@hotmail.com>, Pitfall Harry
<Pitfall_Harry65@hotmail.com> wrote:

> Has anyone bought things from Ben (below), and can they tell me if they had
> good,
> or Bad service and quality from the merchandise.

Is that Ben Valdes? I thought HE used to call himself Pitfall Harry???

2630. Re: ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 07:23:29 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ec34e0a5cb040@tripnet.se>
Source record: 27512
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

In comp.sys.atari.st <3EC2FABE.29E6E1B2@hotmail.com>
Pitfall Harry wrote on Wed 14-05-2003 22:26 (-0400):

>Has anyone bought things from Ben (below), and can they tell me if they had
>good,
>or Bad service and quality from the merchandise.

100% reliable afaik. Never heard of any bad service from him and my own
experience does not speak against that.

>Bravo Sierra Computers wrote:
>
>> Get Catalogs while inventory
>> Lasts at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Got
>> Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2631. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 08:07:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305150104020.15273-100000@shell1.aracnet.com>
Source record: 27514
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money! So, are you Interested? E-Mail Atari@aracnet.com and call Ben at (503)256-9974.

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer! Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives, as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at

http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2632. ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 08:10:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305150107190.15273-100000@shell1.aracnet.com>
Source record: 27515
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering A 20% off Discount on Games/SoftWare & References/
Books for Classic Atari 8 Bit and Atari ST Computer Lines! And if your a
Regular/Preferred Customer, add another 10%! Thats a whopping 30% off just
for my Repeat/Preferred Atari Customers! So Whether your spending American
Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We
Ship anywhere the Law allows! And If your in the U.S., take advantage of
the cheaper Postage for Media Mail Rate. Get Catalogs while inventory
Lasts at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Got
Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
http://www.aracnet.com/~atari/specials.htm Current Atari Specials!

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2633. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 08:38:06 UTC
From: <>
Message-ID: <1052984846-266020AEicMi@ntlworld.com>
Source record: 27513

From: "Smeg" <smeg_007@NOSPAM.hotmail.com>

>> Anyone turning up will get the chance to meet members of the Cheshunt
>> Computer Club AND DDP Translations!
>>
>
>Im coming, but i'm staying away from you lot ;-).

Do pop over and see us, we don't bite ;-)

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2634. Re: CT60 FULL BUG - Corrected TEXT, sorry...

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 09:16:21 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ec35ae1$0$3569$626a54ce@news.free.fr>
Source record: 27516

Ok I wrote some stupid phrases; here is the correct text :

> Ok, let me add that I discovered a big non referenced bug into the FULL
bus
> manager : when using the TCI pin (transfer Cache Inhibit = no cache for
the
> current transfer), in some circonstances (to be determined), the FULL
don't
> care about the state of this pin and try to fill a line (for longs).
> The precise situation for the CT60 is as follows :
> By example for the IO on $00Fxxxxx or $FFFxxxxx you have some accesses
with
> bytes or words from the CPU (TOS and programs).
> I can see a four long transfer with increment of the A3,A2 addresses.
> Hey , accessing to yamaha with this fucking EC get a bus error (except if
> you put the STE mode).
> Accessing to DSP get a crash of data !
> And so on....
> The problem that I use the Byte Select pins (BS0...BS3) of the 060 (not
> present on 040 !) on ABE to know wich width of transfer is needed to be
> proceded into ABE to the F30 mb (1,2or 4 transfers (only for DSP that is
the
> only one 8-bit device on the F30 -- with 030 CPU there is a dynamic bus
> sizer, not on 040/060, so ABE is the bus sizer !), and those BSx are all
> four ativated with SIZ1,0 signals too (indicates a BURST) even for a poor
> byte transfer.
>
> Last thing, this problem of hardware into FULL is only when using it in a
> PMMU OFF mode.
> But IF this problem is on the EC (it is like a PMMU OFF CPU) too, sure it
will never be usable on a CT60
> !!
>
> I just have to test a EC....
>

2635. Re: Égale 4.01 bug?

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 09:26:21 UTC
From: David Reitter <r8@davids-welt.de>
Message-ID: <BAE91BCD.1322D%r8@davids-welt.de>
Source record: 27517

Ken,

Kenneth Medin wrote on 11.05.2003 10:19 pm:

> I thougt it would be a good idea to let ï¿½gale do a "Tree check" to find
> out if any other files had ben altered but this operation does not find
> the corrupted file!

Interesting. If anybody would like to work on that to fix the bug if there
is one, please go ahead and email me. People will need ergo!pro (advisable)
and the GFA development environment.

That's all I can say about it so far...

Best
David

--
Find some of my Atari related stuff here: http://www.reitter-it-media.de

2636. MACE Melbourne Meeting Oz

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 09:31:31 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ec35fc7$1@news.alphalink.com.au>
Source record: 27518

--

Dont forget..This Sunday, Dorcas St..starts at about 10.15am...

Roger..dont forget the you know what..... and Reinhold, one more word and
you can sit at the back of the room for the entire meeting :)
cheers

gra

2637. Re: click on the pac man and tell me what you'd like to see in your system

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 09:35:15 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ec360a7$1@news.alphalink.com.au>
Source record: 27519

????? have I not seen the joke as I see no pac man ?

gra

--

"rtdos" <rtdos@yahoo.com> wrote in message
news:JD6wa.831719$F1.105365@sccrnsc04...
> http://www.rtdos.com
>
>
>
> --
> *** REPLY REQUESTED WHEN CONVENIENT ***
>
> Jeff
> http://www.rtdos.com
> AOL / AIM: os65k
> ICQ # 20368688
> MSN MSNGR: rtdos@hotmail.com
> Yahoo: os65000
>
>

2638. Re: Égale 4.01 bug?

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 10:50:47 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ec37f0a2c15a70@tripnet.se>
Source record: 27520

In comp.sys.atari.st <BAE91BCD.1322D%r8@davids-welt.de>
David Reitter wrote on Thu 15-05-2003 10:26 (+0100):

>Kenneth Medin wrote on 11.05.2003 10:19 pm:
>
>> I thougt it would be a good idea to let ï¿½gale do a "Tree check" to find
>> out if any other files had ben altered but this operation does not find
>> the corrupted file!
>
>Interesting. If anybody would like to work on that to fix the bug if there
>is one, please go ahead and email me. People will need ergo!pro (advisable)
>and the GFA development environment.

Hm, I have been programming in GFA for many years... and tempted to get
the ergo!pro stuff but been to lazy to actually go through and buy it
from Germany.

I do understand (some) German and know how to program with Face Value so
I guess I would be able to use ergo!pro as well.

If Nick Harlow at 16/32 Systems had software like this on sale I would
for sure have bought it just for fun...

>That's all I can say about it so far...

Thanks for responding!

I did some further tests and it seems that this bug has to do with the
very first byte in a file pair. If the first byte _differs_ the tree
check will always(?) report the files as equal regardless how much they
differ!

If the first byte is equal it works correctly and finds any other
differences.

Unfortunately this makes the tree check function almost useless for
comparing aginst backups. With bigger partitions many files will only
consist of one cluster so it's very likely that there is an error in the
first byte if any.

When comparing a single pair of files everything is OK so the bug only
appears in tree check mode.

I also thought of another useful function that would be nice to have:
A check for file duplicates on a harddisk. By first build a file tree and
calculate checksums and then do a complete comparison among files with
equal checksums it would be possible to get a fast way to find duplicates
regardless of filenames.

Maybe such a tool exists, but would be something a new maintainer of
ï¿½gale could play with.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2639. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 18:33:24 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1053028498-126517AEicMi@xs4all.nl>
Source record: 27522

>So what else is improved in this version? Any
>other products upgraded?

And how does it work with Uwe Seimet's excellent
HDDriver? Isn't it better to ask him to translate
(or have it done) his program Diskus?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

2640. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 18:38:59 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3ec3c2a3.0@entanet>
Source record: 27521

On 13 May 2003 22:37:54 , "Edward S. Baiz Jr." wrote:
>Hello,
>
>I just received my copy of Diamond Edge v2.5 from Anodyne. Runs
>great on my Hades and look like a real winner in the Atari world.
>Thank God I now have a program that can optimize my hard drive
>under Magic and is also compatible with long file names. HD Sentry
>does not work under Magic or will long file names, so I will use
>that possibly with my STe which uses mainly TOS.
>
>--
>Edward S. Baiz Jr.
> (Gamer)

Are you sure that this new version supports long filenames? I hadn't realised that.

I am looking forward to getting mine and finding what real horrors are lurking on my HD.

Regards,

Peter

2641. Re: Milan for sale

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 22:06:18 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ba130qbfp2@nets3.rz.RWTH-Aachen.DE>
Source record: 27523

In article <3EC240C4.8687A4E9@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:
>Hi all,
>
>I want to sell my Milan which I bought from a well known Publisher of a
>now defunct Atari Mag. at an Atari fair. It has had a SCSI card added,
>driving a pair of SCSI CD's, one of which is a burner. I have the demo
>version of Michael Schwingen's driver which allows you to use the CDR
>only and I understand that he will send the full driver coded for your
>mother board (for the necessary DM!!). As for the software, basically I

Since I do not have much time for further development, I will send the
driver for free to anyone who asks. It is still keyed to the serial number
of the Milan board (I did not get around to change this).

cu
Michael

2642. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-15 22:52:46 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1053035650-532943AEicMi@adel6.freeserve.co.uk>
Source record: 27452

>Some of you may not have noticed, but the Adamas browser is still being
>developed, quite actively lately, and is freely downloadable these days.
>
>Adamas has been critisized a lot in the past in this newsgroup, but Jens
>Heitman deserves our support for not giving up on this browser. While
>CAB's development has stopped, and Highwire still has the "very
>promising"
>status, Adamas latest pre-release versions show several improvements. I
>have been trying it with MiNTnet/mgw and it works pretty good. For
>javascript support it's still without competition on the Atari platform,
>even if it's not perfect.

Does Draconis work in single-TOS (v7.04) on a CT2B Falcon? After booting with the Draconis driver in the Auto folder I get a black screen and the red error messages from the CT2B. Is there an easy way of installing MiNT? One that doesn't require 60 hours of findling with INF files AND works on a CT2B Falcon (which requires NVDI to work!).

Adamas on its own in Magic works fine, its a shame that it won't work with Iconnect! Certainly faster than CAB when displaying JPGs, although this was using a disk based HTML page.

Any ideas from any one would be appreciated!

Neil :-)

3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

2643. Re: hd cookie installer

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 03:25:31 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <LSYwa.127$GI1.1022@news-server.bigpond.net.au>
Source record: 27524

thanks bernd, all recieved.

Mark

"Bernd Maedicke" <BMaedicke@t-online.de> wrote in message
news:1fuyqen.1xqn3tc1c9w45wN%BMaedicke@t-online.de...
> Mark Bedingfield <atari030@optusnet.nomorespamta.com.au> wrote:
>
> > Hi guys, I am trying to find a copy of an autofolder app, that installs
a
> > 1.44 cookie for tos 2.06. i.e. enables the High Density button in the
format
> > menu. I can't remember where I found it last. I think it was German.
>
> I can send you this program, when you need it.
>
> Ciao, Bernd
> --
> Url: <http://home.t-online.de/home/BMaedicke/>

2644. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 06:05:23 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <ba1v33$ojtht$1@ID-27442.news.dfncis.de>
Source record: 27525

Raoul Teulings wrote:

> And how does it work with Uwe Seimet's excellent
> HDDriver? Isn't it better to ask him to translate
> (or have it done) his program Diskus?

There won't be a translated version of DISKUS. The would be an immense
effort, which does not make sense. One or two firms were interested in
the past in doing this, but I warned them that it was too much work.
First they would not believe me but then they had to agree.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2645. Videogame 1" BUTTONS!

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 07:23:58 UTC
From: psychokillergirl@yahoo.com
Message-ID: <f411cf8e.0305152323.6f46648a@posting.google.com>
Source record: 27526

Check out www.seventy-seven.net for videogame 1" buttons (< o o o o

ATARI
Centipede
Dig Dug
Donkey Kong
Little Computer People
Paperboy
Pole Position
Pong
Pac-man & Ghosts!
Ms. Pac-man
Super Mario Brothers (Mario, Parakoopa, Paragoomba, Boo Diddley, Dry
Bones, Princess, Mouser, Birdo)
Metroid (Mother Brain)
Q-bert
Breakout
& MORE! :D

2646. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 07:31:10 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1053081034-373132AEicMi@xs4all.nl>
Source record: 27530

>There won't be a translated version of DISKUS.
>The would be an immense
>effort, which does not make sense. One or two
>firms were interested in
>the past in doing this, but I warned them that
>it was too much work.
>First they would not believe me but then they
>had to agree.

I recollect that you've stated once before...It's
fully understandable. But another question
remains unanswered: i have the intention to
believe that Diskus and your HDDriver are well
fit to the task to complement each other
something i doubt when using HDDriver and a
program as Edge, or am i seeing that wrong?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

2647. Atari versions of Frontier available

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 07:42:18 UTC
From: westpdmkids@yahoo.de
Message-ID: <4c6bc8b8.0305152342.11f8da4d@posting.google.com>
Source record: 27527

...go to www.atarifrontier.de.vu or www.amigafrontier.de.vu to
download either .st .msa or just a zip file.

Thanks for the contributor of these files (sorry, I deleted your
mails, so I can't remember yr name :( )

Michael Asse

2648. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 08:01:38 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ba25t2$1na$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27528

In article <3ec2be1e$0$3554$626a54ce@news.free.fr>,
Rodolphe Czuba <nospam-rczuba@free.fr> wrote:
>The LC model is very rare to find ...
>And during this last year I received only 1 order for a LC among 150 orders
>!
>Third, in a technical point of view there is no method to distinguish by
>software if you have a EC or a LC and we need to initialize it as a EC (no
>PMMU).

Huh? I need to look up the source, but the Milan does distinguish 68LC060
and 68060 - I have both working here. We can not use the EC060 since we need
the MMU, however, I know of one EC060 that worked fine (including the
supposedly missing MMU).

>Personnally, my point of view is stronger : I think I should propose a
>unique product : FULL and nothing else !

If you can get it, the EC060 is a lot cheaper.

>It is so better to have total compatibility with all software that will be
>done for CT60 !!
>I don't want to hear " I get the last demo 'truc' and it is not working
>because I have no FPU on my CT60.
>Do you remember the 68882 on falcon as an option ?
>Because of that a majority of software arrived with 00 code not 030 + 882
>code !
>
>In the few days I may decide to cancel the EC version too !

Good idea in terms of compatibility - I would rather cancel the EC first,
since there is a lot more use for the MMU.

I was just wondering if there are technical reasons not to support the LC.

>Ok, let me add that I discovered a big non referenced bug into the FULL bus
>manager : when using the TCI pin (transfer Cache Inhibit = no cache for the
>current transfer), in some circonstances (to be determined), the EC don't
>care about the state of this pin and try to fill a line (for longs).
>The precise situation for the CT60 is as follows :
>By example for the IO on $00Fxxxxx or $FFFxxxxx you have some accesses with
>bytes or words from the CPU (TOS and programs).
>With the Full , no problems because this address area is Burst Inhbited (TBI
>pin inserted by CT60) and Cache Inhibited (TCI pin) !
>But with the FULL, I can see a four long transfer with increment of the
>A3,A2 addresses.

One more reason for the MMU - set up MMU tables that declare the IO space as non-cached, serialized areas and you are fine.

I am not even sure if you can get non-cached, serialized accesses without the MMU - non-cached is possible, but that is not always enough for IO.

cu
Michael

2649. Re: Égale 4.01 bug?

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 08:18:57 UTC
From: David Reitter <r8@davids-welt.de>
Message-ID: <BAEA5D81.1327B%r8@davids-welt.de>
Source record: 27529

Kenneth Medin wrote on 15.05.2003 11:50 am:

> Hm, I have been programming in GFA for many years... and tempted to get
> the ergo!pro stuff but been to lazy to actually go through and buy it
> from Germany.
>
> I do understand (some) German and know how to program with Face Value so
> I guess I would be able to use ergo!pro as well.

I bet there's an international version out there...

The bug you describe sounds reasonably easy to fix. You might need to know
your way around in 68k assembler code...

Anways, if you and/or anyone else would like to take care of the app, please
drop me a line via http://www.reitter-it-media.de

D

2650. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 09:57:09 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ec4b5f3$0$23449$626a54ce@news.free.fr>
Source record: 27531

> Huh? I need to look up the source, but the Milan does distinguish 68LC060
> and 68060 - I have both working here. We can not use the EC060 since we
need
> the MMU, however, I know of one EC060 that worked fine (including the
> supposedly missing MMU).
>

What didier explained me is that we can distinguish between Full and LC/EC
but not between EC and LC...

> >Personnally, my point of view is stronger : I think I should propose a
> >unique product : FULL and nothing else !
>
> If you can get it, the EC060 is a lot cheaper.
>
> >It is so better to have total compatibility with all software that will
be
> >done for CT60 !!
> >I don't want to hear " I get the last demo 'truc' and it is not working
> >because I have no FPU on my CT60.
> >Do you remember the 68882 on falcon as an option ?
> >Because of that a majority of software arrived with 00 code not 030 + 882
> >code !
> >
> >In the few days I may decide to cancel the EC version too !
>
> Good idea in terms of compatibility - I would rather cancel the EC first,
> since there is a lot more use for the MMU.

We are agree..

>
> I was just wondering if there are technical reasons not to support the LC.
>
> >Ok, let me add that I discovered a big non referenced bug into the FULL
bus
> >manager : when using the TCI pin (transfer Cache Inhibit = no cache for
the
> >current transfer), in some circonstances (to be determined), the EC don't
> >care about the state of this pin and try to fill a line (for longs).
> >The precise situation for the CT60 is as follows :
> >By example for the IO on $00Fxxxxx or $FFFxxxxx you have some accesses
with
> >bytes or words from the CPU (TOS and programs).
> >With the Full , no problems because this address area is Burst Inhbited

(TBI
> >pin inserted by CT60) and Cache Inhibited (TCI pin) !
> >But with the FULL, I can see a four long transfer with increment of the
> >A3,A2 addresses.
>
> One more reason for the MMU - set up MMU tables that declare the IO space
as
> non-cached, serialized areas and you are fine.

Yes it's done with the Full.

2651. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 10:19:21 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <ba2dvd$o6hjf$1@ID-27442.news.dfncis.de>
Source record: 27532

Raoul Teulings wrote:

> I recollect that you've stated once before...It's
> fully understandable. But another question
> remains unanswered: i have the intention to
> believe that Diskus and your HDDriver are well
> fit to the task to complement each other
> something i doubt when using HDDriver and a
> program as Edge, or am i seeing that wrong?

This depends on Diamond Edge. DISKUS uses XHDI and the SCSI Driver interface in order to be able to access any drive indepedant from the hardware. This is why it can also access (and send SCSI commands to, for instance) drives under MagiCMac, the Milan and the Hades without any restrictions.
DISKUS does not use any special function of HDDRIVER, only the standardized interfaces.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2652. Deuteros disk image

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 10:28:35 UTC
From: rednose@australia.edu
Message-ID: <e9c5baec.0305160228.761274c8@posting.google.com>
Source record: 27533

Hi all,

does anyone know where I can get a working disk image of Deuteros?
I already have Pompey Pirates disk 100, cracked by Alien, and Debug 098a, cracked by Iceman, but in both of them, the materials required for the dfcc and the drones have been swapped. So the dfcc needs just 2t of titanium etc, and the drones need 120t, which makes the game unplayable.
This was the best game I ever had on my st, I neeeed it...

Rednose

2653. Re: Deuteros disk image

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 12:20:08 UTC
From: Nicholas Harlow <nick@1632systems.co.uk>
Message-ID: <ba2l1haif1@thorium.cix.co.uk>
Source record: 27534

Could always buy it including manuals etc

http://www.1632-sales.zenwebhosting.com/acatalog/

go to Atari and then sechond software

Nick
16/32 Systems

"Damo Royce" <rednose@australia.edu> wrote in message
news:e9c5baec.0305160228.761274c8@posting.google.com...
> Hi all,
>
> does anyone know where I can get a working disk image of Deuteros?
> I already have Pompey Pirates disk 100, cracked by Alien, and Debug 098a,
cracked
> by Iceman, but in both of them, the materials required for the dfcc and
the drones
> have been swapped. So the dfcc needs just 2t of titanium etc, and the
drones need
> 120t, which makes the game unplayable.
> This was the best game I ever had on my st, I neeeed it...
>
> Rednose

2654. Re: Deuteros disk image

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 13:45:38 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3ec4ea3c$0$15598$afc38c87@news.optusnet.com.au>
Source record: 27535

Hey, I reckon that Mellinium 2.2 kicks its butt. I bought a copy of this game it was that good. It was the version before Deuteros, much more playable. Where in aussie are you?

Mark

"Damo Royce" <rednose@australia.edu> wrote in message news:e9c5baec.0305160228.761274c8@posting.google.com...
> Hi all,
>
> does anyone know where I can get a working disk image of Deuteros?
> I already have Pompey Pirates disk 100, cracked by Alien, and Debug 098a, cracked
> by Iceman, but in both of them, the materials required for the dfcc and the drones
> have been swapped. So the dfcc needs just 2t of titanium etc, and the drones need
> 120t, which makes the game unplayable.
> This was the best game I ever had on my st, I neeeed it...
>
> Rednose

2655. Re: Atari versions of Frontier available

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 13:47:24 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3ec4eaa9$0$12367$afc38c87@news.optusnet.com.au>
Source record: 27536

You could do something about those bloody pop-ups:-(

Mark

"Michael" <westpdmkids@yahoo.de> wrote in message
news:4c6bc8b8.0305152342.11f8da4d@posting.google.com...
> ...go to www.atarifrontier.de.vu or www.amigafrontier.de.vu to
> download either .st .msa or just a zip file.
>
> Thanks for the contributor of these files (sorry, I deleted your
> mails, so I can't remember yr name :( )
>
> Michael Asse

2656. Re: CT60 GREAT NEWS

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 14:19:40 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <9os9cvkc50lep8pj0qseg15tn1sm24rvo8@4ax.com>
Source record: 27537

I too would be interested in one of these, but I would also like to
know the price.
Why don't you put up a user forum on the website for those people that
want one, so that way you can find out how many people are interested.

Rob

On Thu, 15 May 2003 00:08:50 +0200, "Rodolphe Czuba" <rczuba@free.fr>
wrote:

>More produced ?
>
>If you speak about more producing CT60, I cal say that if I have 100 more
>orders after the first 150, I will produce again.
>
>
>
>
>"John Garone" <swampfax1-NOSPAM-@atlantic.net> a ï¿½crit dans le message de
>news: Givwa.2$Z24.2084@monger.newsread.com...
>> On 14 May 2003 12:38:36 , "Rodolphe Czuba" wrote:
>> >Hey, I just finished a modification & test to boost the ST-RAM write
>> >accesses.
>> >And it runs !
>> >I just win 25% of access time on all ST-RAM write accesses !
>> >
>> >Crazy, incredible !!
>> >
>> >In 256 colors we go from 5.2 to 7.0 MB/s !
>> >In 16 colors we go from 6.2 to 8.1 MB/s !
>> >
>> >And that's only for a 16 MHz falcon, not a 20 or more !
>> >
>> >In gembench, kronos or nembench, this gives some incredible results I
>will
>> >nextly put on my web pages !
>> >It is better than the Milan 040 + 1024*768 video card !!
>>
>> Hi Rudolph,
>> May I compliment you and others for all the work put into the CT60.
>> Will there be more produced and if so at what price?
>>
>> John G.
>> P.S. Remove -NOSPAM- to reply Email
>>

>

2657. Re: Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 15:03:54 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.lecrkela@localhost>
Source record: 27257

Luposian wrote:
>
> So, beyond just the "technicality" name change, do you think there is
> any chance that they might go into hardware at all, in the future?
> Gaming or computer?
>
> Do you think they could be encouraged in this regard any more than
> before? Or do you think we're stuck with "AtariSoft" (anyone remember
> *that* period in Atari's history?) forever?

You might better ask Infogrames/Atari that question.

2658. Re: Atari versions of Frontier available

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 15:23:02 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns937DB0D8BCC6Dtos4ever@195.130.132.65>
Source record: 27538

on vr, 16 mei 2003 13:47:24 GMT ?Mark Bedingfield wrote:

> You could do something about those bloody pop-ups:-(
>
>> ...go to www.atarifrontier.de.vu or www.amigafrontier.de.vu to
>> download either .st .msa or just a zip file.

Use a decent browser and you won't see any popups.

TTFN,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

2659. Re: Atari versions of Frontier available

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 16:09:57 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3EC50DAA.61BD6886@tampabay.rr.com>
Source record: 27540

Martin \"Nightowl\" Byttebier wrote:

> Use a decent browser and you won't see any popups.

Or use Popup Stopper. No need to change browsers.

http://www.panicware.com/

--
Gregory D. George

Only email me at http://www.ataritimes.com/email

=-=-=-

2660. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 16:21:31 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0305160821.16686262@posting.google.com>
Source record: 27539

Guys,
I think instead of a technical debate here, a survey of CT060
purchasers would be a wiser topic. Full versions of the 68060 are
plentiful in the US. I have no idea the cost or availability of the
full version in other parts of the world. I personally have three full
version 68060s, obtained at the cost of $70.00 USD each. If many
purchasers are going to squibble over a few grams of gold in price
differences between EC-LC and RC, then maybe that is an issue. I would
think that ANY prospective CT060 users would want a full version
68060. If benchmarks proved that an EC-LC could out perform an RC
using soft FPU, then there might be an issue, but I doubt that is the
case.
Lets just get the cards shipped, fully functioning with a full version
68060 and be happy. A product that at least supports that
configuration is in no way "crippled".
Mike Grove

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3ec4b5f3$0$23449$626a54ce@news.free.fr>...
> > Huh? I need to look up the source, but the Milan does distinguish 68LC060
> > and 68060 - I have both working here. We can not use the EC060 since we
> need
> > the MMU, however, I know of one EC060 that worked fine (including the
> > supposedly missing MMU).
> >
>
> What didier explained me is that we can distinguish between Full and LC/EC
> but not between EC and LC...
>
>
>
> > >Personnally, my point of view is stronger : I think I should propose a
> > >unique product : FULL and nothing else !
> >
> > If you can get it, the EC060 is a lot cheaper.
> >
> > >It is so better to have total compatibility with all software that will
> be
> > >done for CT60 !!
> > >I don't want to hear " I get the last demo 'truc' and it is not working
> > >because I have no FPU on my CT60.
> > >Do you remember the 68882 on falcon as an option ?
> > >Because of that a majority of software arrived with 00 code not 030 + 882
> > >code !

> > >
> > >In the few days I may decide to cancel the EC version too !
> >
> > Good idea in terms of compatibility - I would rather cancel the EC first,
> > since there is a lot more use for the MMU.
>
> We are agree..
>
> >
> > I was just wondering if there are technical reasons not to support the LC.
> >
> > >Ok, let me add that I discovered a big non referenced bug into the FULL
> bus
> > >manager : when using the TCI pin (transfer Cache Inhibit = no cache for
> the
> > >current transfer), in some circonstances (to be determined), the EC don't
> > >care about the state of this pin and try to fill a line (for longs).
> > >The precise situation for the CT60 is as follows :
> > >By example for the IO on $00Fxxxxx or $FFFxxxxx you have some accesses
> with
> > >bytes or words from the CPU (TOS and programs).
> > >With the Full , no problems because this address area is Burst Inhbited
> (TBI
> > >pin inserted by CT60) and Cache Inhibited (TCI pin) !
> > >But with the FULL, I can see a four long transfer with increment of the
> > >A3,A2 addresses.
> >
> > One more reason for the MMU - set up MMU tables that declare the IO space
> as
> > non-cached, serialized areas and you are fine.
>
> Yes it's done with the Full.

2661. Re: Atari 30% off Discount

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 17:06:06 UTC
From: Atari User <atariuser@mail.com>
Message-ID: <vca6jvcuo255f4@corp.supernews.com>
Source record: 27541
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Dude you really need to get a life... It's really pathetic if you ask me.

"Anonymous Sender" <anonymous@remailer.metacolo.com> wrote in message
news:7b7fd04928bb1607edb887457ce63acb@remailer.metacolo.com...
> My name is Fagboy Benny and I'm a huge massive big notorious fagot and
pedophile.
> That's right, I'm here with my bum buddies to post spam all the time. I
love
> little boys and they love sucking my little cock.
>
> Currently I'm offering 30% off all of my well used gay sex toys. If you
bend
> over for me, I'll even shove it deep in your asshole and give ya a helping
> hand cuz I'm a big 400lb fagot and I just love other gays.
>
> I know all the tricks in the book to ship my gay sex toys to you. They
come
> complete with the odor from the original asshole that they were shoved
into.
> This stuff is puke-a-licious boys! All from Benny the fag! Come see me
and
> I'll give ya a great deal on stained strapons, which I have personally
tested
> over and over and over and over....
>
> Ben's red hot gay sex hotline is (503)256-9974! Call me and let the sweat
> from your balls drip all over!
>
> For spammers and spambots, spam me at atari@aracnet.com as I just love
spam
> and I'm a big braindead retard. I've got more shit in my head than an
outhouse!
>
>
> ==Fagboy Benny==
>
>
>
>

2662. 520ST available in Denver area

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 17:06:08 UTC
From: math1947@yahoo.com
Message-ID: <a1b97c86.0305160906.10e106d5@posting.google.com>
Source record: 27542

I've been given a new (used, actually) computer.
Want the following things from the mid-1980s to find a good owner:

520ST computer
SM124 monitor
SF354 disk drive (not working, but may be repairable)
Master2S disk drive
Epson DX20 daisy wheel printer
extra wheels, ribbons, paper for the printer
boxes for the above

In order to choose from among anyone interested, will take highest bid
as of the end of May. Prefer not to ship; so this initial offer is
for the buyer to pick it up. I live in the Denver area.

GH

2663. Falcon IDE laptop drives and autobooting?

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 17:20:14 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vca7efoiq24454@corp.supernews.com>
Source record: 27543

Is there a problem with getting some larger drives to autoboot? I have tried several drives ranging from 4GB to 10GB, brands like IBM, Hitachi and I can't get them to boot. I have been able to get a 60MB Conner and 128MB Seagate drive to autoboot just fine.

I am using SCSI Tools 6.10 (german) and been able to figure it out, not knowing any german! (Is there a patch/hack to make the program in English?)

I can mount the drives and they all work fine, I am keeping the partitions under 1GB. I can mount them all but I have to use a boot disk to enable the HD.

I also initially tried HDDRIVER Demo and it wouldn't work at all. After partitioning it with SCSI Tools it does read the C drive but won't boot either.

Any info would be appreciated!

Tim

2664. Falcon patches?

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 17:24:25 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vca7macpr1j060@corp.supernews.com>
Source record: 27544
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

New Falcon030 owner here! ;)

I have a Falcon030 with 4MB and TOS 4.02. Also installed a 128MB Seagate drive to replace the old 60MB Conner. I would like to add a yet larger drive but am having trouble autobooting from them. (See my other post)

Regarding Patches. What issues do I need to be aware of and what patches are there that I would use to make it more stable? I hear this TOS is buggy!

Also what is FPatch? It was on my HD but causes the startup sound to garble when autobooting.

Thanks
Tim

2665. Re: Re:information about Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 18:07:27 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcaa708ag4dh3d@corp.supernews.com>
Source record: 27545

<xlator@cix.compulink.co.uk> wrote in message
news:b93k3v$8pd$1@thorium.cix.co.uk...
> In message <vb91t2nh5pbo4d@corp.supernews.com>, tjlazer@mail.com said:
>
> >What HD Drver software works with the Falcon's IDE? I will be getting a
> >Falcon soon and want to know what software I need to be on the lookout
for.
> >I also have some 2Gb and 4Gb HD's. Is there a limit on 2.5" HD's sizes
for
> >the falcon?
> >
> >I think I have a Toshiba 2Gb HD in my Amiga 1200 I can swap if a 4Gb IBM
> >will not work in the Falcon.
>
> Hi Tim!
>
> The best one is HDDRIVER, and though it's commercial, it has some
> features not offered by other drivers.
>
> The maximum disk size that you can fit is (almost) unlimited, but
> the maximum partition size depends on the OS, not the driver. The
> upper limit with TOS 4.x and MagiC is 1 GB/partition (32766
> clusters with 32768 bytes each). Thomas Binder says that larger
> partitions (up to 2 Gig) seem to work with TOS 4.0x, but it's not
> recommended as there are problems in TOS which may cause serious
> problems. Older TOSs have a maximum partition size of 512 MB,
> though larger sizes are possible with BigDOS.
>
> I have a 6.4GB IBM DTTA 350640 in my Falcon and it works fine
> under TOS 4.0 and under MagiC, using 8 partitions (50 MB for the
> boot partition, 886 MB for the others). This is a 3.5" device used
> with an adaptor for connections, which will just fit on top of the
> shielding.
>
> Regards, /Peter/
>
>
What HD Driver software are you using with this? I have been unable to get
ANY IBM IDE Drive to autoboot, though I can mount them and they seem to work
ok. (Using SCSI Tools 6.10)

Tim

2666. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 18:24:15 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.16.18.24.15.173695@removenoaspam.atari-source.com>
Source record: 27447

On Fri, 16 May 2003 09:21:31 -0700, rustynutt wrote:

> Guys,
> I think instead of a technical debate here, a survey of CT060
> purchasers would be a wiser topic. Full versions of the 68060 are
> plentiful in the US. I have no idea the cost or availability of the
> full version in other parts of the world. I personally have three full
> version 68060s, obtained at the cost of $70.00 USD each. If many
> purchasers are going to squibble over a few grams of gold in price
> differences between EC-LC and RC, then maybe that is an issue. I would
> think that ANY prospective CT060 users would want a full version
> 68060. If benchmarks proved that an EC-LC could out perform an RC
> using soft FPU, then there might be an issue, but I doubt that is the
> case.
> Lets just get the cards shipped, fully functioning with a full version
> 68060 and be happy. A product that at least supports that
> configuration is in no way "crippled".
> Mike Grove
>

I agree,
I purchased a 68060 full @60 MHz and 256 meg SDRAM chip. Why?
Well why not!? If you're going to spend $300 to get better
why not spend $350 to get the best. It makes sense to me.

Mark
http://atari-source.com

2667. Re: CT60 GREAT NEWS

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 18:25:34 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3ec52bb3$0$257$626a54ce@news.free.fr>
Source record: 27446

> I too would be interested in one of these, but I would also like to
> know the price.
> Why don't you put up a user forum on the website for those people that
> want one, so that way you can find out how many people are interested.

Would seems better to wait that the first batch of people get their card and start publishing results and benchmarks and shout out loud "whaouuu, that rocks !!!" :)

Dbug

2668. Re: ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 18:27:15 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.16.18.27.09.601668@removenoaspam.atari-source.com>
Source record: 27448
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

On Wed, 14 May 2003 22:26:07 -0400, Pitfall Harry wrote:

> Has anyone bought things from Ben (below), and can they tell me if they had good,
> or Bad service and quality from the merchandise.
>
> Thanks for any recommendations or warnings.
> I'm sure that if customers have been happy, Ben will enjoy posts here.
>
> Alan
>
> Bravo Sierra Computers wrote:
>
>> Get Catalogs while inventory
>> Lasts at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Got
>> Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
>
> Alan, "Pitfall Harry" Hewston
> Please reply to me at
> pitfall_harry65@hotmail.com
>
> Thanks

Incessant newsgroup advertisements that don't change in content and really
irritate a lot of people. If you'd like to support that, then sure buy
from Ben. Otherwise I know of other Atari dealers who might be more
deserving of the business.

Mark
http://atari-source.com

2669. Re: Égale 4.01 bug?

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 18:37:30 UTC
From: guillaumed@users.sourceforge.net
Message-ID: <dcd316f2.0305161037.2f2884c3@posting.google.com>
Source record: 27449

David Reitter <r8@davids-welt.de> wrote in message
news:<BAEA5D81.1327B%r8@davids-welt.de>...
> The bug you describe sounds reasonably easy to fix. You might need to know
> your way around in 68k assembler code...

If there is a need I can help on this part (68k) but I do not have the
GFA tools.

> Anways, if you and/or anyone else would like to take care of the app, please
> drop me a line via http://www.reitter-it-media.de

Perhaps you should contact TOPP's people
(http://topp.atari-users.net/) and make a statement there about the
status of Egale?

2670. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 21:13:24 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <ba3k9kshs1@thorium.cix.co.uk>
Source record: 27450

derryck@.cix.co.uk.invalid () wrote:
> From: "Smeg" <smeg_007@NOSPAM.hotmail.com>
>>> Anyone turning up will get the chance to meet members of the Cheshunt
>>> Computer Club AND DDP Translations!
>> I'm coming, but i'm staying away from you lot ;-).
> Do pop over and see us, we don't bite ;-)

...and even if he does, the false teeth are soft and are likely to buckle
before they break the skin B^))

H

2671. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 21:58:08 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <ba3n3m$15q$1@newsg1.svr.pol.co.uk>
Source record: 27451

<sidcelery@cix.compulink.co.uk> wrote in message
news:ba3k9kshs1@thorium.cix.co.uk...
> derryck@.cix.co.uk.invalid () wrote:
> > From: "Smeg" <smeg_007@NOSPAM.hotmail.com>
> >>> Anyone turning up will get the chance to meet members of the Cheshunt
> >>> Computer Club AND DDP Translations!
> >> I'm coming, but i'm staying away from you lot ;-).
> > Do pop over and see us, we don't bite ;-)
>
> ...and even if he does, the false teeth are soft and are likely to buckle
> before they break the skin B^))

So what youre saying is, either he's old, or he has teeth like a common
house spider - very venomous if it could actually bite you..... :)

Smeg.

2672. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 22:11:26 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAEAB0C1.302DE%nameerf@flash.net>
Source record: 27453

in article 1053035650-532943AEicMi@adel6.freeserve.co.uk, Neil Chester at neil@adel6.freeserve.co.uk wrote on 5/15/03 2:52 PM:

> Adamas on its own in Magic works fine, its a shame that it won't work
> with Iconnect! Certainly faster than CAB when displaying JPGs, although
> this was using a disk based HTML page.

Adamas works with MagicNet, using the Draconis Gateway program, included in the MagicNet archive. It's not the simplest to set up, but once it's set up, it's pretty good. It can use *some* MintNet clients natively (the ones that expect to hook into Mint specifically will have problems), STiK/STiNG clients (with GlueSTiK), Draconis clients (with Drac-GW), and Vassillis (the author of MagicNet) sent me a pre-view version of an I-Connect gateway that seems to work pretty well, too. So basically, with the one client, you can get just about any Atari-based internet client working online. The main issues are figuring out how to set it up. Vassillis is extremely helpful with that.

Mike Freeman
nameerf@flash.net

2673. CTX-HTM and Fret calculator new versions

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 23:10:10 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ec57dd4b2a5480@tripnet.se>
Source record: 27454

Both my programs Fret Calculator and CTX-HTM have been updated from v 1.0
to v 1.01 today.

Previously these programs did not run with Magic and other modern OS
replacements. It turned out that all that was needed was a recompilation
without the GFA $B+ compilator parameter.

Now both of them seem stable at least with Magic, don't know about the
others...

I have also put up some more screenshots of various windows and dialoges.

Both programs can be downloaded from http://atari.mine.nu/programs/

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2674. Atari Online News, Etc. #05-20

Newsgroup: comp.sys.atari.st
Date: 2003-05-16 23:32:29 UTC
From: danap8@aol.comno-spam
Message-ID: <20030516193229.02127.00000121@mb-m12.aol.com>
Source record: 27455

```
A-ONE #0520 05/16/03

~ AtariAge Mag Archive! ~ People Are Talking! ~ New Vaio Notebook!
~ 'Fizzer' Virus Spreads ~ Lure of the Temptress! ~ Anti-Spam Bill!
~ Atari800MacX Updated! ~ SCO To Sue Linux Use?! ~ Console Price Cuts!
~ 'Buffalo Spammer' Bust ~ Manga Puzzle Released! ~ E3 Announcements!

-* iLoo Internet Project A Hoax *-
-* Call for Continued Internet Tax Ban *-
-* Kid-Friendly Web Zone Is Live in September *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2675. Re: Atari versions of Frontier available

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 03:13:36 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3ec5a79c$0$15328$afc38c87@news.optusnet.com.au>
Source record: 27456

stopper engaged, still I wouldn't expect that on an Atari site.

mark

"Gregory D. George" <abuse@tampabay.rr.com> wrote in message
news:3EC50DAA.61BD6886@tampabay.rr.com...
> Martin \"Nightowl\" Byttebier wrote:
>
> > Use a decent browser and you won't see any popups.
>
> Or use Popup Stopper. No need to change browsers.
>
> http://www.panicware.com/
>
> --
> Gregory D. George
>
> Only email me at http://www.ataritimes.com/email
>
>
> =-=-=-=

2676. Re: Atari 30% off Discount

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 03:57:12 UTC
From: Kenneth Heffington <kheffington@hotmail.com>
Message-ID: <sqixa.91822$ly4.11251@news.easynews.com>
Source record: 27457
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

You garbage is far more disruptive than any ads posted here.

If you really cared anything for this newsgroup, you would stop posting your vile.

"Anonymous Sender" <anonymous@remailer.metacolo.com> wrote in message news:7b7fd04928bb1607edb887457ce63acb@remailer.metacolo.com...

2677. Re: Falcon IDE laptop drives and autobooting?

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 04:56:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200305170656.a41954@wun.maus.de>
Source record: 27482

Hallo Tim!

T>I can mount the drives and they all work fine, I am keeping the
T>partitions under 1GB. I can mount them all but I have to use a boot
T>disk to enable the HD.

Try making the first partition reasonably smaller (less than 512MB or even less
than 256MB). I had to do this in order to get a bootable device.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2678. Re: Falcon patches?

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 05:13:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200305170713.a41955@wun.maus.de>
Source record: 27481

Hallo Tim!

T>I would like to add a yet larger drive but am having trouble
T>autobooting from them.

You could just do so: Add a drive, keeping the small one in place. That would most likely require a stronger PSU and a larger case, and of course another IDE cable with a second connector (keep it short). But the Falcon can use two drives.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2679. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 08:47:16 UTC
From: <>
Message-ID: <1053242200-32526AEicMi@ntlworld.com>
Source record: 27403

From: Neil Chester <neil@adel6.freeserve.co.uk>
Date: Thu, 15 May 2003 22:52:46 GMT

>Does Draconis work in single-TOS (v7.04) on a CT2B Falcon? After booting
>with the Draconis driver in the Auto folder I get a black screen and the
>red error messages from the CT2B.

Draconis (1.6) runs fine on my CT2B with its own TOS version.

I haven't tried it online though.

>Adamas on its own in Magic works fine, its a shame that it won't work
>with Iconnect!

Install MagxNet with the Draconis and IConnect gateways.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2680. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 08:49:29 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0305171039010.112-100000@UNI_MANiac>
Source record: 27459

On Thu, 15 May 2003, Neil Chester wrote:

> Does Draconis work in single-TOS (v7.04) on a CT2B Falcon? After booting
> with the Draconis driver in the Auto folder I get a black screen and the
> red error messages from the CT2B.

I think it should work. I also have some problems with the Draconis driver, but because I'm using MiNTnet I haven't really tried very hard. But I didn't get the black/red CT2b screen. Did you experiment with the Fastram flags on the draconis.prg driver program ? Use fileinfo.cpx to unset one or both fastram flags (for data and for program.). Has helped me get many problematic programs running on my CT2b.

> Is there an easy way of installing
> MiNT? One that doesn't require 60 hours of findling with INF files AND
> works on a CT2B Falcon (which requires NVDI to work!).

It's not difficult to install MiNT, but if you want to use MiNTnet it's getting alittle more complicated. If even the EasyMiNT installation is too much for you, you could try CrippleMiNT. I don't remember the URL but these distributions are the work of Marc-Anton Kehr. You should find a link on http://www.freemint.de to EasyMiNT and CrippleMiNT.

Martin Tarenskeen

2681. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 08:52:47 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <ba4t6e$k04$1@news3.tilbu1.nb.home.nl>
Source record: 27458

Hello Raoul,

"Raoul Teulings" <rt@xs4all.nl> schreef in bericht
news:1053081034-373132AEicMi@xs4all.nl...
> But another question
> remains unanswered: i have the intention to
> believe that Diskus and your HDDriver are well
> fit to the task to complement each other
> something i doubt when using HDDriver and a
> program as Edge, or am i seeing that wrong?
>

I use the older version of Diamond Edge (2.4) and I've ordered the newer version. I use HDDriver together with D. Edge on my Falcon and Mega STe, without problems.
Diamond Edge 2.4 can't handle big partitions and longer filenames, but this is solved in the newer version.
So, yes it works, no problems with HDDriver.

Jos
www.9dayswonder.nl

2682. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 08:57:36 UTC
From: <>
Message-ID: <1053242200-32738AEicMi@ntlworld.com>
Source record: 27404

From: "Smeg" <smeg_007@NOSPAM.hotmail.com>
Date: Fri, 16 May 2003 22:58:08 +0100

>> > Do pop over and see us, we don't bite ;-)
>>
>> ...and even if he does, the false teeth are soft and are likely to buckle
>> before they break the skin B^))
>
>So what youre saying is, either he's old, or he has teeth like a common
>house spider - very venomous if it could actually bite you..... :)

I wasn't using the royal "we..."

Cheers

Derryck

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2683. Re: Atari versions of Frontier available

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 09:21:41 UTC
From: Nicholas Harlow <nick@1632systems.co.uk>
Message-ID: <ba4uus$j6o$1@thorium.cix.co.uk>
Source record: 27460

and if anyones interested I have boxed vrs of this game

Nick
16/32 Systems

"Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in message
news:3ec5a79c$0$15328$afc38c87@news.optusnet.com.au...
> stopper engaged, still I wouldn't expect that on an Atari site.
>
> mark
>
>
> "Gregory D. George" <abuse@tampabay.rr.com> wrote in message
> news:3EC50DAA.61BD6886@tampabay.rr.com...
> > Martin \"Nightowl\" Byttebier wrote:
> >
> > > Use a decent browser and you won't see any popups.
> >
> > Or use Popup Stopper. No need to change browsers.
> >
> > http://www.panicware.com/
> >
> > --
> > Gregory D. George
> >
> > Only email me at http://www.ataritimes.com/email
> >
> >
> > =-=-=-=

2684. Re: Atari versions of Frontier available

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 09:56:08 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3ec605f2$0$16259$afc38c87@news.optusnet.com.au>
Source record: 27461

Thanks nick ;-), will have another peruse.

Mark

"Nicholas Harlow" <nick@1632systems.co.uk> wrote in message
news:ba4uus$j6o$1@thorium.cix.co.uk...
> and if anyones interested I have boxed vrs of this game
>
>
> Nick
> 16/32 Systems
>
>
> "Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in
message
> news:3ec5a79c$0$15328$afc38c87@news.optusnet.com.au...
> > stopper engaged, still I wouldn't expect that on an Atari site.
> >
> > mark
> >
> >
> > "Gregory D. George" <abuse@tampabay.rr.com> wrote in message
> > news:3EC50DAA.61BD6886@tampabay.rr.com...
> > > Martin \"Nightowl\" Byttebier wrote:
> > >
> > > > Use a decent browser and you won't see any popups.
> > >
> > > Or use Popup Stopper. No need to change browsers.
> > >
> > > http://www.panicware.com/
> > >
> > > --
> > > Gregory D. George
> > >
> > > Only email me at http://www.ataritimes.com/email
> > >
> > >
> > > =-=-=-=

> >
> >
>
>

2685. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 10:39:36 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ec61163$0$26183$626a54ce@news.free.fr>
Source record: 27462

> purchasers are going to squibble over a few grams of gold in price
> differences between EC-LC and RC,

hum, please don't call a FULL 060 as a RC !
It's a mistake !

RC is a suffix that designates a package = Pin Grid Array (PGA) CERAMIC !
For info you could find RP (PGA Plastic !)

All 060 , EC, LC and FULL are ALL RC...!

It's explained on my web page :

EC
XC68EC060RCxx
MC68EC060RCxx
MC68EC060RC75

LC
XC68LC060RCxx
MC68LC060RCxx
MC68060RC75

FULL
XC68060RCxx
MC68060RCxx

Whre xx = speed = 50, 60, 66 (very rare !).
75 MHz versions are only EC and LC; LC is called MC68060RC75 (no LC letters
!).

Thanks for your attention...

2686. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 12:16:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ec5d324fb9731@attbi.com>
Source record: 27464

>Does Draconis work in single-TOS (v7.04) on a CT2B Falcon? After
booting >with the Draconis driver in the Auto folder I get a black
screen and the >red error messages from the CT2B. Is there an
easy way of installing >MiNT? One that doesn't require 60 hours
of findling with INF files AND >works on a CT2B Falcon (which
requires NVDI to work!).
>
>Adamas on its own in Magic works fine, its a shame that it won't work
>with Iconnect! Certainly faster than CAB when displaying JPGs, although
>this was using a disk based HTML page.

If you have a cable modem/ethernet setup, you may want to try
MagicNet. There is an Iconnect gateway for it. I used the Draconis
gateway and it worked fine. Too bad the javascript part of it does
not work too well. I tried to go to some javascript websites and
Adamas either hung or else displayed junk....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2687. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 12:16:41 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ec5d324fb9733@attbi.com>
Source record: 27463

>edbaizjr@attbi.com (Edward S. Baiz Jr.) wrote:
>> I just received my copy of Diamond Edge v2.5 from Anodyne. Runs
>> great on my Hades and look like a real winner in the Atari world.
>> Thank God I now have a program that can optimize my hard drive
>> under Magic and is also compatible with long file names. HD Sentry
>> does not work under Magic or will long file names, so I will use
>> that possibly with my STe which uses mainly TOS.
>
>Hi Ed,
>So Anodyne is still working on product? I didn't realise this. I've been
>working (carefully) with v2.04, which I bought from HiSoft (which shows
>how long it's been since a significant new version came out).
>
>So what else is improved in this version? Any other products upgraded?
>
>rgds
>Harry

Hello Harry,

There is a LONG list on Anodyne's website. Go there and read it. I
am sure you will be surprised. As a registered user, you will be
able to upgrade for I think $10 if you send Anodyne your original
disk. I paid $30 which is still a good price. The speed at which
it optimizes is great. Tood about 5-10 minutes for DE v2.5 to
optimize a 250meg partition.

http://www.anodynesoftware.com/

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2688. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 12:16:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ec5d324fb9735@attbi.com>
Source record: 27465

>On 13 May 2003 22:37:54 , "Edward S. Baiz Jr." wrote:
>>Hello,
>>
>>I just received my copy of Diamond Edge v2.5 from Anodyne. Runs
>>great on my Hades and look like a real winner in the Atari world.
>>Thank God I now have a program that can optimize my hard drive
>>under Magic and is also compatible with long file names. HD Sentry
>>does not work under Magic or will long file names, so I will use
>>that possibly with my STe which uses mainly TOS.
>>
>>--
>>Edward S. Baiz Jr.
>> (Gamer)
>
>Are you sure that this new version supports long filenames? I hadn't
>realised that.
>
>I am looking forward to getting mine and finding what real horrors
>are lurking on my HD.
>
>Regards,
>
>Peter

No, this version does not have that support. That is my mistake
that I made that statement. That support will be in the next
version.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2689. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 12:16:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ec5d324fb9734@attbi.com>
Source record: 27466

>>So what else is improved in this version? Any
>>other products upgraded?
>
>And how does it work with Uwe Seimet's excellent
>HDDriver? Isn't it better to ask him to translate
>(or have it done) his program Diskus?
>
>Raoul Teulings

Seems to work just fine. I used it on my boot partition and
eveything is great. Just remember v2.5 is not long-file-name
compatible. The next version will have this support.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2690. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 12:16:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ec5d324fb9736@attbi.com>
Source record: 27468

>Hello Raoul,
>
>"Raoul Teulings" <rt@xs4all.nl> schreef in bericht
>news:1053081034-373132AEicMi@xs4all.nl...
>> But another question
>> remains unanswered: i have the intention to
>> believe that Diskus and your HDDriver are well
>> fit to the task to complement each other
>> something i doubt when using HDDriver and a
>> program as Edge, or am i seeing that wrong?
>>
>
>I use the older version of Diamond Edge (2.4) and I've ordered the newer
>version. I use HDDriver together with D. Edge on my Falcon and Mega STe,
>without problems.
>Diamond Edge 2.4 can't handle big partitions and longer filenames, but this
>is solved in the newer version.
>So, yes it works, no problems with HDDriver.
>
>Jos
>www.9dayswonder.nl

Jos V2.5 does handle large paritions, but not long file names.
That will be in the next version. My original statement was wrong.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2691. Re: GIGAnews??

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 12:16:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ec5d324fb9738@attbi.com>
Source record: 27469

>In article <3ec11f185e1700@attbi.com>, Edward S. Baiz Jr.
><edbaizjr@attbi.com> wrote:
>
>> Hello All,
>>
>> I soon will be having a new email address as well as everything
>> else since AT&T in my areas was bought out by ComCast. ComCast
>> says they will be using GIGAnews for newsgroups. Has anyone here
>> ever used it or know anything about it?
>
>Giganews is an excellent newsgroup provider.

Thanks guys. That's all I need to now. I just want to be sure I
was going to be able to use it with my system.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2692. Re: HELP: PayPal with the Atari?

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 12:16:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ec5d324fb973a@attbi.com>
Source record: 27467

>On Sat, 10 May 2003, Edward S. Baiz Jr. wrote:
>
>> >Is it possible to do PayPal on an Atari ST with a WebBrowser like CAB?
>> >Or maybe with newer Atari WebBrowsers?
>> >
>> I do not think so at the moment. I believe it requires javascript.
>> You may want to try using Draconis, MintNet or else wait for
>> Highwire to get javascript enabled.
>>
>
>Not true. I have been using Paypal with MiNTnet, CAB + CAB.OVL (the one
>with SSL support). No javascript. I also have been using Paypal with my
>Lynx browser via MiNTnet.
>
>Martin Tarenskeen

Well usually when I cannot get to a website it is due to the fact
that it is using Javascript. I thought it was the same thing here.
The fact of the matter is that MintNet works.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2693. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 12:16:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ec5d324fb973c@attbi.com>
Source record: 27470

>in article 3ebcf1e419e4a09@attbi.com, Edward S. Baiz Jr. at
>edbaizjr@attbi.com wrote on 5/10/03 10:35 AM:
>
>> I do not know about that. Calamus prints out some pretty good
>> images and I am just using an Epson Photo 700. Too bad NVDI cannot
>> get an upgrade.
>
>What would be *really* good is if Behne & Behne would either release the
>code to GPL or at least pass it on to another programmer who does want to
>continue development (since the rumor I've heard is that they don't intend
>on continuing development themselves - please let this not be true!).
>Perhaps the fVDI author? NVDI is such a crucial part of a "modern" Atari
>system now that it's deadly to the advancement of our platform to just let
>it fade away without giving it the best possible chance to progress. Sooner
>or later, the printers we have that do work will break, and we'll be stuck
>with few or no solutions.
>
> Mike Freeman
> nameerf@flash.net

Yes, that would be nice. We deserve it really. It would also be
nice if they had left in the capability for NVDI 5 to make/add
printer drivers...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2694. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 12:36:39 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ba5acm$3ce$1@titan.btinternet.com>
Source record: 27471

Hi "Mickael Pointier"
> Of course it's not quite as neat, but with the shortcomings of the
> internal host adaptor discussed earlier and the fact that no ICD host
> adaptor was ever made for the Mega STe (only the Mega ST) sometimes it's
> the best option for HD expansion. Like I said elsewhere, I chose to use my
> old external drive as my boot drive.

I have heard that the Link exist in a special MegaSTE version that you can
exactly put at the same place than the original card made by Atari.
Personaly I didn't get any problem with the internal adaptor. I have a 1Gb
Micropolis drive on it, and it works fine.

I've got a Link 97 in my MegaSTe and chain it to 2 4.5 gig drives a CD-ROM
and a SCSI DAT drive.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.481 / Virus Database: 277 - Release Date: 13/05/2003

2695. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 12:47:05 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ba5avu$4bv$1@titan.btinternet.com>
Source record: 27473

Hi Tom

> I have a stock Mega-STE stored in excellent condition that could be
traded.
> I'm located in Michigan. I don't have a VGA adapter for it, but know of a
> fellow in England that makes a $20 dongle for the monitor port that allows
> use of a VGA monitor.

That's not the same thing, you're still stuck with Atari resolutions, a VME
card gives an increased choice of colour depth and resolution..

This dongle you refer to is a public domain design, don't pay idiots with
dodgy Lamb chop beard for something that's free.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.481 / Virus Database: 277 - Release Date: 13/05/2003

2696. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 12:47:20 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ba5b0f$4bv$2@titan.btinternet.com>
Source record: 27472

Harry baby!!!!

|> I have heard that the Link exist in a special MegaSTE version that you
|> can exactly put at the same place than the original card made by Atari.

|Yes, a hack has been possible, but no-ones been prepared to guarantee it.

I've had a Link 97 in mine for ages, no hack, pucker stuff, proper SCSI 2
adaptor, i use it with one internal 4.5Gig drive and an external 4.5Gig +
CD-ROM + SCSI DAT

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.481 / Virus Database: 277 - Release Date: 13/05/2003

2697. Ultimate Virus Killer 2000 - freeware Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 13:42:38 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <f1fccvggqj803j8cqcesob72li8jtuuqfv@4ax.com>
Source record: 27474
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

The "Ultimate Virus Killer 2000" is the industry standard virus killer for the Atari ST/TT/Falcon platform. The program has been around for about 14 years, and turned shareware a while ago. The latest version, 8.2, was released October 10 2001.
There is now an official "UVK 2000" support site where you can download the program, find descriptions of all Atari TOS-platform computer viruses (and their symptoms) and more. It's located at http://www.uvk2000.com.
This message is being sent to three newsgroups. If you think this constitutes spam, or if you think this message does not belong in your particular newsgroup, please contact me via the website and I will refrain from posting to the newgroup in the future.
Thanks for your time.

2698. Atari STNICCC 1990/2000/2015 site - including Atari 16-bit Scene Central

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 13:44:09 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <c4fccv83muptkss65cs8g4pb72nuk2eeno@4ax.com>
Source record: 27475
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

Are you a member of the former 16-bit Atari 'scene'? Did you, perchance, visit the "ST News International Christmas Coding Convention", in Oss, Netherlands, December 1990? Or the reunion in December 2000? Or were you an otherwise active member of the aforementioned scene?

Then you should not wait a second longer and surf over to http://www.stniccc.com to discover that, in fact, there is a totally revamped site that covers these - and other - Atari scene events. It also contains Atari Scene Central, a repository of information on where all Atari 16-bit Scene people are now...

2699. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 15:11:20 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0305170711.7ebbdd0d@posting.google.com>
Source record: 27476

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3ec61163$0$26183$626a54ce@news.free.fr>...
> > purchasers are going to squibble over a few grams of gold in price
> > differences between EC-LC and RC,
>
> hum, please don't call a FULL 060 as a RC !
> It's a mistake !
>
> RC is a suffix that designates a package = Pin Grid Array (PGA) CERAMIC !
> For info you could find RP (PGA Plastic !)
>
> All 060 , EC, LC and FULL are ALL RC...!
>
> It's explained on my web page :
>
> EC
> XC68EC060RCxx
> MC68EC060RCxx
> MC68EC060RC75
>
> LC
> XC68LC060RCxx
> MC68LC060RCxx
> MC68060RC75
>
> FULL
> XC68060RCxx
> MC68060RCxx
>
> Whre xx = speed = 50, 60, 66 (very rare !).
> 75 MHz versions are only EC and LC; LC is called MC68060RC75 (no LC letters
> !).
>
> Thanks for your attention...

XC68060RCxx, I stand corrected. It' habit, no one I thought would
consider using another type of CPU other than FPU version. It's a
verbage i've used for a long time, with that mistaken thought in mind.
Are EC's available in the PGA package? Thought motorola said those
were discontinued.
Mike

2700. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 16:06:10 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ec65dea$0$26186$626a54ce@news.free.fr>
Source record: 27477

There a page on motorola web site about the 68K devices and the packages...
The last time I checked this page the EC was proposed in EC package...but I
remember an other package was proposed for the 75 MHz version.

"rustynutt" <rustynutt@hotmail.com> a crit dans le message de news:
fc53daf3.0305170711.7ebbdd0d@posting.google.com...
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3ec61163$0$26183$626a54ce@news.free.fr>...
> > > purchasers are going to squibble over a few grams of gold in price
> > > differences between EC-LC and RC,
> >
> > hum, please don't call a FULL 060 as a RC !
> > It's a mistake !
> >
> > RC is a suffix that designates a package = Pin Grid Array (PGA) CERAMIC
!
> > For info you could find RP (PGA Plastic !)
> >
> > All 060 , EC, LC and FULL are ALL RC...!
> >
> > It's explained on my web page :
> >
> > EC
> > XC68EC060RCxx
> > MC68EC060RCxx
> > MC68EC060RC75
> >
> > LC
> > XC68LC060RCxx
> > MC68LC060RCxx
> > MC68060RC75
> >
> > FULL
> > XC68060RCxx
> > MC68060RCxx
> >
> > Whre xx = speed = 50, 60, 66 (very rare !).
> > 75 MHz versions are only EC and LC; LC is called MC68060RC75 (no LC
letters
> > !).
> >
> > Thanks for your attention...
>

> XC68060RCxx, I stand corrected. It' habit, no one I thought would
> consider using another type of CPU other than FPU version. It's a
> verbage i've used for a long time, with that mistaken thought in mind.
> Are EC's available in the PGA package? Thought motorola said those
> were discontinued.
> Mike

2701. Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 16:51:10 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <YJtxa.873$%42.856@fed1read06>
Source record: 27478

Technically speaking, Atari *IS* back. It's gone from being just a brandname "label" slapped onto a software box (to pitch a product), to being a company again... a whole LOT of companies, actually! All over the world, too!

Given this situation, it is *potentially* feasible that Atari, Inc. *MIGHT* now consider expanding beyond just software production/distribution. Especially if the namechange, from Infogrames, boosts their image. Some probably think it might ruin them. Others, like me, hope it will cause them to flourish. I think their stock price will be a decent gauge of that, which recently has gained a few points during E3, from my initial peek over at MSN.

At the very least, they might be willing to consider partnering with a hardware developer (of say... a Lynx II or Jaguar II unit) to then sell the machine with their name on it. Think about it... IIBM manufactured the Jaguar (initially, if not til it's death)! Atari then arranges packaging and advertising through other people. When you think about it, Atari never MADE the Jaguar. They never MADE the boxes. They never MADE the ads. They just got the ideas up and running and handed them off to someone else, and then sold the items through their warehouses.

Man, what I wouldn't do to have every last registration card... THAT'S where you start... by getting back in touch with your past customers. Let them in on what you're doing. Let them have their say-so. Let them decide if you should make game/computer hardware again or not. Afterall... the customer is ALWAYS right!

Advertising... usually a VERY expensive effort. But what of web advertising? Banner ads. Button links (those tiny "Made with..." or "Powered by..." ads) Surely it could be done for VERY little. And the coverage could be vast, considering how many people are "online" these days.

Shoot... Atari could make a Cell phone, I'd buy it in a second! Lynx II? Jaguar II? Same there! Educational toy? My son would get one of those for his birthday or Christmas.

I believe, now, the only lmiting factor to getting the "old Atari" back in the running is simply the planning and offering up of ideas TO Atari. Give them business plans. Give them the view they may not be seeing just yet.

And if it is in their plans to eventually make hardware again... GIVE 'EM ALL THE SUPPORT YOU CAN MUSTER!!!

I believe we are at the beginning of a return to greatness, more than ever before. No longer are we dealing with a company just holding the gonads of the company we want back... they've *BECOME* the company we want back! If

that isn't a vote in our favor, I don't know what is!

Anyone have any thoughts on this? Flames and rude comments directed towards me not withstanding. Constructive remarks only, please.

Luposian

2702. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 17:11:48 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <ba5qgk$4ab$1@thorium.cix.co.uk>
Source record: 27479

steve.sweet@btopenworld.com (Steve Sweet) wrote:
>>> I have heard that the Link exist in a special MegaSTE version that
>>> you can exactly put at the same place than the original card made by
>>> Atari.
>> Yes, a hack has been possible, but no-ones been prepared to guarantee
>> it.
> I've had a Link 97 in mine for ages, no hack, pucker stuff, proper SCSI
> 2 adaptor, i use it with one internal 4.5Gig drive and an external
> 4.5Gig + CD-ROM + SCSI DAT

Looks like I'm way out of date B^<
I think I must've been looking before 1997 tbh - I don't think I was
misled at the time. I think I've had this TT since before 97...

Sorry for the error.

rgds
H

2703. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 17:11:49 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <ba5qgl$4ac$1@thorium.cix.co.uk>
Source record: 27480

smeg_007@NOSPAM.hotmail.com (Smeg) wrote:
> <sidcelery@cix.compulink.co.uk> wrote:
>> derryck@.cix.co.uk.invalid wrote:
>>> From: "Smeg" <smeg_007@NOSPAM.hotmail.com>
>>>>> Anyone turning up will get the chance to meet members of the
>>>>> Cheshunt Computer Club AND DDP Translations!
>>>> I'm coming, but i'm staying away from you lot ;-).
>>> Do pop over and see us, we don't bite ;-)
>> ...and even if he does, the false teeth are soft and are likely to
>> buckle before they break the skin B^))
> So what youre saying is, either he's old, or he has teeth like a common
> house spider - very venomous if it could actually bite you... :)

Don't put words in my mouth. Go over to the 16/32 site and check who's
committed to going. Then, decide for yourself... B^)

rgds
H

2704. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 17:23:36 UTC
From: atari-man <arudzki@yahoo.com>
Message-ID: <seuxa.358657$Si4.298747@rwcrnsc51.ops.asp.att.net>
Source record: 27484

Steve,

Yeah, an adapter that allows the USE of a VGA monitor isn't exactly what I had in mind.

Tony

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message news:ba5avu$4bv$1@titan.btinternet.com...
> Hi Tom
>
> > I have a stock Mega-STE stored in excellent condition that could be
> traded.
> > I'm located in Michigan. I don't have a VGA adapter for it, but know of
a
> > fellow in England that makes a $20 dongle for the monitor port that
allows
> > use of a VGA monitor.
>
> That's not the same thing, you're still stuck with Atari resolutions, a
VME
> card gives an increased choice of colour depth and resolution..
>
> This dongle you refer to is a public domain design, don't pay idiots with
> dodgy Lamb chop beard for something that's free.
>
>
> --
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>
>
>
>
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.481 / Virus Database: 277 - Release Date: 13/05/2003
>
>
>

2705. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 17:27:39 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3ec66fe4$0$24897$626a54ce@news.free.fr>
Source record: 27483

> >>> I have heard that the Link exist in a special MegaSTE version that
> >>> you can exactly put at the same place than the original card made by
> >>> Atari.
> >> Yes, a hack has been possible, but no-ones been prepared to guarantee
> >> it.
> > I've had a Link 97 in mine for ages, no hack, pucker stuff, proper SCSI
> > 2 adaptor, i use it with one internal 4.5Gig drive and an external
> > 4.5Gig + CD-ROM + SCSI DAT
>
> Looks like I'm way out of date B^<
> I think I must've been looking before 1997 tbh - I don't think I was
> misled at the time. I think I've had this TT since before 97...
>
> Sorry for the error.

:)

I would be happy to get one of these interfaces for my second MSTE that has
no HDD.
Wonder if it can be found somewhere ?

Dbug

2706. TT usability

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 17:27:55 UTC
From: atari-man <arudzki@yahoo.com>
Message-ID: <viuxa.358687$Si4.298165@rwcrnsc51.ops.asp.att.net>
Source record: 27485

How is the TT in terms of compatability, functionality, and graphics. The reason i'm asking is that I like the MegaSTE/TT style case, and I have a stock Falcon that i might want to trade. The TT can hook up to a VGA monitor right out of the box, right?

Tony

2707. Re: ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 20:59:31 UTC
From: Fox-1
Message-ID: <ba67rq$1nb$1@news1.tilbu1.nb.home.nl>
Source record: 27486
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.05.16.18.27.09.601668@removenoaspam.atari-source.com...

> Incessant newsgroup advertisements that don't change in content and really
> irritate a lot of people.

What's even more irritating is that people reply to it and crossposting it to all
newsgroups...

> If you'd like to support that, then sure buy
> from Ben. Otherwise I know of other Atari dealers who might be more
> deserving of the business.

Name a few that support Atari 8-bit.

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

2708. Re: ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 21:23:39 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ba698p$8ig$3@sparta.btinternet.com>
Source record: 27491
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Hi "Pitfall Harry"

> Has anyone bought things from Ben (below), and can they tell me if they
had good,
> or Bad service and quality from the merchandise.
>
> Thanks for any recommendations or warnings.
> I'm sure that if customers have been happy, Ben will enjoy posts here.

If his attitude to customers is the same as it is to newsgroups then its confirmed he's a total arsehole. He constantly spams this group with his "%100 of selected used gay sex toys" sales, but they are all personally tested by himself.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.481 / Virus Database: 277 - Release Date: 13/05/2003

2709. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 21:23:41 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ba698r$8ig$4@sparta.btinternet.com>
Source record: 27487
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Mark D

> /me rolls off his chair falling on the floor laughing.
>
> You guys are all fools to think Ben has some sort of mental disability.

There's no think about it, he's a rubber hat wearing certified mong.

It took him 4 months to type what you quoted usig a stick nailed to his
forehead, he looked like a fuckin woodpecker!!.

| Mark

I'm sure it'll wash off!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.481 / Virus Database: 277 - Release Date: 13/05/2003

2710. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 21:23:42 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ba698t$8ig$5@sparta.btinternet.com>
Source record: 27489
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi "rtdos"

> HOW MANY TIMES DOES HE HAVE TO POST THIS ? damn....
>
> for a second there i thought this was a link to a porn site. haven't
> seen a fresh one in DAZE.

He sells porn as well as gay sex toyz, he'l post a special supplement in his catalouge if you post a but fucker codeword in your request.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.481 / Virus Database: 277 - Release Date: 13/05/2003

2711. Re: cubase

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 21:23:44 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ba698u$8ig$6@sparta.btinternet.com>
Source record: 27490

Hi Disco

> can anyone tell me where to get (a cracked) cubase for atari st?
> i dont want to buy it

People who ask for stolen or pirate Atari stuff in here generally get a rough ride being the scum they are.

> as i just want to use it for synching my tape
> recorder to pc and midi devices via an steinberg timelock smpte
> processor which only works with an atari. (i have cubase for pc but
> the smpte adapter works only with atari)

Is that stolen as well. are you just a software thief or a general burglar type person.

> please, can anyone help me, is there a ftp site, or a web page where i
> can download it, or can someone post it?

www.crimestoppers.co.uk

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.481 / Virus Database: 277 - Release Date: 13/05/2003

2712. Re: PayPal with the Atari?

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 21:23:45 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ba6990$8ig$7@sparta.btinternet.com>
Source record: 27488

Hi "Bravo Sierra Computers"

> Is it possible to do PayPal on an Atari ST with a WebBrowser like CAB?
> Or maybe with newer Atari WebBrowsers?

And if you start spamming with their logo or references i'l complain to
them.

> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/ Books.
>FREE Gay Porn Catalogs on Ben's Domain at http://Bendoverfor Catalog
> http://BenSells_Sex_Toys Toys Catalogs can be attached to,Requested by &
Received

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.481 / Virus Database: 277 - Release Date: 13/05/2003

2713. Re: cubase

Newsgroup: comp.sys.atari.st
Date: 2003-05-17 21:36:30 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-FBD18E.17363017052003@nr-tor02.bellnexxia.net>
Source record: 27492

> please, can anyone help me, is there a ftp site, or a web page where i
> can download it, or can someone post it?

http://www.amishrakefight.org/gfy

2714. Converting 520ST to Boot Like a 1040ST

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 00:06:30 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3EC6EA0A.614916A9@ev1.net>
Source record: 27493
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know that the Atari ST crowd is a clever bunch. So
has anyone developed detailed plans for converting
a 520 ST to boot from TOS ROM's??? I have a 520 and
would like to be able to boot it from ROM's.

--
+---+
| Charles and Francis Richmond richmond at plano dot net |
+---+

2715. Re: TT usability

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 03:36:16 UTC
From: JLM <Nospam@fuck.com>
Message-ID: <3ec6ffd7$0$17746@echo-01.iinet.net.au>
Source record: 27494

Dunno, but I have a hardly used TT id love to swap with a falcon.

"atari-man" <arudzki@yahoo.com> wrote in message
news:viuxa.358687$Si4.298165@rwcrnsc51.ops.asp.att.net...
> How is the TT in terms of compatability, functionality, and graphics. The
> reason i'm asking is that I like the MegaSTE/TT style case, and I have a
> stock Falcon that i might want to trade. The TT can hook up to a VGA
> monitor right out of the box, right?
>
>
> Tony
>
>
>

2716. 1.44meg Floppy Replacement in TT or MSTE Help

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 03:55:00 UTC
From: spamkiller <spamkillerNO@SPAMhawaii.rr.com>
Message-ID: <3EC7044F.3060501@SPAMhawaii.rr.com>
Source record: 27495
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Greetings,

I know that this should be a complete no-brainer, but I have tried about 5 different 1.44meg floppy drives in my TT and MegaSTE (the TT floppy failed) and I can't find any that will work. I've swapped the cables, swapped the power supply, and taken the working floppy and cable back and forth from machine to machine. No matter what I try, I can't get the other 1.44meg replacement drives to work in either machine at all.

Are there different types of floppy drives? I previously replaced the drive in my MSTE without incident, so has something changed since then?

Heeeeeellllllp!

Thanks :)

2717. Re: 1.44meg Floppy Replacement in TT or MSTE Help

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 04:14:01 UTC
From: Bill Clinton <Expresident@Screwup.com>
Message-ID: <3ec708ae$0$17750@echo-01.iinet.net.au>
Source record: 27396
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

What is it doing? are you sure the data cable isn't upside down? if it is
the floppy light will just stay on..

My TT just has a off the shelf PC shop 1.44mb floppy drive in it, plugged it
in and it works perfectly. hardest part is cutting the case to have it fit
correctly.

"spamkiller" <spamkillerNO@SPAMhawaii.rr.com> wrote in message
news:3EC7044F.3060501@SPAMhawaii.rr.com...
> Greetings,
>
> I know that this should be a complete no-brainer, but I have tried about
> 5 different 1.44meg floppy drives in my TT and MegaSTE (the TT floppy
> failed) and I can't find any that will work. I've swapped the cables,
> swapped the power supply, and taken the working floppy and cable back
> and forth from machine to machine. No matter what I try, I can't get
> the other 1.44meg replacement drives to work in either machine at all.
>
> Are there different types of floppy drives? I previously replaced the
> drive in my MSTE without incident, so has something changed since then?
>
> Heeeeeellllllp!
>
> Thanks :)
>

2718. Re: TT usability

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 04:45:13 UTC
From: atari-man <arudzki@yahoo.com>
Message-ID: <tdExa.625654$OV.584402@rwcrnsc54>
Source record: 27397

email me with the specs of your TT (memory, speed, disk drive config: 720K
or 1.44M)

Tony

"JLM" <Nospam@fuck.com> wrote in message
news:3ec6ffd7$0$17746@echo-01.iinet.net.au...
> Dunno, but I have a hardly used TT id love to swap with a falcon.
>
> "atari-man" <arudzki@yahoo.com> wrote in message
> news:viuxa.358687$Si4.298165@rwcrnsc51.ops.asp.att.net...
> > How is the TT in terms of compatability, functionality, and graphics.
The
> > reason i'm asking is that I like the MegaSTE/TT style case, and I have a
> > stock Falcon that i might want to trade. The TT can hook up to a VGA
> > monitor right out of the box, right?
> >
> >
> > Tony
> >
> >
> >
>
>

2719. Re: 1.44meg Floppy Replacement in TT or MSTE Help

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 05:51:32 UTC
From: spamkiller <spamkillerNO@SPAMhawaii.rr.com>
Message-ID: <3EC71F9E.1050107@SPAMhawaii.rr.com>
Source record: 27398
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Bill Clinton wrote:
> What is it doing? are you sure the data cable isn't upside down? if it is
> the floppy light will just stay on..

It just can't read, write, or format any disks. I verified the position
of the cable, and even tried it both ways about ten times. The same
floppy drive works fine on the PC.

> My TT just has a off the shelf PC shop 1.44mb floppy drive in it, plugged it
> in and it works perfectly. hardest part is cutting the case to have it fit
> correctly.

That's what I thought, but for some reason I'm not having much success.

Any other ideas?

2720. Re: 1.44meg Floppy Replacement in TT or MSTE Help

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 06:03:54 UTC
From: Bill Clinton <Expresident@Screwup.com>
Message-ID: <3ec7226f$0$17738@echo-01.iinet.net.au>
Source record: 27399
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

perhaps the Atari requires the drive id to be changed.

"spamkiller" <spamkillerNO@SPAMhawaii.rr.com> wrote in message
news:3EC71F9E.1050107@SPAMhawaii.rr.com...
> Bill Clinton wrote:
> > What is it doing? are you sure the data cable isn't upside down? if it
is
> > the floppy light will just stay on..
>
> It just can't read, write, or format any disks. I verified the position
> of the cable, and even tried it both ways about ten times. The same
> floppy drive works fine on the PC.
>
> > My TT just has a off the shelf PC shop 1.44mb floppy drive in it,
plugged it
> > in and it works perfectly. hardest part is cutting the case to have it
fit
> > correctly.
>
> That's what I thought, but for some reason I'm not having much success.
>
> Any other ideas?
>

2721. Re: TT usability

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 06:05:06 UTC
From: Bill Clinton <Expresident@Screwup.com>
Message-ID: <3ec722b7$0$17750@echo-01.iinet.net.au>
Source record: 27400

Most importantly, this TT is in Perth, western Australia. I think the cost
of shipping would turn you off in an instant.

"atari-man" <arudzki@yahoo.com> wrote in message
news:tdExa.625654$OV.584402@rwcrnsc54...
> email me with the specs of your TT (memory, speed, disk drive config: 720K
> or 1.44M)
>
>
> Tony
>
> "JLM" <Nospam@fuck.com> wrote in message
> news:3ec6ffd7$0$17746@echo-01.iinet.net.au...
> > Dunno, but I have a hardly used TT id love to swap with a falcon.
> >
> > "atari-man" <arudzki@yahoo.com> wrote in message
> > news:viuxa.358687$Si4.298165@rwcrnsc51.ops.asp.att.net...
> > > How is the TT in terms of compatability, functionality, and graphics.
> The
> > > reason i'm asking is that I like the MegaSTE/TT style case, and I have
a
> > > stock Falcon that i might want to trade. The TT can hook up to a VGA
> > > monitor right out of the box, right?
> > >
> > >
> > > Tony
> > >
> > >
> > >
> >
> >
>
>

2722. Re: 1.44meg Floppy Replacement in TT or MSTE Help

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 06:09:02 UTC
From: Bill Clinton <Expresident@Screwup.com>
Message-ID: <3ec723a3$0$17734@echo-01.iinet.net.au>
Source record: 27401
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Infact im certain that's what it is.

See if the drive has the switch or jumper for id setting on its board. I doubt it, it may atleast have solder pads... they used to.

Pc's use cable select, and its bloody unlikely that anyone in this day and age would have 2 floppy drives in a pc!

if all else fails, try a PC floppy cable, the one with the twist. at the last socket after to twist. I don't think Atari's support cable select though.

"Bill Clinton" <Expresident@Screwup.com> wrote in message
news:3ec7226f$0$17738@echo-01.iinet.net.au...
> perhaps the Atari requires the drive id to be changed.
>
> "spamkiller" <spamkillerNO@SPAMhawaii.rr.com> wrote in message
> news:3EC71F9E.1050107@SPAMhawaii.rr.com...
> > Bill Clinton wrote:
> > > What is it doing? are you sure the data cable isn't upside down? if it
> is
> > > the floppy light will just stay on..
> >
> > It just can't read, write, or format any disks. I verified the position
> > of the cable, and even tried it both ways about ten times. The same
> > floppy drive works fine on the PC.
> >
> > > My TT just has a off the shelf PC shop 1.44mb floppy drive in it,
> plugged it
> > > in and it works perfectly. hardest part is cutting the case to have it
> fit
> > > correctly.
> >
> > That's what I thought, but for some reason I'm not having much success.
> >
> > Any other ideas?
> >
>
>

2723. Re: Converting 520ST to Boot Like a 1040ST

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 06:54:05 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <1675600.xYhdhTb9bn@jll.heim7.tu-clausthal.de>
Source record: 27402
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sonntag, 18. Mai 2003 02:06, Charles Richmond wrote:

> I know that the Atari ST crowd is a clever bunch. So
> has anyone developed detailed plans for converting
> a 520 ST to boot from TOS ROM's??? I have a 520 and
> would like to be able to boot it from ROM's.

All you need is a 192K EEprom set with TOS burned in.
The old plain 520ST already has the ROM sockets on the motherboard so all
you need to do is to replace the bootroms with a complete TOS.

Try searching the leftover Atari vendors for a set of TOS 1.4 chips.
That is the latest version that runs in the 520ST without further
modifications. If that fails you can get a TOS image from the net, split
the file into the correct chunks (programs exist for that) and burn them in
to eproms.
Make sure to get the 6 chip set and not the more modern 2 chip one.

HTH,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

2724. Re: Falcon IDE laptop drives and autobooting?

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 08:09:00 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcefsss0g7id20@corp.supernews.com>
Source record: 27405

"Ekkehard Flessa" <Ekkehard_Flessa@wun.maus.de> wrote in message
news:200305170656.a41954@wun.maus.de...
> Hallo Tim!
>
>
> T>I can mount the drives and they all work fine, I am keeping the
> T>partitions under 1GB. I can mount them all but I have to use a boot
> T>disk to enable the HD.
>
> Try making the first partition reasonably smaller (less than 512MB or even
less
> than 256MB). I had to do this in order to get a bootable device.
>

That did the trick, thanks for your help...

Tim

>
> mit freundlichem Gru aus Ahornberg
> Ekkehard
>
>

2725. Re: 1.44meg Floppy Replacement in TT or MSTE Help

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 08:13:04 UTC
From: spamkiller <spamkillerNO@SPAMhawaii.rr.com>
Message-ID: <3EC740C9.9040005@SPAMhawaii.rr.com>
Source record: 27406
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Bill Clinton wrote:
> Infact im certain that's what it is.
>
> See if the drive has the switch or jumper for id setting on its board. I
> doubt it, it may atleast have solder pads... they used to.
>
> Pc's use cable select, and its bloody unlikely that anyone in this day and
> age would have 2 floppy drives in a pc!
>
> if all else fails, try a PC floppy cable, the one with the twist. at the
> last socket after to twist. I don't think Atari's support cable select
> though.

Greetings,

Well, I looked for jumpers or jumper pads with no success. I also tried a PC cable and put the drive on both connectors. On the connector after the twist, TOS doesn't see the drive at all. I tried three floppy mechanisms.

On the first connector behaves the same as before: there is a boot seek where I can hear the floppy click, and on one of the drives the led flashes. Once in TOS, it reports that the disk cannot be read, even though it never spins.

I have four mechanisms in front of me, but the only one that works is the one from the MegaSTE. That still leaves the TT SOL.

Help! How can this be so difficult?

2726. Re: 1.44meg Floppy Replacement in TT or MSTE Help

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 10:16:33 UTC
From: spamkiller <spamkillerNO@SPAMhawaii.rr.com>
Message-ID: <3EC75DBA.9080207@SPAMhawaii.rr.com>
Source record: 27407
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Bill Clinton wrote:

> See if the drive has the switch or jumper for id setting on its board. I
> doubt it, it may atleast have solder pads... they used to.

Aha! After scrutinizing each floppy mechanism some more, I located an set of three solder pads that had holes above them, presumably where the jumper pins might have been installed on a previous version of the drive. I soldered a pair of the pads together and that didn't work, so I undid that and soldered together the other pair. Success!

It appears that the old method would allow manual selection, or cable select if the jumper was off. It may be that the cable select method sees the drive as B when plugged into the Atari cable which is the same as the middle connector on a PC cable. In any case, now since I have soldered in the drive A select, all is well.

What a pain!

Anyone else out there with an Atari and a 1.44meg floppy be aware, replacement could require some soldering.

Thanks a bunch!

2727. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 13:23:01 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ba81fk$sk4$1@titan.btinternet.com>
Source record: 27408

Hi Harry

> >>> I have heard that the Link exist in a special MegaSTE version that
> >>> you can exactly put at the same place than the original card made by
> >>> Atari.

> >> Yes, a hack has been possible, but no-ones been prepared to guarantee
> >> it.

> > I've had a Link 97 in mine for ages, no hack, pucker stuff, proper SCSI
> > 2 adaptor, i use it with one internal 4.5Gig drive and an external
> > 4.5Gig + CD-ROM + SCSI DAT
>
> Looks like I'm way out of date B^<
> I think I must've been looking before 1997 tbh - I don't think I was
> misled at the time. I think I've had this TT since before 97...

You were born around 97 werent you, 18??

> Sorry for the error.

No need for apologies IMO

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.481 / Virus Database: 277 - Release Date: 13/05/2003

2728. Re: Looking for an ATARI MEGA STE

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 13:26:50 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ba81mp$g7l$1@sparta.btinternet.com>
Source record: 27410

Hi "Donald and Cheryl"

Looking for an ATARI MEGA STE.

You can have mine for £1000 8~)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.481 / Virus Database: 277 - Release Date: 13/05/2003

2729. Re: ICD LINK WANTED

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 13:26:52 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ba81mr$g7l$2@sparta.btinternet.com>
Source record: 27409

Hi "Donald and Cheryl"

> Anyone have one to sell?

Where i the world are you?.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.481 / Virus Database: 277 - Release Date: 13/05/2003

2730. Creator and Midiman BiPort interface question

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 13:56:23 UTC
From: garthrr@aol.com
Message-ID: <20030518095623.27503.00000068@mb-m24.aol.com>
Source record: 27411

I am running C LAB Creator as my sequencer in my Atari 1040ST. I dont have the "Unitor" unit. For years I have been using a thing called a Synhance MTS1 to write and read FSK to tape and it sends MTC to Creator. Problem is that the MTS1 freezes up a lot and definitely doesnt like it when I shuttle backwords to edit something. So I want to replace the MTS1.

I bought a used Midiman BiPort 2x4s interface. It writes and reads SMPTE and sends out MTC. In its manual it describes my very scenario and says that this is one way to use the unit. Something isn't right however because despite everything I've tried, the sequence will not start playing. The BiPort is receiving valid SMPTE when I start my recorder and something is getting into my computer from the BiPort because I see numbers moving in a small box in the upper left hand of the display but the sequence doesnt start playing. I double checked with the old interface and the sequence played fine so its not a cable or something like that. I hope I have described the problem clearly.

Can someone shed some light?
Thanks,
Garth~

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

2731. Re: Falcon patches?

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 14:00:11 UTC
From: Mike <Mike@nospam.com>
Message-ID: <LIMxa.9667$dP1.17611@newsc.telia.net>
Source record: 27412
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Tim" <tjlazer@mail.com> wrote:
>
> Regarding Patches. What issues do I need to be aware of and what patches
> are there that I would use to make it more stable? I hear this TOS is
> buggy!

IIRC it's not *that* buggy. I've run all my ST software on the Falcon without
any major problems and certainly not more problems than on the 1040 ST TOS.

>
> Also what is FPatch? It was on my HD but causes the startup sound to garble
> when autobooting.

IIRC it fixes a bug in TOS 4 to make the Falcon sound routines compatible with
software that was programmed for the ST.

--
Kind regards
Mikael Hillborg
MHC Synthesizers and Effects
http://www.mhc.se/software/plugins/

2732. Re: Creator and Midiman BiPort interface question

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 15:14:27 UTC
From: garthrr@aol.com
Message-ID: <20030518111427.27503.00000069@mb-m24.aol.com>
Source record: 27413

I should add that I might be interested in buying a Unitor if someone has one
for sale.

Garth~

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

2733. Re: TT usability

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 16:07:55 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <RtOxa.1061$oU2.505@news.inreach.com>
Source record: 27414

I've got an old ibm monitor on my TT. It can't use the Atari monitors at all.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com
Freelance Writters Shop
http://www.freelancewrittersshop.netfirms.com

"atari-man" <arudzki@yahoo.com> wrote in message
news:viuxa.358687$Si4.298165@rwcrnsc51.ops.asp.att.net...
> How is the TT in terms of compatability, functionality, and graphics. The
> reason i'm asking is that I like the MegaSTE/TT style case, and I have a
> stock Falcon that i might want to trade. The TT can hook up to a VGA
> monitor right out of the box, right?
>
>
> Tony
>
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.478 / Virus Database: 275 - Release Date: 5/6/03

2734. Pent pin on DB19?

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 17:05:00 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcff9sbtlbfkaa@corp.supernews.com>
Source record: 27415
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

This isn't a Atari specific question, but it does pertain to my Falcon RGB port! ;)

I bent a pin on the RGB port and was able to bend it back, but it is a little loose and am afraid it will break off at any time! It is the Composite pin, #12.

What do you atari gurus out there recommend I do to remedy this? Once it is broken how can I fix it? Is it fairly easy to solder on another male DB19 connector?

Tim

2735. Videlity?

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 17:20:11 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcfhup1njblgfd@corp.supernews.com>
Source record: 27416

Can someone please send the freeware tool Videlity? I can't seem to find it on the net.

Thanks
Tim

2736. Re: Videlity?

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 18:07:35 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbcfiak.dro.atari@core.preferuje.luzik.pl>
Source record: 27417

W artykule <vcfhup1njblgfd@corp.supernews.com> Tim napisaďż˝(a):
> Can someone please send the freeware tool Videlity? I can't seem to find it
> on the net.

http://atari.sh.cvut.cz/ftp/falcon/videlity.zip

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2737. Mounting a new 2.5" IDE drive in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 18:49:51 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcflef2hsl29d7@corp.supernews.com>
Source record: 27418
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a question. Do I need to insulate the drive on the HD Bracket? I have a IBM 8GB IDE that I have installed, and of course the screw holes are not lined up so I used Elec Tape to hold the drive on the bracket. I also removed the copper grounding plate. It seems to work ok but am concerned I might damage my Falcon!

Thanks
Tim

2738. Papyrus X!

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 19:16:47 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0305182113010.209-100000@UNI_MANiac>
Source record: 27419

Has anyone tried the new Papyrus X! yet ? Most likely someone from the German readers here, but the Papyrus website promises that this version will be available in English soon too.

Martin Tarenskeen

2739. Who has repaired Falcons in the US recently?

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 19:42:59 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305181142.5ca49f3@posting.google.com>
Source record: 27420

Well, last night I killed a Falcon.

I was attempting a recase into a Wizztronics Falcon Rack and what worked perfectly (with the Wizztronics power supply I might add) now doesn't provide a display. (The monitor notices that something is there, but it can't display it.) I have no idea what I did -- microcracking the motherboard, static discharge to a chip, bad ground -- I thought I was taking all precautions, but obviously I wasn't careful enough.

Thus, is there anyone in the US who has had a dead Falcon repaired recently? I've spent so much on getting ready for the CT60 that I'd rather not give up on the project.

Galen

2740. Re: Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 20:30:47 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <ba8qnv$l87$1@newsg4.svr.pol.co.uk>
Source record: 27421

Luposian <luposian@lycos.com> wrote in message
news:YJtxa.873$%42.856@fed1read06...
> Technically speaking, Atari *IS* back. It's gone from being just a
> brandname "label" slapped onto a software box (to pitch a product), to
being
> a company again... a whole LOT of companies, actually! All over the
world,
> too!
>
> Given this situation, it is *potentially* feasible that Atari, Inc.
MIGHT
> now consider expanding beyond just software production/distribution.
> Especially if the namechange, from Infogrames, boosts their image. Some
> probably think it might ruin them. Others, like me, hope it will cause
them
> to flourish. I think their stock price will be a decent gauge of that,
> which recently has gained a few points during E3, from my initial peek
over
> at MSN.
>
> At the very least, they might be willing to consider partnering with a
> hardware developer (of say... a Lynx II or Jaguar II unit) to then sell
the
> machine with their name on it. Think about it... IIBM manufactured the
> Jaguar (initially, if not til it's death)! Atari then arranges packaging
> and advertising through other people. When you think about it, Atari
never
> MADE the Jaguar. They never MADE the boxes. They never MADE the ads.
They
> just got the ideas up and running and handed them off to someone else, and
> then sold the items through their warehouses.
>
> Man, what I wouldn't do to have every last registration card... THAT'S
where
> you start... by getting back in touch with your past customers. Let them
in
> on what you're doing. Let them have their say-so. Let them decide if you
> should make game/computer hardware again or not. Afterall... the customer
> is ALWAYS right!
>
> Advertising... usually a VERY expensive effort. But what of web
> advertising? Banner ads. Button links (those tiny "Made with..." or
> "Powered by..." ads) Surely it could be done for VERY little. And the
> coverage could be vast, considering how many people are "online" these

days.
>
> Shoot... Atari could make a Cell phone, I'd buy it in a second! Lynx II?
> Jaguar II? Same there! Educational toy? My son would get one of those
for
> his birthday or Christmas.
>
> I believe, now, the only lmiting factor to getting the "old Atari" back in
> the running is simply the planning and offering up of ideas TO Atari. Give
> them business plans. Give them the view they may not be seeing just yet.
>
> And if it is in their plans to eventually make hardware again... GIVE 'EM
> ALL THE SUPPORT YOU CAN MUSTER!!!
>
> I believe we are at the beginning of a return to greatness, more than ever
> before. No longer are we dealing with a company just holding the gonads
of
> the company we want back... they've *BECOME* the company we want back! If
> that isn't a vote in our favor, I don't know what is!
>
> Anyone have any thoughts on this? Flames and rude comments directed
towards
> me not withstanding. Constructive remarks only, please.
>
> Luposian
>

Wave your hand around in the air a bit, the smoke will dissapear, believe
me.

Smeg.

2741. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 20:35:09 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <ba8r05$p9k$1@newsg1.svr.pol.co.uk>
Source record: 27422

<sidcelery@cix.compulink.co.uk> wrote in message
news:ba5qgl$4ac$1@thorium.cix.co.uk...
> smeg_007@NOSPAM.hotmail.com (Smeg) wrote:
> > <sidcelery@cix.compulink.co.uk> wrote:
> >> derryck@.cix.co.uk.invalid wrote:
> >>> From: "Smeg" <smeg_007@NOSPAM.hotmail.com>
> >>>> Anyone turning up will get the chance to meet members of the
> >>>> Cheshunt Computer Club AND DDP Translations!
> >>> I'm coming, but i'm staying away from you lot ;-).
> >>> Do pop over and see us, we don't bite ;-)
> >> ...and even if he does, the false teeth are soft and are likely to
> >> buckle before they break the skin B^))
> > So what youre saying is, either he's old, or he has teeth like a common
> > house spider - very venomous if it could actually bite you... :)
>
> Don't put words in my mouth. Go over to the 16/32 site and check who's
> committed to going. Then, decide for yourself... B^)
>
>

WTF's that suposed to mean? am i missing something, or am I one of the few
with a sense of humour around here?

Smeg.

2742. Re: Bent pin on DB19?

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 22:01:20 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcg0lg9f4ado48@corp.supernews.com>
Source record: 27424
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

That would be BENT pin. LOL

Tim

"Tim" <tjlazer@mail.com> wrote in message
news:vcff9sbtlbfkaa@corp.supernews.com...
> Hi,
>
> This isn't a Atari specific question, but it does pertain to my Falcon RGB
> port! ;)
>
> I bent a pin on the RGB port and was able to bend it back, but it is a
> little loose and am afraid it will break off at any time! It is the
> Composite pin, #12.
>
> What do you atari gurus out there recommend I do to remedy this? Once it
is
> broken how can I fix it? Is it fairly easy to solder on another male DB19
> connector?
>
> Tim
>
>

2743. Re: Mounting a new 2.5" IDE drive in Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 22:20:23 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcg1p8tter02d@corp.supernews.com>
Source record: 27425
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Well upon inspection the drive is actually using it's legs to lift the PCB off the bracket like it should, even though it is not screwed on like it should. So it should be ok!

That explains why there was no smoke when I powered up the Falcon030!!! ;)

Tim

"Tim" <tjlazer@mail.com> wrote in message news:vcflef2hsl29d7@corp.supernews.com...
> I have a question. Do I need to insulate the drive on the HD Bracket? I
> have a IBM 8GB IDE that I have installed, and of course the screw holes are
> not lined up so I used Elec Tape to hold the drive on the bracket. I also
> removed the copper grounding plate. It seems to work ok but am concerned I
> might damage my Falcon!
>
> Thanks
> Tim
>
>

2744. Re: Converting 520ST to Boot Like a 1040ST

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 22:37:28 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3EC826AB.5975A89E@ev1.net>
Source record: 27426

Matthias Arndt wrote:
>
> On Sonntag, 18. Mai 2003 02:06, Charles Richmond wrote:
>
> > I know that the Atari ST crowd is a clever bunch. So
> > has anyone developed detailed plans for converting
> > a 520 ST to boot from TOS ROM's??? I have a 520 and
> > would like to be able to boot it from ROM's.
>
> All you need is a 192K EEprom set with TOS burned in.
> The old plain 520ST already has the ROM sockets on the motherboard so all
> you need to do is to replace the bootroms with a complete TOS.
>
> Try searching the leftover Atari vendors for a set of TOS 1.4 chips.
> That is the latest version that runs in the 520ST without further
> modifications. If that fails you can get a TOS image from the net, split
> the file into the correct chunks (programs exist for that) and burn them in
> to eproms.
> Make sure to get the 6 chip set and not the more modern 2 chip one.
>
If I can get access to the TOS ROM's from an old 1040 ST, could
I get someone to clone those for me??? That should work, right???

--
+---+
| Charles and Francis Richmond richmond at plano dot net |
+---+

2745. Re: Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 22:52:57 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <97Uxa.3234$%42.2943@fed1read06>
Source record: 27427

You're saying the Atari name change is just a smokescreen? To what end?

Luposian

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:ba8qnv$l87$1@newsg4.svr.pol.co.uk...
> Wave your hand around in the air a bit, the smoke will dissapear, believe
> me.
>
> Smeg.

2746. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 23:11:46 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ba93vhirg1@sparta.btinternet.com>
Source record: 27429

Hi "Edward S. Baiz Jr."

> I was wrong when I said DE v2.5 had long file name support.
> According to Roger Burrows of Anodyne, that will be in the next
> version. Right now, DE v2.5 will change the long file names to
> shorter version. Other than that, it works great...

Other than being totaly useless it works great, i like your logic!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.481 / Virus Database: 277 - Release Date: 14/05/2003

2747. Re: ICD Product Silk Prints / Intellectual Property

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 23:11:48 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ba93viirg2@sparta.btinternet.com>
Source record: 27428

Hi Jon

> I now have Tom Harkers ear over at ICD. I have inquired about obtaining
the
> rights/property to the Atari ICD line, including the software.

My opinion is that you'd be throwing your money away investing in ICD software, you can get it just about everywhere for free so who will pay you for an honest copy, also HD-Driver is still under development. I'd try for there hardware though, it would be the only interface in production.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.481 / Virus Database: 277 - Release Date: 14/05/2003

2748. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 23:39:59 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3ec7fdaf.0@entanet>
Source record: 27423

On 14 May 2003 21:56:02 , xlator@cix.compulink.co.uk wrote:
>In message <BADC0860.2F305%nameerf@flash.net>, nameerf@flash.net said:
>>
>> I designed a web site for our church group, using my Falcon, and our
>>church's network guy asked me to put it in a zip file and e-mail it to him
>>to upload onto the church's web site. However, when I tried to use ST Zip to
>>do it, it couldn't read the long filenames, and consequently, the zipped
>>files used 8+3 format. This kind of destroys my links, and I would have to
>>go through and either explain how to rename the files (and hope he gets it
>>all correct) or switch all my links to 8+3 (which I really don't want to
>>do). Is there a way to get ST Zip (version 2.6) to accept long filenames, or
>>is there a newer version I should be using? Or is that yet another area
>>where we are still stuck in the dark ages? Your help would be appreciated!
>>Thanks!
>
>If you use ZIP23_02.TTP instead of STZIP26 - easiest in
>conjunction with Arcview which allows you to just drag&drop the files
>to be archived into its window - LFNs will be retained in the ZIP.
>
>Extraction from archives is also drag&drop: I have installed
>Arcview on the desktop as an application to open all the usual
>archived extenders (ARC, LZH, ZIP, TAR...) so double-clicking on
>an archive file loads Arcview which displays the file in its window
>from where it can be dragged to any directory window, allowing you
>to extract to where you want very quickly and easily.
>

I've been using Arcview for some time but I have found that unzip
does not like spaces in the file names and this is quite common
in stuff from PCs (I think it is because of the auto-generated
file name feature in Word etc.)

I have to use a disk editor to replace spaces with underscores in
two places inside each zip file. Then they will extract.

Does everyone else have this problem ?

Regards,

Peter

2749. Re: 1.44meg Floppy Replacement in TT or MSTE Help

Newsgroup: comp.sys.atari.st
Date: 2003-05-18 23:43:56 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <al6gcvo35qhdpjdjdtqnbk2122dchukqbc@4ax.com>
Source record: 27430
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Sun, 18 May 2003 10:16:33 GMT, spamkiller
<spamkillerNO@SPAMhawaii.rr.com> wrote:

>
>What a pain!
>
>Anyone else out there with an Atari and a 1.44meg floppy be aware,
>replacement could require some soldering.
>

ALL floppy drive mechanisms sold in the IBM PC market have the drives
jumpered or otherwise pre-set with the Drive Select line set to 1,

This means the drives are ALL set up to be Drive B: from the factory.

On an IBM system, the cable with the "twist" at the end takes care of
reversing the Drive Select lines so the drive on the end connector
responds as the "A:" drive, and the drive connected to the middle
connector then responds as the "B:" drive.

This simplifies things because you don't have to worry about changing
jumpers when you install the drives. In a PC.

The Atari requires its floppy drives to be jumpered as Drive Select 0

Thus an "off the shelf" IBM PC floppy drive will NOT work until its
Drive Select has been changed from the factory pre-set of 1 to the
other position, 0.

Unfortunately, many IBM market floppy drives no longer even HAVE a
selectable Drive Select line, because no one ever changes it.

The manufacturers have stopped wasting money on the jumper posts or
DIP switches they used to use, and many have re-designed the circuit
boards to eliminate the redundant and unnecessary solder pads.

Fortunately, as in this case, SOME drives still have the solder pads
which allow changing the DS line to 0.

BobR

2750. Re: [trade] My falcon for your MegaSTE

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 00:11:18 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <ba97f6sbd1@thorium.cix.co.uk>
Source record: 27431

steve.sweet@btopenworld.com (Steve Sweet) wrote:

> Hi Harry
>>>>> I have heard that the Link exist in a special MegaSTE version that
>>>>> you can exactly put at the same place than the original card made
>>>>> by Atari.
>>>> Yes, a hack has been possible, but no-ones been prepared to guarantee
>>>> it.
>>> I've had a Link 97 in mine for ages, no hack, pucker stuff, proper
>>> SCSI 2 adaptor, i use it with one internal 4.5Gig drive and an
>>> external 4.5Gig + CD-ROM + SCSI DAT
>> Looks like I'm way out of date B^<
>> I think I must've been looking before 1997 tbh - I don't think I was
>> misled at the time. I think I've had this TT since before 97...
> You were born around 97 werent you, 18??

I often act like it, but I can't use that as an excuse.

>> Sorry for the error.
> No need for apologies IMO

Since I got the TT I haven't had to keep myself up to date, so I've
obviously missed the details of what's been happening in that time...

...ah well

rgds
H

2751. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 00:11:18 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <ba97f6sbf1@thorium.cix.co.uk>
Source record: 27432

Hallvard@despammed.com (Hallvard Tangeraas) wrote:
> Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:
>>>> So what else is improved in this version? Any other products
>>>> upgraded?
>> Seems to work just fine. I used it on my boot partition and
>> eveything is great. Just remember v2.5 is not long-file-name
>> compatible. The next version will have this support.
> I see that Anodyne (http://www.anodynesoftware.com/edge/orders.htm) has
> a special offer if you order before the 30th of May, where the usual
> price for the upgrade is CAN$/US$ 10 as opposed to the usual CAN$/US$20.
>
> But since the next version will have long filename support, perhaps
> it'll be worth waiting until then to upgrade, insted of upgrading once
> again in a short time?

It might be, but if they're trying to gauge whether it's worth continuing
the work and find no-one's interested in the first version, maybe they
won't bother. That's been the view of enough companies and that's why
we're where we are today.

If you want to keep them motivated, buy this version ISTM.

rgds
H

2752. Re: TT usability

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 00:11:18 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <ba97f6sbg1@thorium.cix.co.uk>
Source record: 27433

arudzki@yahoo.com (atari-man) wrote:

> How is the TT in terms of compatability, functionality, and graphics.
> The reason i'm asking is that I like the MegaSTE/TT style case, and I
> have a stock Falcon that i might want to trade. The TT can hook up to a
> VGA monitor right out of the box, right?

If anything, the TT's more compatible with software (not Falcon software obviously) than the Falcon. It came out so early that more stuff was written to support it from the outset.

(S)VGA out of the box, yes. But not Atari monitors except for those 1280*960 ECL monitor thingies.

rgds
Harry

2753. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 00:11:18 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <ba97f6sbe1@thorium.cix.co.uk>
Source record: 27434

smeg_007@NOSPAM.hotmail.com (Smeg) wrote:
> <sidcelery@cix.compulink.co.uk> wrote in message
>> smeg_007@NOSPAM.hotmail.com (Smeg) wrote:
>>> <sidcelery@cix.compulink.co.uk> wrote:
>>>> derryck@.cix.co.uk.invalid wrote:
>>>>> From: "Smeg" <smeg_007@NOSPAM.hotmail.com>
>>>>>> Anyone turning up will get the chance to meet members of the
>>>>>> Cheshunt Computer Club AND DDP Translations!
>>>>> I'm coming, but i'm staying away from you lot ;-).
>>>>> Do pop over and see us, we don't bite ;-)
>>>> ...and even if he does, the false teeth are soft and are likely to
>>>> buckle before they break the skin B^))
>>> So what youre saying is, either he's old, or he has teeth like a
>>> common house spider - very venomous if it could actually bite you...
>>> :)
>> Don't put words in my mouth. Go over to the 16/32 site and check who's
>> committed to going. Then, decide for yourself... B^)
> WTF's that suposed to mean? am i missing something, or am I one of the
> few with a sense of humour around here?

Maybe you are but you forgot it when reading that one.
take a look at Derryck's picture on the Jagfest page and you'll realise I
was making a feeble effort to be sensitive about Derryck's age.

rgds
H

2754. New on TAMW: Update to Mozarts Dice program

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 00:29:03 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0305181629.6d8fab26@posting.google.com>
Source record: 27435

Hi all

Just recieved a surprise mail from the author of Mozarts Dice program,and he
has sent me an update to the program.!!

Just updated my page. Nice stuff in ver 2. You
can save as MIDI file now!

It is downloadable here:

http://tamw.atari-users.net/mozart.htm

TimC
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

2755. Re: Who has repaired Falcons in the US recently?

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 00:35:07 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0305181635.44b302c2@posting.google.com>
Source record: 27436

Have you tried using the original power supply with your Falcon?

ekaljuma@mtsac.edu (Galen) wrote in message news:
926a9946.0305181142.5ca49f3@posting.google.com>...
> Well, last night I killed a Falcon.
>
> I was attempting a recase into a Wizztronics Falcon Rack and what
> worked perfectly (with the Wizztronics power supply I might add) now
> doesn't provide a display. (The monitor notices that something is
> there, but it can't display it.) I have no idea what I did --
> microcracking the motherboard, static discharge to a chip, bad ground
> -- I thought I was taking all precautions, but obviously I wasn't
> careful enough.
>
> Thus, is there anyone in the US who has had a dead Falcon repaired
> recently? I've spent so much on getting ready for the CT60 that I'd
> rather not give up on the project.
>
> Galen

2756. linked games

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 04:07:41 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ec859e9@news.alphalink.com.au>
Source record: 27437

what games other than Midi Maze can be linked using STs or one Facon and 1 or 2 STs

cheers

gra

--

2757. ATTENTION COLLECTORS: ** Original Atari 2600 + 24 Games + Original Owners Manual + More ** Up For Auction

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 05:27:32 UTC
From: atheistdiary@aol.com
Message-ID: <406cee3a.0305182127.78b7cc04@posting.google.com>
Source record: 27438

For those of you who are interested in an auction offering the
following:

- Atari 2600 with wood finish front
- 24 Games (some very hard to find)
- Original Atari 2600 Owners Manual (printed in 1980)
- Original Game Instruction Manuals
- a vintage Video Game Center containment box with wood panel finish
& tinted cover top
- plus more stuff listed on auction site

You can check out the auction I just put up at the following link:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3025299336

I graciously thank you for your time and I hope to see you there :)

A.D.

2758. OOPS! Correction!

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 06:00:29 UTC
From: atheistdiary@aol.com
Message-ID: <406cee3a.0305182200.1ca6e135@posting.google.com>
Source record: 27439

I entered the wrong URL in my last post. Here's the right one:

For those of you who are interested in an auction offering the
following:

- Atari 2600 with wood finish front
- 24 Games (some very hard to find)
- Original Atari 2600 Owners Manual (printed in 1980)
- Original Game Instruction Manuals
- a vintage Video Game Center containment box with wood panel finish
& tinted cover top
- plus more stuff listed on auction site

You can check out the auction I just put up at the following link:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3025299336

I graciously thank you for your time and I hope to see you there :)

A.D.

2759. Re: Converting 520ST to Boot Like a 1040ST

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 06:02:19 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <14234969.abq9DNIxXA@jll.heim7.tu-clausthal.de>
Source record: 27440

On Montag, 19. Mai 2003 00:37, Charles Richmond wrote:
> If I can get access to the TOS ROM's from an old 1040 ST, could
> I get someone to clone those for me??? That should work, right???

That should work. Make sure it is a standard 1040 and not an STE!

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

2760. Re: Who has repaired Falcons in the US rece

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 06:47:25 UTC
From: swampfax1@atlantic.net
Message-ID: <16%xa.241$AU6.170196@newshog.newsread.com>
Source record: 27441

A hopeful guess:
Possibly a break in a cable from moving it after sitting in one
position for a long time! If the monitor cable is detachable I'd try
another!

John G.

On 18 May 2003 12:42:59 , Galen wrote:
>Well, last night I killed a Falcon.
>
>I was attempting a recase into a Wizztronics Falcon Rack and what
>worked perfectly (with the Wizztronics power supply I might add) now
>doesn't provide a display. (The monitor notices that something is
>there, but it can't display it.) I have no idea what I did --
>microcracking the motherboard, static discharge to a chip, bad ground
>-- I thought I was taking all precautions, but obviously I wasn't
>careful enough.
>
>Thus, is there anyone in the US who has had a dead Falcon repaired
>recently? I've spent so much on getting ready for the CT60 that I'd
>rather not give up on the project.
>
>Galen
>.

2761. Re: Pent pin on DB19?

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 06:57:23 UTC
From: swampfax1@atlantic.net
Message-ID: <nf%xa.242$AU6.170181@newshog.newsread.com>
Source record: 27442

On 18 May 2003 10:05:00 , "Tim" wrote:
>Hi,
>
>This isn't a Atari specific question, but it does pertain to my Falcon RGB
>port! ;)
>
>I bent a pin on the RGB port and was able to bend it back, but it is a
>little loose and am afraid it will break off at any time! It is the
>Composite pin, #12.
>
>What do you atari gurus out there recommend I do to remedy this? Once it is
>broken how can I fix it? Is it fairly easy to solder on another male DB19
>connector?
>
>Tim
>

I'vr heard of "port savers" that plug into the original port and the
cable then plugs into that. Then no stress on the original pins! Be aware
I've never tried it though!

John G.

2762. Re: ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 07:35:41 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <DBycnQaXIMTQFFWjXTWcqg@comcast.com>
Source record: 27443
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

In article <3EC2FABE.29E6E1B2@hotmail.com>,
Pitfall Harry <Pitfall_Harry65@hotmail.com> wrote:
>Has anyone bought things from Ben (below), and can they tell me if they
>had good,
>or Bad service and quality from the merchandise.

I have not bought anything. His marketing tactics ensure that I never
will. Ever. Never.

--
0--0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0--0

2763. Re: Videlity?

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 08:04:23 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <baa33c$3lh$1@pegasus.csx.cam.ac.uk>
Source record: 27444

"Tim" <tjlazer@mail.com> wrote in message
news:vcfhup1njblgfd@corp.supernews.com...
> Can someone please send the freeware tool Videlity? I can't seem to
find it
> on the net.
>

If this is the resolution expander software you might also want to try
Videl Inside, I'm currently using it on my Falcon to run in 800x600 x
256 colours. IIRC it will allow screen resolutions of up to 1200x800 x
True Colour but I think an accellerated graphic card is needed for
that.
I can't remeber where I found it can e-mail you a copy if you want.

Stephen Moss

2764. Re: Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 08:07:09 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <baa3dc$460$1@reader10.wxs.nl>
Source record: 27445

Luposian wrote:
> You're saying the Atari name change is just a smokescreen? To what end?

To ride on the fame of the name "Atari" in the gameworld. Nothing else.

Maurits.

2765. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 09:35:36 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BAEE5EE7.6F0%derryck@nospam.cix.co.uk.invalid>
Source record: 27346

In article ba97f6sbe1@thorium.cix.co.uk, sidcelery@cix.compulink.co.uk at sidcelery@cix.compulink.co.uk wrote on 19/5/03 01:11:

>> WTF's that suposed to mean? am i missing something, or am I one of the
>> few with a sense of humour around here?
>
> Maybe you are but you forgot it when reading that one.
> take a look at Derryck's picture on the Jagfest page and you'll realise I
> was making a feeble effort to be sensitive about Derryck's age.

Hmm, the resolution of those pictures is so low that they could be of anyone!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2766. Re: Nova/VME drivers?

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 09:41:18 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <baa8u0$6qc$1@reader10.wxs.nl>
Source record: 27347

sidcelery@cix.compulink.co.uk wrote:

> Jo Vandeweghe's site might help:
>
> http://www.ping.be/~pin10575/ATARI-E.HTM

Hmm no, nothing there.. any other suggestions? :)

Maurits.

2767. Re: linked games

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 10:00:54 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <baaa6t$e3r$1@newsg2.svr.pol.co.uk>
Source record: 27348

Graham <hurfy@alphalink.com.au> wrote in message
news:3ec859e9@news.alphalink.com.au...
> what games other than Midi Maze can be linked using STs or one Facon and 1
> or 2 STs
>
> cheers

If you get spectrum holobytes Falcon (F16 flight sim) you can link this to another ST, Mac or PC running same, by using the serial port. Only 2 at a time though.

Smeg.

2768. Re: linked games

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 12:40:08 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <baajhh$893$1@news6.svr.pol.co.uk>
Source record: 27349

Smeg <smeg_007@NOSPAM.hotmail.com> wrote in message
news:baaa6t$e3r$1@newsg2.svr.pol.co.uk...
>
> Graham <hurfy@alphalink.com.au> wrote in message
> news:3ec859e9@news.alphalink.com.au...
> > what games other than Midi Maze can be linked using STs or one Facon and
1
> > or 2 STs
> >
> > cheers
>
> If you get spectrum holobytes Falcon (F16 flight sim) you can link this to
> another ST, Mac or PC running same, by using the serial port. Only 2 at a
> time though.

Sorry come to think of it, maybe it was Atari, Amiga and IBM PC, not Mac.

Smeg.

2769. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 15:23:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1053462374-149592AEicMi@gmx.net>
Source record: 27391

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Tue, 13 May 2003 22:53:05 GMT

Hi Mike,

>>We've had our chance, everyone who hasn't updated to version 5.xx or is
>>using an illegal copy of the software can be blamed IMO. There's a big
>>aversion here against buying commercial software, at times I've even been
>>flamed for supporting an opposite view in here !!
>
>If I said anything about commercial vs. non-commercial software, I
>apologize. That was not my point at all.

You didn't.... it was just me letting some steam off, call it trolling if
you like :-)

>>I've been told time and time again in here not to expect anything from
>>commercial developers, all good things would come from the other side, the
>>side that moves on (sic). I'm still waiting.... so far I haven't seen much
>>appear yet except for lots of noise and talk. But hey, I'm an optimist, so
>>like all optimists I'll wait until kingdom comes.
>
>I wasn't going against your side of that argument in any way (and I really
>don't want to even get into that at all).

I know,
It was ment as a message to the guys "from the other side", it's about time
they come forward with something or admit that they can't pull it off. It
would at least let us know where exactly we stand with this platform. Right
now we're all waiting in vain expecting wonderfull stuff to be released,
lets be realistic for once.

>I simply believe that if software
>authors don't want to support their software anymore, they should ideally
>pass it on in some way to someone who does. If that means making it GPL,
>freeware or shareware, great. If that means keeping it commercial, great
>also. Both are important. I just want vital software to keep advancing if
>at all possible, so I can keep enjoying my computer.

If I'm not mistaken some prior commercial software has got the GPL and free-
ware status now. IMO giving software the freeware status doesn't help us
forward, all we get is the same outdated stuff, except that it's free of
course. Passing on software to someone (or a group) who develops it further
sounds nice in theory, in practice however nothing much happens. Just browse
through the posts of the last three years and read all about the nice (?)
stuff claimed to be coming our way....

>> What on earth has fVDI got to do with printer drivers?
>
>I was referring to the fact that NVDI is more similar in purpose to fVDI
>than it is to any other currently supported software. I thought, if the
>fVDI author would be interested, he could completely replace NVDI's VDI
>functions with fVDI code (without having to run them concurrently), and
>possibly update NVDI's other functions (printing included).

We should hear the authors view on this of course, but I don't think its
that simple. fVDI and NVDI both replace the original VDI, but that's where
the comparisation stops. Over the years NVDI has evolved in a printerdriver
and in combination with that dreaded wdialog even in some sort of a TOS
extension. NVDI can also handle most of the popular fonts formats...
Even if the author could implement all of the above and routines to dither
the prints etc... there's still the problem remaining of having to pay the
printer manufacturers for vital information, meaning that fVDI would become
shareware or commercial.... comsidering that people didn't want to pay for
NVDI anymore, what makes you think they would pay for fVDI?

Cheers from Belgium
Dennis
--

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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2770. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 15:25:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1053462370-148695AEicMi@gmx.net>
Source record: 27390

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Tue, 13 May 2003 19:34:10 GMT

Hi Kenneth,

>You have been flamed for writing long posts with lots of words but less
>thinking...

Have I?
Possibly, I've been flamed here on so many occasions in different threads,
but if you say so...

>This is actually history now. Imho it would be all stupid to develop
>anything on strict commercial grounds for our platform anymore. In that
>respect Uve Seimet is correct that the Atari TOS platform is dead.

I know all this, I've been shouting it for many years here, have you really
read what I wrote? I'm fedup about the "good news" posts here from people
who obviously mean well but spread false hope: "and who needs commercial
software when the alternative is just as good and free?", It sounds nice in
theory, but where the hell is it?

>Those who return now to the Atari platform just for fun will first not
>plan to spend any money at all. After some time they will suddenly
>realize that they want more fun stuff to play with. Software might be
>harder to sell but I actually think that hardware might have a slowly
>growing market.

Ah finally we're back on topic.
The point I was trying to get across is that these people wont be able to
spend their money because the available hardware can't be connected or
driven on the Atari anymore.
Look around!! do you honestly believe that in two years from now there will
still be printers for sale with a centronics port? Try to buy a SCSI writer,
a SCSI CDR or a SCSI scanner these days. The few remaining models wont work
because of no suitable drivers. The new kids in town are called USB and
Firewire.

>The Link97 would be something that should be able to produce without
>actually losing money. If sold bundled together with HD Driver his sales
>might rise as well.

That's like reinventing the wheel, IMO they should produce a link2003, one
that allows to connect USB or Firewire devices. Have you asked yourself why
the production of the Link97 was ceased? If it was so succesfull, it would
still be produced. The same applies to things like the Nova card, Magnum
card, several processor cards, VME ethernet card etc.. at the time that

these were actually for sale, hardly anyone wanted one, now that it's to late, all of a sudden these expansions are sought after like hot cakes. The Link97 is primarily for ST and STE computers, people had five years time to obtain one, to put it bluntly: IMO support for these computers should be stopped at once, people using them should stick to what they've got or upgrade to a Falcon, TT or clone...

>Remember that the userbase gets older and have more money to spend. I
>myself have put in more money in my Atari gear in later years compared to
>how much I did spend in the late 80th to early 90th.

It's not a question of money, it's the attitude that's wrong. To get the people so far that they actually upgrade their hardware is like trying to get water out of a stone. Small example:
On paper everyone wanted a fast Atari with graphic card, IDE and ethernet port, lots of RAM etc... we all had the chance to buy a Milan, and as for money, the basic machine sold for 750 Eur, that's cheaper then what Atari ever charged for the Falcon or TT. I could give you many more examples of brilliant hardware that has been produced for this platform over the years, there's one common factor: they've all failed... the loyal usersbase didn't want to know about it for one reason or another.

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2771. CT60 is now at 66 MHz only.

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 15:44:26 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ec8fbcf$0$17330$626a54ce@news.free.fr>
Source record: 27350

Hello,

After long tests at 72 MHz with a 68060RC60 (a 60 MHz version), I consider that running the 060 at 72 MHz (+45% overclocking regarding a 50 MHz model !) is not serious and stable.

In fact the 060 seems running fine on Anyplayer (MP3 playing) and crashed some times after 5 or 10 minutes (there is a cooler on it !) and the temperature is about 22°C.
The problem I already saw at 80 MHz is here at 72 ... : the timing into the internal cache ! Some times some data are corrupted !
It's a vicious and very hazardous phenomena that cannot be really followed and analysed....

What is sure is :
- I will furnish a 66 MHz oscillator to everybody + the 72 MHz oscillator to the first 36 people.
Each of you will do like he wants ! It is sure that some 060 may run at 72 MHz but I let you try.
- I can't officialize a 72 MHz CT60, because it is not professional in term of reliability.
I'm sure 66 MHz is OK, so why trying to crash to win 6 poor MHz ?
- 66 MHz 060 runs fine even without the fan (need the heat sink I furnish stuck on the 060 : some of you that buy themselves the 060 will have to use a thermical stick to fix the heatsink on their 060 !).

- some of you may think to the new 75 Mhz version from motorola but :
no FPU, very expensive and impossible to find as low cost pulls chip; need to buy a new and wait a long delay.
It is preferable to have a full vesion for many reasons...

Regards

2772. Re: Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 16:11:18 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <Bk7ya.3300$%42.610@fed1read06>
Source record: 27351

And as I said... "To what end?"

The very name "Atari" has become so undervalued and abused over the years (thanks to the Tramiels (towards the end) and Hasbro, I am certain), surely it holds little value or importance to people anymore. So, by simply changing their name TO Atari, that alone shouldn't get them any great deal further in the gaming world.

Besides, why BECOME Atari? What kinda "smokescreen" is that? And why? What do they hope to achive by doing so? Is this a last ditch effort to survive before they go belly-up as well? That would make sense, but then again...

Oh, WHATEVER! I'm tired of trying to figure it out.

Luposian

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message news:baa3dc$460$1@reader10.wxs.nl...
> Luposian wrote:
> > You're saying the Atari name change is just a smokescreen? To what end?
>
> To ride on the fame of the name "Atari" in the gameworld. Nothing else.
>
> Maurits.
>

2773. Re: Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 16:30:15 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bab111$8fp$1@newsg1.svr.pol.co.uk>
Source record: 27352

Luposian <luposian@lycos.com> wrote in message
news:Bk7ya.3300$%42.610@fed1read06...
> And as I said... "To what end?"
>
> The very name "Atari" has become so undervalued and abused over the years
> (thanks to the Tramiels (towards the end) and Hasbro, I am certain),
surely
> it holds little value or importance to people anymore. So, by simply
> changing their name TO Atari, that alone shouldn't get them any great deal
> further in the gaming world.
>
> Besides, why BECOME Atari? What kinda "smokescreen" is that? And why?
> What do they hope to achive by doing so? Is this a last ditch effort to
> survive before they go belly-up as well? That would make sense, but then
> again...
>
> Oh, WHATEVER! I'm tired of trying to figure it out.
>
> Luposian

Look dude,

These people only do anything if theres money to be made. And lots of it.
They figure that the respect that the Atari name has with innovation will be
transposed onto them and they will use that gained marketing weight to try
and break their own hole in the PS2/Xbox/Cube games market.

Its that simple. Now I suggest you forget about it cos its totally
depressing.

Smeg.

2774. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 20:58:39 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <babghubmv1@sparta.btinternet.com>
Source record: 27354

Hi Delboy

> >Hmm I don't see anywhere the need to preregister.
>
> It was definitely the impression that I got.
>
> >but turn up on the day.. and still have great fun
>
> Anyone turning up will get the chance to meet members of the Cheshunt
> Computer Club AND DDP Translations!

Jesus!, and pre-registering put you off!!. 8~)

Will they be thawed out and approachable.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2775. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 20:58:41 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <babghvbmv2@sparta.btinternet.com>
Source record: 27355

Yo!, Harry baby

> >>> Anyone turning up will get the chance to meet members of the Cheshunt
> >>> Computer Club AND DDP Translations!
> >> I'm coming, but i'm staying away from you lot ;-).
> > Do pop over and see us, we don't bite ;-)
>
> ...and even if he does, the false teeth are soft and are likely to buckle
> before they break the skin B^))

Don't you believe it, he's discovered the NHS!!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2776. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 20:58:42 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <babgi1bmv3@sparta.btinternet.com>
Source record: 27353

Hi Delboy

> >> WTF's that suposed to mean? am i missing something, or am I one of the
> >> few with a sense of humour around here?
> >
> > Maybe you are but you forgot it when reading that one.
> > take a look at Derryck's picture on the Jagfest page and you'll realise
I
> > was making a feeble effort to be sensitive about Derryck's age.
>
> Hmm, the resolution of those pictures is so low that they could be of
> anyone!

That's what they said on crimestoppers!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2777. SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 21:40:55 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <babjq607lu@enews1.newsguy.com>
Source record: 27357

Hi all,

Im trying to format a SCSI drive on my Falcon, I have one from TUS which works fine, though I have tried 3 other SCSI drives in the case and even though my Falcon will find the drive it does not come up in the drive list for when I want to format it, Im using HD8 also. My internal IDE drive coems up everytime, and so does my TUS, but not other drives ? does anyone have any ideas why ?

TIA,
Chris

2778. Re: Falcon patches?

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 22:19:45 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305191419.508768bd@posting.google.com>
Source record: 27356
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Tim" <tjlazer@mail.com> wrote in message news:<vca7macpr1j060@corp.supernews.com>...
> New Falcon030 owner here! ;)
>
> I have a Falcon030 with 4MB and TOS 4.02. Also installed a 128MB Seagate
> drive to replace the old 60MB Conner. I would like to add a yet larger
> drive but am having trouble autobooting from them. (See my other post)
>
> Regarding Patches. What issues do I need to be aware of and what patches
> are there that I would use to make it more stable? I hear this TOS is
> buggy!
>
The only real serious problem with TOS 4.02 is that it doesn't know
where HD partitions end. If you try to put another file on a full
partition, it will write the file OVER the start of the next
partition, which destroys the FAT.

You could use TOS 4.02 to boot TOS 4.04 from disk, or you could just
take care to use large (non-full) partitions.

Galen

2779. Re: hd cookie installer

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 22:23:37 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <bablhd0b5b@enews1.newsguy.com>
Source record: 27364

"Bernd Maedicke" <BMaedicke@t-online.de> wrote in message
news:1fuyqen.1xqn3tc1c9w45wN%BMaedicke@t-online.de...
> Mark Bedingfield <atari030@optusnet.nomorespamta.com.au> wrote:
>
> > Hi guys, I am trying to find a copy of an autofolder app, that installs
a
> > 1.44 cookie for tos 2.06. i.e. enables the High Density button in the
format
> > menu. I can't remember where I found it last. I think it was German.
>
> I can send you this program, when you need it.
>
> Ciao, Bernd
> --
> Url: <http://home.t-online.de/home/BMaedicke/>

I would like a copy of this also if you wouldn't mind ?

Chris

2780. Re: Who has repaired Falcons in the US recently?

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 22:31:37 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305191431.137ad58f@posting.google.com>
Source record: 27358

fried.man@sympatico.ca (Mark) wrote in message
news:<2b61dc2b.0305181635.44b302c2@posting.google.com>...
> Have you tried using the original power supply with your Falcon?

Traded it for the case. Anyhow, I have confidence in the PS. I ran
the Falcon off of it (via a little extension cable) for several days,
and the multimeter shows it giving off a nice consistent 5.2VDC.

Galen

2781. Re: Converting 520ST to Boot Like a 1040ST

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 22:34:10 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305191434.2578e91@posting.google.com>
Source record: 27359

Charles Richmond <richmond@ev1.net> wrote in message news:<3EC826AB.5975A89E@ev1.net>...

> >
> If I can get access to the TOS ROM's from an old 1040 ST, could
> I get someone to clone those for me??? That should work, right???

If desired, I have a set of 1.00 free for the asking. Just send
enough for shipping from the US.

Galen

2782. Re: Who has repaired Falcons in the US rece

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 22:38:28 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305191438.4b334e7f@posting.google.com>
Source record: 27360

swampfax1@atlantic.net (John Garone) wrote in message
news:<16%xa.241$AU6.170196@newshog.newsread.com>...
> A hopeful guess:
> Possibly a break in a cable from moving it after sitting in one
> position for a long time! If the monitor cable is detachable I'd try
> another!

A very good suggestion, but I've thought of that. The Falcon is
generating a signal (the monitor's LED goes to flashing yellow
signalling trouble), but it's not within the multisync's capabilities.
The monitor works fine with my other Falcon. From the video out port
of the dead Falcon I can get a moss green color with some distortion
at the top.

More ideas welcomed.

Galen

2783. Re: CT60 is now at 66 MHz only.

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 22:38:54 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcin825m74aq3e@corp.supernews.com>
Source record: 27361

Is this avail??? How much will this cost is USD/Euros? I have a Falcon030
that I would like to upgrade and this seems like the one to get!

Tim

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3ec8fbcf$0$17330$626a54ce@news.free.fr...
> Hello,
>
> After long tests at 72 MHz with a 68060RC60 (a 60 MHz version), I consider
> that running the 060 at 72 MHz (+45% overclocking regarding a 50 MHz model
> !) is not serious and stable.
>
> In fact the 060 seems running fine on Anyplayer (MP3 playing) and crashed
> some times after 5 or 10 minutes (there is a cooler on it !) and the
> temperature is about 22°C.
> The problem I already saw at 80 MHz is here at 72 ... : the timing into
the
> internal cache ! Some times some data are corrupted !
> It's a vicious and very hazardous phenomena that cannot be really followed
> and analysed....
>
> What is sure is :
> - I will furnish a 66 MHz oscillator to everybody + the 72 MHz oscillator
to
> the first 36 people.
> Each of you will do like he wants ! It is sure that some 060 may run at
> 72 MHz but I let you try.
> - I can't officialize a 72 MHz CT60, because it is not professional in
term
> of reliability.
> I'm sure 66 MHz is OK, so why trying to crash to win 6 poor MHz ?
> - 66 MHz 060 runs fine even without the fan (need the heat sink I furnish
> stuck on the 060 : some of you that buy themselves the 060 will have to
use
> a thermical stick to fix the heatsink on their 060 !).
>
> - some of you may think to the new 75 Mhz version from motorola but :
> no FPU, very expensive and impossible to find as low cost pulls chip;
need
> to buy a new and wait a long delay.
> It is preferable to have a full vesion for many reasons...
>
>

> Regards
>
>

2784. Re: linked games

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 22:42:34 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305191442.1cab9956@posting.google.com>
Source record: 27362

"Graham" <hurfy@alphalink.com.au> wrote in message
news:<3ec859e9@news.alphalink.com.au>...
> what games other than Midi Maze can be linked using STs or one Facon and 1
> or 2 STs

There are a number of "null-modem" games including chess available.
However, since I've never had another Atari user local to me I haven't
kept them. World Conquest (I think) and a clone of Civilization also
were multi-computer -- I still have the former if you want a copy.

Galen

2785. [ANN] VDI FX

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 22:45:23 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3ec95e83$0$14310$7a628cd7@news.club-internet.fr>
Source record: 27363

Bonjour :)

New release of the small programs written in GFA Basic
and using pure VDI to run on every Atari.

Download at http://rajah.atari.org (near the fVDI files)
or directly at http://membres.lycos.fr/nef/files/
-> vdi_fx.zip (200Kb).

Added:
- Circles (drawning a square)
- Fractals (Mandelbrot)
- Vectors
- Poink

The GFA sources are given for people interested in GEM coding.

Have fun :)

Rajah Lone / Renaissance

2786. Re: linked games

Newsgroup: comp.sys.atari.st
Date: 2003-05-19 23:55:24 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ec97042$1@news.alphalink.com.au>
Source record: 27365

--

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0305191442.1cab9956@posting.google.com...
> "Graham" <hurfy@alphalink.com.au> wrote in message
news:<3ec859e9@news.alphalink.com.au>...
> > what games other than Midi Maze can be linked using STs or one Facon and
1
> > or 2 STs
>
> There are a number of "null-modem" games including chess available.
> However, since I've never had another Atari user local to me I haven't
> kept them. World Conquest (I think) and a clone of Civilization also
> were multi-computer -- I still have the former if you want a copy.
>
> Galen

thanks folks

gra

2787. Re: Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 00:02:30 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ec971ec@news.alphalink.com.au>
Source record: 27366

```
--

"Luposian" <luposian@lycos.com> wrote in message
news:Bk7ya.3300$%42.610@fed1read06...
> And as I said... "To what end?"
>
> The very name "Atari" has become so undervalued and abused over the years
> (thanks to the Tramiels (towards the end) and Hasbro, I am certain),
surely
> it holds little value or importance to people anymore. So, by simply
> changing their name TO Atari, that alone shouldn't get them any great deal
> further in the gaming world.
>
> Besides, why BECOME Atari? What kinda "smokescreen" is that? And why?
> What do they hope to achive by doing so? Is this a last ditch effort to
> survive before they go belly-up as well? That would make sense, but then
> again...
>
> Oh, WHATEVER! I'm tired of trying to figure it out.
>
> Luposian

well maybe, the name Atari is better than Infogames....Infogames does give
the impression that they are educational or whatever, whereas Atari is
Atari...The kids wont know about the history but what the..maybe its all
just about Branding ? But its like telephones...it doesn't matter what you
use to make the call, its the conversation that matters.......so if they
pump out good games, then its an excellent move :)

gra

> -----------
>
> "Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
> news:baa3dc$460$1@reader10.wxs.nl...
> > Luposian wrote:
> > > You're saying the Atari name change is just a smokescreen? To what
end?
> >
> > To ride on the fame of the name "Atari" in the gameworld. Nothing else.
> >
> > Maurits.
> >
>
>
```

2788. Attn: Ontario Canadians

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 00:15:06 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <Oseya.4377$eo1.205652@news20.bellglobal.com>
Source record: 27367

Its been just past a year now and Id thought id "re-do" this thread
any interested parties who want to interact with other ontario atari
users should join the yahoo group "OAU" simply being

Ontario Atari User Group

http://groups.yahoo.com/group/oau

Thanks for joining

(this is for 8bits and ST's)

==
ACD.ATARI.ORG: Atari Computer Database
"Your Atari computer information source"
==

2789. Re: ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 04:27:09 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.20.04.27.06.444880@removenoaspam.atari-source.com>
Source record: 27368
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

On Sat, 17 May 2003 22:59:31 +0200, Fox-1 wrote:

>
> "Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
> news:pan.2003.05.16.18.27.09.601668@removenoaspam.atari-source.com...
>
>> Incessant newsgroup advertisements that don't change in content and really
>> irritate a lot of people.
>
>
> What's even more irritating is that people reply to it and crossposting it to all
newsgroups...
>

Eh, you gotta cross-post. I mean you want to make sure your voice is
heard. After all, it's okay for Ben to do it. Why not me?

>
>> If you'd like to support that, then sure buy
>> from Ben. Otherwise I know of other Atari dealers who might be more
>> deserving of the business.
>
> Name a few that support Atari 8-bit.

Best Electronics for starters. There's not that many Atari dealers to
begin with but between DIY documentation, ebay and Best Electronics I'm
relatively certain that if I was an 8bit user I could avoid Ben.

I would support 8bit on my site if I knew anything at all about them, but
I don't and I never will. 16/32 is my thing and I am not as presumptuous
to claim otherwise.

Mark
http://atari-source.com

2790. HD Driver 8.11 Problems?

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 04:31:38 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.20.04.31.38.152525@removenoaspam.atari-source.com>
Source record: 27369

Hello all,

I just got my Cubase Audio Clock in the mail today and I am *impressed* with the extra sound quality achieved by not resampling. But alas I have one issue. My copy of HD-Driver 8.11 seemed to be crashing mp2_player v.997. I tried version .995 and had a boatload of additional problems with it (randomly crashing 3 seconds into a song requiring a reboot!). 0.997 worked fine except it just kind of stopped. A soft reboot allowed only the ide bus to work, but the scsi seemed to be dead. Switching to my copy of 7.93 fixed the problem right up. Anyone else know what other software might have issues with 8.11?

PS: While I'm at it. Anyone know of any way I could run Newbeat productions software under MagiC? Flextrax, ace midi and ace tracker work fine until the file selector dialog is brought up for loading. It then proceeds to kill the machine. MiNT is painfully slow on my Falcon so I avoid it like the plague (I'm not a MiNT hater, I couldn't see using anything else on my TT).

Thanks
Mark
http://atari-source.com

2791. Re: HD Driver 8.11 Problems?

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 06:32:53 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <baci6l$rbndl$1@ID-27442.news.dfncis.de>
Source record: 27370

Mark D wrote:

> I just got my Cubase Audio Clock in the mail today and I am *impressed*
> with the extra sound quality achieved by not resampling. But alas I have
> one issue. My copy of HD-Driver 8.11 seemed to be crashing mp2_player
> v.997. I tried version .995 and had a boatload of additional problems
> with it (randomly crashing 3 seconds into a song requiring a reboot!).
> 0.997 worked fine except it just kind of stopped. A soft reboot allowed
> only the ide bus to work, but the scsi seemed to be dead. Switching to my
> copy of 7.93 fixed the problem right up. Anyone else know what other
> software might have issues with 8.11?

Any software that does not use the SCSI driver interface to access the
SCSI hardware on a low level basis may cause problems. That's in
particular the problem with Cubase, which is not SCSI-compliant to the
level it should be.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2792. Re: CT60 is now at 66 MHz only.

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 08:25:34 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0305201024090.528-100000@hadesbox>
Source record: 27374

On Tue, 20 May 2003, Derryck Croker wrote:

> In article vcin825m74aq3e@corp.supernews.com, Tim at tjlazer@mail.com wrote
> on 19/5/03 23:38:
>
> > Is this avail??? How much will this cost is USD/Euros? I have a Falcon030
> > that I would like to upgrade and this seems like the one to get!
>
> Rudolph has already stated that he requires another 100 people to register
> interest before he will produce another batch of these.

It is also usual to spell a persons name right. It is Rodolphe, not
Rudolph! :)

>
> PS it's usual to bottom-post your comments in Usenet, and to remove
> everything not directly applicable to your reply from the quoted message.
> Otherwise it's impossible to decipher which part of the message you're
> replying to. "Your" and "you're" apply in general.
>
>

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

2793. Notator Logic (log3) in the UK

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 08:52:03 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <eoqjcv0og2ejvdat4lpoa4bsci7trak2j0@4ax.com>
Source record: 27371

Hi all. Pardon my intrusion.

I have for sale notator logic. It is the Log 3 dongle, the manual and addemdum, and the logic disks (though the disks are not the original disks, they do contain the legitimate program)
All of this comes in the hard backed case.

For those of you that are unaware, the log 3 is a dongle, that also has 3 extra midi outs (4 really, but one is duplicated)

The log 3 allows you to use notator 3.21 or notator logic.(Both of these can be downloaded from the internet, though obviously requiring the Log 3

I have two copies of this now, and as cubase is more my flavour, I have decided to sell a copy. By all means make me an offer (I can only say no), though I shortly plan to put it up on ebay, if I haven't heard from anyone.

Thanks... Rob

2794. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 09:18:40 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BAEFABEA.B4B%derryck@nospam.cix.co.uk.invalid>
Source record: 27372

In article babghubmv1@sparta.btinternet.com, Steve Sweet at
steve.sweet@btopenworld.com wrote on 19/5/03 21:58:

>>> Hmm I don't see anywhere the need to preregister.

> >Anyone turning up will get the chance to meet members of the Cheshunt
> >Computer Club AND DDP Translations!

>Jesus!, and pre-registering put you off!!. 8~)

Eh?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2795. Re: CT60 is now at 66 MHz only.

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 09:18:40 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BAEFAAB8.B48%derryck@nospam.cix.co.uk.invalid>
Source record: 27373

In article vcin825m74aq3e@corp.supernews.com, Tim at tjlazer@mail.com wrote on 19/5/03 23:38:

> Is this avail??? How much will this cost is USD/Euros? I have a Falcon030
> that I would like to upgrade and this seems like the one to get!

Rudolph has already stated that he requires another 100 people to register interest before he will produce another batch of these.

PS it's usual to bottom-post your comments in Usenet, and to remove everything not directly applicable to your reply from the quoted message. Otherwise it's impossible to decipher which part of the message you're replying to. "Your" and "you're" apply in general.

--

Cheers

Derryck


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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2796. Re: TT usability

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 11:25:58 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1053429958@news.frii.com>
Source record: 27375

On Mon, 19 May 2003 00:11:18 +0000 (UTC), sidcelery@cix.compulink.co.uk wrote:

> (S)VGA out of the box, yes. But not Atari monitors except for those
> 1280*960 ECL monitor thingies.
>

Atari sold a color monitor for the TT under the Atari name, the PTC 1426. I believe it was made by Phillips.

I'm planning on selling this monitor on Ebay as I don't use it anymore, just the B%W monitor. If anyone would like it, make me a decent offer.

Ken

2797. Re: CT60 is now at 66 MHz only.

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 13:17:18 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BAEFC9E8.B74%derryck@nospam.cix.co.uk.invalid>
Source record: 27376

In article Pine.MNT.4.31.0305201024090.528-100000@hadesbox,
ozk@atari-RULES.org at ozk@atari-RULES.org wrote on 20/5/03 09:25:

> It is also usual to spell a persons name right. It is Rodolphe, not
> Rudolph! :)

My apologies to Rodolphe. It was my intention to check the spelling before
hitting "Send" :-(

--

Cheers

Derryck


```
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2798. Re: Nova/VME drivers?

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 16:30:17 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <badl6p$b78$1@thorium.cix.co.uk>
Source record: 27377

james.t.kirk@enterprise.nasa.gov (Maurits van de Kamp) wrote:

> sidcelery@cix.compulink.co.uk wrote:
>> Jo Vandeweghe's site might help:
>>
>> http://www.ping.be/~pin10575/ATARI-E.HTM
>
> Hmm no, nothing there.. any other suggestions? :)

Apart from doing a Google search on the archive name, no. Sorry.
I use an ET4000 card here (VMG4000)

rgds
H

2799. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 16:30:18 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <badl6q$b79$1@thorium.cix.co.uk>
Source record: 27378

derryck@nospam.cix.co.uk.invalid (Derryck Croker) wrote:

> sidcelery@cix.compulink.co.uk wrote on 19/5/03 01:11:
>>> WTF's that suposed to mean? am i missing something, or am I one of
>>> the few with a sense of humour around here?
>> Take a look at Derryck's picture on the Jagfest page and you'll
>> realise I was making a feeble effort to be sensitive about Derryck's
>> age.
> Hmm, the resolution of those pictures is so low that they could be of
> anyone!

So you'd like to think B^)

rgds
H

2800. Re: TT usability

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 16:30:19 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <badl6r$b7a$1@thorium.cix.co.uk>
Source record: 27379

wordworks@greeleynet.com (Ken Springer) wrote:

> On Mon, 19 May 2003, sidcelery@cix.compulink.co.uk wrote:
>> (S)VGA out of the box, yes. But not Atari monitors except for those
>> 1280*960 ECL monitor thingies.
> Atari sold a color monitor for the TT under the Atari name, the PTC
> 1426. I believe it was made by Phillips.

I forgot that one...

rgds
H

2801. Re: hd cookie installer

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 17:10:33 UTC
From: BMaedicke@t-online.de
Message-ID: <1fv9ua6.cubxeken6v8sN%BMaedicke@t-online.de>
Source record: 27380

exxos <exxos@home.co.uk> wrote:

> I would like a copy of this also if you wouldn't mind ?

You can download the archiv here:

<http://home.t-online.de/home/BMaedicke//download/FDC_COOKIE.ZIP>

Ciao, Bernd
--
Url: <http://home.t-online.de/home/BMaedicke/>

2802. Re: CT60 is now at 66 MHz only.

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 17:19:01 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vckos4ej0arf67@corp.supernews.com>
Source record: 27381

Sorry I am lazy and I like to top post! LOL

Tim

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BAEFAAB8.B48%derryck@nospam.cix.co.uk.invalid...
> In article vcin825m74aq3e@corp.supernews.com, Tim at tjlazer@mail.com
wrote
> on 19/5/03 23:38:
>
> > Is this avail??? How much will this cost is USD/Euros? I have a
Falcon030
> > that I would like to upgrade and this seems like the one to get!
>
> Rudolph has already stated that he requires another 100 people to register
> interest before he will produce another batch of these.
>
> PS it's usual to bottom-post your comments in Usenet, and to remove
> everything not directly applicable to your reply from the quoted message.
> Otherwise it's impossible to decipher which part of the message you're
> replying to. "Your" and "you're" apply in general.
>
> --
>
> Cheers
>
> Derryck
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>
>

2803. Re: A survey poll for you...

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 17:26:57 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <badoh0$b00$6@titan.btinternet.com>
Source record: 27384

Why!, no!, it cant be!...

> Please go to:
> http://www.angelfire.com/az3/luposian/

Porno site, reported to ISP.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.483 / Virus Database: 279 - Release Date: 20/05/2003

2804. Re: AdSCSI Micro and 2Gig = bad?

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 17:26:58 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <badoh1$b00$7@titan.btinternet.com>
Source record: 27383

Hi "Thomas Havemeister"

> I want to mount a internal HDD inside of my MEGA ST using the AdSCSI
> Micro unit. I have tried it with these HDDs without success:
>
> * Quantum Fireball TM2100S 2G HDD
> * IBM DCAS-32160 2G HDD
>
> Both are not working. The Quantum has no parity-disable jumper, so this
> could be the problem with that one. On the other side I bought
> especially the IBM which HAS a parity-disable jumper. Also, no success
> with this one.
>
> This is what happens: Turn on the Mega, the HDD spins on, the FDD-Lights
> shortly flash up (Disk is not booting!!), then a green desktop apears
> with no icons and disabled menu items. That's all. I can't use the
> AdSCSI Utilities, because no drive is availble.

You don't seem to have mentioned driver software in the above!.
This is required to speak to Hard drives with an Atari

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.483 / Virus Database: 279 - Release Date: 20/05/2003

2805. Re: Atari versions of Frontier available

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 17:27:00 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <badoh3$b00$8@titan.btinternet.com>
Source record: 27382

Hi Martin

> > You could do something about those bloody pop-ups:-(
> >
> >> ...go to www.atarifrontier.de.vu or www.amigafrontier.de.vu to
> >> download either .st .msa or just a zip file.
>
> Use a decent browser and you won't see any popups.

Don't you mean if there weren't any popups he wont see them, a 'good'
browser just displays what's there surely?.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.483 / Virus Database: 279 - Release Date: 20/05/2003

2806. Re: Quick MagXNet Question...

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 17:27:01 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <badoh4$b00$9@titan.btinternet.com>
Source record: 27385

Hi "Michael and Nicole Freeman"

> Just a further note on my MagicNet issues...
>
> I went to comp.networking.ppp to see if they had any suggestions. Someone
> examined my debug log from pppd, and aparently, my ISP is sending an IP
> packet that is confusing pppd, and it immediately sends a TermReq and
> disconnects itself.

Is it possible that your IP is using IP header compression.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.483 / Virus Database: 279 - Release Date: 20/05/2003

2807. Re: Re:information about Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 17:31:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <badopu$d71$1@thorium.cix.co.uk>
Source record: 27386

In message <vcaa708ag4dh3d@corp.supernews.com>, tjlazer@mail.com said:

>What HD Driver software are you using with this? I have been unable to get
>ANY IBM IDE Drive to autoboot, though I can mount them and they seem to work
>ok. (Using SCSI Tools 6.10)

Hi Tim!

You won't be surprised to hear it's HDDRIVER :-) You just run
HDDRUTIL.APP from floppy and use the program to install it on the
hard drive with the 'Install HDDRIVER' menu entry. After that you
should be able to boot automatically off the hard drive.

Other drivers use a similar procedure.

Regards, /Peter/

2808. Re: Quick MagXNet Question...

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 18:58:39 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAEFC978.30444%nameerf@flash.net>
Source record: 27388

in article badoh4$b00$9@titan.btinternet.com, Steve Sweet at
steve.sweet@btopenworld.com wrote on 5/20/03 9:27 AM:

> Hi "Michael and Nicole Freeman"
>
>
>> Just a further note on my MagicNet issues...
>>
>> I went to comp.networking.ppp to see if they had any suggestions. Someone
>> examined my debug log from pppd, and aparently, my ISP is sending an IP
>> packet that is confusing pppd, and it immediately sends a TermReq and
>> disconnects itself.
>
> Is it possible that your IP is using IP header compression.

I have no idea. And I wouldn't know how to check with them about that. This ISP is so incredibly Microsoft-oriented. The only way to get any TCP/IP details from them is by an online form, online chat, or phone call. When you use the online form, you have to specify whether you are using Windows or Mac, what version of Windows or MacOS you use, and what specific software you use (they mostly only give Microsoft-based options). Then, if they reply at all, they'll let you know what info to put where in the specific program, and nothing else. If you call or use the online chat, they follow a script, asking you the same details as the online form, and tell you things like, "In Outlook Express, go to X menu, select Y, and enter Z in this field...". If you try to tell them that you use anything else, they just say they can't support that. When you just ask for more specific TCP/IP information, they either try to read back through their script, or can't give you any information. Even if you give them the exact settings you have to see if they are correct, they try to take you through the entire script (even for info you told them you already have in the right place). So, I've already found some possible ISP replacements that actually offer useful information online, and as soon as I can, I'm gonna ditch these guys.

Mike Freeman
nameerf@flash.net

2809. Re: hd cookie installer

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 19:14:35 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <badura02j6u@enews3.newsguy.com>
Source record: 27392

"Bernd Maedicke" <BMaedicke@t-online.de> wrote in message
news:1fv9ua6.cubxeken6v8sN%BMaedicke@t-online.de...
> exxos <exxos@home.co.uk> wrote:
>
> > I would like a copy of this also if you wouldn't mind ?
>
> You can download the archiv here:
>
> <http://home.t-online.de/home/BMaedicke//download/FDC_COOKIE.ZIP>
>
>

thanks! will take a look at that for sure!

Chris

> Ciao, Bernd
> --
> Url: <http://home.t-online.de/home/BMaedicke/>

2810. Re: A survey poll for you...

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 19:22:19 UTC
From: Christian Potzinger <news@ravenclaw.at>
Message-ID: <Xns9381D99835EE8CJP@ID-53935.user.dfncis.de>
Source record: 27389

Steve Sweet wrote...

> Porno site, reported to ISP.

And not even a good one too ;-P
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

2811. Re: HD Driver 8.11 Problems?

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 19:52:46 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bae0vk$j7u$1@news3.tilbu1.nb.home.nl>
Source record: 27393

Yes, but HDDriver 7.9 might work

Jos
http://www.9dayswonder.nl

"Uwe Seimet" <Uwe.Seimet@seimet.de> schreef in bericht
news:baci6l$rbndl$1@ID-27442.news.dfncis.de...
> Mark D wrote:
>
> > I just got my Cubase Audio Clock in the mail today and I am *impressed*
> > with the extra sound quality achieved by not resampling. But alas I
have
> > one issue. My copy of HD-Driver 8.11 seemed to be crashing mp2_player
> > v.997. I tried version .995 and had a boatload of additional problems
> > with it (randomly crashing 3 seconds into a song requiring a reboot!).
> > 0.997 worked fine except it just kind of stopped. A soft reboot allowed
> > only the ide bus to work, but the scsi seemed to be dead. Switching to
my
> > copy of 7.93 fixed the problem right up. Anyone else know what other
> > software might have issues with 8.11?
>
> Any software that does not use the SCSI driver interface to access the
> SCSI hardware on a low level basis may cause problems. That's in
> particular the problem with Cubase, which is not SCSI-compliant to the
> level it should be.
>
> --
> --
> Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
> http://www.seimet.de
>

2812. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 20:10:29 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3eca6f95.0@entanet>
Source record: 27387

On 19 May 2003 00:11:18 , sidcelery@cix.compulink.co.uk wrote:
>Hallvard@despammed.com (Hallvard Tangeraas) wrote:
>> Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:
>>>>> So what else is improved in this version? Any other products
>>>>> upgraded?
>>> Seems to work just fine. I used it on my boot partition and
>>> eveything is great. Just remember v2.5 is not long-file-name
>>> compatible. The next version will have this support.
>> I see that Anodyne (http://www.anodynesoftware.com/edge/orders.htm) has
>> a special offer if you order before the 30th of May, where the usual
>> price for the upgrade is CAN$/US$ 10 as opposed to the usual CAN$/US$20.
>>
>> But since the next version will have long filename support, perhaps
>> it'll be worth waiting until then to upgrade, insted of upgrading once
>> again in a short time?
>
>It might be, but if they're trying to gauge whether it's worth continuing
>the work and find no-one's interested in the first version, maybe they
>won't bother. That's been the view of enough companies and that's why
>we're where we are today.
>
>If you want to keep them motivated, buy this version ISTM.

I agree. If anyone has an old copy of Diamond Edge or is considering
buying it for the first time then I would urge them to do so.

I bought Extendos and CD Writer suite a couple of years ago and Anodyne
have released loads of updates with extensions (and the odd bug fix) all
for free. IMO it was money well spent.

Don't misunderstand me. I like free software, some of it is excellent
but I don't mind paying for good, supported sofware either.

Regards,

Peter

2813. Re: Nova/VME drivers?

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 21:13:59 UTC
From: Grzegorz Pawlik <gregory@cafetera.pl>
Message-ID: <BAF06730.2EFF%gregory@cafetera.pl>
Source record: 27394

On 20/5/2003 18:30, in article badl6p$b78$1@thorium.cix.co.uk,
"sidcelery@cix.compulink.co.uk" <sidcelery@cix.compulink.co.uk> wrote:

> james.t.kirk@enterprise.nasa.gov (Maurits van de Kamp) wrote:
>
>> sidcelery@cix.compulink.co.uk wrote:
>>> Jo Vandeweghe's site might help:
>>>
>>> http://www.ping.be/~pin10575/ATARI-E.HTM
>>
>> Hmm no, nothing there.. any other suggestions? :)
>
> Apart from doing a Google search on the archive name, no. Sorry.
> I use an ET4000 card here (VMG4000)

Newer versions of NOVA drivers do not support ET4000 chipset, they are
written for Mach32 or Mach64. I don't know which version the change was made
with. So if you have really old drivers and they work, the new ones will not
work.

Anyway, I wanted to say http://home.t-online.de/home/s.curcic/NOVA.ZIP :-)

--
G.

2814. ATTN: Steve Stupple

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 21:27:45 UTC
From: Colin Woodcock <colin@woodcock88.freeserve.co.uk>
Message-ID: <bae6pl$et3$1@newsg4.svr.pol.co.uk>
Source record: 27395

Steve, if you're reading this, I've replied several times to your emails regarding the auction for "ASSEMBLER EDITOR" cartridge Atari 400/800. Since you haven't replied to any of these I'm assuming there could be something wrong with your email. Do you have another address I could contact you on? (email it to me if you do).

Sorry to bother you all with this.

Colin Woodcock

2815. Re: What sort of FPU should I buy.

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 21:31:10 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcl7kvtmp32c60@corp.supernews.com>
Source record: 27246
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For what model Atari?

Tim

"Rob" <rob.jenkins2@btopenworld.com> wrote in message
news:mfel1v8skf3t6s4v3156h68i80n61l65hu@4ax.com...
> I suppose what I should first ask is what would I need one for (cubase
> audio ??), and what sort of enhancments would it offer.
>
> This would help me figurer out if I need one, that said, I wouldnt
> even know where to get one if they were still available. (though I'm
> guessing it must be a standard sort of chip used not solely in
> falcons.)
>
> I live in the UK if this assists in location of a supplier
>
>
> Thanks... Rob

2816. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 22:43:43 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAEFFE51.304B1%nameerf@flash.net>
Source record: 27247

in article 1053462374-149592AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 5/19/03 7:23 AM:

> If I'm not mistaken some prior commercial software has got the GPL and free-
> ware status now. IMO giving software the freeware status doesn't help us
> forward, all we get is the same outdated stuff, except that it's free of
> course. Passing on software to someone (or a group) who develops it further
> sounds nice in theory, in practice however nothing much happens. Just browse
> through the posts of the last three years and read all about the nice (?)
> stuff claimed to be coming our way....

Well, I really haven't seen much commercial software passed on to be able to
really judge that, personally. I've seen much more freeware stuff actually
passed on and continued. And the few commercial pieces passed on have been
continued in a reasonable way so far. As for the freeware vs. commercial
debate, I don't like getting into that argument because I don't take quite a
black and white view of it. I think both are important in their own way to
the development of the platform. I've seen just as much promised
commercially as has been promised for free that has failed to go anywhere,
as well as software in both arenas that keeps pushing the limits of our
machines and keeps us using these systems.

To me, a commercial piece of software *must* be of a high calibur, or I'm
not wasting my money on it. If better software can be had for free or
through other commercial releases, then that tells me that something is
extremely lacking on that commercial software's end, and it's not worth my
money. Ideally, I'd love to support every Atari author out there, but
financially, I have to make the best choices for me and my family. However,
there are a number of really top-notch software that's commercial that I
would gladly spend my money to support. Examples of both: Light of Adamas
(when it was commercial) wasn't nearly as stable or full-featured as other
similar software (namely CAB). On the other hand, Papyrus is an extremely
elegant and feature-packed program that, while it's not perfect, is far
superior to anything similar available for free, and arguably better than
other commercial software of that genre (on more than just our platform).

Anyway, back to the topic at hand, there have been a *few* exceptions of
programs that have been taken over by other people, both freeware/shareware
and commercial, that are being updated. Diamond Edge, XaAES, TeraDesk, and
Highwire to name a few. Also, the Draconis software (not that it's really
the greatest thing, either) has seen many more updates recently than I've
ever seen in it since it's been declared "freeware". We'll see if any of
these goes anywhere, but at least there's development. What bothers me is
when software like NVDI, CAB, etc. that people (who own legal copies) have
paid fair amounts of money for suddenly stop development, and the code just

sits and decays away on the author's hard drive, if not deleted altogether. Whether or not it's the fault of people not buying it because they expect something for nothing, or just lack of interest on the author's part is irrelevant to me. The development of key components of the computers we love to use has been killed off, and there's nothing we can really do about it. Starting over from scratch like so many have tried puts us that much futher behind. Releasing the code to people who care enough about the platform to push forward is the only way we have any chance of progress. Whether those people continue it in a commercial or freeware/shareware form is also irrelevant. That's their choice to do the work for free or not - as long as it gets done.

> We should hear the authors view on this of course, but I don't think its
> that simple. fVDI and NVDI both replace the original VDI, but that's where
> the comparisation stops. Over the years NVDI has evolved in a printerdriver
> and in combination with that dreaded wdialog even in some sort of a TOS
> extension. NVDI can also handle most of the popular fonts formats...

That's true I guess I was being a little too simplistic in that suggestion.

> Even if the author could implement all of the above and routines to dither
> the prints etc... there's still the problem remaining of having to pay the
> printer manufacturers for vital information, meaning that fVDI would become
> shareware or commercial.... comsidering that people didn't want to pay for
> NVDI anymore, what makes you think they would pay for fVDI?

But what else are we going to do? Sit and let vitally necessary software die? The only other way I can think of to remedy this problem would be to find some way to make a very rudimentary emulator that can load Windows or Mac printer drivers from the printer's driver CD's and emulate only what's absolutely necessary to run just that. But I would guess that'd be technically difficult (if not impossible) and slow on our machines. So we either get the authors to pass their software on to someone who can afford to make the necessary updates, or we sit here discussing why the software has died while our beloved machines fade into useless piles of silicon and plastic. Which would you prefer?

Mike Freeman
nameerf@flash.net

2817. Re: What sort of FPU should I buy.

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 23:06:55 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <uuclcvshhg24g4fe94gdhvo7t3f2vtbb5e@4ax.com>
Source record: 27248
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Wow, I asked that question a while ago.
It would be for a falcon (cubase audio only works on that - well, from an audio point of view)
I do realise now though that the TT's and also the mega STe's can also have FPU's.
The reason I asked the question, was because I was thinking that having an FPU may make the falcon work quicker (shared workload across the processor and FPU) and that it may just appear that bit quicker (P4 Falcon anyone? joking obviously)

That said, the start of a new thread, wanting to use my falc for music making purposes, could I fit an accelerator, or rather, is an accelerator compatible with cubase / notator

Rob

On Tue, 20 May 2003 14:31:10 -0700, "Tim" <tjlazer@mail.com> wrote:

>For what model Atari?
>
>Tim
>
>"Rob" <rob.jenkins2@btopenworld.com> wrote in message
>news:mfel1v8skf3t6s4v3156h68i80n61l65hu@4ax.com...
>> I suppose what I should first ask is what would I need one for (cubase
>> audio ??), and what sort of enhancments would it offer.
>>
>> This would help me figurer out if I need one, that said, I wouldnt
>> even know where to get one if they were still available. (though I'm
>> guessing it must be a standard sort of chip used not solely in
>> falcons.)
>>
>> I live in the UK if this assists in location of a supplier
>>
>>
>> Thanks... Rob
>

2818. Re: What sort of FPU should I buy.

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 23:32:11 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vclenud81u7u96@corp.supernews.com>
Source record: 27249
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Rob" <rob19@eggconnect.net> wrote in message
news:uuclcvshhg24g4fe94gdhvo7t3f2vtbb5e@4ax.com...
> Wow, I asked that question a while ago.
> It would be for a falcon (cubase audio only works on that - well, from
> an audio point of view)
> I do realise now though that the TT's and also the mega STe's can also
> have FPU's.
> The reason I asked the question, was because I was thinking that
> having an FPU may make the falcon work quicker (shared workload across
> the processor and FPU) and that it may just appear that bit quicker
> (P4 Falcon anyone? joking obviously)
>
> That said, the start of a new thread, wanting to use my falc for music
> making purposes, could I fit an accelerator, or rather, is an
> accelerator compatible with cubase / notator
>
> Rob

Well I just installed a 68882 25Mhz PLCC chip in my Falcon030 from an old dead Amiga 4000/030 Rev D MB ;) Works fine. Though it is running at 16Mhz now.

I doesn't make the computer faster, it just allows special software that takes advantage of a FPU work, and run faster. So if you didn't have a FPU installed that software would run slower! Usually Fractal Rendering programs or other similar programs. Not sure about Cubase but I am guessing No on that, check your manual.

Tim

2819. Re: What sort of FPU should I buy.

Newsgroup: comp.sys.atari.st
Date: 2003-05-20 23:38:23 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAF00B08.304B6%nameerf@flash.net>
Source record: 27250
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

in article uuclcvshhg24g4fe94gdhvo7t3f2vtbb5e@4ax.com, Rob at
rob19@eggconnect.net wrote on 5/20/03 3:06 PM:

> Wow, I asked that question a while ago.
> It would be for a falcon (cubase audio only works on that - well, from
> an audio point of view)
> I do realise now though that the TT's and also the mega STe's can also
> have FPU's.
> The reason I asked the question, was because I was thinking that
> having an FPU may make the falcon work quicker (shared workload across
> the processor and FPU) and that it may just appear that bit quicker
> (P4 Falcon anyone? joking obviously)
>
> That said, the start of a new thread, wanting to use my falc for music
> making purposes, could I fit an accelerator, or rather, is an
> accelerator compatible with cubase / notator

CT60 is rumored to be compatible to Cubase Audio. That of course has yet to
be seen as far as I know, but it'll be very cool if it is!

As for an FPU, I don't think it does anything for Cubase. There's really not
much it *is* used for, unless you want to run Linux, Ghostscript or other
specially compiled math-heavy software, or some software designed for the TT
which uses the FPU. I would love to see more done with it, though, since my
Falcon has one. My suggestion would be, make a list of everything you want
to do with the Falcon, figure out what software you need to do it, and see
how much of that uses an FPU. If the amount of software that uses it
outweighs the cost of getting one, then go for it! If not, it's not that big
a deal if you don't have one. Although, when you do run into the odd program
that uses it, it's pretty nice.

Mike Freeman
nameerf@flash.net

2820. Reservoir Dogs

Newsgroup: comp.sys.atari.st
Date: 2003-05-21 04:23:19 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ecb008e$1@news.alphalink.com.au>
Source record: 27251

I just saw the Collectors edition which had deleted scenes..One deleted scene had a Police woman using a computer..Going by the colour and the F keys, it had to be and Atari. She then printed out info on what looked like an Epson Dot Mat printer :)

and speaking of Dot Matrix printers, has anyone ever designed fonts that resemble the 9 pin printers? Good for that retro look in your letters :)

cheers

gra

--

2821. Re: What sort of FPU should I buy.

Newsgroup: comp.sys.atari.st
Date: 2003-05-21 10:53:59 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3ECB5AC7.F30DDA86@netzero.net>
Source record: 27252
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have 2 brand new Motorola MC68882 FPU's that I bought for my Falcon's
years ago but never installed. If interested E-mail me.

Tim wrote:

> For what model Atari?
>
> Tim
>
> "Rob" <rob.jenkins2@btopenworld.com> wrote in message
> news:mfel1v8skf3t6s4v3156h68i80n61l65hu@4ax.com...
> > I suppose what I should first ask is what would I need one for (cubase
> > audio ??), and what sort of enhancments would it offer.
> >
> > This would help me figurer out if I need one, that said, I wouldnt
> > even know where to get one if they were still available. (though I'm
> > guessing it must be a standard sort of chip used not solely in
> > falcons.)
> >
> > I live in the UK if this assists in location of a supplier
> >
> >
> > Thanks... Rob

2822. Re: Nova/VME drivers?

Newsgroup: comp.sys.atari.st
Date: 2003-05-21 11:18:49 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bafncu$4to$1@reader10.wxs.nl>
Source record: 27253

Grzegorz Pawlik wrote:

> Newer versions of NOVA drivers do not support ET4000 chipset, they are
> written for Mach32 or Mach64. I don't know which version the change was made
> with. So if you have really old drivers and they work, the new ones will not
> work.

Actually I have no idea what I have. :)

> Anyway, I wanted to say http://home.t-online.de/home/s.curcic/NOVA.ZIP :-)

Thanks!!! I'll try this out as soon as I get home. :)

Maurits.

2823. Re: Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-05-21 11:31:59 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bafo5k$594$1@reader10.wxs.nl>
Source record: 27254

Luposian wrote:

> And as I said... "To what end?"

Infogrames have been having trouble with their name recognition ever since they started. Atari has always been known as a historic name in the gaming world.

> The very name "Atari" has become so undervalued and abused over the years
> (thanks to the Tramiels (towards the end) and Hasbro, I am certain), surely
> it holds little value or importance to people anymore.

Well, as for games that's simply not true and Infogrames has already proven that. The major part of the world only knows Atari from Pac Man, Space Invaders and the VCS2600 and have never heard of STs, TTs, Falcons or TTs.

Whenever there's an "Atari" game commercial shown on a TV in pubs etc, I see a lot of recognition from people I never expected it from. :)

> So, by simply
> changing their name TO Atari, that alone shouldn't get them any great deal
> further in the gaming world.

It already has actually.. at least I see a lot more activity from them since they changed their name, and a lot of people notice them just because of their interesting new name.

> Besides, why BECOME Atari? What kinda "smokescreen" is that? And why?
> What do they hope to achive by doing so?

The smokescreen of name-fame. Atari is the inventor of the computer game, and now they are publishing games again. This gives the customer the feeling that they are dealing with the pro. In fact, this is a very common marketing technique (often also used the other way around; like Philips using the names Erres and Aristona to produce cheap crap they do NOT want associated with the rest of their products).

> Is this a last ditch effort to
> survive before they go belly-up as well? That would make sense, but then
> again...

Actually they seem to be doing pretty well so far, lots of advertising, helped by the fact that game shops enjoy hanging big Atari signs on their walls and shop windows, again the new name helps here (the name Atari has a major cult status). I'm not sure if all the advertising is paid from a big bank loan or if they are already making enough money to pay for all this. Anyway, marketingwise, the new Atari is doing a much

better job than the old Infogrames and certainly the old Atari.

> Oh, WHATEVER! I'm tired of trying to figure it out.

That's why I'm explaining it. :)

Maurits.

2824. newbie question: mega language disk wanted (germany)

Newsgroup: comp.sys.atari.st
Date: 2003-05-21 14:04:24 UTC
From: Mathias Scheurer <mathias@scheurer.net>
Message-ID: <Xns9382A381D1742mathiasscheurernet@62.153.159.134>
Source record: 27255

Hi,

I got a working atari mega 1 from ebay, but without a "language disk".

My question is: is it possible to prepare a DOS DD-Disk to use as a
language disk and how to do that?

2825. Re: Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-05-21 15:53:47 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <KgNya.28230$%42.11495@fed1read06>
Source record: 27256

So, beyond just the "technicality" name change, do you think there is any chance that they might go into hardware at all, in the future? Gaming or computer?

Do you think they could be encouraged in this regard any more than before? Or do you think we're stuck with "AtariSoft" (anyone remember *that* period in Atari's history?) forever?

Luposian

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message news:bafo5k$594$1@reader10.wxs.nl...
> Luposian wrote:
>
> > And as I said... "To what end?"
>
> Infogrames have been having trouble with their name recognition ever
> since they started. Atari has always been known as a historic name in
> the gaming world.
>
> > The very name "Atari" has become so undervalued and abused over the years
> > (thanks to the Tramiels (towards the end) and Hasbro, I am certain), surely
> > it holds little value or importance to people anymore.
>
> Well, as for games that's simply not true and Infogrames has already
> proven that. The major part of the world only knows Atari from Pac Man,
> Space Invaders and the VCS2600 and have never heard of STs, TTs, Falcons
> or TTs.
>
> Whenever there's an "Atari" game commercial shown on a TV in pubs etc, I
> see a lot of recognition from people I never expected it from. :)
>
> > So, by simply
> > changing their name TO Atari, that alone shouldn't get them any great deal
> > further in the gaming world.
>
> It already has actually.. at least I see a lot more activity from them
> since they changed their name, and a lot of people notice them just
> because of their interesting new name.
>
> > Besides, why BECOME Atari? What kinda "smokescreen" is that? And why?
> > What do they hope to achive by doing so?

>
> The smokescreen of name-fame. Atari is the inventor of the computer
> game, and now they are publishing games again. This gives the customer
> the feeling that they are dealing with the pro. In fact, this is a very
> common marketing technique (often also used the other way around; like
> Philips using the names Erres and Aristona to produce cheap crap they do
> NOT want associated with the rest of their products).
>
> > Is this a last ditch effort to
> > survive before they go belly-up as well? That would make sense, but
then
> > again...
>
> Actually they seem to be doing pretty well so far, lots of advertising,
> helped by the fact that game shops enjoy hanging big Atari signs on
> their walls and shop windows, again the new name helps here (the name
> Atari has a major cult status). I'm not sure if all the advertising is
> paid from a big bank loan or if they are already making enough money to
> pay for all this. Anyway, marketingwise, the new Atari is doing a much
> better job than the old Infogrames and certainly the old Atari.
>
> > Oh, WHATEVER! I'm tired of trying to figure it out.
>
> That's why I'm explaining it. :)
>
> Maurits.
>

2826. Re: Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-05-21 17:46:19 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAF10A1E.304DA%nameerf@flash.net>
Source record: 27258

in article KgNya.28230$%42.11495@fed1read06, Luposian at luposian@lycos.com wrote on 5/21/03 7:53 AM:

> So, beyond just the "technicality" name change, do you think there is any
> chance that they might go into hardware at all, in the future? Gaming or
> computer?
>
> Do you think they could be encouraged in this regard any more than before?
> Or do you think we're stuck with "AtariSoft" (anyone remember *that* period
> in Atari's history?) forever?

The thing to remember here is: The original "Atari" began as a hardware making company. That required them to support their hardware with software. Infogrames (now "Atari") began and still is completely a software-based company, whose software already has its hardware goals more than adequately accomplished by other companies. They have absolutely no reason and no incentive to make hardware, as the original Atari did to make software. Why would they want to turn to outdated designs (even if they were good designs) which are compatible with no other existing modern machine and have very little existing software support, and spend the R&D money on such a risky venture, when they have all the hardware support they need, furnished at the expense of someone else?

I would love to see new "Atari" hardware as much as the next guy, but I don't see this new "Atari" giving us any satisfaction in that direction. The only possible way would be if someone made some incredible new Atari-compatible machine that beats out any other machine on the market (hardware-spec-wise) at a price that no one else can beat, is willing to invest in a *HUGE* software development project, and is willing to spend all the money on advertising and development of these systems. Then, "Atari" *might* be willing to *investigate* the prospect of *sharing* its name for a *pricey fee*. But personally, I don't think any of that is even possible now. So I would say, forget about this line of thinking and focus your energy on what we do have as a platform, and build on that. Atari is just a name anyway. It's the hardware and software itself that counts, no matter what label you slap on it.

Mike Freeman
nameerf@flash.net

2827. Re: newbie question: mega language disk wanted (germany)

Newsgroup: comp.sys.atari.st
Date: 2003-05-21 17:52:27 UTC
From: Berthold Woesle <bwoesle.spamadr@gmx.de>
Message-ID: <bage64$sr7gj$1@ID-147061.news.dfncis.de>
Source record: 27259

In article <Xns9382A381D1742mathiasscheurernet@62.153.159.134>,
mathias@scheurer.net says...
> My question is: is it possible to prepare a DOS DD-Disk to use as a
> language disk and how to do that?

Hi Mathias,

diese Language Disk beinhaltete ein sehr einfaches Basic ohne
Compiler. Zum Beschleunigen des Rechnerstarts reicht es, wenn Du eine
formatierte, leere DOS-Diskette im Disk-Laufwerk des MegaST li¿½i¿½t.

Viele Gri¿½i¿½e
Berthold

2828. Re: linked games

Newsgroup: comp.sys.atari.st
Date: 2003-05-21 18:02:05 UTC
From: Simon <nospam@no.spam>
Message-ID: <bagf15$65i$1@news-reader14.wanadoo.fr>
Source record: 27260

Graham wrote:
> what games other than Midi Maze can be linked using STs or one Facon and 1
> or 2 STs

Stunt Car was really fun to play - via null modem cable IIRC.
I recall we managed to run it on ST and a Falcon on the other side.

Simon

2829. Re: Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-05-21 18:29:36 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <baggos$1es$1@newsg4.svr.pol.co.uk>
Source record: 27261

Michael and Nicole Freeman <nameerf@flash.net> wrote in message
news:BAF10A1E.304DA%nameerf@flash.net...
>
> The thing to remember here is: The original "Atari" began as a hardware
> making company. That required them to support their hardware with
software.
> Infogrames (now "Atari") began and still is completely a software-based
> company, whose software already has its hardware goals more than
adequately
> accomplished by other companies. They have absolutely no reason and no
> incentive to make hardware, as the original Atari did to make software.
Why
> would they want to turn to outdated designs (even if they were good
designs)
> which are compatible with no other existing modern machine and have very
> little existing software support, and spend the R&D money on such a risky
> venture, when they have all the hardware support they need, furnished at
the
> expense of someone else?
>
> I would love to see new "Atari" hardware as much as the next guy, but I
> don't see this new "Atari" giving us any satisfaction in that direction.
The
> only possible way would be if someone made some incredible new
> Atari-compatible machine that beats out any other machine on the market
> (hardware-spec-wise) at a price that no one else can beat, is willing to
> invest in a *HUGE* software development project, and is willing to spend
all
> the money on advertising and development of these systems. Then, "Atari"

Well Infrogrammes is no way big enough for this. Its now in the hands of the
huge resource sucking companies, like Microsoft, Sony, and to an extent,
Nintendo. You need the sort of money that Microsoft has in order to even
think about this sort of thing. Nintendo have been in the business for years
so they can afford smaller R+D budgets, Sony and Microsoft both are relative
new-comers and look at how much money they have had to plow into thier
respective dogpiles. Remember Sega. RIP.

> *might* be willing to *investigate* the prospect of *sharing* its name for
a
> *pricey fee*. But personally, I don't think any of that is even possible
> now. So I would say, forget about this line of thinking and focus your
> energy on what we do have as a platform, and build on that. Atari is just
a
> name anyway. It's the hardware and software itself that counts, no matter

> what label you slap on it.

Notice, I did call them Infrogrammes, not Atari.

Smeg.

2830. Re: What do you think of this?

Newsgroup: comp.sys.atari.st
Date: 2003-05-21 20:07:58 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3ECBDD05.EB2BAE0D@tampabay.rr.com>
Source record: 27262

John Dwyer wrote:

> Hi all,
>
> I'm looking for free webcam software, which I'm going to install
> on a number of computers in an Internet cafe. I'd like to know what
> you guys would recommend as good stable software, that works well and
> won't crash my computers.

I use CamCommander for my webcam. http://www.ataritimes.com/webcam

You can get it at http://www.exxcalibur.com/

--
Gregory D. George

Only email me at http://www.ataritimes.com/email

=-=-=-

2831. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-21 20:14:04 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bagmmc$2vg$1@thorium.cix.co.uk>
Source record: 27263

In message <3ec7fdaf.0@entanet>, peterslegg@===ANTI-SPAM===scubadivers.co.uk said:

>I've been using Arcview for some time but I have found that unzip
>does not like spaces in the file names and this is quite common
>in stuff from PCs (I think it is because of the auto-generated
>file name feature in Word etc.)
>
>I have to use a disk editor to replace spaces with underscores in
>two places inside each zip file. Then they will extract.
>
>Does everyone else have this problem ?

I have just tried Arcview with ZIP23_02 on filenames containing spaces both before and after the point. In each case they were zipped and unzipped again correctly, though the process seemed to take a lot longer than with 'normal' files. Egale showed that the files were equal to the original after unzipping (though the spaces had to be removed to load them into Egale, which handles LFNs but not those with spaces).

Are you using this latest version of ZIP (ZIP 2.3, Nov 29th 1999)?

Regards, /Peter/

2832. SyquestRepair.com - anyone had dealings ?

Newsgroup: comp.sys.atari.st
Date: 2003-05-21 21:04:12 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3ecbe9cc$0$195$4c56ba96@master.news.zetnet.net>
Source record: 27264

Hi All,

Just wondered if anyone has had dealings with:

SyquestRepair.com
3637 Snell Avenue, Suite # 246,
San Jose CA 95136

I am considering having a drive repaired/replaced by them.

All comments gratefully received,

Thanks

Paul

2833. Re: linked games

Newsgroup: comp.sys.atari.st
Date: 2003-05-21 22:54:46 UTC
From: swampfax1@atlantic.net
Message-ID: <WsTya.366$AU6.260270@newshog.newsread.com>
Source record: 27265

On 19 May 2003 13:40:08 , "Smeg" wrote:
>
>Smeg <smeg_007@NOSPAM.hotmail.com> wrote in message
>news:baaa6t$e3r$1@newsg2.svr.pol.co.uk...
>>
>> Graham <hurfy@alphalink.com.au> wrote in message
>> news:3ec859e9@news.alphalink.com.au...
>> > what games other than Midi Maze can be linked using STs or one Facon and
>1
>> > or 2 STs
>> >
>> > cheers
>>
>> If you get spectrum holobytes Falcon (F16 flight sim) you can link this to
>> another ST, Mac or PC running same, by using the serial port. Only 2 at a
>> time though.
>
>Sorry come to think of it, maybe it was Atari, Amiga and IBM PC, not Mac.
>
>Smeg.
>

Single Player, Atari ST, Amiga, Mac, Direct (null modem), over phone
lines (dog fight only against another computer) and mostly useable on the
Falcon 030 with Backward III :)
In case someone is interested, on the 030 don't hit the ESC key (crash)
and as soon as possible disable the sound from the drop down menu until at
the "take off" screen then hit the "S" key.
And if I'm not mistaken, Bacward II settings are no caches, ST mode,
Spec., 8mz, hard disk on, sound off (last 2 may be in reverse).

John G.

2834. CT60 with 512 MB !

Newsgroup: comp.sys.atari.st
Date: 2003-05-21 23:25:01 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ecc0abb$0$12435$626a54ce@news.free.fr>
Source record: 27266

I passed 3 days on the SDR60 chip to change some things inside :
- CT60 now accepts 512 MB DIMM !
- CT60 is faster : Page Miss were increased by 1 clock cycle :
R/W = 12/10 instead of 13/11

Here are some tests with Nembench 2.1 (same results with Kronos !) in VGA
256 colors :

Linear 32 bit Read ST-RAM : 4.425 MB/s
Linear 32 bit Write ST-RAM : 6.194 MB/s (!)
Linear 32 bit Copy ST-RAM : 2.580 MB/s

Linear 32 bit Read SDRAM : 69.167 MB/s
Linear 32 bit Write SDRAM : 61.248 MB/s
Linear 32 bit Copy SDRAM : 27.193 MB/s

Ok, try to do better with your TOS clone... ;-)

2835. Re: CT60 with 512 MB !

Newsgroup: comp.sys.atari.st
Date: 2003-05-21 23:37:18 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.21.23.37.18.745587@removenoaspam.atari-source.com>
Source record: 27267

On Thu, 22 May 2003 01:25:01 +0200, Rodolphe Czuba wrote:

> I passed 3 days on the SDR60 chip to change some things inside :
> - CT60 now accepts 512 MB DIMM !
> - CT60 is faster : Page Miss were increased by 1 clock cycle :
> R/W = 12/10 instead of 13/11
>

That is AWESOME.

Mark
http://atari-source.com

2836. Re: linked games

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 00:18:08 UTC
From: Jan Heitkoetter <usenet@heitkoetter.net>
Message-ID: <105hab.ii.ln@ID-129874.user.dfn-cis.de>
Source record: 27268

Graham schrieb:
> what games other than Midi Maze can be linked using STs or one Facon and 1
> or 2 STs

Good ol' Populous.

Regards,
Jan

2837. Re: CT60 with 512 MB !

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 01:47:01 UTC
From: lp <gfa@basic.net>
Message-ID: <BAF1A455.FC7E%gfa@basic.net>
Source record: 27269

in article 3ecc0abb$0$12435$626a54ce@news.free.fr, Rodolphe Czuba at
rczuba@free.fr wrote on 5/21/03 7:25 PM:

> I passed 3 days on the SDR60 chip to change some things inside :
> - CT60 now accepts 512 MB DIMM !
> - CT60 is faster : Page Miss were increased by 1 clock cycle :
> R/W = 12/10 instead of 13/11
>
> Here are some tests with Nembench 2.1 (same results with Kronos !) in VGA
> 256 colors :
>
> Linear 32 bit Read ST-RAM : 4.425 MB/s
> Linear 32 bit Write ST-RAM : 6.194 MB/s (!)
> Linear 32 bit Copy ST-RAM : 2.580 MB/s
>
> Linear 32 bit Read SDRAM : 69.167 MB/s
> Linear 32 bit Write SDRAM : 61.248 MB/s
> Linear 32 bit Copy SDRAM : 27.193 MB/s
>
> Ok, try to do better with your TOS clone... ;-)

I was going to try, but I can't find this nembench program.
I found kronos but it freezes my hades when I try to save the results.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2838. Re: Top posting (was CT60 is now at 66 MHz only.)

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 07:39:39 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BAF0FF43.C59%derryck@nospam.cix.co.uk.invalid>
Source record: 27270

In article vckos4ej0arf67@corp.supernews.com, Tim at tjlazer@mail.com wrote
on 20/5/03 18:19:

> Sorry I am lazy and I like to top post! LOL
>
> Tim

It's your loss, because life's too short to scroll down to see what
top-posters are commenting to.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2839. Re: CT60 with 512 MB !

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 07:52:54 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbcovpm.odb.atari@core.preferuje.luzik.pl>
Source record: 27271

W artykule <3ecc0abb$0$12435$626a54ce@news.free.fr> Rodolphe Czuba napisaďż˝(a):
> I passed 3 days on the SDR60 chip to change some things inside :
> - CT60 now accepts 512 MB DIMM !

Could you please update CT60 page? I do not want to end with SDRAM module
that CT60 will not be able to work with.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2840. Re: newbie question: mega language disk wanted (germany)

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 07:53:47 UTC
From: Mathias Scheurer <mathias@scheurer.net>
Message-ID: <Xns938365231DF34mathiasscheurernet@62.153.159.134>
Source record: 27272

Berthold Woesle <bwoesle.spamadr@gmx.de> wrote in news:bage64$sr7gj$1@ID-147061.news.dfncis.de:

>
> diese Language Disk beinhaltete ein sehr einfaches Basic ohne
> Compiler. Zum Beschleunigen des Rechnerstarts reicht es, wenn Du eine
> formatierte, leere DOS-Diskette im Disk-Laufwerk des MegaST li¿½i¿½t.

Hallo und vielen Dank fuer die Antwort!

2841. Re: Nova/VME drivers?

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 08:27:21 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bai1n9$dt6$1@reader10.wxs.nl>
Source record: 27273

Grzegorz Pawlik wrote:

> Anyway, I wanted to say http://home.t-online.de/home/s.curcic/NOVA.ZIP :-)

As you (and I) feared, emulator.prg says "Sorry, NOVA is too old" and exits. After that, the tt starts throwing bombs at me like an American. ;)

So, another plea to anybody out there: Does anybody know a fix to the fontsize-problem (vectorfonts displayed microscopically small on the screen in Papyrus with the Nova) or does anybody have a Nova driver that will work with the old ET-4000 chipset? :)

Maurits.

2842. Re: Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 08:31:42 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bai1vd$e1l$1@reader10.wxs.nl>
Source record: 27274

Luposian wrote:

> So, beyond just the "technicality" name change, do you think there is any
> chance that they might go into hardware at all, in the future? Gaming or
> computer?

I'm not sure I remember correctly (actually the sellout of Hasbro to
Infogrames happened quite a while ago), but I think like Hasbro they
actually "promised" not to do anything at all with TOS and the likes,
and consequently not bother the Milan team with copyright issues.

Besides, Infogrames is nothing but a team of game programmers, they
don't have the resources to develop a new computer.

> Do you think they could be encouraged in this regard any more than before?

I think it's the wrong kind of company. :)

> Or do you think we're stuck with "AtariSoft" (anyone remember *that* period
> in Atari's history?) forever?

Or "Atari Interactive"? :) Perhaps, but this time with more success and
marketing capabilities. ;)

Maurits.

2843. Re: CT60 with 512 MB !

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 09:21:22 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ecc9680$0$12438$626a54ce@news.free.fr>
Source record: 27275

OK try the last one bencher : KRONOS !

It's the best now on atari machines !
And forget the old Gembench ...

See this address for kronos benchs (not updated with my last SDRAM and
ST-Ram Write modifications !) done by didier Mequignon :
http://perso.wanadoo.fr/didierm/ct60/benchs.htm

"lp" <gfa@basic.net> a crit dans le message de news:
BAF1A455.FC7E%gfa@basic.net...
> in article 3ecc0abb$0$12435$626a54ce@news.free.fr, Rodolphe Czuba at
> rczuba@free.fr wrote on 5/21/03 7:25 PM:
>
> > I passed 3 days on the SDR60 chip to change some things inside :
> > - CT60 now accepts 512 MB DIMM !
> > - CT60 is faster : Page Miss were increased by 1 clock cycle :
> > R/W = 12/10 instead of 13/11
> >
> > Here are some tests with Nembench 2.1 (same results with Kronos !) in
VGA
> > 256 colors :
> >
> > Linear 32 bit Read ST-RAM : 4.425 MB/s
> > Linear 32 bit Write ST-RAM : 6.194 MB/s (!)
> > Linear 32 bit Copy ST-RAM : 2.580 MB/s
> >
> > Linear 32 bit Read SDRAM : 69.167 MB/s
> > Linear 32 bit Write SDRAM : 61.248 MB/s
> > Linear 32 bit Copy SDRAM : 27.193 MB/s
> >
> > Ok, try to do better with your TOS clone... ;-)
>
> I was going to try, but I can't find this nembench program.
> I found kronos but it freezes my hades when I try to save the results.
>
>
> --
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>

2844. Re: CT60 with 512 MB !

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 09:22:23 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ecc96bd$0$12447$626a54ce@news.free.fr>
Source record: 27276

```
Yes , I have to update de site since a long time.
It's arrive ...
```

"Adam Klobukowski" <atari@gabo.pl> a crit dans le message de news:
slrnbcovpm.odb.atari@core.preferuje.luzik.pl...
> W artykule <3ecc0abb$0$12435$626a54ce@news.free.fr> Rodolphe Czuba
napisa(a):
> > I passed 3 days on the SDR60 chip to change some things inside :
> > - CT60 now accepts 512 MB DIMM !
>
> Could you please update CT60 page? I do not want to end with SDRAM module
> that CT60 will not be able to work with.
>
> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

2845. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 12:17:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305220507320.32019-100000@shell1.aracnet.com>
Source record: 27277
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money! So, are you Interested? E-Mail Atari@aracnet.com and call Ben at (503)256-9974.

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer! Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives, as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at

http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2846. ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 12:22:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305220517140.32019-100000@shell1.aracnet.com>
Source record: 27278
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering A 20% off Discount on Games/SoftWare & References/
Books for Classic Atari 8 Bit and Atari ST Computer Lines! And if your a
Regular/Preferred Customer, add another 10%! Thats a whopping 30% off just
for my Repeat/Preferred Atari Customers! So Whether your spending American
Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We
Ship anywhere the Law allows! And If your in the U.S., take advantage of
the cheaper Postage for Media Mail Rate. Get Catalogs while inventory
Lasts at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Got
Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
http://www.aracnet.com/~atari/specials.htm Current Atari Specials!

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2847. Re: What sort of FPU should I buy.

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 15:26:39 UTC
From: Mike <Mike@nospam.com>
Message-ID: <P_5za.10589$dP1.19678@newsc.telia.net>
Source record: 27279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Rob" <rob19@eggconnect.net> wrote:
> Wow, I asked that question a while ago.
> It would be for a falcon (cubase audio only works on that - well, from
> an audio point of view)
> I do realise now though that the TT's and also the mega STe's can also
> have FPU's.
> The reason I asked the question, was because I was thinking that
> having an FPU may make the falcon work quicker (shared workload across
> the processor and FPU) and that it may just appear that bit quicker
> (P4 Falcon anyone? joking obviously)
>
> That said, the start of a new thread, wanting to use my falc for music
> making purposes, could I fit an accelerator, or rather, is an
> accelerator compatible with cubase / notator

Yes, I have used the VANTAGE 2000 card with Cubase Audio 2.06 for my C-lab
Falcon mkII (with FPU), and it worked fine. The card accelerates the speed to
32 MHz (and installs 14 MB RAM). I cannot understand how I could use CAF
without the accelerator. It's on the edge of being too slow even *with* the accelerator.
We're talking 8/16 tracks of audio with Cubase Audio's effects and say 15-20 tracks
of MIDI at the same time. Even though the DSP takes care of the audio, the
computer must read the audio from disk and play the MIDI tracks. I think 32 MHz
speed is needed in order to get a decent system running.

--
Kind regards
Mikael Hillborg
MHC Synthesizers and Effects
http://www.mhc.se/software/plugins/

2848. Re: Nova/VME drivers?

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 16:17:54 UTC
From: Grzegorz Pawlik <gregory@cafetera.pl>
Message-ID: <BAF2C4C3.3081%gregory@cafetera.pl>
Source record: 27280

On 22/5/2003 10:27, in article bai1n9$dt6$1@reader10.wxs.nl, "Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote:

> Grzegorz Pawlik wrote:
>
>> Anyway, I wanted to say http://home.t-online.de/home/s.curcic/NOVA.ZIP :-)
>
> As you (and I) feared, emulator.prg says "Sorry, NOVA is too old" and
> exits. After that, the tt starts throwing bombs at me like an American. ;)
>
> So, another plea to anybody out there: Does anybody know a fix to the
> fontsize-problem (vectorfonts displayed microscopically small on the
> screen in Papyrus with the Nova) or does anybody have a Nova driver that
> will work with the old ET-4000 chipset? :)

AFAIK it is caused by a wrong pixel height/width setting in the NOVA driver. I had a similar problem when I used Atari TT with a graphic card. Newer versions of the NOVA driver support an additional variable in the config file to set pixel size, but the one I used didn't - so I had to patch the driver :-) but it was lost together with my TT long ago...

Anyway, the incorrect vector font size problem can be fixed, if you are really determined to try doing it, please contact me via e-mail (I guess your e-mail address is fake ;-)) E-mail: gregory (at) atari (dot) pl

--
G.

2849. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 17:55:36 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <baj2ul$48k$3@titan.btinternet.com>
Source record: 27282

Yo!, Derryck

> >>> Hmm I don't see anywhere the need to preregister.
>
> > >Anyone turning up will get the chance to meet members of the Cheshunt
> > >Computer Club AND DDP Translations!
>
> >Jesus!, and pre-registering put you off!!. 8~)
>
> Eh?

I didn't say you woz all ugly!!. That Harry dude might have though!

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.483 / Virus Database: 279 - Release Date: 19/05/2003

2850. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 18:11:05 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3eccf699.1@entanet>
Source record: 27281

On 21 May 2003 20:14:04 , xlator@cix.compulink.co.uk wrote:
>In message <3ec7fdaf.0@entanet>, peterslegg@===ANTI-SPAM===scubadivers.co.uk said:
>
>>I've been using Arcview for some time but I have found that unzip
>>does not like spaces in the file names and this is quite common
>>in stuff from PCs (I think it is because of the auto-generated
>>file name feature in Word etc.)
>>
>>I have to use a disk editor to replace spaces with underscores in
>>two places inside each zip file. Then they will extract.
>>
>>Does everyone else have this problem ?
>
>I have just tried Arcview with ZIP23_02 on filenames containing
>spaces both before and after the point. In each case they were
>zipped and unzipped again correctly, though the process seemed to
>take a lot longer than with 'normal' files. Egale showed that the
>files were equal to the original after unzipping (though the
>spaces had to be removed to load them into Egale, which handles
>LFNs but not those with spaces).
>
>Are you using this latest version of ZIP (ZIP 2.3, Nov 29th 1999)?

Yes and I am using UnZip 5.40 of 28 November 1998, by Info-ZIP

Regards,

Peter

2851. Re: Bent pin on DB19?

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 18:17:56 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305221017.188b15b9@posting.google.com>
Source record: 27283
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Tim" <tjlazer@mail.com> wrote in message news:<vcg0lg9f4ado48@corp.supernews.com>...
> That would be BENT pin. LOL
>
> Tim
>
> "Tim" <tjlazer@mail.com> wrote in message
> news:vcff9sbtlbfkaa@corp.supernews.com...
> > Hi,
> >
> > This isn't a Atari specific question, but it does pertain to my Falcon RGB
> > port! ;)
> >
> > I bent a pin on the RGB port and was able to bend it back, but it is a
> > little loose and am afraid it will break off at any time! It is the
> > Composite pin, #12.
> >
Not by any means a guru, but...

a) if you use a VGA monitor, you really don't need the composite pin

b) unless you move the computer, you won't put any strain on the
connector

You might try placing a very narrow M/M (or F/F, whichever works)
adapter on the port followed by the reverse gender. This will extend
your port by about 3/4 inch, but will take the strain off the pin.

Galen

2852. Degrading Falcon030 to play ST games?

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 18:49:49 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcq6uffurl5t1d@corp.supernews.com>
Source record: 27284
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a falcon030, and a lot of ST games do not work. Some will work from floppy if I boot to the disk and set ST Low.

What software degraders out there allow to get some of those old ST games to run?

I tried Backward III I think it was and was unable to get it to work. It should not be that difficult! It was the demo version, not sure if that was the problem. How do you use this program to do a generic degrade of the machine? I don't want to mess with config files, naming configs etc. Too much work.

On my Amiga 1200 it is fairly easy to degrade to get older games to work, I am hoping the Falcon030 has something similar.

Thanks
Tim

2853. Re: Nova/VME drivers?

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 20:00:14 UTC
From: lp <gfa@basic.net>
Message-ID: <BAF2A48E.FCBD%gfa@basic.net>
Source record: 27285

in article bai1n9$dt6$1@reader10.wxs.nl, Maurits van de Kamp at
james.t.kirk@enterprise.nasa.gov wrote on 5/22/03 4:27 AM:

> Grzegorz Pawlik wrote:
>
>> Anyway, I wanted to say http://home.t-online.de/home/s.curcic/NOVA.ZIP :-)
>
> As you (and I) feared, emulator.prg says "Sorry, NOVA is too old" and
> exits. After that, the tt starts throwing bombs at me like an American. ;)

What good is a bomb if there is nobody to catch it? ;-)

> So, another plea to anybody out there: Does anybody know a fix to the
> fontsize-problem (vectorfonts displayed microscopically small on the
> screen in Papyrus with the Nova) or does anybody have a Nova driver that
> will work with the old ET-4000 chipset? :)

The Nova card I sent to Ozk used the old ET-4000 chipset, it was the
TT version of the software.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2854. CT60 : WEB SITE is updated (again)

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 21:20:58 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ecd3f26$0$11634$626a54ce@news.free.fr>
Source record: 27286

```
All the CT60 section is new or modified :
- SDRAM
- BENCHs
- UPDATE the CT60
- Price & order
- authors
- developpers
```

2855. ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 22:05:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305221458420.1372-100000@shell1.aracnet.com>
Source record: 27288
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, avoid making promises I cant keep and avoid offering services I cant follow up on! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or http://BenSells.Atari.org or Call Ben@(503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/shipping.htm How I can save you Money! http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2856. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 23:14:11 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAF2A877.307DD%nameerf@flash.net>
Source record: 27289

in article 1053642198-498987AEicMi@adel6.freeserve.co.uk, Neil Chester at neil@adel6.freeserve.co.uk wrote on 5/22/03 3:22 PM:

> I tried emailing Vassilis months ago about the Iconnect gateway but no
> reply from him, do you have an up-to-date email address or can you give
> me the program?

At one point he was having some e-mail problems. And then sometimes he just takes a while responding. Try sending him the request again.

> Presumably with MagxNet installed I can use both Draconis Dialer or
> Iconnect to Connect. And then use Adamas/Marathon or CAB/Emailer to
> surf/email? What are the other options?

Not quite. You use MagXNet's PPPD-GEM dialer to connect (not Draconis or Iconnect's Dialer). Then, assuming you have everything set up correctly, and all gateway programs have been run, simply run any of the compatible clients and it should work straight away, as if it were being run on it's own drivers. At least it did for me. You can use any STiK/STiNG, Draconis, or I-Connect client (or server) program out there with the GlueSTiK, DracGW, and IConGW gateways all installed, as well as some MintNet clients natively through MagXNet itself. You can also use them all with full networking, if you've got a network of some type set up (i.e. Ethernet) as long as the appropriate MagXNet drivers are available.

Mike Freeman
nameerf@flash.net

2857. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-22 23:22:08 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1053642198-498987AEicMi@adel6.freeserve.co.uk>
Source record: 27287

Hi Derryck
>>Does Draconis work in single-TOS (v7.04) on a CT2B Falcon? After
>booting
>>with the Draconis driver in the Auto folder I get a black screen and
>the
>>red error messages from the CT2B.
>
>Draconis (1.6) runs fine on my CT2B with its own TOS version.
Following someone else's suggestion I changed the Fast Ram bits on the Draconis Auto-folder program (Fastload-SET, TT-Ram(Mem)-SET & TT-Ram(Prg)-NOT SET). This seemed to get it to load.

I can dial Freeserve (I think) and it seems to connect OK, I load in Adamas. In the URL selection box I type www.google.com press RETURN. Nothing happens.

In desperation I looked at my old STiNG script and found the HTTP_PROXY & HTTP_PROXY_PORT entries and entered them in the relevant part of the configuration program. www-cache.freeserve.net 8080
No joy there either! It displays "www-cache.freeserve.net" in the grey box in the top right of the window, but nothing else goes on!

I tried Marathon next, seems to bail out complaining about problems connecting to the POP3 server (pop.freeserve.net). Hmm.
>
>I haven't tried it online though.
Don't bother is the answer it seems...
>
>>Adamas on its own in Magic works fine, its a shame that it won't work
>>with Iconnect!
>
>Install MagxNet with the Draconis and IConnect gateways.
I tried emailing Vassilis months ago about the Iconnect gateway but no reply from him, do you have an up-to-date email address or can you give me the program?

Presumably with MagxNet installed I can use both Draconis Dialer or Iconnect to Connect. And then use Adamas/Marathon or CAB/Emailer to surf/email? What are the other options?

Thanks for your patience!

Neil :-)

3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD

Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

2858. Re: A survey poll for you...

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 00:33:35 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bajq8vlve1@thorium.cix.co.uk>
Source record: 27290

steve.sweet@btopenworld.com (Steve Sweet) wrote:

> Why!, no!, it cant be!...
>
>> Please go to: http://www.angelfire.com/az3/luposian/
> Porno site, reported to ISP.

What?! I've just spent yesterday exploring an angelfire web page and
didn't see any sign of porn!

OIC, that's because I've been reviewing the pages associated with the
greatest musical genius of the age at:

http://www.angelfire.com/jazz/jmweb/
http://www.johnmclaughlin.com/light_vers/index.html
http://www.cs.cf.ac.uk/Dave/mclaughlin/
http://www.italway.it/morrone/WBTG-mp3.htm

B^)

regards
H

2859. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 00:33:35 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bajq8vlvf1@thorium.cix.co.uk>
Source record: 27291

steve.sweet@btopenworld.com (Steve Sweet) wrote:

> Yo!, Derryck
>>>>> Hmm I don't see anywhere the need to preregister.
>>>> Anyone turning up will get the chance to meet members of the
>>>> Cheshunt Computer Club AND DDP Translations!
>>> Jesus!, and pre-registering put you off!!. 8~)
> I didn't say you woz all ugly!! That Harry dude might have though!

I didn't say he was ugly...

...just old B^)

rgds
H (now also old...)

2860. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 00:33:36 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bajq90lvg1@thorium.cix.co.uk>
Source record: 27292

peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote:

> sidcelery@cix.compulink.co.uk wrote:
>>Hallvard@despammed.com (Hallvard Tangeraas) wrote:
>>> Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:
>>>>> So what else is improved in this version? Any other products
>>>>> upgraded?
>>>> Seems to work just fine. I used it on my boot partition and
>>>> eveything is great. Just remember v2.5 is not long-file-name
>>>> compatible. The next version will have this support.
>>> I see that Anodyne (http://www.anodynesoftware.com/edge/orders.htm)
>>> has a special offer if you order before the 30th of May, where the
>>> usual price for the upgrade is CAN$/US$ 10 as opposed to the usual
>>> CAN$/US$20.
>>> But since the next version will have long filename support, perhaps
>>> it'll be worth waiting until then to upgrade, insted of upgrading
>>> once again in a short time?
>> It might be, but if they're trying to gauge whether it's worth
>> continuing the work and find no-one's interested in the first version,
>> maybe they won't bother. That's been the view of enough companies and
>> that's why we're where we are today.
>>
>> If you want to keep them motivated, buy this version ISTM.
> I agree. If anyone has an old copy of Diamond Edge or is considering
> buying it for the first time then I would urge them to do so.

Yup. Use it or lose it.

> I bought Extendos and CD Writer suite a couple of years ago and Anodyne
> have released loads of updates with extensions (and the odd bug fix) all
> for free. IMO it was money well spent.

They do seem to be one of the few companies left prepared to do this.

> Don't misunderstand me. I like free software, some of it is excellent
> but I don't mind paying for good, supported sofware either.

I hope everyone's still listening...

rgds
H

2861. Re: A survey poll for you...

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 01:45:22 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <k1fza.41833$eJ2.39689@fed1read07>
Source record: 27293

It's NOT porn! It's a BeOS-related website, presently reallocated to
"Atari" interest.

Steve "Rectum Fruitcake" Sweetcheeks is causing problems again...

Luposian

<sidcelery@cix.compulink.co.uk> wrote in message
news:bajq8vlve1@thorium.cix.co.uk...
> steve.sweet@btopenworld.com (Steve Sweet) wrote:
>
> > Why!, no!, it cant be!...
> >
> >> Please go to: http://www.angelfire.com/az3/luposian/
> > > Porno site, reported to ISP.
>
> What?! I've just spent yesterday exploring an angelfire web page and
> didn't see any sign of porn!
>
> OIC, that's because I've been reviewing the pages associated with the
> greatest musical genius of the age at:
>
> http://www.angelfire.com/jazz/jmweb/
> http://www.johnmclaughlin.com/light_vers/index.html
> http://www.cs.cf.ac.uk/Dave/mclaughlin/
> http://www.italway.it/morrone/WBTG-mp3.htm
>
> B^)
>
> regards
> H

2862. No Memory Check on Falcon, how to reenable?

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 01:48:40 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcqvfns9r6sq02@corp.supernews.com>
Source record: 27294
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a Falcon030. I ran the prg called: NOMEMTST.EXE which disables the Memory Check on cold boot. Nice feature, but I would like to know how to reenable it. I tried some Reset NVRAM tools but that did not help. How do you reset the Falcon to factory settings?

Thanks
Tim

2863. st items for sale

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 02:55:32 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0305221855.41ff6bb3@posting.google.com>
Source record: 27295

for sale

1 x atari 520 ste (no mouse, mains lead or tv aerial) works
small selection of s/w
1 x happy st discovery cartridge (works -do not know if compat. with
ste)

all in, no splits or offers

120 gbp or swap for xp compatable mainboard (min 333 fsb and 8x agp)
and 1800+ Xp processor

buyer most collect or pay for postage

call (+44) 0207 278 4244 after 6pm london t*, ask for carmel

if emailing please mark the subject matter as "st items" or email will
be deleted

2864. Re: Nova/VME drivers?

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 07:00:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1054061298-62903AEicMi@gmx.net>
Source record: 27094

From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Date: Mon, 19 May 2003 11:41:18 +0200

Hi Maurits,

>Hmm no, nothing there.. any other suggestions? :)

Yes, get in touch with me and I'll mail them over. I have the Nova 2.67
drivers for the Mach32 and Mach64 cards right here, TT & MegaSTe and Falcon
versions...

If you need the full installation disk (copyright) then mail Gerhard Huber
(the programmer) stating the serial number of the Nova interface and he'll
pass them on to you...
mailto:gerhard.huber@pl32.com

>So, another plea to anybody out there: Does anybody know a fix to the
>fontsize-problem (vectorfonts displayed microscopically small on the
>screen in Papyrus with the Nova)

In the "compatibility" settings, force Papyrus to use the memory.sys driver
and the 93DPI settings. According to R.O.M this should solve the problem of
the small fonts with older drivers of the NOVA card. Since this problem only
occurs with Papyrus IMO it's one of the many unresolved Papyrus bugs ;-)

Cheers from Belgium
Dennis
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2865. Re: st items for sale

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 07:44:16 UTC
From: Tim Anderson <t-DOT-anderson@zen.co.uk>
Message-ID: <bakjgk$p55j$1@ID-191771.news.dfncis.de>
Source record: 27296

> for sale
>
> 1 x atari 520 ste (no mouse, mains lead or tv aerial) works
> small selection of s/w
> 1 x happy st discovery cartridge (works -do not know if compat. with
> ste)
>
> all in, no splits or offers
>
> 120 gbp or swap for xp compatable mainboard (min 333 fsb and 8x agp)
> and 1800+ Xp processor

You've got to be joking!!!
That software had better be damn expensive stuff!

2866. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 07:53:56 UTC
From: jensheitmann@yahoo.de
Message-ID: <bakk37$qg6$05$1@news.t-online.com>
Source record: 27297

In article <1053642198-498987AEicMi@adel6.freeserve.co.uk>, Neil Chester
<neil@adel6.freeserve.co.uk> wrote:
>
>In desperation I looked at my old STiNG script and found the HTTP_PROXY &
>HTTP_PROXY_PORT entries and entered them in the relevant part of the
>configuration program. www-cache.freeserve.net 8080
>No joy there either! It displays "www-cache.freeserve.net" in the grey
>box in the top right of the window, but nothing else goes on!

Make sure that the DNS is working. You can check it with the tool DRACINFO
after establishing the connection that there is a valid DNS-Ip. Also make sure
to disable the STING.PRG in the AUTO folder, because it removes sometimes
characters from the COM-Port, which result in dropping the data packages due
to checksum errors. (This happens, even if STING is not active)

Jens

--
Jens Heitmann
http://draconis.atari.org
draconis@atari.org

2867. Clock/Buffer Mod on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 08:17:33 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0305230017.17da528d@posting.google.com>
Source record: 27298

Hi

Does anyone have any details on how to
do the Clock/Buffer mod on a Falcon? This
is the mod involving fitting a 74F08 on
to the U63.

Cheers

PT.

2868. Re: Clock/Buffer Mod on Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 10:46:03 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3ecdfaa8$0$20875$afc38c87@news.optusnet.com.au>
Source record: 27299

have a look here :-) http://members.optusnet.com.au/~startreks/files/atari/

go for number 3 much better.

Mark
"purpleT3K" <purpletwilight3000@yahoo.co.uk> wrote in message
news:2bfabd3.0305230017.17da528d@posting.google.com...
> Hi
>
> Does anyone have any details on how to
> do the Clock/Buffer mod on a Falcon? This
> is the mod involving fitting a 74F08 on
> to the U63.
>
> Cheers
>
> PT.

2869. Re: st items for sale

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 13:05:51 UTC
From: nick@1632systems.co.uk
Message-ID: <bal67mccl1@thorium.cix.co.uk>
Source record: 27300

Couldn't have phrased it better.... BTW that total kit even with software
is around 25pounds UK.... I mean I sell 4Mb STE's for 45...

Dream on

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

2870. Re: st items for sale

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 13:06:35 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bal6j5$v94$1@news6.svr.pol.co.uk>
Source record: 27302

```
carmel <carmel_andrews@hotmail.com> wrote in message
news:6912483e.0305221855.41ff6bb3@posting.google.com...
> for sale
>
> 1 x atari 520 ste (no mouse, mains lead or tv aerial) works
> small selection of s/w
> 1 x happy st discovery cartridge (works -do not know if compat. with
> ste)
>
> all in, no splits or offers
>
> 120 gbp or swap for xp compatable mainboard (min 333 fsb and 8x agp)
> and 1800+ Xp processor
>
> buyer most collect or pay for postage
>
> call (+44) 0207 278 4244 after 6pm london t*, ask for carmel

HAHAHAHAHAHAHAHA!!!!!!!!!!!!!!!!!!!

Surely you missed the decimal point - 12.0 gpb ???
```

2871. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 13:07:07 UTC
From: nick@1632systems.co.uk
Message-ID: <bal6a1$ce2$1@thorium.cix.co.uk>
Source record: 27301

Totally right... Anodyne are a good company, more power to them... you can get the upgrade through Atari Workshop in the UK...

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

2872. Re: No Memory Check on Falcon, how to reenable?

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 13:39:33 UTC
From: Bill Clinton <Expresident@Screwup.com>
Message-ID: <3ece24b9$0$26195@echo-01.iinet.net.au>
Source record: 27303
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Its screwed, you'd better sell it to me and stop your worries.

"Tim" <tjlazer@mail.com> wrote in message
news:vcqvfns9r6sq02@corp.supernews.com...
> I have a Falcon030. I ran the prg called: NOMEMTST.EXE which disables
the
> Memory Check on cold boot. Nice feature, but I would like to know how to
> reenable it. I tried some Reset NVRAM tools but that did not help. How
do
> you reset the Falcon to factory settings?
>
> Thanks
> Tim
>
>

2873. Re: Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 14:16:06 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <balac9$rm4$1@news2.tilbu1.nb.home.nl>
Source record: 27304

I've read an interview with Infogrames/ Atari's topmanager and he stated
that he wasn't interested in hardware, they would stay a software based
company.

Jos van de Gruiter
http://www.9dayswonder.nl

"Luposian" <luposian@lycos.com> schreef in bericht
news:KgNya.28230$%42.11495@fed1read06...
> So, beyond just the "technicality" name change, do you think there is any
> chance that they might go into hardware at all, in the future? Gaming or
> computer?
>
> Do you think they could be encouraged in this regard any more than before?
> Or do you think we're stuck with "AtariSoft" (anyone remember *that*
period
> in Atari's history?) forever?
>
> Luposian

2874. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 14:43:17 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ecdded0106b6f6@attbi.com>
Source record: 27307

>By the way, is Anyodyne the company behind Diamond Edge now? Did
>they buy it from Oregon Research?
>
>Hallvard

Yes, that is true. I am glad they did. The Atari community needed
something like this. I only hope the next version with long-file
name support comes quickly.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2875. Re: Diamond Edge v2.5

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 14:43:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ecdded0106b6f7@attbi.com>
Source record: 27306

>Hi "Edward S. Baiz Jr."
>
>> I was wrong when I said DE v2.5 had long file name support.
>> According to Roger Burrows of Anodyne, that will be in the next
>> version. Right now, DE v2.5 will change the long file names to
>> shorter version. Other than that, it works great...
>
>Other than being totaly useless it works great, i like your logic!.
>
>
>--
>
>Regards, Steve. S.

Yes, it does sound that way doesn't it. I can actually use it and
get around the long-file-name thing.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2876. Re: Papyrus X!

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 14:43:19 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ecdded0106b6f8@attbi.com>
Source record: 27305

>Has anyone tried the new Papyrus X! yet ? Most likely someone from the
>German readers here, but the Papyrus website promises that this version
>will be available in English soon too.
>
>Martin Tarenskeen

No, I had not heard about this. I have Papyrus 8. I am going to
check this out. Thanks for the info.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2877. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 14:43:19 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ecdded0106b6fa@attbi.com>
Source record: 27308

>Hi all,
>
>Im trying to format a SCSI drive on my Falcon, I have one from TUS which
>works fine, though I have tried 3 other SCSI drives in the case and even
>though my Falcon will find the drive it does not come up in the drive list
>for when I want to format it, Im using HD8 also. My internal IDE drive coems
>up everytime, and so does my TUS, but not other drives ? does anyone have
>any ideas why ?
>
>TIA,
>Chris

I have an IDE drive in my Hades and an external SCSI. Sometimes I
also have the same problem in that my external SCSI does not show
up. I usually keep re-booting and eventually it boots up. Do you
have the SCSI device set in the settings of HDDriver? Look in the
"Settings" drop down menu under "Devices and Paritions". If your
SCSI drive has a SCSI number of 2, then you should have the box
"1.2" higlighted. That may not be the problem, but it is worth a
check.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2878. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 14:43:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ecdded0106b6fb@attbi.com>
Source record: 27309

>In message <3ec7fdaf.0@entanet>, peterslegg@===ANTI-SPAM===scubadivers.co.uk said:
>
>>I've been using Arcview for some time but I have found that unzip
>>does not like spaces in the file names and this is quite common
>>in stuff from PCs (I think it is because of the auto-generated
>>file name feature in Word etc.)
>>
>>I have to use a disk editor to replace spaces with underscores in
>>two places inside each zip file. Then they will extract.
>>
>>Does everyone else have this problem ?
>
>I have just tried Arcview with ZIP23_02 on filenames containing
>spaces both before and after the point. In each case they were
>zipped and unzipped again correctly, though the process seemed to
>take a lot longer than with 'normal' files. Egale showed that the
>files were equal to the original after unzipping (though the
>spaces had to be removed to load them into Egale, which handles
>LFNs but not those with spaces).
>
>Are you using this latest version of ZIP (ZIP 2.3, Nov 29th 1999)?
>
>Regards, /Peter/

I also tried it and it worked fine for me.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2879. Re: Papyrus X!

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 14:57:47 UTC
From: Grzegorz Pawlik <gregory@cafetera.pl>
Message-ID: <BAF4038A.3210%gregory@cafetera.pl>
Source record: 27310

On 23/5/2003 16:43, in article 3ecdded0106b6f8@attbi.com, "Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote:

>> Has anyone tried the new Papyrus X! yet ? Most likely someone from the
>> German readers here, but the Papyrus website promises that this version
>> will be available in English soon too.
>>
>> Martin Tarenskeen
>
> No, I had not heard about this. I have Papyrus 8. I am going to
> check this out. Thanks for the info.

But Papyrus X does not work on Atari. This is a Windows version :-(

--
G.

2880. Re: Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 17:14:58 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <uFsza.31510$%42.24088@fed1read06>
Source record: 27311

I'd appreciate seeing that interview...

Luposian

"J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> wrote in message
news:balac9$rm4$1@news2.tilbu1.nb.home.nl...
> I've read an interview with Infogrames/ Atari's topmanager and he stated
> that he wasn't interested in hardware, they would stay a software based
> company.
>
> Jos van de Gruiter
> http://www.9dayswonder.nl
>
> "Luposian" <luposian@lycos.com> schreef in bericht
> news:KgNya.28230$%42.11495@fed1read06...
> > So, beyond just the "technicality" name change, do you think there is
any
> > chance that they might go into hardware at all, in the future? Gaming
or
> > computer?
> >
> > Do you think they could be encouraged in this regard any more than
before?
> > Or do you think we're stuck with "AtariSoft" (anyone remember *that*
> period
> > in Atari's history?) forever?
> >
> > Luposian
>
>
>

2881. Re: Degrading Falcon030 to play ST games?

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 18:55:46 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <balqrrkve1@newsg3.svr.pol.co.uk>
Source record: 27312
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On a similar note, is it possible to sufficiently upgrade an STE to run Falcon games? I know very little about Falcons, but I gather they use the same OS.....or would that just be too much to hope for?

Tom

"Tim" <tjlazer@mail.com> wrote in message news:vcq6uffurl5t1d@corp.supernews.com...
> I have a falcon030, and a lot of ST games do not work. Some will work from
> floppy if I boot to the disk and set ST Low.
>
> What software degraders out there allow to get some of those old ST games to
> run?
>
> I tried Backward III I think it was and was unable to get it to work. It
> should not be that difficult! It was the demo version, not sure if that was
> the problem. How do you use this program to do a generic degrade of the
> machine? I don't want to mess with config files, naming configs etc. Too
> much work.
>
> On my Amiga 1200 it is fairly easy to degrade to get older games to work, I
> am hoping the Falcon030 has something similar.
>
> Thanks
> Tim
>
>

2882. Re: No Memory Check on Falcon, how to reenable?

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 19:03:06 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcss3b491fu251@corp.supernews.com>
Source record: 27313
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok how about $1 which includes S/H? ;)

Tim

"Bill Clinton" <Expresident@Screwup.com> wrote in message
news:3ece24b9$0$26195@echo-01.iinet.net.au...
> Its screwed, you'd better sell it to me and stop your worries.
>
> "Tim" <tjlazer@mail.com> wrote in message
> news:vcqvfns9r6sq02@corp.supernews.com...
> > I have a Falcon030. I ran the prg called: NOMEMTST.EXE which disables
> the
> > Memory Check on cold boot. Nice feature, but I would like to know how
to
> > reenable it. I tried some Reset NVRAM tools but that did not help. How
> do
> > you reset the Falcon to factory settings?
> >
> > Thanks
> > Tim
> >
> >
>
>

2883. Re: Degrading Falcon030 to play ST games?

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 19:04:44 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcss6e3g6g2179@corp.supernews.com>
Source record: 27314
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well if the game was written for the Falcon specifically then NO. As the Falcon has better sound and graphics capabilities. 16bit audio and True Color graphics will not work on the STE.

Tim

"Tom McEwan" <tom@tnmcewan.fsnet.NOSPAM.co.uk> wrote in message news:balqrrkve1@newsg3.svr.pol.co.uk...
> On a similar note, is it possible to sufficiently upgrade an STE to run
> Falcon games? I know very little about Falcons, but I gather they use the
> same OS.....or would that just be too much to hope for?
>
> Tom
>
>
>
> "Tim" <tjlazer@mail.com> wrote in message
> news:vcq6uffurl5t1d@corp.supernews.com...
> > I have a falcon030, and a lot of ST games do not work. Some will work
> from
> > floppy if I boot to the disk and set ST Low.
> >
> > What software degraders out there allow to get some of those old ST
games
> to
> > run?
> >
> > I tried Backward III I think it was and was unable to get it to work.
It
> > should not be that difficult! It was the demo version, not sure if that
> was
> > the problem. How do you use this program to do a generic degrade of the
> > machine? I don't want to mess with config files, naming configs etc.
Too
> > much work.
> >
> > On my Amiga 1200 it is fairly easy to degrade to get older games to
work,
> I
> > am hoping the Falcon030 has something similar.
> >
> > Thanks
> > Tim
> >

> >
>
>

2884. Re: Papyrus X!

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 19:48:27 UTC
From: thomas.raukamp@t-online.de
Message-ID: <b9eb3dd8.0305231148.6ebc7f9@posting.google.com>
Source record: 27315

Grzegorz Pawlik <gregory@cafetera.pl> wrote in message
news:<BAF4038A.3210%gregory@cafetera.pl>...

> But Papyrus X does not work on Atari. This is a Windows version :-(

Please doni¿½t spread rumours.
The demo is Windows only, but all the other version (including Atari)
are expected at the end of may.

--
thomas

2885. Re: No Memory Check on Falcon, how to reena

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 20:55:48 UTC
From: swampfax1@atlantic.net
Message-ID: <oVvza.68$Ry3.59250@monger.newsread.com>
Source record: 27316

On 22 May 2003 18:48:40 , "Tim" wrote:
>I have a Falcon030. I ran the prg called: NOMEMTST.EXE which disables the
>Memory Check on cold boot. Nice feature, but I would like to know how to
>reenable it. I tried some Reset NVRAM tools but that did not help. How do
>you reset the Falcon to factory settings?
>
>Thanks
>Tim
>

Although I can't help you with your question, I prefer Fastboot.tos
which installs itself on the boot sector of the floppy so all is needed is
to remove or change the floppy disk. Not sure if it bypasses the IDE check!

John G.

2886. Re: Degrading Falcon030 to play ST games?

Newsgroup: comp.sys.atari.st
Date: 2003-05-23 23:44:22 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bambv6$c8p$1@news7.svr.pol.co.uk>
Source record: 27317
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Seeing as everyone's top-posting ;-) .....

The Falcon and the STE are very different machines. The Falcon only has a few devices in common with the STE, the PSG sound and the keyboard/midi chips spring to mind. The CPU (68030) and the VIDEL (video shifter) are not in the STE but these chips can perform most of the STE's functions. All properly written software will work (IE if they use the GEMDOS/BIOS functions, and dont write directly to the hardware (like GAMES!)). Its not surprising really that most games wont run on the Falcon, in order to bring out a computer that was sufficiently ahead of the STE at the time, compromises in terms of compatibility had to be made.

To answer the question though, the only games software that will work on both platforms is either a Falcon game that has an ST/E mode, or an ST/E game that will work with Backwards. Not many ST/E games will. Im sure there is a list somewhere of tested ST/E games with backwards, but I cant remember where I saw it.

Smeg.

Tim <tjlazer@mail.com> wrote in message
news:vcss6e3g6g2179@corp.supernews.com...
> Well if the game was written for the Falcon specifically then NO. As the
> Falcon has better sound and graphics capabilities. 16bit audio and True
> Color graphics will not work on the STE.
>
> Tim
>
> "Tom McEwan" <tom@tnmcewan.fsnet.NOSPAM.co.uk> wrote in message
> news:balqrrkve1@newsg3.svr.pol.co.uk...
> > On a similar note, is it possible to sufficiently upgrade an STE to run
> > Falcon games? I know very little about Falcons, but I gather they use
the
> > same OS.....or would that just be too much to hope for?
> >
> > Tom
> >
> >
> >
> > "Tim" <tjlazer@mail.com> wrote in message
> > news:vcq6uffurl5t1d@corp.supernews.com...
> > > I have a falcon030, and a lot of ST games do not work. Some will work
> > from
> > > floppy if I boot to the disk and set ST Low.

> > >
> > > What software degraders out there allow to get some of those old ST
> games
> > to
> > > run?
> > >
> > > I tried Backward III I think it was and was unable to get it to work.
> It
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that
> > was
> > > the problem. How do you use this program to do a generic degrade of
the
> > > machine? I don't want to mess with config files, naming configs etc.
> Too
> > > much work.
> > >
> > > On my Amiga 1200 it is fairly easy to degrade to get older games to
> work,
> > I
> > > am hoping the Falcon030 has something similar.
> > >
> > > Thanks
> > > Tim
> > >
> > >
> >
> >
>
>

2887. [Web] The Unofficial XaAES Page

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 00:56:13 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.aoqfmegk@localhost>
Source record: 27318

Hi all,

When XaAES, the freeware AES for MiNT, was integrated with the FreeMiNT CVS a while ago, it opened up possibilities for better coordinated efforts when it comes to updating the sources. And it surely has proved to be worth that effort! Recent patches has most noticably improved the mouse response and also cured a few other quirks. But as not everyone can use CVS and compile their own binaries there has been a need for a place where test builds can be downloaded, and where information on the project in general can be presented.

To fill that void, the unoffical XaAES page has been created. It is by no means complete, and lots of things will surely be added along the way, but you can already get the latest binaries (030) and also share your thoughts on XaAES with others on the site forum. In the near future you'll be able to browse docs, and check out screenshots on the new site.

The most recent development snapshot is dated April 23, and contains a bugfix that should allow Interface to run under XaAES again.

URL: http://xaaes.atariforge.net

Regards,

Joakim

2888. Atari Online News, Etc. #05-21

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 01:16:59 UTC
From: danap8@aol.comno-spam
Message-ID: <20030523211659.09668.00000124@mb-m26.aol.com>
Source record: 27319

```
A-ONE #0521 05/23/03

~ HighWire News Update! ~ People Are Talking! ~ Barring Bulk Spam!
~ eBay Frequent Flyer! ~ MS Antivirus Info Site ~ AtariSIO Beta Out!
~ E-Mail Tax Stop Spam? ~ Napster Resurrection? ~ Atari Shares Sink!
~ New WinZip, New Format ~ California Anti-Spam! ~ Austin Gaming Expo!

-* Spam: Congress Needs To Act! *-
-* Video Games Group To Challenge Law! *-
-* House Panel Approves Permanent Net Tax Ban *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
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2889. Re: No Memory Check on Falcon, how to reenable?

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 01:21:55 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcti9khmfb7p7a@corp.supernews.com>
Source record: 27320
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well after a lot of surfing I found a util that will indeed turn it on and
off! ;)

If anyone wants it, here it is:

http://files.dhs.nu/files_util/mem-test.zip

Thanks
Tim

"Tim" <tjlazer@mail.com> wrote in message
news:vcqvfns9r6sq02@corp.supernews.com...
> I have a Falcon030. I ran the prg called: NOMEMTST.EXE which disables
the
> Memory Check on cold boot. Nice feature, but I would like to know how to
> reenable it. I tried some Reset NVRAM tools but that did not help. How
do
> you reset the Falcon to factory settings?
>
> Thanks
> Tim
>
>

2890. Re: Word processor Atari

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 06:09:30 UTC
From: waldo_xx@yahoo.com
Message-ID: <643ucvcsg96ol4gj0qp2buojm22pj1h5tv@4ax.com>
Source record: 27321

EditPlus is the way to go.

http://ic.net/~harvey/editplus.htm

>Hi!!
>When I can find a good word processor for mi Atari St FM with 1 Mega of
>Ram??

2891. Re: Degrading Falcon030 to play ST games?

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 09:05:59 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <36ttcv85vu1sdh2ucmaj3vgtk2f5s3m2er@4ax.com>
Source record: 27322
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Thu, 22 May 2003 11:49:49 -0700, "Tim" <tjlazer@mail.com> wrote:

>I have a falcon030, and a lot of ST games do not work. Some will work from
>floppy if I boot to the disk and set ST Low.
>

Just yell at it-

"Your father was Jack Tramiel and your mother's name was Leonard..!"

"Your parents never really loved you, or else they would have marketed
you more successfully..!"

"They really wanted an Amiga, but got stuck with you..!"

That should be pretty degrading.

BobR

2892. Re: No Memory Check on Falcon, how to reenable?

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 10:40:57 UTC
From: Bill Clinton <Expresident@Screwup.com>
Message-ID: <3ecf4c60$0$27513@echo-01.iinet.net.au>
Source record: 27323
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'll take 10 please

"Tim" <tjlazer@mail.com> wrote in message
news:vcss3b491fu251@corp.supernews.com...
> Ok how about $1 which includes S/H? ;)
>
> Tim
>
> "Bill Clinton" <Expresident@Screwup.com> wrote in message
> news:3ece24b9$0$26195@echo-01.iinet.net.au...
> > Its screwed, you'd better sell it to me and stop your worries.
> >
> > "Tim" <tjlazer@mail.com> wrote in message
> > news:vcqvfns9r6sq02@corp.supernews.com...
> > > I have a Falcon030. I ran the prg called: NOMEMTST.EXE which
disables
> > the
> > > Memory Check on cold boot. Nice feature, but I would like to know how
> to
> > > reenable it. I tried some Reset NVRAM tools but that did not help.
How
> > do
> > > you reset the Falcon to factory settings?
> > >
> > > Thanks
> > > Tim
> > >
> > >
> > >
> >
> >
>
>

2893. No comments ??

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 12:43:13 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ecf68c7$0$4605$626a54ce@news.free.fr>
Source record: 27324

No comments about the new informations on my web pages ?!

Ok, I precise I put some tests and you can do tests at home : there are downloads of the NEMBENCH 2.1 and KRONOS 1.0 benchers...

Regards

2894. Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 14:59:15 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ecf96b814fc9aa0@tripnet.se>
Source record: 27325
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

I'm searching for an ST program that can read data from the parallel port and act exactly as a printer. I would like to capture printouts from an old computer with no other interfaces to salvage some source code.

The alternative is to print on paper and then use a scanner and OCR but it takes a lot of time and some OCR errors might ruin the sources.

It should be possible to read the printer port but what about manipulating the (crossed) strobe/busy lines?

Does anyone knows of such a "printer emulator" program and where to download it?

If not, I might even try to write one myself. It is possible to read the printer port but I'm uncertain if it will work to simulate the strobe/busy handshaking by manipulating the sound chip registers.

I tried this a long time ago and managed to read the first byte in GFA but never got the other computer to send any more data. Maybe all that is needed is a small ASM routine to toggle the handshaking so the built in routine can read the next byte?

If anyone knows of a similair solution for PC I can use that as an alternative. Perhaps even better as this eliminates the risk to blow the Atari printer port...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2895. Re: Papyrus X!

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 15:54:54 UTC
From: nick@1632systems.co.uk
Message-ID: <bao4gmsan1@thorium.cix.co.uk>
Source record: 27326

and we planning to show it at the UK JagFest

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

2896. Re: No comments ??

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 17:13:03 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAF4F6D4.30A1A%nameerf@flash.net>
Source record: 27327

in article 3ecf68c7$0$4605$626a54ce@news.free.fr, Rodolphe Czuba at
rczuba@free.fr wrote on 5/24/03 4:43 AM:

> No comments about the new informations on my web pages ?!
>
> Ok, I precise I put some tests and you can do tests at home : there are
> downloads of the NEMBENCH 2.1 and KRONOS 1.0 benchers...

Oops! I saw your page update, but forgot to come back and comment... Great job! Looks very impressive! I hope I can actually get to see one of these cards in person some day! Just out of curiosity, do you have any cards left, or are they all spoken for now?

Mike Freeman
nameerf@flash.net

2897. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 17:32:08 UTC
From: lp <gfa@basic.net>
Message-ID: <BAF524D8.FD49%gfa@basic.net>
Source record: 27328
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

in article 3ecf96b814fc9aa0@tripnet.se, Kenneth Medin at kennethm@tripnet.se wrote on 5/24/03 10:59 AM:

> I'm searching for an ST program that can read data from the parallel port
> and act exactly as a printer. I would like to capture printouts from an
> old computer with no other interfaces to salvage some source code.
>
> The alternative is to print on paper and then use a scanner and OCR but
> it takes a lot of time and some OCR errors might ruin the sources.
>
> It should be possible to read the printer port but what about
> manipulating the (crossed) strobe/busy lines?
>
> Does anyone knows of such a "printer emulator" program and where to
> download it?
>
> If not, I might even try to write one myself. It is possible to read the
> printer port but I'm uncertain if it will work to simulate the
> strobe/busy handshaking by manipulating the sound chip registers.
>
> I tried this a long time ago and managed to read the first byte in GFA
> but never got the other computer to send any more data. Maybe all that is
> needed is a small ASM routine to toggle the handshaking so the built in
> routine can read the next byte?
>
> If anyone knows of a similair solution for PC I can use that as an
> alternative. Perhaps even better as this eliminates the risk to blow the
> Atari printer port...

Sounds like a rather round about way to save some files. But if I was to make a suggestion, I'd setup the machine for a serial printer. I've never dealt with the parallel port, but the serial port I've done alot with. Maybe a cpx or some old desk acc from Atari would let you set the port for sending stuff to a printer. It's an idea anyway.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2898. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 18:47:26 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ecfcc34179923f0@tripnet.se>
Source record: 27331
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In comp.sys.atari.st <BAF524D8.FD49%gfa@basic.net>
lp wrote on Sat 24-05-2003 13:32 (-0400):

>in article 3ecf96b814fc9aa0@tripnet.se, Kenneth Medin at kennethm@tripnet.se
>wrote on 5/24/03 10:59 AM:
>
>> I'm searching for an ST program that can read data from the parallel port
>> and act exactly as a printer. I would like to capture printouts from an
>> old computer with no other interfaces to salvage some source code.
>>
>> The alternative is to print on paper and then use a scanner and OCR but
>> it takes a lot of time and some OCR errors might ruin the sources.

>Sounds like a rather round about way to save some files. But if I was to
>make a suggestion, I'd setup the machine for a serial printer. I've never

This computer has two ways of sending data:

1. Parallel port in ASCII format.

2. 300 baud analog suitable to record on a cassette tape.

So, I prefer the first method...

This definitely is possible. PARCP uses the printer port for transfers
and so does the Portfolio and STBook data transfer utilities.

I don't need any high transfer speeds, only error free.

I have found some hints on Google about how it might be done.

To my surprise a search for a PC program capable of this returned
nothing...

There might also be a possibility to use a parallel to serial converter
but I guess those are both hard to find and expensive.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2899. Re: No Memory Check on Falcon, how to reenable?

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 18:51:05 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcvfosb5s6jq3e@corp.supernews.com>
Source record: 27332
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How about 10 Monika Lewinski's? lol

Tim

"Bill Clinton" <Expresident@Screwup.com> wrote in message
news:3ecf4c60$0$27513@echo-01.iinet.net.au...
> I'll take 10 please
>
> "Tim" <tjlazer@mail.com> wrote in message
> news:vcss3b491fu251@corp.supernews.com...
> > Ok how about $1 which includes S/H? ;)
> >
> > Tim
> >
> > "Bill Clinton" <Expresident@Screwup.com> wrote in message
> > news:3ece24b9$0$26195@echo-01.iinet.net.au...
> > > Its screwed, you'd better sell it to me and stop your worries.
> > >
> > > "Tim" <tjlazer@mail.com> wrote in message
> > > news:vcqvfns9r6sq02@corp.supernews.com...
> > > > I have a Falcon030. I ran the prg called: NOMEMTST.EXE which
> disables
> > > the
> > > > Memory Check on cold boot. Nice feature, but I would like to know
how
> > to
> > > > reenable it. I tried some Reset NVRAM tools but that did not help.
> How
> > > do
> > > > you reset the Falcon to factory settings?
> > > >
> > > > Thanks
> > > > Tim
> > > >
> > > >
> > > >
> > > >
> > >
> > >
> >
> >
>
>

2900. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 19:36:08 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3ecfad88.0@entanet>
Source record: 27329

On 24 May 2003 14:59:15 , "Kenneth Medin" wrote:
>I'm searching for an ST program that can read data from the parallel port
>and act exactly as a printer. I would like to capture printouts from an
>old computer with no other interfaces to salvage some source code.
>
>The alternative is to print on paper and then use a scanner and OCR but
>it takes a lot of time and some OCR errors might ruin the sources.
>
>It should be possible to read the printer port but what about
>manipulating the (crossed) strobe/busy lines?
>
>Does anyone knows of such a "printer emulator" program and where to
>download it?
>
>If not, I might even try to write one myself. It is possible to read the
>printer port but I'm uncertain if it will work to simulate the
>strobe/busy handshaking by manipulating the sound chip registers.
>
>I tried this a long time ago and managed to read the first byte in GFA
>but never got the other computer to send any more data. Maybe all that is
>needed is a small ASM routine to toggle the handshaking so the built in
>routine can read the next byte?
>
>If anyone knows of a similair solution for PC I can use that as an
>alternative. Perhaps even better as this eliminates the risk to blow the
>Atari printer port...

I have been considering using the same technique but across the serial port
to get data from one of my antiques, a Camputers Lynx.

The serial port is slightly non-standard so I will have to make up a lead
and I don't know what software to use. Would a terminal program do the trick ?

Regards,

Peter

2901. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 19:36:09 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3ecfad89.0@entanet>
Source record: 27330

```
On 23 May 2003 14:43:20 , "Edward S. Baiz Jr." wrote:
>>In message <3ec7fdaf.0@entanet>, peterslegg@===ANTI-SPAM===scubadivers.co.uk said:
>>
>>>I've been using Arcview for some time but I have found that unzip
>>>does not like spaces in the file names and this is quite common
>>>in stuff from PCs (I think it is because of the auto-generated
>>>file name feature in Word etc.)
>>>
>>>I have to use a disk editor to replace spaces with underscores in
>>>two places inside each zip file. Then they will extract.
>>>
>>>Does everyone else have this problem ?
>>
>>I have just tried Arcview with ZIP23_02 on filenames containing
>>spaces both before and after the point. In each case they were
>>zipped and unzipped again correctly, though the process seemed to
>>take a lot longer than with 'normal' files. Egale showed that the
>>files were equal to the original after unzipping (though the
>>spaces had to be removed to load them into Egale, which handles
>>LFNs but not those with spaces).
>>
>>Are you using this latest version of ZIP (ZIP 2.3, Nov 29th 1999)?
>>
>>Regards, /Peter/
>
>I also tried it and it worked fine for me.
>

Unfortunately all the PC zip files on my Milan have all ready been
doctored so I have been trying to find one on the net. Here is
a music file that has been zipped:

http://search.mp3sound.com/download.php?id=4266050&template=new

When I open it in Arcview it looks ok but when I drag the file into
a folder these errors appear and nothing is extracted by Unzip

caution: filename not matched: Kylie
caution: filename not matched: Minogue
caution: filename not matched: -
caution: filename not matched: Spinning
caution: filename not matched: Around.mp3

Ok it's not my choice of music.

Peter
```

2902. Re: JagFest UK - 14/15 June 2003 - Update 3

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 20:03:49 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <baoj73$ck8$1@hercules.btinternet.com>
Source record: 27333

Harry baby!!!>

> > Yo!, Derryck
> >>>>> Hmm I don't see anywhere the need to preregister.
> >>>> Anyone turning up will get the chance to meet members of the
> >>>> Cheshunt Computer Club AND DDP Translations!
> >>> Jesus!, and pre-registering put you off!!. 8~)
> > I didn't say you woz all ugly!! That Harry dude might have though!
>
> I didn't say he was ugly...
>
> ...just old B^)

Oh yeah!, i remember now, you said they was old, i said they was ugleee!

> rgds
> H (now also old...)

And extremely ugly.

8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.483 / Virus Database: 279 - Release Date: 19/05/2003

2903. Re: No comments ??

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 20:16:43 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ecfd311$0$4630$626a54ce@news.free.fr>
Source record: 27334

Like I say each time to people who ask me the same question :

150 cards were produced and now I have 170 people, BUT some of them have not
yet confirmed and maybe some cards will be available.
In this case, people that are in my standby list will be serve in the order.
If you want to be in the standby list, let me know.

The other way is to get 100 new orders and I can produce again...
I'm sure we will go on this way...;-)

"Michael and Nicole Freeman" <nameerf@flash.net> a crit dans le message de
news: BAF4F6D4.30A1A%nameerf@flash.net...
> in article 3ecf68c7$0$4605$626a54ce@news.free.fr, Rodolphe Czuba at
> rczuba@free.fr wrote on 5/24/03 4:43 AM:
>
> > No comments about the new informations on my web pages ?!
> >
> > Ok, I precise I put some tests and you can do tests at home : there are
> > downloads of the NEMBENCH 2.1 and KRONOS 1.0 benchers...
>
> Oops! I saw your page update, but forgot to come back and comment... Great
> job! Looks very impressive! I hope I can actually get to see one of these
> cards in person some day! Just out of curiosity, do you have any cards
left,
> or are they all spoken for now?
>
> Mike Freeman
> nameerf@flash.net
>

2904. CT60 : SDR is evoluating

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 20:25:25 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ecfd51b$0$4619$626a54ce@news.free.fr>
Source record: 27335

I spend my all time on the SDRAM controller to increase the perf with a good margin of timing security, sure.

I just have now 74MB/s with Reads and 69 MB/s with Writes...nice but I will try to eliminate a other cycle for reads.
An other try is to registered TWO different page (not contiguous) to have page hits on 2 different addresses; like this the CPU can move data from a source to a destination , both in page hit accesses.
I'm not sure to success in this way because of the fitting of the logic into the chip ...

Some of my solutions are :
- fix the HIT page size for all DIMM (some get 2KB and some get 4KB).
- eliminate some case into the logic : the DIMM 32 MB are obsolet, I could remove the support and propose only 64, 128 , 256 and 512 MB.

Consider that the price of a 128 MB is so low...and I'm not sure you can yet buy a 32 MB SDRAM dimm .
Ok, some of you had maybe get a such DIMM ?

Heyn what do you prefer : SDRAM nice speed with possibility of 32 poor MB up to 512 or
SDRAM better speed with 64 to 512 MB ??

I know the answer...(I think to know)..

2905. Atari ST game title

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 21:41:37 UTC
From: f_goedvree@gmx.net
Message-ID: <fbfe09dd.0305241341.25f704d4@posting.google.com>
Source record: 27336

Hello people,
I'm looking for a game title; in the game, you drive a police car and you have to stop cars of certain criminals. It was a top-view game. Mission started with a briefing with pictures of the suspect and the car he was driving. After missions, you had to shake up the suspect and get the information before the police chief decended from the stairs to check up on you and the suspect..
It was a very nice game then, and i would very much want to play it again for old times sake.
Anyone?
Thanks.

2906. Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 22:03:42 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcvr2fk636pu9b@corp.supernews.com>
Source record: 27337
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would like to transfer some data between my PC and Falcon030. I have a Zip100, Jaz 2GB, and EZ135 SCSI drives that I can use. Which ever is easiest.

How can I mount one of these drives on the Falcon and see the drive?

I tried using the EZ135 since it is a smaller drive and formatted it with FAT on PC, now I need to know how to have it mount on the Falcon.

I am using SCSI-Tools 6.10 on the Falcon and TOS 4.02

Thanks
Tim

2907. Re: CT60 : SDR is evoluating

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 22:23:42 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3ed00536a372440@europe-shareware.org>
Source record: 27338

Hello,

in article <3ecfd51b$0$4619$626a54ce@news.free.fr> (comp.sys.atari.st),
Rodolphe Czuba wrote on Sat 24-05-2003 22:25 (+0200):

> SDRAM better speed with 64 to 512 MB ??
>
> I know the answer...(I think to know)..

Better speed, oeuf corse :-)

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

2908. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 22:53:43 UTC
From: lp <gfa@basic.net>
Message-ID: <BAF57037.FD5C%gfa@basic.net>
Source record: 27339

in article 3ecfad88.0@entanet, Peter Slegg at
peterslegg@===ANTI-SPAM===scubadivers.co.uk wrote on 5/24/03 3:36 PM:

> On 24 May 2003 14:59:15 , "Kenneth Medin" wrote:
>> I'm searching for an ST program that can read data from the parallel port
>> and act exactly as a printer. I would like to capture printouts from an
>> old computer with no other interfaces to salvage some source code.
>>
>> The alternative is to print on paper and then use a scanner and OCR but
>> it takes a lot of time and some OCR errors might ruin the sources.
>>
>> It should be possible to read the printer port but what about
>> manipulating the (crossed) strobe/busy lines?
>>
>> Does anyone knows of such a "printer emulator" program and where to
>> download it?
>>
>> If not, I might even try to write one myself. It is possible to read the
>> printer port but I'm uncertain if it will work to simulate the
>> strobe/busy handshaking by manipulating the sound chip registers.
>>
>> I tried this a long time ago and managed to read the first byte in GFA
>> but never got the other computer to send any more data. Maybe all that is
>> needed is a small ASM routine to toggle the handshaking so the built in
>> routine can read the next byte?
>>
>> If anyone knows of a similair solution for PC I can use that as an
>> alternative. Perhaps even better as this eliminates the risk to blow the
>> Atari printer port...
>
> I have been considering using the same technique but across the serial port
> to get data from one of my antiques, a Camputers Lynx.
>
> The serial port is slightly non-standard so I will have to make up a lead
> and I don't know what software to use. Would a terminal program do the trick ?

I you get the cable correctly made, and the machines can match each other on
the serial settings, that should do nicely. Turn on the text capture and
it should be able to save the data.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2909. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-24 22:56:53 UTC
From: lp <gfa@basic.net>
Message-ID: <BAF570F5.FD5D%gfa@basic.net>
Source record: 27340
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

in article 3ecfcc34179923f0@tripnet.se, Kenneth Medin at kennethm@tripnet.se wrote on 5/24/03 2:47 PM:

> In comp.sys.atari.st <BAF524D8.FD49%gfa@basic.net>
> lp wrote on Sat 24-05-2003 13:32 (-0400):
>
>> in article 3ecf96b814fc9aa0@tripnet.se, Kenneth Medin at kennethm@tripnet.se
>> wrote on 5/24/03 10:59 AM:
>>
>>> I'm searching for an ST program that can read data from the parallel port
>>> and act exactly as a printer. I would like to capture printouts from an
>>> old computer with no other interfaces to salvage some source code.
>>>
>>> The alternative is to print on paper and then use a scanner and OCR but
>>> it takes a lot of time and some OCR errors might ruin the sources.
>
>> Sounds like a rather round about way to save some files. But if I was to
>> make a suggestion, I'd setup the machine for a serial printer. I've never
>
> This computer has two ways of sending data:
>
> 1. Parallel port in ASCII format.
>
> 2. 300 baud analog suitable to record on a cassette tape.

Ah, I see your problem now. ;-)

> So, I prefer the first method...
>
> This definitely is possible. PARCP uses the printer port for transfers
> and so does the Portfolio and STBook data transfer utilities.
>
> I don't need any high transfer speeds, only error free.
>
> I have found some hints on Google about how it might be done.
>
> To my surprise a search for a PC program capable of this returned
> nothing...
>
> There might also be a possibility to use a parallel to serial converter
> but I guess those are both hard to find and expensive.

Well if I can be of some help regarding GFA, let me know.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2910. Re: Atari ST game title

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 01:39:52 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3ed01d7e$0$26608$626a54ce@news.free.fr>
Source record: 27341

> Hello people,
> I'm looking for a game title; in the game, you drive a police car and
> you have to stop cars of certain criminals. It was a top-view game.
> Mission started with a briefing with pictures of the suspect and the
> car he was driving. After missions, you had to shake up the suspect
> and get the information before the police chief decended from the
> stairs to check up on you and the suspect..
> It was a very nice game then, and i would very much want to play it
> again for old times sake.
> Anyone?
> Thanks.

"Chicago 90" ?
http://www.cartwright33.freeserve.co.uk/amiga/chicago90.htm

"Chase HQ" ?
http://taito.overclocked.org/chasehq.html

Dbug

2911. Re: No Memory Check on Falcon, how to reenable?

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 01:44:39 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3ED03B85.F6FA1922@ev1.net>
Source record: 27342
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Tim wrote:
>
> How about 10 Monika Lewinski's? lol
>
Would 10 Lewinskis be a ton or a metric ton???

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

2912. Re: No Memory Check on Falcon, how to reenable?

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 04:01:52 UTC
From: Bill Clinton <Expresident@Screwup.com>
Message-ID: <3ed04058$0$29010@echo-01.iinet.net.au>
Source record: 27345
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I did not have any relations with that woman.
Its all a lie.

"Tim" <tjlazer@mail.com> wrote in message
news:vcvfosb5s6jq3e@corp.supernews.com...
> How about 10 Monika Lewinski's? lol
>
> Tim
>
> "Bill Clinton" <Expresident@Screwup.com> wrote in message
> news:3ecf4c60$0$27513@echo-01.iinet.net.au...
> > I'll take 10 please
> >
> > "Tim" <tjlazer@mail.com> wrote in message
> > news:vcss3b491fu251@corp.supernews.com...
> > > Ok how about $1 which includes S/H? ;)
> > >
> > > Tim
> > >
> > > "Bill Clinton" <Expresident@Screwup.com> wrote in message
> > > news:3ece24b9$0$26195@echo-01.iinet.net.au...
> > > > Its screwed, you'd better sell it to me and stop your worries.
> > > >
> > > > "Tim" <tjlazer@mail.com> wrote in message
> > > > news:vcqvfns9r6sq02@corp.supernews.com...
> > > > > I have a Falcon030. I ran the prg called: NOMEMTST.EXE which
> > disables
> > > > > the
> > > > > Memory Check on cold boot. Nice feature, but I would like to know
> how
> > > > to
> > > > > reenable it. I tried some Reset NVRAM tools but that did not
help.
> > How
> > > > > do
> > > > > you reset the Falcon to factory settings?
> > > > >
> > > > > Thanks
> > > > > Tim
> > > > >
> > > > >
> > > >
> > >

> > >
> > >
> >
> >
>
>

2913. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 04:01:59 UTC
From: rsmac@t-online.de
Message-ID: <1fvi1nt.u1y82ft0dbjiN%rsmac@t-online.de>
Source record: 27343
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tim <tjlazer@mail.com> wrote:

> I would like to transfer some data between my PC and Falcon030. I have a
> Zip100, Jaz 2GB, and EZ135 SCSI drives that I can use. Which ever is
> easiest.

Any.

> How can I mount one of these drives on the Falcon and see the drive?

Use HDDriver.
Use HDDriver to format media as PC media.

> I am using SCSI-Tools 6.10 on the Falcon and TOS 4.02

Old an not up to date.

Regards, Robert
(Using ZIP100 to transfer data from Mac to Falcon)
(Faster way is to connect the falcon with ethernet)

--
-= Home of DOIT-Archive =-

Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

2914. Re: No comments ??

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 04:02:00 UTC
From: rsmac@t-online.de
Message-ID: <1fvi1wx.bzugmf1eh60wN%rsmac@t-online.de>
Source record: 27344

Rodolphe Czuba <rczuba@free.fr> wrote:

> Like I say each time to people who ask me the same question :
>
> 150 cards were produced and now I have 170 people, BUT some of them have not
> yet confirmed and maybe some cards will be available.
> In this case, people that are in my standby list will be serve in the order.
> If you want to be in the standby list, let me know.
>
> The other way is to get 100 new orders and I can produce again...
> I'm sure we will go on this way...;-)

Great, sounds like all long time prepayers got hardware in few days..

Regards, Robert
--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

2915. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 06:44:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200305250844.a42097@wun.maus.de>
Source record: 27211

Hallo Kenneth!

KM>I'm searching for an ST program that can read data from the parallel
KM>port and act exactly as a printer.

I know of such programs. IIRC one of them was delivered with the ancient 1ST Word/1ST Adress office package, back in the eighties. I've been using it to copy data from my Schneider/Amstrad CPC to the Atari Mega ST back in these days, using a hand-crafted cable with crossed status lines and a special mod on the CPC to enable the use of 8 bit on the printer port.

Look for a program with the name "receive.prg", it's the stand alone receiver and will just write all incoming data to a file. 1ST Adress itself can also import data from the parallel port.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2916. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 08:28:23 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns93866A8994D1Ftos4ever@195.130.132.65>
Source record: 27196
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**html-edit**
ftp://chapelie.rma.ac.be/atari/html-edit/ctx-htm.zip
(51.496 bytes) Converts Calamus 1.09N .CTX files to html. Works with Magic now.

ftp://chapelie.rma.ac.be/atari/html-edit/html-utils/gemtidy_085.zip
(231.300 bytes) GEM interface for HTML TIDY (clean up/correct web pages) with support for
some
useful GEM message protocols to interact with other software like Joe (an HTML editor),
LUNA, EZ_EDIT...

ftp://chapelie.rma.ac.be/atari/html-edit/html-utils/calltidy.zip
(48.053 bytes) CallTidy is a scriptfile (actual two pieces) for use with Scripter.
You can use CallTidy to call the html-Validator Tidy easy.

ftp://chapelie.rma.ac.be/atari/html-edit/html-utils/tidy-20030519.zip
(150.689 bytes) html-Tidy for freemint. Cleans up and correct badly written html pages.

**midi**
ftp://chapelie.rma.ac.be/atari/midi/fretcalc.zip
(117.126 bytes) Fret position optimization software for Atari.
The main use for this program is to seek the best way to adopt instruments
with movable frets to historic temperaments. I have also included the possibility
to hear the results direct via MIDI and how well different chords will work.
Works with Magic now.

Have Fun,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>
```

2917. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 08:39:15 UTC
From: Mike <Mike@nospam.com>
Message-ID: <Ti%za.11238$dP1.20958@newsc.telia.net>
Source record: 27197
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Robert Schaffner" <rsmac@t-online.de> skrev i meddelandet
news:1fvi1nt.u1y82ft0dbjiN%rsmac@t-online.de...
> Tim <tjlazer@mail.com> wrote:
>
> > I would like to transfer some data between my PC and Falcon030. I have a
> > Zip100, Jaz 2GB, and EZ135 SCSI drives that I can use. Which ever is
> > easiest.
>
> Any.
>
> > How can I mount one of these drives on the Falcon and see the drive?
>
> Use HDDriver.
> Use HDDriver to format media as PC media.
>
> > I am using SCSI-Tools 6.10 on the Falcon and TOS 4.02
>
> Old an not up to date.
>

Yes, and you may use HDDriver's support for Bus Arbitration, which basically means that both the
PC and Atari may be connected as terminators on each side of the SCSI chain. Thus, you don't have
to disconnect the hard disks between each transfer as long as you don't read/write at the same time.

By the way, I have used HDDriver with an EZ220 SCSI drive and it works fine.

--
Kind regards
Mikael Hillborg
MHC Synthesizers and Effects
http://www.mhc.se/software/plugins/

2918. Re: Atari ST game title

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 09:01:54 UTC
From: nick@1632systems.co.uk
Message-ID: <baq0ma$q5d$1@thorium.cix.co.uk>
Source record: 27198

Police Quest?

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

2919. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 09:25:50 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <baq26uqse1@thorium.cix.co.uk>
Source record: 27199

kennethm@tripnet.se (Kenneth Medin) wrote:

> I'm searching for an ST program that can read data from the parallel
> port and act exactly as a printer. I would like to capture printouts
> from an old computer with no other interfaces to salvage some source
> code.

ISTR there was a utility called "Barrel" which was first mentioned in the Andreas Ramos "Your 2nd manual for the Atari ST". This captured printer output in a similar way to what you describe.

Impossible to say whether it would be compatible nowadays, but you can only try...

regards
Harry

2920. Re: A survey poll for you...

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 10:21:09 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <baq5ei$n3t$1@hercules.btinternet.com>
Source record: 27200

Why its...

"Luposian" <luposian@lycos.com> wrote in message
news:k1fza.41833$eJ2.39689@fed1read07...

It pissed you off fudge-packer so achieved the purpose!.

> It's NOT porn! It's a BeOS-related website, presently reallocated to
> "Atari" interest.
>
> Steve "Rectum Fruitcake" Sweetcheeks is causing problems again...
>
> Luposian
> ----------
> <sidcelery@cix.compulink.co.uk> wrote in message
> news:bajq8vlve1@thorium.cix.co.uk...
> > steve.sweet@btopenworld.com (Steve Sweet) wrote:
> >
> > > Why!, no!, it cant be!...
> > >
> > >> Please go to: http://www.angelfire.com/az3/luposian/
> > > Porno site, reported to ISP.
> >
> > What?! I've just spent yesterday exploring an angelfire web page and
> > didn't see any sign of porn!
> >
> > OIC, that's because I've been reviewing the pages associated with the
> > greatest musical genius of the age at:
> >
> > http://www.angelfire.com/jazz/jmweb/
> > http://www.johnmclaughlin.com/light_vers/index.html
> > http://www.cs.cf.ac.uk/Dave/mclaughlin/
> > http://www.italway.it/morrone/WBTG-mp3.htm
> >
> > B^)
> >
> > regards
> > H

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.483 / Virus Database: 279 - Release Date: 20/05/2003

2921. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 10:32:23 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ed0a9be27f24f0@tripnet.se>
Source record: 27201

In comp.sys.atari.st <baq26uqse1@thorium.cix.co.uk>
sidcelery@cix.compulink.co.uk wrote on Sun 25-05-2003 09:25 (GMT):

>kennethm@tripnet.se (Kenneth Medin) wrote:
>
>> I'm searching for an ST program that can read data from the parallel
>> port and act exactly as a printer. I would like to capture printouts
>> from an old computer with no other interfaces to salvage some source
>> code.
>
>ISTR there was a utility called "Barrel" which was first mentioned in the
>Andreas Ramos "Your 2nd manual for the Atari ST". This captured printer
>output in a similar way to what you describe.

I guess you mean barrel.arc at:

http://www.umich.edu/~archive/atari/Utilities/

The readme only talks about how to capture printouts that are meant to go
out through the printer port.

What I need is a way to capture data that comes _in_ via the printer port
using a special (PARCP) cable with strobe and busy lines crossed.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2922. Re: Atari ST game title

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 10:41:00 UTC
From: ilikeu <ilikeu.news.invalid@web2news.net>
Message-ID: <33500N860@web2news.com>
Source record: 27202

Its APB me thinks!

Feliks G. wrote:
> Hello people,
> I'm looking for a game title; in the game, you drive a police car and
> you have to stop cars of certain criminals. It was a top-view game.
> Mission started with a briefing with pictures of the suspect and the
> car he was driving. After missions, you had to shake up the suspect
> and get the information before the police chief decended from the
> stairs to check up on you and the suspect..
> It was a very nice game then, and i would very much want to play it
> again for old times sake.
> Anyone?
> Thanks.

--
Direct access to this group with http://web2news.com
http://web2news.com/?comp.sys.atari.st

2923. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 13:18:36 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <baqfrc$4ik$1@thorium.cix.co.uk>
Source record: 27203

In message <3eccf699.1@entanet>, peterslegg@===ANTI-SPAM===scubadivers.co.uk said:

>>I have just tried Arcview with ZIP23_02 on filenames containing
>>spaces both before and after the point. In each case they were
>>zipped and unzipped again correctly, though the process seemed to
>>take a lot longer than with 'normal' files.....
>>
>>Are you using this latest version of ZIP (ZIP 2.3, Nov 29th 1999)?
>
>Yes and I am using UnZip 5.40 of 28 November 1998, by Info-ZIP

Hi namesake!

I suggest you forget about UnZip and use ZIP23_02.TTP for
unzipping in Arcview as well. Not quite as handy as d&d onto
Unzip, but it works with spaces in the filenames! :-)

Regards, /Peter/

2924. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 14:26:09 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3ed0d27e$0$11383$cc9e4d1f@news.dial.pipex.com>
Source record: 27204

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3ecdded0106b6fa@attbi.com...
> >Hi all,
> >
> >Im trying to format a SCSI drive on my Falcon, I have one from TUS which
> >works fine, though I have tried 3 other SCSI drives in the case and even
> >though my Falcon will find the drive it does not come up in the drive
list
> >for when I want to format it, Im using HD8 also. My internal IDE drive
coems
> >up everytime, and so does my TUS, but not other drives ? does anyone have
> >any ideas why ?
> >
> >TIA,
> >Chris
>
> I have an IDE drive in my Hades and an external SCSI. Sometimes I
> also have the same problem in that my external SCSI does not show
> up. I usually keep re-booting and eventually it boots up. Do you
> have the SCSI device set in the settings of HDDriver? Look in the
> "Settings" drop down menu under "Devices and Paritions". If your
> SCSI drive has a SCSI number of 2, then you should have the box
> "1.2" higlighted. That may not be the problem, but it is worth a
> check.

Ahh for some reason its conflicting with me IDE drive, I set it to ID1 and
my SCSI drive comes up as 0 now. I changed the SCSI Id on the drive itself
to 1 but no matter what I do it keeps comming up as 0, perhaps I can't do it
due to some silly reason. Though my Atari drive works along with me IDE
drive so its a bit odd... at least im getting there now :)

Chris

> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2925. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 14:45:31 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <baqkub$702$1@thorium.cix.co.uk>
Source record: 27206

In message <3ecfad89.0@entanet>, peterslegg@===ANTI-SPAM===scubadivers.co.uk said:

>http://search.mp3sound.com/download.php?id=4266050&template=new
>
>When I open it in Arcview it looks ok but when I drag the file into
>a folder these errors appear and nothing is extracted by Unzip
>
>caution: filename not matched: Kylie
>caution: filename not matched: Minogue
>caution: filename not matched: -
>caution: filename not matched: Spinning
>caution: filename not matched: Around.mp3

From your post it seems that you are still using an older version
of unzip and that is treating a space as the end of the filename.

Sorry - I seem to have provided wrong info earlier: Just checked
'Set paths...' in my Arcview and for 'Extract' I am actually using
UNZIP540.TTP with '%P %S' on 'Commandline'. And this works with
spaces! Try upgrading to that version.

Regards, /Peter/

2926. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 14:45:32 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <baqkuc$703$1@thorium.cix.co.uk>
Source record: 27205
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <vcvr2fk636pu9b@corp.supernews.com>, tjlazer@mail.com said:

>I would like to transfer some data between my PC and Falcon030. I have a
>Zip100, Jaz 2GB, and EZ135 SCSI drives that I can use. Which ever is
>easiest.
>
>How can I mount one of these drives on the Falcon and see the drive?
>
>I tried using the EZ135 since it is a smaller drive and formatted it with
>FAT on PC, now I need to know how to have it mount on the Falcon.
>
>I am using SCSI-Tools 6.10 on the Falcon and TOS 4.02

I am using an EZ135 on my Falcon's SCSI bus and another on my son's
PC connected via an Adaptec USBXchange USB -> SCSI adaptor (if
your PC has a SCSI card, then that will not be needed), and move
files between the computers this way. The important thing is to
partition the carts PC-compatible. HDDRIVER will do this, but only
for a single partition on the drive/cart. I don't know whether
SCSI-Tools offers a similar facility. If not, change to HDDRIVER!
With that driver, it is even possible to connect both the Falcon and
PC to the same SCSI bus, so you may not need a drive as intermediate
at all!

Regards, /Peter/

2927. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 16:55:19 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <baqshn$as5$1@thorium.cix.co.uk>
Source record: 27208

kennethm@tripnet.se (Kenneth Medin) wrote:
> sidcelery@cix.compulink.co.uk wrote on Sun 25-05-2003 09:25 (GMT):
>>kennethm@tripnet.se (Kenneth Medin) wrote:
>>> I'm searching for an ST program that can read data from the parallel
>>> port and act exactly as a printer. I would like to capture printouts
>>> from an old computer with no other interfaces to salvage some source
>>> code.
>> ISTR there was a utility called "Barrel" which was first mentioned in
>> the Andreas Ramos "Your 2nd manual for the Atari ST". This captured
>> printer output in a similar way to what you describe.
> I guess you mean barrel.arc at:
> http://www.umich.edu/~archive/atari/Utilities/

Yup, that's the one.

> The readme only talks about how to capture printouts that are meant to
> go _out_ through the printer port.
>
> What I need is a way to capture data that comes _in_ via the printer
> port using a special (PARCP) cable with strobe and busy lines crossed.

Still not sure I understand. Can't you just run barrel on the old machine?

rgds
H

2928. Re: Atari ST game title

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 17:07:39 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <FIyVBsLbhP0+Ewxz@atari.org.uk>
Source record: 27209

On Sat, 24 May 2003 at 14:41:37 a message from Feliks G. was created on
the subject of Atari ST game title.
>Hello people,
>I'm looking for a game title; in the game, you drive a police car and
>you have to stop cars of certain criminals. It was a top-view game.
>Mission started with a briefing with pictures of the suspect and the
>car he was driving. After missions, you had to shake up the suspect
>and get the information before the police chief decended from the
>stairs to check up on you and the suspect..
>It was a very nice game then, and i would very much want to play it
>again for old times sake.
>Anyone?
>Thanks.

Sounds like APB.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: +44 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2929. Re: st items for sale

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 17:10:20 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <75bKdeM8jP0+Ew0j@atari.org.uk>
Source record: 27210

On Thu, 22 May 2003 at 19:55:32 a message from carmel was created on the
subject of st items for sale.
>for sale
>
>1 x atari 520 ste (no mouse, mains lead or tv aerial) works
>small selection of s/w
>1 x happy st discovery cartridge (works -do not know if compat. with
>ste)
>
>all in, no splits or offers
>
>120 gbp or swap for xp compatable mainboard (min 333 fsb and 8x agp)
>and 1800+ Xp processor
>
>buyer most collect or pay for postage
>
>call (+44) 0207 278 4244 after 6pm london t*, ask for carmel
>
>if emailing please mark the subject matter as "st items" or email will
>be deleted

Hmm.

Must be a very rare Happy cartridge then for the setup to be worth that
much.

And the Happy carts do run very nicely on STE's

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: +44 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2930. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 18:41:18 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3ed0f22e.0@entanet>
Source record: 27207

On 25 May 2003 14:45:31 , xlator@cix.compulink.co.uk wrote:
>In message <3ecfad89.0@entanet>, peterslegg@===ANTI-SPAM===scubadivers.co.uk said:
>
>>http://search.mp3sound.com/download.php?id=4266050&template=new
>>
>>When I open it in Arcview it looks ok but when I drag the file into
>>a folder these errors appear and nothing is extracted by Unzip
>>
>>caution: filename not matched: Kylie
>>caution: filename not matched: Minogue
>>caution: filename not matched: -
>>caution: filename not matched: Spinning
>>caution: filename not matched: Around.mp3
>
>
>From your post it seems that you are still using an older version
>of unzip and that is treating a space as the end of the filename.
>
>Sorry - I seem to have provided wrong info earlier: Just checked
>'Set paths...' in my Arcview and for 'Extract' I am actually using
>UNZIP540.TTP with '%P %S' on 'Commandline'. And this works with
>spaces! Try upgrading to that version.
>
>Regards, /Peter/
>
I actually have two different Unzip versions that both claim to be
Unzip 5.40 dated 28th November 1998

One is 175,456 bytes and the other is 116,726 bytes and both behave
the same way with the %P %S command line arguments in Arcview. I am
confused.

The smaller one is accompanied by a readme from Philipp Donze.

Regards,

Peter

2931. Re: Atari ST game title

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 19:54:48 UTC
From: f_goedvree@gmx.net
Message-ID: <fbfe09dd.0305251154.2f981342@posting.google.com>
Source record: 27212

Its APB indeed: i recognize the name! Thanks again!

"ilikeu" <ilikeu.news.invalid@web2news.net> wrote in message
news:<33500N860@web2news.com>...
> Its APB me thinks!

2932. "Touch Up" For Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 21:19:41 UTC
From: swampfax1@atlantic.net
Message-ID: <NraAa.158$x35.128994@newshog.newsread.com>
Source record: 27215

Hi All,
Looking for Touch Up sofware for the Falcon (again). I seem to have
misplaced mine /:)

John G.

2933. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 21:33:15 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bard18$n4u$1@newsg3.svr.pol.co.uk>
Source record: 27213
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mike <Mike@nospam.com> wrote in message
news:Ti%za.11238$dP1.20958@newsc.telia.net...
> Yes, and you may use HDDriver's support for Bus Arbitration, which
basically means that both the
> PC and Atari may be connected as terminators on each side of the SCSI
chain. Thus, you don't have
> to disconnect the hard disks between each transfer as long as you don't
read/write at the same time.

SNIP

Thought i'd mention it though your mileage may vary - I use cubase audio falcon, and have a 1GB Jaz on the scsi bus being shared by the Falcon and PC. Now as long as its not the same file that you are read/writing, you can in fact read files simultaneosly by both machines, I have even tested it where I had cubase playing back several audio tracks while the PC was writing a large file at the same time, and everything checked out OK.

Smeg.

2934. atari mega st4

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 21:41:34 UTC
From: polof <a@b.it>
Message-ID: <iMaAa.32239$lK4.994877@twister1.libero.it>
Source record: 27214

i'm looking for a power supply for this computer.(also an electronic map)
Thanks
Filippo

2935. Re: Degrading Falcon030 to play ST games?

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 21:51:36 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305251351.3fbb87b2@posting.google.com>
Source record: 27220
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:<bambv6$c8p$1@news7.svr.pol.co.uk>...

> To answer the question though, the only games software that will work on
> both platforms is either a Falcon game that has an ST/E mode, or an ST/E
> game that will work with Backwards. Not many ST/E games will. Im sure there
> is a list somewhere of tested ST/E games with backwards, but I cant remember
> where I saw it.
>
> Smeg.
>
Heiko's Falcon Compatibility List is still posted at MyAtari.com.
Check out http://www.myatari.com/f_games.txt for ideas. Note however,
that the Falcon is not completely backwards compatible with the ST.
Having a 1 MB ST around for games is a good idea.

Galen

2936. Re: Degrading Falcon030 to play ST games?

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 21:53:49 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305251353.2c88a8ef@posting.google.com>
Source record: 27221
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Tim" <tjlazer@mail.com> wrote in message news:<vcq6uffurl5t1d@corp.supernews.com>...
> I have a falcon030, and a lot of ST games do not work. Some will work from
> floppy if I boot to the disk and set ST Low.
>
> What software degraders out there allow to get some of those old ST games to
> run?
>
> I tried Backward III I think it was and was unable to get it to work. It
> should not be that difficult! It was the demo version, not sure if that was
> the problem. How do you use this program to do a generic degrade of the
> machine? I don't want to mess with config files, naming configs etc. Too
> much work.
>
Backwards III was released some years ago. Do a search for the public
key or email me privately.

Galen

2937. Re: Atari ST game title

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 22:01:08 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305251401.41666b65@posting.google.com>
Source record: 27222

Steve Stupple <Steve@steverosie.demon.co.uk> wrote in message
news:<FIyVBsLbhP0+Ewxz@atari.org.uk>...

> >Hello people,
> >I'm looking for a game title; in the game, you drive a police car and
> >you have to stop cars of certain criminals. It was a top-view game.
> >Mission started with a briefing with pictures of the suspect and the
> >car he was driving. After missions, you had to shake up the suspect
> >and get the information before the police chief decended from the
> >stairs to check up on you and the suspect..
> >It was a very nice game then, and i would very much want to play it
> >again for old times sake.
> >Anyone?
> >Thanks.
>
> Sounds like APB.

Definitely APB.

Galen

2938. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 22:22:54 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1053899334-626685AEicMi@adel6.freeserve.co.uk>
Source record: 27216

Hi Jens
>>In desperation I looked at my old STiNG script and found the HTTP_PROXY &
>>HTTP_PROXY_PORT entries and entered them in the relevant part of the
>>configuration program. www-cache.freeserve.net 8080
>>No joy there either! It displays "www-cache.freeserve.net" in the grey
>>box in the top right of the window, but nothing else goes on!
>
>Make sure that the DNS is working. You can check it with the tool DRACINFO
>after establishing the connection that there is a valid DNS-Ip. Also make
>sure to disable the STING.PRG in the AUTO folder, because it removes
>sometimes characters from the COM-Port, which result in dropping the data
>packages due to checksum errors. (This happens, even if STING is not
>active)

This is the output from DRACINFO during an online "session":
IP Address: 62.25.250.98
DNS 1: 195.92.195.94
DNS 2: 195.92.195.95
PPP
Status: Active

I removed the NameServer entries as they were not needed. I also removed
the www-cache entry as it made no difference with Adamas.

Marathon still shows "Connecting POP3 Server" I leave it for a few minutes
but nothing happens!

I have removed STING.PRG from the Auto folder, removed AUTOPARK.ACC also as
it seemed to disappear, removed Peter Rottengater's Serial CPX as Draconis
has 115,000 baud in its config section. No difference noticed in either
Marathon or Adamas.

I am wondering whether I have missed out something in the DRACCONF program?

Like what does the checkbox for "Network login" in CONNECTION-CONFIGURATION
do?

In TCP/IP Config:
What does the checkbox for "IP Address will be assigned by the provider"
do? I have left blank the "Host" and "Domain" fields too.

In RS232:
I have set the following:
Port Modem2, Baud 115200, Parity None, Bits 8, Stop bits 1.
I am using the special SCC.PRG for CT2B.

In PROTOCOL:
I set PPP
Both checkboxes are ticked for: IP Header compression & Software
compression, I have no idea what these do.

In GATEWAY:
I left 1st & 2nd DNS fields blank.
Ticked "Use default gateway"

Also I notice that some of the symbols are not in the right place when I
press down \ I get no response, I have found backslash to be on the # key -
is this a German keyboard layout? This occurs only in Draconis.

Thanks for your patience!

Neil :-)

3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

2939. Re: SyquestRepair.com - anyone had dealings ?

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 22:25:28 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1053899340-627637AEicMi@adel6.freeserve.co.uk>
Source record: 27217

Hi Paul

>Hi All,
>
>Just wondered if anyone has had dealings with:
>
>SyquestRepair.com
>3637 Snell Avenue, Suite # 246,
>San Jose CA 95136
>
>I am considering having a drive repaired/replaced by them.
>
>All comments gratefully received,
>
>Thanks
>
>Paul
Sorry no experience of this firm. What sort of Syquest is it? a 135?
If so I have a bare working drive available to a good home!

Neil :-)

3 Atari Systems:
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Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

2940. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 22:36:14 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ed153601185e40@tripnet.se>
Source record: 27223

In comp.sys.atari.st <200305250844.a42097@wun.maus.de>
Ekkehard Flessa wrote on Sun 25-05-2003 08:44 (+0200):

>KM>I'm searching for an ST program that can read data from the parallel
>KM>port and act exactly as a printer.
>
>I know of such programs. IIRC one of them was delivered with the ancient 1ST
>Word/1ST Adress office package, back in the eighties. I've been using it to
>copy data from my Schneider/Amstrad CPC to the Atari Mega ST back in these
>days, using a hand-crafted cable with crossed status lines and a special mod on
>the CPC to enable the use of 8 bit on the printer port.
>
>Look for a program with the name "receive.prg", it's the stand alone receiver
>and will just write all incoming data to a file. 1ST Adress itself can also
>import data from the parallel port.

Sounds just like what I'm searching for! Tried Google for "receive.prg"
along with various keywords to find anything usable for ST or PC. This
seems to be an unusual usage of the printer port...

Did some experiments with GFA but nothing useful. I do manage to read
some strange data from the port but nothing more.

INP(0) and BIOS(2,0) seem to behave the same. A strange thing is that as
long as the other computer interface is turned off the GFA program stops
at the INP(0) waiting for data.

When the interface powers up the same duplicate data gets read on the
Atari side like hell. Strangely the output is a duplicate of the low four
bits of the last sent byte!

When I actually print something the captured data does change but _very_
different received compared to what was sent.

As soon as I power down the transmitting parallel interface the GFA loop
stops waiting for data again. So there is some sort of "handshake" going
on.

I thought the Atari STROBE signal would be interpreted by the other
computer as BUSY but it sends data regardless of what I do on the Atari
side. Maybe the the other computer draws too much current from the Atari
STROBE?

I also tried to manipulate the Atari STROBE signal with:

```
strobe.bit%=&X10000
~XBIOS(30,strobe.bit%) !STROBE high
```

```
~XBIOS(29,NOT strobe.bit%) !STROBE low
```

Don't know if that is correct but had no effect on the data flow.

This is the little GFA test program I used:

```
CLS
strobe.bit%=&X10000
SDPOKE &H43E,TRUE !A long shot to disable any floppy activity
DO
' ~XBIOS(29,NOT strobe.bit%) !STROBE low
' ~XBIOS(30,strobe.bit%) !STROBE high
PRINT INP(0);" ";
' PRINT CHR$(BIOS(2,0)); !Read from PRN
LOOP UNTIL INKEY$=" "
SDPOKE &H43E,0
```

Maybe the solution is to hook on to the BUSY interrupt (generated by the other's strobe??) with asm code and fetch one byte at a time?

Next step will be to try this with two Atari computers as I suspect the two parallel ports may be incompatible.

Both of them (still) prints OK when connected to a printer, though :-)

Anyone with a comment?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2941. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 22:36:58 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1053899342-628269AEicMi@adel6.freeserve.co.uk>
Source record: 27218

Hi Martin

>
>> Does Draconis work in single-TOS (v7.04) on a CT2B Falcon? After
>booting
>> with the Draconis driver in the Auto folder I get a black screen and
>the
>> red error messages from the CT2B.
>
>I think it should work. I also have some problems with the Draconis
>driver, but because I'm using MiNTnet I haven't really tried very hard.
>But I didn't get the black/red CT2b screen. Did you experiment with the
>Fastram flags on the draconis.prg driver program ? Use fileinfo.cpx to
>unset one or both fastram flags (for data and for program.). Has helped
>me get many problematic programs running on my CT2b.

I think I got away with just unchecking the TT-Ram(Prg) box, but the
problems seem to be with Adamas/Marathon not being able to communicate
with the driver - which seems to dial-in OK and be "active". I may try
unchecking the other one, you never know....
>
>> Is there an easy way of installing
>> MiNT? One that doesn't require 60 hours of findling with INF files
>AND
>> works on a CT2B Falcon (which requires NVDI to work!).
>
>It's not difficult to install MiNT, but if you want to use MiNTnet it's
>getting alittle more complicated. If even the EasyMiNT installation is
>too
>much for you, you could try CrippleMiNT. I don't remember the URL but
>these distributions are the work of Marc-Anton Kehr. You should find a
>link on http://www.freemint.de to EasyMiNT and CrippleMiNT.
I got to the EasyMiNT site, I see it requires a RAW or a LNX partition.
I have 7 BGM partitions of just over 2Gb each on my Harddrive, I hope
this type would do, as F32 partitions don't seem to be recognised when I
change the settings in HDDRIVER.

Although installing MagicNet maybe the answer....

Neil :-)

3 Atari Systems:
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Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

2942. Re: Is there anyone else interested in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 22:46:58 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1053899346-628997AEicMi@adel6.freeserve.co.uk>
Source record: 27219

Sorry for the old post!

No response from Laurent either!
Or from Lyndon Amsdon who was supposed to be building one or two of the devices, but no sign of anything yet......?

Is anyone using one of these devices from Peter Denk? There used to be AT-Key also but that used ordinary PC Keyboards with large 5pin DIN plugs and also required you to pull the Keyboard processor from its socket in the Atari keyboard.

I would be interested to know about this device as I hoped to put something like it in to my 19" rack mounted Falcon CT60.

Thanks

Neil :-)
>>I've been pondering Laurent's Eiffel card for using PS/2 mice and
>>keyboards for a while. Unfortunately, 3 emails to Laurent haven't
>>received any response.
>
>A similar gizmo is available from Peter Denk computers in Germany, one
>of
>the few remaining Atar dealers. The gizmo is an adapter with integrated
>microcontoller which enables to connect PS/2 mice and keyboards. It's
>suitable for the MegaST, MegaSTE and TT, but I suppose that with some
>tinkering it should work with a ST and Falcon also...
>No drivers are needed.
>Price for the adapter is $30,-
>The adapter with a suitable mouse and German keyboard costs $43
>
>Address:
>
>MfG Peter Denk
>Sandkamp 19a,
>22111 Hamburg-Horn
>Germany
>Tel 040-651 88 78 or 0172-413 38 77
>http://www.ATARI-Fachmarkt.de
>
>Look for products:
>Artikel #804002 PS/2-Adapter fi¿½r Tastatur und Maus
>Artikel #804003 dito, aber inklusive PC Tastatur und Maus

3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD

Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

2943. Questions about Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-05-25 23:09:18 UTC
From: Larry@unicode.com
Message-ID: <4bdbad34.0305251509.2354af3b@posting.google.com>
Source record: 27224
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I just received a Falcon 030 w/14Mb ram and a 12Gb hd that I bought on eBay.

I opened it up to verify the ram and hd, and discovered that it also has an add-in board with an Siemans 80286-16 CPU on it. The board says Hansi & Susi and also (c) 1993 Sack Electronic Gmbh. Does anyone know what this is and where I can get the software for it, so should I simply remove and discard it?

My other question is: How do I connect this to a TV? I am working on making an adapter for a SVGA monitor, but in the mean time I really want to test this and the video output is an RCA Phone connector. Since he Falcon has a Hi/Low channel selector, how do I connect it to the TV? (I already tried a direct video connection but that did not work.)

Thanks to everyone for the assist.

2944. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 00:01:12 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <byErjuPIlV0+EwQU@my-ste.demon.co.uk>
Source record: 27225

On Sun, 25 May 2003, you wrote:-

>kennethm@tripnet.se (Kenneth Medin) wrote:

>> I guess you mean barrel.arc at:
>> http://www.umich.edu/~archive/atari/Utilities/
>
>Yup, that's the one.
>
>> The readme only talks about how to capture printouts that are meant to
>> go _out_ through the printer port.
>>
>> What I need is a way to capture data that comes _in_ via the printer
>> port using a special (PARCP) cable with strobe and busy lines crossed.
>
>Still not sure I understand. Can't you just run barrel on the old machine?

The way I've read it is that the OP was wanting to print from an old, non-ST machine, and capture the output on an ST. If that is the case, the only thing that I know of that will do the job is an untested app I've written. The only problem I have is I don't have a real Atari to test it upon, so while it appears to work in a controlled debugging environment, I've no idea if it will work on the real hardware.

If the OP wants to try it out, I've uploaded the program and source to my website. The archive is at:

<URL:http://www.my-ste.demon.co.uk/files/readpara.zip>

I've included a program that reads the data from buffer and writes it to a file.

There are 2 programs in the archive, READPARA.PRG and READBUFF.TTP, which make up the bits required.

READPARA.PRG sets up the buffer, enables the printer busy interrupt and points it to a reading routine and replaces the TOS Bconin and Bconstat routines to handle a buffer.

READBUFF.TTP takes a single argument, the filename for the data read from the printer port. This repeatedly calls Bconstat, to see if there's something in the buffer. If there is, it calls Bconin to read the byte from the buffer. If not, it waits for a second and repeats the check. If there's nothing to read for 30 seconds, the program closes the file and exits.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

2945. Re: Questions about Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 00:59:39 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.26.00.59.39.343055@removenoaspam.atari-source.com>
Source record: 27226
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Sun, 25 May 2003 16:09:18 -0700, Larry T. wrote:

> I just received a Falcon 030 w/14Mb ram and a 12Gb hd that I bought on
> eBay.
>
> I opened it up to verify the ram and hd, and discovered that it also
> has an add-in board with an Siemans 80286-16 CPU on it. The board
> says Hansi & Susi and also (c) 1993 Sack Electronic Gmbh. Does anyone
> know what this is and where I can get the software for it, so should I
> simply remove and discard it?
>
> My other question is: How do I connect this to a TV? I am working on
> making an adapter for a SVGA monitor, but in the mean time I really
> want to test this and the video output is an RCA Phone connector.
> Since he Falcon has a Hi/Low channel selector, how do I connect it to
> the TV? (I already tried a direct video connection but that did not
> work.)
>
> Thanks to everyone for the assist.

That board sounds like it is a 286 PC emulator board but actually offers the hardware processor. It's useful to some but I have never found much use for them honestly.

That RCA style jack is an RF jack. You would hook that up to one of those boxes that is similar to what a Nintendo uses to hook up to the Coax jack on the back of the TV. You need one of those, most of them will work with the falcon enough to at least get some sort of picture on the screen, though you probably want to get something specific to ensure that you get a good picture.

Thanks,
Mark
http://atari-source.com

2946. Re: Questions about Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 04:17:14 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vd35aaqbjhvh8c@corp.supernews.com>
Source record: 27227
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Larry T." <Larry@unicode.com> wrote in message
news:4bdbad34.0305251509.2354af3b@posting.google.com...
> I just received a Falcon 030 w/14Mb ram and a 12Gb hd that I bought on
> eBay.
>
> My other question is: How do I connect this to a TV? I am working on
> making an adapter for a SVGA monitor, but in the mean time I really
> want to test this and the video output is an RCA Phone connector.
> Since he Falcon has a Hi/Low channel selector, how do I connect it to
> the TV? (I already tried a direct video connection but that did not
> work.)
>

If you want to connect it to the Composite inputs of a TV/Monitor simply connect pins 11 and 12 to a RCA plug. 11 goes to shielding and 12 to core. Easy to make.

I did this and was able to connect to my 27" TV.

But any TV RF box will allow you to connect to a TV as well. I had a few lying around from other Atari Computers. As a side note I tried a Nintendo one and the reception was really bad! Not sure why that was. I prefer the Composite better though.

I got mine recently off ebay as well. You paid slightly more that I did though!

Tim

2947. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 04:19:12 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vd35e1fjnoune5@corp.supernews.com>
Source record: 27228
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bard18$n4u$1@newsg3.svr.pol.co.uk...
>
> Mike <Mike@nospam.com> wrote in message
> news:Ti%za.11238$dP1.20958@newsc.telia.net...
> > Yes, and you may use HDDriver's support for Bus Arbitration, which
> basically means that both the
> > PC and Atari may be connected as terminators on each side of the SCSI
> chain. Thus, you don't have
> > to disconnect the hard disks between each transfer as long as you don't
> read/write at the same time.
>
> SNIP
>
> Thought i'd mention it though your mileage may vary - I use cubase audio
> falcon, and have a 1GB Jaz on the scsi bus being shared by the Falcon and
> PC. Now as long as its not the same file that you are read/writing, you
can
> in fact read files simultaneosly by both machines, I have even tested it
> where I had cubase playing back several audio tracks while the PC was
> writing a large file at the same time, and everything checked out OK.
>
> Smeg.
>
>

Wow that is cool. I guess I need to get HDDRIVER then! I have been
stalling as I do not like mailing cash in the mail. Especially $50. Wish
someone would sell the latest version here in the USA...

Tim

2948. Re: Degrading Falcon030 to play ST games?

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 04:24:25 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vd35nppnlo1abd@corp.supernews.com>
Source record: 27229
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0305251351.3fbb87b2@posting.google.com...
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:<bambv6$c8p$1@news7.svr.pol.co.uk>...
>
> > To answer the question though, the only games software that will work on
> > both platforms is either a Falcon game that has an ST/E mode, or an ST/E
> > game that will work with Backwards. Not many ST/E games will. Im sure
there
> > is a list somewhere of tested ST/E games with backwards, but I cant
remember
> > where I saw it.
> >
> > Smeg.
> >
> Heiko's Falcon Compatibility List is still posted at MyAtari.com.
> Check out http://www.myatari.com/f_games.txt for ideas. Note however,
> that the Falcon is not completely backwards compatible with the ST.
> Having a 1 MB ST around for games is a good idea.
^^^

I am agreeing with you there. Well it seems the Falcon030 is quite the jump
from the 520ST. Kind of reminds me of the jump from the Amiga 500 to the
Amiga 3000. Same issues, over half the games did not work. Though the
degraders were surprisingly effective in getting most games to work! They
now have HD patchers that will make most games HD installable and run on
even the fastest Amigas with 68060's which is nice...

Well I have one 1040STf, one 1040STe and a 4160STe so I am covered with that
one! LOL

Tim

2949. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 05:22:06 UTC
From: lp <gfa@basic.net>
Message-ID: <BAF71CBE.FDBB%gfa@basic.net>
Source record: 27230

in article 3ed153601185e40@tripnet.se, Kenneth Medin at kennethm@tripnet.se wrote on 5/25/03 6:36 PM:

> Sounds just like what I'm searching for! Tried Google for "receive.prg"
> along with various keywords to find anything usable for ST or PC. This
> seems to be an unusual usage of the printer port...
>
> Did some experiments with GFA but nothing useful. I do manage to read
> some strange data from the port but nothing more.
>
> INP(0) and BIOS(2,0) seem to behave the same. A strange thing is that as
> long as the other computer interface is turned off the GFA program stops
> at the INP(0) waiting for data.
>
> When the interface powers up the same duplicate data gets read on the
> Atari side like hell. Strangely the output is a duplicate of the low four
> bits of the last sent byte!
>
> When I actually print something the captured data does change but _very_
> different received compared to what was sent.
>
> As soon as I power down the transmitting parallel interface the GFA loop
> stops waiting for data again. So there is some sort of "handshake" going
> on.

Well gfa is going to hang on the inp(0) line forever until some data arrives. It's stuck in an os call waiting for a byte on that port.

> I thought the Atari STROBE signal would be interpreted by the other
> computer as BUSY but it sends data regardless of what I do on the Atari
> side. Maybe the the other computer draws too much current from the Atari
> STROBE?
>
> I also tried to manipulate the Atari STROBE signal with:
>
> strobe.bit%=&X10000
> ~XBIOS(30,strobe.bit%) !STROBE high
> ~XBIOS(29,NOT strobe.bit%) !STROBE low
>
> Don't know if that is correct but had no effect on the data flow.
>
> This is the little GFA test program I used:

Add this so it won't hang so bad.

```
> CLS
> strobe.bit%=&X10000
> SDPOKE &H43E,TRUE !A long shot to disable any floppy activity
> DO
> ' ~XBIOS(29,NOT strobe.bit%) !STROBE low
> ' ~XBIOS(30,strobe.bit%) !STROBE high
IF INP?(0)=TRUE !fetch a byte only if there is one waiting
> PRINT INP(0);" ";
ENDIF
> ' PRINT CHR$(BIOS(2,0)); !Read from PRN
> LOOP UNTIL INKEY$=" "
> SDPOKE &H43E,0
```

Don't know if it will help, but it stop the gfa end from getting stuck.

```
> Maybe the solution is to hook on to the BUSY interrupt (generated by the
> other's strobe??) with asm code and fetch one byte at a time?
>
> Next step will be to try this with two Atari computers as I suspect the
> two parallel ports may be incompatible.
>
> Both of them (still) prints OK when connected to a printer, though :-)
>
> Anyone with a comment?
```

```
--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
```

2950. Re: Questions about Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 06:07:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200305260807.a22742@b.maus.de>
Source record: 27060

> Does anyone know what this is

That is the FaclonSPEED , a PC emulator.

Gerhard

2951. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 06:21:35 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <basbpf$3327r$1@ID-27442.news.dfncis.de>
Source record: 27231
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tim wrote:

> I would like to transfer some data between my PC and Falcon030. I have a
> Zip100, Jaz 2GB, and EZ135 SCSI drives that I can use. Which ever is
> easiest.
>
> How can I mount one of these drives on the Falcon and see the drive?

You can use HDDRIVER in order to create a partition on one of these
drives that is both PC and TOS compatible. Without any additional
software, except for HDDRIVER, you can then use a cartridge for
exchanging data. See also http://www.seimet.de/hddriver_english.html

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2952. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 06:22:49 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <basbrp$3327r$2@ID-27442.news.dfncis.de>
Source record: 27232
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

xlator@cix.compulink.co.uk wrote:

> for a single partition on the drive/cart. I don't know whether
> SCSI-Tools offers a similar facility. If not, change to HDDRIVER!

HDDRIVER is the only software offering this feature.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2953. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 06:25:56 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <basc1l$3327r$3@ID-27442.news.dfncis.de>
Source record: 27233
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Smeg wrote:

> Thought i'd mention it though your mileage may vary - I use cubase audio
> falcon, and have a 1GB Jaz on the scsi bus being shared by the Falcon and
> PC. Now as long as its not the same file that you are read/writing, you can
> in fact read files simultaneosly by both machines, I have even tested it
> where I had cubase playing back several audio tracks while the PC was
> writing a large file at the same time, and everything checked out OK.

Just to clarify this: This works fine for reading data from the same
partition, but you may not write on a shared partition. This will lead
to corrupt data as both the PC and the Atari have their *independent*
caches for partition data. The PC will not notice if the Atari changes
data on a partition and vice-versa. This is an issue which cannot be
resolved by a hard disk driver.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2954. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 06:27:42 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <basc4u$3327r$4@ID-27442.news.dfncis.de>
Source record: 27234

Edward S. Baiz Jr. wrote:

> I have an IDE drive in my Hades and an external SCSI. Sometimes I
> also have the same problem in that my external SCSI does not show

If you have a problem of this kind that only shows up sometimes, but not always, it is hardware-related. Usually wrong termination or bad/too long cables.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2955. Re: Who has repaired Falcons in the US

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 06:33:56 UTC
From: <>
Message-ID: <oziAa.6$t06.2@newssvr31.news.prodigy.com>
Source record: 27235

On 19 May 2003 15:38:28 , Galen wrote:
>swampfax1@atlantic.net (John Garone) wrote in message
news:<16%xa.241$AU6.170196@newshog.newsread.c>om>...
>> A hopeful guess:
>> Possibly a break in a cable from moving it after sitting in one
>> position for a long time! If the monitor cable is detachable I'd try
>> another!
>
>A very good suggestion, but I've thought of that. The Falcon is
>generating a signal (the monitor's LED goes to flashing yellow
>signalling trouble), but it's not within the multisync's capabilities.
> The monitor works fine with my other Falcon. From the video out port
>of the dead Falcon I can get a moss green color with some distortion
>at the top.
>
>More ideas welcomed.
>
>Galen
>.

I had a similar problem when working on my Falcon once. It turned out that one of the jumper wires on the DMA buffer mod had come loose.
I could hear the Falcon booting, but I had no video. Did you already check this from the previous suggestion?

Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

2956. Re: Nova/VME drivers?

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 07:42:38 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <basgjf$4f7$1@reader10.wxs.nl>
Source record: 27236

Hey lp! Long time no see :)

lp wrote:
>>As you (and I) feared, emulator.prg says "Sorry, NOVA is too old" and
>>exits. After that, the tt starts throwing bombs at me like an American. ;)
>
> What good is a bomb if there is nobody to catch it? ;-)

Ah, it'll claim that anyone/anything that was supposed to catch the
bombs, has fled to Syria. ;)

> The Nova card I sent to Ozk used the old ET-4000 chipset, it was the
> TT version of the software.

This means you have some driver for this? Could be a newer one than I
have. :) Could you send it to maurits at revee point com?

Thanx :)

Maurits.

2957. Re: Nova/VME drivers?

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 07:44:51 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <basgnk$4f7$2@reader10.wxs.nl>
Source record: 27237

Grzegorz Pawlik wrote:

> AFAIK it is caused by a wrong pixel height/width setting in the NOVA driver.

Yes, that's exactly what's going on. The silly thing is that I can tell
Papyrus to use a fixed dpi setting, but it's a wrong setting and I can't
change it. :)

> Anyway, the incorrect vector font size problem can be fixed, if you are
> really determined to try doing it, please contact me via e-mail (I guess
> your e-mail address is fake ;-)) E-mail: gregory (at) atari (dot) pl

Ok, thanx :)

Meanwhile I'll keep an eye out for someone who has a newer (but ET-4000)
version than I have..

Maurits.

2958. Re: Nova/VME drivers?

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 07:45:17 UTC
From: lp <gfa@basic.net>
Message-ID: <BAF73E4D.FDD2%gfa@basic.net>
Source record: 27238

in article basgjf$4f7$1@reader10.wxs.nl, Maurits van de Kamp at
james.t.kirk@enterprise.nasa.gov wrote on 5/26/03 3:42 AM:

>
>> The Nova card I sent to Ozk used the old ET-4000 chipset, it was the
>> TT version of the software.
>
> This means you have some driver for this? Could be a newer one than I
> have. :) Could you send it to maurits at revee point com?

The driver disk(s) (at some point I got an update from homa systems)
went to ozk along with the card. You will have to catch ozk on irc.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2959. Re: Papyrus X!

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 07:55:28 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bashbh$56m$1@reader10.wxs.nl>
Source record: 27239

Edward S. Baiz Jr. wrote:

> No, I had not heard about this. I have Papyrus 8. I am going to
> check this out. Thanks for the info.

Ah so you missed Papyrus 9 too. :)

Yes they are expecting an Atari version of Papyrus X as well, even
though they stopped giving their development-guarantee at the previous
release. Nice to see they keep trying. :)

Since my most important workstations are a MiNT TT and an OSX Mac, I'd
love to have an office package that works on both (without emulator
stuff), and is better than m$ junk (which Papyrus is). :)

Maurits.

2960. Re: No Memory Check on Falcon, how to reenable?

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 08:00:58 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bashlr$56m$2@reader10.wxs.nl>
Source record: 27240
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tim wrote:

> I have a Falcon030. I ran the prg called: NOMEMTST.EXE which disables the
> Memory Check on cold boot. Nice feature, but I would like to know how to
> reenable it. I tried some Reset NVRAM tools but that did not help. How do
> you reset the Falcon to factory settings?
>

I see someone already posted about a program to switch it back on, but
just in case you're interested, here is the official way to fix it. :)

You can use nvconf (or something like that), which configures the
settings in the Falcon's nvram. At first sight, there doesn't appear to
be a setting for the memory test. But it's hidden in the startup-delay
setting; if the delay is lower than 8 seconds (IIRC), the memory test is
skipped.

Maurits.

2961. Re: Papyrus X!

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 08:02:02 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BAF4D804.EBB%derryck@nospam.cix.co.uk.invalid>
Source record: 27241

In article b9eb3dd8.0305231148.6ebc7f9@posting.google.com, cousteau at thomas.raukamp@t-online.de wrote on 23/5/03 20:48:

>> But Papyrus X does not work on Atari. This is a Windows version :-(
>
> Please doni¿½t spread rumours.
> The demo is Windows only, but all the other version (including Atari)
> are expected at the end of may.

Visitors to the JagFest next month in Rochester here in the UK next month will be able to test-drive Papyrus X on a Falcon, if Nick gets it in time.

http://www.1632systems.co.uk/

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2962. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 08:59:16 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BAF79308.FDA%derryck@nospam.cix.co.uk.invalid>
Source record: 27242
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article baqkuc$703$1@thorium.cix.co.uk, xlator@cix.compulink.co.uk at
xlator@cix.compulink.co.uk wrote on 25/5/03 15:45:

> With that driver, it is even possible to connect both the Falcon and
> PC to the same SCSI bus, so you may not need a drive as intermediate
> at all!

You need a drive as an intermediary.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2963. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 09:27:10 UTC
From: jensheitmann@yahoo.de
Message-ID: <basmltoea01$1@news.t-online.com>
Source record: 27243

Hi Neil,

In article <1053899334-626685AEicMi@adel6.freeserve.co.uk>, Neil Chester
<neil@adel6.freeserve.co.uk> wrote:

>This is the output from DRACINFO during an online "session":
>IP Address: 62.25.250.98
>DNS 1: 195.92.195.94
>DNS 2: 195.92.195.95
>PPP
>Status: Active
>
>I removed the NameServer entries as they were not needed. I also removed
>the www-cache entry as it made no difference with Adamas.
>
>Marathon still shows "Connecting POP3 Server" I leave it for a few minutes
>but nothing happens!

This looks like a real problem, because normally Marathon times out after a
while. (Is the "cancel" button working, or it is getting stuck?)

>I have removed STING.PRG from the Auto folder, removed AUTOPARK.ACC also as
>it seemed to disappear, removed Peter Rottengater's Serial CPX as Draconis
>has 115,000 baud in its config section. No difference noticed in either
>Marathon or Adamas.

Try it first with a lower baudrate.

>Like what does the checkbox for "Network login" in CONNECTION-CONFIGURATION
>do?

Some need a standard login (not common meanwhile) procedure before starting
the ppp process.

Example:

Login: xxxx
Password: xxxx
pppd starts here.

You may do this by a script, but a simple procedure User/Password can be done
by checking this quickly.

>In TCP/IP Config:
>What does the checkbox for "IP Address will be assigned by the provider"
>do? I have left blank the "Host" and "Domain" fields too.

This is the normal way for dial in connections. Because not every user has a fix assigned IP address. You get yours (in the session above 62.25.250.98), if you dial in. On the next dialin it may be different.

>In PROTOCOL:
>I set PPP
>Both checkboxes are ticked for: IP Header compression & Software
>compression, I have no idea what these do.

(un)Compressing data, to save bandwith.

>In GATEWAY:
>I left 1st & 2nd DNS fields blank.

This means "DNS" assignment through the provider. If this is working you can check with DRACINFO. If you leave it blank, dial-in and start DRACINFO. If there are now one or two DNS-IP's it is working.

>Ticked "Use default gateway"

The normal setting.

>Also I notice that some of the symbols are not in the right place when I
>press down \ I get no response, I have found backslash to be on the # key -
>is this a German keyboard layout? This occurs only in Draconis.

It uses standard GEM-keyboard input functions. No special handling and layout are used.

Jens

--
Jens Heitmann
http://draconis.atari.org
draconis@atari.org

2964. CT60 NEWS

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 09:42:16 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ed1e189$0$23970$626a54ce@news.free.fr>
Source record: 27244

```
According to the market od the DIMMs and to the need I had to improve the
SDR controller to new performences , I decided to no more support the 32 MB
SDRAM DIMM on CT60.
Memory possible is now : 64, 128, 256 or 512 MB.
You are urged to see my new web pages to check the DIMM you can use on CT60,
and those you cannot use...

Sorry for those who already get a an old 32 MB dimm.

The new performences at 66 MHz are for page hit (8 or 16 KB) :

Read : 4-1-1-1 cycles --> 74 MB/s with nembench & kronos.
Write : 2-1-1-1 cycles --> 64 MB/s with nembench & kronos.

The controller was tested too at 72 MHz.

Regards
------------------------------------------------------------
```

En accord avec la situation du march&#65533; de la SDRAM DIMM et du fait que j'ai
eu besoin d'am&#65533;liorer les perfs du contr&#65533;leur SDR60, j'ai d&#65533;cid&#65533; de ne plus
supporter la config 32 Mo sur la CT60.
Les configs possibles sont donc 64, 128, 256 ou 512 Mo.
Vous &#65533;tes fortement invit&#65533;s &#65533; consulter les nouvelles pages de mon site pour
voir quelle barettes sont accept&#65533;es sur CT60 et lesquelles ne le sont
pas....

D&#65533;sol&#65533; pour ceux qui auraient d&#65533;ja une barette 32 Mo.

Les nouvelles performances &#65533; 66 MHz sont en page HIT (8 ou 16 Ko) :

```
Read : 4-1-1-1 cycles --> 74 Mo/s avec nembench & kronos.
Write : 2-1-1-1 cycles --> 64 Mo/s avec nembench & kronos.
```

Le contr&#65533;leur a &#65533;t&#65533; test&#65533; aussi &#65533; 72 MHz.

```
Slt
```

2965. Re: Papyrus X!

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 09:59:28 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1053953456-316828AEicMi@xs4all.nl>
Source record: 27051

Maurits wrote:

>and is better than m$ junk (which Papyrus is).
>:)

What do you mean by that? Is that based on the
specs of the program or on the policy of the
company?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

2966. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 10:06:41 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3ed1e72e$0$11376$cc9e4d1f@news.dial.pipex.com>
Source record: 27245

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:basc4u$3327r$4@ID-27442.news.dfncis.de...
> Edward S. Baiz Jr. wrote:
>
> > I have an IDE drive in my Hades and an external SCSI. Sometimes I
> > also have the same problem in that my external SCSI does not show
>
> If you have a problem of this kind that only shows up sometimes, but not
> always, it is hardware-related. Usually wrong termination or bad/too
> long cables.
>
> --
> ---
> Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
> http://www.seimet.de
>

It seems like the SCSI drive wont set to ID1 no matter what I do, I've tried
4 SCSI drives now. It works happy as ID0 though my internal IDE drive wont
move from ID0 so its a bit odd..... works fine with my TUS drive, not sure
what ID that is set at tho...

How about adding in a progressbar for the format screen too ;-)

cheers,
Chris

2967. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 10:44:03 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <basr5o$35jfa$1@ID-27442.news.dfncis.de>
Source record: 27046
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Derryck Croker wrote:

>>With that driver, it is even possible to connect both the Falcon and
>>PC to the same SCSI bus, so you may not need a drive as intermediate
>>at all!
>
>
> You need a drive as an intermediary.

Yes and no. HDDRIVER supports the SCSI driver's target interface, which means that TT and Falcon can act as SCSI processor devices and receive SCSI commands from other computers connected to the same SCSI bus. They can receive commands and send back results this way, just like a hard disk drive does. This can be used to implement a SCSI-based network, for example.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2968. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 10:47:34 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <basrc6$32d9j$1@ID-27442.news.dfncis.de>
Source record: 27047

exxos wrote:

> It seems like the SCSI drive wont set to ID1 no matter what I do, I've tried
> 4 SCSI drives now. It works happy as ID0 though my internal IDE drive wont
> move from ID0 so its a bit odd..... works fine with my TUS drive, not sure
> what ID that is set at tho...

Won't move from ID0? It is not clear what you mean. SCSI and IDE IDs are
independent. I guess you have something misconfigured. Use the ID check
for getting reliable information on your drive IDs. What does the ID
check report in your case?

>
> How about adding in a progressbar for the format screen too ;-)

That's not possible as the format operation is done completely by the
drive and the drive does not report anything until it is finished. So
there is no progress information available.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2969. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 11:33:55 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3ed1fba2$0$29718$cc9e4d1f@news.dial.pipex.com>
Source record: 27048

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:basrc6$32d9j$1@ID-27442.news.dfncis.de...
> exxos wrote:
>
> > It seems like the SCSI drive wont set to ID1 no matter what I do, I've
tried
> > 4 SCSI drives now. It works happy as ID0 though my internal IDE drive
wont
> > move from ID0 so its a bit odd..... works fine with my TUS drive, not
sure
> > what ID that is set at tho...
>
> Won't move from ID0? It is not clear what you mean. SCSI and IDE IDs are
> independent. I guess you have something misconfigured. Use the ID check
> for getting reliable information on your drive IDs. What does the ID
> check report in your case?
>

It says

BUS 1 : Atari SCSI
00.00 SEAGATE ST12400N 8010 direct access
07.00 Atari Falcon HDdriver 0802 Processor
BUS2 ATARI IDE
00.00 DHAA-2540 I4I_ Direct Access

I would aimagine the SCSI drive should be 01 not 00 since the IDE drive is
set to 00 anyway.

Chris

2970. Re: Is there anyone else interested in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 11:34:35 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0305260334.672c1b28@posting.google.com>
Source record: 27049

Hi Neil,

> No response from Laurent either!

I haven't had any response from him for some months, I don't know what
has happened.

> Or from Lyndon Amsdon who was supposed to be building one or two of the
> devices, but no sign of anything yet......?

Ah, I forgot to say I have one working here! I am redesigning the
board that is on the Eiffel website for the additions Didier did to
the Eiffel, like two Atari joystick ports. Also the pitch of the PIC
seems to be wrong, unless Microchip made the 16F876 in 0.4" and 0.6"?

I'm still trying to contact Laurent though, as it would be good to get
my design onto the website.

2971. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 11:48:12 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3ed1fefb$0$29713$cc9e4d1f@news.dial.pipex.com>
Source record: 27050

Can't me me internal IDE drive to come up now :(any ideas ?

Thanks,
chris

2972. Re: Papyrus X!

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 12:12:46 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bat0friec1@reader11.wxs.nl>
Source record: 27052

>>and is better than m$ junk (which Papyrus is).
>>:)
>
>
> What do you mean by that? Is that based on the
> specs of the program or on the policy of the
> company?

Well, both actually. :)

Maurits.

2973. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 12:34:17 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bat1ka$3a25n$1@ID-27442.news.dfncis.de>
Source record: 27053

exxos wrote:

> It says
>
> BUS 1 : Atari SCSI
> 00.00 SEAGATE ST12400N 8010 direct access
> 07.00 Atari Falcon HDdriver 0802 Processor
> BUS2 ATARI IDE
> 00.00 DHAA-2540 I4I_ Direct Access
>
> I would aimagine the SCSI drive should be 01 not 00 since the IDE drive is
> set to 00 anyway.

As I already said the IDE and SCSI IDs are independent from each other.
So the information above is correct and makes sense. You have your SCSI
drive with ID #0 connected to the SCSI bus and your IDE drive with ID #0
connected to the IDE port. As the bus numbers (1 and 2) are different
there is no ID conflict. Each bus has its own set of IDs.
For more information on bus IDs you should refer to the SCSI driver
specification.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2974. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 12:52:28 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ed21c0e4ffaa0@tripnet.se>
Source record: 27054

In comp.sys.atari.st <BAF71CBE.FDBB%gfa@basic.net>
lp wrote on Mon 26-05-2003 01:22 (-0400):

>in article 3ed153601185e40@tripnet.se, Kenneth Medin at kennethm@tripnet.se
>wrote on 5/25/03 6:36 PM:

>> As soon as I power down the transmitting parallel interface the GFA loop
>> stops waiting for data again. So there is some sort of "handshake" going
>> on.
>
>Well gfa is going to hang on the inp(0) line forever until some data
>arrives. It's stuck in an os call waiting for a byte on that port.

>Add this so it won't hang so bad.

>IF INP?(0)=TRUE !fetch a byte only if there is one waiting

Actually INP?(0) allways returned 0 regardless of any incomming data.
When you think about it this command simply can't work as there is no
input buffer whatsoever on the printer port?

So, whith the other computer turned on INP(0) fetches whatever is present
at the input data lines at the moment and returns right away.

With the other computer turned off INP(0) stops and waits for something.
If I turn it on INP(0) resumes again. Makes me wonder if it listens to
the other's STROBE or something?

Any idea what INP(6) stands for or if it exists at all?

My GFA3 manual first says the value may be between 0-5 and then list even
6 as "PRN: (printer)"!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2975. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 12:52:29 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ed21c0e4ffaa1@tripnet.se>
Source record: 27055

In comp.sys.atari.st <byErjuPIlV0+EwQU@my-ste.demon.co.uk>
David Bolt wrote on Mon 26-05-2003 01:01 (+0100):

>On Sun, 25 May 2003, you wrote:-
>
>>kennethm@tripnet.se (Kenneth Medin) wrote:

>>> What I need is a way to capture data that comes _in_ via the printer
>>> port using a special (PARCP) cable with strobe and busy lines crossed.
>>
>>Still not sure I understand. Can't you just run barrel on the old machine?
>
>The way I've read it is that the OP was wanting to print from an old,
>non-ST machine, and capture the output on an ST. If that is the case,

Yes, that's right!

>the only thing that I know of that will do the job is an untested app
>I've written. The only problem I have is I don't have a real Atari to
>test it upon, so while it appears to work in a controlled debugging
>environment, I've no idea if it will work on the real hardware.
>
>If the OP wants to try it out, I've uploaded the program and source to
>my website. The archive is at:
>
><URL:http://www.my-ste.demon.co.uk/files/readpara.zip>
>
>I've included a program that reads the data from buffer and writes it to
>a file.
>
>There are 2 programs in the archive, READPARA.PRG and READBUFF.TTP,
>which make up the bits required.

Thank's for your efforts!

I tried these programs but the output file remains 0 bytes long :-(

First tried with the old computer and a MSTe booting from an empty
floppy. Then I soldered another cable and tested MSTe connected to a TT
with the TT sending (printing) but still got nothing.

And, both TT, MSTe and the computer I want to capture data from still
print fine when connected to a real printer, fortunately :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/

<<Produced with 100% pure Atari equipment>>

2976. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 13:17:46 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3ed213f8$0$29719$cc9e4d1f@news.dial.pipex.com>
Source record: 27056

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:bat1ka$3a25n$1@ID-27442.news.dfncis.de...
> exxos wrote:
>
> > It says
> >
> > BUS 1 : Atari SCSI
> > 00.00 SEAGATE ST12400N 8010 direct access
> > 07.00 Atari Falcon HDdriver 0802 Processor
> > BUS2 ATARI IDE
> > 00.00 DHAA-2540 I4I_ Direct Access
> >
> > I would aimagine the SCSI drive should be 01 not 00 since the IDE drive
is
> > set to 00 anyway.
>
> As I already said the IDE and SCSI IDs are independent from each other.
> So the information above is correct and makes sense. You have your SCSI
> drive with ID #0 connected to the SCSI bus and your IDE drive with ID #0
> connected to the IDE port. As the bus numbers (1 and 2) are different
> there is no ID conflict. Each bus has its own set of IDs.
> For more information on bus IDs you should refer to the SCSI driver
> specification.
>

Thats what I thought, I can get the SCSI drive up though ive lost my IDE
drive, I've took out the SCSI cable and in device check it says IDE 00.00 as
I started before, though it dont come up in the format menu even. HDdriver
loads from the IDE drive though I get no partitions, im getting worried that
ive buggerd the IDE drive up cos all me stuff is on there :(

cheers,
Chris

> --
> ---
> Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
> http://www.seimet.de
>

2977. Re: atari mega st4 (power supply)

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 14:33:29 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <bat8jp$8df$1@freenet9.carleton.ca>
Source record: 27057

Hi.

A power supply from any Atari ST or Megafile hard drive should work.
The only difference is the bracket (holder) the power supply sits on.

If your power supply was good and had stopped working, you can usually
fix it. Look for areas where the solder has "dried up", which means
that the solder has moved away from a connection (it usually looks like
a bare wire inside a hollow hole) because of heating and cooling all
the time. Another thing to look for is a leaking capacitor, which can
be changed.

Hope this helps,

Randy Kwak

"polof" (a@b.it) writes:
> i'm looking for a power supply for this computer.(also an electronic map)
> Thanks
> Filippo
>
>

2978. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 17:08:45 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1053968925@news.frii.com>
Source record: 27058

I've just put a working Spectre GCR cartridge, some Macintosh software, and an SF 314 external floppy drive up for sale as a package deal on Ebay. The floppy drive is included as some Mac software performs better if you have a second floppy and do not have a hard drive.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2732555397

2979. Re: atari mega st4 (power supply)

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 17:13:31 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1053969211@news.frii.com>
Source record: 27059

On 26 May 2003 14:33:29 GMT, bm827@FreeNet.Carleton.CA (Randy Kwak) wrote:
> Hi.
>
> A power supply from any Atari ST or Megafile hard drive should work.
> The only difference is the bracket (holder) the power supply sits on.
>
> If your power supply was good and had stopped working, you can usually
> fix it. Look for areas where the solder has "dried up", which means
> that the solder has moved away from a connection (it usually looks like
> a bare wire inside a hollow hole) because of heating and cooling all
> the time. Another thing to look for is a leaking capacitor, which can
> be changed.
>
> Hope this helps,
>
> Randy Kwak
>
> "polof" (a@b.it) writes:
> > i'm looking for a power supply for this computer.(also an electronic map)
> > > Thanks
> > > Filippo
> > >
> > >
> >
> >

My Mega 4 power supply has long suffered from these cold solder joints. I just track them down and resolder.

You may need a good magnifying glass to find them. They are not always noticeable to the naked eye. They will look like fine cracks. If you have a good penlight such as a Maglight, shine the light across the solder joint from the edge, not straight down from above. The cracks may be easy to see and will look like a dark shadow or line in/on the solder itself.

Good luck, and happy hunting.

Ken

2980. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 17:39:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200305261939.a42112@wun.maus.de>
Source record: 27074

Hallo Kenneth!

KM>Did some experiments with GFA but nothing useful. I do manage to read
KM>some strange data from the port but nothing more.

What's your cable looking like? In the manual for receive.prg respectively
1st-address, there's a pinout of the appropriate cable given, which includes
some resistor (pull-up?). Can't tell the values now, as I ain't got that manual
handy here.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

2981. Re: Questions about Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 18:23:38 UTC
From: Larry@unicode.com
Message-ID: <4bdbad34.0305261023.6d1db71c@posting.google.com>
Source record: 27061
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Tim" <tjlazer@mail.com> wrote in message news:<vd35aaqbjhvh8c@corp.supernews.com>...
> "Larry T." <Larry@unicode.com> wrote in message
> news:4bdbad34.0305251509.2354af3b@posting.google.com...
> > I just received a Falcon 030 w/14Mb ram and a 12Gb hd that I bought on
> > eBay.
> >
> > My other question is: How do I connect this to a TV? I am working on
> > making an adapter for a SVGA monitor, but in the mean time I really
> > want to test this and the video output is an RCA Phone connector.
> > Since he Falcon has a Hi/Low channel selector, how do I connect it to
> > the TV? (I already tried a direct video connection but that did not
> > work.)
> >
>
> If you want to connect it to the Composite inputs of a TV/Monitor simply
> connect pins 11 and 12 to a RCA plug. 11 goes to shielding and 12 to core.
> Easy to make.
>
> I did this and was able to connect to my 27" TV.
>
> But any TV RF box will allow you to connect to a TV as well. I had a few
> lying around from other Atari Computers. As a side note I tried a Nintendo
> one and the reception was really bad! Not sure why that was. I prefer the
> Composite better though.
>
> I got mine recently off ebay as well. You paid slightly more that I did
> though!
>
> Tim

Thanks, I'll try the cable. Actually, I don't mind the price, as it
included Cubase Audio with manuals and dongle. The seller also threw
in a 200Mb drive that was in the system when he bought it, as he had
upgraded it to the 12Gb drive.

Larry

2982. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 18:30:59 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <batmh3$j8g$1@thorium.cix.co.uk>
Source record: 27063

In message <3ed0f22e.0@entanet>, peterslegg@===ANTI-SPAM===scubadivers.co.uk said:

>I actually have two different Unzip versions that both claim to be
>Unzip 5.40 dated 28th November 1998
>
>One is 175,456 bytes and the other is 116,726 bytes and both behave
>the same way with the %P %S command line arguments in Arcview. I am
>confused.
>
>The smaller one is accompanied by a readme from Philipp Donze.

Hi Peter!

Mine is 116,726 bytes and announces itself in the VT52 window as:
UnZip 5.40 of 28 November 1998, by Info-ZIP. Maintained by C. Spieler.

So it seems you are using the same one as me. I am puzzled as
well! Are you extracting to a partition that has LFNs enabled? And
are you using MagiC?

As I don't have web access at present, perhaps you can mail me
your problem files/folder to xlator at cix dot co dot uk and I'll
see if I can extract them.

Regards, /Peter/

2983. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 18:31:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <batmh4$j8h$1@thorium.cix.co.uk>
Source record: 27062

In message <3ed1e72e$0$11376$cc9e4d1f@news.dial.pipex.com>, exxos@home.co.uk said:

>It seems like the SCSI drive wont set to ID1 no matter what I do, I've tried
>4 SCSI drives now. It works happy as ID0 though my internal IDE drive wont
>move from ID0 so its a bit odd..... works fine with my TUS drive, not sure
>what ID that is set at tho...

I wonder whether the connections between your ID seting switch and the
drive have come off or been connected wrongly. Or do you use jumpers
to set the ID?

The SCSI and IDE busses are independent, so you can have both set to
ID 0. Just enable them correctly in HDDRUTIL (or use auto-configure
with both connected).

Regards, /Peter/

2984. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 20:03:28 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vd4sok71ku4q18@corp.supernews.com>
Source record: 27064
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok so with HDDriver this is all that is needed for accessing a 135MB FAT partiton? (or 95MB for Zip, 1024MB JAZ)??

Or do I need BigDos or something? (Which I am unable to use as it makes my left mouse button stop working when I run it!)

This is getting to be a real pain....

Damn why is it so hard to access PC HD's on Atari when it is supposed to be native. Wasn't this hard on Amiga...

Tim

<xlator@cix.compulink.co.uk> wrote in message news:baqkuc$703$1@thorium.cix.co.uk...
> In message <vcvr2fk636pu9b@corp.supernews.com>, tjlazer@mail.com said:
>
> >I would like to transfer some data between my PC and Falcon030. I have a
> >Zip100, Jaz 2GB, and EZ135 SCSI drives that I can use. Which ever is
> >easiest.
> >
> >How can I mount one of these drives on the Falcon and see the drive?
> >
> >I tried using the EZ135 since it is a smaller drive and formatted it with
> >FAT on PC, now I need to know how to have it mount on the Falcon.
> >
> >I am using SCSI-Tools 6.10 on the Falcon and TOS 4.02
>
> I am using an EZ135 on my Falcon's SCSI bus and another on my son's
> PC connected via an Adaptec USBXchange USB -> SCSI adaptor (if
> your PC has a SCSI card, then that will not be needed), and move
> files between the computers this way. The important thing is to
> partition the carts PC-compatible. HDDRIVER will do this, but only
> for a single partition on the drive/cart. I don't know whether
> SCSI-Tools offers a similar facility. If not, change to HDDRIVER!
> With that driver, it is even possible to connect both the Falcon and
> PC to the same SCSI bus, so you may not need a drive as intermediate
> at all!
>
> Regards, /Peter/
>

2985. Re: atari mega st4 (power supply)

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 20:25:34 UTC
From: swampfax1@NOSPAMatlantic.net
Message-ID: <2LuAa.255$Ry3.192870@monger.newsread.com>
Source record: 27065

On 26 May 2003 14:33:29 , Randy Kwak wrote:
>Hi.
>
>A power supply from any Atari ST or Megafile hard drive should work.
>The only difference is the bracket (holder) the power supply sits on.
>
>If your power supply was good and had stopped working, you can usually
>fix it. Look for areas where the solder has "dried up", which means
>that the solder has moved away from a connection (it usually looks like
>a bare wire inside a hollow hole) because of heating and cooling all
>the time. Another thing to look for is a leaking capacitor, which can
>be changed.
>
>Hope this helps,
>
>Randy Kwak
>
>"polof" (a@b.it) writes:
>> i'm looking for a power supply for this computer.(also an electronic map)
>> Thanks
>> Filippo
>>

also cold soldered joints with a dull finish that a wire can move
around in.

John G.

2986. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 20:27:30 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <battbimpg1@thorium.cix.co.uk>
Source record: 27066

xlator@cix.compulink.co.uk () wrote:
> peterslegg@===ANTI-SPAM===scubadivers.co.uk said:
>> I actually have two different Unzip versions that both claim to be
>> Unzip 5.40 dated 28th November 1998
>>
>> One is 175,456 bytes and the other is 116,726 bytes and both behave
>> the same way with the %P %S command line arguments in Arcview. I am
>> confused.
> Mine is 116,726 bytes and announces itself in the VT52 window as:
> UnZip 5.40 of 28 November 1998, by Info-ZIP. Maintained by C. Spieler.
>
> So it seems you are using the same one as me. I am puzzled as
> well! Are you extracting to a partition that has LFNs enabled? And
> are you using MagiC?

Of course, one could be a compressed version...

regards
H

2987. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 20:58:04 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3ed27fdb$0$957$cc9e4d1f@news.dial.pipex.com>
Source record: 27068

<xlator@cix.compulink.co.uk> wrote in message
news:batmh4$j8h$1@thorium.cix.co.uk...
> In message <3ed1e72e$0$11376$cc9e4d1f@news.dial.pipex.com>,
exxos@home.co.uk said:
>
> >It seems like the SCSI drive wont set to ID1 no matter what I do, I've
tried
> >4 SCSI drives now. It works happy as ID0 though my internal IDE drive
wont
> >move from ID0 so its a bit odd..... works fine with my TUS drive, not
sure
> >what ID that is set at tho...
>
> I wonder whether the connections between your ID seting switch and the
> drive have come off or been connected wrongly. Or do you use jumpers
> to set the ID?
>
> The SCSI and IDE busses are independent, so you can have both set to
> ID 0. Just enable them correctly in HDDRUTIL (or use auto-configure
> with both connected).
>
> Regards, /Peter/

Well I tried ID0 on the drive itself and it still came up as ID0 which is a bit odd. Though I got me IDE working after hours of pulling my hair out.... Turns out the C: drive was full and It looks like HDdriver couldn't update it. I found a row of corrupt files which I hope wasn't anything important. I started to boot HDdriver from floppy and I got my IDe drive up everytime. So I deleted some files off the C: drive and reinstalled the driver and its working again now... I will try SCSI again tomorrow , time to make some backups of my C: drive me thinks also ;-)

Chris

2988. Big Partitions and LFNs?

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 21:32:54 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1053981760-28461AEicMi@adel6.freeserve.co.uk>
Source record: 27067

I have been trying to activate Long Filenames on a number of hard disk partitions (7), so far without any success!

Partitions I to O are larger than 2.0Gb each, they are of type BGM in HDDRIVER and they are recognised (ie openable) in Magic v6.20/jinnee. I have put in my MAGX.INF "#[vfat] drives=ijklmno".

The type "F32" in HDDRIVER doesn't work with Magic/jinnee - the partitions "disappear" the next time I boot-up! So I set them back to BGM.

How can I check the setup and therefore that I can save a file to these partitions in Long format? I tried Texel but just 8+3 format was given to me as an option by my File Selector (BoxKite v2.31e).

The reason I am asking is that some of the ZIP files these days come in LFN format and therefore don't take kindly to being converted to SFN. I am thinking specifically of the MagxNet distribution ZIP which I un-archived onto I: only to find that the files had been shortened!! Or was it that jinnee was only showing them as being so?

The CORRECT program with Kobold2.5/3.51 reports that I: has a FAT that is too long! But doesn't fix it! What can be done?

Any help much appreciated!

Neil :-)

3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

2989. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 22:49:18 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1053985858-186900AEicMi@adel6.freeserve.co.uk>
Source record: 27069

Hi Jens

The testing goes on....
>In article <1053899334-626685AEicMi@adel6.freeserve.co.uk>, Neil Chester
>
><neil@adel6.freeserve.co.uk> wrote:
>
>>This is the output from DRACINFO during an online "session":
>>IP Address: 62.25.250.98
>>DNS 1: 195.92.195.94
>>DNS 2: 195.92.195.95
>>PPP
>>Status: Active
>>
>>I removed the NameServer entries as they were not needed. I also
>removed
>>the www-cache entry as it made no difference with Adamas.
>>
>>Marathon still shows "Connecting POP3 Server" I leave it for a few
>minutes
>>but nothing happens!
>
>This looks like a real problem, because normally Marathon times out
>after a while. (Is the "cancel" button working, or it is getting stuck?)

The cancel button does work thank goodness otherwise it would be a reset
job. When I press Cancel some error message appears saying that POP1
couldn't be connected to or somesuch statement, then another message
appears saying "No messages in Mailbox". Hmmm...I could have guessed
that! :-(

>
>>I have removed STING.PRG from the Auto folder, removed AUTOPARK.ACC
>also as
>>it seemed to disappear, removed Peter Rottengater's Serial CPX as
>Draconis
>>has 115,000 baud in its config section. No difference noticed in
>either
>>Marathon or Adamas.
>
>Try it first with a lower baudrate.
Thought I'd go the whole hog, I reduced it to 76800 and then 19200 -
absolutely no difference what so ever!!

There seems to be a communication problem between the Draconis driver and the clients (Adamas/marathon) which leaves me clueless! Does Adamas have a OVL for Internet access (like CAB.OVL)? Maybe I'm missing something or does v1.8 of Adamas work better - but that doesn't solve why Marathon doesn't connect either!
>
>>Also I notice that some of the symbols are not in the right place when
>I
>>press down \ I get no response, I have found backslash to be on the #
>key -
>>is this a German keyboard layout? This occurs only in Draconis.
>
>It uses standard GEM-keyboard input functions. No special handling and
>layout
>are used.
Hmm...its strange then! The ï¿½ (UKP) symbol is replaced by hash. So any emails you type are slowed down whilst you "hunt the symbol". Maybe its something to do with the other problems?!?

Neil :-(

3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

2990. Re: Is there anyone else interested in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 22:56:14 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1053986228-261524AEicMi@adel6.freeserve.co.uk>
Source record: 27070

Hi Lyndon

Good to hear from you! I feared the worst....
>
>> No response from Laurent either!
>
>I haven't had any response from him for some months, I don't know what
>has happened.

He's not doing National Service is he?
>
>> Or from Lyndon Amsdon who was supposed to be building one or two of
>the
>> devices, but no sign of anything yet......?
>
>Ah, I forgot to say I have one working here! I am redesigning the
>board that is on the Eiffel website for the additions Didier did to
>the Eiffel, like two Atari joystick ports. Also the pitch of the PIC
>seems to be wrong, unless Microchip made the 16F876 in 0.4" and 0.6"?
Ah, thats good. With the imminent delivery of the CT60 I was getting
concerned that I wouldn't have the PS2 adaptor ready in time for my
recasing job.

Thanks

Neil :-)

3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

2991. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-26 23:15:45 UTC
From: dufus@bunghole.net
Message-ID: <3ed2a010.10399303@nntp.ix.netcom.com>
Source record: 27071
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Seems to me you've revealed yourself as a loser!

On Mon, 26 May 2003 22:20:06 +0200 (CEST), Nomen Nescio
<nobody@dizum.com> wrote:

>On Fri, May 23, 2003 at 08:52:23PM +0200, Anonymous wrote:
>> Dear fagots and losers,
>> Sincerely, A fagot and pedophile forever!
>
>I received some complaints about this message, posted through the
>paranoia anonymous remailer.
>
>I can't block this user for several reasons, the first is that I can't
>know who he is. (that's why it's called "anonymous remailer").
>
>What I can do is to block this newsgroup, so that nobody else will post
>messages here using this remailer.
>
>Usually I don't like to do this, especially if the problem is a single
>or a bunch of messages.
>
>But if I'll receive other complaints related to messages contaning only
>insults I could take some action.....
>
>sorry for the O.T.
>
>
> .
>ciao
>
>GPG/PGP key available
>
>--- Never forget: 2 + 2 = 5 for extremely large values of 2.
>
>--
>Ah, it looks like little Mikey Current is complaining again. Told ya it
>wouldn't work Mr. Librarian. You get Ben Smith to stop posting his spam
>and bullshit and then we'll be gone. Upto you and the rest of the
>losers as to how quickly this ends.
>
>We've said this repeatedly. It's really too bad so many people are
>truly braindead and without a clue. The exact very same moment that Ben
>Smith discontinues posting his spam and bullshit is the exact very same
>moment that we will discontinue our attacks on the loser.

>
>There are plenty of anonymous remailers and we'll use every one of them
>one way or the other. Ben stops NOW or we will fucking continue on
>forever! Got it?
>
>What's it gonna be?
>
>[A.L.F] ,.~{Atari Liberation Front}~., [A.L.F]
>
>
>

2992. Misc ST Hardware+Software For Sale

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 00:37:07 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3ED2B333.EB82C8C0@netzero.net>
Source record: 27072

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmh@netzero.net for
more info.

Last updated 05-26-03

HARDWARE

Atari 520ST Computer System. Unit is upgraded to 1 Meg of RAM.
Unit comes with mouse, power supply, floppy drive, and manuals
all in the original boxes!
$50.00

Atari SC1224 Color Monitor.
$30.00

Atari SM124 Mono Monitor.
$30.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor
$250.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual.
$25.00

Syquest 44 Meg Cartridges. These will be Atari HDX formatted

with no bad sectors.
$10.00

Syquest EZ-135 Cartridges. These will be IBM DOS formatted with
with no bad sectors.
$10.00

Syquest EZ-230 Cartridges. These will be IBM DOS formatted with
with no bad sectors.
$10.00

SC 1224 monitor cover by Classic Covers. This is a brown cover
with the Fuji logo and underneath "Atari SC 1224 Color Monitor".
Perfect to protect your monitor from dust and have it look cool
too.
$5.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $10.00 each.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Annex by D. Pritchard. An DOOM Alien shootem up game.
Docs, disk
$5.00

Bridge 4.0 by Artworx. A comphrehensive contract bridge-playing
program. Box, docs, disk
$5.00

Captain Blood by InfoGrames. An involved space game of exploration.
Box, docs, disks.
$5.00

Decimal Dungeon by Unicorn Software. An education program for

5th graders to Junior High. Uses a variety of decimal related math problems to help you escape the evil dungeon and caves. Color or mono. Box, docs, disks.
$5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room castle in this huge adventure game. Comes on 5 floppies. Comes with box, docs, and disks $10.00

Little Computer People by Activision. There are really little people living inside your computer. And one of them is waiting for you to give him a home...and be his friend. Box, docs, disk
$5.00

Magical Math by Atari. The scholastic series math tutor program starring Bentley Bear. Box, Docs, Disk
$5.00

Mickey Mouse The Computer Game by Gremlin. Help Mickey rescue Merlin's Magic Wand in the enchanted Disney Castle.
Box, docs, disk.
$5.00

NightBreed by Ocean. A game based on a Clive Barker book/movie.
Box, docs, disks.
$5.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in one and two player modes. Comes with box, docs, and disks
$5.00

Plan 9 From Outer Space by Gremlin. Complete with box, docs, and disks.
$5.00

Planetarium by Atari. The scholastic series observitory in your own house. One of the better if not best scholastic programs by Atari. Comes with box, docs, and disk.
$5.00

Quartet Gold by Red Rat Software. 4 games in this box, Pengy, Cosmos, Screaming Wings, The Secret of Steel. Pengo clone, Galaxian Clone, 1942 Clone, and a graphical adventure.
Box, docs, disks.
$5.00

Renegade by Mastertronic. A Star Raiders type space shooter type game. Manual and disk.
$4.00

S.D.I. by Mindscape. Complete with box, docs, and disks.
$5.00

Sinbad and the Throne of the Falcon by Cinemaware. Docs and disks
$5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks.
$5.00

Their Finest Hour by LucasFilm Games. The Battle of Britain
flight sim. Box, docs, and disks.
$10.00

Transartica by Silmarils. A Falcon030 game where you are
the captain of the a Train on the frozen planet. Docs, Disks.
$15.00

MISC SOFTWARE

DC Shower by Double Click Software. Replaces the TOS "Show" button
when double clicking on a file from TOS. Many different types of files
can be manipulated like graphics, compressed files, and HEX.
Docs and disk
$5.00

Degas by Batteries Included. The classic graphics and drawing
program for the Atari ST platform. Comes with book and disk
$5.00

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.
For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope.
$30.00

Flash by Antic Software. Complete Gem based telecomunications program.
Has VT-100, CIS, Vidtex Graphics capabilities and more.
Box, docs, and disk.
$3.00

Geneva by Gribnif Software. A mulitasking operating system for
the ST/TT/Falcon. Now run more than one application at a time
and have up to 256 windows open at a time. Best thing is Geneva

is very fast and stable. Box, docs, disks.
$15.00

Image CAT by Wiz Works. The complete graphics cataloging system
for all Atari computers. Print a catalog of image files that you
have on your Atari or view the images on your screen. Docs and disk
$5.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
This is a boxed Atari version and not the pack in with the Falcon.
Comes complete with binder, manual, and on 720K floppies
$15.00

PrintMaster Plus by Unison World. The ultimate designing program
for the ST to create banners, cards, posters, calendars and more!
Box, disks, and docs
$5.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Box and disk
$3.00

Stalker 3 by Gribnif Software. A great GEM based telecomunications
package. The most complete telecomunications and terminal program
produced for the Atari. Can be run as a desktop accessory which then
allows background downloading and more. Box, docs, disk
$5.00

STraTOS2 CD. This is a CD Magazine covering the Atari line of
computers.
It is dated 1997 and is mostly in French but many of the programs are
in English. It covers and contains software for MINT, Linux, Games
including DOOM, Internet and more. It has a program that runs the
magazine
and gets you to the software for automatic installation
$10.00

Thunder by Batteries Included. Sophisticated writing tools including
spell checker, speed-typing word expander & corrector, and statistics
on your document like the number or words, lines and more.
Manual and disk
$5.00

Time Link by Batteries Included. A time management software package.
Keep track of appointments and see them by the day, week, month,
or year. Manual and disk.
$5.00

Ultimate Virus Killer by Oregon Research. Protect your ST and repair

progarms that were infected. Manual and disk
$5.00

Universal Item Selector III by AD&D Software. Full Utility functions
from your item selector. Besides adding much need funtionality to TOS's

item selector you get to see available RAM, format floppies, print
directories
set file paths, set file attributes and much more. Docs and disk
$5.00

WANTED

MagiC Mac Ver 6.XX or MagiCMac OSX
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere

OTHER Platforms

I also have lists of software for other platforms like IBM DOS or
Windows,
OS/2, Mac, BeOS, NeXT, and Amiga. If interested please request a list.

2993. Just a test!!!

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 01:05:49 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1053979294-049750AEicMi@adelphia.net>
Source record: 27073

Hello everyone,
After quite some time, I am back online with Cable Modem and my Falcon 030. I first started out with STING which of course is not compatible with Emailer. At that point I was using MyMail 1.58 which has NO Newsgroup option. So I opted to begin setting up MagicNet with the Iconnect gateway. After several e-mails to Vassilis... (thanks Vassilis) We discussed back and forth different things to check. He looked at many of my files and found setup to be very good. It turns out that fVDI needed some tweaking in the fVDI.sys file and also reorganized my AUTO folder. Not sure which one fixed the problem but now the Iconnect gateway loads in without problems and I am able to use ALL STING and Iconnect clients at the same time!!! Definete adavantage. One probably wonders why setup MagicNet if STING was working. SPEED my friends it is all about the download speed. STING was giving me 20 to 30 K/sec average web-site downloads with spikes as high as 50 K/sec or slightly over and lows being as low as 15 K/sec. MagicNet 75 to 125 K/sec are common place with spikes as high as 125 K/sec or slightly over and lows being in the 30 K/sec range. Now with MP3 downloads. STING was giving 20 to 30 K/sec averages with highs as high as 45 to 50 K/sec and lows in the upper teens. MagicNet My lows have been 35 K/sec with averages being 45 to 65 K/sec. Highs have not gone much over 65 K/sec. Maybe close to 70 K/sec. So just setting up magicNet I would say more than doubled my cable modem connection and in some cases tripled and quadrupled my connection rate. VERY NICE work Vassilis. Just my two cents take it for what it is worth.

Thanks,
Carey
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam

Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

2994. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 06:03:00 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bauv2k$3ug1i$1@ID-27442.news.dfncis.de>
Source record: 27075
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tim wrote:

> Ok so with HDDriver this is all that is needed for accessing a 135MB FAT
> partiton? (or 95MB for Zip, 1024MB JAZ)??

This is correct. Note that only a single partition per cartridge is
possible. This partition may be as big as supported by your version of
TOS, i.e. 1024 MB on a Falcon, 512 MB on a TT etc.

> Or do I need BigDos or something? (Which I am unable to use as it makes my
> left mouse button stop working when I run it!)

No, as I already mentioned you don't need any other software than HDDRIVER.

> Damn why is it so hard to access PC HD's on Atari when it is supposed to be
> native. Wasn't this hard on Amiga...

I don't think it is hard. You just have to use the right software :-).

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2995. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 06:05:16 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bauv6t$3ug1i$2@ID-27442.news.dfncis.de>
Source record: 27076

exxos wrote:

> Thats what I thought, I can get the SCSI drive up though ive lost my IDE
> drive, I've took out the SCSI cable and in device check it says IDE 00.00 as
> I started before, though it dont come up in the format menu even. HDdriver
> loads from the IDE drive though I get no partitions, im getting worried that
> ive buggerd the IDE drive up cos all me stuff is on there :(

I'm sorry but I am not sure what you actually want to achieve. If you
just want to change the order of drives or partitions you can refer to
the HDDRIVER manual on how to do that. Note that TOS always loads the
driver from the first bootable partition, and that it looks on IDE
drives first. This has no influence, however, on the order HDDRIVER uses
once it was started.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2996. Re: Big Partitions and LFNs?

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 06:09:56 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bauvfk$3pm1b$1@ID-27442.news.dfncis.de>
Source record: 27077

Neil Chester wrote:

> I have been trying to activate Long Filenames on a number of hard disk
> partitions (7), so far without any success!

It definitely works with MagiC and Thing, if have used this a lot. I
also don't think this is a bug in Jinnee. There must be something else
you have missed.

As far as HDDRIVER is concerned you have to do nothing except creating a
partition with an F32 partition ID and ensure that is has been
initialized appropriately. I.e. either partition the drive with such a
partition or initialize an existing partition as explained in the
HDDRIVER manual. *Everything else* is a matter of settings not related
to HDDRIVER.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2997. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 06:32:00 UTC
From: jensheitmann@yahoo.de
Message-ID: <bav0pehum03$1@news.t-online.com>
Source record: 27078

In article <1053985858-186900AEicMi@adel6.freeserve.co.uk>, Neil Chester
<neil@adel6.freeserve.co.uk> wrote:
>>This looks like a real problem, because normally Marathon times out
>>after a while. (Is the "cancel" button working, or it is getting stuck?)
>
>The cancel button does work thank goodness otherwise it would be a reset
>job. When I press Cancel some error message appears saying that POP1
>couldn't be connected to or somesuch statement, then another message
>appears saying "No messages in Mailbox". Hmmm...I could have guessed
>that! :-(

It still sounds like a problem querying the DNS.

Jens

--
Jens Heitmann
http://draconis.atari.org
draconis@atari.org

2998. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 08:24:21 UTC
From: Mike <Mike@nospam.com>
Message-ID: <VgFAa.8685$mU6.13925@newsb.telia.net>
Source record: 27079
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Tim" <tjlazer@mail.com> wrote:
>
> Ok so with HDDriver this is all that is needed for accessing a 135MB FAT
> partiton? (or 95MB for Zip, 1024MB JAZ)??
>
> Or do I need BigDos or something? (Which I am unable to use as it makes my
> left mouse button stop working when I run it!)
>
> This is getting to be a real pain....

It's not. I've used HDDriver on my Falcon from day one and I never had any problems
at all with my hard disks. I shared data between my Falcon, PC and Akai sampler without
any problems at all.

>
> Damn why is it so hard to access PC HD's on Atari when it is supposed to be
> native. Wasn't this hard on Amiga...

It's a piece of a cake. Just get HDDriver.

Mikael Hillborg
MHC Synthesizers and Effects
http://www.mhc.se/software/plugins/

2999. Re: Is there anyone else interested in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 09:54:02 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3ed34a2efdf8a0@europe-shareware.org>
Source record: 27083

Hello,

in article <1053986228-261524AEicMi@adel6.freeserve.co.uk> (comp.sys.atari.st),
Neil Chester wrote on Mon 26-05-2003 22:56 (GMT):

> >> No response from Laurent either!

> He's not doing National Service is he?

This doesn't exist anymore :-)

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

3000. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 10:05:44 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BAF8E481.110B%derryck@nospam.cix.co.uk.invalid>
Source record: 27080
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article basr5o$35jfa$1@ID-27442.news.dfncis.de, Uwe Seimet at
Uwe.Seimet@seimet.de wrote on 26/5/03 11:44:

>>
>> You need a drive as an intermediary.
>
> Yes and no. HDDRIVER supports the SCSI driver's target interface, which
> means that TT and Falcon can act as SCSI processor devices and receive
> SCSI commands from other computers connected to the same SCSI bus. They
> can receive commands and send back results this way, just like a hard
> disk drive does. This can be used to implement a SCSI-based network, for
> example.

That's very interesting.

Has anyone made such a network?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3001. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 10:05:44 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BAF8E6BA.110D%derryck@nospam.cix.co.uk.invalid>
Source record: 27081

In article 3ed21c0e4ffaa1@tripnet.se, Kenneth Medin at kennethm@tripnet.se wrote on 26/5/03 13:52:

>> The way I've read it is that the OP was wanting to print from an old,
>> non-ST machine, and capture the output on an ST. If that is the case,
>
> Yes, that's right!

If you have access to AVR or PIC micros it might be easier to listen to the Strobe and Data lines, sending the former out on a serial port when the former signals that there is new data present? You might have to develop the idea a little to perform handshaking etc of course...

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3002. Re: Just a test!!!

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 10:05:44 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BAF8E5A8.110C%derryck@nospam.cix.co.uk.invalid>
Source record: 27082

In article 1053979294-049750AEicMi@adelphia.net, Carey Christenson at falcon060@adelphia.net wrote on 27/5/03 02:05:

> Iconnect gateway loads in without problems and I am
> able to use ALL STING and Iconnect clients at the same
> time!!! Definete adavantage. One probably wonders

Glad you've got it all working now, as you say MagxNet is faster and there is always the promise of BNet integration.

Have you tried the IConnect Telnet client Teli? It won't let me type any characters into its window here, which renders it useless.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3003. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 10:43:39 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bavfgr$3g5hm$1@ID-27442.news.dfncis.de>
Source record: 27084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Derryck Croker wrote:

> Has anyone made such a network?

No, nobody has ever showed any interest in using this interface. What I have done, however, is testing it by implementing a new SCSI command that a TT/Falcon can send to another TT/Falcon and that returns memory contents. The sources for this sample application are available, but one must be a SCSI expert to have any use for them.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

3004. Re: Questions about Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 10:51:04 UTC
From: Fr&#65533;d&#65533;ric P&#65533;court <fpecourt@invalid.ifrance.com>
Message-ID: <bavfoj$24q$1@reader1.imaginet.fr>
Source record: 27085
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi!

"Tim" <tjlazer@mail.com> a &#65533;crit dans le message de
news:vd35aaqbjhvh8c@corp.supernews.com...
> If you want to connect it to the Composite inputs of a TV/Monitor simply
> connect pins 11 and 12 to a RCA plug. 11 goes to shielding and 12 to
core.
> Easy to make.

RF modulation is now obsolete since most of the devices you could wish to
connect to the Falcon have composite inputs.

I for myself cut off the power supply of the RF modulator and made a bridge
with a 82 ohms resistance from the motorola composite output to the RCA
inner connector, so that I can easily connect any TV/VCR directly to the
Falcon with their original RCA cables.

> I got mine recently off ebay as well. You paid slightly more that I did
> though!

How come ? I haven't seen Larry mentioning the price he paid for.

Fred

3005. CT60 : the EC runs !

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 13:38:29 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ed36a38$0$11674$626a54ce@news.free.fr>
Source record: 27086

OK, this morning I tried the EC on the CT60 : it runs fine like the FULL
except there is no FPU and no PMMU, this means no memory protection with
MinT and (not the least !) NO TOS copied in the SDRAM !!
This last things should be considered when choosing the 060 model !
For me the EC has no sense ; the FLASH is only acceded 2 times faster than
the TOS4 chip of the mainboard : this stills slow !

I have to inform too that because there is no software method to distinguish
between the EC and LC, a LC is not supported.
In fact it is supported and runs but it is initialized like an EC (PMMU is
set OFF) and runs like an EC !

Regards

3006. Re: Just a test!!!

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 13:55:43 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ed37c644299720@tripnet.se>
Source record: 27087

In comp.sys.atari.st <1053979294-049750AEicMi@adelphia.net>
Carey Christenson wrote on Tue 27-05-2003 01:05 (GMT):

>range. Now with MP3 downloads. STING was giving 20
>to 30 K/sec averages with highs as high as 45 to 50
>K/sec and lows in the upper teens. MagicNet My lows
>have been 35 K/sec with averages being 45 to 65 K/sec.
> Highs have not gone much over 65 K/sec. Maybe close
>to 70 K/sec. So just setting up magicNet I would say

Just tested and I when downloading with CAB download module I got 72268
Bytes/sek here on a 21 MByte file.

Manually clocked as the built in cps shows wrong results after 10 MB...

This is with a TT running Magic and the Lyndon Amsdon EtherNEC card. The
file came from a local webserver on my pc.

I'm using STinG here but I have also tested with MagicNet and the speed
was appr. the same.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3007. Re: Big Partitions and LFNs?

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 14:31:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ed3213a1c40f43@attbi.com>
Source record: 27088

>I have been trying to activate Long Filenames on a number of hard disk
>partitions (7), so far without any success!
>
>Partitions I to O are larger than 2.0Gb each, they are of type BGM in
>HDDRIVER and they are recognised (ie openable) in Magic v6.20/jinnee. I
>have put in my MAGX.INF "#[vfat] drives=ijklmno".
>
>The type "F32" in HDDRIVER doesn't work with Magic/jinnee - the
>partitions "disappear" the next time I boot-up! So I set them back to
>BGM.
>
>How can I check the setup and therefore that I can save a file to these
>partitions in Long format? I tried Texel but just 8+3 format was given
>to me as an option by my File Selector (BoxKite v2.31e).

Hmmm??? Strange. I have gotten the LFN to work on my 1meg Jaz
carts and all of my 250meg partitions. Have you used a setup
program for Magic? Here you tell Magic which partitions you to use
with LFN's. Until I used a setup program, I could not get any LFN
to work.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3008. Re: Papyrus X!

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 14:31:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ed3213a1c40f44@attbi.com>
Source record: 27089

>Grzegorz Pawlik <gregory@cafetera.pl> wrote in message news:<BAF4038A.3210%gregory@cafetera.pl>...
>
>> But Papyrus X does not work on Atari. This is a Windows version :-(
>
>Please don't spread rumours.
>The demo is Windows only, but all the other version (including Atari)
>are expected at the end of may.

Really??? I had not heard that. Where did you read this???

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3009. Re: Papyrus X!

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 14:31:23 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ed3213a1c40f45@attbi.com>
Source record: 27090

>Edward S. Baiz Jr. wrote:
>
>
>> No, I had not heard about this. I have Papyrus 8. I am going to
>> check this out. Thanks for the info.
>
>Ah so you missed Papyrus 9 too. :)
>
>Yes they are expecting an Atari version of Papyrus X as well, even
>though they stopped giving their development-guarantee at the previous
>release. Nice to see they keep trying. :)
>
>Since my most important workstations are a MiNT TT and an OSX Mac, I'd
>love to have an office package that works on both (without emulator
>stuff), and is better than m$ junk (which Papyrus is). :)
>
>Maurits.
>

Yes, I missed version 9. I kept writing ROM asking them when I
could order the upgrade. Where did you read this info about
version X for the Atari?
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3010. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 14:31:23 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ed3213a1c40f46@attbi.com>
Source record: 27091

>Edward S. Baiz Jr. wrote:
>
>> I have an IDE drive in my Hades and an external SCSI. Sometimes I
>> also have the same problem in that my external SCSI does not show
>
>If you have a problem of this kind that only shows up sometimes, but not
>always, it is hardware-related. Usually wrong termination or bad/too
>long cables.

I do not think it is the termination, but I do agree that is could
be my cables are bad. They are kind of old.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3011. Re: Big Partitions and LFNs?

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 14:50:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200305271650.a22798@b.maus.de>
Source record: 27092

>Partitions I to O are larger than 2.0Gb each, they are of type BGM in
>HDDRIVER and they are recognised (ie openable) in Magic v6.20/jinnee. I
>have put in my MAGX.INF "#[vfat] drives=ijklmno".

That should be two lines:

#[vfat]
drives=cdefghijklmnopqrstuvwxyz

>The type "F32" in HDDRIVER doesn't work with Magic/jinnee - the
>partitions "disappear" the next time I boot-up! So I set them back to
>BGM.

I use MagiC v6.10/jinnee - and it works.

>The CORRECT program with Kobold2.5/3.51 reports that I: has a FAT that
>is too long! But doesn't fix it! What can be done?

I believe CORRECT doesn't know anything about VFAT.

3012. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 17:14:57 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3ed39d10$0$29717$cc9e4d1f@news.dial.pipex.com>
Source record: 27093

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:bauv6t$3ug1i$2@ID-27442.news.dfncis.de...
> exxos wrote:
>
> > Thats what I thought, I can get the SCSI drive up though ive lost my IDE
> > drive, I've took out the SCSI cable and in device check it says IDE
00.00 as
> > I started before, though it dont come up in the format menu even.
HDdriver
> > loads from the IDE drive though I get no partitions, im getting worried
that
> > ive buggerd the IDE drive up cos all me stuff is on there :(
>
> I'm sorry but I am not sure what you actually want to achieve. If you
> just want to change the order of drives or partitions you can refer to
> the HDDRIVER manual on how to do that. Note that TOS always loads the
> driver from the first bootable partition, and that it looks on IDE
> drives first. This has no influence, however, on the order HDDRIVER uses
> once it was started.
>

Well The origional problem was if my IDE drive came up , my SCSI drive
didn't. I couldn't get both drives to come up together. Though I lost my IDE
drive totally. I have solved this problem now since I think HDdriver tried
to update my C: drive (IDE) but the disc was full and it got corrupted. I
could boot from floppy and access my C: drive though when I tried to install
HDdriver on C: it just locked up. I deleted some files from my C: drive and
reinstalled the driver and its working again now. I can now have both SCSI
and IDE drives running :) I just hope hope those "." files with filesize
"|*\\}[-)" eventually come off my hardrive :-\ any ideas on that ?

Cheers,

Chris

> --
> --
> Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
> http://www.seimet.de
>

3013. Re: Just a test!!!

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 20:05:02 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1054047644-353216AEicMi@adelphia.net>
Source record: 27095

Kennith,
Getting 72268 bytes/sec on CAB with STING is VERY
GOOD. But you were transferring from an internal
network computer correct?? If this is the case you
will always see better transfer speed between two
networked computers than actually surfing the web.
Anyone I have ever talked to has said that MagicNet is
much FASTER and after installing it and getting the
Iconnect gateway from Vassilis P. I believe it. I
would say my average overall on web surfing and
downloading in general is between 40 and 75 K/sec with
lows in 30 K/sec range and highs as high as 125 K/sec
or more. Sting generally averaged 25 to 30 K/sec
downloading speed with lows as low as 15 K/sec and
highs as high as 50 K/sec or so. A TT030 has more
bandwidth also so this could help you in the end
although I would expect STING not to behave a whole
different than on a Falcon030 or MagicNet should run
double what your getting with STING. Like I said
earlier though, Many people have reported 150 K/sec or
more when transferring files over internal networked
computers. Just my two cents....

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than
the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3014. STacy info required

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 20:06:21 UTC
From: Steve Green <greenies@macunlimited.net>
Message-ID: <20030527210632410+0100@news.btinternet.com>
Source record: 27096

Hi all, funny to post here again, first time in 3yrs!

Much to my surprise I've obtained a STacy 2. Though I've owned two of these beasties before (and savagely killed them, sorry) I can't remember two essential things.

1) the monitor detect pin, is it earthed to enable colour output on an external monitor?
2) the batt connections, how does that work. There are a pair of two pin connectors in the batt bay. I know the STacy is a bugger with batts anyway but I'd still like the option of 1/2 hour use away from the mains, any ideas?

Save this STacy before I start to fiddle!

Regards, Steve.

3015. Re: Questions about Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 20:25:28 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vd7idp9sf9q242@corp.supernews.com>
Source record: 27097
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Fr�d�ric P�court" <fpecourt@invalid.ifrance.com> wrote in message
news:bavfoj$24q$1@reader1.imaginet.fr...
> Hi!
>
> "Tim" <tjlazer@mail.com> a �crit dans le message de
> news:vd35aaqbjhvh8c@corp.supernews.com...
> > If you want to connect it to the Composite inputs of a TV/Monitor simply
> > connect pins 11 and 12 to a RCA plug. 11 goes to shielding and 12 to
> core.
> > Easy to make.
>
> RF modulation is now obsolete since most of the devices you could wish to
> connect to the Falcon have composite inputs.
>
> I for myself cut off the power supply of the RF modulator and made a
bridge
> with a 82 ohms resistance from the motorola composite output to the RCA
> inner connector, so that I can easily connect any TV/VCR directly to the
> Falcon with their original RCA cables.
>
> > I got mine recently off ebay as well. You paid slightly more that I did
> > though!
>
> How come ? I haven't seen Larry mentioning the price he paid for.
>
> Fred
>

That sound like a good idea, but I don't think I want to modify mine like
that.. Want to keep it stock.

Well I DID see the price he paid, as I was looking at the auction unfold. I
paid $350 for mine, but it only had 4MB and 60MB HD. It seems that he got
the better deal, but I didn't need all the extras and this was exactly what
I was looking for. :)

Tim

3016. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 20:34:23 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vd7iuct2m75c8e@corp.supernews.com>
Source record: 27098
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:basbpf$3327r$1@ID-27442.news.dfncis.de...
> Tim wrote:
>
> > I would like to transfer some data between my PC and Falcon030. I have
a
> > Zip100, Jaz 2GB, and EZ135 SCSI drives that I can use. Which ever is
> > easiest.
> >
> > How can I mount one of these drives on the Falcon and see the drive?
>
> You can use HDDRIVER in order to create a partition on one of these
> drives that is both PC and TOS compatible. Without any additional
> software, except for HDDRIVER, you can then use a cartridge for
> exchanging data. See also http://www.seimet.de/hddriver_english.html
>
> --
> --
> Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
> http://www.seimet.de

Ok now the dilema of getting a copy! I live in the USA and do not like
mailing cash in the mail.... ;)

Tim

3017. Re: Just a test!!!

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 21:11:15 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ed3e2761c75ce0@tripnet.se>
Source record: 27100

In comp.sys.atari.st <1054047644-353216AEicMi@adelphia.net>
Carey Christenson wrote on Tue 27-05-2003 20:05 (GMT):

> Getting 72268 bytes/sec on CAB with STING is VERY
>GOOD. But you were transferring from an internal
>network computer correct?? If this is the case you
>will always see better transfer speed between two
>networked computers than actually surfing the web.

A have a 512 kbit/sec ADSL here and mostly I can download with CAB as
fast as my connection permits.

Different clients will get very different speeds, though. Aftp gives
about a 10th compared to CAB in one direction, don't remember which right
now...

FTPSERV on the other hand peaked well over 1 MBit/sec when I upload from
the pc.

>highs as high as 50 K/sec or so. A TT030 has more
>bandwidth also so this could help you in the end
>although I would expect STING not to behave a whole
>different than on a Falcon030 or MagicNet should run
>double what your getting with STING. Like I said

I guess I should try what speeds I get with the 8 MHz Stacy, but I still
have not taken the time to even install Magic on it. I guess the present
Geneva setup will make the comparison unfair.

PS. You really should add a line at the top of your signature with
nothing but "-- " in it. That would help those who respond to your posts
quite a bit :-) Note that the space after the two "-" is very important.
Check my signature for reference. DS.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3018. Whats the best software needed to use a CD Rom on a falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 21:52:52 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <t5n7dvcectmksnamsnhg2t2u2s9aoqq5v1@4ax.com>
Source record: 27101

I have a cd rom drive and I wish to use it on my falc. (for importing aiff's into cubase audio)

Which is the best and easiest software to use to allow me to use the drive on the falcon. I tried plugging it in and loaded up the HDdriver (7.8) software, but I wasn't able to get the CD Rom working using just this.

Thanks... Rob

3019. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 21:58:59 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.27.21.58.59.175773@removenoaspam.atari-source.com>
Source record: 27102

On Tue, 27 May 2003 15:10:57 +0000, Rustynutt wrote:

> (inner thought here......term "fagboy". Likely not used by an educated
> person in these times. From the few post I've read, your not sharing
> editing duties with another, meaning this is provides some sort of
> personal sexual pleasure for you. Your parents must have neglected
> you, likely still are. Think your smarter than all of your
> instructors, likely have the ability for decent academic achievements,
> but feel that you should not have to prove yourself. Your keyboard is
> kind of sticky. It rained a lot this weekend in your area of the
> country. You had no friends to spend this three-day weekend with. You
> live in a rural area. You use a dial up ISP with a 56K modem bought at
> the local thrift store. Geeze, I'm ashamed to think that you're
> located in the US. Eastern area. Do you have chickens running loose in
> your yard? Does your dog sleep under the car? Is your step dad the
> homemaker? Does your sister stay away from him?
> Just trying to make a profile here.)
>
>
>>

Nah, I don't believe you are giving the average eastern US hick credit.
However I do believe this is a less than 12 year old kid.

Mark
http://atari-source.com

3020. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 22:08:42 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ed3ec58242e730@tripnet.se>
Source record: 27103
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st <vd7iuct2m75c8e@corp.supernews.com>
Tim wrote on Tue 27-05-2003 13:34 (-0700):

>
>"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
>news:basbpf$3327r$1@ID-27442.news.dfncis.de...

>> You can use HDDRIVER in order to create a partition on one of these
>> drives that is both PC and TOS compatible. Without any additional
>> software, except for HDDRIVER, you can then use a cartridge for
>> exchanging data. See also http://www.seimet.de/hddriver_english.html

>Ok now the dilema of getting a copy! I live in the USA and do not like
>mailing cash in the mail.... ;)

Easy! Just go to http://www.1632systems.co.uk/ and in his webshop you
will find it for ï¿½29.95

He accepts credit cards and is 100% reliable.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3021. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 22:08:42 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ed3ec58242e731@tripnet.se>
Source record: 27104

In comp.sys.atari.st <200305261939.a42112@wun.maus.de>
Ekkehard Flessa wrote on Mon 26-05-2003 19:39 (+0200):

>KM>Did some experiments with GFA but nothing useful. I do manage to read
>KM>some strange data from the port but nothing more.
>
>What's your cable looking like? In the manual for receive.prg respectively
>1st-address, there's a pinout of the appropriate cable given, which includes
>some resistor (pull-up?). Can't tell the values now, as I ain't got that manual
>handy here.

It's a standard printer cable but with the STROBE and BUSY lines
exchanged at one end. Exactly like a PARCP cable.

Guess I should try with PARCP if it works to transfer files from one
Atari to another.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3022. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 22:08:43 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ed3ec58242e732@tripnet.se>
Source record: 27105

In comp.sys.atari.st <BAF8E6BA.110D%derryck@nospam.cix.co.uk.invalid>
Derryck Croker wrote on Tue 27-05-2003 11:05 (+0100):

>In article 3ed21c0e4ffaa1@tripnet.se, Kenneth Medin at kennethm@tripnet.se
>wrote on 26/5/03 13:52:
>
>>> The way I've read it is that the OP was wanting to print from an old,
>>> non-ST machine, and capture the output on an ST. If that is the case,
>>
>> Yes, that's right!
>
>If you have access to AVR or PIC micros it might be easier to listen to the
>Strobe and Data lines, sending the former out on a serial port when the
>former signals that there is new data present? You might have to develop the
>idea a little to perform handshaking etc of course...

If PARCP and other parallel filetransfer programs works, this should also
work!

I do have basic Asm knowledge and am the proud owner both "Programming
the 68000" and a genuine GFA manual. Both in Swedish!

The Asm code I got looked promising but did not work right away. Anyway
it uses a way of solving this task that looks right on the spot.

Looks like I have to dig into some Asm programming. Haven't been into
that since Devpack 2 came out...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3023. Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 22:09:14 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <phn7dvs1si155du17h0peqqba579440dlr@4ax.com>
Source record: 27106

I have cubase, 3 and cubase audio. Cubase 3 runs fine, but when I use cubase audio (2.6) the software shows speed problems.
I really should start using this software as I could probably achieve some things a bit easier by simply recording them, but I've been basically sticking with midi on 3.01....Anyway,

It takes twice as long to load up (though I expect it to maybe take a little longer, I probably didn't expect it to take twice as long)

When I hit the play button, the running speed doesn't run at the right speed, it appears to be 2 or 3 times slower. The falcon is set up with an analog8 and a steinberg FDI plugged in. I'm not quite sure what the idea of the FDI is, I thought it was to enable it to keep the right time so that the audio plays back right, but seeing as I'm just running the default def.arr and there is no audio with this, then I'd expect it to run on time.
When I take the FDI and analog8 out, and just plug the C.A.C in (Kindly donated by Smeg.... Thanks again Smeg), it appears to run better, though the screen update is awful.

At this point, I realise a purging of the system would help, I have got rid of all acc's, though the desktop colour and appearance is all completley different and "non standard" and so really I should put these to absolutley standard (so it doesn't use much, if any memory) - I read that one from an old SOS article).

I also use (the rather magnificent) videlity, to increase screen resolution and thinking about it, this may also be a burden on the system. (Please tell me otherwise, or if there is another way to boost the screen res right up)
I'm running NVDI, which I think should improve things, on a 14mb non accelerated, standard cased falcon)

Thanks if anyone can give me a few pointers.

(By the way, I found a text file in the PC version of cubase 3.05 saying that you could use SMP2/24 with it..... If anyone was interested.)

3024. Re: ST Zip and long filenames

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 22:11:59 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3ed3c68f.0@entanet>
Source record: 27099

On 26 May 2003 18:30:59 , xlator@cix.compulink.co.uk wrote:
>
>Hi Peter!
>
>Mine is 116,726 bytes and announces itself in the VT52 window as:
>UnZip 5.40 of 28 November 1998, by Info-ZIP. Maintained by C. Spieler.
>
>So it seems you are using the same one as me. I am puzzled as
>well! Are you extracting to a partition that has LFNs enabled? And
>are you using MagiC?
>
>As I don't have web access at present, perhaps you can mail me
>your problem files/folder to xlator at cix dot co dot uk and I'll
>see if I can extract them.
>
>Regards, /Peter/
>
I was a bit reluctant to do that because the file was 3Mb. Let me know if
that is ok.

Oddly, I just downloaded a Zipped freeware game for the Palm that has spaces
in it and they opened ok. Except for one file that has an apostrophe in it.
That's a different problem.

Regards,

Peter

3025. Re: STacy info required

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 22:23:58 UTC
From: nothin <pie@peas.co.uk>
Message-ID: <bb0p4q$p03$1@news6.svr.pol.co.uk>
Source record: 27107

"Steve Green" <greenies@macunlimited.net> wrote in message
news:20030527210632410+0100@news.btinternet.com...
> Hi all, funny to post here again, first time in 3yrs!
>
> Much to my surprise I've obtained a STacy 2. Though I've owned two of
> these beasties before (and savagely killed them, sorry) I can't remember
> two essential things.
>
> 1) the monitor detect pin, is it earthed to enable colour output on an
> external monitor?
> 2) the batt connections, how does that work. There are a pair of two pin
> connectors in the batt bay. I know the STacy is a bugger with batts
> anyway but I'd still like the option of 1/2 hour use away from the mains,
> any ideas?
>
> Save this STacy before I start to fiddle!
>
> Regards, Steve.

You can plug into external monitors
1/2 HOUR!! lucky if you get 5mins

3026. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-27 23:05:28 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0305271505.28549a55@posting.google.com>
Source record: 27108

Ahh, shucks, guess I might have been profiling a bit to far there.
I'd have chickens too, but the 115 degree temperatures would kill them here.
My son is a Chicken Technician, does that count?
Do have a couple birds of prey, but they are kept inside:)
Got a dog too, but he sleeps inside most of the time.
Still have the same parents I came with, going on their 50th next month.
Mike

3027. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 05:28:43 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bb1heb$4j05i$1@ID-27442.news.dfncis.de>
Source record: 27109
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tim wrote:

> Ok now the dilema of getting a copy! I live in the USA and do not like
> mailing cash in the mail.... ;)

Try to purchase from Best Electronics. They sometimes re-sell copies
obtained from Atari Workshop in the UK.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

3028. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 05:30:46 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bb1hi7$4j05i$2@ID-27442.news.dfncis.de>
Source record: 27110

exxos wrote:

> Well The origional problem was if my IDE drive came up , my SCSI drive
> didn't. I couldn't get both drives to come up together. Though I lost my IDE
> drive totally. I have solved this problem now since I think HDdriver tried
> to update my C: drive (IDE) but the disc was full and it got corrupted. I

Something else must be wrong. One cannot write on a partition if it is
full. TOS will refuse writing on it.

> could boot from floppy and access my C: drive though when I tried to install
> HDdriver on C: it just locked up. I deleted some files from my C: drive and
> reinstalled the driver and its working again now. I can now have both SCSI
> and IDE drives running :) I just hope hope those "." files with filesize
> "|*\\}[-)" eventually come off my hardrive :-\ any ideas on that ?

You should check the consistency of your data. The FAT or other data
structures on your drive may be corrupted.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

3029. Re: Who has repaired Falcons in the US

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 05:35:49 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305272135.36152709@posting.google.com>
Source record: 27111

jdplace@<sick-of-spam>prodigy.net (Joseph D. Place) wrote in message news:<oziAa.6$t06.2@newssvr31.news.prodigy.com>...

> I had a similar problem when working on my Falcon once. It turned out that one of the jumper wires on the DMA buffer mod had come loose.
> I could hear the Falcon booting, but I had no video. Did you already check this from the previous suggestion?
>
>
Where would I find that?

Galen

3030. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 05:50:08 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305272150.11931115@posting.google.com>
Source record: 27112

"exxos" <exxos@home.co.uk> wrote in message
news:<3ed39d10$0$29717$cc9e4d1f@news.dial.pipex.com>...
> I couldn't get both drives to come up together. Though I lost my IDE
> drive totally. I have solved this problem now since I think HDdriver tried
> to update my C: drive (IDE) but the disc was full and it got corrupted.

Do you have TOS 4.02?

> could boot from floppy and access my C: drive though when I tried to install
> HDdriver on C: it just locked up. I deleted some files from my C: drive and
> reinstalled the driver and its working again now. I can now have both SCSI
> and IDE drives running :) I just hope hope those "." files with filesize
> "|*\\}[-)" eventually come off my hardrive :-\ any ideas on that ?

Not much can be done besides moving them to another partition and
deleting all files from the partition.

Galen

3031. Re: Papyrus X!

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 05:54:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200305280754.a18408@ll.maus.de>
Source record: 27123

Hallo Edward S. Baiz,

ESBJ>Really??? I had not heard that. Where did you read this???

On the homepage of R.O.M.: "Papyrus X! comes in the new version with many useful features for all platforms (Non-Windows versions end of may) and for the Apple Macintosh as an extension of the OS palette (as soon as possible)." In the news of <http://www.st-computer.net> I read the announcement that Papyrus X! for OS/2 and Atari comes in the summer, because the Windows version is the main version and the Macintosh version is the next.

Gruss

Martin [PGP-Key available]

Fï¿½r Mails >16 kByte: martin@melsaesser.de

3032. Re: Whats the best software needed to use a CD Rom on a falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 05:56:32 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305272156.105ecddc@posting.google.com>
Source record: 27113

Rob <rob19@eggconnect.net> wrote in message
news:<t5n7dvcectmksnamsnhg2t2u2s9aoqq5v1@4ax.com>...
> I have a cd rom drive and I wish to use it on my falc. (for importing
> aiff's into cubase audio)
>
> Which is the best and easiest software to use to allow me to use the
> drive on the falcon. I tried plugging it in and loaded up the HDdriver
> (7.8) software, but I wasn't able to get the CD Rom working using just
> this.

HDDriver doesn't drive CDs by itself. Other software is needed. My
vote for best (though to be honest, I haven't used anything else in
the last five years) is ExtendosGold/CDWriter. It costs a few bucks,
but runs very nicely. See www.anodynesoftware.com.

Galen

3033. Re: STacy info required

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 06:14:47 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305272214.af26c23@posting.google.com>
Source record: 27114

Steve Green <greenies@macunlimited.net> wrote in message
news:<20030527210632410+0100@news.btinternet.com>...
> Hi all, funny to post here again, first time in 3yrs!
>
> Much to my surprise I've obtained a STacy 2. Though I've owned two of
> these beasties before (and savagely killed them, sorry) I can't remember
> two essential things.
>
> 1) the monitor detect pin, is it earthed to enable colour output on an
> external monitor?
I believe so, though I don't remember the details. Anyhow, connecting
a color monitor disables the built-in screen and provides a nice color
output. Connecting a monochrome monitor IIRC allowed for video
mirroring.

> 2) the batt connections, how does that work. There are a pair of two pin
> connectors in the batt bay. I know the STacy is a bugger with batts
> anyway but I'd still like the option of 1/2 hour use away from the mains,
> any ideas?
>

Here's what I wrote in early 2002:

Don't use "C" cells! Atari tried it, and it doesn't work well (you
get 15 minutes per charge). With some expensive high-amperage cells
you can get 30 minutes, but internal packs just don't have enough
juice!

Three solutions (in order of preference):

1 -- take 3 6V sealed lead acid cells and clip them together to make
an 18V battery. At this voltage, you will use about 2 - 3 AH
(Amp-Hours) per hour, so if the batteries are all 6AH, you will get
close to three hours off of new batteries. Don't connect the
batteries permanently since you'll need to charge them with a standard
6V charger.

2 -- take a really big 12V battery. The STacy has a 'power low' light
that comes on around 11.5V. However, the STacy keeps running until
somewhere around 10.5V, so a big battery will work. (A small battery
will lose voltage too quickly, so you'll only get around half the
battery's rated AH.) I used a wheelchair battery (13.8V) to power the
STacy for over 24 hours a charge! It did weigh some 40 pounds though.

3 -- take a 'jumpstart' battery (which is really a sealed 12V) and an
inverter. This is a bit inefficient, but if I had a STacy today, this

is the way I'd probably do it so I could use the battery for things other than my STacy. In fact, I own a Mac Powerbook with a bad battery and use a 'jumpstart' battery to get many, many hours per charge for about the same cost as buying a new Powerbook battery. It's just heavier. Try http://www.store4power.com/battery-integrated-products/battery-integrated-products.asp if you need a source -- the xPower 300 would be more than enough.

Before I go on, let me note that I haven't owned a STacy in years. I once posted the exact voltage figures to this discussion, but I'm going off of memory, so don't consider the numbers in this post to be precise.

Galen

3034. Re: Cubase Audio - slow running speed,

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 06:21:20 UTC
From: <>
Message-ID: <AzYAa.248$ei5.24@newssvr32.news.prodigy.com>
Source record: 27115

On 27 May 2003 23:09:14 , Rob wrote:
>I have cubase, 3 and cubase audio. Cubase 3 runs fine, but when I use
>cubase audio (2.6) the software shows speed problems.
>I really should start using this software as I could probably achieve
>some things a bit easier by simply recording them, but I've been
>basically sticking with midi on 3.01....Anyway,
>
>It takes twice as long to load up (though I expect it to maybe take a
>little longer, I probably didn't expect it to take twice as long)
>
>When I hit the play button, the running speed doesn't run at the right
>speed, it appears to be 2 or 3 times slower. The falcon is set up with
>an analog8 and a steinberg FDI plugged in. I'm not quite sure what the
>idea of the FDI is, I thought it was to enable it to keep the right
>time so that the audio plays back right, but seeing as I'm just
>running the default def.arr and there is no audio with this, then I'd
>expect it to run on time.
>When I take the FDI and analog8 out, and just plug the C.A.C in
>(Kindly donated by Smeg.... Thanks again Smeg), it appears to run
>better, though the screen update is awful.
>
>At this point, I realise a purging of the system would help, I have
>got rid of all acc's, though the desktop colour and appearance is all
>completley different and "non standard" and so really I should put
>these to absolutley standard (so it doesn't use much, if any memory) -
>I read that one from an old SOS article).
>
>I also use (the rather magnificent) videlity, to increase screen
>resolution and thinking about it, this may also be a burden on the
>system. (Please tell me otherwise, or if there is another way to boost
>the screen res right up)
>I'm running NVDI, which I think should improve things, on a 14mb non
>accelerated, standard cased falcon)
>
>Thanks if anyone can give me a few pointers.
>
>
>
>(By the way, I found a text file in the PC version of cubase 3.05
>saying that you could use SMP2/24 with it..... If anyone was
>interested.)
>.

Cubase Audio should be run in mono (2 colors only). I have not tried it with Videlity. I have run it with Screenblaster II, although I
have read about others having problems with Screenblaster and Cubase Audio. My particular Falcon does not write properly to disk when
using any of the screen enhancement programs above 16 colors (this is with any software, not just Cubase). I run Cubase audio in 2 colors
with NVDI, and no other auto programs or accessories.

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
--

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
--

3035. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 11:02:57 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb257hcri1@newsg2.svr.pol.co.uk>
Source record: 27116

Rob,

A bog standard falcon will not work as bad as you describe, so there may be a problem with your machine. Try removing all accessories/auto programs and put the Falcon in a mono 80 line screen mode then run Cubase Audio. If it runs ok after that then its something you are loading. If it doesnt then maybe its your hard drive or disk driver software config. Also I'm sure that youre aware that Cubase wont record onto IDE disks, although you can happilly boot cubase off an IDE, as long as you have a SCSI drive (disk/EZ135/JAZ/ZIP etc etc) plugged in and formatted to record onto.

The FDI, other than being a digital audio interface, supplies the Falcon with the 44khz and 48khz clocks that are needed to record audio at this frequency (CD audio is 16bit, 44khz). It shouldnt make a difference to the Falcon whether the CAC or the FDI is plugged in, except the CAC only provides the 44khz clocks.

Have you ever taken the lid off the falcon, and had a look at whether anything has been installed by the previous owner? I did it to mine and found that the clockpatch had been done (Thank God!) and also there was some kind of 32mhz speeder too, which was nice :)

I use videlity too, and its works OK for me. I have it set up at 800x600 in 2 colours. I cant get a stable screen at a higher rez than this, even 800x600 with 256 colours seems impossible (probably due to the 32mhz speeder). NVDI is also running, and I recently discovered "letemfly" which makes your dialog boxes fly to the mouse and also gives them hotkeys, which you will love when you start recording audio, and do about 50 takes, cos you will only have to press one key to decide whether to keep or bin the take, instead of putting down the guitar whatever, and using the mouse every time.

If you are not using a boot manager then you should. Use xboot/superboot whatever, and make a profile just for Cubase and only load into there what acc's and auto progs you need.

Smeg.

3036. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 11:30:37 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <nr69dv8ecp1m7qlogv8ib85it73p4ar9ho@4ax.com>
Source record: 27118

Hi Smeg, thanks for all that, I didn't eb=ven consider switching it down to 2 colours, and will give that a try straight away. I'm glad I can still use videlity though (playing around with it last night I got a comfortable864 x 608 at 256 colours on 32mhz dot clock - it looks good)
If I use a boot manager do I goto a different setting (eg cubase boot) and load up videlity for that to set up a mono screen. In another boot setting I'd again have a different videlity setting for that ??

I have taken the lid off the top, and unfortunatley there are no liite surprises inside, I do want some sort of accelerator though, you just can't get hold of them easy these days (and not everything you wish to run always runs on them)
I do have a scsi disk for cubase (though it wasn't switched on when I did the speed check, which may be something), though when the cac was in, it did appeard to run better than with the FDI.

Anyway, I'm going back everything up, (try it in two colours) and use a boot manager to run a clean system for cubase.

I'll post back how I get on

Thanks... Rob

On Wed, 28 May 2003 12:02:57 +0100, "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote:

>Rob,
>
>A bog standard falcon will not work as bad as you describe, so there may be
>a problem with your machine. Try removing all accessories/auto programs and
>put the Falcon in a mono 80 line screen mode then run Cubase Audio. If it
>runs ok after that then its something you are loading. If it doesnt then
>maybe its your hard drive or disk driver software config. Also I'm sure that
>youre aware that Cubase wont record onto IDE disks, although you can
>happilly boot cubase off an IDE, as long as you have a SCSI drive
>(disk/EZ135/JAZ/ZIP etc etc) plugged in and formatted to record onto.
>
>The FDI, other than being a digital audio interface, supplies the Falcon
>with the 44khz and 48khz clocks that are needed to record audio at this
>frequency (CD audio is 16bit, 44khz). It shouldnt make a difference to the
>Falcon whether the CAC or the FDI is plugged in, except the CAC only
>provides the 44khz clocks.
>
>Have you ever taken the lid off the falcon, and had a look at whether
>anything has been installed by the previous owner? I did it to mine and

>found that the clockpatch had been done (Thank God!) and also there was some
>kind of 32mhz speeder too, which was nice :)
>
>I use videlity too, and its works OK for me. I have it set up at 800x600 in
>2 colours. I cant get a stable screen at a higher rez than this, even
>800x600 with 256 colours seems impossible (probably due to the 32mhz
>speeder). NVDI is also running, and I recently discovered "letemfly" which
>makes your dialog boxes fly to the mouse and also gives them hotkeys, which
>you will love when you start recording audio, and do about 50 takes, cos you
>will only have to press one key to decide whether to keep or bin the take,
>instead of putting down the guitar whatever, and using the mouse every time.
>
>If you are not using a boot manager then you should. Use xboot/superboot
>whatever, and make a profile just for Cubase and only load into there what
>acc's and auto progs you need.
>
>Smeg.
>

3037. Re: linked games

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 11:32:54 UTC
From: Olivier Liess <olivier.liess@free.fr>
Message-ID: <3ED49E66.2000902@free.fr>
Source record: 27117

Graham wrote:
> what games other than Midi Maze can be linked using STs or one Facon and 1
> or 2 STs
>
> cheers
>
> gra
>
> --
>
>
>

there were oxyd, F16 combat pilot, vroom, populous 1&2, lotus turbo
esprit challenge 2&3 (don(t think the first one could).

(don't think gaunlet could be network-played (*cough*)

that's all i remember for now...

O.

3038. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 12:02:55 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <av89dv4cr266l03e525n9jle9bbpipsvsr@4ax.com>
Source record: 27119

Puttinig it into 2 colours made a world of difference, It booted up a lot quicker. When I run Def.arr, the playback speed is correct. However I copied an audio file over to the scsi drive and loaded the audio into an audio track and played it back. It was very slow (In 15 seconds of realtime it got to just short of 5in the time line (SMPTE time line)

I'll try some of the other suggestions though.

Rob

P.S. This might sound daft, but does the FDI need to be plugged into anything to keep it's 44 or 48 khz clock (it isn't plugged into anything, I just assumed I could use it stand alone as anadvanced cac.)

3039. Re: linked games

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 13:04:59 UTC
From: Matt Smith <mattsmith@zetnet.co.uk>
Message-ID: <co2Ba.24244$tE.17875@news-binary.blueyonder.co.uk>
Source record: 27120

as far as i can remember towers could be linked, i remember
playing it with a friend over a null mdoem cable between 2 st's

"Olivier Liess" <olivier.liess@free.fr> wrote in message
news:3ED49E66.2000902@free.fr...
> Graham wrote:
> > what games other than Midi Maze can be linked using STs or one Facon and
1
> > or 2 STs
> >
> > cheers
> >
> > gra
> >
> > --
> >
> >
> >
>
> there were oxyd, F16 combat pilot, vroom, populous 1&2, lotus turbo
> esprit challenge 2&3 (don(t think the first one could).
>
> (don't think gaunlet could be network-played (*cough*)
>
> that's all i remember for now...
>
> O.
>

3040. Re: linked games

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 13:25:48 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbd9dh6.661.atari@core.preferuje.luzik.pl>
Source record: 27121

On Wed, 28 May 2003 14:04:59 +0100, Matt Smith <mattsmith@zetnet.co.uk> had a noticeable pleasure while writting:

> as far as i can remember towers could be linked, i remember
> playing it with a friend over a null mdoem cable between 2 st's
>
>
> "Olivier Liess" <olivier.liess@free.fr> wrote in message
> news:3ED49E66.2000902@free.fr...
>> Graham wrote:
>> > what games other than Midi Maze can be linked using STs or one Facon and
> 1
>> > or 2 STs
>> >
>> > cheers
>> >
>> > gra
>> >
>> > --
>> >
>> >
>> >
>>
>> there were oxyd, F16 combat pilot, vroom, populous 1&2, lotus turbo
>> esprit challenge 2&3 (don(t think the first one could).
>>
>> (don't think gaunlet could be network-played (*cough*)

Dogfight. I do not know if ST version could that though.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3041. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 14:41:56 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.28.14.41.56.975907@removenoaspam.atari-source.com>
Source record: 27122

On Wed, 28 May 2003 13:02:55 +0100, Rob wrote:

> Puttinig it into 2 colours made a world of difference, It booted up a
> lot quicker. When I run Def.arr, the playback speed is correct.
> However I copied an audio file over to the scsi drive and loaded the
> audio into an audio track and played it back. It was very slow (In 15
> seconds of realtime it got to just short of 5in the time line (SMPTE
> time line)
>
> I'll try some of the other suggestions though.
>
>
> Rob
>
>
> P.S. This might sound daft, but does the FDI need to be plugged into
> anything to keep it's 44 or 48 khz clock (it isn't plugged into
> anything, I just assumed I could use it stand alone as anadvanced
> cac.)

If all you want from your FDI is an advanced CAC, I beg you, please sell
it to me for a cheap price ;-)

Mark
http://atari-source.com

3042. Re: linked games

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 15:35:00 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbd9l3b.6av.atari@core.preferuje.luzik.pl>
Source record: 27124

On Wed, 28 May 2003 13:25:48 +0000 (UTC), Adam Klobukowski <atari@gabo.pl> had a noticeable pleasure while writting:
> On Wed, 28 May 2003 14:04:59 +0100, Matt Smith <mattsmith@zetnet.co.uk> had a noticeable pleasure while writting:
> Dogfight. I do not know if ST version could that though.

oh, and Substation could do it for sure.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3043. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 15:40:24 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0305280740.79797e95@posting.google.com>
Source record: 27125

> It takes twice as long to load up (though I expect it to maybe take a
> little longer, I probably didn't expect it to take twice as long)

CAF 2.06 is a bigger program, so it makes sense that it'd take longer
to load.

> When I hit the play button, the running speed doesn't run at the right
> speed, it appears to be 2 or 3 times slower. The falcon is set up with
> an analog8 and a steinberg FDI plugged in. I'm not quite sure what the
> idea of the FDI is, I thought it was to enable it to keep the right
> time so that the audio plays back right, but seeing as I'm just
> running the default def.arr and there is no audio with this, then I'd
> expect it to run on time.
> When I take the FDI and analog8 out, and just plug the C.A.C in
> (Kindly donated by Smeg.... Thanks again Smeg), it appears to run
> better, though the screen update is awful.

The FDI establishes a direct digital connection to a DAT machine or CD
recorder, letting the falcon use the DAT's or CDR's A/D converters
(most likely better than the falcon's Mini plugs.) It also lets the
falcon get it's clock signal from the DAT or CDR. If you don't have a
DAT or CDR plugged into the FDI, CAF will complain about "No, or
instable Clock sigal," or somthing like that. So you must use the
C.A.C. to record untill you get a DAT or CDR.

>
> At this point, I realise a purging of the system would help, I have
> got rid of all acc's, though the desktop colour and appearance is all
> completley different and "non standard" and so really I should put
> these to absolutley standard (so it doesn't use much, if any memory) -
> I read that one from an old SOS article).

CAF only works properly in 2 color, (black & white.)

> I also use (the rather magnificent) videlity, to increase screen
> resolution and thinking about it, this may also be a burden on the
> system. (Please tell me otherwise, or if there is another way to boost
> the screen res right up)

Any screen expander will slow the system down, especially without an
accelerator.

> I'm running NVDI, which I think should improve things, on a 14mb non
> accelerated, standard cased falcon)

NVDI helps a bit.

> Thanks if anyone can give me a few pointers.

To use the FDI, get a DAT or CDR, run in 2 colors, don't use Videlity.
(I like videlity, but it's gonna slow things up a bit. Get an
accelerator! :-)

Wayne

3044. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 16:19:17 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <yj5Ba.14319$Mu3.295330@newsfep4-glfd.server.ntli.net>
Source record: 27126

Hello.

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.05.28.14.41.56.975907@removenoaspam.atari-source.com...

> If all you want from your FDI is an advanced CAC, I beg you, please sell
> it to me for a cheap price ;-)

Is someone looking for an FDI?

Aw shucks, there's that word 'cheap' again.

3045. How to get .st (.msa)-images on real Atari disks on new PCs?

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 19:07:19 UTC
From: Uri Puivov <u_ri_p_ui@yahoo.de>
Message-ID: <bb31dv$50qgo$1@ID-130827.news.dfncis.de>
Source record: 27127

Hello,

I recently bought an Atari 1040/STFM. And I've downloaded many disk
images of games. It's nice to play all these great games on an emu-
lator but a real Atari gaming would be a more enjoyment.

Unfortunately, I've got a rather new PC with an Elitegroup K7VTA3.0
mainboard with VIA VT8233A-Controller. And it semms that I can't
write the extended disk formats using this configuration (800kB,
820kB and so on). I've tried booting from a DOS6.22-, a W95B and
a WME-bootdisk and using makedisk, stdisk and wdfcopy (all newest
versions) without success.

Following things occured:
----
under _stdisk_: using a 720kB-medium (that one with one hole), it
says under DOS: 'address mark not found' when it
wants to format the first sector, first track and
first head. Using a 1.44MB-medium, it works fine on
my PC, but it cannot be read by my Atari.

under _wfdcopy_: it works good until it reaches tracks above 73.
All these tracks above are marked red instead of
green. And it only runs until track 80 although
the image has got 82 tracks. Disk is not readable
by the Atari either.

makedisk doesn't work at all.

So, because writing real Atari disks out off images on my PC doesn't
work, I've two possibilities:
----
1) Using a parallel-(serial-)cable to connect my PC to my Atari and
transfer files to disks

2) Using standard 720kB-disks between my PC and my ATARI

Now my questions:

1a) If I use the cable-connection between my two machines, I can trans-
fer files to an inserted disk in my Atari, right? What's about disk-
images (.st, .msa)? Is there a program to read these images and di-
rectly write them through the cable on disks inserted in my Atari?

2a) If I use disks for swapping files between my two machines, please
imagine following: I've downloaded FuzionCD100 (fuzcd100.msa). Now,
I love the games on there, so I want to play them on my real Atari

to get the right feeling [;-))]. The file itself is 821kB big and
it's in .msa-Format. So I use 'msatost' to convert them into a
'.st'-file. This file (fuzcd100.st) is bow 820kB big. It's too big
to put it on one 720kB-disk, so I use a splitter on my PC to split
it into two smaller files. I copy these two files on two 720kB-disks.
b) Now, how can I join them on my real Atari? Has it got something
like a ramdisk?
c) If I've successfully joined them on my Atari, how can I write them
to a real Atari disk on my Atari?
d) Or is there a programm that can built a disk out off two splitted
parts of an image on my Atari?
On my (now damaged and now more loved) Amiga I compressed the .adf-
images with 'lzh', decompressed it into the ramdisk on my Amiga and
used 'adf2disk' to get a real Amiga disk out of it. Is there an equal
way for the Atari? I can probably use it with the cable connection,
too?

Sorry for this very large posting, but I've searched very much and found
nothing.

My PC sytem:

Elitegroup K7VTA Rev. 3.0
AMD Athlon XP 1600+
512MB Ram
80GB Harddisk
Radeon 9700Pro
WinXP

My Atari:

Atari 1040/STFM

Many thanks in advance and kind regards (let the Atari live again),
Uri

3046. Re: How to get .st (.msa)-images on real Atari disks on new PCs?

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 19:13:51 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <bb31pi$26d$1@newsg2.svr.pol.co.uk>
Source record: 27128

"Uri Puivov" <u_ri_p_ui@yahoo.de> wrote in message
news:bb31dv$50qgo$1@ID-130827.news.dfncis.de...
> Hello,
>
> I recently bought an Atari 1040/STFM. And I've downloaded many disk
> images of games. It's nice to play all these great games on an emu-
> lator but a real Atari gaming would be a more enjoyment.
>
> Unfortunately, I've got a rather new PC with an Elitegroup K7VTA3.0
> mainboard with VIA VT8233A-Controller. And it semms that I can't
> write the extended disk formats using this configuration (800kB,
> 820kB and so on). I've tried booting from a DOS6.22-, a W95B and
> a WME-bootdisk and using makedisk, stdisk and wdfcopy (all newest
> versions) without success.
>
> Following things occured:
> ------------------------
> under _stdisk_: using a 720kB-medium (that one with one hole), it
> says under DOS: 'address mark not found' when it
> wants to format the first sector, first track and
> first head. Using a 1.44MB-medium, it works fine on
> my PC, but it cannot be read by my Atari.
>
> under _wfdcopy_: it works good until it reaches tracks above 73.
> All these tracks above are marked red instead of
> green. And it only runs until track 80 although
> the image has got 82 tracks. Disk is not readable
> by the Atari either.
>

have you formated these on your atari to the required tracks/sectors??

if not use something like format 3. is it?? been so long since i used it :)
or is it fdisk3?? not sure but someone will tell you :)

good luck

> _makedisk_ doesn't work at all.
>
>
>
> So, because writing real Atari disks out off images on my PC doesn't
> work, I've two possibilities:
> ---
> 1) Using a parallel-(serial-)cable to connect my PC to my Atari and

> transfer files to disks
>
> 2) Using standard 720kB-disks between my PC and my ATARI
>
>
> Now my questions:
> -----------------
> 1a) If I use the cable-connection between my two machines, I can trans-
> fer files to an inserted disk in my Atari, right? What's about disk-
> images (.st, .msa)? Is there a program to read these images and di-
> rectly write them through the cable on disks inserted in my Atari?
>
> 2a) If I use disks for swapping files between my two machines, please
> imagine following: I've downloaded FuzionCD100 (fuzcd100.msa). Now,
> I love the games on there, so I want to play them on my real Atari
> to get the right feeling [;-))]. The file itself is 821kB big and
> it's in .msa-Format. So I use 'msatost' to convert them into a
> '.st'-file. This file (fuzcd100.st) is bow 820kB big. It's too big
> to put it on one 720kB-disk, so I use a splitter on my PC to split
> it into two smaller files. I copy these two files on two 720kB-disks.
> b) Now, how can I join them on my real Atari? Has it got something
> like a ramdisk?
> c) If I've successfully joined them on my Atari, how can I write them
> to a real Atari disk on my Atari?
> d) Or is there a programm that can built a disk out off two splitted
> parts of an image on my Atari?
> On my (now damaged and now more loved) Amiga I compressed the .adf-
> images with 'lzh', decompressed it into the ramdisk on my Amiga and
> used 'adf2disk' to get a real Amiga disk out of it. Is there an equal
> way for the Atari? I can probably use it with the cable connection,
> too?
>
>
> Sorry for this very large posting, but I've searched very much and found
> nothing.
>
> My PC sytem:
> ------------
> Elitegroup K7VTA Rev. 3.0
> AMD Athlon XP 1600+
> 512MB Ram
> 80GB Harddisk
> Radeon 9700Pro
> WinXP
>
> My Atari:
> ---------
> Atari 1040/STFM
>
>

> Many thanks in advance and kind regards (let the Atari live again),
> Uri
>
>

3047. please check out my web site

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 19:15:46 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <bb31t4emg1@news8.svr.pol.co.uk>
Source record: 27129

http://atariarchive.com/atarist/

just got a few new games, an ST IDE project, and compacted disk lists at the moment but am still working on it.

3048. DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 19:24:23 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1054131604-20503AEicMi@adelphia.net>
Source record: 27130

Everyone,
I am sure this has been asked a million times but I
have yet to have seen this mentioned in CSAST. But
what is the DSP port on the back of the Falcon used
for??? Makes me very curious and want to tackle
another MOD on my Falcon as soon as I have the CT60
installed.

Thanks for the help,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3049. Re: STacy info required

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 19:39:31 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <bb339s$l1t$1@news7.svr.pol.co.uk>
Source record: 27131

> 2 -- take a really big 12V battery. The STacy has a 'power low' light
> that comes on around 11.5V. However, the STacy keeps running until
> somewhere around 10.5V, so a big battery will work. (A small battery
> will lose voltage too quickly, so you'll only get around half the
> battery's rated AH.) I used a wheelchair battery (13.8V) to power the
> STacy for over 24 hours a charge! It did weigh some 40 pounds though.

You could get round the falling-voltage problem by building a 12V switching-regulator. If you can manage that, then in theory it will keep on outputting 12V regardless of battery terminal voltage, right down till the thing's completely spent. You'll probably need a fairly high-power regulator chip, with external power-transistors, though. One chip I'm planning to use for an almost identical purpose (driving an AT motherboard from a lead-acid battery on a hobby-built robot) is the National Semiconductor LM723.

Tom

3050. Re: Is there anyone else interested in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 19:45:46 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0305281145.20f9a2d6@posting.google.com>
Source record: 27132

Hey Lyndon! Do you think you might make some more to sell? I'll sure
want one for my CT60!

Wayne

lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote in message
news:<1a7d6495.0305260334.672c1b28@posting.google.com>...
> Hi Neil,
>
> > No response from Laurent either!
>
> I haven't had any response from him for some months, I don't know what
> has happened.
>
> > Or from Lyndon Amsdon who was supposed to be building one or two of the
> > devices, but no sign of anything yet......?
>
> Ah, I forgot to say I have one working here! I am redesigning the
> board that is on the Eiffel website for the additions Didier did to
> the Eiffel, like two Atari joystick ports. Also the pitch of the PIC
> seems to be wrong, unless Microchip made the 16F876 in 0.4" and 0.6"?
>
> I'm still trying to contact Laurent though, as it would be good to get
> my design onto the website.

3051. Re: STacy info required

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 19:47:28 UTC
From: Steve Green <greenies@macunlimited.net>
Message-ID: <20030528204741911+0100@news.btinternet.com>
Source record: 27133

In <926a9946.0305272214.af26c23@posting.google.com> Galen wrote:
> Steve Green <greenies@macunlimited.net> wrote in message news:
> <20030527210632410+0100@news.btinternet.com>...
>> Hi all, funny to post here again, first time in 3yrs!
>>
>> Much to my surprise I've obtained a STacy 2. Though I've owned two of
>> these beasties before (and savagely killed them, sorry) I can't
>> remember two essential things. 1) the monitor detect pin, is it
>> earthed to enable colour output on an external monitor?
> I believe so, though I don't remember the details. Anyhow, connecting
> a color monitor disables the built-in screen and provides a nice color
> output. Connecting a monochrome monitor IIRC allowed for video
> mirroring.
>
>> 2) the batt connections, how does that work. There are a pair of two
>> pin connectors in the batt bay. I know the STacy is a bugger with
>> batts anyway but I'd still like the option of 1/2 hour use away from
>> the mains, any ideas?
>
> Here's what I wrote in early 2002:
>
> Don't use "C" cells! Atari tried it, and it doesn't work well (you
> get 15 minutes per charge). With some expensive high-amperage cells
> you can get 30 minutes, but internal packs just don't have enough
> juice!
>
> Three solutions (in order of preference):
>
> 1 -- take 3 6V sealed lead acid cells and clip them together to make
> an 18V battery. At this voltage, you will use about 2 - 3 AH
> (Amp-Hours) per hour, so if the batteries are all 6AH, you will get
> close to three hours off of new batteries. Don't connect the
> batteries permanently since you'll need to charge them with a standard
> 6V charger.
>
> 2 -- take a really big 12V battery. The STacy has a 'power low' light
> that comes on around 11.5V. However, the STacy keeps running until
> somewhere around 10.5V, so a big battery will work. (A small battery
> will lose voltage too quickly, so you'll only get around half the
> battery's rated AH.) I used a wheelchair battery (13.8V) to power the
> STacy for over 24 hours a charge! It did weigh some 40 pounds though.
>
> 3 -- take a 'jumpstart' battery (which is really a sealed 12V) and an
> inverter. This is a bit inefficient, but if I had a STacy today, this

> is the way I'd probably do it so I could use the battery for things
> other than my STacy. In fact, I own a Mac Powerbook with a bad
> battery and use a 'jumpstart' battery to get many, many hours per
> charge for about the same cost as buying a new Powerbook battery.
> It's just heavier. Try
> http://www.store4power.com/battery-integrated-products/battery-
> integrated-products.asp if you need a source -- the xPower 300 would
> be more than enough.
>
> Before I go on, let me note that I haven't owned a STacy in years. I
> once posted the exact voltage figures to this discussion, but I'm
> going off of memory, so don't consider the numbers in this post to be
> precise.
>
> Galen
>

Thanks all who replied on and off list, if only to remind me of past crimes.
The one bit of info I can't get is to polarity of the battery conecters, ie which is +ve and -ve in the batt bay. I'll give it a month or so then experiment, so look forward to those STacy parts around July :)
Interesting to note my 4yr old has inherited the Stacy destruction gene, throwing it across the room a few days ago. No real harm done though, tough old things, maybe thats why I like the challenge.

Regards, Steve.

3052. Re: How to get .st (.msa)-images on real Atari disks on new PCs?

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 20:05:51 UTC
From: Uri Puivov <u_ri_p_ui@yahoo.de>
Message-ID: <bb34rn$5c872$1@ID-130827.news.dfncis.de>
Source record: 27134

"NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote:
> have you formated these on your atari to the required tracks/sectors??
>
> if not use something like format 3. is it?? been so long since i used it :)
> or is it fdisk3?? not sure but someone will tell you :)

Good idea. I've done that. The program for the Atari is called 'format3.lzh'.
So, I've formatted the disk 82 tracks / 10 sectors on my Atari and used
'wfdcopy'. Writing was very slow (apr. 5 minutes or so). I've got the same
red sectors after track 73.

I've inserted the disk into my Atari and looked at the directory contents.
It showed me the files. But after I used 'info' on the floppy drive icon
I've got two bombs on my screen. Booting from disk hasn't work, too. The
Atari showed me the boot screen and then switched to GEM with no icons
at all. Perhaps I'll give stdisk a try...

Many thanks for your response, got a step further,
Uri

3053. D-NARM

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 20:26:34 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0305281226.789bbdbb@posting.google.com>
Source record: 27135

I've been curious about something called D-NARM, some sort of "DNA rhythm morphsizer," but all links that I've been able to find regarding it seem to be broken. Does anyone know where I might find info about it?

Wayne

3054. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 20:55:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200305282255.a42248@wun.maus.de>
Source record: 27024

Hallo Kenneth!

KM>It's a standard printer cable but with the STROBE and BUSY lines
KM>exchanged at one end. Exactly like a PARCP cable.

Thanks to the upcoming long weekend, I've gained access to the manual again :-)
The cable in there is made up as follows:

Printer (sender) Atari (receiver)
36-pin centronics 25-pin sub-d
Pin number, name Pin number, name
1 _STROBE_ --------- 11 BUSY
2 Data 0 ----------- 2 Data 0
3 Data 1 ----------- 3 Data 0
4 Data 2 ----------- 4 Data 0
5 Data 3 ----------- 5 Data 0
6 Data 4 ----------- 6 Data 0
7 Data 5 ----------- 7 Data 0
8 Data 6 ----------- 8 Data 0
9 Data 7 ----------- 9 Data 0
10 _ACKNLG_ --------- 1 STROBE
11 BUSY --R=1.2kOhm-- 22 GND
12-15 NC
16 GND -------------- 22 GND
17 NC
18 NC
19-30 GND ----------- 22 GND
31-36 NC

(All GND tied together)

So, strobe of the sender goes to busy on the receiver, but strobe on the
receiver is linked to acknowledge on the sender and the sender's busy line is
just connected to GND with a pull-down-resistor.

The manual states that it's not possible to use an Atari as both sender and
receiver.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

3055. Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 21:17:35 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbda95p.7jc.atari@core.preferuje.luzik.pl>
Source record: 27136

On Wed, 28 May 2003 19:24:23 GMT, Carey Christenson <falcon060@adelphia.net> had a noticeable pleasure while writting:

> Everyone,
> I am sure this has been asked a million times but I
> have yet to have seen this mentioned in CSAST. But
> what is the DSP port on the back of the Falcon used
> for??? Makes me very curious and want to tackle
> another MOD on my Falcon as soon as I have the CT60
> installed.

Most people fit external DSP clock there, so they can replay/record 44kHz and 48kHz samples without interpolation.

It may be used for many more things for sure.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3056. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 22:03:20 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3ed53224$0$29714$cc9e4d1f@news.dial.pipex.com>
Source record: 27137

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0305272150.11931115@posting.google.com...
> "exxos" <exxos@home.co.uk> wrote in message
news:<3ed39d10$0$29717$cc9e4d1f@news.dial.pipex.com>...
> > I couldn't get both drives to come up together. Though I lost my IDE
> > drive totally. I have solved this problem now since I think HDdriver
tried
> > to update my C: drive (IDE) but the disc was full and it got
corrupted.
>
> Do you have TOS 4.02?
>
> > could boot from floppy and access my C: drive though when I tried to
install
> > HDdriver on C: it just locked up. I deleted some files from my C: drive
and
> > reinstalled the driver and its working again now. I can now have both
SCSI
> > and IDE drives running :) I just hope hope those "." files with
filesize
> > "|*\\}[-)" eventually come off my hardrive :-\ any ideas on that ?
>
> Not much can be done besides moving them to another partition and
> deleting all files from the partition.
>
> Galen

I think its TOS 4.04, ive had problems like this before when the disc is
full. its done it in a few programs that it tries to save, says disc is full
then creates a corrupt file. probably some odd bug somewhere in TOS.

Chris

3057. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 22:16:33 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bb3cfv$i8m$5@hercules.btinternet.com>
Source record: 27138
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi "starwars"

> BTW, I was one of the one's that sent a complaint to the remail site,
> by all means, block this group from remailer usage. To anyone afraid
> they are loosing freedom, this isn't a war ground, it's a discussion
> group, and the offending poster is not on topic.

> Michael Grove

Youve hit the nail on the head, it is a /discussion group/, /not/ a /spam
/group for Benny boy, where the ethics of this group /are/ on topic and
advertising wares /is not/.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.484 / Virus Database: 282 - Release Date: 27/05/2003

3058. Re: "Touch Up" For Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 22:16:35 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bb3cg2$i8m$6@hercules.btinternet.com>
Source record: 27140

Hi John

> Looking for Touch Up sofware for the Falcon (again). I seem to have
> misplaced mine /:)

I think you'l have to be more specific about the type of scanner you use it
with as there's scanner-customised versions of this software i beleive.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.484 / Virus Database: 282 - Release Date: 27/05/2003

3059. Re: STacy info required

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 22:16:37 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bb3cg4$i8m$7@hercules.btinternet.com>
Source record: 27139

Hi Steve

> Hi all, funny to post here again, first time in 3yrs!

That makes you a virgin again, and the tea boy!.

> Much to my surprise I've obtained a STacy 2. Though I've owned two of
> these beasties before (and savagely killed them, sorry) I can't remember
> two essential things.
>
> 1) the monitor detect pin, is it earthed to enable colour output on an
> external monitor?

Its a mono detect pin, ground it to obtain ST-high on a Mono monitor.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.484 / Virus Database: 282 - Release Date: 27/05/2003

3060. Re: Is there anyone else interested in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 23:06:27 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3ed53fb1$0$28279$afc38c87@news.optusnet.com.au>
Source record: 27141

Hi Lyndon, built my programmer, and got 5 pics through microchip for work evaluation ;-) Will set it up soon.

Mark

"Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message news:1a7d6495.0305260334.672c1b28@posting.google.com...
> Hi Neil,
>
> > No response from Laurent either!
>
> I haven't had any response from him for some months, I don't know what
> has happened.
>
> > Or from Lyndon Amsdon who was supposed to be building one or two of the
> > devices, but no sign of anything yet......?
>
> Ah, I forgot to say I have one working here! I am redesigning the
> board that is on the Eiffel website for the additions Didier did to
> the Eiffel, like two Atari joystick ports. Also the pitch of the PIC
> seems to be wrong, unless Microchip made the 16F876 in 0.4" and 0.6"?
>
> I'm still trying to contact Laurent though, as it would be good to get
> my design onto the website.

3061. Re: How to get .st (.msa)-images on real Atari disks on new PCs?

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 23:28:26 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vdahguc6ioe90b@corp.supernews.com>
Source record: 27142

I know on my PC (KT3 Ultra w/AMD 2200+) I have go boot to a DOS Disk and I use STDISK.

I have to write a 720k ST image FIRST, before it will work (for up to 830k images!, nothing higher!) But it does work. I used DSDD 720k disks and it works fine.

Tim

"Uri Puivov" <u_ri_p_ui@yahoo.de> wrote in message news:bb31dv$50qgo$1@ID-130827.news.dfncis.de...
> Hello,
>
> I recently bought an Atari 1040/STFM. And I've downloaded many disk
> images of games. It's nice to play all these great games on an emu-
> lator but a real Atari gaming would be a more enjoyment.
>
> Unfortunately, I've got a rather new PC with an Elitegroup K7VTA3.0
> mainboard with VIA VT8233A-Controller. And it semms that I can't
> write the extended disk formats using this configuration (800kB,
> 820kB and so on). I've tried booting from a DOS6.22-, a W95B and
> a WME-bootdisk and using makedisk, stdisk and wdfcopy (all newest
> versions) without success.
>
> Following things occured:
> -------------------------
> under _stdisk_: using a 720kB-medium (that one with one hole), it
> says under DOS: 'address mark not found' when it
> wants to format the first sector, first track and
> first head. Using a 1.44MB-medium, it works fine on
> my PC, but it cannot be read by my Atari.
>
> under _wfdcopy_: it works good until it reaches tracks above 73.
> All these tracks above are marked red instead of
> green. And it only runs until track 80 although
> the image has got 82 tracks. Disk is not readable
> by the Atari either.
>
> _makedisk_ doesn't work at all.
>
>
>
> So, because writing real Atari disks out off images on my PC doesn't
> work, I've two possibilities:
> --

> 1) Using a parallel-(serial-)cable to connect my PC to my Atari and
> transfer files to disks
>
> 2) Using standard 720kB-disks between my PC and my ATARI
>
>
> Now my questions:
> -----------------
> 1a) If I use the cable-connection between my two machines, I can trans-
> fer files to an inserted disk in my Atari, right? What's about disk-
> images (.st, .msa)? Is there a program to read these images and di-
> rectly write them through the cable on disks inserted in my Atari?
>
> 2a) If I use disks for swapping files between my two machines, please
> imagine following: I've downloaded FuzionCD100 (fuzcd100.msa). Now,
> I love the games on there, so I want to play them on my real Atari
> to get the right feeling [;-))]. The file itself is 821kB big and
> it's in .msa-Format. So I use 'msatost' to convert them into a
> '.st'-file. This file (fuzcd100.st) is bow 820kB big. It's too big
> to put it on one 720kB-disk, so I use a splitter on my PC to split
> it into two smaller files. I copy these two files on two 720kB-disks.
> b) Now, how can I join them on my real Atari? Has it got something
> like a ramdisk?
> c) If I've successfully joined them on my Atari, how can I write them
> to a real Atari disk on my Atari?
> d) Or is there a programm that can built a disk out off two splitted
> parts of an image on my Atari?
> On my (now damaged and now more loved) Amiga I compressed the .adf-
> images with 'lzh', decompressed it into the ramdisk on my Amiga and
> used 'adf2disk' to get a real Amiga disk out of it. Is there an equal
> way for the Atari? I can probably use it with the cable connection,
> too?
>
>
> Sorry for this very large posting, but I've searched very much and found
> nothing.
>
> My PC sytem:
> ------------
> Elitegroup K7VTA Rev. 3.0
> AMD Athlon XP 1600+
> 512MB Ram
> 80GB Harddisk
> Radeon 9700Pro
> WinXP
>
> My Atari:
> ---------
> Atari 1040/STFM
>

>
> Many thanks in advance and kind regards (let the Atari live again),
> Uri
>
>

3062. Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-28 23:39:22 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1054146904-080065AEicMi@adelphia.net>
Source record: 27143

Semper,
What adavantage would plugging a DSP clock give a
person?? Does it improve the performance of the
computer by very much?? I also wonder what else can
be done with the DSP port?? Anyone else have
information??

Thanks semper,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3063. Re: Just a test!!!

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 01:02:30 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vdan1fihpojmf0@corp.supernews.com>
Source record: 27144

"Carey Christenson" <falcon060@adelphia.net> wrote in message
news:1053979294-049750AEicMi@adelphia.net...
> Hello everyone,
> After quite some time, I am back online with Cable
> Modem and my Falcon 030.

How are you connecting the Falcon to the Cable Modem?

Tim

3064. Re: linked games

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 01:14:47 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ed56063$1@news.alphalink.com.au>
Source record: 27145

--

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrnbd9l3b.6av.atari@core.preferuje.luzik.pl...
> On Wed, 28 May 2003 13:25:48 +0000 (UTC), Adam Klobukowski <atari@gabo.pl>
had a noticeable pleasure while writting:
> > On Wed, 28 May 2003 14:04:59 +0100, Matt Smith <mattsmith@zetnet.co.uk>
had a noticeable pleasure while writting:
> > Dogfight. I do not know if ST version could that though.
>
> oh, and Substation could do it for sure.

thanks once again..I forgot about Substation..great game ..will try it...I
gather you become part of the team or can you become a 'nasty"

gra
>
> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

3065. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 02:00:56 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bb3pko$q0i$1@thorium.cix.co.uk>
Source record: 27146

steve.sweet@btopenworld.com (Steve Sweet) wrote:
>> BTW, I was one of the one's that sent a complaint to the remail site,
>> by all means, block this group from remailer usage. To anyone afraid
>> they are loosing freedom, this isn't a war ground, it's a discussion
>> group, and the offending poster is not on topic.
>> Michael Grove
>
> You've hit the nail on the head, it is a /discussion group/, /not/ a
> /spam/ group for Benny boy, where the ethics of this group /are/ on
> topic and advertising wares /is not/.

I know I'm going to regret this but...
I've read this bizarre vendetta for months and I honestly can't see the reason for it. What *is* this po-faced attitude and how did it get this abusive? It can't be bandwidth, because there are sigs and overquoting here that beat any (every) ads, let alone the intensely boring bandwidth wasted in endless to-ing and fro-ing between childish simpletons.

What *is* this ethic that's being defended anyway? Yes, I do know the rules, but the question's the same - if there were a hundred different vendors posting weekly there'd be a problem but there ain't, so it isn't - no contest.

If there _were_ a hundred Atari vendors posting their adverts each week I wouldn't be typing this on a PC today - that's the truth!

If someone's been hard done by, why do the rest of us have to be punished by this endless repetition. If the guy's really gay, there's no law against it. If he's a paedophile, call the police. If he's neither, shut the f*ck up in here and take it to mail!

And don't reply in here - take that to mail too. The thread of complaints is off-topic here - at best it's an admin issue.

> --
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>
>
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.

> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.484 / Virus Database: 282 - Release Date: 27/05/2003

Ooops, overquoted a bandwidth wasting, off-topic, willy-waving sig.

rgds
H

3066. test signature file

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 05:27:57 UTC
From: <>
Message-ID: <wTgBa.92$t61.72@newssvr31.news.prodigy.com>
Source record: 27147

For some reason, my signature file has been posting twice, so I'm trying a different editor with Newsie.

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

3067. Re: test signature file

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 05:30:15 UTC
From: <>
Message-ID: <HVgBa.154$Na3.127@newssvr32.news.prodigy.com>
Source record: 27148

On 29 May 2003 05:27:57 , Joseph D. Place wrote:
>For some reason, my signature file has been posting twice, so I'm trying a different editor with Ne>wsie.
>
>--
>Joseph D. Place
>ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>
>.
The test worked! I was using Edhak, and now I'm using Qed.

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

3068. Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 06:07:04 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbdb86i.85n.atari@core.preferuje.luzik.pl>
Source record: 27149

On Wed, 28 May 2003 23:39:22 GMT, Carey Christenson <falcon060@adelphia.net> had a noticeable pleasure while writting:
> Semper,

Not Semper but Adam ;)

> What adavantage would plugging a DSP clock give a
> person?? Does it improve the performance of the
> computer by very much?? I also wonder what else can
> be done with the DSP port?? Anyone else have
> information??

Without external clock DSP plays/records samples at a bit strange freqencies. They are close to commonly used, but not enough. Then to save them as (or play such sample) it must be interpolated to correct freqency and it decreses its quality. And for example, such interpolation costs CPU/DSP time and it may be important for realtime apps.

For other uses... I do not know, it is an most obvious use...

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3069. Re: Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 07:03:31 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0305282303.5e524fe1@posting.google.com>
Source record: 27150

hello Jos/Luposian

I seem to remember the very same person (this so called top atari manager) in a previous interview with Atari Games H/Q, when he claimed or was quoted as saying that "we (atari) do not intend making the same mistake as the previous administration" noticed that he stated the word administration (singular) which in that case refers to Hasbro, which was the management responsible for the change in Atari's business model, i.e changing atari from a manufacturer of hardware, to little more then a publisher/manuf. of software

I happen to know some people that were involved in the sale of hasbro's atari assets, the people concerned managed to get their hands on the rights/patents (cant remember which- this was nearly 3 years ago)to the home games versions of pacman

They told me that the reason why hasbro sold atari was simply because, and this is in the words of the hasbro rep.., Atari wouldn't or wont ammount to much as a software company as much of the patents and rights in the main, relate to hardware technology... Additionally according to these guy's involved in the sale of hasbro's atari, the core reason for hasbro selling atari in the first place was because, Atari was loosing money hand over fist on the software side of the business (bearing in mind that Atari had changed business models from hardware to now software manuf./production)

Additionally, the same bloke was also quoted in the same interview as saying that "I have been an atari fan for many years"

Very interesting, if this is the case, and if his knowledge of atari's history is as good as mine or better, what does the labels ATARISOFT and ATARI INTERACTIVE mean to him, my only memory of these labels were, that they eventually led Atari to being sold off and the software companies/labels scraped

After all I didnt hear much of atari soft 12 months into tramiels admin., I didn't see much impetus on JTS or Hasbro in resurecting atari interactive once they'd acquired atari

Now coming for someone with no business experience in the computer/videogame industry (namely myself) I would bet that I would make more money and profit in resurecting atari as a hardware company, then the current bod's presently screwing up atari left right and centre, would be making as a software company

After, if atari was ever supposed to be successful as a software company, then why was it that tramiel scraped atarisoft within 6

months of taking over, and that JTS/Hasbro saw Atari interactive as a dead issue, in addition If the current bod's at atari are that successful at software publishing why is it that companies like eidos and electronic arts are making significantly more profits and therefore more successful then atari are (as a software company), after all lest we forget Atari virtually created the concept of 3rd party games publishing, after it allowed activision to produced vcs software for the vcs systems back in the early 80's) and ofcourse Atari is slightly a better known name in the videogames world, then the others mentioned.. how about explaining this one to me infogrammes.....

3070. Re: Is there anyone else interested in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 09:35:53 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0305290135.1722c606@posting.google.com>
Source record: 27151

Hi Mark,

> Hi Lyndon, built my programmer, and got 5 pics through microchip for work
> evaluation ;-) Will set it up soon.

Yes, the JDM should work fine, it's what I've been using for the last
few months. Make sure you didn't get the 16F876A, on Reva they changed
from EEPROM to Flash which requires a different way of programming.
I'm not sure on the details, but it's in the PDF paper about migrating
from 16F87x to 16F87xA. Basically the freeware programmers on the net
don't support the RevA chips. Certainly not the JDM anyway, I made
that mistake some time ago!

I have put up a little bit here http://hardware.atari.org/eiffel/

Package includes a little text and the Scooter PCB layout. I need to
finnish the layout though, with support for a NTC sensor. (temperature
sensor, Didiers CT60 accesory supports this).

I would still like to get in touch with Laurent though!

Thanks, Lyndon

3071. Re: Is there anyone else interested in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 09:59:26 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3ed5d8bb$0$16260$afc38c87@news.optusnet.com.au>
Source record: 27152

Hmm, its possible, I will check in the AM.

Mark

"Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message
news:1a7d6495.0305290135.1722c606@posting.google.com...
> Hi Mark,
>
> > Hi Lyndon, built my programmer, and got 5 pics through microchip for
work
> > evaluation ;-) Will set it up soon.
>
> Yes, the JDM should work fine, it's what I've been using for the last
> few months. Make sure you didn't get the 16F876A, on Reva they changed
> from EEPROM to Flash which requires a different way of programming.
> I'm not sure on the details, but it's in the PDF paper about migrating
> from 16F87x to 16F87xA. Basically the freeware programmers on the net
> don't support the RevA chips. Certainly not the JDM anyway, I made
> that mistake some time ago!
>
> I have put up a little bit here http://hardware.atari.org/eiffel/
>
> Package includes a little text and the Scooter PCB layout. I need to
> finnish the layout though, with support for a NTC sensor. (temperature
> sensor, Didiers CT60 accesory supports this).
>
> I would still like to get in touch with Laurent though!
>
> Thanks, Lyndon

3072. CT60 at 66/20

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 11:13:34 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ed5ebb6$0$11636$626a54ce@news.free.fr>
Source record: 27153

OK, the CT60 runs fine at 66/20 (falcon bus speed).
The only last problem is the SDMA clock...and after I ship the boards.

Regards

3073. Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 11:40:29 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0305291333550.141-100000@UNI_MANiac>
Source record: 27154

On Wed, 28 May 2003, Carey Christenson wrote:

> Semper,
> What adavantage would plugging a DSP clock give a
> person?? Does it improve the performance of the
> computer by very much?? I also wonder what else can
> be done with the DSP port?? Anyone else have
> information??
>

I have a Steinberg FDI (Falcon Digital Interface) connected to the DSP port. This gives optical and coaxial digital in- and outputs that I can connect directly to a DAT, MD, or DCC recorder. Great for CAF and Soundpool Audiomaster software.

I also have a "Jam OUT 8" box that can be connected to the DSP port (Soundpool has a similar box). It is an 8 channel D/A convertor with 8 separate outputs. This gives a much better audio output from the Falcon than the built in D/A convertor that leads to the mini-jack on the back of the Falcon.

Martin Tarenskeen

3074. Re: How to get .st (.msa)-images on real Atari disks on new PCs?

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 12:13:31 UTC
From: Uri Puivov <u_ri_p_ui@yahoo.de>
Message-ID: <bb4ti4$5k5g0$1@ID-130827.news.dfncis.de>
Source record: 27155

"Tim" <tjlazer@mail.com> wrote:
> I know on my PC (KT3 Ultra w/AMD 2200+) I have go boot to a DOS Disk and I
> use STDISK.
>
> I have to write a 720k ST image FIRST, before it will work (for up to 830k
> images!, nothing higher!) But it does work. I used DSDD 720k disks and it
> works fine.

Yeehaaa! It works on my PC, too. A little bit fuzzy but at least I can make disks. There are only 6 FuzionCDs with more than 830kB: 3x 880kB, 2x 891kB and 1x 902kB. No idea how to get them on disks, but never mind. Thanks alot, Tim. I think that this little trick should get into the FAQ...

Cheers,
Uri

3075. Re: please check out my web site

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 12:16:48 UTC
From: Uri Puivov <u_ri_p_ui@yahoo.de>
Message-ID: <bb4to9$5ulph$1@ID-130827.news.dfncis.de>
Source record: 27156

"NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote:
> http://atariarchive.com/atarist/
>
> just got a few new games, an ST IDE project, and compacted disk lists at the
> moment but am still working on it.

Very good site. Especially the menu lists. I would like to see the whole
FuzionCD-list. Do you know where to get it?

Continue your great website and thanks again for your hint with my disk
making problem...

Cheers,
Uri

3076. Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 13:44:35 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb532jonj1@newsg1.svr.pol.co.uk>
Source record: 27157

Adam Klobukowski <atari@gabo.pl> wrote in message
news:slrnbdb86i.85n.atari@core.preferuje.luzik.pl...
> On Wed, 28 May 2003 23:39:22 GMT, Carey Christenson
<falcon060@adelphia.net> had a noticeable pleasure while writting:
> > Semper,
>
> Not Semper but Adam ;)
>
> > What adavantage would plugging a DSP clock give a
> > person?? Does it improve the performance of the
> > computer by very much?? I also wonder what else can
> > be done with the DSP port?? Anyone else have
> > information??
>
> Without external clock DSP plays/records samples at a bit strange
> freqencies. They are close to commonly used, but not enough. Then to save
> them as (or play such sample) it must be interpolated to correct freqency
> and it decreses its quality. And for example, such interpolation costs
> CPU/DSP time and it may be important for realtime apps.
>
> For other uses... I do not know, it is an most obvious use...
>

Slight correction, the external clock plugs into the DSP port, yes. But it doesnt supply a clock to the DSP, but to the Codec chip. The clock is divided to give the correct frequency, IE a 22.5792 Mhz crystal will give you the required 44 Khz sample clock, and a 24.576 Mhz one will give you 48Khz (Used for DAT).

Smeg.

3077. Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 13:51:56 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb53gcfco1@newsg2.svr.pol.co.uk>
Source record: 27158

Martin Tarenskeen <nospam@zonnet.nl> wrote in message
news:Pine.MNT.4.31.0305291333550.141-100000@UNI_MANiac...
> On Wed, 28 May 2003, Carey Christenson wrote:
>
> > Semper,
> > What adavantage would plugging a DSP clock give a
> > person?? Does it improve the performance of the
> > computer by very much?? I also wonder what else can
> > be done with the DSP port?? Anyone else have
> > information??
> >
>
> I have a Steinberg FDI (Falcon Digital Interface) connected to the DSP
> port. This gives optical and coaxial digital in- and outputs that I can
> connect directly to a DAT, MD, or DCC recorder. Great for CAF and
> Soundpool Audiomaster software.
>
> I also have a "Jam OUT 8" box that can be connected to the DSP port
> (Soundpool has a similar box). It is an 8 channel D/A convertor with 8
> separate outputs. This gives a much better audio output from the Falcon
> than the built in D/A convertor that leads to the mini-jack on the back of
> the Falcon.

I use the Soundpool version of the FDI (well they are all made by soundpool)
buts its labelled an SP/DIF and its a much nicer green colour :-) and the
soundpool labelled version of the FA-8 (8 analog outputs similar to the JAM
8) is called an Analog 8.

To Carey:

Because the DSP port is actually tied to the DSP chip (apart from other
things), there are quite a few possibilities for this port, though nothing
much was ever made other than studio hardware because I guess there wasnt
much of a market at the crucial time.
I think the most important one is the fact that there is a super fast serial
capability on the DSP chip, and the serial connections come out to the DSP
port. This could be used for a USB or an Ethernet device if anyone wants to
design one.

Smeg.

3078. Re: How to get .st (.msa)-images on real Atari disks on new PCs?

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 13:59:08 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb53tt$jn7$1@newsg3.svr.pol.co.uk>
Source record: 27160

The best formatter/copier on the ST is Fastcopy Pro by Bartin Bakschat
(sp?). Fastcopy 3 is good but doesnt do 1.4Mb disks.

The one to use on the PC is VGACOPY version 625 or above. Run it in pure DOS
if you can. It writes directly to the floppy disk driver chip, and even
better it looks like Fastcopy.

Try them both, you wont regret it.

Smeg.

Uri Puivov <u_ri_p_ui@yahoo.de> wrote in message
news:bb31dv$50qgo$1@ID-130827.news.dfncis.de...
> Hello,
>
> I recently bought an Atari 1040/STFM. And I've downloaded many disk
> images of games. It's nice to play all these great games on an emu-
> lator but a real Atari gaming would be a more enjoyment.
>
> Unfortunately, I've got a rather new PC with an Elitegroup K7VTA3.0
> mainboard with VIA VT8233A-Controller. And it semms that I can't
> write the extended disk formats using this configuration (800kB,
> 820kB and so on). I've tried booting from a DOS6.22-, a W95B and
> a WME-bootdisk and using makedisk, stdisk and wdfcopy (all newest
> versions) without success.
>
> Following things occured:
> ------------------------
> under _stdisk_: using a 720kB-medium (that one with one hole), it
> says under DOS: 'address mark not found' when it
> wants to format the first sector, first track and
> first head. Using a 1.44MB-medium, it works fine on
> my PC, but it cannot be read by my Atari.
>
> under _wfdcopy_: it works good until it reaches tracks above 73.
> All these tracks above are marked red instead of
> green. And it only runs until track 80 although
> the image has got 82 tracks. Disk is not readable
> by the Atari either.
>
> _makedisk_ doesn't work at all.
>
>
>
> So, because writing real Atari disks out off images on my PC doesn't

> work, I've two possibilities:
> ---
> 1) Using a parallel-(serial-)cable to connect my PC to my Atari and
> transfer files to disks
>
> 2) Using standard 720kB-disks between my PC and my ATARI
>
>
> Now my questions:
> -----------------
> 1a) If I use the cable-connection between my two machines, I can trans-
> fer files to an inserted disk in my Atari, right? What's about disk-
> images (.st, .msa)? Is there a program to read these images and di-
> rectly write them through the cable on disks inserted in my Atari?
>
> 2a) If I use disks for swapping files between my two machines, please
> imagine following: I've downloaded FuzionCD100 (fuzcd100.msa). Now,
> I love the games on there, so I want to play them on my real Atari
> to get the right feeling [;-))]. The file itself is 821kB big and
> it's in .msa-Format. So I use 'msatost' to convert them into a
> '.st'-file. This file (fuzcd100.st) is bow 820kB big. It's too big
> to put it on one 720kB-disk, so I use a splitter on my PC to split
> it into two smaller files. I copy these two files on two 720kB-disks.
> b) Now, how can I join them on my real Atari? Has it got something
> like a ramdisk?
> c) If I've successfully joined them on my Atari, how can I write them
> to a real Atari disk on my Atari?
> d) Or is there a programm that can built a disk out off two splitted
> parts of an image on my Atari?
> On my (now damaged and now more loved) Amiga I compressed the .adf-
> images with 'lzh', decompressed it into the ramdisk on my Amiga and
> used 'adf2disk' to get a real Amiga disk out of it. Is there an equal
> way for the Atari? I can probably use it with the cable connection,
> too?
>
>
> Sorry for this very large posting, but I've searched very much and found
> nothing.
>
> My PC sytem:
> ------------
> Elitegroup K7VTA Rev. 3.0
> AMD Athlon XP 1600+
> 512MB Ram
> 80GB Harddisk
> Radeon 9700Pro
> WinXP
>
> My Atari:
> ---------

> Atari 1040/STFM
>
>
> Many thanks in advance and kind regards (let the Atari live again),
> Uri
>
>

3079. Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 14:01:00 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0305290601.3a0503a2@posting.google.com>
Source record: 27159

Adam Klobukowski <atari@gabo.pl> wrote in message
news:<slrnbdb86i.85n.atari@core.preferuje.luzik.pl>...
> On Wed, 28 May 2003 23:39:22 GMT, Carey Christenson <falcon060@adelphia.net> had a
noticeable pleasure while writting:
> > Semper,
>
> Not Semper but Adam ;)
>
> > What adavantage would plugging a DSP clock give a
> > person?? Does it improve the performance of the
> > computer by very much?? I also wonder what else can
> > be done with the DSP port?? Anyone else have
> > information??
>
> Without external clock DSP plays/records samples at a bit strange
> freqencies. They are close to commonly used, but not enough. Then to save
> them as (or play such sample) it must be interpolated to correct freqency
> and it decreses its quality. And for example, such interpolation costs
> CPU/DSP time and it may be important for realtime apps.
>
> For other uses... I do not know, it is an most obvious use...

Well, the most important use for me is to plug into external recording
devices, ei., FDI, FAD 8. This allows for professional quality
recording. Other than that, the dsp "chip" is used with software that
is written for it, ei., aniplayer, but the port is for recording with
another device

Wayne

3080. Re: linked games

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 14:06:24 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb54bg$g13$1@newsg2.svr.pol.co.uk>
Source record: 27161

I think someone needs to compile a list of these linkable games and host it somewhere...

Smeg.

Graham <hurfy@alphalink.com.au> wrote in message news:3ed56063$1@news.alphalink.com.au...
>
>
> --
>
> "Adam Klobukowski" <atari@gabo.pl> wrote in message
> news:slrnbd9l3b.6av.atari@core.preferuje.luzik.pl...
> > On Wed, 28 May 2003 13:25:48 +0000 (UTC), Adam Klobukowski
<atari@gabo.pl>
> had a noticeable pleasure while writting:
> > > On Wed, 28 May 2003 14:04:59 +0100, Matt Smith
<mattsmith@zetnet.co.uk>
> had a noticeable pleasure while writting:
> > > Dogfight. I do not know if ST version could that though.
> >
> > oh, and Substation could do it for sure.
>
>
> thanks once again..I forgot about Substation..great game ..will try it...I
> gather you become part of the team or can you become a 'nasty"
>
> gra
> >
> > --
> > Semper Fidelis
> >
> > Adam Klobukowski
> > atari@gabo.pl
>
>

3081. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 14:12:09 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb54m9$k6l$1@newsg3.svr.pol.co.uk>
Source record: 27162

Barrie at Keychange <barrie@keychange.co.uk> wrote in message
news:yj5Ba.14319$Mu3.295330@newsfep4-glfd.server.ntli.net...
> Hello.
>
> "Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
> news:pan.2003.05.28.14.41.56.975907@removenoaspam.atari-source.com...
>
> > If all you want from your FDI is an advanced CAC, I beg you, please sell
> > it to me for a cheap price ;-)
>
> Is someone looking for an FDI?
>
> Aw shucks, there's that word 'cheap' again.

I thought the word "cheap" would have caused that last post to be killfiled
Barrie..... ;-)

Smeg.

3082. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 14:25:02 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb55ef$sc3$1@news6.svr.pol.co.uk>
Source record: 27163

Wayne Martz <wmartz@firstpresdalton.org> wrote in message
news:2f399fc7.0305280740.79797e95@posting.google.com...
>
> CAF 2.06 is a bigger program, so it makes sense that it'd take longer
> to load.
>
> The FDI establishes a direct digital connection to a DAT machine or CD
> recorder, letting the falcon use the DAT's or CDR's A/D converters
> (most likely better than the falcon's Mini plugs.) It also lets the
> falcon get it's clock signal from the DAT or CDR. If you don't have a
> DAT or CDR plugged into the FDI, CAF will complain about "No, or
> instable Clock sigal," or somthing like that. So you must use the
> C.A.C. to record untill you get a DAT or CDR.

I gave my CAC to Rob, then using the SPDIF/FDI with an ANALOG 8 that I got
from him the same day, I played back some stuff I had previously recorded
using the CAC and it played back fine, whether I had the Analog 8 attached
or not. I have since opened my SPDIF and confirmed that it does indeed have
the 22 and 24Mhz crystals required for 44 and 48Khz sample clocks. I have
never got a bad clock message from Cubase, so i'd be interested to know
where you got this information? Maybe it was the older versions of SPDIF/FDI
that didnt have the built in clocks?

>
> CAF only works properly in 2 color, (black & white.)

It works in any legal mode, but its bloody slow.

> Any screen expander will slow the system down, especially without an
> accelerator.
>
> NVDI helps a bit.
>

NVDI speeds my system a lot. Just try Gembench with and without, you'll see
what I mean.

> To use the FDI, get a DAT or CDR, run in 2 colors, don't use Videlity.
> (I like videlity, but it's gonna slow things up a bit. Get an
> accelerator! :-)

I agree, though its increasingly hard to find them for sale, apart from at
Atari Wripshop.

Smeg.

3083. Re: please check out my web site

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 14:40:18 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <bb564k$48n$1@news7.svr.pol.co.uk>
Source record: 27164

Fuzion list now up

"Uri Puivov" <u_ri_p_ui@yahoo.de> wrote in message
news:bb4to9$5ulph$1@ID-130827.news.dfncis.de...
> "NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote:
> > http://atariarchive.com/atarist/
> >
> > just got a few new games, an ST IDE project, and compacted disk lists at
the
> > moment but am still working on it.
>
> Very good site. Especially the menu lists. I would like to see the whole
> FuzionCD-list. Do you know where to get it?
>
> Continue your great website and thanks again for your hint with my disk
> making problem...
>
>
> Cheers,
> Uri
>
>

3084. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 15:51:53 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <4f9cdv0epscm22a6mkqtnjqko2b94sqfe1@4ax.com>
Source record: 27165

Hi Smeg, out of curiosity, I took mine apart too, and I think I have both the crystals. (I have a serviced by atari workshop sticker on the bottom, so I 'd say it was a cert.... anyway, small silver thing with 22 printed on top, and slighty bigger one next to it with 24 on that)... not that it makes much difference, I don't have a DAT anyway....

Reading your last post, I get the impression you're knocking the "need a DAT" quote into touch as, seeing you dion't have one yourself, but you got it playing ok.. (that right ??) I was thinking that because I ddin't have a DAT then that might be causing part of the problem, but then again, after youre post, maybe not.

I'm gonna bare bones everything tonight, just install NVDI, then cubase in 2 colours and see what happens. (I'll try adding videlity after that (I managed to get a cool 900 x 600 in mono, very stable too)..

Uptil now the 2 colours has speeded up the running, but just playing back a 1 channel midi file in audio runs slow, so something is obviously wrong.

If this works, then I'll install superboot and proceed from there, if I can just get it running write, I'll be happy.

3085. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 16:12:19 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <v4bcdvspj0vvubkb7p65e9f491eu2nbors@4ax.com>
Source record: 27166

I've managed to get it working.

Haven't done anything else, other than plug the FDI into my PC.

Let me explain, I had a thought that maybe I was set to 48khz and something was running wrong seeing as the samples were 44khz. While I was in the audio hardware window, I clicked off A/D Left to FDI and it was telling me there was no signal.

I switched my music PC on, it has a gullimot ISIS sound card with breakout box, on the front of which is a coaxial digi in and out. Connected this to the SPDif in and out, set the output in the ISIS to SPDif, and it automatically set the resolution to 48khz

Went back to the audio hardware in CAF and it told me that the clock was now 48khz.. HAving not had this before, I hit the play button, and it played back in time.

So I loaded up a single midi channel, and dropped in some audio on two channels, hit the play button and it worked.

Only thing I did notice, was that after a couple of minutes, the moniter screen flicked to a "mono with a hint of red about it" sort of look. Never done it before. I exited out of cubase, went back to the desktop and it went back to it's proper black and white.

(this may be down to the 48khz clock, or it could be videlity - I'll still bare bones everything tonight and take another look)

SMEG, does it work ok with your mini disk player, does that give you the correct sort of clock.

Thanks to everyone who gave me pointers... Rob

3086. Re: please check out my web site

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 16:24:14 UTC
From: Uri Puivov <u_ri_p_ui@yahoo.de>
Message-ID: <bb5c87$5q93j$1@ID-130827.news.dfncis.de>
Source record: 27167

"NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote:
> Fuzion list now up

Thnx!

BTW, what's about your IDE-device? It looks very good with
ordinary digital devices (very cheap). What's about your
broken chip?

Cheers,
Uri

3087. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 17:19:29 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bb5fbq$6mo$1@news3.tilbu1.nb.home.nl>
Source record: 27168

I think you didn't configure the right frequency in CAF. Standard it's 33 KHz or something, so I think that explains why your 44/48 KHz tracks ran too slow.

You can configure the KHZ somewhere in the audio menu.

Jos

"Rob" <rob19@eggconnect.net> schreef in bericht news:v4bcdvspj0vvubkb7p65e9f491eu2nbors@4ax.com...
> I've managed to get it working.
>
> I switched my music PC on, it has a gullimot ISIS sound card with
> breakout box, on the front of which is a coaxial digi in and out.
> Connected this to the SPDif in and out, set the output in the ISIS to
> SPDif, and it automatically set the resolution to 48khz
>
> Went back to the audio hardware in CAF and it told me that the clock
> was now 48khz.. HAving not had this before, I hit the play button, and
> it played back in time.
>
> So I loaded up a single midi channel, and dropped in some audio on two
> channels, hit the play button and it worked.
>
> the correct sort of clock.
>
>
> Thanks to everyone who gave me pointers... Rob

3088. Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 17:26:04 UTC
From: Radiobrain <radiobrain@bluewin.ch>
Message-ID: <3ed641dc$1_3@news.bluewin.ch>
Source record: 27169
Cross-posted to: comp.sys.atari.st,comp.music.midi

Hi all ,
I bought 2 weeks ago a Atari 1040ST with a Unitor.
Now, i'm looking a good music program to make work this little thing.
I tried Cubase lite but too light. Not enough editing menu.
I also tried Notator but too complexe when you don't be the Conceptor
of Notator.
Does any know a easy to use and advanced stuff for creating Music?

Any proposition welcome:)
Thanks for your answers.

PS: I'm ready to invest.

3089. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 17:29:39 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <pogcdvcblmq0i1mar9rt1m15q8tnpfr3rs@4ax.com>
Source record: 27170

It was on 44khz on A/D left.

When I had the CAC in it, it didn't run right, when I had the SPDif in
it it didn't run right, not until I plugged in the SPDIG in the PC's
ISIS anyway.

(I will actually try it again with the CAC and report back my
findings.

Rob

On Thu, 29 May 2003 19:19:29 +0200, "J.J.van de Gruiter"
<jos_van_de_gruiter@hotmail.com> wrote:

>I think you didn't configure the right frequency in CAF. Standard it's 33
>KHz or something, so I think that explains why your 44/48 KHz tracks ran too
>slow.
>
>You can configure the KHZ somewhere in the audio menu.
>
>Jos
>
>"Rob" <rob19@eggconnect.net> schreef in bericht
>news:v4bcdvspj0vvubkb7p65e9f491eu2nbors@4ax.com...
>> I've managed to get it working.
>>
>> I switched my music PC on, it has a gullimot ISIS sound card with
>> breakout box, on the front of which is a coaxial digi in and out.
>> Connected this to the SPDif in and out, set the output in the ISIS to
>> SPDif, and it automatically set the resolution to 48khz
>>
>> Went back to the audio hardware in CAF and it told me that the clock
>> was now 48khz.. HAving not had this before, I hit the play button, and
>> it played back in time.
>>
>> So I loaded up a single midi channel, and dropped in some audio on two
>> channels, hit the play button and it worked.
>>
>> the correct sort of clock.
>>
>>
>> Thanks to everyone who gave me pointers... Rob
>

3090. Re: Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 17:32:19 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <atgcdvsaho8f2so61ngbco9204b9eokoi3@4ax.com>
Source record: 27171
Cross-posted to: comp.sys.atari.st,comp.music.midi

Well you could try Cubase full version 3.01, there's plenty of editing
menu's in that.
You can use the unitor with it, but I'm not sure what you use it for
(wethere it's just the syncing, or if you can use the midi ports too)

Other than cubase and notator (or creator), there's not much else (if
anything) that you can use the unitor for)..

Rob

On Thu, 29 May 2003 19:26:04 +0200, "Radiobrain"
<radiobrain@bluewin.ch> wrote:

>Hi all ,
>I bought 2 weeks ago a Atari 1040ST with a Unitor.
>Now, i'm looking a good music program to make work this little thing.
>I tried Cubase lite but too light. Not enough editing menu.
>I also tried Notator but too complexe when you don't be the Conceptor
>of Notator.
>Does any know a easy to use and advanced stuff for creating Music?
>
>Any proposition welcome:)
>Thanks for your answers.
>
>PS: I'm ready to invest.
>

3091. Re: test signature file

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 17:32:29 UTC
From: Jan Heitkoetter <usenet@heitkoetter.net>
Message-ID: <d7g5bb.0r.ln@ID-129874.user.dfn-cis.de>
Source record: 27173

jdplace@ prodigy.net (Joseph D. Place) schrieb:

[...]
> The test worked! I was using Edhak, and now I'm using Qed.

You know that groups like alt.test exist?

Jan

3092. Re: How to get .st (.msa)-images on real Atari disks on new PCs?

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 17:41:03 UTC
From: Uri Puivov <u_ri_p_ui@yahoo.de>
Message-ID: <bb5go8$5ulm0$1@ID-130827.news.dfncis.de>
Source record: 27172

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote:
> The best formatter/copier on the ST is Fastcopy Pro by Bartin Bakschat
> (sp?). Fastcopy 3 is good but doesnt do 1.4Mb disks.
>
> The one to use on the PC is VGACOPY version 625 or above. Run it in pure DOS
> if you can. It writes directly to the floppy disk driver chip, and even
> better it looks like Fastcopy.

Ok, I've downloaded VGACOPY 6.25 and booted from Win95B-Bootdisk. Then
I've renamed 'fuzcd100.st' to 'test.vcp' and run VGACOPY. I loaded
'test.vcp' and pressed 'w' for writing this on disk. All I get are
yellow sectors. I've turned off modify with no success. Then I've
turned off verify what makes writing ok. But my Atari doesn't recognize
the disk. I've rebooted WinXP and run VGACOPY under that. Writing the
same image seems to work until track 79, then I've gotten errors and
errors. I've read the faulty disk again and saved it to 'testread.vcp'.
Then I've made a filecompare where the two images are the same until
offset 1200. *sniff*

Any ideas?

Thanks for that nice hint, perhaps the way to do it?

Cheers,
Uri

3093. Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 18:08:40 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAFB9B37.30D12%nameerf@flash.net>
Source record: 27174

in article bb53gcfco1@newsg2.svr.pol.co.uk, Smeg at
smeg_007@NOSPAM.hotmail.com wrote on 5/29/03 5:51 AM:

> Because the DSP port is actually tied to the DSP chip (apart from other
> things), there are quite a few possibilities for this port, though nothing
> much was ever made other than studio hardware because I guess there wasnt
> much of a market at the crucial time.
> I think the most important one is the fact that there is a super fast serial
> capability on the DSP chip, and the serial connections come out to the DSP
> port. This could be used for a USB or an Ethernet device if anyone wants to
> design one.

At one point, when the Falcon first came out, I remember reading about the
possibility of connecting some sort of digital modem to the DSP port, but I
never heard anything more about that afterwards. Ethernet might be a good
modern equivalent, if someone would ever want to build one. Although, just
like the ROM port devices being made, this assumes you don't already use it
for something else, or don't mind swapping devices back and forth on the
port.

Mike Freeman
nameerf@flash.net

3094. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 18:17:39 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0305291017.61171158@posting.google.com>
Source record: 27175

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message news:<bb55ef$sc3
> I gave my CAC to Rob, then using the SPDIF/FDI with an ANALOG 8 that I got
> from him the same day, I played back some stuff I had previously recorded
> using the CAC and it played back fine, whether I had the Analog 8 attached
> or not. I have since opened my SPDIF and confirmed that it does indeed have
> the 22 and 24Mhz crystals required for 44 and 48Khz sample clocks. I have
> never got a bad clock message from Cubase, so i'd be interested to know
> where you got this information? Maybe it was the older versions of SPDIF/FDI
> that didnt have the built in clocks?
>

Yes, mine is one of the first, from Steinburg, and it dosn't have the
clock. I wonder how hard it'd be to have those crystals put in?

> >
> > CAF only works properly in 2 color, (black & white.)
>
> It works in any legal mode, but its bloody slow.

Hm. The manual says that it won't work "properly" in anything more
than 2 colors. I know that CAF will play songs back ok at 256, I think
it won't record properly though. To be honest, I've never tried
recording many tracks at higher colors.
>
> > Any screen expander will slow the system down, especially without an
> > accelerator.
> >
> > NVDI helps a bit.
> >
>
> NVDI speeds my system a lot. Just try Gembench with and without, you'll see
> what I mean.
>
> > To use the FDI, get a DAT or CDR, run in 2 colors, don't use Videlity.
> > (I like videlity, but it's gonna slow things up a bit. Get an
> > accelerator! :-)
>
> I agree, though its increasingly hard to find them for sale, apart from at
> Atari Wripshop.
>
> Smeg.

Yup! IMHO, a Nemisis makes the Falcon less painful to use. The CT2B is
a dramatic difference, quite tricky to install (I eventially sent my
MB to Rudolphe for a proper install. Works perfectly ever since!)

Waiting for my CT60! Probably can't get one, unless Rudolphe get
another 100 orders?

3095. Re: Whats the best software needed to use a CD Rom on a falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 18:23:34 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0305291023.2edc6434@posting.google.com>
Source record: 27176

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0305272156.105ecddc@posting.google.com>...

> HDDriver doesn't drive CDs by itself. Other software is needed. My
> vote for best (though to be honest, I haven't used anything else in
> the last five years) is ExtendosGold/CDWriter. It costs a few bucks,
> but runs very nicely. See www.anodynesoftware.com.
>
> Galen

I second that!

Wayne

3096. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 18:48:54 UTC
From: mr_i_davis@hotmail.com
Message-ID: <d735c5ea.0305291048.69bfcb9@posting.google.com>
Source record: 27177
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:<bb3cfv$i8m$5@hercules.btinternet.com>...
> Hi "starwars"
>
> > BTW, I was one of the one's that sent a complaint to the remail site,
> > by all means, block this group from remailer usage. To anyone afraid
> > they are loosing freedom, this isn't a war ground, it's a discussion
> > group, and the offending poster is not on topic.
>
> > Michael Grove
>
> Youve hit the nail on the head, it is a /discussion group/, /not/ a /spam
> /group for Benny boy, where the ethics of this group /are/ on topic and
> advertising wares /is not/.
>
> --
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.484 / Virus Database: 282 - Release Date: 27/05/2003

Well, then Steve, why pray tell, are you advertising for AVG and
grisoft??

I have been reading this group since the mid 90's, and have always
seen Ben's ads. I don't hear you speaking up against the person
posting the filth, since this isn't the place for that either.

Bottom line, apply a filter to Ben's posts, and move on with life.
There's so much traffic in here anyway, I am sure that just reading
all the off topic/spam takes up most of a day.

Besides, we evidently disagree, since our beloved atari 8bits have
been out of production for coming up on 20 years, and the fact that
this group is so limited, I think advertising wares is just fine.
There's so few people left with wares, and I am sure even fewer
willing to pay for said wares. Besides, who made the people demading
no ads, the owners of this newsgroup?? You want to filter people set
up a web discussion board, and filter away.

Isaac

3097. Language disk

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 18:53:34 UTC
From: polof <filippo.palo@NOSPAMlibero.it>
Message-ID: <OGsBa.44564$lK4.1312581@twister1.libero.it>
Source record: 27178

Where could i find a language disk for an atari mega st4?
It's possible to download it and making a dissk with dos?
Thanks

Filippo

3098. Re: please check out my web site

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 19:08:38 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <bb5lrn$97v$1@news6.svr.pol.co.uk>
Source record: 27179

well its supposed to drive an IDE hd using an ordinary Atari ST. But that is my derivation of it. follow the links at the bottom of the page if you are interested in building one because those ppl have theirs working but i broke the /DTACK pin off my CPU. I could drill through the sink on the chip as some have sugessted to try and solder onto it. But that ST has gone back in the cupboard it came from for the time being.

"Uri Puivov" <u_ri_p_ui@yahoo.de> wrote in message
news:bb5c87$5q93j$1@ID-130827.news.dfncis.de...
> "NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote:
> > Fuzion list now up
>
> Thnx!
>
> BTW, what's about your IDE-device? It looks very good with
> ordinary digital devices (very cheap). What's about your
> broken chip?
>
>
> Cheers,
> Uri
>
>

3099. Re: Language disk

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 19:10:17 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <bb5lup$1dk$1@newsg3.svr.pol.co.uk>
Source record: 27180

what do you mean 'language disk'? do you mean the one that came in the
bundle with the ST? because i'm staring at a disk labelled

Language Disk
First Basic

if thats what you mean?

"polof" <filippo.palo@NOSPAMlibero.it> wrote in message
news:OGsBa.44564$lK4.1312581@twister1.libero.it...
> Where could i find a language disk for an atari mega st4?
> It's possible to download it and making a dissk with dos?
> Thanks
>
> Filippo
>
>

3100. Re: money scam

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 19:31:08 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.gniteran@localhost>
Source record: 27187

Luposian wrote:
>
> If anyone, and I mean ANYONE, wants to make me believe this is
> actually going to work, they will first have to put THEIR money where
> their mouth is! Send ME even $1 (even via PayPal! Hey, now there's a
> thought! A new way of sending and recieving scam money!) and I'll
> *think* about doing this.
> My wife tried it... nothing happened. I've *never* tried it...
> nothing happened. Gee, same difference!

Perhaps this goes for the plans to revive the Atari as hardware
manufactor too..? ;)

/Joakim

3101. Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 19:43:26 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1054219142-236425AEicMi@adelphia.net>
Source record: 27181

Everyone,
Thanks for the information!!! I really appreciate
all the information. Just a few questions. I would
like to get one of these DSP clocks anyone know where
they are available at?? And Martin, about recording
to Digital devices... is it possible to convert MP3's
to WAVE files with ANIPLAYER then copy them to a tape
recording device with that device you have??

Thanks all,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 64 megs of DDR SDRam GC by NATURE for the CT60
Coming Deesse sound card with 100mhz. 56301 DSP processor running up to 6 times faster than
the stock DSP
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3102. Printing problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 20:48:44 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bb5rnc$t83$1@thorium.cix.co.uk>
Source record: 27182

I thought this might be of interest to others who may encounter a similar problem.

A couple of days ago I found that I couldn't print from Papyrus 8. Attempting to do so gave an alert that the 'GDOS driver #21 could not be found, or short of memory' (but showed over 8 Mb available!). Attempting to prin to an IMG file also gave 'Driver #91 not found', although I could 'print' to a GEM vector image file. However, attemting to print these from ArtWorx failed too, and Atari Works also couldn't find GDOS driver #21. OTOH IdeaList printed files correctly, using GDOS fonts via NVDI, and That's Write - which has its own SpeedoGDOS replacement built in and doesn't use NVDI - also worked fine.

Papyrus and Works had been OK earlier. I tried checking NVDI.INF and ASSIGN.SYS, but all seemed OK.

Eventually I found the problem: Earlier I had selected 'Background printing' in the NVDI 'Print' dialog. When I changed it to 'Foreground', all was well again! But I am stumped why the programs couldn't find the GDOS driver when set to background printing.

So if you encounter programs that refuse to print with NVDI, check the 'Ports' setting of the NVDI 'Print' dialog, either in the program itself or with PRINTER.CPX!

Regards, /Peter/

3103. Re: Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 21:45:42 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <xbvBa.15340$sJ4.9117@newsfep4-winn.server.ntli.net>
Source record: 27183
Cross-posted to: comp.sys.atari.st,comp.music.midi

Hello.

"Radiobrain" <radiobrain@bluewin.ch> wrote in message
news:3ed641dc$1_3@news.bluewin.ch...
> Hi all ,
> I bought 2 weeks ago a Atari 1040ST with a Unitor.

Good move. Is it an STF, STFM or STE?

> Does anyone know a easy to use and advanced stuff for creating Music?

Cubase v3 is the industry standard.

Which Unitor do you have, 'N', 'C' or '2'?

Unitor '2' will work with Cubase, the dongle will fit in it.

Unitor 'N' and 'C' have no dongle port. If you want to use (the best) Cubase
sell the Unitor on to fund the purchase of Cubase.

Cubase is available from Keychange Music, (me). www.keychange.co.uk

Full package is £99, dongle and discs only is £65.

I may do a deal on the Unitor if it's an 'N' or 'C'

> PS: I'm ready to invest.

Good.

3104. Re: Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 22:00:24 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <nh0ddvs7e52q3lh8aqsatorr5f36ad6be4@4ax.com>
Source record: 27184
Cross-posted to: comp.sys.atari.st,comp.music.midi

Barrie, you say the dongle will fit into the unitor 2, do you have to
cut the ends of it down, as mine is clearly too big, and won't fit in,
unless I modify it's case.

On Thu, 29 May 2003 22:45:42 +0100, "Barrie at Keychange"
<barrie@keychange.co.uk> wrote:

>Hello.
>
>"Radiobrain" <radiobrain@bluewin.ch> wrote in message
>news:3ed641dc$1_3@news.bluewin.ch...
>> Hi all ,
>> I bought 2 weeks ago a Atari 1040ST with a Unitor.
>
>Good move. Is it an STF, STFM or STE?
>
>> Does anyone know a easy to use and advanced stuff for creating Music?
>
>Cubase v3 is the industry standard.
>
>Which Unitor do you have, 'N', 'C' or '2'?
>
>Unitor '2' will work with Cubase, the dongle will fit in it.
>
>Unitor 'N' and 'C' have no dongle port. If you want to use (the best) Cubase
>sell the Unitor on to fund the purchase of Cubase.
>
>Cubase is available from Keychange Music, (me). www.keychange.co.uk
>
>
>Full package is ï¿½99, dongle and discs only is ï¿½65.
>
>I may do a deal on the Unitor if it's an 'N' or 'C'
>
>> PS: I'm ready to invest.
>
>Good.
>
>

3105. Re: Whats the best software needed to use a CD Rom on a falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 22:06:26 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0305291406.3f7128a8@posting.google.com>
Source record: 27185

I've found that Cubase cannot import aiff files directly from a CD.
You have to copy them to your hard drive first. Midi files are OK
though.
Mark

Rob <rob19@eggconnect.net> wrote in message
news:<t5n7dvcectmksnamsnhg2t2u2s9aoqq5v1@4ax.com>...
> I have a cd rom drive and I wish to use it on my falc. (for importing
> aiff's into cubase audio)
>
> Which is the best and easiest software to use to allow me to use the
> drive on the falcon. I tried plugging it in and loaded up the HDdriver
> (7.8) software, but I wasn't able to get the CD Rom working using just
> this.
>
> Thanks... Rob

3106. Re: money scam

Newsgroup: comp.sys.atari.st
Date: 2003-05-29 22:15:39 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <DDvBa.52563$%42.17169@fed1read06>
Source record: 27186
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

If anyone, and I mean ANYONE, wants to make me believe this is actually going to work, they will first have to put THEIR money where their mouth is! Send ME even $1 (even via PayPal! Hey, now there's a thought! A new way of sending and recieving scam money!) and I'll *think* about doing this.

But I am sure, along with those Nigerian "twenty-three million dollars" offers and the tons of "Microsoft Security Patch Update" Emails I get, this is no different...

And the non-US addresses don't make me feel like shelling out postage for this offer much more either.

My wife tried it... nothing happened. I've *never* tried it... nothing happened. Gee, same difference!

Luposian

"Make Money Fast" <fkzcinlv@twapgvph.com> wrote in message
news:2venOu1nr+8I@cc.usu.edu...
> SO YOU NEED MONEY... AND NEED IT NOW!!
>
> THIS IS THE FASTEST... AND FAIREST... WAY I KNOW TO SHARE THE WEALTH!
>
> Would you like to make thousands of dollars quickly, legally, and with NO
> CATCH?
> "PRINT THIS DOCUMENT NOW"
> Then keep reading... please take five minutes to read this article in its
> entirety... it will change your life. It has certainly changed mine! "
> PRINT THIS ARTICLE NOW "
>
> You can make up to, or over, $50,000 in only 4-6 weeks. I was browsing
> through these newsgroups, just like you are now, and I came across an
> article similar to this that said you could make thousands of dollars in
> only weeks with an initial investment of ONLY $5! And, like you, I thought
> " Yeah, right, must be a scam...". But, I was
> intrigued... like most of us are...and so I kept reading. Anyway, the
> article said that you were to send $1.00 to each
> of the 5 names and address and the article in at least 250 newsgroups...
> there are thousands!.. no catch...that was all you had to do.
>
> So ofter thinking it over and talking to a few friends first, I
> decided to try it...ofter all, if it really was a scam all I would loose
> would be my $5 and the cost of 5 stamps, right...? Well, guess what...
> within 7 days, I started getting money in the mail...No kidding! I have to

> tell you, I was suprised to say the least. I still figured it would end
> soon and didn`t give it too much thought. But then money kept coming
> in...tripling in numbers and multiplying by 10 nad 20 times the amount
that
> I got the first week! In my first week I made about $20 or $30 .
>
> But by the end of the second week, I had made a total of over $1,000!! In
> the third week, I had over $10,000, and it`s still growing. This is my
> fourth week and I`ve made about $42,000 TOTAL...and the money is still
> coming in.
>
> Let me tell you how this works and more importantly, WHY it
> works...also, make sure you print a copy of the article so you get the
> information off it and can begin making money yourself. The process is
very
> simple and it consists of just 3 EASY STEPS:
>
>
> Step 1: Get 5 separate pieces of paper and write the following
> statement on each sheet of paper..." PLEASE PUT ME ON YOUR MAILING LIST.
> YOU ARE NUMBER _____ ". Get five $1.00 bills (US)and place ONE inside each
> piece of paper that you just wrote on and fold the piece of paper so the
> bill will not be seen in the envelope (otherwise, nosey people who like to
> steal mail with money in it will get yours!). Put one folded note (with
> your $1.00 bill US) inside the envelope and seal it. Do the same for each
> of the five names. You should now have 5 envelopes sealed, EACH envelope
> has a piece of paper with the message asking to be put on the mailing list
> and a $1.00 bill (US)hidden inside the paper, RIGHT..? This is
> IMPORTANT.... Make sure you have written the message on each sheet of
> paper... by doing theis you are creating a service and keeping everything
> PERFECTLY LEGAL... Now, mail the 5 envelopes to eaqch of the 5 addresses
> listed below:
>
>
> 1.K. Doake, P.0. Box 54016, Tulsa, OK 74155-0016
>
> 2.J. Johnson, 6930 Oak Vally Lane, Colorado Springs, CO 80919
>
> 3.E.Vieira
> Apartado 891
> 8500-918 Portim&#65533;o
>
>
> 4.A. Figueiras
> Av. S. Jo&#65533;o de Deus, 43 - 2&#65533; Esq.
> 8500-508 Portim&#65533;o
> Portugal
>
> 5.F. Vieira

> Quinta do Amparo lote 10 4<U+FFFD> A
> 8500-605 Portim<U+FFFD>o
> Portugal
>
>
>
>
> STEP 2: Now take the #1 name off the list that you see above, move the
> other 4 names up (5 becomming 4, 4 becomming 3 etc..) and put YOUR NAME as
> number 5 on the list. You can slightly alter this article if you need to,
> editing what you feel you ned to edit.
>
> STEP 3: Post your amended article...with your name as #5... to at least
> 250 newsgroups (I`m told that there are close to 18,000 of them!) and all
> you need is 250 or so, of them.
> HOW TO DO THIS -- If you have Netscape 3.0, do EXACTLY the following:
> A) Click on any nwesgroup like you were going to look at it, then
> click on "TO NEWS" which is on the far left when you`re in the newsgroup
> page. This will bring up a box to type a message.
> B) Leave the "Newsgroups" box like it is. CHANGE the "Subject:" Box
> to something flashy like... NEED CASH $$$ READ HERE $$$... or... "FAST
> CASH!!"
> C) Tab once and you should be ready to type. Now, retype (only once)
> this entire article ... WORD FOR WORD ... except to insert your name at #5
> and to remove #1 off the list, plus any other small changes you think you
> need to make. Keep almost all of it the same however!
> D) When you`re finished typing the entire article, click on FILE in
> THIS box (just above the SEND button... (NOT where it says NETSCAPE NEWS
on
> the first box). Now click on "SAVE AS" in the dropdown menu. Save your
> article as a text file to you C: of A: Drive. DO NOT SEND OR POST YOUR
> ARTICLE UNTIL YOU HAVE SAVED IT! Once saved, move on to Step E below.
> E) If you still have all of your text, send or post to this
> newsgroupnow by just clicking the "SEND" button (just below the "FILE"
> dropdownmenu and just above the C: button)
> F) Here`s where you`re going to post to 250 or more, newsgroups ...
> OK... click on any newsgroup then click on "TO NEWS".. again, in the top
> left corner of your screen. Leave the NEWSGROUPS BOX alone again, put a
> flashy subject title in the SUBJECT BOX, hit TAB once and you`re in the
> body of the message. Now click on the ATTACHMENT button (just below the
> Subject Line). Another window will come up...click on PROCEDURE. Click
> ONCE on the file and then click OPEN and then OK. If Attachments Box
> and iet will be highlighted.
> IF YOU USE ie: EXPLORER, it`s just as easy ... Holding down the left mouse
> button, highlight this article. Then press the "CTRL" key and the "C" key
> at the same time to copy the article. Then print the article for your
> records to have the names of those you will be sending the $1.00 bills to.
> Next, go to the newsgroups and press "POST AND ARTICLE". A window will
> open... type in your headline in the SUBJECT area and then click in the

> large window below. Press "CTRL" and then "V" and the article will be
> placed in the window. If you want to edit the article , you can do so and
> then highlight and copy it again (so your edited article will be copied
> again and again to each newsgroup).
> Now, everytime you post the article in a new newsgroup all you have
> to repeat is "CTRL" and "V" and press POST.
> G) That`s it! Each time you do this, all you have to do is type in a
> different newsgroup so you can post this message to 250 or more,
DIFFERENT,
> newsgroups. I know, I know,... you`ve still got 249 to go!Don`t worry,
each
> successive article will only take about 30 SECONDS once you get the hang
of
> it. Remember, 250 is the MINIMUM ... The more you post, the more money
you
> will make!
>
>
>
> That`s it!... THAT`S ALL THERE IS TO IT ... JUST THREE EASY STEPS !!!
> You are now in the mail order business and will start receiving your $1
> envelopes from various people all over the world within days. REMEMBER...
> The more newsgroups you post to, the more money you will make! You may
> want to rent a P.0. Box eventually because of all the mail. If you wish
to
> stay anonymous, you can come up with a name, such as "Manager" or
> "Investor" ... JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT, PLEASE.
>
> Now... let me tell you WHY this system works...
> Out of every 250 postings, let`s say I only receive 5 replies... doesn`t
> seem like much, does it? However, you will make $5 cash.. Not checks or
> money orders but CASH... with your name at #5. Each additional person who
> sent you $1 now also makes 250 additional postings with your name at #4...
> This is 1000 postings. On average then, 50 people should send you $1 with
> your name at #4 ... That`s $50 CASH in your pocket! Now these 50 people
> will make 250 postings with your name at #3... that`s 10,000 posting!
> Average return would be 500 people... that`s
> $500. Each of these people make 250 postings now with your name at #2
> .....that`s 100,000 postings ...average 5,000 return at $1 is $5000!
> Finally, 5,000 people make 250 postings each with your name at #1 and you
> get a return of $60,000 before your name drops off the list! And that`s
> only if everyone down the line mekes only 250 postings each...
> REMEMBER?... The more postings you meke, the more money you make!
>
> People have said, "What if the plan is played out and no one sends you the
> money?" So what! What are the chances of that happening when there are
TONS
> of NEW honest users and NEW honest people who are joining the Internet and
> newsgroups every day and are willing to give it a try? Estimateare at

> 20,000 to 50,000 new users, EVERYDAY, with thousands of those joining the
> actual Internet. Remember, play FAIRLY and HONESTLY and this WILL WORK...
> I promise you. You just have to be honest. Make sure you print this
> article out RIGHT
> NOW (if it`s not done yet).
>
> Also... try to keep a list of everyone that sends you money and always
keep
> an eye on the newsgroups to make sure everyone is playing fairly.
>
> REMEMBER... HONESTY IS THE BEST POLICY... YOU DON`T NEED TO CHEAT THE
> BASIC IDEA TO MAKE MONEY!! Good luck to all and please play fairly and you
> will reap hugh rewards from this!
> By the way, if you try to deceive people by posting the messages with your
> name on the list and not sending the money to the people already on the
> list, YOU WILL NOT GET MUCH RETURN! Someone I talked to (mean and cheap)
> just did that and he only made $150 after 7 to 8 weeks!! Then he sent the
> five $1 bills out... people added him to their lists ... and in 5 weeks,
he
> had OVER $10,000! He than realize that there is no way to cheat with
> himself.
>
> THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE
> WEALTH OF THE WORLD WITHOUT COATING ANYTHING BUT FIVE DOLLARS AND A LITTLE
> OF YOUR TIME!
> DO IT LIKE IT`S LAID OUT HERE... IT WILL WORK!!
>
>
>
>

3107. Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 00:05:14 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3ed6b5d2a5e1ad0@europe-shareware.org>
Source record: 27188

Hello,

in article <1054219142-236425AEicMi@adelphia.net> (comp.sys.atari.st),
Carey Christenson wrote on Thu 29-05-2003 19:43 (GMT):

> Everyone,
> Thanks for the information!!! I really appreciate
> all the information. Just a few questions. I would
> like to get one of these DSP clocks anyone know where
> they are available at??

You may want to ask to Jan Krupka
http://jaysoft.atari.org

He is going to built a few ones for people interested. Price should be
under 15 EUR / 10 ï¿œ if there are enough people.

Bye,
/Pascal/

PS: Please, save the bandwidth! Make your sig shorter. You can also add
a sig separator as you were already advised. Thanx in advance :-)
--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

3108. Re: Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 00:48:17 UTC
From: hitman@spammer.deathsquad.com
Message-ID: <BAFC68E19668319D0D@0.0.0.0>
Source record: 27189
Cross-posted to: comp.sys.atari.st,comp.music.midi

In article <3ed641dc$1_3@news.bluewin.ch>,
"Radiobrain" <radiobrain@bluewin.ch> wrote:

>Does any know a easy to use and advanced stuff for creating Music?

Try Trackman. It is PD now so you should be able to find it by searching ST
archive sites.

3109. Re: CT60 at 66/20

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 01:01:08 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vddbaop0n3hs75@corp.supernews.com>
Source record: 27190

How is the Power connector handled on the original case? any ideas on how
to add a PS w/o it looking like a hack?

Tim

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3ed5ebb6$0$11636$626a54ce@news.free.fr...
> OK, the CT60 runs fine at 66/20 (falcon bus speed).
> The only last problem is the SDMA clock...and after I ship the boards.
>
> Regards
>
>
>

3110. MiNT for dumb Amiga users... ;)

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 01:05:48 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vddbjondiol4d8@corp.supernews.com>
Source record: 27191
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am a dumb Amiga user that was spoiled with such an easy to use and great working OS... LOL

NOW... I want to use MiNT on my new toy: An Atari Falcon030 ;)

Any guides or sites on how to install a nice setup of MINT?

Thanks!
Tim

3111. Re: Language disk

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 01:43:50 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vdddqtlho3hk73@corp.supernews.com>
Source record: 27192

Try www.myatari.com for the real deal, or da net for a copy...

Tim

"polof" <filippo.palo@NOSPAMlibero.it> wrote in message
news:OGsBa.44564$lK4.1312581@twister1.libero.it...
> Where could i find a language disk for an atari mega st4?
> It's possible to download it and making a dissk with dos?
> Thanks
>
> Filippo
>
>

3112. Re: MiNT for dumb Amiga users... ;)

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 02:05:19 UTC
From: lp <gfa@basic.net>
Message-ID: <BAFC349F.445%gfa@basic.net>
Source record: 27193
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

in article vddbjondiol4d8@corp.supernews.com, Tim at tjlazer@mail.com wrote
on 5/29/03 9:05 PM:

> I am a dumb Amiga user that was spoiled with such an easy to use and great
> working OS... LOL
>
> NOW... I want to use MiNT on my new toy: An Atari Falcon030 ;)
>
> Any guides or sites on how to install a nice setup of MINT?

http://atari.wz.cz/easymint/

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3113. Re: Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 04:58:54 UTC
From: thomas.raukamp@t-online.de
Message-ID: <b9eb3dd8.0305292058.4bcefbc8@posting.google.com>
Source record: 27194
Cross-posted to: comp.sys.atari.st,comp.music.midi

Hi.

In my opinion LIVE is the best sequencer ever build for the Atari:

http://www.harald.plontke.de/HaraldPlontke/

Just try it, I couldnï¿½t live without it anymore.

--
thomas

3114. Re: MiNT for dumb Amiga users... ;)

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 05:31:03 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns938B4C768CBBBtos4ever@195.130.132.65>
Source record: 27195
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

on vr, 30 mei 2003 02:05:19 GMT ?lp wrote:

> http://atari.wz.cz/easymint/

Better is to use the URL below as it's written in a more understandable
language.:-)

<URL:http://atari.st-katharina-apotheke.de/>

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

3115. Re: STacy info required

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 05:53:20 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0305292153.649d4cb2@posting.google.com>
Source record: 26996

Steve Green <greenies@macunlimited.net> wrote in message
news:<20030528204741911+0100@news.btinternet.com>...

> Thanks all who replied on and off list, if only to remind me of past
> crimes.
> The one bit of info I can't get is to polarity of the battery conecters,
> ie which is +ve and -ve in the batt bay.

True. The point is that the battery compartment is worthless (well, I
used it to carry a spare power cord). Plug into the external power
port. In fact, I had one internal battery where I had to make a small
slit in the case to run a line out to the external power port.

Galen

3116. Re: Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 06:05:33 UTC
From: jdplace@prodigy.net
Message-ID: <NwCBa.3155$qy.1813@newssvr16.news.prodigy.com>
Source record: 26997

On 29 May 2003 19:26:04 , "Radiobrain" wrote:
>Hi all ,
>I bought 2 weeks ago a Atari 1040ST with a Unitor.
>Now, i'm looking a good music program to make work this little thing.
>I tried Cubase lite but too light. Not enough editing menu.
>I also tried Notator but too complexe when you don't be the Conceptor
>of Notator.
>Does any know a easy to use and advanced stuff for creating Music?
>
>Any proposition welcome:)
>Thanks for your answers.
>
>PS: I'm ready to invest.
>
>
>.
In my opinion, you can't beat Notator SL :-)
It's worth spending the time to learn if you want great results.

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

3117. Re: test signature file

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 06:17:01 UTC
From: jdplace@prodigy.net
Message-ID: <xHCBa.3157$qy.345@newssvr16.news.prodigy.com>
Source record: 26998

On 29 May 2003 13:32:29 , Jan Heitkoetter wrote:
>jdplace@ prodigy.net (Joseph D. Place) schrieb:
>
>[...]
>> The test worked! I was using Edhak, and now I'm using Qed.
>
>You know that groups like alt.test exist?
>
>Jan
>
>.
Thanks for the info. Actually I thought the problem may be of interest to others reading here.

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

3118. Re: Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 06:33:54 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0305292233.55131b86@posting.google.com>
Source record: 26999
Cross-posted to: comp.sys.atari.st,comp.music.midi

hitman@spammer.deathsquad.com (Graham Hinton) wrote in message
news:<BAFC68E19668319D0D@0.0.0.0>...
> In article <3ed641dc$1_3@news.bluewin.ch>,
> "Radiobrain" <radiobrain@bluewin.ch> wrote:
>
> >Does any know a easy to use and advanced stuff for creating Music?
>
> Try Trackman. It is PD now so you should be able to find it by searching ST
> archive sites.

Hi all
Trackman is on my site with a good selection of Atari-MIDI sequencers.
The "bread and butter" section I call it. See my main page.

http://tamw.atari-users.net/timidi.htm

We have several alternitives to Cubase, although I don't know if the
unitor unit will work on everything.

I also recommend Master Tracks Pro,(the HTML manual is now available
as well) or even Dr T's KCS (Keyboard Controlled Sequencer)although
people say there is a big learning curve on that, but it has LOTS of
editing functions including PVG (Programmable Variation Generator)

I also recommend trying out some of the more adventerous apps on my
site which are of the algorithmic nature. For a good starting point on
these, download the Atari-MIDI toolbox now at http://www.myatari.net
on my monthly article.

have fun!

Tim Conrardy
TAMW

3119. Re: How to get .st (.msa)-images on real Atari disks on new PCs?

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 09:04:18 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb7713$2cc$1@newsg3.svr.pol.co.uk>
Source record: 27001

Uri Puivov <u_ri_p_ui@yahoo.de> wrote in message
news:bb5go8$5ulm0$1@ID-130827.news.dfncis.de...
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote:
> > The best formatter/copier on the ST is Fastcopy Pro by Bartin Bakschat
> > (sp?). Fastcopy 3 is good but doesnt do 1.4Mb disks.
> >
> > The one to use on the PC is VGACOPY version 625 or above. Run it in pure
DOS
> > if you can. It writes directly to the floppy disk driver chip, and even
> > better it looks like Fastcopy.
>
> Ok, I've downloaded VGACOPY 6.25 and booted from Win95B-Bootdisk. Then
> I've renamed 'fuzcd100.st' to 'test.vcp' and run VGACOPY. I loaded
> 'test.vcp' and pressed 'w' for writing this on disk. All I get are
> yellow sectors. I've turned off modify with no success. Then I've
> turned off verify what makes writing ok. But my Atari doesn't recognize
> the disk. I've rebooted WinXP and run VGACOPY under that. Writing the
> same image seems to work until track 79, then I've gotten errors and
> errors. I've read the faulty disk again and saved it to 'testread.vcp'.
> Then I've made a filecompare where the two images are the same until
> offset 1200. *sniff*
>
> Any ideas?
>
A think you misunderstand, or I misunderstood your original
question/problem.

The .ST file is basically a raw disk image. So is the VCP file - except -
there is a header on the file which has a description of the disk. You cant
write an .ST file using Vgacopy.

You can use VGACOPY to format floppies on the PC that you want to be bigger
than normal (IE 82 tracks 20sectors) for .ST files that need that format
disk. If you press formfill button you you can choose a type of format
using the mouse in the bottom window. It will load that format into the disk
buffer then you would use the Write button to format the disk. You can press
a function key instead for the most common formats (F8 is 10S 82T, F10 is
18S and 80T (standard 1.44mb)).

Once you have formatted the disk with Vgacopy, and you dont get any dodgy
sectors you know the disk is ok, you could try makedisk/STdisk again. If you
still cant get it to work then its probably your floppy drive is only just
aligned so writing extended formats increases the error in the alignment,
also disks transfered from one machine to another will have problems. I had
to change the floppy drive in my PC last year because of this.

Smeg.

3120. [UPD] June Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 09:08:37 UTC
From: Francois LE COAT <lecoat@lutece.net>
Message-ID: <3ED71F95.8050901@lutece.net>
Source record: 27000

Hi,

The software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka306.zip
That is the Complete Common Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny044.zip
Is the OpenGL Extension (requires previous package)

With this update there is usual corrections. There's also
new image formulas.

I wish you big fun with all this new STuff !

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12
http://eureka.atari.org
mailto:lecoat@atari.org

3121. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 09:08:52 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb779l$7in$1@newsg1.svr.pol.co.uk>
Source record: 27002

Wayne Martz <wmartz@firstpresdalton.org> wrote in message
news:2f399fc7.0305291017.61171158@posting.google.com...
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message news:<bb55ef$sc3
> > I gave my CAC to Rob, then using the SPDIF/FDI with an ANALOG 8 that I
got
> > from him the same day, I played back some stuff I had previously
recorded
> > using the CAC and it played back fine, whether I had the Analog 8
attached
> > or not. I have since opened my SPDIF and confirmed that it does indeed
have
> > the 22 and 24Mhz crystals required for 44 and 48Khz sample clocks. I
have
> > never got a bad clock message from Cubase, so i'd be interested to know
> > where you got this information? Maybe it was the older versions of
SPDIF/FDI
> > that didnt have the built in clocks?
> >
>
> Yes, mine is one of the first, from Steinburg, and it dosn't have the
> clock. I wonder how hard it'd be to have those crystals put in?
>
> > >
> > > CAF only works properly in 2 color, (black & white.)
> >
> > It works in any legal mode, but its bloody slow.
>
> Hm. The manual says that it won't work "properly" in anything more
> than 2 colors. I know that CAF will play songs back ok at 256, I think
> it won't record properly though. To be honest, I've never tried
> recording many tracks at higher colors.
> >
> > > Any screen expander will slow the system down, especially without an
> > > accelerator.
> > >
> > > NVDI helps a bit.
> > >
> >
> > NVDI speeds my system a lot. Just try Gembench with and without, you'll
see
> > what I mean.
> >
> > > To use the FDI, get a DAT or CDR, run in 2 colors, don't use Videlity.
> > > (I like videlity, but it's gonna slow things up a bit. Get an

> > > accelerator! :-)
> >
> > I agree, though its increasingly hard to find them for sale, apart from
at
> > Atari Wripshop.
> >
> > Smeg.
>
> Yup! IMHO, a Nemisis makes the Falcon less painful to use. The CT2B is
> a dramatic difference, quite tricky to install (I eventially sent my
> MB to Rudolphe for a proper install. Works perfectly ever since!)
> Waiting for my CT60! Probably can't get one, unless Rudolphe get
> another 100 orders?

Well I am going to place an order for one of these anyway. So thats 2.

Smeg.

3122. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 09:17:56 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb77ql$4qt$1@newsg4.svr.pol.co.uk>
Source record: 27003

Rob <rob19@eggconnect.net> wrote in message
news:v4bcdvspj0vvubkb7p65e9f491eu2nbors@4ax.com...
> I've managed to get it working.
>
>
> Haven't done anything else, other than plug the FDI into my PC.
>
> Let me explain, I had a thought that maybe I was set to 48khz and
> something was running wrong seeing as the samples were 44khz.
> While I was in the audio hardware window, I clicked off A/D Left to
> FDI and it was telling me there was no signal.
>
> I switched my music PC on, it has a gullimot ISIS sound card with
> breakout box, on the front of which is a coaxial digi in and out.
> Connected this to the SPDif in and out, set the output in the ISIS to
> SPDif, and it automatically set the resolution to 48khz
>
> Went back to the audio hardware in CAF and it told me that the clock
> was now 48khz.. HAving not had this before, I hit the play button, and
> it played back in time.
>
> So I loaded up a single midi channel, and dropped in some audio on two
> channels, hit the play button and it worked.
>
> Only thing I did notice, was that after a couple of minutes, the
> moniter screen flicked to a "mono with a hint of red about it" sort of
> look. Never done it before. I exited out of cubase, went back to the
> desktop and it went back to it's proper black and white.
>
> (this may be down to the 48khz clock, or it could be videlity - I'll
> still bare bones everything tonight and take another look)
>
>
> SMEG, does it work ok with your mini disk player, does that give you
> the correct sort of clock.

Rob,

I dont have a minidisk recorder yet. Still havent decided whether to get a portable MD or a standalone DAT player. Will probably be the MD.

However, I dont have any digital source connected to my SPDIF. I just record with A/D input (Which I converted to Line levels along with the headphone socket), and the clock in the window I set to 44khz. Cubase doesnt really know that an FDI is there at this point it just sees a 44khz clock available

coming from the DSP port.

Something is wrong here, because you should be able to get that clock without having a source plugged into the FDI. Maybe you have an older FDI (that has been upgraded by Atari Wripshop to 24bit). The serial number on my SPDIF is 24737. I guess the first part "24" means its 24bit version as I dont think they made 24000 + of these things....

When you opened your SPDIF did you see 2 metal cans inside, sticking up from the PCB in the corner? These are the 22.579 Mhz and 22.572 Mhz crystals for the clocks.

Smeg.

3123. Re: Whats the best software needed to use a CD Rom on a falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 09:19:33 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb77tniip1@news7.svr.pol.co.uk>
Source record: 27004

Mark <fried.man@sympatico.ca> wrote in message
news:2b61dc2b.0305291406.3f7128a8@posting.google.com...
> I've found that Cubase cannot import aiff files directly from a CD.
> You have to copy them to your hard drive first. Midi files are OK
> though.
> Mark

This is because Cubase needs the samples to be on a SCSI hard drive.

Smeg.

3124. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 09:33:37 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <n19edvktmguiq43cf0avr2m8kq59iccgvh@4ax.com>
Source record: 27005

Hi Smeg

I remember having a similar problem using the one you now have, I'm not trying to record anything, just play back some loops, but even without any audio in, If I just play back midi, it runs slow unless I plug it into my ISIS soundcard on the PC. It's still doing it with just the C.A.C plugged in too, I need the FDI plugged in to get it playing right.

I took the FDI apart, and it does have both crystals in it (22mhz is smaller than the 24mhz one, both silver in colour)

By the way, would getting a CT60 (your next post) mean that it'll just run a darn sight easier, and I'm guessing the falcon would need re-casing... (would a rackmount do it, or would it have to be PC type case

On Fri, 30 May 2003 10:17:56 +0100, "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote:

>
>Rob <rob19@eggconnect.net> wrote in message
>news:v4bcdvspj0vvubkb7p65e9f491eu2nbors@4ax.com...
>> I've managed to get it working.
>>
>>
>> Haven't done anything else, other than plug the FDI into my PC.
>>
>> Let me explain, I had a thought that maybe I was set to 48khz and
>> something was running wrong seeing as the samples were 44khz.
>> While I was in the audio hardware window, I clicked off A/D Left to
>> FDI and it was telling me there was no signal.
>>
>> I switched my music PC on, it has a gullimot ISIS sound card with
>> breakout box, on the front of which is a coaxial digi in and out.
>> Connected this to the SPDif in and out, set the output in the ISIS to
>> SPDif, and it automatically set the resolution to 48khz
>>
>> Went back to the audio hardware in CAF and it told me that the clock
>> was now 48khz.. HAving not had this before, I hit the play button, and
>> it played back in time.
>>
>> So I loaded up a single midi channel, and dropped in some audio on two
>> channels, hit the play button and it worked.
>>
>> Only thing I did notice, was that after a couple of minutes, the

>> moniter screen flicked to a "mono with a hint of red about it" sort of
>> look. Never done it before. I exited out of cubase, went back to the
>> desktop and it went back to it's proper black and white.
>>
>> (this may be down to the 48khz clock, or it could be videlity - I'll
>> still bare bones everything tonight and take another look)
>>
>>
>> SMEG, does it work ok with your mini disk player, does that give you
>> the correct sort of clock.
>
>Rob,
>
>I dont have a minidisk recorder yet. Still havent decided whether to get a
>portable MD or a standalone DAT player. Will probably be the MD.
>
>However, I dont have any digital source connected to my SPDIF. I just record
>with A/D input (Which I converted to Line levels along with the headphone
>socket), and the clock in the window I set to 44khz. Cubase doesnt really
>know that an FDI is there at this point it just sees a 44khz clock available
>coming from the DSP port.
>
>Something is wrong here, because you should be able to get that clock
>without having a source plugged into the FDI. Maybe you have an older FDI
>(that has been upgraded by Atari Wripshop to 24bit). The serial number on my
>SPDIF is 24737. I guess the first part "24" means its 24bit version as I
>dont think they made 24000 + of these things....
>
>When you opened your SPDIF did you see 2 metal cans inside, sticking up from
>the PCB in the corner? These are the 22.579 Mhz and 22.572 Mhz crystals for
>the clocks.
>
>Smeg.
>

3125. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 10:18:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305300317080.2242-100000@shell1.aracnet.com>
Source record: 27006
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Thank You for the high praise Kenneth.

==Thanx==
===Ben===

On Thu, 30 Jan 2003, Kenneth Medin wrote:

> In comp.sys.atari.st <1043949344.782596@blade.atari-source.com>
> Mark Duckworth wrote on Thu 30-01-2003 11:01 (-0500):
>
> >Bravo Sierra Computers wrote:
> >
> >> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> >> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
>
> >It is absurd how it hasn't occurred yet to some that perhaps the reason for
> >the lack of business is a largely angry customer base that doesn't want to
> >do business with him. *sigh*. He's digging his own grave.
>
> I don't think so... I actually had the pleasure to buy from him right
> before christmas, partly because of his posts to this NG but also because
> of yours and others unfair complaints about his ads here.
>
> Got a couple of hard to find items and yes, his service is excellent!
> Some might think twice before sending cash in advance to remote
> continents but with Ben Smith there is no need to worry. Just remember to
> use insured mail when sending money.
>
> He kept his promise about "quick turn around time" and I got the items
> here as fast as the postal system permits by "Global Priority Mail" at no
> extra cost.
>
> So the fact he has updated his catalogue is certainly good _news_!
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received

Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3126. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 10:30:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305300325180.2242-100000@shell1.aracnet.com>
Source record: 27008
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, avoid making promises I cant keep and avoid offering services I cant follow up on! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or http://BenSells.Atari.org or Call Ben@(503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3127. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 10:35:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305300330360.2242-100000@shell1.aracnet.com>
Source record: 27010
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money! So, are you Interested? E-Mail Atari@aracnet.com and call Ben at (503)256-9974.

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer! Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives, as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at

http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3128. Re: CT60 at 66/20

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 10:44:25 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ed73607$0$11675$626a54ce@news.free.fr>
Source record: 27007

```
There are many power supplies very small in the industrial market....You
need +5 +12 and +3.3V
It's not hard to find....those ps can fit between the CT60 and the rear of
the case....
It's more expensive than a PC ATX ps, sure...but nothing is perfect...
```

"Tim" <tjlazer@mail.com> a crit dans le message de news:
vddbaop0n3hs75@corp.supernews.com...
> How is the Power connector handled on the original case? any ideas on how
> to add a PS w/o it looking like a hack?
>
> Tim
>
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:3ed5ebb6$0$11636$626a54ce@news.free.fr...
> > OK, the CT60 runs fine at 66/20 (falcon bus speed).
> > The only last problem is the SDMA clock...and after I ship the boards.
> >
> > Regards
> >
> >
> >
>
>

3129. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 10:54:53 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb7dgkmfe1@news7.svr.pol.co.uk>
Source record: 27009

Rob <rob19@eggconnect.net> wrote in message
news:n19edvktmguiq43cf0avr2m8kq59iccgvh@4ax.com...
> Hi Smeg
>
> I remember having a similar problem using the one you now have, I'm

Right, then its either a problem with the Falc, or configuration within
Cubase.

> not trying to record anything, just play back some loops, but even
> without any audio in, If I just play back midi, it runs slow unless I

It does this with a just a MIDI file, IE-no audio on the tracks?
How about an older non-audio version of cubase like V3?

> plug it into my ISIS soundcard on the PC. It's still doing it with
> just the C.A.C plugged in too, I need the FDI plugged in to get it
> playing right.
> I took the FDI apart, and it does have both crystals in it (22mhz is
> smaller than the 24mhz one, both silver in colour)

Ok thats them.

> By the way, would getting a CT60 (your next post) mean that it'll just
> run a darn sight easier, and I'm guessing the falcon would need
> re-casing... (would a rackmount do it, or would it have to be PC type
> case
>

I guess so. Someone said that Cubase runs on the CT60 so it would be a lot
faster.
As for recasing, someone else will have to answer that, as I dont know,
though I am sure another PSU will be needed.

Smeg.

3130. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 11:53:38 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <uahedvkm188l2joc6559ur8of5sdh4lqvv@4ax.com>
Source record: 27011

Non audio version 3.01 runs absolutley fine. Me is thinking that me
does'nt have it set up quite right.

I'll have another look around... (though I'm not entirely sure what it
is I'm looking for)

I've just been trawling the previous postings of this news group
looking for info... The CT60 is just an accelerator with extra memory,
yes? And it would benefit from being assisted in duties with a
superior graphics card (not necessary, but it would be better...
something like a nova?? Not that you're likely to get one these
days)

On Fri, 30 May 2003 11:54:53 +0100, "Smeg"
<smeg_007@NOSPAM.hotmail.com> wrote:

>
>Rob <rob19@eggconnect.net> wrote in message
>news:n19edvktmguiq43cf0avr2m8kq59iccgvh@4ax.com...
>> Hi Smeg
>>
>> I remember having a similar problem using the one you now have, I'm
>
>Right, then its either a problem with the Falc, or configuration within
>Cubase.
>
>> not trying to record anything, just play back some loops, but even
>> without any audio in, If I just play back midi, it runs slow unless I
>
>It does this with a just a MIDI file, IE-no audio on the tracks?
>How about an older non-audio version of cubase like V3?
>
>> plug it into my ISIS soundcard on the PC. It's still doing it with
>> just the C.A.C plugged in too, I need the FDI plugged in to get it
>> playing right.
>> I took the FDI apart, and it does have both crystals in it (22mhz is
>> smaller than the 24mhz one, both silver in colour)
>
>Ok thats them.
>
>> By the way, would getting a CT60 (your next post) mean that it'll just
>> run a darn sight easier, and I'm guessing the falcon would need
>> re-casing... (would a rackmount do it, or would it have to be PC type
>> case
>>

>
>I guess so. Someone said that Cubase runs on the CT60 so it would be a lot
>faster.
>As for recasing, someone else will have to answer that, as I dont know,
>though I am sure another PSU will be needed.
>
>Smeg.
>

3131. Re: How to get .st (.msa)-images on real Atari disks on new PCs?

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 13:00:30 UTC
From: Uri Puivov <u_ri_p_ui@yahoo.de>
Message-ID: <bb7kmi$6firg$1@ID-130827.news.dfncis.de>
Source record: 27012

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote:
> [...]
> You can use VGACOPY to format floppies on the PC that you want to be bigger
> than normal (IE 82 tracks 20sectors) for .ST files that need that format
> disk. If you press formfill button you you can choose a type of format
> using the mouse in the bottom window. It will load that format into the disk
> buffer then you would use the Write button to format the disk. You can press
> a function key instead for the most common formats (F8 is 10S 82T, F10 is
> 18S and 80T (standard 1.44mb)).
>
> Once you have formatted the disk with Vgacopy, and you dont get any dodgy
> sectors you know the disk is ok, you could try makedisk/STdisk again. If you
> still cant get it to work then its probably your floppy drive is only just
> aligned so writing extended formats increases the error in the alignment,
> also disks transfered from one machine to another will have problems. I had
> to change the floppy drive in my PC last year because of this.

Ok ;-), now I've understood. Unfortunately, this doesn't work for me as
VGACOPY neither formats 720kB not 820kB under pure DOS. I've found an
old 2.88MB-floppy and installed this into my PC. Now STDISK works very
well under pure DOS but only for disk images with max. 830kB. Don't know
why. Perhaps I'm going to get an old PC, install Win95 on it and try
WFDCOPY as it says in its readme that under Win2K (WinXP) it doesn't
work with more sectors than 8 and more than 80 tracks...

Cheers,
Uri

3132. Re: Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 13:23:42 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bb7lto$559$1@news1.tilbu1.nb.home.nl>
Source record: 27013
Cross-posted to: comp.sys.atari.st,comp.music.midi

Does Live work under MagiC?

Jos
"cousteau" <thomas.raukamp@t-online.de> schreef in bericht
news:b9eb3dd8.0305292058.4bcefbc8@posting.google.com...
> Hi.
>
> In my opinion LIVE is the best sequencer ever build for the Atari:
>
> http://www.harald.plontke.de/HaraldPlontke/
>
> Just try it, I couldn't live without it anymore.
>
> --
> thomas

3133. Re: Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 17:10:38 UTC
From: Radiobrain <radiobrain@bluewin.ch>
Message-ID: <3ed78fbc_2@news.bluewin.ch>
Source record: 27014

Thanks for the answers.
I've taken contact with Barrie of Keychange Music.
I 'll buy a The Cubase Package of 99€
I'll keep you informed.

Radi=O)

3134. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 17:24:01 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bb843bqtg4@sparta.btinternet.com>
Source record: 27015
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Issac

> > Youve hit the nail on the head, it is a /discussion group/, /not/ a
/spam
> > /group for Benny boy, where the ethics of this group /are/ on topic and
> > advertising wares /is not/.

> Well, then Steve, why pray tell, are you advertising for AVG and grisoft??

You fucking muppets are so busy climbing up my arse for upsetting your bum bandit chum that you are all missing the point. I would have no objections to ben advertising if he were to post a short infrequent mail with a link to an online catalouge, but he insists on posting the inventory of his fucking kitchen each and every time.

> I have been reading this group since the mid 90's, and have always
> seen Ben's ads. I don't hear you speaking up against the person
> posting the filth, since this isn't the place for that either.

As i stated above, group ethics are on topic, spam is off topic.

> Bottom line, apply a filter to Ben's posts, and move on with life.

Do you filter everything you disagree with or do you do something about it.

> There's so much traffic in here anyway, I am sure that just reading
> all the off topic/spam takes up most of a day.
>
> Besides, we evidently disagree, since our beloved atari 8bits have
> been out of production for coming up on 20 years, and the fact that
> this group is so limited, I think advertising wares is just fine.
> There's so few people left with wares, and I am sure even fewer
> willing to pay for said wares. Besides, who made the people demading
> no ads, the owners of this newsgroup?? You want to filter people set
> up a web discussion board, and filter away.

I dont want to filter anyone, that was your suggestion!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

> Isaac

Steve's Outgoing mail is certified Virus Free.

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

3135. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 17:24:13 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bb843mqtg5@sparta.btinternet.com>
Source record: 27016

Harry baby

> Ooops, overquoted a bandwidth wasting, off-topic, willy-waving sig.

You normally make a lot of sense dude, where is this shiyt coming from.

If you're bothered by a 2 liner tearline why don't you object to the brain damaged morons shopping list posted 3 or more times every couple of fucking days!.

My tearline has the industry standard accepted termination prepended to it, a compliant mailer would filter it out so whining about that /is/ a waste of breath.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

3136. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 19:58:02 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAFD0658.30E6A%nameerf@flash.net>
Source record: 27017
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> Repeated statement for those either with brain damage, low literacy or
> just plain stupid:

(Um... nice insult, moron. You do a great job at projecting your own issues onto everyone else, don't you?)

> We will discontinue our postings at the exact same time that Benny Boy
> discontinues his spam. He stops, we stop. He continues, we continue.

Ok. Then answer this to my satisfaction: Why? I don't want to read to your idiotic, profane stupidity anymore than you want to read Ben's ads, so you are being just as bad (well, worse, actually). Besides, he's probably not even reading these, as he's said that he ignores these posts. So all you're doing is annoying everyone else *but* the one you are pissed at. You are managing to screw up everyone else's enjoyment of this group, while *not* getting your point across to the person you are directing it to. So stop this stupid, cowardly stunt now and grow up.

> We go through *several* remailers in
> *several* countries and everything is encrypted from the source right to
> the last remailer so, good luck buddy.

You wouldn't go through all this trouble if you weren't doing something you knew was stupid and wrong, so why bother? Why not do the honorable thing and discuss this one-on-one with Ben instead of taking your ignorant vendetta out on the innocent readers of this group?

> The best method to have all of these discussions discontinued is to
> ensure Benny Boy doesn't spam any further and then, problem solved.

Is that *our* problem? NO! Go straight to him via e-mail, where you can actually reach the guy, and leave this group to what it was meant for. You do realize that his e-mail is easy to get ahold of, as he doesn't hide behind remailers like a coward...

> Why does Ben get all the fun? He's not only a spammer but a scammer.
> He's ripped-off people in our group before any of this even started and
> now he chooses to spam so no, we aren't going anywhere yet.

I haven't heard of anyone being ripped off. In fact, the only comments about his service is that it is exemplary.

> [A.L.F] .,~Atari Liberation Front~,. [A.L.F]

And what the **** is this?!?!? You really do have an overblown ego and a demented desire to tarnish the Atari name, don't you? Grow up and get a life.

My final statement on this: This crap won't get through to Ben, so give it up and let us get on with actual productive discussion rather than your stupidity.

Mike Freeman
nameerf@flash.net

3137. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 21:24:51 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.30.21.24.51.724851@removenoaspam.atari-source.com>
Source record: 27018
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 29 May 2003 11:48:54 -0700, Isaac Davis wrote:
>
>
> Well, then Steve, why pray tell, are you advertising for AVG and
> grisoft??
>
> I have been reading this group since the mid 90's, and have always
> seen Ben's ads. I don't hear you speaking up against the person
> posting the filth, since this isn't the place for that either.
>
> Bottom line, apply a filter to Ben's posts, and move on with life.
> There's so much traffic in here anyway, I am sure that just reading
> all the off topic/spam takes up most of a day.
>
> Besides, we evidently disagree, since our beloved atari 8bits have
> been out of production for coming up on 20 years, and the fact that
> this group is so limited, I think advertising wares is just fine.
> There's so few people left with wares, and I am sure even fewer
> willing to pay for said wares. Besides, who made the people demading
> no ads, the owners of this newsgroup?? You want to filter people set
> up a web discussion board, and filter away.
> Isaac

Isaac,

My position and the position most complainants have and don't even know it is not that Advertisements are unwelcome here, it's that BEN's advertisements are unwelcome. Why? Ben is ignorant of his own customers, he doesn't listen to what people say. He posts the same damn drivel over and over again. For example his free stuff list. We've already established that it's a bunch of crap that no one wants to drive to portland for. Post it once, post it twice.. give up and ship it or toss it. Ben is an ANNOYANCE. He has no products that I would actually want to buy. I'm a scavenger.. I like to find the best deals, it's in my very nature to avoid stores like that. Probably most atarians are similar. Combined with a rather stunning reputation of atari (16/32, can't vouch for 8bit), sellers on ebay, I don't have a reason to ever turn to ben. plus I know mouse_master who bought out toad computers and has boxes and boxes of replacement IC's and such. I know Stimpy who has some replacement parts I could buy.... you know it's just pointless. You can pick up most any 8bit machine off ebay and most of the mods are DIY. So who cares?

The problem that people have with ben is that they never see anything new, fresh, exciting or different. The ads are the same, formatted the same,

filled with exclamation points and whiz bam deals and 20% and 30% and it just sounds rediculous. He sounds like a #$#%@! vacuum cleaner salesman. That's why people hate it.

Most people who do all out advertising on here come on. They're short, to the point and say what they have. i.e. "auction on ebay" followed by the link. Or "Check out my new site". I've looked through Ben's catalog. There's nothing I want. It's not like there's going to be an absurd amount of new readers to the group daily and if someone is looking for a damn atari store, they'll go to groups.google.com and they'll type atari sales or atari store and guess what. they'll find 8bazillion ads posted by ben. But if he posted one every 2 months, they'd STILL find him.

Not *everybody* has a mental deficiency. So why make everyone suffer. I'm not going to filter this group or any other I read. It's about principle. I'm only now just getting to the point where I'll do anything more than add an rbl to my email server.

to put it simple. NOBODY is going to make a constant profit from atari 8bit or 16/32. But if you want to try it like B&C, fine, but at least don't be so absurdly annoying about it. Say it, don't spray it.

Alas I'm wasting my breath as Ben will never change. But at least reasonable people like you should understand what's really wrong (at least from my perspective).

Mark
http://atari-source.com <- My advertisement!

3138. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 22:00:08 UTC
From: mr_i_davis@hotmail.com
Message-ID: <d735c5ea.0305301400.4a251dd@posting.google.com>
Source record: 27019
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Steeve

> Hi Issac
>
> You fucking muppets are so busy climbing up my arse for upsetting your bum
> bandit chum that you are all missing the point. I would have no objections
> to ben advertising if he were to post a short infrequent mail with a link to
> an online catalouge, but he insists on posting the inventory of his fucking
> kitchen each and every time.

Well, that's the first time I have seen this requested. I thought he
was to stop posting altogether. I'll admit, years ago, I thought his
list was quite huge, and a nuisance, but over time, it has dwindled it
seems, and with fewer people hawking wares, I don't seem to mind it
anymore. Has anyone even bothered to just ask him to post a link to
his site?

> As i stated above, group ethics are on topic, spam is off topic.

I think to be consistent, you should be speaking out against whoever
is posting the filth. It really makes your cause look off kilter when
you don't apply a level base of tolerance.

> > Bottom line, apply a filter to Ben's posts, and move on with life.
>
> Do you filter everything you disagree with or do you do something about it.

No, with the 20 posts in here on a good day, I just hop over the ones
I am not interested in. For instance, I don't own a Black Box, so I
don't spend too much time readng the posts about them, or getting
pissed because other people are making such a fuss about them. If
Ben's ads were annoying to me, I would filter him, and do filter
people in other groups. It's just the nature of usenet. When someone
is on tv spouting something you don't agree with, do you change the
channel, or launch a crusade against the tv station in hopes of
squelching your perceived enemy?

> I dont want to filter anyone, that was your suggestion!.

Well, by insisting that Ben stop, not only are you filtering Ben for
yourself, you are trying to impose your filter on everyone else.

> --
>
> Regards, Steve. S.
>

> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>

It's much easier having an intelligent conversation. I honestly was
expecting a post telling me to ram a cartridge up my keister. I guess
it's just taking whoever is making those up, a while to gather his
thoughts, and tap out the message with the pencil in his mouth. Sad...
Isaac

3139. Atari Stuff for sale: Toronto

Newsgroup: comp.sys.atari.st
Date: 2003-05-30 23:32:54 UTC
From: waldo_xx@yahoo.com
Message-ID: <vfqfdvg9u2vod59fifrf2jnd9u1ph9hral@4ax.com>
Source record: 27020

```
Cool Software:
-DynaCadd incl key
-Lattice C 5.5 + 5.6 + manuals

Music Software:
-ECS Keyboard Kapers
-ECS Keyboard Fingerings

Magazines:
-Current Notes
-ST Applications

Hardware:
-Golden Image Hand Scanner (no power adapter) Microdeal Stereo Replay
sound cartridge
-Manuals (no software):
-Extendos
-Home Accountant
-NeoDesk4 manual

Books:
-GST ASM Macro Assembler
-Learning C Programming Graphics on the Amiga and ST (pcopy)
-STOS The Game Creator User Guide
-STOS The Game Maker's Manual

Other Software:
-Abacus PC Board Designer
-Diamond Back 3 (Disk only)
-NeoDesk CLI
-PC Ditto
-Sara
-Sara V2
-STraight Fax 2.0 + 2.1
-TimeWorks Publisher
-ZoomracksST
```

3140. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 00:13:01 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bb8s2d$fs1$1@thorium.cix.co.uk>
Source record: 27021

steve.sweet@btopenworld.com (Steve Sweet) wrote:

> Harry baby
> If you're bothered by a 2 liner tearline
Your tearine is 13 lines long.

> why don't you object to the brain damaged morons shopping list posted 3
> or more times every couple of fucking days!.
It's posted about twice a month.
The thread discussing his advert is the bulk of this newsgroup, is
criminally abusive while being simultaneously futile and itself has
generated complaints to ISP's. I'd rather delete his ad once a fortnight
(if it bothered me, which it doesn't) than delete the grizzling 10 times a
day.

I note you didn't respond to any other part of my message. Coward.
I note your reply wasn't in mail. Idiot.
I note my reply... well, never mind... <g>

rgds
H

3141. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 02:05:56 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3ED80E89.D6E20521@tampabay.rr.com>
Source record: 27022
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Michael and Nicole Freeman wrote:

> Besides, he's probably not
> even reading these, as he's said that he ignores these posts.

Probably not. Too bad because he'd be LOVING all the attention this
dumbass gives to him everytime!

--
Gregory D. George

Only email me at http://www.ataritimes.com/email

=-=-=-

3142. Re: I'm still one of Benny's big fagots!

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 03:02:12 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bb95vkjpu1@thorium.cix.co.uk>
Source record: 27023

> In article <I8T62GWK37771.8979861111@Gilgamesh-frog.org>,
> ilaskey@cix.co.uk (Iain Laskey) wrote:

Ok, this really is the limit.
I've just checked on CiX and this is the current address for Iain Laskey,
who I think I've known well enough to say didn't post this.

Can the last guy left please turn off the lights.
Have a good life.

3143. Do as I say, not as I do (was: A Word About Ben Smith)

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 06:57:42 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAFDA11D.30FB2%nameerf@flash.net>
Source record: 27025
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well, I don't normally reply to stupidity, but I did. Please forgive me for contributing to the destruction of this Newsgroup.

My advice (which I didn't follow): Don't respond directly to these losers slandering Ben Smith and calling themselves the "Atari Liberation Front" (i.e. don't try to discuss this with them). They have shown me once again that stupidity cannot hold a coherent conversation. They sent me a personal threat e-mail in response to my last post - one full of overly repeated uses of "f**k", "s**t", and "fagboy" in reference to me, and promising pain and a "lesson". They obviously have mental deficiencies that prevent them from rational thought and peaceful, honest conversation.

Does anyone have any other ideas on how to get rid of this filth? I'm sick of wading through this to get to real meaningful discussion. Perhaps if we put our heads together we can come up with something. Their threats are obviously empty ones (besides maybe faking our personal e-mail addresses as their own in their posts), and there's obviously nothing they can do to the entire group if we *all* get involved and get this problem solved.

Any ideas? Ignoring them won't work in this case, as they are basing their posts on Ben's continued posts (which I personally welcome - just my personal view...). Other alternatives must be followed. I think this is the only thing related to these posts that is really worth discussing here. Thanks!

Mike Freeman
nameerf@flash.net

3144. Re: Whats the best software needed to use a CD Rom on a falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 08:15:56 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bb9o8n$c6g$1@news2.tilbu1.nb.home.nl>
Source record: 27026

That's true. Also CAF AIF's are not common AIF's but compressed. I've found CAF has some problems with heavier imported 'real' AIF's. Slower screen drawing with small portions and timing with larger.

Jos

"Smeg" <smeg_007@NOSPAM.hotmail.com> schreef in bericht news:bb77tniip1@news7.svr.pol.co.uk...
>
> Mark <fried.man@sympatico.ca> wrote in message
> news:2b61dc2b.0305291406.3f7128a8@posting.google.com...
> > I've found that Cubase cannot import aiff files directly from a CD.
> > You have to copy them to your hard drive first. Midi files are OK
> > though.
> > Mark
>
> This is because Cubase needs the samples to be on a SCSI hard drive.
>
> Smeg.
>
>

3145. Re: Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 08:49:17 UTC
From: Loki Harfagr <l0k1@free.fr>
Message-ID: <Xns938C6E17936B4l0k1freefr@213.228.0.133>
Source record: 27027
Cross-posted to: comp.sys.atari.st,comp.music.midi

"Radiobrain" <radiobrain@bluewin.ch> wrote in
news:3ed641dc$1_3@news.bluewin.ch:

> I bought 2 weeks ago a Atari 1040ST with a Unitor.
> Now, i'm looking a good music program to make work this little thing.
> I tried Cubase lite but too light. Not enough editing menu.
> I also tried Notator but too complexe when you don't be the Conceptor
> of Notator.

That may be right, I thought that Notator was fairly
easy to use but I started with its ancestor (Creator)
which may explain the learning curve passed :)

> Does any know a easy to use and advanced stuff for creating Music?

Anyway you also can try the Logic (Midi not Audio on the ST)
It is the superseder of the Notator and is really lots more
easier to begin and much more powerful when you get passed
the learning of the 800 pages of doc :)

(I used to use the Logic 1.7 and 2.0 and 2.01 on the STF
I don't know if the 2.5 works but it should)

3146. Re: How to get .st (.msa)-images on real Atari disks on new PCs?

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 09:02:29 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb9r9n$r15$1@newsg3.svr.pol.co.uk>
Source record: 27028

Uri Puivov <u_ri_p_ui@yahoo.de> wrote in message
news:bb7kmi$6firg$1@ID-130827.news.dfncis.de...
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote:
> > [...]
> > You can use VGACOPY to format floppies on the PC that you want to be
bigger
> > than normal (IE 82 tracks 20sectors) for .ST files that need that format
> > disk. If you press formfill button you you can choose a type of format
> > using the mouse in the bottom window. It will load that format into the
disk
> > buffer then you would use the Write button to format the disk. You can
press
> > a function key instead for the most common formats (F8 is 10S 82T, F10
is
> > 18S and 80T (standard 1.44mb)).
> >
> > Once you have formatted the disk with Vgacopy, and you dont get any
dodgy
> > sectors you know the disk is ok, you could try makedisk/STdisk again. If
you
> > still cant get it to work then its probably your floppy drive is only
just
> > aligned so writing extended formats increases the error in the
alignment,
> > also disks transfered from one machine to another will have problems. I
had
> > to change the floppy drive in my PC last year because of this.
>
> Ok ;-), now I've understood. Unfortunately, this doesn't work for me as
> VGACOPY neither formats 720kB not 820kB under pure DOS. I've found an
> old 2.88MB-floppy and installed this into my PC. Now STDISK works very
> well under pure DOS but only for disk images with max. 830kB. Don't know
> why. Perhaps I'm going to get an old PC, install Win95 on it and try
> WFDCOPY as it says in its readme that under Win2K (WinXP) it doesn't
> work with more sectors than 8 and more than 80 tracks...

If Vgacopy doesnt format 720K disks then there is a real problem.

"Format A: /F720" will format a 720K disk in DOS. Did you try that? I dont
have an XP machine in front of me so I cant check XP's pseudo-DOS to see
whether support for 720K's (and indeed 5"1/4 drives) has been removed.

Smeg.

3147. CT60 - Was: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 09:12:27 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb9rsdtpf1@newsg4.svr.pol.co.uk>
Source record: 27029

Rob <rob19@eggconnect.net> wrote in message
news:uahedvkm188l2joc6559ur8of5sdh4lqvv@4ax.com...
> Non audio version 3.01 runs absolutley fine. Me is thinking that me
> does'nt have it set up quite right.
>
> I'll have another look around... (though I'm not entirely sure what it
> is I'm looking for)

Something to do with Sync. Look for that.

> I've just been trawling the previous postings of this news group
> looking for info... The CT60 is just an accelerator with extra memory,
> yes? And it would benefit from being assisted in duties with a
> superior graphics card (not necessary, but it would be better...
> something like a nova?? Not that you're likely to get one these
> days)
>

Well, im not sure you should say "just an accelerator", the genius that designed it prowls this newsgroup :-) Its almost a complete 68060 computer on a card that has PCI and a DIMM slot (512MB memory stick anyone?) and connects to your Bus expansion connectors inside the Falc.

There is also a video card in development by a seperate team called SuperVidel. This is an FPGA based card so it is upgradeable. Its backward compatible with the Videl inside the Falcon, so all if not most software should be able to use it, and its lightning fast. Take a look at: Http://supervidel.atari.org/

Smeg.

3148. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 09:20:28 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb9sbeedi1@news7.svr.pol.co.uk>
Source record: 27030
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.05.30.21.24.51.724851@removenoaspam.atari-source.com...
> On Thu, 29 May 2003 11:48:54 -0700, Isaac Davis wrote:
> >
> >
> > Well, then Steve, why pray tell, are you advertising for AVG and
> > grisoft??
> >
> > I have been reading this group since the mid 90's, and have always
> > seen Ben's ads. I don't hear you speaking up against the person
> > posting the filth, since this isn't the place for that either.
> >
> > Bottom line, apply a filter to Ben's posts, and move on with life.
> > There's so much traffic in here anyway, I am sure that just reading
> > all the off topic/spam takes up most of a day.
> >
> > Besides, we evidently disagree, since our beloved atari 8bits have
> > been out of production for coming up on 20 years, and the fact that
> > this group is so limited, I think advertising wares is just fine.
> > There's so few people left with wares, and I am sure even fewer
> > willing to pay for said wares. Besides, who made the people demading
> > no ads, the owners of this newsgroup?? You want to filter people set
> > up a web discussion board, and filter away.
> > Isaac
>
> Isaac,
>
> My position and the position most complainants have and don't even know it
> is not that Advertisements are unwelcome here, it's that BEN's
> advertisements are unwelcome. Why? Ben is ignorant of his own customers,
> he doesn't listen to what people say. He posts the same damn drivel over
> and over again. For example his free stuff list. We've already
> established that it's a bunch of crap that no one wants to drive to
> portland for. Post it once, post it twice.. give up and ship it or toss
> it. Ben is an ANNOYANCE. He has no products that I would actually want
> to buy. I'm a scavenger.. I like to find the best deals, it's in my very
> nature to avoid stores like that. Probably most atarians are similar.
> Combined with a rather stunning reputation of atari (16/32, can't vouch
for
> 8bit), sellers on ebay, I don't have a reason to ever turn to ben. plus I
> know mouse_master who bought out toad computers and has boxes and boxes of
> replacement IC's and such. I know Stimpy who has some replacement parts I
> could buy.... you know it's just pointless. You can pick up most any 8bit

> machine off ebay and most of the mods are DIY. So who cares?
>
> The problem that people have with ben is that they never see anything new,
> fresh, exciting or different. The ads are the same, formatted the same,
> filled with exclamation points and whiz bam deals and 20% and 30% and it
> just sounds rediculous. He sounds like a #$#%@! vacuum cleaner salesman.
> That's why people hate it.
>
> Most people who do all out advertising on here come on. They're short, to
> the point and say what they have. i.e. "auction on ebay" followed by the
> link. Or "Check out my new site". I've looked through Ben's catalog.
> There's nothing I want. It's not like there's going to be an absurd
> amount of new readers to the group daily and if someone is looking for a
> damn atari store, they'll go to groups.google.com and they'll type atari
> sales or atari store and guess what. they'll find 8bazillion ads posted by
> ben. But if he posted one every 2 months, they'd STILL find him.
>
> Not *everybody* has a mental deficiency. So why make everyone suffer.
> I'm not going to filter this group or any other I read. It's about
> principle. I'm only now just getting to the point where I'll do anything
> more than add an rbl to my email server.
>
> to put it simple. NOBODY is going to make a constant profit from atari
> 8bit or 16/32. But if you want to try it like B&C, fine, but at least
> don't be so absurdly annoying about it. Say it, don't spray it.
>
> Alas I'm wasting my breath as Ben will never change. But at least
> reasonable people like you should understand what's really wrong (at least
> from my perspective).
>
> Mark
> http://atari-source.com <- My advertisement!

Couldnt have said it better myself.

(now Im gonna get slagged for quoting all that :-) ho hum).

Smeg.

--

3149. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 09:29:30 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb9ssc$85n$1@news8.svr.pol.co.uk>
Source record: 27031
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Gregory D. George <abuse@tampabay.rr.com> wrote in message
news:3ED80E89.D6E20521@tampabay.rr.com...
> Michael and Nicole Freeman wrote:
>
> > Besides, he's probably not
> > even reading these, as he's said that he ignores these posts.
>
> Probably not. Too bad because he'd be LOVING all the attention this
> dumbass gives to him everytime!
>

Actually I think you both are mistaken. Looking at the mails that he
actually wrote (rather than the regurgitated spam he sends out) allows one
to get an idea about this man. If I wasnt convinced that I know who it is
who is actually hassling him, I'd be thinking that he was doing it himself
to generate the attention. What I am sure of is that he does read all these
emails, he wouldnt be able to resist, in fact he even replied to one a while
ago and his reply said that he doesnt read them....

Smeg.

3150. CT60 : 25 MHz bus on Falcon like the CT2

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 09:33:31 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ed876e8$0$11650$626a54ce@news.free.fr>
Source record: 27032

This concerns only people who will boost their falcon mb fitting the CT60
WITH solders !

I correct some timings into ABE to allow 50 MHz clock to motherboard intead
of the 40 ...
This means that you will be able to replace the 40 MHz oscillator by a 50
MHz to speed the Falcon bus to 25 MHz and the VIDEL / DSP to 50 MHz, all
like the CT2.
But the CT60 offer something better : the write accesses are always in 3
clock cycles instead of 4 !
So, CT60 will offer same video mode than the CT2 but with better ST-ram /
video speed performances...

The ABE version (AB50) for 50 MHz is different with the one for the 40 MHz
(AB4x)...
CT60 have a 40 soldered oscillator, so they will be programmed with a 40 MHz
timing.
I call again that it is possible to program yourself the hardware chips
making a download cable between the // port of the falcon (or PC) and the
JTAG connector of the CT60.
If you want to see the schematic of this cable to realize it (I recommend
because some updates will surely arrive about ABE and SDR); download now the
1.5 MB CT60 archive at Didier Mequignon (see the link on my web site).

A last thing : if you have a 80ns 4MB ram card (the atari model), videl does
not read correctly the data for the screen (some noisly pixels).
So, the 50 MHz video modes are reserved for those who have 60 ns RAM like
EDO DIMM on a board (and the board must be well routed = I'm sure about the
CTR14, but I remember that some models have too long traces and get some bad
pixels on screen too).
For your info, 242 CT2 were sold and all were at 50 MHz : no videl were
destroyed as I know....

Regards

3151. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 10:35:49 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bba0i3hcu1@sparta.btinternet.com>
Source record: 27035
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Oy Fuck face

How come you only address your supporters, face your critics as well arse munch.

> > In comp.sys.atari.st <1043949344.782596@blade.atari-source.com>
> > Mark Duckworth wrote on Thu 30-01-2003 11:01 (-0500):
> >
> > >Bravo Sierra Computers wrote:
> > >
> > >> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> > >> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
> >
> > >It is absurd how it hasn't occurred yet to some that perhaps the reason for
> > >the lack of business is a largely angry customer base that doesn't want to
> > >do business with him. *sigh*. He's digging his own grave.
> >
> > I don't think so... I actually had the pleasure to buy from him right
> > before christmas, partly because of his posts to this NG but also because
> > of yours and others unfair complaints about his ads here.
> >
> > Got a couple of hard to find items and yes, his service is excellent!
> > Some might think twice before sending cash in advance to remote
> > continents but with Ben Smith there is no need to worry. Just remember to
> > use insured mail when sending money.
> >
> > He kept his promise about "quick turn around time" and I got the items
> > here as fast as the postal system permits by "Global Priority Mail" at no
> > extra cost.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

3152. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 10:35:51 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bba0i5hcu2@sparta.btinternet.com>
Source record: 27034

Harry baby

> > Harry baby
> > If you're bothered by a 2 liner tearline

> Your tearine is 13 lines long.

Actually the number of lines is irelevant, its the character count that is
important.

> > why don't you object to the brain damaged morons shopping list posted 3
> > or more times every couple of fucking days!.
> It's posted about twice a month.

> The thread discussing his advert is the bulk of this newsgroup, is
> criminally abusive while being simultaneously futile and itself has
> generated complaints to ISP's. I'd rather delete his ad once a fortnight
> (if it bothered me, which it doesn't) than delete the grizzling 10 times a
> day.

If only it was once a frtnight, and if only it was a simple mail witrh a
link to his website then everyone woulnd get what they need.

> I note you didn't respond to any other part of my message.

I'm ignoring you.

> Coward.

I'm gonna give you such a slap. 8~)

> I note your reply wasn't in mail. Idiot.

Eh!, i answered in public so all will see, i'm not the asshole who's hiding.

> I note my reply... well, never mind... <g>

Its past your bedtime.

>
> rgds
> H

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

3153. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 10:35:52 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bba0i7hcu3@sparta.btinternet.com>
Source record: 27036
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi "Rustynutt"

<rustynutt@hotmail.com> wrote in message
news:B64U1OWK37771.391400463@Gilgamesh-frog.org...

> We are being a bother?

Must have been summat i said!!. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

3154. Re: I'm still one of Benny's big fagots!

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 10:35:54 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bba0i9hcu4@sparta.btinternet.com>
Source record: 27033

Hi Harry

<sidcelery@cix.compulink.co.uk> wrote in message
news:bb95vkjpu1@thorium.cix.co.uk...
>
> > In article <I8T62GWK37771.8979861111@Gilgamesh-frog.org>,
> > ilaskey@cix.co.uk (Iain Laskey) wrote:
>
> Ok, this really is the limit.
> I've just checked on CiX and this is the current address for Iain Laskey,
> who I think I've known well enough to say didn't post this.

Perhaps he objects to Benny boys spam, perhaps other people have their own
opinions!, damn!

> Can the last guy left please turn off the lights.

I will

> Have a good life.

I haven't.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

3155. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 10:35:56 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bba0iahcu5@sparta.btinternet.com>
Source record: 27038
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Issac

> Hi Steeve

One less' e' there

> > Hi Issac
> >
> > You fucking muppets are so busy climbing up my arse for upsetting your
bum
> > bandit chum that you are all missing the point. I would have no
objections
> > to ben advertising if he were to post a short infrequent mail with a
link to
> > an online catalouge, but he insists on posting the inventory of his
fucking
> > kitchen each and every time.
>
> Well, that's the first time I have seen this requested. I thought he
> was to stop posting altogether. I'll admit, years ago, I thought his
> list was quite huge, and a nuisance, but over time, it has dwindled it
> seems, and with fewer people hawking wares, I don't seem to mind it
> anymore. Has anyone even bothered to just ask him to post a link to
> his site?

Long ago i requested that the size be cut to one short mail carrying a link
to a website ot even an advert for a private mailing list, he responded to
none of these suggestions and then started to post 3 or more long mails in
a session

> > As i stated above, group ethics are on topic, spam is off topic.

> I think to be consistent, you should be speaking out against whoever
> is posting the filth. It really makes your cause look off kilter when
> you don't apply a level base of tolerance.

I'm sticking to the issue i'm interested in, where it suits me. 8~)

> > > Bottom line, apply a filter to Ben's posts, and move on with life.
> >
> > Do you filter everything you disagree with or do you do something about
it.
>
> No, with the 20 posts in here on a good day, I just hop over the ones
> I am not interested in.

But there's the chance that one day that person you just filtered will have some usefull and welcome input, i may well use his services one day, i may well join a conversation with him, i'm not objecting to him or his living, but only when he stops his multi page spamming and replaces it with a short mail with a web-link will i let ot go.

> For instance, I don't own a Black Box, so I
> don't spend too much time readng the posts about them, or getting
> pissed because other people are making such a fuss about them. If
> Ben's ads were annoying to me, I would filter him, and do filter
> people in other groups. It's just the nature of usenet. When someone
> is on tv spouting something you don't agree with, do you change the
> channel, or launch a crusade against the tv station in hopes of
> squelching your perceived enemy?

I protest to the channel, direct action is the only effective method.

> > I dont want to filter anyone, that was your suggestion!.
>
> Well, by insisting that Ben stop, not only are you filtering Ben for
> yourself, you are trying to impose your filter on everyone else.

A compromise would shut me up for good, no-one comments on that suggestion, least of all benny-fag-boy.

> It's much easier having an intelligent conversation.

I completely agree.

> I honestly was expecting a post telling me to ram a cartridge up my keister.

I hold that in reserve. 8~)

> I guess it's just taking whoever is making those up, a while to gather his
> thoughts, and tap out the message with the pencil in his mouth. Sad...

I tried sensible post's, and email to Benny boy, he only replies to his defenders

> Isaac

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

3156. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 10:35:57 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bba0ichcu6@sparta.btinternet.com>
Source record: 27037
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Mark

> > Well, then Steve, why pray tell, are you advertising for AVG and
> > grisoft??
> >
> > I have been reading this group since the mid 90's, and have always
> > seen Ben's ads. I don't hear you speaking up against the person
> > posting the filth, since this isn't the place for that either.
> >
> > Bottom line, apply a filter to Ben's posts, and move on with life.
> > There's so much traffic in here anyway, I am sure that just reading
> > all the off topic/spam takes up most of a day.

> Isaac,

> My position and the position most complainants have and don't even know it
> is not that Advertisements are unwelcome here, it's that BEN's
> advertisements are unwelcome. Why? Ben is ignorant of his own customers,
> he doesn't listen to what people say. He posts the same damn drivel over
> and over again. For example his free stuff list. We've already
> established that it's a bunch of crap that no one wants to drive to
> portland for. Post it once, post it twice.. give up and ship it or toss
> it. Ben is an ANNOYANCE.

Perfectly summed up.

> Alas I'm wasting my breath as Ben will never change. But at least
> reasonable people like you should understand what's really wrong (at least
> from my perspective).
>
> Mark
> http://atari-source.com <- My advertisement!

Highly acceptable...

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

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Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

3157. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 10:37:45 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bba0ln$8r8$1@titan.btinternet.com>
Source record: 27039
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Smeg

> > Mark
> > http://atari-source.com <- My advertisement!

Oops, i meant to clip that but its such a wonderfull example of an
acceptable advert... 8~)

> Couldnt have said it better myself.
>
> (now Im gonna get slagged for quoting all that :-) ho hum).

You'll get slagged anyway just coz you're not pro-benny. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

3158. Re: Do as I say, not as I do (was: A Word About Ben Smith)

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 11:56:38 UTC
From: Xao-ming <ming@unlucky-DICKHEAD.com>
Message-ID: <1k3hdvotu0haecjv56hp0ulpbeqctqrmkp@4ax.com>
Source record: 27040
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sat, 31 May 2003 06:57:42 GMT, Michael and Nicole Freeman
<nameerf@flash.net> wrote:

>Well, I don't normally reply to stupidity, but I did. Please forgive me for
>contributing to the destruction of this Newsgroup.
>
>My advice (which I didn't follow): Don't respond directly to these losers
>slandering Ben Smith and calling themselves the "Atari Liberation Front"
>(i.e. don't try to discuss this with them). They have shown me once again
>that stupidity cannot hold a coherent conversation. They sent me a personal
>threat e-mail in response to my last post - one full of overly repeated uses
>of "f**k", "s**t", and "fagboy" in reference to me, and promising pain and a
>"lesson". They obviously have mental deficiencies that prevent them from
>rational thought and peaceful, honest conversation.

Just ignore the powerless dick(s), they (if it's more than one mofo's
which I doubt) just fill the group with filth designed to show how
powerful they are and yet the fact that they can't stop their arch enemy
posting just proves how f**king useless they really are.

Dickless morons incapable of that little act so they stamp their feet
like spoilt little kids just to prove if they can't do the job in hand
and that they can cry like little girls as loud as possible while hiding
behind their nym, dizum etc places.

Very powerful...<shudder> LOL

What makes me laugh is how stupid they are, even if you find Bravo's
adverts a little too often as I do but say stop filling the group with
foul abuse you get called a 'Benny Boy' fan.

How f**king stupid is that, it just shows the level of reasoning behind
their thinking. This ALF thing isn't about keeping the group free of
spam, its about filling the group with their spam in some form of
competition.

Lusers

The best move is to add kill filters to both mail and news using the
below addresses, update them ad they swap around.

@nym.alias.net
@Gilgamesh-frog.org
@dizum.com

While the mails are PGP encrypted and routed via various remailers the end result is that only a certain number of free remailers do both news and mail anon so their options are not as big as they lead you to believe.

3159. Re: How to get .st (.msa)-images on real Atari disks on new PCs?

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 12:08:19 UTC
From: Uri Puivov <u_ri_p_ui@yahoo.de>
Message-ID: <bba60c$7aufv$1@ID-130827.news.dfncis.de>
Source record: 27041

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote:
> If Vgacopy doesnt format 720K disks then there is a real problem.

Yeah, it's a strange behaviour. Under pure DOS it doesn't format
720kB, but under WinXP it does. *puzzled*

> "Format A: /F720" will format a 720K disk in DOS. Did you try that?

Yes, this works. It seems that VGACOPY doesn't like my floppy
controller for some reasons.

> I dont have an XP machine in front of me so I cant check XP's
> pseudo-DOS to see whether support for 720K's (and indeed 5"1/4 drives)
> has been removed.

But it's a Win95B-Bootdisk. Not a XP-Bootdisk. Don't know why it
doesn't work. I gonna try to get an older PC...

Cheers and thanks,
Uri

3160. Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 12:14:01 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ed847d0c19f83@attbi.com>
Source record: 27043

>Everyone,
> I am sure this has been asked a million times but I
>have yet to have seen this mentioned in CSAST. But
>what is the DSP port on the back of the Falcon used
>for??? Makes me very curious and want to tackle
>another MOD on my Falcon as soon as I have the CT60
>installed.
>
>Thanks for the help,
>Carey Christenson

Hello Carey,

When I saw the Falcon being demoed at a past MIST, they were
mainly using it for playing music and vide samples. I am sure it
has many other uses.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3161. Re: Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 12:14:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ed847d0c19f84@attbi.com>
Source record: 27042
Cross-posted to: comp.sys.atari.st,comp.music.midi

>Hi all ,
>I bought 2 weeks ago a Atari 1040ST with a Unitor.
>Now, i'm looking a good music program to make work this little thing.
>I tried Cubase lite but too light. Not enough editing menu.
>I also tried Notator but too complexe when you don't be the Conceptor
>of Notator.
>Does any know a easy to use and advanced stuff for creating Music?
>
>Any proposition welcome:)
>Thanks for your answers.
>
>PS: I'm ready to invest.

If you want something simple I would try Tiger Cub. I have used on
my ST and STe and it works great. On my Hades I am using Sweet 16
which would also run on a ST. Right now, to my knowlege, Sweet 16
is the only midi sequencer that is still being supported and
updated.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
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Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3162. Re: Papyrus X!

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 12:14:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ed847d0c19f87@attbi.com>
Source record: 27044

>Hallo Edward S. Baiz,
>
>ESBJ>Really??? I had not heard that. Where did you read this???
>
>On the homepage of R.O.M.: "Papyrus X! comes in the new version with many
>useful features for all platforms (Non-Windows versions end of may) and for
>the Apple Macintosh as an extension of the OS palette (as soon as
>possible)." In the news of <http://www.st-computer.net> I read the
>announcement that Papyrus X! for OS/2 and Atari comes in the summer,
>because the Windows version is the main version and the Macintosh version
>is the next.
>
>Gruss
>
> Martin [PGP-Key available]

Thanks for the info. I will look into it. I emailed ROM about if
there was going to be a TOS version of Papyrus X and have not
heard from them as yet.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3163. Re: Whats the best software needed to use a CD Rom on a falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 12:14:03 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ed847d0c19f89@attbi.com>
Source record: 26946

>I have a cd rom drive and I wish to use it on my falc. (for importing
>aiff's into cubase audio)
>
>Which is the best and easiest software to use to allow me to use the
>drive on the falcon. I tried plugging it in and loaded up the HDdriver
>(7.8) software, but I wasn't able to get the CD Rom working using just
>this.
>
>Thanks... Rob

I would try Extendos Gold. That is what I use on my Hades and STe.
Both computers recognize their respective CD rom drives just fine.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3164. Re: Printing problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 12:14:03 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ed847d0c19f88@attbi.com>
Source record: 27045

>So if you encounter programs that refuse to print with NVDI,
check >the 'Ports' setting of the NVDI 'Print' dialog, either in
the program >itself or with PRINTER.CPX!
>
>Regards, /Peter/

Thanks for the tip. I will remember that.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3165. Re: Do as I say, not as I do (was: A Word About Ben Smith)

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 12:26:06 UTC
From: Bill Freeman <nomail@invalid.org>
Message-ID: <3105200308260653 89%nomail@invalid.org>
Source record: 26947

> Well, I don't normally reply to stupidity, but I did.

I know I'm making that same mistake, and any response at all just keeps it going, but;

It is interesting to read some of this sort of exchange, and especially the message headers, just to identify the real nut cases and their location.

In light of all the liars, theives and other undesirable scum in the world, if a major thorn in someone's side is Ben Smith's spam, they must be having a pretty soft ride through life. Not to mention a lot of spare time to waste at their computer.

I read Ben's ads for a while, decided there was nothing in them of interest to me, and started ignoring them a long time ago.

The argument overBen has become more interesting than his Spam.

3166. Re: money scam

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 13:18:15 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbaa2m$ok2$1@titan.btinternet.com>
Source record: 26949
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi "Luposian"

> If anyone, and I mean ANYONE, wants to make me believe this is actually
> going to work, they will first have to put THEIR money where their mouth
is!
> Send ME even $1 (even via PayPal! Hey, now there's a thought! A new way
of
> sending and recieving scam money!) and I'll *think* about doing this.

Reported to IP, Paypal and police for attempted criminal extortion.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

3167. Re: Language disk

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 13:18:17 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbaa2o$ok2$2@titan.btinternet.com>
Source record: 26948

Hi "polof"

> Where could i find a language disk for an atari mega st4?

What specificaly are you trying to achieve, the language disk contained
nothing of any real use that couldnt be substiuted with something superior
from the web.

> It's possible to download it and making a dissk with dos?

> Filippo

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

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Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

3168. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 13:18:18 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbaa2p$ok2$3@titan.btinternet.com>
Source record: 26950

Hi Rob

> I've just been trawling the previous postings of this news group
> looking for info... The CT60 is just an accelerator with extra memory,
> yes?

Far from it, it is a complete procesor upgrade with its own memory, OS and
support peripherals.

>And it would benefit from being assisted in duties with a
> superior graphics card (not necessary, but it would be better...

That wouldnt benefit 'it' at all, it would benefit the viewer.

> something like a nova??

Or something from this century even.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

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Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

3169. Re: Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 13:27:16 UTC
From: Laurence Payne <l@laurenceDELETEpayne.freeserve.co.uk>
Message-ID: <9cbhdvc7esiq6moocj00p6mobl0qkbt930@4ax.com>
Source record: 26951
Cross-posted to: comp.sys.atari.st,comp.music.midi

>Hi all ,
>I bought 2 weeks ago a Atari 1040ST with a Unitor.
>Now, i'm looking a good music program to make work this little thing.
>I tried Cubase lite but too light. Not enough editing menu.
>I also tried Notator but too complexe when you don't be the Conceptor
>of Notator.
>Does any know a easy to use and advanced stuff for creating Music?
>
>Any proposition welcome:)
>Thanks for your answers.
>
>PS: I'm ready to invest.
>

Cubase or Notator. Both are full-featured, complex programs. Learn
and enjoy!

CubaseFAQ page www.laurencepayne.co.uk/CubaseFAQ.htm

3170. Re: Do as I say, not as I do (was: A Word About Ben Smith)

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 13:55:18 UTC
From: dufus@bunghole.net
Message-ID: <3ed8b339.8720589@nntp.ix.netcom.com>
Source record: 26952
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

It's also quite obvious that the dickless wonder was recently caught
by his mommy masturbating to men's muscle magazines. Hence, the need
to vent their frustrations out where they have a false perception of
power. From the spelling atrocities alone, it's clear that you're
dealing with a sub-ten-year-old mind, so why bother to attept reason?
The communication is only one-way and the comprehension at the far end
is nonexistent.

BTW - after reading how many folks here notice his drivel, rest
assured that the perpetrator achieves a woody and runs into the house
to pork his daddy/uncle (same person) again.

On Sat, 31 May 2003 12:56:38 +0100, Xao-ming
<ming@unlucky-DICKHEAD.com> wrote:

>On Sat, 31 May 2003 06:57:42 GMT, Michael and Nicole Freeman
><nameerf@flash.net> wrote:
>
>>Well, I don't normally reply to stupidity, but I did. Please forgive me for
>>contributing to the destruction of this Newsgroup.
>>
>>My advice (which I didn't follow): Don't respond directly to these losers
>>slandering Ben Smith and calling themselves the "Atari Liberation Front"
>>(i.e. don't try to discuss this with them). They have shown me once again
>>that stupidity cannot hold a coherent conversation. They sent me a personal
>>threat e-mail in response to my last post - one full of overly repeated uses
>>of "f**k", "s**t", and "fagboy" in reference to me, and promising pain and a
>>"lesson". They obviously have mental deficiencies that prevent them from
>>rational thought and peaceful, honest conversation.
>
>Just ignore the powerless dick(s), they (if it's more than one mofo's
>which I doubt) just fill the group with filth designed to show how
>powerful they are and yet the fact that they can't stop their arch enemy
>posting just proves how f**king useless they really are.
>
>Dickless morons incapable of that little act so they stamp their feet
>like spoilt little kids just to prove if they can't do the job in hand
>and that they can cry like little girls as loud as possible while hiding
>behind their nym, dizum etc places.
>
>Very powerful...<shudder> LOL
>
>What makes me laugh is how stupid they are, even if you find Bravo's
>adverts a little too often as I do but say stop filling the group with

>foul abuse you get called a 'Benny Boy' fan.
>
>How f**king stupid is that, it just shows the level of reasoning behind
>their thinking. This ALF thing isn't about keeping the group free of
>spam, its about filling the group with their spam in some form of
>competition.
>
>Lusers
>
>The best move is to add kill filters to both mail and news using the
>below addresses, update them ad they swap around.
>
>@nym.alias.net
>@Gilgamesh-frog.org
>@dizum.com
>
>While the mails are PGP encrypted and routed via various remailers the
>end result is that only a certain number of free remailers do both news
>and mail anon so their options are not as big as they lead you to
>believe.
>

3171. Re: CT60 : 25 MHz bus on Falcon like the CT2

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 14:13:10 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.31.14.13.10.359422@removenoaspam.atari-source.com>
Source record: 26953

On Sat, 31 May 2003 11:33:31 +0200, Rodolphe Czuba wrote:

> This concerns only people who will boost their falcon mb fitting the CT60
> WITH solders !
>
> I correct some timings into ABE to allow 50 MHz clock to motherboard intead
> of the 40 ...
> This means that you will be able to replace the 40 MHz oscillator by a 50
> MHz to speed the Falcon bus to 25 MHz and the VIDEL / DSP to 50 MHz, all
> like the CT2.
> But the CT60 offer something better : the write accesses are always in 3
> clock cycles instead of 4 !
> So, CT60 will offer same video mode than the CT2 but with better ST-ram /
> video speed performances...
>
> The ABE version (AB50) for 50 MHz is different with the one for the 40 MHz
> (AB4x)...
> CT60 have a 40 soldered oscillator, so they will be programmed with a 40 MHz
> timing.
> I call again that it is possible to program yourself the hardware chips
> making a download cable between the // port of the falcon (or PC) and the
> JTAG connector of the CT60.
> If you want to see the schematic of this cable to realize it (I recommend
> because some updates will surely arrive about ABE and SDR); download now the
> 1.5 MB CT60 archive at Didier Mequignon (see the link on my web site).
>
> A last thing : if you have a 80ns 4MB ram card (the atari model), videl does
> not read correctly the data for the screen (some noisly pixels).
> So, the 50 MHz video modes are reserved for those who have 60 ns RAM like
> EDO DIMM on a board (and the board must be well routed = I'm sure about the
> CTR14, but I remember that some models have too long traces and get some bad
> pixels on screen too).
> For your info, 242 CT2 were sold and all were at 50 MHz : no videl were
> destroyed as I know....
>
> Regards

Rodolphe,

If you already plan to overclock to 40Mhz, can you test 50MHz easily and switch back to 40 MHz? I get the feeling you can switch to 50 MHz oscillator and reprogram to test - if nonfunctional just reprogram back to 40 MHz settings and replace with 40 mhz oscilator..... Right?

Thanks,
Mark D.
http://atari-source.com

3172. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 14:25:17 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.31.14.25.17.197674@removenoaspam.atari-source.com>
Source record: 26954
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sat, 31 May 2003 02:05:56 +0000, Gregory D. George wrote:

> Michael and Nicole Freeman wrote:
>
>> Besides, he's probably not
>> even reading these, as he's said that he ignores these posts.
>
> Probably not. Too bad because he'd be LOVING all the attention this
> dumbass gives to him everytime!

Contrary to popular belief, in this world negative advertising is just
negative advertising... It's not like someone's going to go, "Wow. Look
at all those people who are so pissed off at him. I think I'll spend my
money there!"

Mark
http://atari-source.com

3173. Re: Do as I say, not as I do (was: A Word About Ben Smith)

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 14:35:26 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.31.14.35.26.727020@removenoaspam.atari-source.com>
Source record: 26955
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sat, 31 May 2003 06:57:42 +0000, Michael and Nicole Freeman wrote:

> Well, I don't normally reply to stupidity, but I did. Please forgive me for
> contributing to the destruction of this Newsgroup.
>

This is an overzealous statement. If this ass manages to destroy the
group I would be more than slightly surprised. Considering Atari as a computing
platform has survived massive pirating, corporate death... and hey. MagiC
crashes too often.. that alone would be enough to make some people I know
give up and boot linux, I don't think there's really anything to worry
about. All this talk about death, destruction, blah. Nobody realizes
that the Atari community as it stands right now is THIN. I only pray that
there's a lot of dumb people having Falcons hiding shrinkwrapped in their
basement ;)

> My advice (which I didn't follow): Don't respond directly to these losers
> slandering Ben Smith and calling themselves the "Atari Liberation Front"
> (i.e. don't try to discuss this with them). They have shown me once again
> that stupidity cannot hold a coherent conversation. They sent me a personal
> threat e-mail in response to my last post - one full of overly repeated uses
> of "f**k", "s**t", and "fagboy" in reference to me, and promising pain and a
> "lesson". They obviously have mental deficiencies that prevent them from
> rational thought and peaceful, honest conversation.
>

In fact the proper attitude for dealing with people like this is to
actually not care. Everyone can just "ignore" the bully, but if you're
sitting there fuming, the bully will still know it. As it stands he has
only one enemy, Ben, and has just one reason to post on a semi daily basis
(alongside of Ben's ads). If everyone starts attacking the hell out of
him we'll have to read that stuff (which is admittedly much worse than
ben's ads) all the time. No fun.

> Does anyone have any other ideas on how to get rid of this filth? I'm sick
> of wading through this to get to real meaningful discussion. Perhaps if we
> put our heads together we can come up with something. Their threats are
> obviously empty ones (besides maybe faking our personal e-mail addresses as
> their own in their posts), and there's obviously nothing they can do to the
> entire group if we *all* get involved and get this problem solved.
>

I have one idea. Get Ben to care about his customers or potential
customers and stop posting the drivel.

> Any ideas? Ignoring them won't work in this case, as they are basing their
> posts on Ben's continued posts (which I personally welcome - just my
> personal view...). Other alternatives must be followed. I think this is the
> only thing related to these posts that is really worth discussing here.
> Thanks!
>

We all know the arguments about Ben's posts. They're unwelcome into my
world. As for stopping this guy? I'd say less than possible other than
distributing a killfile for as many anonymous remailers as we can find. I
don't support killfiling ben - he should listen to his potential customers
and change things a bit... at very least, it would be good business sense.
Unfortunately the whole idea that you can't stop one person from crushing
a group with crap is part of the (in)famous beauty of usenet.

> Mike Freeman
> nameerf@flash.net

Mark
http://atari-source.com

3174. Re: CT60 - Was: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 15:02:59 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbdhgb9.aqc.atari@core.preferuje.luzik.pl>
Source record: 26956

On Sat, 31 May 2003 10:12:27 +0100, Smeg <smeg_007@NOSPAM.hotmail.com> had a noticeable pleasure while writting:

>> I've just been trawling the previous postings of this news group
>> looking for info... The CT60 is just an accelerator with extra memory,
>> yes? And it would benefit from being assisted in duties with a
>> superior graphics card (not necessary, but it would be better...
>> something like a nova?? Not that you're likely to get one these
>> days)
>
> Well, im not sure you should say "just an accelerator", the genius that
> designed it prowls this newsgroup :-) Its almost a complete 68060 computer
> on a card that has PCI and a DIMM slot (512MB memory stick anyone?) and
> connects to your Bus expansion connectors inside the Falc.

CT60 does not have PCI slot.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3175. Re: CT60 : 25 MHz bus on Falcon like the CT2

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 15:21:26 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0305310721.3cdb799b@posting.google.com>
Source record: 26957

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3ed876e8$0$11650$626a54ce@news.free.fr>...
> This concerns only people who will boost their falcon mb fitting the CT60
> WITH solders !
>
> I correct some timings into ABE to allow 50 MHz clock to motherboard intead
> of the 40 ...
> This means that you will be able to replace the 40 MHz oscillator by a 50
> MHz to speed the Falcon bus to 25 MHz and the VIDEL / DSP to 50 MHz, all
> like the CT2.
> But the CT60 offer something better : the write accesses are always in 3
> clock cycles instead of 4 !
> So, CT60 will offer same video mode than the CT2 but with better ST-ram /
> video speed performances...

Hey Rudolpe!
I have 2 Falcons, One with your wonderful CT2B, another with a
Nemisis. My hope has been that I would be able to install the CT60 on
the Falcon with the Nemisis without removing the the Nemisis. It's not
that I want the Nemisis on it, I'm just hoping to avoid putting the
Falcon back to it's original state because I'm not skilled with a
soldering iron. (I'm the guy who sent my CT2B MB to you for a proper
installation, and my parents picked it up from you directly while they
were in France. When you first saw my MB, your comments to me in email
were something like, "When I see your MB I had a vision of horror! Who
did this? The solders look like big turds!") ;-)
Anyway, the Nemisis only ever ran right at 20, but with this latest
developement, I guess it really may be desirable to take the Nemisis
out? (I realize it may have been nessesary anyway!) What's your best
guess?

You da man!

Wayne

3176. Re: CT60 - Was: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 15:23:19 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0305310723.34508b76@posting.google.com>
Source record: 26958

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:<bb9rsdtpf1@newsg4.svr.pol.co.uk>...

> Well, im not sure you should say "just an accelerator", the genius that
> designed it prowls this newsgroup :-) Its almost a complete 68060 computer
> on a card that has PCI and a DIMM slot

Hey Smeg! I think the PCI slot was dropped?

Wayne

3177. New download page

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 15:29:30 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0305311717500.102-100000@UNI_MANiac>
Source record: 26959

Hi,

I have put a new page on my website with an overview of my available downloads. Most of it is Atari/Midi stuff. Latest addition to the list is my latest project called MOZABCRT: It's a program that, using an algorithm based on W.A. Mozart's "Musikalisches Würfelspiel", fully automatically generates 16 bars of Waltz music, and saves the result as an ABC music file. Using abcm2ps and Ghostscript a postscript or pdf file can be created as well as a professional looking score print on paper :-)

Take a look at my new index page:

http://www.home.zonnet.nl/m.tarenskeen/download/
(or http://www.home.zonnet.nl/m.tarenskeen/download/index.htm)

Martin Tarenskeen

3178. Re: CT60 - Was: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 15:45:47 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0305311745110.172-100000@hadesbox>
Source record: 26962

On Sat, 31 May 2003, Adam Klobukowski wrote:

> On Sat, 31 May 2003 10:12:27 +0100, Smeg <smeg_007@NOSPAM.hotmail.com> had a noticeable pleasure while writting:
> >> I've just been trawling the previous postings of this news group
> >> looking for info... The CT60 is just an accelerator with extra memory,
> >> yes? And it would benefit from being assisted in duties with a
> >> superior graphics card (not necessary, but it would be better...
> >> something like a nova?? Not that you're likely to get one these
> >> days)
> >
> > Well, im not sure you should say "just an accelerator", the genius that
> > designed it prowls this newsgroup :-) Its almost a complete 68060 computer
> > on a card that has PCI and a DIMM slot (512MB memory stick anyone?) and
> > connects to your Bus expansion connectors inside the Falc.
>
> CT60 does not have PCI slot.

Which is a must-have for me to get a ct60.

>
>

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

3179. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 16:27:21 UTC
From: Fox-1
Message-ID: <bbal5fkon2@news2.tilbu1.nb.home.nl>
Source record: 26960
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

"Steve Sweet" wrote

> Oy Fuck face
>
> How come you only address your supporters, face your critics as well arse
> munch.

I'm getting pretty sick of morons like you. Don't you see there are more "complaints" from you about the subject in this newsgroup
then there are advertisements in it?

Hmm, of course you don't know that. Only intelligent people would have noticed that...

Don't waste your time with a reply. Your message's will automaticly be ignored by choice.

3180. Re: money scam

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 17:12:03 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <Zm5Ca.35962$Dr3.5298@fed1read02>
Source record: 26961
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

You're not even located in America, so I doubt your words have much weight, Steve. Besides, only a low IQ individual would assume my words to be effort to actually GET the aforementioned $1 from anyone! You're not too keen on subtle sarcasm, are you?

However, it *would* seemingly be an easier way of "spreading the wealth", as it were, since you can pay people online! But it would require that all recipients be PayPal users and actually fulfill the requirement of the scam (send the whatever), lest it be shut down quite quickly via a slew of locked-down PayPal accounts.

In all actuality, I'd probably be even LESS likely to send someone money if such a suggestion were made... seems even more "scamish" (is that even a word?) than the "$1-by-mail" idea.

Personally, I don't think it would get very far as an idea... but it was a funny thought, tho.

Luposian

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bbaa2m$ok2$1@titan.btinternet.com...
> Hi "Luposian"
>
> > If anyone, and I mean ANYONE, wants to make me believe this is actually
> > going to work, they will first have to put THEIR money where their mouth
> is!
> > Send ME even $1 (even via PayPal! Hey, now there's a thought! A new
way
> of
> > sending and recieving scam money!) and I'll *think* about doing this.
>
> Reported to IP, Paypal and police for attempted criminal extortion.

3181. Re: Do as I say, not as I do (was: A Word About Ben Smith)

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 17:59:20 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Y36Ca.27499$lo.2300219@newsread2.prod.itd.earthlink.net>
Source record: 26963
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.05.31.14.35.26.727020@removenoaspam.atari-source.com...
> On Sat, 31 May 2003 06:57:42 +0000, Michael and Nicole Freeman wrote:
<snip>
> I have one idea. Get Ben to care about his customers or potential
> customers and stop posting the drivel.

Here's the problem.

Over the years Ben has responded to several suggestions made to him about his posts. For one, I emailed him about some simple stuff: When he first started crossposting to several groups made it unecessary post to each group individually. It was just a simple mistake and he changed his posting so 3-5 identical posts did not show up in all the groups.

Several reasonable people were also able to reach a compromise with him. Since they were not interested in his sales Ben prefaces all his posts with ADV for advertisment in the subject line. This made it easy to filter all of his posts even if he changes his email address.

Indeed, I suspect there are a lot of people don't even see Ben's posts because of the compromise reached.

Now you have a self appointed net cop who violates just about every rule of ISP TOS agreements. His time is limited since there are only about a dozen anonymous remailers. Things like deliberately defeating newsgroup filters by constantly changing your posting name, identity theft, etcetera, are all violations of TOS. Even anonymous remailers have rules.

It isn't that I particularily want to shut him up. He is free to rant as far as I am concerned. I just that I could ignore his posts with simple filtering. Like preface all his posts with ADV or RANT or something.

It really doesn't matter though. Soon as he burns his bridges with the anonymous remailers it will end.

3182. Re: CT60 - Was: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 17:59:32 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbdhqlu.as2.atari@core.preferuje.luzik.pl>
Source record: 26964

On Sat, 31 May 2003 17:45:47 +0200, <ozk@atari-RULES.org> <ozk@atari-RULES.org> had a noticeable pleasure while writting:
> On Sat, 31 May 2003, Adam Klobukowski wrote:
>
>> On Sat, 31 May 2003 10:12:27 +0100, Smeg <smeg_007@NOSPAM.hotmail.com> had a noticeable pleasure while writting:
>> >> I've just been trawling the previous postings of this news group
>> >> looking for info... The CT60 is just an accelerator with extra memory,
>> >> yes? And it would benefit from being assisted in duties with a
>> >> superior graphics card (not necessary, but it would be better...
>> >> something like a nova?? Not that you're likely to get one these
>> >> days)
>> >
>> > Well, im not sure you should say "just an accelerator", the genius that
>> > designed it prowls this newsgroup :-) Its almost a complete 68060 computer
>> > on a card that has PCI and a DIMM slot (512MB memory stick anyone?) and
>> > connects to your Bus expansion connectors inside the Falc.
>>
>> CT60 does not have PCI slot.
>
> Which is a must-have for me to get a ct60.

I agree. SupreVidel souds promisin, very promising, but PCI slots gives much more possibilites. While SuperVidel is only a graphic card, PCI allows graphic, music, network cards. Especially network card is an interesting thins, I bet everyone (that does not have a clone) would like to have 100MB ethernet adapter?

2 PCI slots are enough for me (graphic+network card).

And please do not start with Aranym. I'm not against it (in fact I think it is quite cool) but please, leav that topic CT60-releated.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3183. Re: Do as I say, not as I do (was: A Word About Ben Smith)

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 18:10:21 UTC
From: nick@1632systems.co.uk
Message-ID: <bbar30$dh9$1@thorium.cix.co.uk>
Source record: 26965
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Sensible reply, there are only so many anon remailers (last time I counted maybe 15 I found that were stabel) , and they can all be gradually blanked in a kill script.... good idea

Anyway as we are Atari users, and I presume we have nothing to hide (grin) why would we need to use an anon remailer in this group?

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3184. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 18:23:45 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bbarvhdrc1@thorium.cix.co.uk>
Source record: 26968
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <vd4sok71ku4q18@corp.supernews.com>, tjlazer@mail.com said:

>Ok so with HDDriver this is all that is needed for accessing a 135MB FAT
>partiton? (or 95MB for Zip, 1024MB JAZ)??

In general yes, but depending on your OS you may not be able to use
all of the JAZ drive.

>Damn why is it so hard to access PC HD's on Atari when it is supposed to be
>native. Wasn't this hard on Amiga...

Om STs versions without onboard SCSI, you need an DMA->SCSI
adaptor. Parallel ZIPs don't work on the Atari due to some
missing lines on the printer port. Otherwise it should be
straightforward, provided the filesystem is the same (basically
DOS). I thought that the Amiga used a different filesystem
anyway...

Regards, /Peter/

3185. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 18:23:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bbarvidrd1@thorium.cix.co.uk>
Source record: 26966

In message <1053985858-186900AEicMi@adel6.freeserve.co.uk>, neil@adel6.freeserve.co.uk said:

>>>Also I notice that some of the symbols are not in the right place when
>>I
>>>press down \ I get no response, I have found backslash to be on the #
>>key -
>>>is this a German keyboard layout? This occurs only in Draconis.
>>
>>It uses standard GEM-keyboard input functions. No special handling and
>>layout
>>are used.
>Hmm...its strange then! The (UKP) symbol is replaced by hash. So any
>emails you type are slowed down whilst you "hunt the symbol". Maybe its
>something to do with the other problems?!?

That sounds like it's using the US keyboard layout. If you are using a Falcon, try the NVCONFIG.CPX to see which your machine is set to. But if the problem only occurs in Draconis, then it seems it may be hard coded in that program? (Wouldn't have expected that...)

Regards, /Peter/

3186. Re: SCSI/HD format drive problem

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 18:23:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bbarvidre1@thorium.cix.co.uk>
Source record: 26967

In message <3ed39d10$0$29717$cc9e4d1f@news.dial.pipex.com>, exxos@home.co.uk said:

---SNIP---
I just hope hope those "." files with filesize
>"|*\\}[-)" eventually come off my hardrive :-\ any ideas on that ?

Hi Chris!

If you have space on another partition, copy all the good files to a temp folder on it, then zero the partition with the faulty files and finally move the folder contents back to the now clean partition and delete the temp folder. If you are doing this with C:\, then the order in AUTO\ may be important. If you are using Kobold for copying, you can set it to keep the same order. If not, but copy from the desktop, set it to show the files in the AUTO folder unsorted, and then copy them one by one from the top downwards. Do the same when copying back, just to be safe. Other files and folders can be copied en masse.

Various programs can zero a partition (which wipes the root directory and FATS) - HDDRUTILS has 'Initialise partition' for this purpose. Make *sure* you are zeroing the right partition!

Regards, /Peter/

3187. Re: Falcon030 and PC Zip/Jaz/EZ135 access?

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 18:23:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bbarvidrf1@thorium.cix.co.uk>
Source record: 26969
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <vd7iuct2m75c8e@corp.supernews.com>, tjlazer@mail.com said:

>Ok now the dilema of getting a copy! I live in the USA and do not like
>mailing cash in the mail.... ;)

Hi Tim!

If you want HDDRIVER with an English manual (highly recommended),
then that is available *only* from Atari Workshop. They accept
credit cards. Price is UKP 29.95, which is around $48 at current
exchange rates, I think. Upgrades from earlier versions are
cheaper, though you have to return the original disk and manual.

email them on info@atari-workshop.co.uk

Regards, /Peter/

3188. Re: Whats the best software needed to use a CD Rom on a falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 18:41:11 UTC
From: nick@1632systems.co.uk
Message-ID: <bbassq$e9b$1@thorium.cix.co.uk>
Source record: 26970

I third it, it is the best on the Atari platform

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3189. Re: CT60 : 25 MHz bus on Falcon like the CT2

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 21:32:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ed91f4b$0$12430$626a54ce@news.free.fr>
Source record: 26971

The boards are alrady assembled with 40 MHz oscillator .
This one is soldered.
Remove the 40 for a 50 osc is the pure responsability of the user...

I just explained it is possible IF the ST-ram card is good with 60ns DIMM on it.

After that, everybody will play as he wants No boost of the falcon with no solders OR boost at 40 MHz OR boost at 50 MHz.
Do what you want...

> Rodolphe,
>
> If you already plan to overclock to 40Mhz, can you test 50MHz easily and
> switch back to 40 MHz? I get the feeling you can switch to 50 MHz
> oscillator and reprogram to test - if nonfunctional just reprogram back to
> 40 MHz settings and replace with 40 mhz oscilator..... Right?
>
> Thanks,
> Mark D.
> http://atari-source.com

3190. Re: CT60 : 25 MHz bus on Falcon like the CT2

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 21:36:24 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ed92053$0$12468$626a54ce@news.free.fr>
Source record: 26972

I was thinking the nemesis is running at 24 MHz on bus , no ??
Only 20 ?? why ??

If the CT60 runs with a 50 MHz motherboard, this means that the CT60 will
run with all cards that boost to 20 24 or 25 MHz !
So, CT60 should run with nemesis at 20 or 24 or 25 ...

The only habitual problem IS : is your SDMA well running withoput any
problem on SCSI/FLOPY (corrupted data) and AUDIO (cracs) problems ??
It is rare that a nemesis has no problem with SDMA...

"Wayne Martz" <wmartz@firstpresdalton.org> a crit dans le message de news:
2f399fc7.0305310721.3cdb799b@posting.google.com...
> Hey Rudolpe!
> I have 2 Falcons, One with your wonderful CT2B, another with a
> Nemisis. My hope has been that I would be able to install the CT60 on
> the Falcon with the Nemisis without removing the the Nemisis. It's not
> that I want the Nemisis on it, I'm just hoping to avoid putting the
> Falcon back to it's original state because I'm not skilled with a
> soldering iron. (I'm the guy who sent my CT2B MB to you for a proper
> installation, and my parents picked it up from you directly while they
> were in France. When you first saw my MB, your comments to me in email
> were something like, "When I see your MB I had a vision of horror! Who
> did this? The solders look like big turds!") ;-)
> Anyway, the Nemisis only ever ran right at 20, but with this latest
> developement, I guess it really may be desirable to take the Nemisis
> out? (I realize it may have been nessesary anyway!) What's your best
> guess?
>
> You da man!
>
> Wayne

3191. Re: CT60 : 25 MHz bus on Falcon like the CT2

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 22:11:14 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1054400790-520774AEicMi@adelphia.net>
Source record: 26973

Rudolphe,
Very nice work. Cant wait to get my CT60. The
benches all look very good. Have you thought about
doing some real world applications for everyone
waiting on there CT60?? Like CAB, or Aniplayer. How
about MOVIES with Aniplayer. Is it possible to view
movies with the sound playing at the same time??

Thanks for the information in advance,
Carey Christenson

--

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
Ethernet card for Cartridge port
56K CNET modem NOT IN USE
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers

Color Monitor

3192. Re: How to get .st (.msa)-images on real Atari disks on new PCs?

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 22:31:32 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vdiba4s8to1t91@corp.supernews.com>
Source record: 26974

I don't bother formatting a disk before I write a .ST image. I just use STDISK and the V option to write the image and it works every time! See my other reply...

Tim

"Uri Puivov" <u_ri_p_ui@yahoo.de> wrote in message news:bba60c$7aufv$1@ID-130827.news.dfncis.de...
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote:
> > If Vgacopy doesnt format 720K disks then there is a real problem.
>
> Yeah, it's a strange behaviour. Under pure DOS it doesn't format
> 720kB, but under WinXP it does. *puzzled*
>
>
> > "Format A: /F720" will format a 720K disk in DOS. Did you try that?
>
> Yes, this works. It seems that VGACOPY doesn't like my floppy
> controller for some reasons.
>
>
> > I dont have an XP machine in front of me so I cant check XP's
> > pseudo-DOS to see whether support for 720K's (and indeed 5"1/4 drives)
> > has been removed.
>
> But it's a Win95B-Bootdisk. Not a XP-Bootdisk. Don't know why it
> doesn't work. I gonna try to get an older PC...
>
>
> Cheers and thanks,
> Uri
>
>

3193. Re: "Touch Up" For Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-05-31 23:32:17 UTC
From: swampfax1@atlantic.net
Message-ID: <5YaCa.662$Ry3.419448@monger.newsread.com>
Source record: 26975

On 28 May 2003 22:16:35 , "Steve Sweet" wrote:
>Hi John
>
>> Looking for Touch Up sofware for the Falcon (again). I seem to have
>> misplaced mine /:)
>
>I think you'l have to be more specific about the type of scanner you use it
>with as there's scanner-customised versions of this software i beleive.
>

for a wand scanner! I have version 2.52 that runs on the Falcon but I
can't get it to scan into the computer. The wand lights up but no image
shows after holding the "start" button and moving the wand down a page
(screen either is freezing or the computer is waiting for data). Tried
holding the button down while moving the wand and without. I'm hoping it's
the software at fault.

Thanks for the feedback,

John G.

3194. Classic Computer show in Milwaukee Area

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 00:09:45 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0305311609.260302af@posting.google.com>
Source record: 26976

Just in case anyone here lives in the Southeast Wisconsin area or the Chicago area the Midwest Classic Computer, Game System and Pinball show will be held next Saturday, June 7th in the Milwaukee area. Check out www.midwestclassic.net to get all of the information.

The event will be from 10:00am to 8:00pm
Nicolet High School
6701 North Jean Nicolet Road
Glendale, WI 53217

Tickets are $8.00 at the door or if you order by tomorrow night they are $6.00.

The Milwaukee Computer Society (formerly MilAtari) will be running a MidiMaze gaming event using 10 Atari STs. Our Club had run this event at GENCON for almost 10 years.

If you are in the area, come and check it out.

I will also have my MegaST running in a tower case on display. It was an interesting and fun project.

Dave Glish
Newletter editor MCS

3195. Atari Online News, Etc. #05-22

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 01:15:19 UTC
From: danap8@aol.comno-spam
Message-ID: <20030531211519.01957.00000901@mb-m17.aol.com>
Source record: 26977

```
A-ONE #0522 05/30/03

~ Online Divorce Popular ~ People Are Talking! ~ XP Update Pulled!
~ New Acrobat Versions! ~ Open Source Browsers? ~ New PSX Coming!
~ Unofficial XaAES Page! ~ National Spam-Killing! ~ Netscape On Way Out?
~ MS Loses Munich Deal! ~ SCO To Prove Linux Case ~ Anti-Spam Research!

-* MS To Pay AOL $750 Million *-
-* eBay Is Ordered To Pay $35 Million! *-
-* U.S. Drops Out of Microsoft Antitrust Case *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3196. Re: CT60 : 25 MHz bus on Falcon like the CT2

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 06:03:21 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAFEE5E1.31005%nameerf@flash.net>
Source record: 26978

in article 3ed92053$0$12468$626a54ce@news.free.fr, Rodolphe Czuba at rczuba@free.fr wrote on 5/31/03 1:36 PM:

> I was thinking the nemesis is running at 24 MHz on bus , no ??
> Only 20 ?? why ??

Well, the Nemesis actually has a Low and High settings. Older versions came with 40 and 48MHz clocks (running the CPU at 20 and 24MHz and the DSP and FPU at 40 and 48), and the newer versions have 40 and 50MHz (20/25 CPU) clocks.

> If the CT60 runs with a 50 MHz motherboard, this means that the CT60 will
> run with all cards that boost to 20 24 or 25 MHz !
> So, CT60 should run with nemesis at 20 or 24 or 25 ...

Great news!

Mike Freeman
nameerf@flash.net

3197. Atari Magazines (and more) for sale

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 06:51:13 UTC
From: Anthony Iannone <aiannone@nis.net>
Message-ID: <CnhCa.24689$NC4.115363@news1.mts.net>
Source record: 26979
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hello everyone.

I have a whole lot of Atari magazines for sale, mostly ST but some 8bit,
along with a few other items. The magazines and other items are listed
for sale on EBAY. Here is a link for the auction list:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=aiannone%40nis.net&sort=3&rows=25&since=-1&rd=1

You can alos go to EBAY.com and search by seller, using seller id
'aiannone@nis.net'

All the goods are located in Winnipeg, Canada, and I only charge actual
shipping rates. Prices are very low (too low!)... And there is a C=64
available for all you trolls out there ;)

Regards,
Anthony

3198. Re: Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 07:35:29 UTC
From: thomas.raukamp@t-online.de
Message-ID: <b9eb3dd8.0305312335.1a2d865c@posting.google.com>
Source record: 26980
Cross-posted to: comp.sys.atari.st,comp.music.midi

"J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> wrote in message
news:<bb7lto$559$1@news1.tilbu1.nb.home.nl>...

> Does Live work under MagiC?

No, it doesnï¿½t. It boots, but as soon as I move the mouse it freezes.
Anyway, it works on my Mega STE 4 on the Crazy Dots II in 800x608 in
256 colours. To me, a bigger space was much more important than
multitasking.
BTW: LIVE uses MROS, which means you can use all those nice drivers :)

--
thomas

3199. Re: Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 07:38:33 UTC
From: thomas.raukamp@t-online.de
Message-ID: <b9eb3dd8.0305312338.408c5487@posting.google.com>
Source record: 26981
Cross-posted to: comp.sys.atari.st,comp.music.midi

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3ed847d0c19f84@attbi.com>...

> which would also run on a ST. Right now, to my knowlege, Sweet 16
> is the only midi sequencer that is still being supported and
> updated.

Well, they support it (which means they answer your questions). But it
isnï¿½t updated anymore.
Sweet 16 is a nice piece of software IMHO. Very similiar to Creator.

--
thomas

3200. Re: CT60 : 25 MHz bus on Falcon like the CT2

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 09:36:23 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ed9c911$0$12463$626a54ce@news.free.fr>
Source record: 26982

```
???
THe last version of Anyplayer (2.21) is optimised for CT60 !
It detects the 060 and adapts...

Please see my web page about authors on CT60....
There are 22 developers registered that will receive a CT60 very nextly
now...
```

"Carey Christenson" <falcon060@adelphia.net> a crit dans le message de
news: 1054400790-520774AEicMi@adelphia.net...
> Rudolphe,
> Very nice work. Cant wait to get my CT60. The
> benches all look very good. Have you thought about
> doing some real world applications for everyone
> waiting on there CT60?? Like CAB, or Aniplayer. How
> about MOVIES with Aniplayer. Is it possible to view
> movies with the sound playing at the same time??
>
> Thanks for the information in advance,
> Carey Christenson
>
> --
>
> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
> Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
> CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
> Eclipse, 4 meg ATI Graphic Card
>
> Coming 64 meg DDR SDRam GC by NATURE for CT60
> Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP
>
> 84 meg Conner Hard Drive
> 40 GB IDE Maxtor 7200 RPM Hard Drive
> 4.5 GB SCSI Seagate 7200 RPM Hard Drive
> 24 X Cyberdrive CD-Rom
> 10x4x32x Sony CD-Burner
> Ethernet card for Cartridge port
> 56K CNET modem NOT IN USE
> 19 inch Samsung 955DF VGA monitor
> Epson Stylus color 880 Printer

>
> Atari 1040STf with 2.5 megs of RAM
> 80 meg IBM Hard Drive
> 1.1 GB Conner Hard Drive
> 14.4 US Robotics Modem
> SC1224 color monitor
>
> Atari 130XE with 128K of RAM
> 20 meg Atari Hard Drive
> 120 meg Quantum Hard Drive
> 2 5 1/4" 1050's with US Doubler upgrades
> Blackbox unit
> 2 Panasonic Dot Matrix Printers
> Color Monitor
>
>

3201. Re: CT60 : 25 MHz bus on Falcon like the CT2

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 13:04:35 UTC
From: NOSPAMS@MAMADOO.fr
Message-ID: <1fvvqvf.7uk5sh1bo3eq2N%NOSPAMS@MAMADOO.fr>
Source record: 26983

Rodolphe Czuba <rczuba@free.fr> wrote:

> ???
> THe last version of Anyplayer (2.21) is optimised for CT60 !

NO.

> It detects the 060 and adapts...

The DSP video codecs are not used if the 060's cache is used. because the 060 is lot of faster than the DSP and the host port. Only DMA can increase performances for the DSP, like MPEG Audio decoding.

I need lot of time for optimisation, I have just worked 2 hours on Aniplayer since 6 months because all my free time is used on the CT60 ;-)

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3202. Creating Boot Disk for 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 13:31:16 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3EDA1B9D.BF4094C5@ev1.net>
Source record: 26984
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is there a program available to run on an Atari 1040 ST
that will save the TOS ROM's in a form so the result can
be put on a boot disk for an Atari 520 ST???

--
+---+
| Charles and Francis Richmond richmond at plano dot net |
+---+

3203. The Running Man

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 14:51:22 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <bbd3t7$6nq$1@newsg3.svr.pol.co.uk>
Source record: 26985

does anyone have this game?
does anyone know where i can get it?

I had it with my first ST but sadly it broke and have not seen it anywhere since.

3204. Re: Creating Boot Disk for 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 14:58:36 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <1447998.X0EoHjJrm3@jll.heim7.tu-clausthal.de>
Source record: 26986
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sonntag, 1. Juni 2003 15:31, Charles Richmond wrote:

> Is there a program available to run on an Atari 1040 ST
> that will save the TOS ROM's in a form so the result can
> be put on a boot disk for an Atari 520 ST???

Programs for extracting are not the problem - all you need to do is to dump
the corresponding memory area.
The problem in that case is that you need to relocate the TOS if you want to
load it from disk. You cannot directly use a TOS dump as a boot disk.
But you could use such a dump to create EEPROMS which would allow you to
boot the 520ST without the need of a TOS disk.

Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

3205. Re: CT60 at 66/20

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 16:10:12 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3eda255e$0$966$cc9e4d1f@news.dial.pipex.com>
Source record: 26987

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3ed73607$0$11675$626a54ce@news.free.fr...
> There are many power supplies very small in the industrial market....You
> need +5 +12 and +3.3V
> It's not hard to find....those ps can fit between the CT60 and the rear of
> the case....
> It's more expensive than a PC ATX ps, sure...but nothing is perfect...
>

Do you know of any sites which sell these PSU's ? I dont think ive ever seen
one ?

Thanks,
chris

>
> "Tim" <tjlazer@mail.com> a crit dans le message de news:
> vddbaop0n3hs75@corp.supernews.com...
> > How is the Power connector handled on the original case? any ideas on
how
> > to add a PS w/o it looking like a hack?
> >
> > Tim
> >
> > "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> > news:3ed5ebb6$0$11636$626a54ce@news.free.fr...
> > > OK, the CT60 runs fine at 66/20 (falcon bus speed).
> > > The only last problem is the SDMA clock...and after I ship the boards.
> > >
> > > Regards
> > >
> > >
> > >
> >
> >
> >
>
>

3206. Re: Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 20:56:57 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbdpif$u2u$1@newsg1.svr.pol.co.uk>
Source record: 26988
Cross-posted to: comp.sys.atari.st,comp.music.midi

Laurence Payne <l@laurenceDELETEpayne.freeserve.co.uk> wrote in message news:9cbhdvc7esiq6moocj00p6mobl0qkbt930@4ax.com...

SNIP

> CubaseFAQ page www.laurencepayne.co.uk/CubaseFAQ.htm

Correction to the above:

PC Cubase FAQ page.... (which has no relevance to Atari Cubase)

Smeg.

3207. Re: CT60 - Was: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 21:00:45 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbdpohqso1@newsg4.svr.pol.co.uk>
Source record: 26989

Wayne Martz <wmartz@firstpresdalton.org> wrote in message
news:2f399fc7.0305310723.34508b76@posting.google.com...
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:<bb9rsdtpf1@newsg4.svr.pol.co.uk>...
>
> > Well, im not sure you should say "just an accelerator", the genius that
> > designed it prowls this newsgroup :-) Its almost a complete 68060
computer
> > on a card that has PCI and a DIMM slot
>
> Hey Smeg! I think the PCI slot was dropped?
>
> Wayne

Oh monkeys. Well I'll have to reconsider then. Anyone got an Eclipse they
dont need?

Smeg.

3208. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 21:05:50 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbdq23$r60$1@newsg4.svr.pol.co.uk>
Source record: 26990
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Fox-1 <MailMe@fox-1@home.nl> wrote in message
news:bbal5fkon2@news2.tilbu1.nb.home.nl...
>
> "Steve Sweet" wrote
>
> > Oy Fuck face
> >
> > How come you only address your supporters, face your critics as well
arse
> > munch.
>
>
> I'm getting pretty sick of morons like you. Don't you see there are more
"complaints" from you about the subject in this newsgroup
> then there are advertisements in it?
>
> Hmm, of course you don't know that. Only intelligent people would have
noticed that...
>
>
> Don't waste your time with a reply. Your message's will automaticly be
ignored by choice.
>

You wont ignore this though will you..... TWAT!!!.

Smeg.

3209. Re: CT60 - Was: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 21:13:32 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1054483724-858424AEicMi@adelphia.net>
Source record: 26991

Smeg,
I have an Eclipse BUT, I want to try and use the ATI
Graphic Card with the CT60 until the CT60 Graphic Card
comes out. I may even consider using the Deesse card
with the Eclipse if they decide to support the Eclipse
PCI card. If not then I would love to sell the
Eclipse and the graphic card if wanted to anyone who
needs it.

Thanks,
Carey Christenson

--

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
Ethernet card for Cartridge port
56K CNET modem NOT IN USE
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit

2 Panasonic Dot Matrix Printers
Color Monitor

3210. Re: Whats the best software needed to use a CD Rom on a falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-01 23:30:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1054552536-116388AEicMi@gmx.net>
Source record: 26906

From: nick@1632systems.co.uk
Date: Sat, 31 May 2003 18:41:11 GMT

Hi Nick,

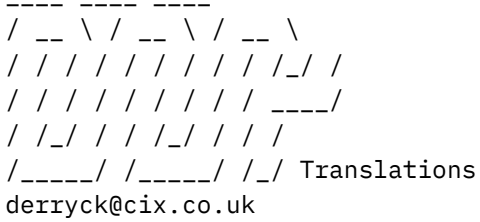
>I third it, it is the best on the Atari platform

I don't ;-)
I thought it was common knowledge by now that SPIN! is the most versatile CD-R driver on this platform, browsing through the replies in this thread one would think the Anodyne package is the only one available.... another option is MetaDOS, freeware and every bit as good as the Anodyne package.

Since all the poster wants to do is extract audio tracks and convert them into *.AIF format I would even go as far as recommending him not to use a driver at all.... CD Lab extracts audio files just fine, and all it needs is a recent version of HD Driver.

SPIN! : can be downloaded from the Chapelie ftp server
METADOS : can be downloaded from the Chapelie ftp server
CD Lab : http://cdlab.atari.org

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3211. Re: Is there anyone else interested in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 00:03:22 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <evwCa.1846$7E.25031@news-server.bigpond.net.au>
Source record: 26992

```
Aww, crap. 16F876A, oh well, will just have to wait for the rest to
arrive:-(

Mark

"Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in message
news:3ed5d8bb$0$16260$afc38c87@news.optusnet.com.au...
> Hmm, its possible, I will check in the AM.
>
> Mark
>
>
> "Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message
> news:1a7d6495.0305290135.1722c606@posting.google.com...
> > Hi Mark,
> >
> > > Hi Lyndon, built my programmer, and got 5 pics through microchip for
> work
> > > evaluation ;-) Will set it up soon.
> >
> > Yes, the JDM should work fine, it's what I've been using for the last
> > few months. Make sure you didn't get the 16F876A, on Reva they changed
> > from EEPROM to Flash which requires a different way of programming.
> > I'm not sure on the details, but it's in the PDF paper about migrating
> > from 16F87x to 16F87xA. Basically the freeware programmers on the net
> > don't support the RevA chips. Certainly not the JDM anyway, I made
> > that mistake some time ago!
> >
> > I have put up a little bit here http://hardware.atari.org/eiffel/
> >
> > Package includes a little text and the Scooter PCB layout. I need to
> > finnish the layout though, with support for a NTC sensor. (temperature
> > sensor, Didiers CT60 accesory supports this).
> >
> > I would still like to get in touch with Laurent though!
> >
> > Thanks, Lyndon
>
>
```

3212. 1040STE and AT PSU

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 00:31:45 UTC
From: "a@b.c" <a@b.com>
Message-ID: <RVwCa.129357$Vi5.3604121@news1.calgary.shaw.ca>
Source record: 26993

Hi,
I'm in the process of putting my STE mainboard into a PC Towers
(practice before doing my Falcon) but am having a problem with the power
supply.I know I have the +5, +12 and GND wire connected properly but when I
plug it into the board nothing works; not even the PSU fan turns on, but as
soon as I unplu the connecter from the mainboard the PSU's fan turn on like
it should. Any suggestions? Thanks

Nicholas

3213. Re: Creating Boot Disk for 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 00:51:57 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3EDABB26.724EFEE0@ev1.net>
Source record: 26994

Matthias Arndt wrote:
>
> On Sonntag, 1. Juni 2003 15:31, Charles Richmond wrote:
>
> > Is there a program available to run on an Atari 1040 ST
> > that will save the TOS ROM's in a form so the result can
> > be put on a boot disk for an Atari 520 ST???
>
> Programs for extracting are not the problem - all you need to do is to dump
> the corresponding memory area.
> The problem in that case is that you need to relocate the TOS if you want to
> load it from disk. You cannot directly use a TOS dump as a boot disk.
> But you could use such a dump to create EEPROMS which would allow you to
> boot the 520ST without the need of a TOS disk.
>
Yes, I was assured that I could copy the TOS PROM's and install
them in the Atari 520 ST. But if I could have created a boot
disk, I could test the computer to see if it works...before I
went to the extra expense of burning the EPROM's...

It was just a thought...

--
+---+
| Charles and Francis Richmond richmond at plano dot net |
+---+

3214. Re: The Running Man

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 03:01:58 UTC
From: Jaguar <rfvacpNOSPAM@mountaincable.net>
Message-ID: <Xns938DEA576658CJaguar@24.215.0.21>
Source record: 26995

"NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in
news:bbd3t7$6nq$1@newsg3.svr.pol.co.uk:

> does anyone have this game?
> does anyone know where i can get it?
>
> I had it with my first ST but sadly it broke and have not seen it
> anywhere since.
>
>
>

I have it.E-mail me.

3215. ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 03:47:07 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <%MzCa.1994$7E.26768@news-server.bigpond.net.au>
Source record: 26897

anybody know where to get the last incantation of STxformer? Want to try on CT2 falcon ;-). Incedently, what other emulators are avaliable, speccy for example?

Mark Bedingfield

3216. ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 03:47:22 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <eNzCa.1995$7E.26632@news-server.bigpond.net.au>
Source record: 26896

anybody know where to get the last incantation of STxformer? Want to try on CT2 falcon ;-). Incedently, what other emulators are avaliable, speccy for example?

Mark Bedingfield

3217. ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 03:47:26 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <iNzCa.1996$7E.26673@news-server.bigpond.net.au>
Source record: 26898

anybody know where to get the last incantation of STxformer? Want to try on CT2 falcon ;-). Incedently, what other emulators are avaliable, speccy for example?

Mark Bedingfield

3218. Re: Here I come to save the day!

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 04:41:20 UTC
From: dufus@bunghole.net
Message-ID: <3edad496.59015589@nntp.ix.netcom.com>
Source record: 26899
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

. . . and the reason you're so angry with me is that when your mommy
was in her ninth month of her pregnancy with you, I was porking her
soundly one evening and I CAME IN YOUR FACE!!! Why, you even tried to
give me head - right there in the womb.

Also, there's no commentary necessary regarding your obsession with
the gay world. How many trips has daddy had with you up the hershey
highway, eh??

Face it . . . you are, and will always be, a l-o-s-e-r.

On Sun, 1 Jun 2003 23:44:43 +0159 (CEST), Anonymous
<discord-nobody@erisiandiscord.de> wrote:

>Hello, some of you may know me as Fagboy Benny. I'm that big fat 400lb fagot
>straight outta yer Daddy's asshole! Actually, I'm the biggest dumbest fagot
>in Oregon. I sell new & used sex toys to the masses! Why do I do this? I
>have shit for brains, I don't listen to anyone, and I just LOVE making assholes
>so much larger than usual! I want your business so badly that I'm spamming
>the newsgroups and gonna offer a big 30% off for repeat customers and for all
>gays with large assholes. I don't get enough business as it is and my ISP
>let's me spam all I want cuz I'm such a big gaylord.
>
>Now, let's me all of my bum buddy friends! These people are true fagots and
>fuck me up the ass daily! I love fucking their loose assholes too.
>
>The Bravo Sierra Bum Buddy and true Gaylords Team:
>We have fagboy Don Schmidt. Yet another of my faggy spammers.
>Rustynutt (we call him fagboy fucknut). A true fagot he is!
>Iain Laskey. Our fagot and loser of the day.
>Mikey Freeman. Dumbest fuck in the world. A true fagot.
>Bill Freeman. Just another stupid shit eating loser.
>Xao-Ming: A deep fried shrimp from outta town. Gaylord Gook!
>Richard Cranium. Loves to fuck his daddy and his brothers.
>Nick Harlow. Another of my big faggy chums.
>Richard Cortese. I love Richard just cuz he's such a loser!
>
>This list is always growing folks! Over time, it'll become the biggest list
>ever. Bigger than my well fucked asshole! A big faggy smooch to all these
>fagots for being true gaylords in the true style of Bravo Sierra Computers.
>
>I love ya guys so much! Bend over for me and let's keep spamming these newsgroups
>with my faggy sex toys!
>

>Big smooch to all!
>From your fat 400lb anal wonder of the world,
>
>===Fagboy Benny Smith===
>
>

3219. Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 06:07:23 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbdlpmi.do2.atari@core.preferuje.luzik.pl>
Source record: 26900

On Mon, 02 Jun 2003 03:47:22 GMT, Mark Bedingfield <mark@computercom.com.au> had a noticeable pleasure while writting:
> anybody know where to get the last incantation of STxformer? Want to try on
> CT2 falcon ;-). Incedently, what other emulators are avaliable, speccy for
> example?

Xformer will not work on 030 unless you turn off the caches. Use EmuXL or Atari800 instead. (avialible frome ftps lik chapelie.rma.ac.be)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3220. Re: Atari versions of Frontier available

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 07:59:48 UTC
From: westpdmkids@yahoo.de
Message-ID: <4c6bc8b8.0306012359.4cdb2fe@posting.google.com>
Source record: 26901

Well, if you have some webspace free without popups, put them online.

"Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in message
news:<3ec4eaa9$0$12367$afc38c87@news.optusnet.com.au>...
> You could do something about those bloody pop-ups:-(
>
> Mark
>
>
> "Michael" <westpdmkids@yahoo.de> wrote in message
> news:4c6bc8b8.0305152342.11f8da4d@posting.google.com...
> > ...go to www.atarifrontier.de.vu or www.amigafrontier.de.vu to
> > download either .st .msa or just a zip file.
> >
> > Thanks for the contributor of these files (sorry, I deleted your
> > mails, so I can't remember yr name :( )
> >
> > Michael Asse

3221. Re: adamas 1.8 pre 10

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 08:09:19 UTC
From: jensheitmann@yahoo.de
Message-ID: <bbf0nm$k1n$06$1@news.t-online.com>
Source record: 26902

In article <bbarvidrd1@thorium.cix.co.uk>, xlator@cix.compulink.co.uk wrote:
>In message <1053985858-186900AEicMi@adel6.freeserve.co.uk>,
> neil@adel6.freeserve.co.uk said:
>
>That sounds like it's using the US keyboard layout. If you are
>using a Falcon, try the NVCONFIG.CPX to see which your machine is
>set to. But if the problem only occurs in Draconis, then it seems
>it may be hard coded in that program? (Wouldn't have expected
>that...)

It is using evnt_multi from the AES for querying the keyboard. The keys are
put directly without any mapping to the editor/edit fields.

Jens

--
Jens Heitmann
http://draconis.atari.org
draconis@atari.org

3222. Re: Cubase Audio - slow running speed, any ideas

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 08:34:00 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bbf27u$j5m$2@reader10.wxs.nl>
Source record: 26903

Rob wrote:

> Uptil now the 2 colours has speeded up the running, but just playing
> back a 1 channel midi file in audio runs slow, so something is
> obviously wrong.

Yes, I see some misunderstandings arising in this thread (and also in the Atari Midi mailinglist where your problem was posted). A bog standard unaccelerated Falcon will be somewhat sluggish in response while playing many audio in Cubase Audio, but it's timing will be immaculate even playing 8 tracks of audio and loads of midi tracks. If it isn't, something else is wrong.

Maurits.

3223. Falcon + Nova problems

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 08:35:53 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0306020035.352cc633@posting.google.com>
Source record: 26904

I'm trying to fit a Nova graphics card to a Falcon.
The unit plugs into the Falcon bus extender fine,
and I've wired a floating wire (marked +12v on the
nova card) to the 12 v line.

On booting there is some noise (coloured lines) on
the display, and then the system crashes after the
HD driver starts.

The Falcon is a stock unit, completely unmodified
except for the clock buffer mod.

To confirm - I tried this on another Falcon with
the same results.

There also appears on the Nova card a solder pad
(which has never been used) marked -12v. The manual
is in German - so not sure if this is needed.

Anyone out there using a Nova on a Falcon?

Cheers

PT.

3224. Re: Here I come to save the day!

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 09:47:36 UTC
From: "r.spanger" <uddin@usuckers.com>
Message-ID: <bbf397$2bc$1@news6.svr.pol.co.uk>
Source record: 26905
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Richard Cranium" <dufus@bunghole.net> wrote in message
news:3edad496.59015589@nntp.ix.netcom.com...
> . . . and the reason you're so angry with me is that when your mommy
> was in her ninth month of her pregnancy with you, I was porking her
> soundly one evening and I CAME IN YOUR FACE!!! Why, you even tried to

What a couple of wacky guys!!, I really look forward to many more of these
funny? posts

3225. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 10:43:54 UTC
From: sidcelery@cix.co.uk
Message-ID: <bbf9p9$lm6$1@thorium.cix.co.uk>
Source record: 26907

On 25 Feb 2003 14:16:12 , <derryck@.cix.co.uk.invalid> wrote:
> As I've already stated: The very latest version of CAB2.8 with all
> the help files is available from Atari Workshop.

I've ordered the Magic v6.2 upgrade from AW, but El seemed reluctant
to issue CAB 2.8, saying it needed something changed in the executable
from ASH. All a bit strange.

Magic hasn't arrived yet so I'll be giving him a call again...

rgds
H

3226. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 10:43:56 UTC
From: sidcelery@cix.co.uk
Message-ID: <bbf9pa$lm6$2@thorium.cix.co.uk>
Source record: 26908

On 15 Mar 2003 11:00:29 , "Steve Sweet" wrote:
> Hi Harry
>>>> We've got quite more than we know to thank Paul Glover for. Sadly
>>>> missed...
>>> Even though he was a thief and did a bunk owing subscription money
>>> to many people.
>> Including me, but the term 'thief' is stretching things considering
>> what he provided for virtually nothing.
> Nevertheless Harry, it is the correct terminology.

I guess he is if you're being that strict.
In which case I've been quite a thief myself...

>> I've lost more to others who didn't do anything at all. The end is
>> never pretty, but I never lost a fortune and the info I rec'd was
>> always worth way more than the few quid I sent him.
> Others have lost more, there is no scale for 'Thief', if you deprive
> people of their lawful possessions then you are by definition a thief.

Did he ever charge that much for anything? Whatever it was and however
long ago it was it seems like time to get over it. When was the last
issue - more than 5 years ago at least!

I remember getting my first issue of STApps for nothing because he did
a free mailshot to everyone. I remember him refusing to take money
from me at a show when I wanted to upgrade some stuff. I remember his
free support and advice on CiX. I can't believe he got his money's
worth from organising compiling, editing and distributing his magazine
or PD library. Nor for taking on commercial distribution of commercial
software.

Like I said, I feel I got more than my money's worth, and if I lost a
tenner at the end I can live it.

If there's one main trouble with people from round here, it's that
they bear a grudge for an unreasonable amount of time...

rgds
H

3227. Re: 1040STE and AT PSU

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 11:50:18 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0306020350.5dea15ab@posting.google.com>
Source record: 26909

"a@b.c" <a@b.com> wrote in message
news:<RVwCa.129357$Vi5.3604121@news1.calgary.shaw.ca>...
> Hi,
> I'm in the process of putting my STE mainboard into a PC Towers
> (practice before doing my Falcon) but am having a problem with the power
> supply.I know I have the +5, +12 and GND wire connected properly but when I
> plug it into the board nothing works; not even the PSU fan turns on, but as
> soon as I unplu the connecter from the mainboard the PSU's fan turn on like
> it should. Any suggestions? Thanks
>
> Nicholas

I'll have to take a look at my cased MegaST and see how it is hooked
up to the power supply. It sounds like you may have the positive and
negative reversed.

I'll get back to you tonight.

dave

3228. Re: Falcon + Nova problems

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 12:36:26 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10306021434070.18586-100000@kairos.algonet.se>
Source record: 26910

Make sure the 12V is connected properly, I use the capacitor next to the
PSU, number 138 or something like that.

NOVA will only work with 4mb falcons and wont even start if you have a
14mb moduel installed.

Fredrik.

On 2 Jun 2003, purpleT3K wrote:

> I'm trying to fit a Nova graphics card to a Falcon.
> The unit plugs into the Falcon bus extender fine,
> and I've wired a floating wire (marked +12v on the
> nova card) to the 12 v line.
>
> On booting there is some noise (coloured lines) on
> the display, and then the system crashes after the
> HD driver starts.
>
> The Falcon is a stock unit, completely unmodified
> except for the clock buffer mod.
>
> To confirm - I tried this on another Falcon with
> the same results.
>
> There also appears on the Nova card a solder pad
> (which has never been used) marked -12v. The manual
> is in German - so not sure if this is needed.
>
> Anyone out there using a Nova on a Falcon?
>
> Cheers
>
> PT.
>
>

3229. Re: Creating Boot Disk for 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 15:20:48 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bbfpt3$h70$1@news1.tilbu1.nb.home.nl>
Source record: 26911

It is possible to use TOS versions by loading software images of TOS (tos.img) during boot time. You need a program for this in the AUTO folder, like tosboot.prg or seltos. Besides the tosboot program, you need the software image of your desired TOS version: these images are lying around on the internet, for example try Little Green Desktop. More than 1 MB of memory is also very welcome if you still want to do something useful, since the TOS will now be loaded into the precious memory of your Atari... Most of the software versions of TOS will survive a reset (but obviously not an OFF/ON).

Maybe is this what you mean. You can put other programs on this bootdisc too.

Seltos works for me, replacing TOS 1.6 by TOS 2.06 on my STe.

More info and download of Seltos.
http://home.hccnet.nl/v.d.burg/atari under TOS.

Regards,

Jos

"Charles Richmond" <richmond@ev1.net> schreef in bericht
news:3EDABB26.724EFEE0@ev1.net...
> Matthias Arndt wrote:
> >
> > On Sonntag, 1. Juni 2003 15:31, Charles Richmond wrote:
> >
> > > Is there a program available to run on an Atari 1040 ST
> > > that will save the TOS ROM's in a form so the result can
> > > be put on a boot disk for an Atari 520 ST???
> >
> > Programs for extracting are not the problem - all you need to do is to
dump
> > the corresponding memory area.
> > The problem in that case is that you need to relocate the TOS if you
want to
> > load it from disk. You cannot directly use a TOS dump as a boot disk.
> > But you could use such a dump to create EEPROMS which would allow you to
> > boot the 520ST without the need of a TOS disk.
> >
> Yes, I was assured that I could copy the TOS PROM's and install
> them in the Atari 520 ST. But if I could have created a boot
> disk, I could test the computer to see if it works...before I
> went to the extra expense of burning the EPROM's...
>
> It was just a thought...

```
>
> --
> +-------------------------------------------------------------+
> | Charles and Francis Richmond richmond at plano dot net |
> +-------------------------------------------------------------+
```

3230. Re: Creating Boot Disk for 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 15:59:48 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vdmt3j961pogfe@corp.supernews.com>
Source record: 26912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does the 520ST have ROMs in it? Or does it need the TOS boot disk?

Tim

"Charles Richmond" <richmond@ev1.net> wrote in message
news:3EDA1B9D.BF4094C5@ev1.net...
> Is there a program available to run on an Atari 1040 ST
> that will save the TOS ROM's in a form so the result can
> be put on a boot disk for an Atari 520 ST???
>
> --
> +---+
> | Charles and Francis Richmond richmond at plano dot net |
> +---+

3231. Re: Creating Boot Disk for 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 17:01:03 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bbfvsf$408$1@thorium.cix.co.uk>
Source record: 26913

In message <1447998.X0EoHjJrm3@jll.heim7.tu-clausthal.de>, matthias.arndt@tu-clausthal.de said:

>On Sonntag, 1. Juni 2003 15:31, Charles Richmond wrote:
>
>> Is there a program available to run on an Atari 1040 ST
>> that will save the TOS ROM's in a form so the result can
>> be put on a boot disk for an Atari 520 ST???
>
>Programs for extracting are not the problem - all you need to do is to dump
>the corresponding memory area.
>The problem in that case is that you need to relocate the TOS if you want to
>load it from disk. You cannot directly use a TOS dump as a boot disk.
>But you could use such a dump to create EEPROMS which would allow you to
>boot the 520ST without the need of a TOS disk.

I wonder whether the ST in question is a very early one with most
of the OS on disk, with the ROM just holding booting instructions?
If so, it would need the special boot disk supplied by Atari.
Don't know of a source, sorry. Otherwise I see little point in
saving the 1040s ROM and using it.

There was a disk available from Goodmans PD called TOS CHANGER.
This allowed you to run virtually any old software. Booting with
the disk gave you the choice of using TOS 1.0, 1.02, 1.04 or 1.62
and EOS 1.42 and KAOS 1.40. From the instructions:

--QUOTE--
XL8R is an ST Translator disk. I have taken a number of actual ROM TOS
versions, and made them relocatable. When executed, they will relocate
themselves just underneath the TOP of your (ST) ram.
--UNQUOTE--

Don't know if it worked with those early STs having the OS on
disk, but I doubt it.

BTW, my copy is on an 823 KB (82 track 10 sectors) extended format and
I couldn't read a couple of clusters of the instructions. If anyone has
this disk, I'd be grateful for a copy of a complete INSTRUCT.DOC

Regards, /Peter/

3232. Re: CT60 at 66/20

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 17:06:49 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3edb8420$0$12415$626a54ce@news.free.fr>
Source record: 26914

AZTEC is one name but there are many names in the world...

Oh, you can too see about the Micro ATX PC standard because the PSU are smaller...if I well remember.
And the new PC small fine cases use an other new standard with wery small PSU.

"exxos" <exxos@home.co.uk> a crit dans le message de news:
3eda255e$0$966$cc9e4d1f@news.dial.pipex.com...
>
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:3ed73607$0$11675$626a54ce@news.free.fr...
> > There are many power supplies very small in the industrial market....You
> > need +5 +12 and +3.3V
> > It's not hard to find....those ps can fit between the CT60 and the rear
of
> > the case....
> > It's more expensive than a PC ATX ps, sure...but nothing is perfect...
> >
>
>
> Do you know of any sites which sell these PSU's ? I dont think ive ever
seen
> one ?
>
> Thanks,
> chris
>
>
>
>
>
>
> >
> > "Tim" <tjlazer@mail.com> a crit dans le message de news:
> > vddbaop0n3hs75@corp.supernews.com...
> > > How is the Power connector handled on the original case? any ideas on
> how
> > > to add a PS w/o it looking like a hack?
> > >
> > > Tim
> > >
> > > "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> > > news:3ed5ebb6$0$11636$626a54ce@news.free.fr...

> > > > OK, the CT60 runs fine at 66/20 (falcon bus speed).
> > > > The only last problem is the SDMA clock...and after I ship the boards.
> > > >
> > > > Regards
> > > >
> > > >
> > > >
> > >
> > >
> >
> >
>
>

3233. Re: Falcon + Nova problems

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 17:27:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200306021927.a42406@wun.maus.de>
Source record: 26929

Hallo Fredrik!

FE>NOVA will only work with 4mb falcons and wont even start if you have a
FE>14mb moduel installed.

It will also work with Falcons that have the Magnum RAM expansion installed, provided that the magnum driver is set to use only 6 of the 8 MB on that card.

To test the card: Do _not_ install the drivers, and start the init program from the desktop on a monitor attached to the original Falcon port, followed by the VMG. Check with the VMG (test option), that some of the available resolutions work with your monitor. And best set the boot option of the driver to "wait 5s", so you've got enough time to call the boot menu.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

3234. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 17:40:38 UTC
From: mr_i_davis@hotmail.com
Message-ID: <d735c5ea.0306020940.41ef6a1e@posting.google.com>
Source record: 26915
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:<bba0iahcu5@sparta.btinternet.com>...
> Hi Issac
>
> > Hi Steeve
>
> One less' e' there
>

That was kind of my point there. One less 's' there in my case, and
one more 'a'. (Isaac) Anyway..

> Long ago i requested that the size be cut to one short mail carrying a link
> to a website ot even an advert for a private mailing list, he responded to
> none of these suggestions and then started to post 3 or more long mails in
> a session

Well the problem I see here is that by the same token we cannot get
someone to stop posting profanity, we can't stop Ben from posting. I
still maintain that the chatter level in this group is so low that it
would only take a mere few seconds to skip over any thread that was
irrelevant to you. I read much larger groups, and as the level of
posts increase, so do the people who think they need to post their
beliefs on all manner of topics. I tend to look at posts like Ben's as
billboards along the road of usenet. They have their advantages and
disadvantages, and yes, sometimes can get in the way of a really nice
view, but you can always move on and they are out of your way. I know,
bad analogy, but who cares.

> > > As i stated above, group ethics are on topic, spam is off topic.
>
> > I think to be consistent, you should be speaking out against whoever
> > is posting the filth. It really makes your cause look off kilter when
> > you don't apply a level base of tolerance.
>
> I'm sticking to the issue i'm interested in, where it suits me. 8~)
>

Sorry, I just think that if you are going to crusade, make it an even
crusade. It really destroys credibility when you will point fingers at
someone, and let another person doing the same or worse actions slip
right on by. By having an actual civil discussion here, I could see
everyone eventually at least coming to some sort of an agreement. If
we didn't have people playing childish games, then you might have a
chance for advancement of your cause. Besides, it's not like we don't

have other vendors doing exactly what you are asking Ben to do. Look
at Lance and Rick. They both have catalogs full of items, and have
relegated their advertising to web sites. They post and contribute to
the group. What you are asking isn't outrageous, but when you come on
and castigate Ben, and don't castigate someone posting filth, then you
negate your credibility. While you might have one issue in mind, you
are allowing bias to lower your ability to tackle this issue.

> > > Do you filter everything you disagree with or do you do something about
> it.
> >
> > No, with the 20 posts in here on a good day, I just hop over the ones
> > I am not interested in.
>
> But there's the chance that one day that person you just filtered will have
> some usefull and welcome input, i may well use his services one day, i may
> well join a conversation with him, i'm not objecting to him or his living,
> but only when he stops his multi page spamming and replaces it with a short
> mail with a web-link will i let ot go.

I only filter a few people in a few other groups, and that's because
they have been posting off topic drivel for what seems like years now.
I still maintain that the number of posts in this group has dwindled
to almost nil, and skipping over a single advertisement at the
frequency he posts it at is negligible.

> I protest to the channel, direct action is the only effective method.
>
> > > I dont want to filter anyone, that was your suggestion!.
> >
> > Well, by insisting that Ben stop, not only are you filtering Ben for
> > yourself, you are trying to impose your filter on everyone else.
>
> A compromise would shut me up for good, no-one comments on that suggestion,
> least of all benny-fag-boy.
>
> > It's much easier having an intelligent conversation.
>
> I completely agree.
>
> > I honestly was expecting a post telling me to ram a cartridge up my
> keister.
>
> I hold that in reserve. 8~)
>
> > I guess it's just taking whoever is making those up, a while to gather his
> > thoughts, and tap out the message with the pencil in his mouth. Sad...
>
> I tried sensible post's, and email to Benny boy, he only replies to his
> defenders
>

> > Isaac
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

I personally don't care one way or the other. The real reason I spoke up in the first place is that the way I "saw" it, and that's previous to our conversation, is that if someone like Lance, or Rick, or anyone else established as a retailer of Atari wares posts, they would be the victim of an obscene tirade. Which at this day and age, with the amount of people with stocked amounts of Atari equipment, would be a loss in my point of view. It's not like we can pick up an Antic magazine, and search out the cheapest price on a 1024. We have to hunt down whoever might have one, and it seems that this is the arena for most of the atari activity, at least it seems that way to me. I have the feeling that if someone had an ebay auction as of late, they cringed at the thought of posting it on here, for fear that they might open their newsreader the next day to find that they have posted about sodomizing the president.

You have stated what you would like to see changed, and frankly I have no problem with that, as long as we are even handed about it. Like I said, it seems that other vendors already work in this manner.
Isaac

3235. Re: The Running Man

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 18:13:37 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <bbg449cph1@newsg4.svr.pol.co.uk>
Source record: 26916

sorry i cant email you. it wont deliver??

"Jaguar" <rfvacpNOSPAM@mountaincable.net> wrote in message
news:Xns938DEA576658CJaguar@24.215.0.21...
> "NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in
> news:bbd3t7$6nq$1@newsg3.svr.pol.co.uk:
>
> > does anyone have this game?
> > does anyone know where i can get it?
> >
> > I had it with my first ST but sadly it broke and have not seen it
> > anywhere since.
> >
> >
> >
>
> I have it.E-mail me.

3236. Re: SyquestRepair.com - anyone had deal

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 18:36:18 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3edb9922$0$194$4c56ba96@master.news.zetnet.net>
Source record: 26917

Hi Neil,

Sorry to be late replying, but I've been away for a while.

On 25 May 2003 22:25:28 , Neil Chester wrote:

>Sorry no experience of this firm. What sort of Syquest is it? a 135?
>If so I have a bare working drive available to a good home!
>
>Neil :-)

My drive is a 230, but thanks anyway. I've sent a copy of your post to a friend of mine who may be interested. If so, I'm sure he'll be in touch with you.

Cheers

Paul

3237. FA: Falcon 040 (Afterburner + Desktopper)

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 19:19:58 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0306021119.38538cf3@posting.google.com>
Source record: 26918

For Auction:

Atari Falcon fitted with an Afterburner (68040 with FPU built in)
and 16M Fast RAM. 4M of standard Falcon RAM makes 20M total.

Recased in a Desktopper case with a 120M HD and CDROM drive
on the secondary layer. Also includes a Nemesis accelerator,
and the clock buffer mod. The Afterburner also features a
through port for the Falcon bus, allowing other (compatible)
cards to be used.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3028296751

3238. Re: Here I come to save the day!

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 19:35:59 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <vGNCa.1247$nk5.1178@nntpserver.swip.net>
Source record: 26919
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Anonymous" <discord-nobody@erisiandiscord.de> skrev i meddelandet
news:f700ec96b607b7632dfb604977cde1d9@erisiandiscord.de...
> Hello, some of you may know me as Fagboy Benny. ...
> ...

I get the impression that there are not many companies left, that sell Atari 8-bit equipment these days.

Bravo Sierra Computers offers Atari equipment to Atari 8-bit enthusiasts and from what I have heard, the company treats these enthusiasts (its customers) in a fair way.

No complaint in this newsgroup seems to be about how Ben Smith treats buyers of his Atari equipment.

If that is correct, please leave Ben Smith alone. Selling Atari 8-bit equipment to enthusiast users is a positive contribution to what remains of the Atari 8-bit world.

Whatever is irritating about Ben Smith and his company, it cannot be worse than all these articles about f-gs, assh-les, s-x toys, et cetera.

Anders

3239. Re: Atari versions of Frontier available

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 19:58:59 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <ov03k+FDy62+EwWz@my-ste.demon.co.uk>
Source record: 26920

On Mon, 2 Jun 2003, Michael wrote:-

>Well, if you have some webspace free without popups, put them online.

The files are still available from my web-space:

<URL:http://www.my-ste.demonco.uk/frontier/index.htm>

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

3240. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 20:20:21 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3edb915c710282@tripnet.se>
Source record: 26921

In comp.sys.atari.st <200305282255.a42248@wun.maus.de>
Ekkehard Flessa wrote on Wed 28-05-2003 22:55 (+0200):

>Hallo Kenneth!
>
>
>KM>It's a standard printer cable but with the STROBE and BUSY lines
>KM>exchanged at one end. Exactly like a PARCP cable.
>
>Thanks to the upcoming long weekend, I've gained access to the manual again :-)
>The cable in there is made up as follows:
>
>
>Printer (sender) Atari (receiver)

The left side is the _printing computer_ and not a printer :-)

>36-pin centronics 25-pin sub-d
>Pin number, name Pin number, name
> 1 _STROBE_ --------- 11 BUSY

This is OK. Sender vill make it _low_ when there is valid data on the
data lines. The receiving Atari will get a BUSY signal when this signal
returns to high again resulting in an interrupt where you can execute
code to handle incoming data.

The interrupt happens at the very end of the "data valid period" so the
receiver has to be very quick to read the data bus.

The signal goes from left to right on this line.

> 2 Data 0 ----------- 2 Data 0
> 3 Data 1 ----------- 3 Data 0
> 4 Data 2 ----------- 4 Data 0
> 5 Data 3 ----------- 5 Data 0
> 6 Data 4 ----------- 6 Data 0
> 7 Data 5 ----------- 7 Data 0
> 8 Data 6 ----------- 8 Data 0
> 9 Data 7 ----------- 9 Data 0

Also OK but you made 7 typos to the right (should be Data 0-8) :-)

>10 _ACKNLG_ --------- 1 STROBE

Interesting! _ACKNLG_ might be sent from the receiver and the sender
might be listening to it. This line would be used from right to left for
handshaking.

Note that Atari ST(e) and TT does not listen to _ACKNLG_ so having any of these on the left side would make this line pointless.

I think the Falcon does listen to _ACKNLG_ and generates an interrupt but I have no Falcon...

My sending computer does not listen to _ACKNLG_ either, equal to an ST or TT. So, this will simply not work with my equipment.

>11 BUSY --R=1.2kOhm-- 22 GND

This is no good either... As I have no _ACKNLG_ on my sender the BUSY signal would be the only way to make the left sender wait until the receiver can read the next byte. So by just forcing it to low data will flow without any handshaking at all.

In my cable the connection is:
11 BUSY ---------- 1 STROBE

The idea here is that the receiver controls STROBE to inform the sender if it is busy or not. This signal goes from right to left.

The right side STROBE is normally high but can be forced low be the receiving program acting as a "printer emulator". As the left side only sends more data when its BUSY line is low this is my way of getting handshake.

It should work just as well as the _ACKNLG_ way in your cable. After all this is the standard way of getting handshake when an Atari computer prints to a real printer.

What's left to experiment with is how long the receiver must keep the BUSY line of the sender low to get the next byte. It should work to keep it low until the receiver executes the interrupt routine and put it high again from there. Also this line has to be put low before the transmition begins.

Afaik this exacty what the code provided by David Bolt in

http://www.my-ste.demon.co.uk/files/readpara.zip

does but something is wrong as it does not work...

>12-15 NC
>16 GND -------------- 22 GND
>17 NC
>18 NC
>19-30 GND ----------- 22 GND
>31-36 NC

The grounding above might be worth checking! My cable does not have these "crossed" ground connections.

>
>(All GND tied together)
>

>So, strobe of the sender goes to busy on the receiver, but strobe on the
>receiver is linked to acknowledge on the sender and the sender's busy line is
>just connected to GND with a pull-down-resistor.
>
>The manual states that it's not possible to use an Atari as both sender and
>receiver.

As my sending computer shares the missing _ACKNLG_ line with (older)
Atari computers your cable would possibly not work with my setup.

P.S. If only those who keep spamming this group with unwanted followups
to Ben Smith's ads would spend as long time writing a single message as I
did on this post... :-) D.S.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3241. Re: Do as I say, not as I do (was: A Word About Ben Smith)

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 20:37:38 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB010447.314E2%nameerf@flash.net>
Source record: 26922

in article 1aogdv06vj3gfeb0ukno9431j249sd4cso@4ax.com, Rustynutt at rustynuttspamblock@hotmail.com wrote on 5/31/03 12:11 AM:

> On Sat, 31 May 2003 06:57:42 GMT, Michael and Nicole Freeman
> <nameerf@flash.net> wrote:
>
>> Well, I don't normally reply to stupidity, but I did. Please forgive me for
>> contributing to the destruction of this Newsgroup.
>
>
> :) This Newsgroup cannot be distroyed by such a febel attack, or responce
> there of.

Well, what I'm saying is that I think one of the big factors that has reduced the number of posts here in recent years is all this crap that keeps getting posted that is either profane, slanderous of Atari-related people or things, or simply irrational off-topic posts annoying the long-time readers of this group. The stupidity posted by this specific person or group of people falls under all three categories. I'm just concerned that as the percentage of these posts compared to on-topic, rational, and polite posts grows, people will abandon this group in larger and larger numbers. This is one of the few places most of us have to rely on to know what's going on in the Atari community, and it's dwindling away very quickly.

> I haven't contributed much to this group in a while (as far a real
> Atari information is concerned), but have watched what is going on
> with other users and remaining developers on a regular basis.
> However, I did take the chance, and supplied a grazing wound, to what
> I thought was irresponsible. It's likely that most users here have
> blocked thread concerning the going's on your talking about. That's
> the smart thing to do. I couldn't resist either, shades of Sinplop
> came to mind, and thought this worm should get a bit of negative
> feedback from such an irregular as myself.

But for those (I guess few) of us who actually welcome Ben's posts, how do you filter someone who uses the same threads and masquerades his e-mail address as other legit people whom you want to read the posts from?

> I wouldn't take anything personally here (even though Sinplop almost
> had me ready to meet him at a Slack convention to kick his ass:). That
> guy is really a tick. This new guy (girl, homo, bisexual,
> transvestite?) isn't a challenge at all, and find him amusing.

Well, I don't find his personal threats that he's sent to me via e-mail very amusing. I find them profane, slanderous, and annoying. Which makes his/hers/its posts here all the more annoying, and I'd personally like to

find a way to eliminate them without eliminating the stuff I do want to read.

> Eventually, after going through several remailers, we'll get to his
> ISP. No big deal there, always more to sign up with, but at least can
> cause the inconvenience of them having to alter their private EM and
> such. They'll be gone, if not by a few of us, then by others that take
> more pleasure in getting someone dislodged from under their rock.

I hope so. Thanks for your reply!

Mike Freeman
nameerf@flash.net

3242. Re: Do as I say, not as I do (was: A Word About Ben Smith)

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 20:47:58 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB0106B4.314E3%nameerf@flash.net>
Source record: 26923
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article pan.2003.05.31.14.35.26.727020@removenoaspam.atari-source.com,
Mark D at mducksub@removenoaspam.atari-source.com wrote on 5/31/03 6:35 AM:

> On Sat, 31 May 2003 06:57:42 +0000, Michael and Nicole Freeman wrote:
>
>> Well, I don't normally reply to stupidity, but I did. Please forgive me for
>> contributing to the destruction of this Newsgroup.
>>
>
> This is an overzealous statement. If this ass manages to destroy the
> group I would be more than slightly surprised. Considering Atari as a
> computing
> platform has survived massive pirating, corporate death... and hey. MagiC
> crashes too often.. that alone would be enough to make some people I know
> give up and boot linux, I don't think there's really anything to worry
> about. All this talk about death, destruction, blah. Nobody realizes
> that the Atari community as it stands right now is THIN. I only pray that
> there's a lot of dumb people having Falcons hiding shrinkwrapped in their
> basement ;)

This is sort of my point, though. The Atari community is thin. This
newsgroup has been an invaluable resource for me, personally, and I've
watched it progressively shrink over the years, and many who've jumped ship
did so because of petty things like this. Yeah, I guess destruction was a
bit harsh. It's more like erosion. The community is so small, even if a few
key level-headed people stop reading and posting, it's a definite loss for
the group.

Mike Freeman
nameerf@flash.net

3243. [ANN] Manga Puzzle for GEM

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 21:42:31 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3edbc4c6$0$14313$7a628cd7@news.club-internet.fr>
Source record: 26924

Bonjour :)

You can find an adaptation for GEM environment
of Manga Puzzle (originaly written by Cooper/Paradize).
It's a 'taquin' game as we call it in France.

Download at http://rajah.atari.org or directly at
http://membres.lycos.fr/nef/files/ -> manga.zip (450 Kb)

Carefull: couldn't fix the SNDH routines management so
it may be crashy, depends on some SND files and OS.
ST-Guide doc is provided.

You may prefer Yoai rather than Hentai...
So an util will be available for gamers who want to have
their own set of images.

Have fun :)

Rajah Lone/Renaissance + Cooper/Paradize

3244. Re: 1040STE and AT PSU

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 22:49:53 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0306021449.23d47373@posting.google.com>
Source record: 26925

dglish@milwpc.com (Dave Glish) wrote in message
news:<50cabf78.0306020350.5dea15ab@posting.google.com>...
> "a@b.c" <a@b.com> wrote in message
news:<RVwCa.129357$Vi5.3604121@news1.calgary.shaw.ca>...
> > Hi,
> > I'm in the process of putting my STE mainboard into a PC Towers
> > (practice before doing my Falcon) but am having a problem with the power
> > supply.I know I have the +5, +12 and GND wire connected properly but when I
> > plug it into the board nothing works; not even the PSU fan turns on, but as
> > soon as I unplu the connecter from the mainboard the PSU's fan turn on like
> > it should. Any suggestions? Thanks
> >
> > Nicholas
>
> I'll have to take a look at my cased MegaST and see how it is hooked
> up to the power supply. It sounds like you may have the positive and
> negative reversed.
>
> I'll get back to you tonight.
>
> dave

I checked my computer and it has the following connections.

Pin 1 +5 Red
Pin 2 G Black
Pin 3 G Black
Pin 4 G Black
Pin 5 +12 Yellow
Pin 6 +12 Yellow

I'm not sure if the STe used the same 6 pin connector.
I just hacked apart a connector like the one the Atari uses and hooked
it too a Male type plug that the PC case uses. This way I could plug
it into the standard PC type trapezoid plug.

The other problem you might be having is if the case is actually an
ATX case. THis needs a signal from the Motherboard to start power.
This shouldn't be the case though if the power supply fan starts when
the MB isn't attached.

dave

3245. In 1989 it was ?80,000, Today, it's on ebay for ?4.99 Start... A rare atari find

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 23:09:23 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <b5mndvk58h0sb6dqr7p6ce6pqllg3c295i@4ax.com>
Source record: 26926

I saw this on ebay uk, and thought of all you retro atari fans looking
for a little something different....
(do you think it'll run cubase....?)

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3028285525&category=38597

3246. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-02 23:13:51 UTC
From: hubert <hmp@strangways.com>
Message-ID: <bbgm40$5j2$1@news8.svr.pol.co.uk>
Source record: 26927

```
> Like I said, I feel I got more than my money's worth, and if I lost a
> tenner at the end I can live it.
>
> If there's one main trouble with people from round here, it's that
> they bear a grudge for an unreasonable amount of time...
>
> rgds
> H
```

Theft is theft, I lost £20 and I will bear a grudge as long as I live and
would physically attack him given the chance, I don't think this is
unreasonable, at the time I was unemployed and £20 was half my weeks income!
, the guy took the dishonest way out of a situation he placed himself in.
NO EXCUSES PAUL GLOVER IS A THIEF

3247. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 02:28:37 UTC
From: atari-man <arudzki@yahoo.com>
Message-ID: <pJTCa.841532$Zo.180972@sccrnsc03>
Source record: 26928

Dude,

Unemployed, with 40 pounds a week to live on, and you GIVE HALF of it away
to anything?

Geez........

"hubert" <hmp@strangways.com> wrote in message
news:bbgm40$5j2$1@news8.svr.pol.co.uk...
>
> > Like I said, I feel I got more than my money's worth, and if I lost a
> > tenner at the end I can live it.
> >
> > If there's one main trouble with people from round here, it's that
> > they bear a grudge for an unreasonable amount of time...
> >
> > rgds
> > H
>
> Theft is theft, I lost £20 and I will bear a grudge as long as I live and
> would physically attack him given the chance, I don't think this is
> unreasonable, at the time I was unemployed and £20 was half my weeks
income!
> , the guy took the dishonest way out of a situation he placed himself in.
> NO EXCUSES PAUL GLOVER IS A THIEF
>
>

3248. Re: The Running Man

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 04:25:36 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3edc24a0@news.alphalink.com.au>
Source record: 26931

```
--

"NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message
news:bbg449$cph$1@newsg4.svr.pol.co.uk...
> sorry i cant email you. it wont deliver??
>
>
> "Jaguar" <rfvacpNOSPAM@mountaincable.net> wrote in message
> news:Xns938DEA576658CJaguar@24.215.0.21...
> > "NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in
> > news:bbd3t7$6nq$1@newsg3.svr.pol.co.uk:
> >
> > > does anyone have this game?
> > > does anyone know where i can get it?
> > >
> > > I had it with my first ST but sadly it broke and have not seen it
> > > anywhere since.
> > >
> > >
> > >
> >
> > I have it.E-mail me.

I gotta ask..why didn't Jag just privately email Nellynell..Why put a post
here asking to be emailed ???

Nelly, if an address as "NOSPAM" in it, there is a good possibilty that once
removed, the address will work

cheers

gra
>
>
```

3249. Re: 1040STE and AT PSU

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 04:26:28 UTC
From: Bill Clinton <Nospam@aol.com>
Message-ID: <3edc2379$0$31514$5a62ac22@freenews.iinet.net.au>
Source record: 26930

thats a dead short.

a switch mode powersupply will do that when shorted.

make sure you know which pins are +5 gnd and +12 from memory theres -5
aswell i think...

i have one lying around and will look tonight. can take pictures too if you
like

"a@b.c" <a@b.com> wrote in message
news:RVwCa.129357$Vi5.3604121@news1.calgary.shaw.ca...
> Hi,
> I'm in the process of putting my STE mainboard into a PC Towers
> (practice before doing my Falcon) but am having a problem with the power
> supply.I know I have the +5, +12 and GND wire connected properly but when
I
> plug it into the board nothing works; not even the PSU fan turns on, but
as
> soon as I unplu the connecter from the mainboard the PSU's fan turn on
like
> it should. Any suggestions? Thanks
>
> Nicholas
>
>

3250. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 04:31:57 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3edc261d@news.alphalink.com.au>
Source record: 26932

--

"atari-man" <arudzki@yahoo.com> wrote in message
news:pJTCa.841532$Zo.180972@sccrnsc03...
> Dude,
>
> Unemployed, with 40 pounds a week to live on, and you GIVE HALF of it away
> to anything?
>
> Geez........

ahhhh, me thinks you miss the point..It seems to me that he compared the
ammount of money lost, to his weekly income..If I lost 40 quid, I wouldn't
say that I lost that weeks pay, would I ?? Comparison and reference

cheers

gra

>
>
>
>
> "hubert" <hmp@strangways.com> wrote in message
> news:bbgm40$5j2$1@news8.svr.pol.co.uk...
> >
> > > Like I said, I feel I got more than my money's worth, and if I lost a
> > > tenner at the end I can live it.
> > >
> > > If there's one main trouble with people from round here, it's that
> > > they bear a grudge for an unreasonable amount of time...
> > >
> > > rgds
> > > H
> >
> > Theft is theft, I lost £20 and I will bear a grudge as long as I live
and
> > would physically attack him given the chance, I don't think this is
> > unreasonable, at the time I was unemployed and £20 was half my weeks
> income!
> > , the guy took the dishonest way out of a situation he placed himself
in.
> > NO EXCUSES PAUL GLOVER IS A THIEF
> >
> >

>
>

3251. Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 04:33:31 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3edc267b@news.alphalink.com.au>
Source record: 26933

--

"Mark Bedingfield" <mark@computercom.com.au> wrote in message
news:iNzCa.1996$7E.26673@news-server.bigpond.net.au...
> anybody know where to get the last incantation of STxformer? Want to try
on
> CT2 falcon ;-). Incedently, what other emulators are avaliable, speccy for
> example?
>
> Mark Bedingfield

Mark..you seemed very determined to get your point across :))

gra
>
>

3252. Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 05:39:39 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <vwWCa.3324$7E.38808@news-server.bigpond.net.au>
Source record: 26934

I should set up a Sig file that explains that, Telstra's crappy news server fails to acknowldge a post correctly. This causes Outchook to resend, resend, resend, Drives me nuts. Have to delete from the outbox all the time. Hey got a couple of 2600's hurfy. Loving it ;-)

Mark

"Graham" <hurfy@alphalink.com.au> wrote in message news:3edc267b@news.alphalink.com.au...
>
>
> --
>
> "Mark Bedingfield" <mark@computercom.com.au> wrote in message
> news:iNzCa.1996$7E.26673@news-server.bigpond.net.au...
> > anybody know where to get the last incantation of STxformer? Want to try
> on
> > CT2 falcon ;-). Incedently, what other emulators are avaliable, speccy
for
> > example?
> >
> > Mark Bedingfield
>
> Mark..you seemed very determined to get your point across :))
>
> gra
> >
> >
>
>

3253. MyMAIL release at NAS 2003

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 11:25:38 UTC
From: epkerha@epk._NoSPAM_ericsson.se
Message-ID: <bbi0ji$9o1$1@newstree.wise.edt.ericsson.se>
Source record: 26935

Hi all,

New version of MyMAIL will be released at
Nordic Atari Show 2003, 5-6 Juli

http://www.sak.nu/nas/

Best Regards
Erik Hall

3254. CT60 : the cause of SDMA problems with SCSI/Audio is known !

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 14:02:58 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3edcaa86$0$12422$626a54ce@news.free.fr>
Source record: 26936

During this last 10 years, everybody heart about 'cracks' on audio or SCSI/floppy data problems, especially when boosting the mb.
Atari furnished a patch with a 74F08 onto the GAL U63 to bufferize the bus clock going to 3 directions, especially the SDMA, and this on standard falcons.
This patch was called 'Cubase clock modification' for those who had to install it.

OK, after several month passed several years ago on CT2 to fix this problem, I was not sure to know the real raeson of the problem.
Every body (and atari) was thinking that the bad quality of the clock to SDMA was the cause of the problems (so the 74F08 fitting).

But after using the 200 MHz logic analyser I can reveal that the first reason is a big bug into the VIDEL chip !
Some times the data arrive later (Videl switches the 32-bit memory bus to the 16-bit CPU bus) and because the timing to latch the data from SDMA is very short, some data are missed !

All the patchs like 74F08, nemesis termination with resistor on SDMA clock trace are not perfect at all !
Their just modify the edge of the clock and allow to win 1 or 2 ns when latching the data !
But the bug into VIDEL is depending too of the Video resolution you use and the temperature of the machine !

I now design a patch that will simply add a Wait State to the SDMA transfer to be sure that it latches the data when really present & stabilized on the data bus.

3255. Re: The Running Man

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 14:22:54 UTC
From: Jaguar <rfvacpnospam@mountaincable.net>
Message-ID: <Xns938F6999C3D60Jaguar@24.215.0.21>
Source record: 26937

```
"Graham" <hurfy@alphalink.com.au> wrote in
news:3edc24a0@news.alphalink.com.au:

>
>
> --
>
> "NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message
> news:bbg449$cph$1@newsg4.svr.pol.co.uk...
>> sorry i cant email you. it wont deliver??
>>
>>
>> "Jaguar" <rfvacpNOSPAM@mountaincable.net> wrote in message
>> news:Xns938DEA576658CJaguar@24.215.0.21...
>> > "NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in
>> > news:bbd3t7$6nq$1@newsg3.svr.pol.co.uk:
>> >
>> > > does anyone have this game?
>> > > does anyone know where i can get it?
>> > >
>> > > I had it with my first ST but sadly it broke and have not seen it
>> > > anywhere since.
>> > >
>> > >
>> > >
>> >
>> > I have it.E-mail me.
>
>
> I gotta ask..why didn't Jag just privately email Nellynell..Why put a
> post here asking to be emailed ???
>
> Nelly, if an address as "NOSPAM" in it, there is a good possibilty
> that once removed, the address will work
>
> cheers
>
> gra
>>
>>
>
>
>
```

It seems that evertime I try to e-mail from a post it doesn't work . If I had a clue on what to remove in the e-mail address I wouldn't have posted here. I always try to e-mail first.
\Jaguar

3256. USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 16:14:59 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3edcc980$0$198$4c56ba96@master.news.zetnet.net>
Source record: 26938

Hi all!

On 29 May 2003 14:51:56 , "Smeg" wrote:

>I think the most important one is the fact that there is a super fast serial
>capability on the DSP chip, and the serial connections come out to the DSP
>port. This could be used for a USB or an Ethernet device if anyone wants to
>design one.
>
>Smeg.

Anyone?

This could be very important to help extend the life of our Falcons, at
least giving us the ability to use USB printers, as parallel port printers
are getting rare. :(

And not to mention digital cameras, scanners, etc etc!

Cheers,

James

--

James Haslam

Email: jfhaslam@zetnet.co.uk ICQ UIN: 37135025

Atari Pages: http://jfhaslam.atari.org
Homepages: http://www.users.zetnet.co.uk/jfhaslam

Chairman, Cheshunt Computer Club. For more info see
the Club's website: http://www.cix.co.uk/~derryck

3257. Re: Here I come to save the day!

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 16:15:04 UTC
From: annoyed@user.net
Message-ID: <3edcc985$0$198$4c56ba96@master.news.zetnet.net>
Source record: 26939

On 1 Jun 2003 23:44:43 +, Anonymous wrote:
><cut>fagot<cut>

Can't even spell "faggot" correctly!

In my work in social housing, I get the pleasure of dealing with many
people who verbally abuse you if they don't get their way.

As my boss says, these people don't have the IQ to wittily respond to you.

Obviously this person has a Mental Health Problem!

Unfortunately there is not much he can do about it short of suicide.

As for the rest of us with intelligence, the best thing to do is to use
the filter facility in our news programs.

Unfortunately for me I currently use Newsie, on which the Killfile.txt
file only works for email. I could upgrade, but I wouldn't have my
archives of mail and news.

Cheers,

James

--

James Haslam

Email: jfhaslam@zetnet.co.uk ICQ UIN: 37135025

Atari Pages: http://jfhaslam.atari.org
Homepages: http://www.users.zetnet.co.uk/jfhaslam

Chairman, Cheshunt Computer Club. For more info see
the Club's website: http://www.cix.co.uk/~derryck

3258. BBC List

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 16:37:06 UTC
From: NellyNel888 <NellyNel888@parkgatebl.fsnet.co.uk>
Message-ID: <bbiir6$dc0$1@news8.svr.pol.co.uk>
Source record: 26941

does anyone have the full BBC CD list?

3259. Sharing files with PC

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 16:44:17 UTC
From: Lyle Raymond <slyraymond@yahoo.com>
Message-ID: <vdpjf64ovvb11e@corp.supernews.com>
Source record: 26940

Hi gang, this is my first post to the group.

I just pulled my STacy out of the closet, hoping to get some use out of it,
but there's a new problem that I didn't previously have:

During the Win95 days, files were easily shared between PC and ST on a
TOS-formatted disk. Now my Win98se machine isn't reading the Atari disk,
and vice versa. How can I share files between the two machines?

--
S. L. Raymond

http://webpages.charter.net/slyraymond

3260. Re: "Touch Up" For Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 18:43:05 UTC
From: swampfax1@atlantic.net
Message-ID: <Z_5Da.878$Ry3.540967@monger.newsread.com>
Source record: 26942

On 31 May 2003 23:32:17 , John Garone wrote:
>On 28 May 2003 22:16:35 , "Steve Sweet" wrote:
>>Hi John
>>
>>> Looking for Touch Up sofware for the Falcon (again). I seem to have
>>> misplaced mine /:)
>>
>>I think you'l have to be more specific about the type of scanner you use it
>>with as there's scanner-customised versions of this software i beleive.
>>
>
> for a wand scanner! I have version 2.52 that runs on the Falcon but I
>can't get it to scan into the computer. The wand lights up but no image
>shows after holding the "start" button and moving the wand down a page
>(screen either is freezing or the computer is waiting for data). Tried
>holding the button down while moving the wand and without. I'm hoping it's
>the software at fault.
>
>Thanks for the feedback,
>
>John G.
>
>.
In particular the Migraph wand!

John G.

3261. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 19:41:50 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1054651014-151400AEicMi@adelphia.net>
Source record: 26943

James,
I most definetely aggree with you and SMEG!!! I
wonder if Rudolphe Czuba would be interested in
designing a USB 1.1 or 2.0 HUB that could attach lets
say 2 to 4 items at a time. Any thought on this would
be good time invested.

Thanks,
Carey Christenson

--

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
Ethernet card for Cartridge port
56K CNET modem NOT IN USE
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3262. Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 19:58:14 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306031158.613a671f@posting.google.com>
Source record: 26944

"Pascal Ricard" <nospam@mydomain.thanx.invalid> wrote in message
news:<3ed6b5d2a5e1ad0@europe-shareware.org>...

> > Everyone,
> > Thanks for the information!!! I really appreciate
> > all the information. Just a few questions. I would
> > like to get one of these DSP clocks anyone know where
> > they are available at??
>
> You may want to ask to Jan Krupka
> http://jaysoft.atari.org
>
> He is going to built a few ones for people interested. Price should be
> under 15 EUR / 10 ï¿½ if there are enough people.
>
Looks easy enough, but what's a 7805?

Galen

3263. Re: "Touch Up" For Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 20:06:01 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306031206.44fb4592@posting.google.com>
Source record: 26945

swampfax1@atlantic.net (John Garone) wrote in message
news:<5YaCa.662$Ry3.419448@monger.newsread.com>...

> for a wand scanner! I have version 2.52 that runs on the Falcon but I
> can't get it to scan into the computer. The wand lights up but no image
> shows after holding the "start" button and moving the wand down a page
> (screen either is freezing or the computer is waiting for data). Tried
> holding the button down while moving the wand and without. I'm hoping it's
> the software at fault.
>
I don't recall the version I have, but I've noted that although
TouchUp works fine on the Falcon, the wand scanner doesn't. Hence I
stopped using it.

Galen

3264. Re: Atari is back... now what?

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 20:19:07 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bbivofort1@news3.tilbu1.nb.home.nl>
Source record: 26746

It was in Dutch, so I think you can't read it. I remember vaguely seeing
nearly the same interview in English somewhere on the net.

Jos

"Luposian" <luposian@lycos.com> schreef in bericht
news:uFsza.31510$%42.24088@fed1read06...
> I'd appreciate seeing that interview...
>
> Luposian
> ------------
> "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> wrote in message
> news:balac9$rm4$1@news2.tilbu1.nb.home.nl...
> > I've read an interview with Infogrames/ Atari's topmanager and he stated
> > that he wasn't interested in hardware, they would stay a software based
> > company.
> >
> > Jos van de Gruiter
> > http://www.9dayswonder.nl
> >
> > "Luposian" <luposian@lycos.com> schreef in bericht
> > news:KgNya.28230$%42.11495@fed1read06...
> > > So, beyond just the "technicality" name change, do you think there is
> any
> > > chance that they might go into hardware at all, in the future? Gaming
> or
> > > computer?
> > >
> > > Do you think they could be encouraged in this regard any more than
> before?
> > > Or do you think we're stuck with "AtariSoft" (anyone remember *that*
> > period
> > > in Atari's history?) forever?
> > >
> > > Luposian
> >
> >
> >
>
>

3265. Re: CT60 : the cause of SDMA problems with SCSI/Audio is known !

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 20:28:30 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0306031228.1c402e94@posting.google.com>
Source record: 26747

Hi,

> All the patchs like 74F08, nemesis termination with resistor on SDMA clock
> trace are not perfect at all !
> Their just modify the edge of the clock and allow to win 1 or 2 ns when
> latching the data !
> But the bug into VIDEL is depending too of the Video resolution you use and
> the temperature of the machine !

Doesn't surprise me! So, is this why some RAM boards make fuzzy marks
on high resolutions, this gets worse with temperature for sure.

Lyndon

3266. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 20:44:13 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-2E9A41.16441303062003@news21.bellnet.ca>
Source record: 26748

In article <1054651014-151400AEicMi@adelphia.net>,
Carey Christenson <falcon060@adelphia.net> wrote:

> James,
> I most definetely aggree with you and SMEG!!! I
> wonder if Rudolphe Czuba would be interested in
> designing a USB 1.1 or 2.0 HUB that could attach lets
> say 2 to 4 items at a time. Any thought on this would
> be good time invested.

that's all well and good - but in order to make use of the USB ports,
you're going to have to make USB drivers to go with them. A digital
camera one might not be too hard, but getting ones for printers is going
to be a lot tougher.

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
song #5 - "Cranked Old Man" - now available
http://www.mp3.com/dan_dreibelbis

3267. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 21:08:54 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vdq3j6bf271a7f@corp.supernews.com>
Source record: 26749
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Yes you guys are... You guys need to get a freakin life man, This is pathetic. So what, a guy keeps posting the same ads on here. He is doing a service to all you pethetic Atari freaks who don't have a life... Maybe someone needs a part of something, what if someone NEW joins tomorrow? It would be nice if in a week Ben posts about his services and that person gets in touch with him about getting a part he needs... Not finding an ad 6 months old wondering if he still is in business to satisfy you anal idiots. There is no marketplace on here, maybe we should get a comp.sys.atari.marketplace or something! Would that be ok with you guys!??!?

Stop whining about it and try to turn off your Atari once in a while and get laid.

Don't get me wrong I do love the Atari, and some things annoy me too but this is just getting really old.

Leave the guy alone, if you do not want to read his posts ignore them. Resorting to wasted bandwidth, profanity and graphic texts about your "closet" fantasies it really getting old!

Damn sick of all this crap.
Tim

"Rustynutt" <rustynutt@hotmail.com> wrote in message
news:B64U1OWK37771.391400463@Gilgamesh-frog.org...
> We are being a bother? Well you'll get over it since we aren't going
> anywhere anytime soon. Unless Benny decides to completely stop spamming
> in which case we'll be gone the same day.
>
> Repeated statement for those either with brain damage, low literacy or
> just plain stupid:
> We will discontinue our postings at the exact same time that Benny Boy
> discontinues his spam. He stops, we stop. He continues, we continue.
>
> It's hillarious listening to the "psychologists" in the group. While you
> give your lame "diagnosis", we will still continue. Do please continue
> though, it's fun!
>
> It's also quite fun to listen to all of these Michaels trying to get us
> blocked from remailers. Don't you fret now, we'll continue there too.
> As one gets blocked, we'll move to another. Mikey Current has already
> tried this and got him nowhere. We go through *several* remailers in
> *several* countries and everything is encrypted from the source right to
> the last remailer so, good luck buddy.

>
> The best method to have all of these discussions discontinued is to
> ensure Benny Boy doesn't spam any further and then, problem solved.
>
> We can do it the easy way or the hard way, makes no difference.
>
> Why does Ben get all the fun? He's not only a spammer but a scammer.
> He's ripped-off people in our group before any of this even started and
> now he chooses to spam so no, we aren't going anywhere yet.
>
> Do whatever you want to do but rest assured, we'll be here.
>
>
> [A.L.F] .,~Atari Liberation Front~,. [A.L.F]
>
>
> On Wed, 28 May 2003 22:16:33 +0000 (UTC), "Steve Sweet"
> <steve.sweet@btopenworld.com> wrote:
>
> > Hi "starwars"
> >
> >> BTW, I was one of the one's that sent a complaint to the remail site,
> >> by all means, block this group from remailer usage. To anyone afraid
> >> they are loosing freedom, this isn't a war ground, it's a discussion
> >> group, and the offending poster is not on topic.
> >
> >> Michael Grove
> >
> > Youve hit the nail on the head, it is a discussion group, not a /spam
> > /group for Benny boy, where the ethics of this group /are/ on topic and
> > advertising wares is not.
>
> Hey Steve,
> Yea, I sort of agree. Your near the UK source for Atari stuff. Here in
> the States there is no advertising at all. Kind of a catch 22, if your
> a long timer, you know about B&C, Brads place, and ATY, but those
> people want top, and I mean top dollar. When the CT060 finally gets
> installed in one of the Falcons, i'll be looking to upgrade quite a
> bit of software. That's $$$$ for the person that make me aware of what
> they have. Ben needs to reconsider how he places his wares here, but
> the other guy, that was totally a bother.
> Hope the PAK is doing well.
> Mike
>
>
>

3268. Re: Creating Boot Disk for 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 22:20:06 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3EDD3A8E.96EAFB82@ev1.net>
Source record: 26750
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Tim wrote:
>
> "Charles Richmond" <richmond@ev1.net> wrote in message
> news:3EDA1B9D.BF4094C5@ev1.net...
> > Is there a program available to run on an Atari 1040 ST
> > that will save the TOS ROM's in a form so the result can
> > be put on a boot disk for an Atari 520 ST???
> >
>
> Does the 520ST have ROMs in it? Or does it need the TOS boot disk?
>
I have *not* opened the 520 ST yet, but I had assumed that
*all* 520's had to boot from a floppy...

--
+-------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-------------------------------------------------------------+
```

3269. Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 22:28:04 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3edd3c6c18c67f0@europe-shareware.org>
Source record: 26753

Hello,

in article <926a9946.0306031158.613a671f@posting.google.com> (comp.sys.atari.st),
Galen wrote on Tue 03-06-2003 12:58 (-0700):

> Looks easy enough, but what's a 7805?

MC7805CT is a 5 V regulator from Motorola.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

3270. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 23:02:34 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1054663050-199941AEicMi@adelphia.net>
Source record: 26751

Daniel,
That is all well and good. But Phototip could be
easily adapted for digital cameras and I am sure that
HDDriver could be adapted for Hard Drives to use USB
ports on the DSP port of the Falcon. The only other
issue would be printer drivers for the DSP port/USB
port. We have a ton of talented programmers out there
that I am sure could do this without problems. Am I
wrong on that???

Thanks,
Carey Christenson

--

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
Ethernet card for Cartridge port
56K CNET modem NOT IN USE
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades

Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3271. Re: Creating Boot Disk for 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-06-03 23:17:21 UTC
From: Christian Potzinger <news@ravenclaw.at>
Message-ID: <Xns9390D5417AA2CJP@ID-53935.user.dfncis.de>
Source record: 26752
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Charles Richmond wrote...

> I have *not* opened the 520 ST yet, but I had assumed that
> *all* 520's had to boot from a floppy...

You mean, they must _or_ they can? Mine doesn't have to...
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

3272. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 00:15:44 UTC
From: lp <gfa@basic.net>
Message-ID: <BB02B270.64B%gfa@basic.net>
Source record: 26754

in article 1054663050-199941AEicMi@adelphia.net, Carey Christenson at falcon060@adelphia.net wrote on 6/3/03 7:02 PM:

> That is all well and good. But Phototip could be
> easily adapted for digital cameras and I am sure that
> HDDriver could be adapted for Hard Drives to use USB
> ports on the DSP port of the Falcon. The only other
> issue would be printer drivers for the DSP port/USB
> port. We have a ton of talented programmers out there
> that I am sure could do this without problems. Am I
> wrong on that???

Nope.

If we can get some heads together, like some people into "c".
Have them do some checking and find out what usb card is most widely supported in the open source community. Determine what might be more easily ported to mint. Before anyone has a tizzy, mint IS the most robust OS and open OS we have. It's the best point of entry, and the quickest point of entry into the world of USB. I also would suggest it be a pci card and first be developed for the hades and milan, as they already have a pci bios for such things. Then if a functional driver ever came out of the project it could be adapted to other machines. It's already been proven you can hang an isa card off the rom port.

Anyway, if we could agree on which card to start such a USB project with I'd gladly run out and purchase it and mail it to Ozk at my cost, so he can tinker with making a USB driver. I'm absolutely serious, but I will only ship him a pci card for the clones.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3273. Re: CT60 : the cause of SDMA problems with SCSI/Audio is known !

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 00:26:50 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0306031626.66457bed@posting.google.com>
Source record: 26755

Does this mean that a CTII Falcon could be adjusted as well? Some of
us with CTII Falcons (like me!) have had SCSI problems, and programs
like Scanex and Cubase audio not working.
Just a thought,
Mark

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3edcaa86$0$12422$626a54ce@news.free.fr>...
> During this last 10 years, everybody heart about 'cracks' on audio or
> SCSI/floppy data problems, especially when boosting the mb.
> Atari furnished a patch with a 74F08 onto the GAL U63 to bufferize the bus
> clock going to 3 directions, especially the SDMA, and this on standard
> falcons.
> This patch was called 'Cubase clock modification' for those who had to
> install it.
>
> OK, after several month passed several years ago on CT2 to fix this problem,
> I was not sure to know the real raeson of the problem.
> Every body (and atari) was thinking that the bad quality of the clock to
> SDMA was the cause of the problems (so the 74F08 fitting).
>
> But after using the 200 MHz logic analyser I can reveal that the first
> reason is a big bug into the VIDEL chip !
> Some times the data arrive later (Videl switches the 32-bit memory bus to
> the 16-bit CPU bus) and because the timing to latch the data from SDMA is
> very short, some data are missed !
>
> All the patchs like 74F08, nemesis termination with resistor on SDMA clock
> trace are not perfect at all !
> Their just modify the edge of the clock and allow to win 1 or 2 ns when
> latching the data !
> But the bug into VIDEL is depending too of the Video resolution you use and
> the temperature of the machine !
>
> I now design a patch that will simply add a Wait State to the SDMA transfer
> to be sure that it latches the data when really present & stabilized on the
> data bus.

3274. Re: In 1989 it was ?80,000, Today, it's on ebay for ?4.99 Start... A rare atari find

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 01:09:39 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <fmhqdvos49dq4mm4onkhlr30kpmv9cib5n@4ax.com>
Source record: 26756

On Tue, 03 Jun 2003 00:09:23 +0100, Rob <rob19@eggconnect.net> wrote:

>I saw this on ebay uk, and thought of all you retro atari fans looking
>for a little something different....
>(do you think it'll run cubase....?)
>
>
>http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3028285525&category=38597
>

Gak.. was the ATW800 really that expensive..?

I know they were very high, but I'm drawing a blank on the actual
figure.

This one appears to be only a single 20Mhz processor system, with a
minimal amount of memory installed.

Sure- this thing will operate as a standard Mega4 ST (if more RAM is
added- right now it only has 1/2 Meg installed on the ST side), and
has all the standard ST ports for dongles, so it'll probably run
Cubase just fine.

Too bad it's so heavy..!

BobR (in the USA)

3275. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 01:31:15 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1054671974-984047AEicMi@adelphia.net>
Source record: 26757

lp,
Thanks, for the support. I know alot of these
talented programmers as I have talked with several in
the atari community. I believe the biggest mountian
we have to climb is actually deciding on what card to
write the USB driver for. Once the USB driver is
written it really is just a matter of the software
recognizing that the USB port is there and making a
connection to do what it needs to do best. Which is
I/O. Hell, I would even support you in sending that
PCI card to OZK, and I dont even have a Hades or
Milan. Because I know in the end something would be
developed for the Falcon that would work also. Come
on guys lets bang our heads together and see what we
can do about this!!!!

Thanks,
Carey Christenson

--

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
Ethernet card for Cartridge port
56K CNET modem NOT IN USE
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive

14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3276. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 02:02:53 UTC
From: atari-man <arudzki@yahoo.com>
Message-ID: <hrcDa.857501$Zo.195354@sccrnsc03>
Source record: 26758

no, he said "at the time I was unemployed and ?20 was half my weeks income!" . What I am saying is just that it blows my mind to think you have 40 pounds to live on for that week, and you spend half of it on any one thing, let alone something computer related (non-essential).

Tony

"Graham" <hurfy@alphalink.com.au> wrote in message news:3edc261d@news.alphalink.com.au...
>
>
> --
>
> "atari-man" <arudzki@yahoo.com> wrote in message
> news:pJTCa.841532$Zo.180972@sccrnsc03...
> > Dude,
> >
> > Unemployed, with 40 pounds a week to live on, and you GIVE HALF of it away
> > to anything?
> >
> > Geez.....
>
> ahhhh, me thinks you miss the point..It seems to me that he compared the
> ammount of money lost, to his weekly income..If I lost 40 quid, I wouldn't
> say that I lost that weeks pay, would I ?? Comparison and reference
>
> cheers
>
> gra
>
>
>
>
> >
> >
> >
> >
> > "hubert" <hmp@strangways.com> wrote in message
> > news:bbgm40$5j2$1@news8.svr.pol.co.uk...
> > >
> > > > Like I said, I feel I got more than my money's worth, and if I lost a
> > > > tenner at the end I can live it.

> > > >
> > > > If there's one main trouble with people from round here, it's that
> > > > they bear a grudge for an unreasonable amount of time...
> > > >
> > > > rgds
> > > > H
> > >
> > > Theft is theft, I lost £20 and I will bear a grudge as long as I live
> and
> > > would physically attack him given the chance, I don't think this is
> > > unreasonable, at the time I was unemployed and £20 was half my weeks
> > income!
> > > , the guy took the dishonest way out of a situation he placed himself
> in.
> > > NO EXCUSES PAUL GLOVER IS A THIEF
> > >
> > >
> >
> >
>
>

3277. Re: Creating Boot Disk for 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 07:04:15 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <1362032.8C1sgsqV08@jll.heim7.tu-clausthal.de>
Source record: 26759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Mittwoch, 4. Juni 2003 00:20, Charles Richmond wrote:

>> Does the 520ST have ROMs in it? Or does it need the TOS boot disk?
>>
> I have *not* opened the 520 ST yet, but I had assumed that
> *all* 520's had to boot from a floppy...

Plain 520STs had to, the later mdoels like the 520STM, the 520STFM or the
520STE had ROMs.
But it is really no big deal to upgrade an old 520ST to use a ROMs.
The sockets are there.

Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

3278. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 07:29:25 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <bbk711cos1@pegasus.csx.cam.ac.uk>
Source record: 26760

"Carey Christenson" <falcon060@adelphia.net> wrote in message
news:1054671974-984047AEicMi@adelphia.net...
> lp,
> Thanks, for the support. I know alot of these
> talented programmers as I have talked with several in
> the atari community. I believe the biggest mountian
> we have to climb is actually deciding on what card to
> write the USB driver for. Once the USB driver is
> written it really is just a matter of the software
> recognizing that the USB port is there and making a
> connection to do what it needs to do best. Which is
> I/O. Hell, I would even support you in sending that
> PCI card to OZK, and I dont even have a Hades or
> Milan. Because I know in the end something would be
> developed for the Falcon that would work also. Come
> on guys lets bang our heads together and see what we
> can do about this!!!!
>

The USB problem is one that will effect all Atari computer users
although developing a Falcon solution my be easiest due to its
hardware it is also a short sighted approach as the more Atari user
there are that can no longer use there computers because they can not
connect basic preiferals such as Mice, Printers and Joysticks the
smaller our community will become as some will decide it is no longer
worth the effort to continue using them.
I can't remember if it was on comp.sys.atari.st.tech or
comp.sys.atari.programmer but the USB problem was discussed there a
week or two back and someone has developed a USB card for their Atari
8 bit computer that runs of the cartridge port (as reported in the
January issue of My Atari) which would make it available for all Atari
computer owners. If you have not yet seen or heard of it follow the
link below.
http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart

If you still want to develope a Falcon only soultion you may find some
useful stuff there to get you started.

Stephen Moss

3279. Re: Sharing files with PC

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 07:42:26 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <bbk7pedcv1@pegasus.csx.cam.ac.uk>
Source record: 26761

"Lyle Raymond" <slyraymond@yahoo.com> wrote in message
news:vdpjf64ovvb11e@corp.supernews.com...
> Hi gang, this is my first post to the group.
>
> I just pulled my STacy out of the closet, hoping to get some use out
of it,
> but there's a new problem that I didn't previously have:
>
> During the Win95 days, files were easily shared between PC and ST on
a
> TOS-formatted disk. Now my Win98se machine isn't reading the Atari
disk,
> and vice versa. How can I share files between the two machines?
>

You could use a null modem cable and appropiate software the name of
which escapes me right now (ghostlink ?) to transfer files between the
two.
Alternatively format the floppy in your PC, you should have a 720K
option somewhere in the format box , if you can't find it try clicking
on 1.44Mb and see if an option box appears.
You should note however that in my experiance the current Windows file
systems and even that on Win95 places spurious file data (usually
filename with no clusters assigned) on the disk which tends to mess it
up, you can get around this in the short term by using a program like
ST Tools to remove these errors but after copying files from the PC to
the disk several time it usually messes the disk up so much that the
Atari will refuse to read it and you will have no choice but to
re-format the disk so dont place any inportant files on the disk that
are not backed up elsewhere.

Stephen Moss

3280. Re: Falcon + Nova problems

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 08:22:48 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0306040022.1a501a4f@posting.google.com>
Source record: 26762

Thanks,

I had 14M installed - that was the problem. I changed it to 4M
and it works fine now.

> It will also work with Falcons that have the Magnum RAM expansion installed,
> provided that the magnum driver is set to use only 6 of the 8 MB on that card.

I actually have a 8M 'FASTRAM' Magnum card (fits on the Falcon bus) is
that useable? I noticed though the Magnum doesnt have a through port
fitted, although there is space for the plug to be soldered.

PT.

3281. Re: Whats the best software needed to use a CD Rom on a falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 09:34:35 UTC
From: nick@1632systems.co.uk
Message-ID: <bbkefb$e6e$1@thorium.cix.co.uk>
Source record: 26763

Hmm maybe , maybe not..

I notice the page hasn't been updated for a little while ... so I am not convinced it is a supported profuct, whilst Anodyne is..

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3282. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 10:06:18 UTC
From: lp <gfa@basic.net>
Message-ID: <BB033CDA.662%gfa@basic.net>
Source record: 26764

in article bbk711cos1@pegasus.csx.cam.ac.uk, Stephen Moss at
sgm23@eng.cam.ac.uk wrote on 6/4/03 3:29 AM:

> The USB problem is one that will effect all Atari computer users
> although developing a Falcon solution my be easiest due to its
> hardware it is also a short sighted approach as the more Atari user
> there are that can no longer use there computers because they can not
> connect basic preiferals such as Mice, Printers and Joysticks the
> smaller our community will become as some will decide it is no longer
> worth the effort to continue using them.

That situation applies equally to a clone user regardless of the number
of machines out there.

There's no firewire either, so would it be best to dump our machines?
I think most Atari users are not that quick to bail, and most would be
willing to wait for a driver and might agree the clones do offer a quicker
solution during the development stage.

The idea of only developing for clones is not the goal, the goal is to
get something USB related running, because currently we have zero
usb support. Once something is running on the clones the bulk of the work
is done. Moving it to other machines would be a lot easier at that point.
The falcon has dsp over a clone, otherwise I don't see where it would be
easier on a Falcon from a developers standpoint. The clones already
have a pci bios geared towards devices using IO hardware and a pci slot.
No adapter required.

> If you still want to develope a Falcon only soultion you may find some
> useful stuff there to get you started.

In this situation you also need some adapter hardware first.

So far only Ozk has expressed any interest in actually tinkering (codewise)
with the idea, unless I missed a post due to my kill file. ;-)
Also I think I know Ozk fairly well, if he gets his hands on a usb
card his tinkering would lead to a mint driver for the clones initially.
I'd bet money on that. ;-)

Anybody recommend a pci card yet, so I can get the ball rolling?

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3283. Problems with Falcon IDE

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 10:10:47 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0306040210.3a271308@posting.google.com>
Source record: 26765

I'm fitting a 2.2G 2.5" IDE drive to a stock Falcon to replace a 720M drive. However, when trying to format the drive with AHDI it goes ahead and formats the drive but complains it cant write the partition information. Is this a known problem with AHDI?

Cheers PT.

3284. Re: Sharing files with PC

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 11:10:05 UTC
From: Beno&#65533;t Morrissette <XXXbenoitmorrissette@hotmail.comXXX>
Message-ID: <0rjrdvs5a0bth1i7iacvk1si8an6rghn24@4ax.com>
Source record: 26766

On Wed, 4 Jun 2003 08:42:26 +0100, "Stephen Moss" <sgm23@eng.cam.ac.uk> wrote:

>
>"Lyle Raymond" <slyraymond@yahoo.com> wrote in message
>news:vdpjf64ovvb11e@corp.supernews.com...
>> During the Win95 days, files were easily shared between PC and ST on
>a
>> TOS-formatted disk. Now my Win98se machine isn't reading the Atari
>disk,
>> and vice versa.
>>

Format your disks with Win98 (at 720k), there should be no problems at all!

>
>You could use a null modem cable and appropiate software the name of
>which escapes me right now (ghostlink ?) to transfer files between the
>two.
>Alternatively format the floppy in your PC, you should have a 720K
>option somewhere in the format box , if you can't find it try clicking
>on 1.44Mb and see if an option box appears.
>You should note however that in my experiance the current Windows file
>systems and even that on Win95 places spurious file data (usually
>filename with no clusters assigned) on the disk which tends to mess it
>up, you can get around this in the short term by using a program like
>ST Tools
That file is the label of the disk.

> to remove these errors but after copying files from the PC to
>the disk several time it usually messes the disk up so much that the
>Atari will refuse to read it and you will have no choice but to
>re-format the disk so dont place any inportant files on the disk that
>are not backed up elsewhere.
>
>Stephen Moss

Hum, maybe a head alignment problem wich is frequent with old Atari drives...
I never had any problems with PC formatted disks on the ATARIs. In fact, i use
FDFormat for all my disks and WIN95 understand perfectly what is a 820k disk!

Have a good day!
>

3285. Re: Falcon + Nova problems

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 12:20:28 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.53.0306041418510.661@wh58-508.st.uni-magdeburg.de>
Source record: 26767

Hello!

> I actually have a 8M 'FASTRAM' Magnum card (fits on the Falcon bus) is
> that useable?

Yes, but you need to configure the magnum driver to only use 6 MB of RAM.
Otherwise the Nova card don't work.

> I noticed though the Magnum doesnt have a through port
> fitted, although there is space for the plug to be soldered.

I had this configuration running some time ago (until I got an
Afterburner).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

3286. Re: CT60 : the cause of SDMA problems with SCSI/Audio is known !

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 13:23:45 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3eddf2d4$0$13188$626a54ce@news.free.fr>
Source record: 26768

????
Why was I not contacted for such problems... ??!
I tried to solve all problems on CT2 and was thinking all CT2 are running well...

It is sure that now this the discoveries I do with a logical analyser, I will be able to better correct some problems..

"Mark" <fried.man@sympatico.ca> a crit dans le message de news: 2b61dc2b.0306031626.66457bed@posting.google.com...
> Does this mean that a CTII Falcon could be adjusted as well? Some of
> us with CTII Falcons (like me!) have had SCSI problems, and programs
> like Scanex and Cubase audio not working.
> Just a thought,
> Mark
>
>
>
>
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message news:<3edcaa86$0$12422$626a54ce@news.free.fr>...
> > During this last 10 years, everybody heart about 'cracks' on audio or
> > SCSI/floppy data problems, especially when boosting the mb.
> > Atari furnished a patch with a 74F08 onto the GAL U63 to bufferize the bus
> > clock going to 3 directions, especially the SDMA, and this on standard
> > falcons.
> > This patch was called 'Cubase clock modification' for those who had to
> > install it.
> >
> > OK, after several month passed several years ago on CT2 to fix this problem,
> > I was not sure to know the real raeson of the problem.
> > Every body (and atari) was thinking that the bad quality of the clock to
> > SDMA was the cause of the problems (so the 74F08 fitting).
> >
> > But after using the 200 MHz logic analyser I can reveal that the first
> > reason is a big bug into the VIDEL chip !
> > Some times the data arrive later (Videl switches the 32-bit memory bus to
> > the 16-bit CPU bus) and because the timing to latch the data from SDMA is
> > very short, some data are missed !
> >

> > All the patchs like 74F08, nemesis termination with resistor on SDMA clock
> > trace are not perfect at all !
> > Their just modify the edge of the clock and allow to win 1 or 2 ns when
> > latching the data !
> > But the bug into VIDEL is depending too of the Video resolution you use and
> > the temperature of the machine !
> >
> > I now design a patch that will simply add a Wait State to the SDMA transfer
> > to be sure that it latches the data when really present & stabilized on the
> > data bus.

3287. Help with HD Disks.

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 15:14:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306040809070.26193-100000@shell1.aracnet.com>
Source record: 26770
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can someone tell me are there any problems with using 1.44 Megabyte 3.5" disks on a 720KB Double Density Drive. Where can I buy new 720KByte DSDD 3.5" Floppy Disks New with a good brand?

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3288. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 15:19:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306040817360.26193-100000@shell1.aracnet.com>
Source record: 26769
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Thank You Ken for the kind words.

==Thanx==
===Ben===

On Wed, 5 Feb 2003, Kenneth Medin wrote:

> In comp.sys.atari.st <YkGdndGaMPNHH92jXTWcrg@comcast.com>
> Sean Connery wrote on Tue 04-02-2003 21:19 (-0600):
>
> >In article <3e399cc6571ee0@tripnet.se>,
> >Kenneth Medin <kennethm@tripnet.se> wrote:
> >
> >>>> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> >>>> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
> >>
> >>>It is absurd how it hasn't occurred yet to some that perhaps the reason for
> >>>the lack of business is a largely angry customer base that doesn't want to
> >>>do business with him. *sigh*. He's digging his own grave.
> >>
> >>I don't think so... I actually had the pleasure to buy from him right
> >>before christmas, partly because of his posts to this NG but also because
> >>of yours and others unfair complaints about his ads here.
> >
> >I don't think they're unfair. This is not a commerce group. None of the
> >x-posted groups are either. He posts too often. It's "ok" just because
> >the groups he posts in don't get much traffic anyway? I don't happen
>
> If there were a lot of Atari dealers posting ads like Ben does things
> would be very different... However, as he is actually one of very few
> left his posts simply are no problem. They do not add to the bandwith and
> there is no charter for comp.sys.atari.st that prohibits adverts (I don't
> know about the other groups this goes to).
>
> >tactics with bizarro stories about things I could give a whit about and
> >how people should take pity on him and patronize him? It's just not
> >professional.
>
> Professional or not is not an issue. There are lots of other posts here
> that are not professional at all. But, in a sence you are right. If i
> were Ben i would not post the very same text several times. Instead I
> would post short messages whenever I had something new to tell, like
> "New catalogue out" or "several TT graphics cards in stock" with a link
> to his website.

>
> >>Some might think twice before sending cash in advance to remote
> >>continents but with Ben Smith there is no need to worry. Just remember to
> >>use insured mail when sending money.
> >
> >Who on earth would send hard currency thru the mail?! That's not a good
> >idea for eBay. Much less an "Internet Business". Hell, it's not even a
> >smart idea for people who know each other.
>
> What are you talking about?? Why would that be insecure??
>
> I have actually sent huge amounts of money abroad in exactly the same way
> in my job some years ago. SEK 200000 ($25000) in each parcel and a couple
> of these parcels a day using nothing but the standard post office
> services and local armoured transports. Later on the Post only allowed
> max SEK 50000 in each parcel so we now use other ways to get the bank
> notes to there destinations.
>
> To just send a minor amount of bank notes only costs appr. $6 here and
> everything is insured all the way until Ben himself has the envelope in
> his own hands.
>
> I think we all can agree to that Ben Smith can be trusted 100% and not
> simply keep the money without delivering the goods! So, this is simply a
> 99.9999...% secure way of sending money to any country. And all perfectly
> legal of course...
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3289. CT60 : 2 things

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 16:14:41 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ede1ae4$0$11631$626a54ce@news.free.fr>
Source record: 26771

- first, I'm hapy to announce that the CT60 is running fine at 66/20 now and the SDMA problems are fixed (it seems)..
But I need yet to verify with a SCSI HDD.
At 25 MHz it's boot well and run fine too but the SDMA gives me problems I know how to solve. Should be finished this evening.

- second, I can tell you that le HDD driver CECILE 2.18 is running fine on CT60 and allows to use the old CONNER 2.5 IDE 80MB that doesn't run on 20 MHz bus with HD Driver (too fast surely) and has some problems into the Kronos HDD test with 16 MHz Bus.
But, it is clear that using a such old HDD on a falcon with a CT60 is really a shame !

3290. Re: Falcon + Nova problems

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 17:58:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200306041958.a42434@wun.maus.de>
Source record: 26855

Hallo PT!

P>I actually have a 8M 'FASTRAM' Magnum card (fits on the Falcon bus) is
P>that useable?

Yes, that's exactly the card I was referring to.

P>I noticed though the Magnum doesnt have a through port fitted, although
P>there is space for the plug to be soldered.

That's common with these cards. Just solder an appropriate set of pins there,
and place it in between the nova adaptor and the mainboard.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

3291. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 20:02:29 UTC
From: hubert <hmp@strangways.com>
Message-ID: <bblg27eut1@news8.svr.pol.co.uk>
Source record: 26772

"atari-man" <arudzki@yahoo.com> wrote in message
news:hrcDa.857501$Zo.195354@sccrnsc03...
> no, he said "at the time I was unemployed and £20 was half my weeks
> income!" . What I am saying is just that it blows my mind to think you
have
> 40 pounds to live on for that week, and you spend half of it on any one
> thing, let alone something computer related (non-essential).
>
> Tony
>

and what is essential and what gives you the right to judge?, some will spend it on booze,cigs, betting but I was depressed and had put £2 a week aside until I had enough for the subscription to help keep my interest and sanity, Now I am back in a very well paid job and indulge in many non-essential pastimes, come to think of it is it essential you read this NG ?probably not!!

3292. Re: Help with HD Disks.

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 20:13:59 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.06.04.20.13.53.745070@nossspamXXatari-source.com>
Source record: 26773
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Wed, 04 Jun 2003 08:14:48 -0700, Bravo Sierra Computers wrote:

> Can someone tell me are there any problems with using 1.44 Megabyte 3.5"
> disks on a 720KB Double Density Drive. Where can I buy new 720KByte DSDD
> 3.5" Floppy Disks New with a good brand?
>
>
> ==Thanx==
> ===Ben===
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

Ben,

Honestly these days it's probably easier to get ahold of the required
hardware to do a DIY 1.44 Meg HD floppy upgrade to your ST's.

Mark
http://atari-source.com

But imagine some of the larger suppliers would have them.

3293. Re: Whats the best software needed to use a CD Rom on a falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 20:22:12 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.06.04.20.22.12.908668@nossspamXXatari-source.com>
Source record: 26774

On Wed, 04 Jun 2003 09:34:35 +0000, nic wrote:

> Hmm maybe , maybe not..
>
> I notice the page hasn't been updated for a little while ... so I am not
> convinced it is a supported profuct, whilst Anodyne is..

Heh, What is all this stuff about support!? Just give me the source code
and disappear if you like ;-)

Mark
http://atari-source.com

3294. Re: Whats the best software needed to use a CD Rom on a falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 20:35:43 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB03A6D7.31E17%nameerf@flash.net>
Source record: 26775

in article 1054552536-116388AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 6/1/03 3:30 PM:

> From: nick@1632systems.co.uk
> Date: Sat, 31 May 2003 18:41:11 GMT
>
> Hi Nick,
>
>> I third it, it is the best on the Atari platform
>
> I don't ;-)
> I thought it was common knowledge by now that SPIN! is the most versatile
> CD-R driver on this platform, browsing through the replies in this thread
> one would think the Anodyne package is the only one available.... another
> option is MetaDOS, freeware and every bit as good as the Anodyne package.
>
> Since all the poster wants to do is extract audio tracks and convert them
> into *.AIF format I would even go as far as recommending him not to use a
> driver at all.... CD Lab extracts audio files just fine, and all it needs
> is a recent version of HD Driver.
>
> SPIN! : can be downloaded from the Chapelie ftp server
> METADOS : can be downloaded from the Chapelie ftp server
> CD Lab : http://cdlab.atari.org

The problem I've personally run into is that *none* of these programs
recognize that my SCSI Yamaha CD-RW drive even exists at all, whereas the
Anodyne software has no problems recognizing and running it quite well. I've
followed the doc's for MetaDOS, SPIN, and CD Lab to the letter, and followed
helpful relies here in c.s.a.s., and it's always turned out the same: they
don't work and I am repeatedly recommended the Anodyne package instead. So
personally I wouldn't say SPIN is the *most* versatile CD driver. It does
nothing for me.

Mike Freeman
nameerf@flash.net

3295. Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 20:57:11 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ede5e89$1@news.alphalink.com.au>
Source record: 26776

```
--

"Mark Bedingfield" <mark@computercom.com.au> wrote in message
news:vwWCa.3324$7E.38808@news-server.bigpond.net.au...
> I should set up a Sig file that explains that, Telstra's crappy news
server
> fails to acknowldge a post correctly. This causes Outchook to resend,
> resend, resend, Drives me nuts. Have to delete from the outbox all the
time.
> Hey got a couple of 2600's hurfy. Loving it ;-)
>
> Mark

Hi Mark,
at the next meeting, we might try and link up a few Sts with
Substation..didn't know it was possible but hanging out to try it....has
anyone here ever seen it linked and in action

gra
>
>
> "Graham" <hurfy@alphalink.com.au> wrote in message
> news:3edc267b@news.alphalink.com.au...
> >
> >
> > --
> >
> > "Mark Bedingfield" <mark@computercom.com.au> wrote in message
> > news:iNzCa.1996$7E.26673@news-server.bigpond.net.au...
> > > anybody know where to get the last incantation of STxformer? Want to
try
> > on
> > > CT2 falcon ;-). Incedently, what other emulators are avaliable, speccy
> for
> > > example?
> > >
> > > Mark Bedingfield
> >
> > Mark..you seemed very determined to get your point across :))
> >
> > gra
> > >
> > >
> > >
> > >
```

>
>

3296. Re: The Running Man

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 20:58:18 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ede5ecc@news.alphalink.com.au>
Source record: 26777

```
--

"Jaguar" <rfvacpnospam@mountaincable.net> wrote in message
news:Xns938F6999C3D60Jaguar@24.215.0.21...
> "Graham" <hurfy@alphalink.com.au> wrote in
> news:3edc24a0@news.alphalink.com.au:
>
> >
> >
> > --
> >
> > "NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in message
> > news:bbg449$cph$1@newsg4.svr.pol.co.uk...
> >> sorry i cant email you. it wont deliver??
> >>
> >>
> >> "Jaguar" <rfvacpNOSPAM@mountaincable.net> wrote in message
> >> news:Xns938DEA576658CJaguar@24.215.0.21...
> >> > "NellyNel888" <NellyNel888@parkgatebl.fsnet.co.uk> wrote in
> >> > news:bbd3t7$6nq$1@newsg3.svr.pol.co.uk:
> >> >
> >> > > does anyone have this game?
> >> > > does anyone know where i can get it?
> >> > >
> >> > > I had it with my first ST but sadly it broke and have not seen it
> >> > > anywhere since.
> >> > >
> >> > >
> >> > >
> >> >
> >> > I have it.E-mail me.
> >
> >
> > I gotta ask..why didn't Jag just privately email Nellynell..Why put a
> > post here asking to be emailed ???
> >
> > Nelly, if an address as "NOSPAM" in it, there is a good possibilty
> > that once removed, the address will work
> >
> > cheers
> >
> > gra
> >>
> >>
```

> >
> >
> >
>
> It seems that evertime I try to e-mail from a post it doesn't work . If
> I had a clue on what to remove in the e-mail address I wouldn't have
> posted here. I always try to e-mail first.
> \Jaguar

what NG software are you using ??

gra

3297. Re: Sharing files with PC

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 21:00:59 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ede5f6d$1@news.alphalink.com.au>
Source record: 26778

--

"Beno&#65533;t Morrissette" <XXXbenoitmorrissette@hotmail.comXXX> wrote in message
news:0rjrdvs5a0bth1i7iacvk1si8an6rghn24@4ax.com...
> On Wed, 4 Jun 2003 08:42:26 +0100, "Stephen Moss" <sgm23@eng.cam.ac.uk>
wrote:
>
> >
> >"Lyle Raymond" <slyraymond@yahoo.com> wrote in message
> >news:vdpjf64ovvb11e@corp.supernews.com...
> >> During the Win95 days, files were easily shared between PC and ST on
> >a
> >> TOS-formatted disk. Now my Win98se machine isn't reading the Atari
> >disk,
> >> and vice versa.
> >>
>
> Format your disks with Win98 (at 720k), there should be no problems at
all!

and remember that the PC (IBM Compat) will not format a 1.44meg disk to
720

gra

>
> >
> >You could use a null modem cable and appropiate software the name of
> >which escapes me right now (ghostlink ?) to transfer files between the
> >two.
> >Alternatively format the floppy in your PC, you should have a 720K
> >option somewhere in the format box , if you can't find it try clicking
> >on 1.44Mb and see if an option box appears.
> >You should note however that in my experiance the current Windows file
> >systems and even that on Win95 places spurious file data (usually
> >filename with no clusters assigned) on the disk which tends to mess it
> >up, you can get around this in the short term by using a program like
> >ST Tools
> That file is the label of the disk.
>
> > to remove these errors but after copying files from the PC to
> >the disk several time it usually messes the disk up so much that the
> >Atari will refuse to read it and you will have no choice but to
> >re-format the disk so dont place any inportant files on the disk that
> >are not backed up elsewhere.

> >
> >Stephen Moss
>
>
> Hum, maybe a head alignment problem wich is frequent with old Atari
drives...
> I never had any problems with PC formatted disks on the ATARIs. In fact,
i use
> FDFormat for all my disks and WIN95 understand perfectly what is a 820k
disk!
>
> Have a good day!
> >
>

3298. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 21:04:24 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ede603a$1@news.alphalink.com.au>
Source record: 26779

--

"atari-man" <arudzki@yahoo.com> wrote in message
news:hrcDa.857501$Zo.195354@sccrnsc03...
> no, he said "at the time I was unemployed and £20 was half my weeks
> income!" . What I am saying is just that it blows my mind to think you
have
> 40 pounds to live on for that week, and you spend half of it on any one
> thing, let alone something computer related (non-essential).

so if he can't spend 100 quid in one week because he only has an income of
40 quid a week ?.

If I lost 40 quid, I wouldn't say that I lost that weeks pay, would I ??
Comparison and reference

cheers

gra

>
> Tony
>
>
> "Graham" <hurfy@alphalink.com.au> wrote in message
> news:3edc261d@news.alphalink.com.au...
> > >
> > >
> > > --
> > >
> > > "atari-man" <arudzki@yahoo.com> wrote in message
> > > news:pJTCa.841532$Zo.180972@sccrnsc03...
> > > > Dude,
> > > >
> > > > Unemployed, with 40 pounds a week to live on, and you GIVE HALF of it
> away
> > > > to anything?
> > > >
> > > > Geez.....
> > >
> > > ahhhh, me thinks you miss the point..It seems to me that he compared the
> > > ammount of money lost, to his weekly income..If I lost 40 quid, I
wouldn't
> > > say that I lost that weeks pay, would I ?? Comparison and reference
> > >

> > cheers
> >
> > gra
> >
> >
> >
> >
> > >
> > >
> > >
> > >
> > > "hubert" <hmp@strangways.com> wrote in message
> > > news:bbgm40$5j2$1@news8.svr.pol.co.uk...
> > > >
> > > > > Like I said, I feel I got more than my money's worth, and if I
lost
> a
> > > > > tenner at the end I can live it.
> > > > >
> > > > > If there's one main trouble with people from round here, it's that
> > > > > they bear a grudge for an unreasonable amount of time...
> > > > >
> > > > > rgds
> > > > > H
> > > >
> > > > Theft is theft, I lost £20 and I will bear a grudge as long as I
live
> > and
> > > > would physically attack him given the chance, I don't think this is
> > > > unreasonable, at the time I was unemployed and £20 was half my weeks
> > > income!
> > > > , the guy took the dishonest way out of a situation he placed
himself
> > in.
> > > > NO EXCUSES PAUL GLOVER IS A THIEF
> > > >
> > > >
> > > >
> > >
> > >
> > >
> > >
> >
> >
>
>

3299. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 21:06:29 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ede60b7$1@news.alphalink.com.au>
Source record: 26781

--

"hubert" <hmp@strangways.com> wrote in message
news:bbgm40$5j2$1@news8.svr.pol.co.uk...
>
> > Like I said, I feel I got more than my money's worth, and if I lost a
> > tenner at the end I can live it.
> >
> > If there's one main trouble with people from round here, it's that
> > they bear a grudge for an unreasonable amount of time...
> >
> > rgds
> > H
>
> Theft is theft, I lost £20 and I will bear a grudge as long as I live and
> would physically attack him given the chance, I don't think this is
> unreasonable, at the time I was unemployed and £20 was half my weeks
income!
> , the guy took the dishonest way out of a situation he placed himself in.
> NO EXCUSES PAUL GLOVER IS A THIEF

just curious..is the dole in the UK 40 quid a week ?

gra (Oz)
>
>

3300. Re: Good MIDI-Sequencer for Atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 21:10:05 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <98tDa.10$DD2.6@fe05.atl2.webusenet.com>
Source record: 26780
Cross-posted to: comp.sys.atari.st,comp.music.midi

> I bought 2 weeks ago a Atari 1040ST with a Unitor.
> Now, i'm looking a good music program to make work this little thing.
> I tried Cubase lite but too light. Not enough editing menu.
> I also tried Notator but too complexe when you don't be the Conceptor
> of Notator.
> Does any know a easy to use and advanced stuff for creating Music?

I write this as an avid user of many sequencers for several different platforms. If you have a Unitor and or Export, this sequencer is very hard to beat. It's worth the learning curve, which really isn't that bad if you simply sit down and tackle it, learning features on a 'need to know' basis. Make a copy of the key code pages, look at it when you need it, and you'll have it down second nature in no time flat. Most of it makes sense anyway...I.E. hitting the n key takes you to the score or 'note' editor.

For general use Notator isn't much more involved than any other to run. Walk through the tutorials and you're quite compently making and editing music within an hour or so. Once you begin to grasp the concept of how Notator is laid out, it really is snappy and very easy to work with. The addition of a unitor really makes it a nice sequencer to work with. Before you know it...you'll find yourself free of the cumbersome mouse, driving your sequencer with simple key taps as if were an extension of your midi keyboard. Ummm, actually, you can even drive it remotely from midi keys, sliders, pedals, etc...if you like. Want to be able to change what that pitch wheel does on the fly with one key punch? Easy enough, Notator has programmable macros that will let you make numerous alterations with a tap of a single key...on the fly!

For more advanced things, Notator is very hard to beat. The beauty of this sequencer is the real time engine built into it. There are a truly amazing set of filters, maps, and ramps which allow you to alter your playing in real time, wether the sequencer is recording/playing or just sitting idle. The sequencer records exactly what you play in to tracks, and this does not change unless you 'normalize' the track into something permanant. In essence, this adds a ton of very useful real time abilities to your midi set up. To some degree, CuBase works on the same principle, but it's not nearly as flexable *without delving into the art of programming your own CuBase modules*.

Notator timing is rock solid on the atari and unitor midi ports. The resolutions offered are perhaps the highest for any sequencer ever made (this baby had SMPTE locking in mind from the get go...so you can lay events down to the micro second if needed). It's also damn hard to crash. Over 10 years of using it, I can count the lockups or freezes on one hand, and those were never duplicated. Wanna do hudge sysex dumps on the fly...perhaps load a bank of sounds to one synth mid-gig while you're using sounds on the others? No

sweat...Notator
can handle pretty much any dump you have enough memory for...even sample dumps! Doodling around and find a groovy riff, but weren't recording at the time? No problem, it's still in the real time buffer...normalize it into a new track and see what you did! Wishing that programmable slider or wheel on your midi keyboard could send out more than one message at the same time (pan and modulation for instance)? No sweat for Notator...in fact, you could even trun the wheel upside down and alter the resolution to midi output 1, and do something entirely different over midi 2 with same wheel/slider.

What does all this 'real time' talk mean?
Imagine that you'd like to use 3 midi instruments at once. Using Notator you could effectively do the following, and much more.

MIDI 1/primary controller: Split the keyboard in 3 zones, the first several keys reserved as silent for a drum layer, the middle playing a bass, the right a piano.

MIDI 2: Add a doubling bass patch transposed an octave down for a thicker sound, and a string pad that corresponds to the keyboard zones described above. Invert the keyboard from right to left in the far right zone (so it actually plays backwards). Filter the drum zone into silence for this midi instrument.

MIDI 3: Remap useful drum sounds to a zone of 5 keys anywhere you want them. Create a live midi echo to these drum sounds of 7 milliseconds. Add 5 to the key velocty *to give this insrument a little more punch*. Filter out after touch data since drums don't use it anyway. Change modulation wheel from mod to pan for this instrument only.

All this can be done live, on the fly...wether you're recording or playing back track data or not. This is only the surface of things that can be done in live or studio situations where you'd like to reroute and/or alter midi data on the fly, or in recordings. As you can imagine, this is like being able to do hours and hours of synth patch edits in a matter of seconds, all from one place, in convienent libraries that can be loaded at will and applied to your sequences or live playing as you need them.

Every sequencer has its unique sweet spot of course. Notator has many!
I'll admit that at first glance, other sequencers seem more intuative, and of course there are certian creative situations where the others are simply more fun to use. None the less, I've never met anyone who took the time to learn Notator who regretted it :)

Brian

3301. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 21:34:01 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bblok2$d5t$2@hercules.btinternet.com>
Source record: 26782
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi "Isaac Davis"

> > Hi Issac
> >
> > > Hi Steeve
> >
> > One less' e' there
> >
>
> That was kind of my point there. One less 's' there in my case, and
> one more 'a'. (Isaac) Anyway..

Ah!, now I'm with you, genuine brain-dead mistake, no offence intended. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.487 / Virus Database: 286 - Release Date: 02/06/2003

3302. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 21:34:10 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bblokc$d5t$3@hercules.btinternet.com>
Source record: 26785
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hi Smeg

> > > Oy Fuck face
> > >
> > > How come you only address your supporters, face your critics as well
arse
> > > munch.
> >
> >
> > I'm getting pretty sick of morons like you. Don't you see there are
more
> >"complaints" from you about the subject in this newsgroup
> > then there are advertisements in it?
> >
> > Hmm, of course you don't know that. Only intelligent people would have
>> noticed that...
> >
> >
> > Don't waste your time with a reply. Your message's will automaticly be
> > ignored by choice.
> >
>
> You wont ignore this though will you..... TWAT!!!.

What can i say?. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.487 / Virus Database: 286 - Release Date: 02/06/2003

3303. Re: BBC List

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 21:34:15 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bblokj$d5t$4@hercules.btinternet.com>
Source record: 26786

Hi NellyNel888

> does anyone have the full BBC CD list?

Surely you'd do better getting this form the source.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.487 / Virus Database: 286 - Release Date: 01/06/2003

3304. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 21:34:20 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbloko$d5t$5@hercules.btinternet.com>
Source record: 26783

Harry baby!!>

>> As I've already stated: The very latest version of CAB2.8 with all
>> the help files is available from Atari Workshop.

> I've ordered the Magic v6.2 upgrade from AW, but El seemed reluctant
> to issue CAB 2.8, saying it needed something changed in the executable
> from ASH. All a bit strange.

What was supposed to be wrong with it, i got 2.8 back in 1999 and have had
no problems with it?.

> Magic hasn't arrived yet so I'll be giving him a call again...

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.487 / Virus Database: 286 - Release Date: 01/06/2003

3305. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 21:34:25 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bblokt$d5t$6@hercules.btinternet.com>
Source record: 26784

Harry baby!!

Harry Sideras wrote:

> On 15 Mar 2003 11:00:29 , "Steve Sweet" wrote:

Replied to on 2nd June 2003!.

You really should check in more often dude.

8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.487 / Virus Database: 286 - Release Date: 01/06/2003

3306. Re: Here I come to save the day!

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 21:34:30 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bblol3$d5t$7@hercules.btinternet.com>
Source record: 26787
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Richard

Richard Cranium wrote:
> . . . and the reason you're so angry with me is that when your mommy
> was in her ninth month of her pregnancy with you, I was porking her
> soundly one evening and I CAME IN YOUR FACE!!! Why, you even tried to
> give me head - right there in the womb.

Ah!, so you are an admitted Paedophile!. Pre birth babies is a bit low dont
you think?

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.487 / Virus Database: 286 - Release Date: 01/06/2003

3307. Re: Here I come to save the day!

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 21:34:35 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bblol7$d5t$8@hercules.btinternet.com>
Source record: 26788

Yo!!, Jimmzz

>> <cut>fagot<cut>
>
> Can't even spell "faggot" correctly!

Thats the meat dish you just spelled

> In my work in social housing,

So what the hell can i do to qualify for some housing points?, i'm sure i'd be less of a burden on the system in a £60 a week house than a £500 PCM flat?, but that doesnt seem to count?. STrangley if i volunteered to live in the biggest shit ole in my neighbourhood i'd magically be awarded points, so whats the roolz dude?

> I get the pleasure of dealing with many people who verbally abuse you if they don't get their way.

If i got a bonus everytime i got kicked, punched, spat at, stabbed, shot at and thrown off 3rd floor balconys my job would have been worth doing!! and i'd be farking rich!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.487 / Virus Database: 286 - Release Date: 01/06/2003

3308. Re: Problems with Falcon IDE

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 21:38:24 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <ADtDa.13746$H%.9847@fe08.atl2.webusenet.com>
Source record: 26789

> I'm fitting a 2.2G 2.5" IDE drive to a stock
> Falcon to replace a 720M drive. However, when
> trying to format the drive with AHDI it goes
> ahead and formats the drive but complains it
> cant write the partition information. Is this
> a known problem with AHDI?

Ouch...one should never format an IDE drive.
I hope it hasn't hurt anything.

You might try the HDDriver demo and see if that works.
http://www.seimet.de/atari_english.html

3309. Re: Creating Boot Disk for 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 21:48:43 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3EDE84B2.3FF48FBC@ev1.net>
Source record: 26790

```
Matthias Arndt wrote:
>
> On Mittwoch, 4. Juni 2003 00:20, Charles Richmond wrote:
>
> >> Does the 520ST have ROMs in it? Or does it need the TOS boot disk?
> >>
> > I have *not* opened the 520 ST yet, but I had assumed that
> > *all* 520's had to boot from a floppy...
>
> Plain 520STs had to, the later mdoels like the 520STM, the 520STFM or the
> 520STE had ROMs.
> But it is really no big deal to upgrade an old 520ST to use a ROMs.
> The sockets are there.
>
After checking, what I have is a 520 STFM. So what version of TOS
does it have??? Assuming that I can get it to boot, is there some
location I can peek to see what version of the TOS is there??? If
I open the case, is the version written on the ROM chips???

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

3310. Network games. Was: Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-04 23:42:23 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <ztvDa.5059$7E.58429@news-server.bigpond.net.au>
Source record: 26791

It is cool:-), tried it awhile ago. I will be in NZ next week. When is the next meeting? Also look at F-16, Flight of the intruder, Stunt car racer, Vroom, and Lotus 2 &3. Very good.

Mark

"Graham" <hurfy@alphalink.com.au> wrote in message
news:3ede5e89$1@news.alphalink.com.au...
>
>
> --
>
> "Mark Bedingfield" <mark@computercom.com.au> wrote in message
> news:vwWCa.3324$7E.38808@news-server.bigpond.net.au...
> > I should set up a Sig file that explains that, Telstra's crappy news
> server
> > fails to acknowldge a post correctly. This causes Outchook to resend,
> > resend, resend, Drives me nuts. Have to delete from the outbox all the
> time.
> > Hey got a couple of 2600's hurfy. Loving it ;-)
> >
> > Mark
>
> Hi Mark,
> at the next meeting, we might try and link up a few Sts with
> Substation..didn't know it was possible but hanging out to try it....has
> anyone here ever seen it linked and in action
>
>
>
> gra
> >
> >
> > "Graham" <hurfy@alphalink.com.au> wrote in message
> > news:3edc267b@news.alphalink.com.au...
> > >
> > >
> > > --
> > >
> > > "Mark Bedingfield" <mark@computercom.com.au> wrote in message
> > > news:iNzCa.1996$7E.26673@news-server.bigpond.net.au...
> > > > anybody know where to get the last incantation of STxformer? Want to
> try
> > > > on
> > > > CT2 falcon ;-). Incedently, what other emulators are avaliable,

speccy
> > for
> > > > example?
> > > >
> > > > Mark Bedingfield
> > >
> > > Mark..you seemed very determined to get your point across :))
> > >
> > > gra
> > > > >
> > > > >
> > > >
> > > >
> > >
> > >
>
>

3311. Re: Creating Boot Disk for 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 00:12:48 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <civsdv8tkechf5adm19k356cjhvemphofi@4ax.com>
Source record: 26792
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Tue, 03 Jun 2003 22:20:06 GMT, Charles Richmond <richmond@ev1.net>
wrote:

>I have *not* opened the 520 ST yet, but I had assumed that
>*all* 520's had to boot from a floppy...

Plug it in, turn it on.

If a few seconds later you're looking at a green desktop with white
icons, it has TOS IN ROM.

Almost ALL 520STs came with TOS IN ROM.

Only a very, very few, at the very, very beginning were rushed to
market with the disk boot TOS.

BobR

3312. Re: Problems with Falcon IDE

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 00:39:34 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306041639.21fd3470@posting.google.com>
Source record: 26793

purpletwilight3000@yahoo.co.uk (purpleT3K) wrote in message
news:<2bfabd3.0306040210.3a271308@posting.google.com>...
> I'm fitting a 2.2G 2.5" IDE drive to a stock
> Falcon to replace a 720M drive. However, when
> trying to format the drive with AHDI it goes
> ahead and formats the drive but complains it
> cant write the partition information. Is this
> a known problem with AHDI?
>
AHDI will limit you to 1 GB partitions. Divide your drive into 200
MB, 1 GB, and 1 GB and all should be well.

Galen

3313. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 00:40:56 UTC
From: hubert <hmp@strangways.com>
Message-ID: <bbm3va$il1$1@newsg1.svr.pol.co.uk>
Source record: 26846

> just curious..is the dole in the UK 40 quid a week ?
>
> gra (Oz)

At the time (a few years back) for a single guy living with his folks yes it was, these days I get that per hour!

3314. Re: Help with HD Disks.

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 00:42:31 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306041642.4b7b2aa5@posting.google.com>
Source record: 26794
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0306040809070.26193-100000@shell1.aracnet.com>...
> Can someone tell me are there any problems with using 1.44 Megabyte 3.5"
> disks on a 720KB Double Density Drive. Where can I buy new 720KByte DSDD
> 3.5" Floppy Disks New with a good brand?

Yes.

www.vikingdirect.com

Galen

3315. Re: Help with HD Disks.

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 00:46:08 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1105_1054773968@news.frii.com>
Source record: 26795

On Wed, 04 Jun 2003 16:13:59 -0400, Mark D <mducksub@nossspamXXatari-source.com> wrote:
> On Wed, 04 Jun 2003 08:14:48 -0700, Bravo Sierra Computers wrote:
>
> > Can someone tell me are there any problems with using 1.44 Megabyte 3.5"
> > disks on a 720KB Double Density Drive. Where can I buy new 720KByte DSDD
> > 3.5" Floppy Disks New with a good brand?
> >
> >
> > ==Thanx==
> > ===Ben===
> >
> > Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> > Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> > http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> > Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>
> Ben,
>
> Honestly these days it's probably easier to get ahold of the required
> hardware to do a DIY 1.44 Meg HD floppy upgrade to your ST's.
>
> Mark
> http://atari-source.com
>
> But imagine some of the larger suppliers would have them.

Ben,

Marek is probably right about the DIY kit.

But if you really want to do this, be careful. The 1.44 disks use a lower magnetic charge for writing and the disk magnetic surface is different. It -should- work, but often a 720k floppy can't read the reformatted floppy because of these differences. I even ran into this problem on IBM clones.

Check your email.

Ken

3316. Feedback wanted for my website

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 00:50:40 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3ede93de$0$201$4c56ba96@master.news.zetnet.net>
Source record: 26847

Hi all!

Can someone give me some feedback on my new(ish) look of my Atari Downloads Page? http://jfhaslam.atari.org

I recently added some quick-indexes for each section and was hoping to get feedback from users.

Is the page easy to use for you? And is there anything missing that I should put on there?

Thanks in advance!

Cheers,

James

--

James Haslam

Email: jfhaslam@zetnet.co.uk ICQ UIN: 37135025

Atari Pages: http://jfhaslam.atari.org
Homepages: http://www.users.zetnet.co.uk/jfhaslam

Chairman, Cheshunt Computer Club. For more info see the Club's website: http://www.cix.co.uk/~derryck

3317. Re: Sharing files with PC

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 00:52:02 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1106_1054774322@news.frii.com>
Source record: 26848

On Tue, 3 Jun 2003 11:44:17 -0500, "Lyle Raymond" <slyraymond@yahoo.com> wrote:
> Hi gang, this is my first post to the group.
>
> I just pulled my STacy out of the closet, hoping to get some use out of it,
> but there's a new problem that I didn't previously have:
>
> During the Win95 days, files were easily shared between PC and ST on a
> TOS-formatted disk. Now my Win98se machine isn't reading the Atari disk,
> and vice versa. How can I share files between the two machines?
>
> --
> S. L. Raymond
>
>
> http://webpages.charter.net/slyraymond
>
>

Hi, Lyle,

When Micro$loth released the first version of Win95, it had the same 16 bit file system as did DOS. So there was absolutely no problems reading the disks on either OS. But with SR2, you had the option of retaining the 16 bit file system or switching to the 32 bit system. The basic catch was the 32 bit filesystem was not compatible with files from the 16 bit system. The big advantage of the 32 bit system was the support for long filenames.

But M$ also realized there would be a lot of people transfering files via floppy between the old and new systems, so the basic floppy disk directory was left intact, but an additional file directory was added that could be read by the 32 bit system so long filenames were supported. Old systems read the old 8.3 filename, new systems the long filenames. When the M$ user saved using the long filename to floppy, a truncated 8.3 filemane was created in the old directory. That's why, in old programs that don't support long filemanes, you will see a file name with a tilde in it, such as XXXXXXX~.XXX.

On my TT running Geneva and Neodesk, when reading a Win98 formatted disk I get strange file names of A? with a filesize of 0 bytes. I can't deleted it, read it, do anything except see it in the fileselector. And every file write to the floppy under Win98 ads a new filename entry. But I've never had a problem transferring files, although I don't do it regularly. I use zip disks if I have a lot of files to transfer. Have you considered the option of a ZIP? I used to own a Stacy, but can't remember if it has a SCSI port or not.

As for transferring using a null modem cable, I would thing all you would need is the cable and terminal software on both machines. I did this years ago between my Atari 800 and Mega 4. Obviously, I didn't have software with the same name on both machines.

On the STacy I think Flash or STalker would work, and HyperTerminal on the MS se machine, assuming that program or some other type of terminal program is there by default. Of course, the trick will be learning how to use command line interface commands to make this work. STalker is GEM based, so you should be able to do the mouse thing there. The old copy of Flash that I had was all command line, I don't know about the last versions. HyperTerminal is definitely command line, and of course no manual is provided.

Are you truly confused now? :-)

Ken

3318. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 01:22:47 UTC
From: atari-man <arudzki@yahoo.com>
Message-ID: <HXwDa.1130790$S_4.1162887@rwcrnsc53>
Source record: 26849

Ok, before this spins hopelessly into f'd-upped land, I give up. You're right. Hell, booze, cigs, and betting ARE essentials. I mean, if you're on a deserted island with 50 crates of food and water, but no booze, cigs or a lottery ticket, you would surely perish!!

And as for the right to judge, I'm not judging, I'm just stating that although you might think they are essentials, they are not essential to SURVIVAL...

BUT, as I said before, I'm done with this thread. later...

T.

"hubert" <hmp@strangways.com> wrote in message
news:bblg27eut1@news8.svr.pol.co.uk...
>
> "atari-man" <arudzki@yahoo.com> wrote in message
> news:hrcDa.857501$Zo.195354@sccrnsc03...
> > no, he said "at the time I was unemployed and £20 was half my weeks
> > income!" . What I am saying is just that it blows my mind to think you
> have
> > 40 pounds to live on for that week, and you spend half of it on any one
> > thing, let alone something computer related (non-essential).
> >
> > Tony
> >
>
> and what is essential and what gives you the right to judge?, some will
> spend it on booze,cigs, betting but I was depressed and had put £2 a week
> aside until I had enough for the subscription to help keep my interest and
> sanity, Now I am back in a very well paid job and indulge in many
> non-essential pastimes, come to think of it is it essential you read this
NG
> ?probably not!!
>
>

3319. Re: Sharing files with PC

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 02:04:35 UTC
From: Lyle Raymond <slyraymond@yahoo.com>
Message-ID: <vdt8mgr6egf23@corp.supernews.com>
Source record: 26850

Well the null modem cable sounds like a good idea, but I won't be able to
install a copy of STalker until I can share disks w/ the PC!

I used to get Sony brand pre-formatted disks and they worked very well.
sigh Thanks for all the help anyway, folks.

--
S. L. Raymond

slyraymond@charter.net
slyraymond@hotmail.com
slyraymond@vtext.com (150 chars. max)
http://webpages.charter.net/slyraymond
"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:1106_1054774322@news.frii.com...
> On Tue, 3 Jun 2003 11:44:17 -0500, "Lyle Raymond" <slyraymond@yahoo.com>
wrote:
> > Hi gang, this is my first post to the group.
> >
> > I just pulled my STacy out of the closet, hoping to get some use out of
it,
> > but there's a new problem that I didn't previously have:
> >
> > During the Win95 days, files were easily shared between PC and ST on a
> > TOS-formatted disk. Now my Win98se machine isn't reading the Atari
disk,
> > and vice versa. How can I share files between the two machines?
> >
> > --
> > S. L. Raymond
> >
> >
> > http://webpages.charter.net/slyraymond
> >
> >
>
> Hi, Lyle,
>
> When Micro$loth released the first version of Win95, it had the same 16
bit file system as
> did DOS. So there was absolutely no problems reading the disks on either
OS. But with
> SR2, you had the option of retaining the 16 bit file system or switching
to the 32 bit
> system. The basic catch was the 32 bit filesystem was not compatible with

files from the
> 16 bit system. The big advantage of the 32 bit system was the support for
long filenames.
>
> But M$ also realized there would be a lot of people transfering files via
floppy between
> the old and new systems, so the basic floppy disk directory was left
intact, but an
> additional file directory was added that could be read by the 32 bit
system so long
> filenames were supported. Old systems read the old 8.3 filename, new
systems the long
> filenames. When the M$ user saved using the long filename to floppy, a
truncated 8.3
> filemane was created in the old directory. That's why, in old programs
that don't support
> long filemanes, you will see a file name with a tilde in it, such as
XXXXXXX~.XXX.
>
> On my TT running Geneva and Neodesk, when reading a Win98 formatted disk I
get strange
> file names of A? with a filesize of 0 bytes. I can't deleted it, read it,
do anything
> except see it in the fileselector. And every file write to the floppy
under Win98 ads a
> new filename entry. But I've never had a problem transferring files,
although I don't do
> it regularly. I use zip disks if I have a lot of files to transfer. Have
you considered
> the option of a ZIP? I used to own a Stacy, but can't remember if it has
a SCSI port or
> not.
>
>
>
> As for transferring using a null modem cable, I would thing all you would
need is the
> cable and terminal software on both machines. I did this years ago
between my Atari 800
> and Mega 4. Obviously, I didn't have software with the same name on both
machines.
>
> On the STacy I think Flash or STalker would work, and HyperTerminal on the
MS se machine,
> assuming that program or some other type of terminal program is there by
default. Of
> course, the trick will be learning how to use command line interface
commands to make this
> work. STalker is GEM based, so you should be able to do the mouse thing
there. The old

> copy of Flash that I had was all command line, I don't know about the last
versions.
> HyperTerminal is definitely command line, and of course no manual is
provided.
>
>
> Are you truly confused now? :-)
>
> Ken
>
>
>
>

3320. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 02:19:54 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbm9j0$1mb$1@news5.svr.pol.co.uk>
Source record: 26852

Steve Sweet <steve.sweet@btopenworld.com> wrote in message
news:bblokt$d5t$6@hercules.btinternet.com...
> Harry baby!!
>
> Harry Sideras wrote:
>
> > On 15 Mar 2003 11:00:29 , "Steve Sweet" wrote:
>
> Replied to on 2nd June 2003!.
>
> You really should check in more often dude.
>

Yeah Harry, look what you started here.....

Smeg.

3321. Re: Sharing files with PC

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 02:22:35 UTC
From: Lyle Raymond <slyraymond@yahoo.com>
Message-ID: <vdt9o0j20k8a3a@corp.supernews.com>
Source record: 26851

BTW, I double-checked my Stacy's A:\ drive and it's reading my old Atari disks just fine.

Would a CD-ROM drive solve the problem?

--
S. L. Raymond

slyraymond@charter.net
slyraymond@hotmail.com
slyraymond@vtext.com (150 chars. max)
http://webpages.charter.net/slyraymond
"Lyle Raymond" <slyraymond@yahoo.com> wrote in message
news:vdt8mgr6egf23@corp.supernews.com...
> Well the null modem cable sounds like a good idea, but I won't be able to
> install a copy of STalker until I can share disks w/ the PC!
>
> I used to get Sony brand pre-formatted disks and they worked very well.
> *sigh* Thanks for all the help anyway, folks.
>
> --
> S. L. Raymond
>
> slyraymond@charter.net
> slyraymond@hotmail.com
> slyraymond@vtext.com (150 chars. max)
> http://webpages.charter.net/slyraymond
> "Ken Springer" <wordworks@greeleynet.com> wrote in message
> news:1106_1054774322@news.frii.com...
> > On Tue, 3 Jun 2003 11:44:17 -0500, "Lyle Raymond" <slyraymond@yahoo.com>
> wrote:
> > > Hi gang, this is my first post to the group.
> > >
> > > I just pulled my STacy out of the closet, hoping to get some use out
of
> it,
> > > but there's a new problem that I didn't previously have:
> > >
> > > During the Win95 days, files were easily shared between PC and ST on a
> > > TOS-formatted disk. Now my Win98se machine isn't reading the Atari
> disk,
> > > and vice versa. How can I share files between the two machines?
> > >
> > > --
> > > S. L. Raymond

> > >
> > >
> > > http://webpages.charter.net/slyraymond
> > >
> > >
> >
> > Hi, Lyle,
> >
> > When Micro$loth released the first version of Win95, it had the same 16
> bit file system as
> > did DOS. So there was absolutely no problems reading the disks on
either
> OS. But with
> > SR2, you had the option of retaining the 16 bit file system or switching
> to the 32 bit
> > system. The basic catch was the 32 bit filesystem was not compatible
with
> files from the
> > 16 bit system. The big advantage of the 32 bit system was the support
for
> long filenames.
> >
> > But M$ also realized there would be a lot of people transfering files
via
> floppy between
> > the old and new systems, so the basic floppy disk directory was left
> intact, but an
> > additional file directory was added that could be read by the 32 bit
> system so long
> > filenames were supported. Old systems read the old 8.3 filename, new
> systems the long
> > filenames. When the M$ user saved using the long filename to floppy, a
> truncated 8.3
> > filemane was created in the old directory. That's why, in old programs
> that don't support
> > long filemanes, you will see a file name with a tilde in it, such as
> XXXXXXX~.XXX.
> >
> > On my TT running Geneva and Neodesk, when reading a Win98 formatted disk
I
> get strange
> > file names of A? with a filesize of 0 bytes. I can't deleted it, read
it,
> do anything
> > except see it in the fileselector. And every file write to the floppy
> under Win98 ads a
> > new filename entry. But I've never had a problem transferring files,
> although I don't do
> > it regularly. I use zip disks if I have a lot of files to transfer.
Have

> you considered
> > the option of a ZIP? I used to own a Stacy, but can't remember if it
has
> a SCSI port or
> > not.
> >
> >
> >
> > As for transferring using a null modem cable, I would thing all you
would
> need is the
> > cable and terminal software on both machines. I did this years ago
> between my Atari 800
> > and Mega 4. Obviously, I didn't have software with the same name on
both
> machines.
> >
> > On the STacy I think Flash or STalker would work, and HyperTerminal on
the
> MS se machine,
> > assuming that program or some other type of terminal program is there by
> default. Of
> > course, the trick will be learning how to use command line interface
> commands to make this
> > work. STalker is GEM based, so you should be able to do the mouse thing
> there. The old
> > copy of Flash that I had was all command line, I don't know about the
last
> versions.
> > HyperTerminal is definitely command line, and of course no manual is
> provided.
> >
> >
> > Are you truly confused now? :-)
> >
> > Ken
> >
> >
> >
> >
>
>

3322. Re: Sharing files with PC

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 03:24:23 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1054783463@news.frii.com>
Source record: 26854

On Wed, 4 Jun 2003 21:04:35 -0500, "Lyle Raymond" <slyraymond@yahoo.com> wrote:

> Well the null modem cable sounds like a good idea, but I won't be able to
> install a copy of STalker until I can share disks w/ the PC!

STalker is a commercial product, so I don't understand why you need to share disks before installing it.

3323. Re: Here I come to save the day!

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 03:24:43 UTC
From: dufus@bunghole.net
Message-ID: <3edeb7ca.12881793@nntp.ix.netcom.com>
Source record: 26853
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Too bad scumbag . . . your low end of the gene pool origins are
showing again. Try again later . . . . after your daddy/uncle reams
you out again with another trip up the old dirt road.

On Wed, 4 Jun 2003 21:34:30 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> poked his head out from his ass for a
few minutes to write:

>Hi Richard
>
>Richard Cranium wrote:
>> . . . and the reason you're so angry with me is that when your mommy
>> was in her ninth month of her pregnancy with you, I was porking her
>> soundly one evening and I CAME IN YOUR FACE!!! Why, you even tried to
>> give me head - right there in the womb.
>
>Ah!, so you are an admitted Paedophile!. Pre birth babies is a bit low dont
>you think?
>
>
>--
>
>Regards, Steve. S.
>
>Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>
>
>
>---
>Steve's Outgoing mail is certified Virus Free.
>Checked by AVG anti-virus system (http://www.grisoft.com).
>Version: 6.0.487 / Virus Database: 286 - Release Date: 01/06/2003
>
>

3324. Re: Creating Boot Disk for 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 08:10:17 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <20683074.kPfqhEZxp9@jll.heim7.tu-clausthal.de>
Source record: 26856

On Mittwoch, 4. Juni 2003 23:48, Charles Richmond wrote:
> After checking, what I have is a 520 STFM. So what version of TOS
> does it have??? Assuming that I can get it to boot, is there some
> location I can peek to see what version of the TOS is there??? If
> I open the case, is the version written on the ROM chips???

I don't know if the version is written on the chips.
But I wrote a little utility that will determine the version TOS you are
using.
Goto http://www.asmsoftware.de/, into the Atari ST section and get the tool
"Checktos".

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

3325. Re: Network games. Was: Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 09:39:40 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3edf1141@news.alphalink.com.au>
Source record: 26857

meeting is on the 15th...would also like to try Vroom..just for the fun of
it

gra

--

"Mark Bedingfield" <mark@computercom.com.au> wrote in message
news:ztvDa.5059$7E.58429@news-server.bigpond.net.au...
> It is cool:-), tried it awhile ago. I will be in NZ next week. When is the
> next meeting? Also look at F-16, Flight of the intruder, Stunt car racer,
> Vroom, and Lotus 2 &3. Very good.
>
> Mark
>
>
> "Graham" <hurfy@alphalink.com.au> wrote in message
> news:3ede5e89$1@news.alphalink.com.au...
> >
> >
> > --
> >
> > "Mark Bedingfield" <mark@computercom.com.au> wrote in message
> > news:vwWCa.3324$7E.38808@news-server.bigpond.net.au...
> > > I should set up a Sig file that explains that, Telstra's crappy news
> > server
> > > fails to acknowldge a post correctly. This causes Outchook to resend,
> > > resend, resend, Drives me nuts. Have to delete from the outbox all the
> > time.
> > > Hey got a couple of 2600's hurfy. Loving it ;-)
> > >
> > > Mark
> > >
> > Hi Mark,
> > at the next meeting, we might try and link up a few Sts with
> > Substation..didn't know it was possible but hanging out to try it....has
> > anyone here ever seen it linked and in action
> > >
> > >
> > >
> > gra
> > >
> > >
> > > "Graham" <hurfy@alphalink.com.au> wrote in message
> > > news:3edc267b@news.alphalink.com.au...

> > > >
> > > >
> > > > --
> > > >
> > > > "Mark Bedingfield" <mark@computercom.com.au> wrote in message
> > > > news:iNzCa.1996$7E.26673@news-server.bigpond.net.au...
> > > > > anybody know where to get the last incantation of STxformer? Want
to
> > try
> > > > on
> > > > > CT2 falcon ;-). Incedently, what other emulators are avaliable,
> speccy
> > > for
> > > > > example?
> > > > >
> > > > > Mark Bedingfield
> > > >
> > > > Mark..you seemed very determined to get your point across :))
> > > >
> > > > gra
> > > > >
> > > > >
> > > >
> > > >
> > >
> > >
> >
>

3326. Re: Feedback wanted for my website

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 09:50:52 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3edf13e5@news.alphalink.com.au>
Source record: 26858

--

"James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:3ede93de$0$201$4c56ba96@master.news.zetnet.net...
> Hi all!
>
> Can someone give me some feedback on my new(ish) look of my Atari
> Downloads Page? http://jfhaslam.atari.org
>
> I recently added some quick-indexes for each section and was hoping to get
> feedback from users.
>
> Is the page easy to use for you? And is there anything missing that I
> should put on there?
>
> Thanks in advance!
>
> Cheers,
>
>
> James

nice one albeit a tad white around the edges :) and after getting spam
from folks who said that they got my address via a Guest Book, I never sign
in anymore

great work...I'm downloading Nethack

gra

>
> --
>
> James Haslam
>
> Email: jfhaslam@zetnet.co.uk ICQ UIN: 37135025
>
> Atari Pages: http://jfhaslam.atari.org
> Homepages: http://www.users.zetnet.co.uk/jfhaslam
>
> Chairman, Cheshunt Computer Club. For more info see
> the Club's website: http://www.cix.co.uk/~derryck

3327. hacking type game

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 09:52:42 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3edf1453@news.alphalink.com.au>
Source record: 26859

can anyone remember a game back yonder where at the start of the game , you had to crack the password to get in? I think the game was about hacking ? Anyone know about it, got a spare copy ?

cheers

gra

--

3328. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 10:01:20 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3edf1656@news.alphalink.com.au>
Source record: 26860

```
--

"hubert" <hmp@strangways.com> wrote in message
news:bbm3va$il1$1@newsg1.svr.pol.co.uk...
>
> > just curious..is the dole in the UK 40 quid a week ?
> >
> > gra ( Oz)
>
> At the time ( a few years back ) for a single guy living with his folks
yes
> it was, these days I get that per hour!\

and still get time ( and paid ?) to check NGs during the day :)

gra

>
>
```

3329. Re: hacking type game

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 10:49:13 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3edf1eeb$0$28279$afc38c87@news.optusnet.com.au>
Source record: 26861

Nethack? or Hacker?

Mark

"Graham" <hurfy@alphalink.com.au> wrote in message
news:3edf1453@news.alphalink.com.au...
> can anyone remember a game back yonder where at the start of the game ,
you
> had to crack the password to get in? I think the game was about hacking ?
> Anyone know about it, got a spare copy ?
>
> cheers
>
> gra
>
> --
>
>
>

3330. Creator Software on Ebay

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 14:49:35 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <20mudvslr009hbgq57qv1uat3cti6rmufd@4ax.com>
Source record: 26862

Hi all, I have a copy of c-lab creator sotware (need a dongle though)
up on ebay.uk

Link is here....
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=23784&item=2536589989

In one of my other auctions, there is also an atari ST internal
programming book

Rob

3331. Re: ADV: Bravo Sierra Wants Your...

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 15:51:10 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vdupnglpe94uf1@corp.supernews.com>
Source record: 26863
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The guy clearly needs a life. He sure is good at the descriptive text isn't he? ;) Makes you wonder.

Tim

"Conan the Librarian" <wef@dinaini.com> wrote in message news:MPG.1949225d54ae1b12989680@news.nl.uu.net...
> In article <35c53959706944403f779b74e49e80fd5@paranoici.org>,
> nobody@paranoici.org regurgitate...
>
> <Offensive rant snipped>
>
> Hi,
>
> man, this is making me so tired...
>
> I appreciate the fact that someone does not want Ben to post ads here,
> but this is getting truly ridiculous.
>
> 1. These posts are way more offensive than any advert I have seen
> so far. <figure of speech>I'd prefer an advert a day to one of these
> messages a month. </figure of speech>
>
> 2. The poster has appointed his/herself as the group's netcop. I do
> not recall anyone asking for it, nor a group vote or something like
> that. There is a lot of dissent about the appropriateness of the ads,
> but hey, that's life. And USENet.
>
> 3. Precisely the 'condition' Ben seems to have agreed to, namely the
> preceding 'ADV:' in the header, is now being abused to post this filth.
>
> 4. Because of this, anyone having added a rule filtering these out,
> won't see these rants, defeating the purpose of posting them in the
> first place.
>
> 4. Ben seems to have a few vocal supporters, but I haven't seen any
> complaints, so it looks like he's an allright guy to me.
>
> 5. Why the sexual slant of these postings ? Mostly the populace looses
> interest in shouting obscenities when they're about 14 years old.
>
> 6. Likewise the fancy name I've seen mentioned. Atari Liberation Front ?
> Gimme a break!
>

> 7. Maybe, in the end, these mails stop Ben from posting, but before that
> happens, and has happened already, a lot of irritation will spread
> through the group.
>
> 8. Summing up all of the above, I think the anonymous poster(s) is/are
> not really objecting to the adverts, but simply of the "Troll" genus.
> Therefore, trying to discuss things in a coherent and intelligent manner
> seems futile; it's not the troll's objective.
>
> 9. I'll probably get flamed for posting this, and get called the same as
> Ben and his alleged supporters, but I'll never see that - yo ho and
> another few filters added ;)
>
> 10.I could go on for a few more points, but these would add nothing to
> what I've said already.
>
> Anyone agreeing or disagreeing about the above is herewith cordially
> invited to post their thoughts, but please refrain from using profanity
> or obscenities to the degree of the message I'm reacting to, or I won't
> even see the reply. Likewise for any anonymizing stuff in the headers
> somewhere.
>
> Thanks for your attention, and have a nice day.
>
> Regards,
> Boris
>
>

3332. Re: Problems with Falcon IDE

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 15:56:55 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vdven295horvb4@corp.supernews.com>
Source record: 26878

"purpleT3K" <purpletwilight3000@yahoo.co.uk> wrote in message
news:2bfabd3.0306040210.3a271308@posting.google.com...
> I'm fitting a 2.2G 2.5" IDE drive to a stock
> Falcon to replace a 720M drive. However, when
> trying to format the drive with AHDI it goes
> ahead and formats the drive but complains it
> cant write the partition information. Is this
> a known problem with AHDI?
>
> Cheers PT.

I had similar problems trying with 4/5/8GB drives. AHDI is really old and not good for anything over 1GB I believe. You will have to try another solution, like SCSI-Tools or HDDRIVER.

I myself and trying to find a copy of HDDRIVER in the US.

Tim

3333. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 17:31:43 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbnupn$q1f$1@sparta.btinternet.com>
Source record: 26865

Hi "atari-man"

> no, he said "at the time I was unemployed and £20 was half my weeks
> income!" . What I am saying is just that it blows my mind to think
> you have 40 pounds to live on for that week, and you spend half of it
> on any one thing, let alone something computer related
> (non-essential).

I fail to see the relevance of this, its his money regardless and its his buisness how he prioritises things, at least he dont spend it on crack or heroin

>>>>> Like I said, I feel I got more than my money's worth, and if I
>>>>> lost a tenner at the end I can live it.
>>>>>
>>>>> If there's one main trouble with people from round here, it's that
>>>>> they bear a grudge for an unreasonable amount of time...

>>>> Theft is theft, I lost £20 and I will bear a grudge as long as I
>>>> live and would physically attack him given the chance, I don't
>>>> think this is unreasonable, at the time I was unemployed and £20
>>>> was half my weeks income! , the guy took the dishonest way out of
>>>> a situation he placed himself in. NO EXCUSES PAUL GLOVER IS A THIEF

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.487 / Virus Database: 286 - Release Date: 02/06/2003

3334. Re: Problems with Falcon IDE

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 17:31:57 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbnuq3$q1f$2@sparta.btinternet.com>
Source record: 26864

Hi "Brian Roland"

>> I'm fitting a 2.2G 2.5" IDE drive to a stock
>> Falcon to replace a 720M drive. However, when
>> trying to format the drive with AHDI it goes
>> ahead and formats the drive but complains it
>> cant write the partition information. Is this
>> a known problem with AHDI?
>
> Ouch...one should never format an IDE drive.
> I hope it hasn't hurt anything.

That might have been a no-no back in the dark ages but its perfectly ok in the times of mains water and sewarage otherwise why would the system allow you to do it.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.487 / Virus Database: 286 - Release Date: 02/06/2003

3335. Tos in ram

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 18:29:17 UTC
From: fartfart@yahoo.com
Message-ID: <1_LDa.1486$nk5.1379@nntpserver.swip.net>
Source record: 26866

Hello everybody,

Romspeed is relotating the Tos in ram for TT, unfortunately it don't
work on Had�s.

Does anyone know a programm that would work on Had�s for the same purpose ?

Gemram16 runs on my computer even if I didn't notice any speed improvement
but moves only the Gem in ram.

Regards

M�gamodeste

3336. Re: ADV: Bravo Sierra Wants Your...

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 18:50:55 UTC
From: nick@1632systems.co.uk
Message-ID: <bbo3eh$f4s$1@thorium.cix.co.uk>
Source record: 26867

On 5-Jun-2003, Anonymous <nobody@paranoici.org> wrote:

> Holland
> tunnel!

Where is the Holland Tunnel, it is not UK, Europe... therefore for someone to mention this I would suspect he comes from near that area.. I suspect USA somewhere, maybe a Northern State?

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3337. Re: ADV: Bravo Sierra Wants Your...

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 18:55:53 UTC
From: nick@1632systems.co.uk
Message-ID: <bbo3nq$f77$1@thorium.cix.co.uk>
Source record: 26868

OK confirmed the Holland Tunnel is New York and Jersey,,,,,

So I suspect just on this reference our prat is from this area.... Now all I have to do is to trawl this newsgroup and start narrowing down New York ISP's which should give a name since this group is so small.....

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3338. Re: ADV: Bravo Sierra Wants Your...

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 19:09:08 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns9391D72614268tos4ever@195.130.132.65>
Source record: 26869

on do, 05 jun 2003 18:55:53 GMT wrote:

> OK confirmed the Holland Tunnel is New York and Jersey,,,,,
>
> So I suspect just on this reference our prat is from this area....
> Now all I have to do is to trawl this newsgroup and start narrowing
> down New York ISP's which should give a name since this group is so
> small.....

I surely hopes you'll find that guy. That man/child/whatever needs a
headshrinker.

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

3339. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 19:51:33 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <bk7vdv8rgsatgrr9h36p0nn27tn64h3i6k@4ax.com>
Source record: 26871

On Thu, 5 Jun 2003 17:31:43 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>Hi "atari-man"
>
>> no, he said "at the time I was unemployed and ï¿½20 was half my weeks
>> income!" . What I am saying is just that it blows my mind to think
>> you have 40 pounds to live on for that week, and you spend half of it
>> on any one thing, let alone something computer related
>> (non-essential).
>
>I fail to see the relevance of this, its his money regardless and its his
>buisness how he prioritises things, at least he dont spend it on crack or
>heroin
>
>>>>>> Like I said, I feel I got more than my money's worth, and if I
>>>>>> lost a tenner at the end I can live it.
>>>>>>
>>>>>> If there's one main trouble with people from round here, it's that
>>>>>> they bear a grudge for an unreasonable amount of time...
>
>>>>> Theft is theft, I lost ï¿½20 and I will bear a grudge as long as I
>>>>> live and would physically attack him given the chance, I don't
>>>>> think this is unreasonable, at the time I was unemployed and ï¿½20
>>>>> was half my weeks income! , the guy took the dishonest way out of
>>>>> a situation he placed himself in. NO EXCUSES PAUL GLOVER IS A THIEF

I have done business with Paul quite a bit and experiences him as none other
than a courteous and reliable person. Sure, he was a bit slow at time
(sending stuff, I mean), but other than that I have nothing but good things
to say about him.
I entered this thread at the end so I don't know how he allegedly stole your
20 quid. Didn't the ST Club go broke or into receivership or something? When
that happens, customers often get duped, and that's usually because customers
and employers are last in line when it comes to payments. Usually the tax
collectors are first, and there's not a lot left after that.

3340. Re: ADV: Bravo Sierra Wants Your...

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 20:23:32 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.05.20.23.32.752694@removenoaspam.atari-source.com>
Source record: 26873

On Thu, 05 Jun 2003 18:55:53 +0000, nic wrote:

> OK confirmed the Holland Tunnel is New York and Jersey,,,,,
>
> So I suspect just on this reference our prat is from this area.... Now all
> I have to do is to trawl this newsgroup and start narrowing down New York
> ISP's which should give a name since this group is so small.....

I live in Philadelphia - quite close.. it's not me!

Mark
http://atari-source.com

3341. Re: USB (was Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 21:10:12 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3edf9594.0@entanet>
Source record: 26870

On 4 Jun 2003 19:04:13 -, Peter Slegg wrote:
>On 4 Jun 2003 06:06:18 -, lp wrote:
>>in article bbk711cos1@pegasus.csx.cam.ac.uk, Stephen Moss at
>>sgm23@eng.cam.ac.uk wrote on 6/4/03 3:29 AM:
>>
>>> The USB problem is one that will effect all Atari computer users
>>> although developing a Falcon solution my be easiest due to its
>>> hardware it is also a short sighted approach as the more Atari user
>>> there are that can no longer use there computers because they can not
>>> connect basic preiferals such as Mice, Printers and Joysticks the
>>> smaller our community will become as some will decide it is no longer
>>> worth the effort to continue using them.
>>
>>That situation applies equally to a clone user regardless of the number
>>of machines out there.
>>
>>There's no firewire either, so would it be best to dump our machines?
>>I think most Atari users are not that quick to bail, and most would be
>>willing to wait for a driver and might agree the clones do offer a quicker
>>solution during the development stage.
>>
>>The idea of only developing for clones is not the goal, the goal is to
>>get something USB related running, because currently we have zero
>>usb support. Once something is running on the clones the bulk of the work
>>is done. Moving it to other machines would be a lot easier at that point.
>>The falcon has dsp over a clone, otherwise I don't see where it would be
>>easier on a Falcon from a developers standpoint. The clones already
>>have a pci bios geared towards devices using IO hardware and a pci slot.
>>No adapter required.
>>
>>> If you still want to develope a Falcon only soultion you may find some
>>> useful stuff there to get you started.
>>
>>In this situation you also need some adapter hardware first.
>>
>>So far only Ozk has expressed any interest in actually tinkering (codewise)
>>with the idea, unless I missed a post due to my kill file. ;-)
>>Also I think I know Ozk fairly well, if he gets his hands on a usb
>>card his tinkering would lead to a mint driver for the clones initially.
>>I'd bet money on that. ;-)
>>
>>Anybody recommend a pci card yet, so I can get the ball rolling?
>>
>>--

>>Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>Hi Lonny,
>
>When I saw Ozk's offer on the other discussion I was also considering sending
>him a pci USB card. Over here they cost about 20-20 Pounds which I would
>consider a good investment if we got a driver capable of working with some
>simple USB devices.
>
>I agree that a getting USB on a clone is the easiest route. I know that Falcon
>users don't want to be left out of this but a Falcon will need some hardware
>development before work can begin on the drivers.
>
>Hopefully Falcon users will appreciate that by using a clone work can begin on
>the drivers immediately.
>
>Also, Mint is the obvious choice and like Mint-net is could be ported to Magic
>afterwards.
>
>As for the choice of card, the latest standards do more work in the pci hardware
>and so place less load on the host cpu. This is probably a good idea since we
>are not using microwave ovens (2GHz cpu ;-)
>
>
>Regards,
>
>Peter
>
>PS. we had a discussion on .tech about this recently
>.

3342. Re: USB (was Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 21:22:08 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3edf9860.0@entanet>
Source record: 26872

On 4 Jun 2003 19:04:13 -, Peter Slegg wrote:
>
>As for the choice of card, the latest standards do more work in the pci hardware
>and so place less load on the host cpu. This is probably a good idea since we
>are not using microwave ovens (2GHz cpu ;-)
>

These are the three standards used by USB:

- UHCI (Intel, VIA ...)
- OHCI (Compaq/Microsoft/National)
- EHCI (USB 2.0)

I tried looking for a EHCI - USB 2.0 card One of my local hardware suppliers:

http://www.scan.co.uk/products/iocard.htm

lists this as being "most compatible" having an NEC chipset:

http://web6.scan.co.uk/Products/Info.asp?WPID=18489

Unfortunately the Manufacturers website is Flash.

This D-link card might be an alternative:

http://www.dabs.com/products/prod-info3-info.asp?&m=y&quicklinx=MBD

Regards,

Peter

3343. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 21:23:00 UTC
From: Steve Adam <saadam@bigpond.com>
Message-ID: <vhODa.50291$1s1.668185@newsfeeds.bigpond.com>
Source record: 26876

I checked a very old book I have, by Katherine Peel,
"The Concise Atari ST 68000 Programmer's Reference Manual."

She gives the following (concise) advice, for reading the port:

a) Set PSG I/O B port to input
b) Switch strobe line off
c) Check busy line for high, loop until high
d) Switch strobe on
e) Get data from PSG's B ouput register

Good luck,

Steve.

"Kenneth Medin" <kennethm@tripnet.se> wrote in message news:3ed153601185e40@tripnet.se...

```
> CLS
> strobe.bit%=&X10000
> SDPOKE &H43E,TRUE !A long shot to disable any floppy activity
> DO
> ' ~XBIOS(29,NOT strobe.bit%) !STROBE low
> ' ~XBIOS(30,strobe.bit%) !STROBE high
> PRINT INP(0);" ";
> ' PRINT CHR$(BIOS(2,0)); !Read from PRN
> LOOP UNTIL INKEY$=" "
> SDPOKE &H43E,0
```

3344. Re: Feedback wanted for my website

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 21:36:08 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306051336.419b1edf@posting.google.com>
Source record: 26877

jfhaslam@zetnet.co.uk (James Haslam) wrote in message
news:<3ede93de$0$201$4c56ba96@master.news.zetnet.net>...
> Hi all!
>
> Can someone give me some feedback on my new(ish) look of my Atari
> Downloads Page? http://jfhaslam.atari.org
>
It's rather nice. Thank you for keeping these files active.

Galen

3345. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 21:49:53 UTC
From: hubert <hmp@strangways.com>
Message-ID: <bboanj$r8n$1@newsg2.svr.pol.co.uk>
Source record: 26874

. Didn't the ST Club go broke or into receivership or something?

he simply vanished.

3346. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 21:50:36 UTC
From: hubert <hmp@strangways.com>
Message-ID: <bboaou$r9a$1@newsg2.svr.pol.co.uk>
Source record: 26875

```
"Graham" <hurfy@alphalink.com.au> wrote in message
news:3edf1656@news.alphalink.com.au...
>
>
> --
>
> "hubert" <hmp@strangways.com> wrote in message
> news:bbm3va$il1$1@newsg1.svr.pol.co.uk...
> >
> > > just curious..is the dole in the UK 40 quid a week ?
> > >
> > > gra ( Oz)
> >
> > At the time ( a few years back ) for a single guy living with his folks
> yes
> > it was, these days I get that per hour!\
>
> and still get time ( and paid ?) to check NGs during the day :)
>
> gra
Self employed now
```

3347. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 22:20:47 UTC
From: Steve Adam <saadam@bigpond.com>
Message-ID: <G7PDa.50308$1s1.668369@newsfeeds.bigpond.com>
Source record: 26879

As usual, I thought some more on this issue after posting...

Katherine's advice makes sense. If the strobe line on the
sending computer is connected to the receiving computer's
busy line, then we obviously have to wait for it to go high
before attempting to read the byte.

But I think she's wrong about handling the strobe line,
if strobe and busy are crossed over, that is.

I've been looking at some PC code I wrote to write to
the printer port. I notice that I wait until BUSY is
high before sending the byte.

Since BUSY seems to be active low, and you have
strobe on the receiving end connected to busy on
the sending end, your procedure to read one
character should be:-

1: set strobe high
> > ' ~XBIOS(30,strobe.bit%) !STROBE high

The sender sees this as 'not busy' and sends a byte by
writing a byte to it's output port and setting it's strobe high

2: Wait for your busy line to go high (strobe from the sender)
then read the byte and set your strobe to low to indicate that
you're busy.

Actually, you could probably just leave it high and be permanently
'not busy'. That's probably the purpose of that pull up resistor that
someone mentioned.

The important thing is that you *must* wait for the sender to
strobe before reading the byte.

If the sending computer expects proper handling of the
Acknowledge line, then I'd say it won't work with your
cable.

Steve.

"Steve Adam" <saadam@bigpond.com> wrote in message
news:vhODa.50291$1s1.668185@newsfeeds.bigpond.com...
> I checked a very old book I have, by Katherine Peel,
> "The Concise Atari ST 68000 Programmer's Reference Manual."
>
> She gives the following (concise) advice, for reading the port:

```
>
> a) Set PSG I/O B port to input
> b) Switch strobe line off
> c) Check busy line for high, loop until high
> d) Switch strobe on
> e) Get data from PSG's B ouput register
>
> Good luck,
>
> Steve.
>
>
> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3ed153601185e40@tripnet.se...
>
> > CLS
> > strobe.bit%=&X10000
> > SDPOKE &H43E,TRUE !A long shot to disable any floppy activity
> > DO
> > ' ~XBIOS(29,NOT strobe.bit%) !STROBE low
> > ' ~XBIOS(30,strobe.bit%) !STROBE high
> > PRINT INP(0);" ";
> > ' PRINT CHR$(BIOS(2,0)); !Read from PRN
> > LOOP UNTIL INKEY$=" "
> > SDPOKE &H43E,0
>
>
```

3348. WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 22:38:14 UTC
From: sunlounging@hotmail.com
Message-ID: <c221551a.0306051438.286b42c9@posting.google.com>
Source record: 26880

I'm looking to upgrade a Mega STe with a FPU and
graphics card. Is there a socket on the motherboard
for a FPU on the Mega STe machines?

Also does anyone have a colour graphics card for
a Mega STe. Possibly to swap for a Falcon graphics
card?

Last but not least - I know the Mega STe can run
at 16MHz - how do you enable that as there doesnt
seem to be anything on the computer to select it
(the HD is blank except for AHDI)?

Cheers

Bob.

3349. Re: ADV: Bravo Sierra Wants Your...

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 22:50:37 UTC
From: dufus@bunghole.net
Message-ID: <3edfc6d6.29072353@nntp.ix.netcom.com>
Source record: 26881
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

You're right-on, of course. The anon poster is obviously demented and in dire need of attention. He can't get it via his sub-Neanderthal personality, so he resorts to trolling in Usenet, in the hope that folks will pay attention to him at last. His true colors do shine through, however, in a number of ways. Consider his spelling and grammar atrocities - indicative of an early-high school dropout. I'd guess that he has a sever case of acne and wears ultra-thick glasses, his eyesight adverselt affected by extreme masturbation. And there is no doubt that mommy caught him yanking his crank more than once . . . perhaps even calling in the canasta group to witness her exasperated little boy sitting panting on the bathroom floor surrounded by muscle magazines. And consider his obsession with the gay life too . . . there's much more than meets the eye herein.

Some might pity the tyke, owing to the fact that his uncle/dad abuses him nightly, but I say to hell with him. The only reason to let him copntinue to breathe is for our amusement. Hence, consider him forthwith as your personal whipping boy. Scan each of his childish posts and use them to illustrate to others how a simpleton's intellect proved to be a total waste of sperm.

On Thu, 5 Jun 2003 10:48:48 +0200, Conan the Librarian
<wef@dinaini.com> wrote:

>In article <35c5395970694403f779b74e49e80fd5@paranoici.org>,
>nobody@paranoici.org regurgitate...
>
><Offensive rant snipped>
>
>Hi,
>
>man, this is making me so tired...
>
>I appreciate the fact that someone does not want Ben to post ads here,
>but this is getting truly ridiculous.
>
>1. These posts are way more offensive than any advert I have seen
>so far. <figure of speech>I'd prefer an advert a day to one of these
>messages a month. </figure of speech>
>
>2. The poster has appointed his/herself as the group's netcop. I do
>not recall anyone asking for it, nor a group vote or something like
>that. There is a lot of dissent about the appropriateness of the ads,
>but hey, that's life. And USENet.

>
>3. Precisely the 'condition' Ben seems to have agreed to, namely the
>preceding 'ADV:' in the header, is now being abused to post this filth.
>
>4. Because of this, anyone having added a rule filtering these out,
>won't see these rants, defeating the purpose of posting them in the
>first place.
>
>4. Ben seems to have a few vocal supporters, but I haven't seen any
>complaints, so it looks like he's an allright guy to me.
>
>5. Why the sexual slant of these postings ? Mostly the populace looses
>interest in shouting obscenities when they're about 14 years old.
>
>6. Likewise the fancy name I've seen mentioned. Atari Liberation Front ?
>Gimme a break!
>
>7. Maybe, in the end, these mails stop Ben from posting, but before that
>happens, and has happened already, a lot of irritation will spread
>through the group.
>
>8. Summing up all of the above, I think the anonymous poster(s) is/are
>not really objecting to the adverts, but simply of the "Troll" genus.
>Therefore, trying to discuss things in a coherent and intelligent manner
>seems futile; it's not the troll's objective.
>
>9. I'll probably get flamed for posting this, and get called the same as
>Ben and his alleged supporters, but I'll never see that - yo ho and
>another few filters added ;)
>
>10.I could go on for a few more points, but these would add nothing to
>what I've said already.
>
>Anyone agreeing or disagreeing about the above is herewith cordially
>invited to post their thoughts, but please refrain from using profanity
>or obscenities to the degree of the message I'm reacting to, or I won't
>even see the reply. Likewise for any anonymizing stuff in the headers
>somewhere.
>
>Thanks for your attention, and have a nice day.
>
>Regards,
>Boris
>
>

3350. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-05 23:23:53 UTC
From: Steve Adam <saadam@bigpond.com>
Message-ID: <Q2QDa.50320$1s1.669228@newsfeeds.bigpond.com>
Source record: 26882

One more thought...

You mentioned interrupts in an earlier post.
The original ST handled the parallel port
by polling, not by use of an interrupt.

Does your ST use an interrupt on the parallel port?

If so, then this interrupt is for *sending* data.
What condition triggers the interrupt? It can't be
a high on the busy line, surely. The printer could
become 'not busy' at any time, even when you've
no data to send. Acknowledge, perhaps?
I don't know.

Anyway, if there's an interrupt enabled on your
printer port, it will be for *writing* data, not
for reading it. Such an interrupt might be interfering
with your attempts to read.

Steve.

3351. Re: hacking type game

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 01:31:37 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <gnrvdvso0dmnlrt17qdpud2clfq96pvui7@4ax.com>
Source record: 26883

On Thu, 5 Jun 2003 19:52:42 +1000, "Graham" <hurfy@alphalink.com.au>
wrote:

>can anyone remember a game back yonder where at the start of the game , you
>had to crack the password to get in? I think the game was about hacking ?
>Anyone know about it, got a spare copy ?
>

NetHack was a "Roguelike" hack and slash ASCII "adventure game".

The one you're thinking about is "Hacker"- from Infocom..?

I'd be surprised if it wasn't on any of the game disk images floating
around...

BobR

3352. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 01:52:35 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <totG1cOjP$3+Ewuq@my-ste.demon.co.uk>
Source record: 26884

On Fri, 6 Jun 2003, Steve Adam wrote:-

>One more thought...
>
>You mentioned interrupts in an earlier post.
>The original ST handled the parallel port
>by polling, not by use of an interrupt.
>
>Does your ST use an interrupt on the parallel port?
>
>If so, then this interrupt is for *sending* data.
>What condition triggers the interrupt? It can't be
>a high on the busy line, surely. The printer could
>become 'not busy' at any time, even when you've
>no data to send. Acknowledge, perhaps?
>I don't know.
>
>Anyway, if there's an interrupt enabled on your
>printer port, it will be for *writing* data, not
>for reading it. Such an interrupt might be interfering
>with your attempts to read.

AFAIK, Kenneth's assembler code is based on mine which enables the busy interrupt on the MFP. The routine I wrote sets STROBE low and waits for a busy interrupt. As soon as one is received, the interrupt routine sets STROBE high and reads the byte into a buffer. If there's space left in the buffer, it sets STROBE low again and goes back to waiting. To read from the buffer, I replaced the BCONIN, and BCONSTAT, code for the printer port so they either return the next byte from the buffer, or a value saying the buffer is empty or there's data available.

My latest code[0] has corrected a couple of errors that I hadn't seen while coding on an emulator but, after managing to get hold of an ST, tests on it showed them up clearly.

There are still some problems with it. I'm still trying to figure out why sometimes receiving data causes a crash (multiple tests showed the crash occurred anywhere between 1kb and 10kb), how to speed up the interrupt handling to capture all the inbound data, or why the ST thinks that an occasional byte coming in from the printer port is a key press.

[0] Source and include files are at
<URL:http://www.my-ste.demon.co.uk/files/readpara.zip>
and <URL:http://www.my-ste.demon.co.uk/files/includes.zip>

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

3353. Lost Boys Megademo source.

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 01:53:59 UTC
From: Hermann Samso <hsa@informatik.uni-kiel.de>
Message-ID: <Pine.GSO.4.44.0306060352170.21881-100000@bombadil>
Source record: 26885
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello!

I am searching for the Lost Boys
Megademo (could be Mindbomb)
sources.
Anyone knows where to find it or
could e-mail it to me?

Thanks a lot,
Hermann Samso

3354. Re: hacking type game

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 05:59:58 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ee02f44@news.alphalink.com.au>
Source record: 26886

--

"Bob Retelle" <bobr1@provide.net> wrote in message
news:gnrvdvso0dmnlrt17qdpud2clfq96pvui7@4ax.com...
> On Thu, 5 Jun 2003 19:52:42 +1000, "Graham" <hurfy@alphalink.com.au>
> wrote:
>
> >can anyone remember a game back yonder where at the start of the game ,
you
> >had to crack the password to get in? I think the game was about hacking ?
> >Anyone know about it, got a spare copy ?
> >
>
> NetHack was a "Roguelike" hack and slash ASCII "adventure game".
>
> The one you're thinking about is "Hacker"- from Infocom..?
>
> I'd be surprised if it wasn't on any of the game disk images floating
> around...
>
>
> BobR

excellent..I have Nethack but I didn't think it was the one although its a
odd name...will try and track down Hacker

anyone out there got it ?

gra
>

3355. About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 06:07:42 UTC
From: mstepansky@aol.com
Message-ID: <20030606020742.04349.00000542@mb-m04.aol.com>
Source record: 26887

About Atari

New York-based Atari, Inc. (Nasdaq: ATAR) develops interactive games for all platforms and is one of the largest third-party publishers of interactive entertainment software in the U.S. The Company's 1,000+ titles include hard-core, genre-defining games such as Driver(TM), Enter the Matrix(TM), Neverwinter Nights(TM), Stuntman(TM), Test Drive(R), Unreal(R) Tournament 2003, and Unreal(R) Championship; and mass-market and children's games such as Backyard Sports(TM), Nickelodeon's Blue's Clues(TM) and Dora the Explorer(TM), Civilization(R), Dragon Ball Z(R) and RollerCoaster Tycoon(R). Atari, Inc. is a majority-owned subsidiary of France-based Infogrames Entertainment SA (Euronext 5257), the largest interactive games publisher in Europe. For more information, visit www.atari.com.

So, who owns Atari (the company who makes Atari XE/XL, ST, TT, Falcon)?

Mike

3356. Atari Falcon game titles - how many?

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 06:10:49 UTC
From: mstepansky@aol.com
Message-ID: <20030606021049.04349.00000544@mb-m04.aol.com>
Source record: 26888

Approximately, how many game titles are there for the Falcon/030? How about for Falcon/040?

Where can I find a list of games for it? (web link)

Is it possible to find Falcon emulator for the PC? (I have seen STe emulator for the PC).

Mike

3357. Joypad recommendations for ST emulator?

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 06:22:03 UTC
From: mstepansky@aol.com
Message-ID: <20030606022203.04349.00000545@mb-m04.aol.com>
Source record: 26889

I need a joypad (rather than flightsim-style joystick) to play games running in the ST emulator (Steem) on a PC. It is kinda hard to play with using PC keybd. I never had any joystick experience for any PC yet - let alone Atari ST.

I have seen a nice one like Saitek's P300 or P880 - metallic blue coverall, black rubber handle, silver-white buttons; 8-directional button + dual analog stick (ala Playstation joypad) + 4 buttons + 2 L/R trigger buttons. USB port (so you can plug and boom-ready to play). For $20. P300 is a wireless version.

http://images.google.com (keyword: Saitek joystick) - see it in the 5th row, first picture.

Any recommendations? Link helpful.

Mike

3358. Using Atari Classic CX-40 joystick for PC?

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 06:27:52 UTC
From: mstepansky@aol.com
Message-ID: <20030606022752.04349.00000546@mb-m04.aol.com>
Source record: 26891

While I post the "Joypad recommendations" questions earlier, I am still wondering if anyone have built, converted or sell a working CX-40 joystick to be hooked up to a PC running Atari 2600 emulator or even ST emulator.

I understand that its serial port has 7pins versus the current 9pins in PC.

Anyone? I don't know how to built one - I need someone to built one so I can pay for it. I had someone who knew someone to make one but I lost that person.

Mike

3359. Re: hacking type game

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 06:27:59 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <5vWDa.51196$Dr3.21425@fed1read02>
Source record: 26890

You're thinking of "Hacker" by Activision...

Luposian

"Graham" <hurfy@alphalink.com.au> wrote in message
news:3ee02f44@news.alphalink.com.au...
>
>
> --
>
> "Bob Retelle" <bobr1@provide.net> wrote in message
> news:gnrvdvso0dmnlrt17qdpud2clfq96pvui7@4ax.com...
> > On Thu, 5 Jun 2003 19:52:42 +1000, "Graham" <hurfy@alphalink.com.au>
> > wrote:
> >
> > >can anyone remember a game back yonder where at the start of the game ,
> you
> > >had to crack the password to get in? I think the game was about hacking
> ?
> > >Anyone know about it, got a spare copy ?
> > >
> >
> > NetHack was a "Roguelike" hack and slash ASCII "adventure game".
> >
> > The one you're thinking about is "Hacker"- from Infocom..?
> >
> > I'd be surprised if it wasn't on any of the game disk images floating
> > around...
> >
> >
> > BobR
>
> excellent..I have Nethack but I didn't think it was the one although its a
> odd name...will try and track down Hacker
>
> anyone out there got it ?
>
> gra
> >
>
>

3360. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 06:40:08 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <uGWDa.51197$Dr3.33115@fed1read02>
Source record: 26892

Infogrames bought up all the rights and such from Hasbro, who got them from JTS, who "bought up" the Tramiel-era Atari Corp., which died from some crappy, bass-ackwards decisions made by the Tramiels... but JTS also bit the dust shortly thereafter...

Then, recently (about two or three weeks ago, if memory serves me right), Infogrames dropped a *HUGE* bombshell and renamed themselves "Atari, Inc."! Every division across the world! See for yourself!

So, in essence, Atari is BACK!

However, they only make software these days (since they just changed all the names, not the business practices).

I'd like to know if they still own the copyrights, case molds, registration cards, and such from the ST/Mega ST/STe/TT/Falcon030 computer era. And, if so, whether they have any willingness to sell or license them for the right price.

So far as I know (or have read), I think Milan now owns the rights to TOS/GEM for the Atari ST. The PC version of GEM was recently GPL'd.

Luposian

"MStepansky" <mstepansky@aol.com> wrote in message
news:20030606020742.04349.00000542@mb-m04.aol.com...
> About Atari
>
> New York-based Atari, Inc. (Nasdaq: ATAR) develops interactive games for
all
> platforms and is one of the largest third-party publishers of interactive
> entertainment software in the U.S. The Company's 1,000+ titles include
> hard-core, genre-defining games such as Driver(TM), Enter the Matrix(TM),
> Neverwinter Nights(TM), Stuntman(TM), Test Drive(R), Unreal(R) Tournament
2003,
> and Unreal(R) Championship; and mass-market and children's games such as
> Backyard Sports(TM), Nickelodeon's Blue's Clues(TM) and Dora the
Explorer(TM),
> Civilization(R), Dragon Ball Z(R) and RollerCoaster Tycoon(R). Atari, Inc.
is a
> majority-owned subsidiary of France-based Infogrames Entertainment SA
(Euronext
> 5257), the largest interactive games publisher in Europe. For more
information,
> visit www.atari.com.
>

> So, who owns Atari (the company who makes Atari XE/XL, ST, TT, Falcon)?
>
> Mike
>

3361. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 07:12:40 UTC
From: Steve Adam <saadam@bigpond.com>
Message-ID: <jWWDa.50440$1s1.671245@newsfeeds.bigpond.com>
Source record: 26893

I dug out my old 'ST Internals' and looked through
your code. I didn't check too many details, you
obviously know what you're doing.

I was a bit sleepy when I was posting earlier,
so I didn't notice that most of my points had
already been covered. I checked a printer
manual, and from the point of view of the printer,
STROBE, and ACK are all active low, and
BUSY is active high. On the PC, all three
signals are inverted.

On an ST, only strobe is inverted so both
look active high to the programmer.

Is Kenneth using an assembler program?
I only saw this GFA code, and I don't see how
it can work. There's no test of the BUSY (strobe)
line from the sender, either by interrupt or polling.
Or does INP(0) look after that?

```
DO
' ~XBIOS(29,NOT strobe.bit%) !STROBE low
' ~XBIOS(30,strobe.bit%) !STROBE high
PRINT INP(0);" ";
' PRINT CHR$(BIOS(2,0)); !Read from PRN
LOOP UNTIL INKEY$=" "
```

The correct procedure is exactly what you did
in your assembler program, though checking
the STROBE could be acheived by inefficient
polling...

Something like...

```
loop:
Set BUSY = low

wait for STROBE to go high

Set BUSY = high

read the byte

goto loop
```

Steve.

"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
news:totG1cOjP$3+Ewuq@my-ste.demon.co.uk...
> On Fri, 6 Jun 2003, Steve Adam wrote:-
>
> >One more thought...
> >
> >You mentioned interrupts in an earlier post.
> >The original ST handled the parallel port
> >by polling, not by use of an interrupt.
> >
> >Does your ST use an interrupt on the parallel port?
> >
> >If so, then this interrupt is for *sending* data.
> >What condition triggers the interrupt? It can't be
> >a high on the busy line, surely. The printer could
> >become 'not busy' at any time, even when you've
> >no data to send. Acknowledge, perhaps?
> >I don't know.
> >
> >Anyway, if there's an interrupt enabled on your
> >printer port, it will be for *writing* data, not
> >for reading it. Such an interrupt might be interfering
> >with your attempts to read.
>
> AFAIK, Kenneth's assembler code is based on mine which enables the busy
> interrupt on the MFP. The routine I wrote sets STROBE low and waits for
> a busy interrupt. As soon as one is received, the interrupt routine sets
> STROBE high and reads the byte into a buffer. If there's space left in
> the buffer, it sets STROBE low again and goes back to waiting. To read
> from the buffer, I replaced the BCONIN, and BCONSTAT, code for the
> printer port so they either return the next byte from the buffer, or a
> value saying the buffer is empty or there's data available.
>
> My latest code[0] has corrected a couple of errors that I hadn't seen
> while coding on an emulator but, after managing to get hold of an ST,
> tests on it showed them up clearly.
>
> There are still some problems with it. I'm still trying to figure out
> why sometimes receiving data causes a crash (multiple tests showed the
> crash occurred anywhere between 1kb and 10kb), how to speed up the
> interrupt handling to capture all the inbound data, or why the ST thinks
> that an occasional byte coming in from the printer port is a key press.
>
>
> [0] Source and include files are at
> <URL:http://www.my-ste.demon.co.uk/files/readpara.zip>
> and <URL:http://www.my-ste.demon.co.uk/files/includes.zip>
>
> Regards,
> David Bolt
>

> --
> A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
> AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
> AMD Duron/1100 256Mb SuSE 8.1 |
> AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

3362. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 08:15:25 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.06.06.08.15.25.668856@nossspamXXatari-source.com>
Source record: 26894

On Thu, 05 Jun 2003 15:38:14 -0700, Sun Lounging wrote:

> I'm looking to upgrade a Mega STe with a FPU and
> graphics card. Is there a socket on the motherboard
> for a FPU on the Mega STe machines?
>
> Also does anyone have a colour graphics card for
> a Mega STe. Possibly to swap for a Falcon graphics
> card?
>
> Last but not least - I know the Mega STe can run
> at 16MHz - how do you enable that as there doesnt
> seem to be anything on the computer to select it
> (the HD is blank except for AHDI)?
>
> Cheers
>
> Bob.

Bob,

I will swap one of 2 mega ste video cards I have for your falcon card
(what kind of card is it)?

I have an AlberTT which does 1024x768 in 16 colors. It's rather slow on
vdi_scroll

I have a Matrix Coco (I believe). Supposedly it does 1024x768x256 color
but it also has a humongous truecolor expansion board too. This board
needs fixing! I can't find information out there on how to rehook it back
together so it works. I haven't mustered the courage to try the card
without the truecolor board to see if it still works in 256 color mode.

Mark
http://atari-source.com

3363. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 08:45:53 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbpkiq$9gt$1@news8.svr.pol.co.uk>
Source record: 26895

Luposian <luposian@lycos.com> wrote in message
news:uGWDa.51197$Dr3.33115@fed1read02...
>
> So, in essence, Atari is BACK!

NO THEY F**KING ARE NOT. IF YOU CHANGED YOUR NAME TO ELVIS PRESLEY AND
BOUGHT THE RIGHTS TO HIS SONGS ARE *YOU* NOW ELVIS PRESLEY??????

STOP PREACHING THIS SHIT.

ONE ANNOYED SMEG.

3364. Re: Using Atari Classic CX-40 joystick for PC?

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 08:54:37 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbpl34$m1n$1@newsg2.svr.pol.co.uk>
Source record: 26796

MStepansky <mstepansky@aol.com> wrote in message
news:20030606022752.04349.00000546@mb-m04.aol.com...
> While I post the "Joypad recommendations" questions earlier, I am still
> wondering if anyone have built, converted or sell a working CX-40 joystick
to
> be hooked up to a PC running Atari 2600 emulator or even ST emulator.
>
> I understand that its serial port has 7pins versus the current 9pins in
PC.

You dont understand at all. The CX40 (and all other same era sticks are not a serial port joystick. There is no such thing. Joysticks were digital (before the STE and Jaguar got analog ports). You pressed a button or a direction and it just pulled that particular line in the socket to ground which told the computer that you moved the stick. Not how much, just that it had moved in that direction. The reason it has 9 pins and uses a D socket? Well they were invented before serial interfaces were standard. If you have been assuming that because a socket fits a plug it must be the same, then you must have blown up loads of shit in your house over the years.....

>
> Anyone? I don't know how to built one - I need someone to built one so I
can
> pay for it. I had someone who knew someone to make one but I lost that
person.

Its really simple to build this. I tried to explain it to you last time you were here (or was that on the http://www.atari.org forum) ? but you wouldnt have it.

Smeg.

3365. Re: Joypad recommendations for ST emulator?

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 08:55:32 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbpl4r$m31$1@newsg2.svr.pol.co.uk>
Source record: 26797

MStepansky <mstepansky@aol.com> wrote in message
news:20030606022203.04349.00000545@mb-m04.aol.com...
> I need a joypad (rather than flightsim-style joystick) to play games
running in
> the ST emulator (Steem) on a PC. It is kinda hard to play with using PC
keybd.
> I never had any joystick experience for any PC yet - let alone Atari ST.
>
> I have seen a nice one like Saitek's P300 or P880 - metallic blue
coverall,
> black rubber handle, silver-white buttons; 8-directional button + dual
analog
> stick (ala Playstation joypad) + 4 buttons + 2 L/R trigger buttons. USB
port
> (so you can plug and boom-ready to play). For $20. P300 is a wireless
version.
>
> http://images.google.com (keyword: Saitek joystick) - see it in the 5th
row,
> first picture.
>
> Any recommendations? Link helpful.

Go buy any joypad that feels comfortable to you. If you are using Steem, and
its a Windows compatible pad, it will work.

Smeg.

3366. Re: Atari Falcon game titles - how many?

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 09:08:52 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbpltrtas1@newsg1.svr.pol.co.uk>
Source record: 26798

MStepansky <mstepansky@aol.com> wrote in message
news:20030606021049.04349.00000544@mb-m04.aol.com...
> Approximately, how many game titles are there for the Falcon/030? How
about
> for Falcon/040?

There is no such thing as a Falcon 040. At least one never got made
commercially. There are however upgrade cards like the Afterburner which
includes a 68040 cpu, and there are several clones around that used either
the 68040 or the 68060. However it makes no difference to the amount of
games available, except by saying maybe not all games for the Falcon will
run on certain accelerators.

> Where can I find a list of games for it? (web link)

Cant remember. Try google. If you goto 1632systems.co.uk you can find a list
of Falcon/STE/ST games that are still for sale. If you want to purchase, you
can trust Nick he is one of the Good Guys.

> Is it possible to find Falcon emulator for the PC? (I have seen STe
emulator
> for the PC).

Not exactly, however there is an emulator project (no flames please) called
Aranym which uses/used the Falcon OS 4.04 although they are adamant it isnt
a Falcon emulator. I havent tried it for a long time so I cant say for sure
how advanced it has got. Goto http://aranym.sourceforge.net/ and see for
yourself.

Smeg.

3367. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 10:04:21 UTC
From: lp <gfa@basic.net>
Message-ID: <BB05DF65.740%gfa@basic.net>
Source record: 26799

in article bbpkiq$9gt$1@news8.svr.pol.co.uk, Smeg at
smeg_007@NOSPAM.hotmail.com wrote on 6/6/03 4:45 AM:

>
> Luposian <luposian@lycos.com> wrote in message
> news:uGWDa.51197$Dr3.33115@fed1read02...
>>
>> So, in essence, Atari is BACK!
>
>
> NO THEY F**KING ARE NOT. IF YOU CHANGED YOUR NAME TO ELVIS PRESLEY AND
> BOUGHT THE RIGHTS TO HIS SONGS ARE *YOU* NOW ELVIS PRESLEY??????
>
> STOP PREACHING THIS SHIT.
>
> ONE ANNOYED SMEG.

I like your analogy.
It's annoying at funny at the same time. ;o)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3368. MagiC logo screen

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 10:16:45 UTC
From: jdplace@prodigy.net
Message-ID: <hSZDa.1919$4D1.91@newssvr31.news.prodigy.com>
Source record: 26800

A while back I changed from ICD to HD Driver. Now the MagiC logo screen is black and white instead of color. Is there a way to change this?

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

3369. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 10:37:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306060331510.32686-100000@shell1.aracnet.com>
Source record: 26802
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, avoid making promises I cant keep and avoid offering services I cant follow up on! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or http://BenSells.Atari.org or Call Ben@(503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3370. Re: Atari versions of Frontier available

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 10:38:15 UTC
From: westpdmkids@yahoo.de
Message-ID: <4c6bc8b8.0306060238.11326b81@posting.google.com>
Source record: 26801

David Bolt <nospam@my-ste.demon.co.uk> wrote in message
news:<ov03k+FDy62+EwWz@my-ste.demon.co.uk>...
> On Mon, 2 Jun 2003, Michael wrote:-
>
> >Well, if you have some webspace free without popups, put them online.
>
> The files are still available from my web-space:
>
> <URL:http://www.my-ste.demonco.uk/frontier/index.htm>
>
>
> Regards,
> David Bolt

You were the guy, where I got the files from IIRC, right ?
I'm giving you credit in the next few days on the homepage (I deleted
yr mails to early, so I forgot yr name ... oops-sorry ;))

Regards and heff fun ;)

Michael Asse

3371. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 10:42:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306060337230.32686-100000@shell1.aracnet.com>
Source record: 26803
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money! So, are you Interested? E-Mail Atari@aracnet.com and call Ben at (503)256-9974.

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer! Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives, as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at

http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3372. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 14:33:54 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1054910034@news.frii.com>
Source record: 26804

On Fri, 6 Jun 2003 09:45:53 +0100, "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote:
>
> Luposian <luposian@lycos.com> wrote in message
> news:uGWDa.51197$Dr3.33115@fed1read02...
> >
> > So, in essence, Atari is BACK!
>
>
> NO THEY F**KING ARE NOT. IF YOU CHANGED YOUR NAME TO ELVIS PRESLEY AND
> BOUGHT THE RIGHTS TO HIS SONGS ARE *YOU* NOW ELVIS PRESLEY??????
>
> STOP PREACHING THIS SHIT.
>
> ONE ANNOYED SMEG.
>
>

I've been watching this "battle of viewpoints" for some time now. Seems to me we are just splitting hairs, and it all depends on the point of view.

Smeg and Luposian, this is not a personal reply to your comments, I just happened to pick this post to reply to. This post is just for the sake of discussion.

From the Smeg point of view, it seems that Atari would only be Atari if it was still an independent corporation and still making hardware. To begin with, a corporation is not truly independent as the organization does have people to answer to for their actions, those people being the shareholders and the Securities and Exchange Commision for example. Management cannot just do as they wish as if they were a one-man (one-person?? :-)) business. Which means most of the shares would be in the hands of the Tramiels, as I believe they were. But the feeling in the newsgroup that I pick up is decisions by the Tramiels is the main reason for the demise of the company.

From the Luposian point of view, it seems that as along as the name is out there making something computer and/or game product, they are back.

So I give to you the following things to consider in this debate:

1. Let's not forget that Atari started as a game manufactuerer, not a computer (as we now define a computer, having keyboard, monitor, printer, etc.) company. So you could take the point of view that Atari is back as the name is on the software being produced. (This is not the first time a successful company has purchased a dieing/dead company and all its holdings and used the better known name.) As a game manufacturer, the associated hardware, such as the 2600 game console, is no different than the first software company to write a flight simulator and produce a companion piece of hardware (aircraft control wheel) to sell with the software so you didn't have to use a joystick. So if you stopped making the game consoles but still produced games, do you no longer exist?

2. My name is Hudson, and I own the Hudson Motor Car Company. I've made cars (games) for 30+ years. I start a line of pickups (computers). For what ever the reason, the pickup, although well built and has ardent supporters, does not survive in the market place. I drop the computers and concentrate on games again (Jaguar and Lynx). Does this mean I'm no longer Hudson Motor Car? How many people here would say a Jeep is not a Jeep? Jeep was a product of Kaiser Corporation's auto production (Willys Overland and a couple of other cars). Hudson and Nash merged and became American Motors, who purchased Jeep. Is a Jeep no longer a Jeep? Then AMC is purchased lock, stock, and barrel by Chrysler. Is a Jeep still a Jeep? And now Chrysler has "merged" with Daimler-Benz. (There is the argument there as to who bought who.) Is a Jeep still a Jeep? (Another piece of auto trivia, Hudson's were the darlings of the stock car world in the late '40's and early '50's with factory available superchargers. They were also one of the best selling car lines.)

3. What if the Tramiels had come out with a line of toasters, blenders, and other kitchen appliances? Sold like wildfire, while the games/computer products lost market share and were dropped. Does Atari no longer exist?

My point is, for both groups, that to wish for what used to be is pointless. The world marches on and product/ownership/name relationships change. That is what happened with the Atari name. Will the name survive as a game maker, even though the current owners are not the original owners? Possibly. Will there ever be another computer with the name Atari on it? Highly doubtful. It would have to blow everyone else out of the water, be compatible with their programs, be cheap from the outset, and do something everyone wants but no othe manufacturer can do.

Just something to think about in your spare time. :-)

Ken

3373. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 15:38:17 UTC
From: Fr&#65533;d&#65533;ric P&#65533;court <fpecourt@invalid.ifrance.com>
Message-ID: <bbqcai$hd6$1@reader1.imaginet.fr>
Source record: 26805

Hi!

> Pretty sure they only obtained permission to use German TOS.
> The rumor that Wizztronics now holds the source code for TOS in the
> U.S. has not been disputed AFAIK.
> Mike

Yes, the best gift that could be made to our shrinking Atari community would be the release of the TOS into the public domain. Who knows?

I just had a look to the Wizztronics pages, and they write black on white, that in 2001 they "gave" the TOS source to a third party, probably a single person, maybe an ex-employee of them.

The full text is to be found here :
http://www.wizztronics.com/Discontinued.htm

Fred

3374. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 15:54:24 UTC
From: kees laan <kees.laan@xs4all.nl>
Message-ID: <3EE0B926.55738B2F@xs4all.nl>
Source record: 26806

>
> Just something to think about in your spare time. :-)
>
> Ken

long story,

but what's in a name?

kees

3375. Re: Whats the best software needed to use a CD Rom on a falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 17:02:18 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0306060902.2f191c2f@posting.google.com>
Source record: 26807

"J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> wrote in message news:<bb9o8n$c6g$1@news2.tilbu1.nb.home.nl>...
> That's true. Also CAF AIF's are not common AIF's but compressed. I've found
> CAF has some problems with heavier imported 'real' AIF's. Slower screen
> drawing with small portions and timing with larger.
>
> Jos

I think that CAF's aiff's are only compressed when in 16 track mode?

Wayne

3376. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 17:27:20 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB061DB0.320C4%nameerf@flash.net>
Source record: 26808

in article 1103_1054910034@news.frii.com, Ken Springer at
wordworks@greeleynet.com wrote on 6/6/03 6:33 AM:

> From the Smeg point of view, it seems that Atari would only be Atari if it was
> still an
> independent corporation and still making hardware. To begin with, a
> corporation is not
> truly independent as the organization does have people to answer to for their
> actions,
> those people being the shareholders and the Securities and Exchange Commision
> for example.
> Management cannot just do as they wish as if they were a one-man (one-person??
> :-))
> business. Which means most of the shares would be in the hands of the
> Tramiels, as I
> believe they were. But the feeling in the newsgroup that I pick up is
> decisions by the
> Tramiels is the main reason for the demise of the company.

Another thing to consider, along these lines of thought, is that Atari of the late 70's and early 80's, under Nolan Bushnell, went bankrupt and was bought by the Tramiels. While they still made hardware that was similar to previous machines (8-bits), they only did so for a very short time, while at the same time creating a radically different machine (the ST). So which one is the "real" Atari? Our new Infogrames/Atari makes remakes of older software, while also creating radically different games. Couldn't this also be seen in a certain way as a continuation of the past Atari, similar to the Tramiel's (except on the software-only side)? Just a thought...

Anyway, I too would love to have the good old glory days of Atari back. But those days are over. Now we have a new Atari that at least recognizes on some level the greatness of the old Atari. We also have Atari clones and upgrades to our old machines still being developed, albeit under different names. But isn't that just an issue of label? As far as I'm concerned, if we can still get what we need for our machines, Atari is still around, if only in spirit. And hey, at least Infogrames/Atari uses the "real" Fuji symbol, where Hasbro/Atari used some botched-up imitator. No doubt Infogrames/Atari has *some* respect for the past. And wasn't Infogrames an Atari supporter when Atari was still it's old self? Better them having the name than a company who has never did anything for the old Atari. Again, just a thought...

Mike Freeman
nameerf@flash.net

3377. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 18:29:07 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <wM7Ea.51390$Dr3.6870@fed1read02>
Source record: 26813

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:1103_1054910034@news.frii.com...
> From the Luposian point of view, it seems that as along as the name is out
there making
> something computer and/or game product, they are back.

Yup. As long as ATARI is making something. When Infogrames first bought up "Atari" (rights and IP and stuff), it was just a name slapped on the side of a box. It was not a company. It was only a brandname, seemingly being exploited for it's nostalgic vapors (which is all that Atari really has nowadays).

But then Infogrames, in a burst of ultimate glorious wisdom, CHANGED their entire frickin' wordwide name... *TO* Atari, Inc.!

"Atari" is no longer just a brand name... it is now a corporation... across the world!

Yes, it's *just* a name change, but... what a name to change to! It changes everything! Now there is, again, some potential, that with a little nudging and coaxing, perhaps somehow... some way... Atari hardware (game or computer) may be produced again. It's no longer just a brand name we're trying to resurrect into a company again, but a company we're trying to encourage to make hardware again! THEY have made our task significantly eaiser, all by a (simple?) name change!

> 2. My name is Hudson, and I own the Hudson Motor Car Company. I've made
cars (games) for
> 30+ years. I start a line of pickups (computers). For what ever the
reason, the pickup,
> although well built and has ardent supporters, does not survive in the
market place. I
> drop the computers and concentrate on games again (Jaguar and Lynx). Does
this mean I'm
> no longer Hudson Motor Car? How many people here would say a Jeep is not
a Jeep? Jeep
> was a product of Kaiser Corporation's auto production (Willys Overland and
a couple of
> other cars). Hudson and Nash merged and became American Motors, who
purchased Jeep. Is a
> Jeep no longer a Jeep? Then AMC is purchased lock, stock, and barrel by
Chrysler. Is a
> Jeep still a Jeep? And now Chrysler has "merged" with Daimler-Benz.
(There is the
> argument there as to who bought who.) Is a Jeep still a Jeep? (Another
piece of auto

> trivia, Hudson's were the darlings of the stock car world in the late
'40's and early
> '50's with factory available superchargers. They were also one of the
best selling car
> lines.)

In this analogy, your assessment is true, as long as a Jeep retains the meaning of what the name represents. In my mind, a Jeep is like the Renegade. It always will be. I thnk they still make them like that. But "Jeep" now makes somewhat different vehicles, thankfully not a redical departure from the original, to my knowledge.

Now if Jeep started making pickup trucks... and stopped making the vehicles that are or resemble (somewhat) the original Jeep, that'd be a big jump that could seriously affect mindshare of what "Jeep" means and makes, hampering sales drastically.

So, yes, as long as Jeep makes Jeeps and Jeep-alikes, then a Jeep is a Jeep is a Jeep, in my mind.

> 3. What if the Tramiels had come out with a line of toasters, blenders,
and other kitchen
> appliances? Sold like wildfire, while the games/computer products lost
market share and
> were dropped. Does Atari no longer exist?

Atari would still exist, but the radical departure (necessary or otherwise) could affect mindshare drastically, especially when "Atari" has meant gaming in software/hardware and later, computers. To me, "Atari" can only exist as a true entity of it's past heritage under the following conditions:

1) It exists as a physical business, not just a brandname.
2) It makes software and/or hardware.

Sure, "Atari" has always, but ALWAYS, made gaming hardware of one kind or another (arcade games, pinball machines, home consoles, and home computers), but they've also made sogftware.

So, for them to be making *ONLY* software today is not an impossible step for them (since Atari also did that in the past). It's just a difficult one to accept, since I loved the hardware so much.

Now if they started making toasters and refrigerators, and home appliances... you might have to pick me off the floor and bury me in a sound-proof coffin... 'cause I'd probably die from laughing... and keep laughing in my grave! :-D

> My point is, for both groups, that to wish for what used to be is
pointless. The world
> marches on and product/ownership/name relationships change. That is what
happened with
> the Atari name. Will the name survive as a game maker, even though the
current owners are

> not the original owners? Possibly.

Original owners? The only original owner was Bunnell... or whatever his name was... the guy who STARTED Atari! After that it was sold to Warner and to the Tramiels and then JTS and then Hasbro and then Infogrames. It's been handed down at LEAST five times! BUT! Between the creation of Atari and the Tramiel era, "Atari" has always made hardware. *That's* the hard pill to swallow. They don't anymore... and may never again...

> Will there ever be another computer with the name
> Atari on it? Highly doubtful. It would have to blow everyone else out of the water, be
> compatible with their programs, be cheap from the outset, and do something everyone wants
> but no othe manufacturer can do.

Or at least be vastly more powerful than anything bearing the Atari name (or association; i.e. "clones") currently, if you go with the "sell to the converts" ideology. If you "sell to the converts", you don't have to worry about being better than the outside world. You're in your own world and you make the people in your world happier by giving them a faster computer! As long as they don't make outside comparisons ("the PowerMacs are sooooo much slower than a Pentium4 (or AMD) 2.7GHz system, because the fastest PPC processor is only 1.2GHz!"), then there's no problem. I mean, any computer, that is 100MHz or greater is going to, most probably, dust any Atari or Atari clone right then and there... does it really matter that it's not faster than a modern PC/Mac? No, because it's NOT a modern PC/Mac... it's an Atari computer! It processes things faster and better than the models before it. And, in the World of Atari computers, that's what makes us happy!

If Atari, Inc., right today, made a 500Mhz PC, that ran a Unix-ish clone OS (*NOT LINUX!!!*) with a GEM-like interface, and had a handful of applications (perhaps even an emulator to run some Atari ST apps), games, and utilities... I would buy it in a heartbeat! As long as it set itself apart from "other PC's" by having an OS that wasn't just a common GUI atop of a common OS foundation (like NetBSD, OpenBSD, FreeBSD, any of the bazillion Linux variants, etc.), it would be worth owning. Afterall, if it's no different than any average PC running a commonly available OS/GUI, what makes it any different than a... well, you get the idea.

An Atari computer must NOT, under any circumstances, function exactly like (nor be entirely compatible with) a regular PC... even if the guts are the same on the inside and the peripherals are the same on the outside.

"So it is written, so let it be done..."

> Just something to think about in your spare time. :-)

I have waaaaaaay too much spare time to think about stuff like this... :-D

Luposian

3378. Re: hacking type game

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 18:29:18 UTC
From: Steve Green <greenies@macunlimited.net>
Message-ID: <20030606192939767+0100@news.btinternet.com>
Source record: 26809

>Graham said -
>can anyone remember a game back yonder where at the start of the game , you
>had to crack the password to get in? I think the game was about hacking ?
>Anyone know about it, got a spare copy ?

Hi, an 8 bit graphic adventure game if I remember called (surprise) Hacker.
My old brain is failing but If I remember right you type _anything_ at the
login, hit return and just let it run some rubbish past you before it sort of starts
the main game.
Try the comp.sys.atari.8bit forum for umm, helpful help.
Regards, Steve.

3379. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 18:31:31 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <ve1ocjj8rf3429@corp.supernews.com>
Source record: 26810

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:BB061DB0.320C4%nameerf@flash.net...
> in article 1103_1054910034@news.frii.com, Ken Springer at
> wordworks@greeleynet.com wrote on 6/6/03 6:33 AM:
>
> > From the Smeg point of view, it seems that Atari would only be Atari if
it was
> > still an
> > independent corporation and still making hardware. To begin with, a
> > corporation is not
> > truly independent as the organization does have people to answer to for
their
> > actions,
> > those people being the shareholders and the Securities and Exchange
Commision
> > for example.
> > Management cannot just do as they wish as if they were a one-man
(one-person??
> > :-))
> > business. Which means most of the shares would be in the hands of the
> > Tramiels, as I
> > believe they were. But the feeling in the newsgroup that I pick up is
> > decisions by the
> > Tramiels is the main reason for the demise of the company.
>
> Another thing to consider, along these lines of thought, is that Atari of
> the late 70's and early 80's, under Nolan Bushnell, went bankrupt and was
> bought by the Tramiels. While they still made hardware that was similar to
> previous machines (8-bits), they only did so for a very short time, while
at
> the same time creating a radically different machine (the ST). So which
one
> is the "real" Atari? Our new Infogrames/Atari makes remakes of older
> software, while also creating radically different games. Couldn't this
also
> be seen in a certain way as a continuation of the past Atari, similar to
the
> Tramiel's (except on the software-only side)? Just a thought...
>
> Anyway, I too would love to have the good old glory days of Atari back.
But
> those days are over. Now we have a new Atari that at least recognizes on
> some level the greatness of the old Atari. We also have Atari clones and
> upgrades to our old machines still being developed, albeit under different

> names. But isn't that just an issue of label? As far as I'm concerned, if
we
> can still get what we need for our machines, Atari is still around, if
only
> in spirit. And hey, at least Infogrames/Atari uses the "real" Fuji symbol,
> where Hasbro/Atari used some botched-up imitator. No doubt
Infogrames/Atari
> has *some* respect for the past. And wasn't Infogrames an Atari supporter
> when Atari was still it's old self? Better them having the name than a
> company who has never did anything for the old Atari. Again, just a
> thought...
>
> Mike Freeman

Very well said! The difference is similar from when the Atari 800 and Falcon030 were released, a radical difference. Completely different beasts, some can have said that the Falcon was not a Atari! The only difference now is more time has passed and no Computers are being sold. I mean try to realize how much technology has changed from games on the Atari ST to games today like Enter the Matrix? Atari was always a software company IMHO. It has just changed owners several times!

And do we really want a 2GHz TOS Compatable Computer to be released by Atari Inc? Not going to happen.

Tim

3380. Re: ADV: Bravo Sierra Wants Your...

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 19:02:59 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <ve1ukclq18kc6@corp.supernews.com>
Source record: 26811

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.06.05.20.23.32.752694@removenoaspam.atari-source.com...
> On Thu, 05 Jun 2003 18:55:53 +0000, nic wrote:
>
> > OK confirmed the Holland Tunnel is New York and Jersey,,,,,
> >
> > So I suspect just on this reference our prat is from this area.... Now
all
> > I have to do is to trawl this newsgroup and start narrowing down New
York
> > ISP's which should give a name since this group is so small.....
>
> I live in Philadelphia - quite close.. it's not me!
>
> Mark
> http://atari-source.com
>

Go figure it's a freakin New Yorker Yanker... ;)

Tim

3381. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 20:56:17 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1054932977@news.frii.com>
Source record: 26812

On Fri, 6 Jun 2003 11:31:31 -0700, "Tim" <tjlazer@mail.com> wrote:
>
> And do we really want a 2GHz TOS Compatable Computer to be released by Atari
> Inc? Not going to happen.

Of course I'd like to see a 2GHz compatible computer!!! :-)

But unless someone with 10 times the money of Bill Gates, it's not going to happen.

Ken

3382. Re: Whats the best software needed to use a CD Rom on a falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 22:05:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1054987338-42379AEicMi@gmx.net>
Source record: 26842

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Wed, 04 Jun 2003 20:35:43 GMT

Hi Mike,

>The problem I've personally run into is that *none* of these programs
>recognize that my SCSI Yamaha CD-RW drive even exists at all, whereas the
>Anodyne software has no problems recognizing and running it quite well. I've
>followed the doc's for MetaDOS, SPIN, and CD Lab to the letter, and followed
>helpful relies here in c.s.a.s.,

I'm sorry to hear that you've got problems getting the Yamaha doing it's thing
under MetaDOS and SPIN!, but don't generalise your problem. I have two Yamaha's
here (8824S & 2200S) and both are recognised and work perfectly with both
drivers. I'm not the odd one out because I know several people here who
use Yamaha writers with these drivers....
As for CD-Lab it's simple: if the drive is MMC-3 compatible *and* a SCSIDRV
driver is installed, it works. Nothing more, nothing less.

>and it's always turned out the same: they don't work and I am repeatedly
>recommended the Anodyne package instead. So personally I wouldn't say SPIN is
>the *most* versatile CD driver. It does nothing for me.

I didn't say that SPIN! is the most versatile one because I like it better,
all one needs to do is to look at the features... and let's keep things in
perspective: all the original poster wants to do is to rip audio tracks from
a CD, one doesn't need to spend money on a driver to accomplish this. MetaDOS
in combination with CD Player from A.Claus (both freeware) will take care of
it.

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3383. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 22:19:09 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbr47rnhr1@newsg2.svr.pol.co.uk>
Source record: 26815

Ken Springer <wordworks@greeleynet.com> wrote in message
news:1103_1054910034@news.frii.com...

SNIP

> From the Smeg point of view, it seems that Atari would only be Atari if it
was still an
> independent corporation and still making hardware. To begin with, a
corporation is not

No thats not my viewpoint.

SNIP

> believe they were. But the feeling in the newsgroup that I pick up is
decisions by the
> Tramiels is the main reason for the demise of the company.

Whatever, its not even relevant why they died, just that they did.

> From the Luposian point of view, it seems that as along as the name is out
there making
> something computer and/or game product, they are back.

Who is they? Infrogrammes have been here for years. Nothing has changed.

> So I give to you the following things to consider in this debate:
>

> 1. Let's not forget that Atari started as a game manufactuerer, not a
computer (as we now

Yeah. They innovated. Infrogrammes made some cool games aswell, but no where
near the genius of Atari.

> My point is, for both groups, that to wish for what used to be is
pointless. The world
> marches on and product/ownership/name relationships change. That is what
happened with
> the Atari name. Will the name survive as a game maker, even though the
current owners are
> not the original owners? Possibly. Will there ever be another computer
with the name
> Atari on it? Highly doubtful. It would have to blow everyone else out of
the water, be
> compatible with their programs, be cheap from the outset, and do something
everyone wants
> but no othe manufacturer can do.

The point has been totally missed. Its not about thier games, or their hardware, not even the Tramiels, but its about the PEOPLE who made it all happen. The genius' that slaved day and night to invent and innovate, sacrificing home and family life to make dreams happen. The people that work at infrogrammes are not the people that worked at Atari. They have NOTHING to do with each other.

>
> Just something to think about in your spare time. :-)
>

What spare time?????

Smeg.

3384. Re: Goodbye FAST Club

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 22:22:48 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbr47k$do6$1@sparta.btinternet.com>
Source record: 26817

Hi Richard

> >> no, he said "at the time I was unemployed and £20 was half my weeks
> >> income!" . What I am saying is just that it blows my mind to think
> >> you have 40 pounds to live on for that week, and you spend half of it
> >> on any one thing, let alone something computer related
> >> (non-essential).
> >
> >I fail to see the relevance of this, its his money regardless and its his
> >buisness how he prioritises things, at least he dont spend it on crack or
> >heroin
> >
> >>>>>> Like I said, I feel I got more than my money's worth, and if I
> >>>>>> lost a tenner at the end I can live it.
> >>>>>>
> >>>>>> If there's one main trouble with people from round here, it's that
> >>>>>> they bear a grudge for an unreasonable amount of time...
> >
> >>>>> Theft is theft, I lost £20 and I will bear a grudge as long as I
> >>>>> live and would physically attack him given the chance, I don't
> >>>>> think this is unreasonable, at the time I was unemployed and £20
> >>>>> was half my weeks income! , the guy took the dishonest way out of
> >>>>> a situation he placed himself in. NO EXCUSES PAUL GLOVER IS A THIEF
> >
> I have done business with Paul quite a bit and experiences him as none
other
> than a courteous and reliable person. Sure, he was a bit slow at time
> (sending stuff, I mean), but other than that I have nothing but good
things
> to say about him.

> I entered this thread at the end so I don't know how he allegedly stole
your
> 20 quid. Didn't the ST Club go broke or into receivership or something?
When
> that happens, customers often get duped, and that's usually because
customers
> and employers are last in line when it comes to payments. Usually the tax
> collectors are first, and there's not a lot left after that.

Official receivership should result in all concerned parties getting a
letter explaining the situation, even if bugger all else should follow.
Basically there was quite a long absence of the (bloody outstanding) mag
that was broken by a (iirc) a letter stating that the magazine needed some

loyal subscribers to re-sub to guarantee the mag would stay alive, that was some years ago, my cheque having long since been cashed.

He chose to ignore all methods of communication. from myself and others.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

3385. Re: Feedback wanted for my website

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 22:22:50 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbr47p$do6$2@sparta.btinternet.com>
Source record: 26816

Hi James

> Can someone give me some feedback on my new(ish) look of my Atari
> Downloads Page? http://jfhaslam.atari.org
>
> I recently added some quick-indexes for each section and was hoping to get
> feedback from users.
>
> Is the page easy to use for you? And is there anything missing that I
> should put on there?

More sheep porn...

I'll check it later on, I've yet another funeral to attend tomorrow. 8'~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

3386. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 22:30:53 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbr4ts$hl9$1@news5.svr.pol.co.uk>
Source record: 26818

Luposian <luposian@lycos.com> wrote in message
news:wM7Ea.51390$Dr3.6870@fed1read02...
> "Ken Springer" <wordworks@greeleynet.com> wrote in message
> news:1103_1054910034@news.frii.com...
> > From the Luposian point of view, it seems that as along as the name is
out
> there making
> > something computer and/or game product, they are back.
>
> Yup. As long as ATARI is making something. When Infogrames first bought
up
> "Atari" (rights and IP and stuff), it was just a name slapped on the side
of
> a box. It was not a company. It was only a brandname, seemingly being
> exploited for it's nostalgic vapors (which is all that Atari really has
> nowadays).

ATARI isnt making anything. You have been CONNED.

>
> But then Infogrames, in a burst of ultimate glorious wisdom, CHANGED their
> entire frickin' wordwide name... *TO* Atari, Inc.!
>
> "Atari" is no longer just a brand name... it is now a corporation...
across
> the world!
>
> Yes, it's *just* a name change, but... what a name to change to! It
changes
> everything!

Changes nothing. You have been duped.

> Now there is, again, some potential, that with a little nudging
> and coaxing, perhaps somehow... some way... Atari hardware (game or
> computer) may be produced again. It's no longer just a brand name we're
> trying to resurrect into a company again, but a company we're trying to
> encourage to make hardware again! THEY have made our task significantly
> eaiser, all by a (simple?) name change!

You are living in a dream you are soon gonna wake up from and then find your
face in a bowl of cornflakes.
>
> In this analogy, your assessment is true, as long as a Jeep retains the
> meaning of what the name represents. In my mind, a Jeep is like the
> Renegade. It always will be. I thnk they still make them like that. But

> "Jeep" now makes somewhat different vehicles, thankfully not a redical
> departure from the original, to my knowledge.

Retains shit.

> Now if Jeep started making pickup trucks... and stopped making the
vehicles
> that are or resemble (somewhat) the original Jeep, that'd be a big jump
that
> could seriously affect mindshare of what "Jeep" means and makes, hampering
> sales drastically.

Sales. Exactly.

> So, yes, as long as Jeep makes Jeeps and Jeep-alikes, then a Jeep is a
Jeep
> is a Jeep, in my mind.
> > 3. What if the Tramiels had come out with a line of toasters, blenders,
> and other kitchen
> > appliances? Sold like wildfire, while the games/computer products lost
> market share and
> > were dropped. Does Atari no longer exist?

That didnt happen. So theres no point in even going there.

> Atari would still exist, but the radical departure (necessary or
otherwise)
> could affect mindshare drastically, especially when "Atari" has meant
gaming
> in software/hardware and later, computers. To me, "Atari" can only exist
as
> a true entity of it's past heritage under the following conditions:
>
> 1) It exists as a physical business, not just a brandname.
> 2) It makes software and/or hardware.

How about - 3) Have some of the people that made Atari "great", be in the
company trying to make it great again....?? ?? UH?

> Sure, "Atari" has always, but ALWAYS, made gaming hardware of one kind or
> another (arcade games, pinball machines, home consoles, and home
computers),
> but they've also made sogftware.

Its never been JUST software. There were two different companies handling
that, three if you include the arcade machine business.

> So, for them to be making *ONLY* software today is not an impossible step
> for them (since Atari also did that in the past). It's just a difficult
one
> to accept, since I loved the hardware so much.
> Now if they started making toasters and refrigerators, and home
> appliances... you might have to pick me off the floor and bury me in a

> sound-proof coffin... 'cause I'd probably die from laughing... and keep
> laughing in my grave! :-D

You mean like im laughing at Infrogrammes now?????

>
> Original owners? The only original owner was Bunnell... or whatever his
> name was... the guy who STARTED Atari! After that it was sold to Warner
and
> to the Tramiels and then JTS and then Hasbro and then Infogrames. It's
been
> handed down at LEAST five times! BUT! Between the creation of Atari and
> the Tramiel era, "Atari" has always made hardware. *That's* the hard pill
> to swallow. They don't anymore... and may never again...

When ATARI died, it was when the Tramiels sold it to JTS. All of the people, the assets and the intellectual rights got effectively thrown in the trash. What happened after JTS isnt even relevant, seeing as it was just brand name transfer anyway.

> > Will there ever be another computer with the name
> > Atari on it? Highly doubtful. It would have to blow everyone else out
of
> the water, be
> > compatible with their programs, be cheap from the outset, and do
something
> everyone wants
> > but no othe manufacturer can do.

No. Not unless a group of us that still love ATARI can come up with something special and fund it between us, but lets be realistic. Its not gonna happen. WE are the Atari people now. Dont you get it yet????

SNIP.

>> Just something to think about in your spare time. :-)
>
> I have waaaaaaay too much spare time to think about stuff like this... :-D

Obviously ;-)

> Luposian

3387. Re: Whats the best software needed to use a CD Rom on a falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 22:32:34 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbr510$j47$1@news6.svr.pol.co.uk>
Source record: 26819

Wayne Martz <wmartz@firstpresdalton.org> wrote in message
news:2f399fc7.0306060902.2f191c2f@posting.google.com...
> "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> wrote in message
news:<bb9o8n$c6g$1@news2.tilbu1.nb.home.nl>...
> > That's true. Also CAF AIF's are not common AIF's but compressed. I've
found
> > CAF has some problems with heavier imported 'real' AIF's. Slower screen
> > drawing with small portions and timing with larger.
> >
> > Jos
>
> I think that CAF's aiff's are only compressed when in 16 track mode?
>
> Wayne

True. CAF uses the CPU to encode and the DSP to decode them, or is it the
other way round??

Cant be bothered to read the manual its v.late. ;-)

Smeg.

3388. Re: Big Partitions and LFNs?

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 22:54:18 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1054937320-18950AEicMi@adel6.freeserve.co.uk>
Source record: 26814

Hi Edward etc

>>I have been trying to activate Long Filenames on a number of hard disk
>>partitions (7), so far without any success!
>>
SUCCESS!
>>Partitions I to O are larger than 2.0Gb each, they are of type BGM in
>>HDDRIVER and they are recognised (ie openable) in Magic v6.20/jinnee.
>I
>>have put in my MAGX.INF "#[vfat]
>drives=ijklmno".
This I thought would be enough, but it seems when I ran VFAT.PRG drives i-
o were not highlighted as being Permanently VFAT drives! So after
setting all the partitions back to BGM in HDDriver, I chose and set these
drives up. I ran the Magic Config utility just to make sure, it seemed
to think there was a problem with the MAGX.INF file which I find hard to
believe.

Hey presto! When I next booted up all the partitions showed up on the
desktop. I used UnZip to de-archive the MagXNet distribution (which I
knew requires a LFN drive) and as soon as I saw the small letters I knew
it was successful...!

>>
>>The type "F32" in HDDRIVER doesn't work with Magic/jinnee - the
>>partitions "disappear" the next time I boot-up! So I set them back to
>>BGM.
Still don't get why you need to use F32 when BGM seems to work perfectly!

>Hmmm??? Strange. I have gotten the LFN to work on my 1meg Jaz
>carts and all of my 250meg partitions. Have you used a setup
>program for Magic? Here you tell Magic which partitions you to use
>with LFN's. Until I used a setup program, I could not get any LFN
>to work.
That was probably the answer then! Using an editor to add the #vfat
lines wasn't enough.

Thanks

Neil :-)

PS Now for getting hold of the Iconnect Gateway! Does anyone have
Vassilis's email address?

3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW

Atari Calculator (32 step recall!)

3389. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 22:55:24 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <0i62ev43j7ahfgv8u8es9097ntc646ri97@4ax.com>
Source record: 26820

On Fri, 6 Jun 2003 11:29:07 -0700, "Luposian" <luposian@lycos.com>
wrote:

>
>Now if they started making toasters and refrigerators, and home
>appliances... you might have to pick me off the floor and bury me in a
>sound-proof coffin... 'cause I'd probably die from laughing... and keep
>laughing in my grave! :-D
>

Not to endanger your health, but you do know that that was one of
Jack Tramiel's intentions...?

They actually started a division that was going to produce "Atari
Telecommunications" equipment (telephones), and they were planning a
"consumer appliances" division, although they were never too specific
about what exactly that division was going to produce.

Atari toasters WERE mentioned...

(This was right around the time the Atari Calculators were taking the
world by storm.)

The guy had some pretty weird ideas. No wonder the company went into
the toilet.

BobR

3390. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 23:26:01 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.blolqccb@localhost>
Source record: 26584

Steve Sweet wrote:

>
> This bears a striking resemblance to a mental picture i have of you
> right now!

Steve,

You used to complain about ppl not quoting good enough, resulting in
too many Kb's for you to download. Have you got any good excuse why you
can abuse usenet like this? Send it in private mail, or don't send it.

Cut it out.

/Joakim

3391. Re: Big Partitions and LFNs?

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 23:26:54 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1054923698-922673AEicMi@adelphia.net>
Source record: 26821

Neil,
Try papval@otenet.gr If that does not work let me
know and I can e-mail you the latest MagicNet with
Iconnect gateway. He ussually gets back with people
who e-mail him.

Thanks,
Carey Christenson

--

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
Ethernet card for Cartridge port
56K CNET modem NOT IN USE
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3392. Atari-Source.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-06 23:54:30 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1054943670@news.frii.com>
Source record: 26822

I've just joined this site, hoping to find an email link to them.

I'm missing something, or the link doesn't exist.

Does anyone have an email address for them? Or if someone who is involved with the site could email me. It would be much appreciated.

Thanks.

Ken

3393. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 00:11:13 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <T3aEa.51408$Dr3.44887@fed1read02>
Source record: 26823

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:BB061DB0.320C4%nameerf@flash.net...
> Another thing to consider, along these lines of thought, is that Atari of
> the late 70's and early 80's, under Nolan Bushnell, went bankrupt and was
> bought by the Tramiels.

Uh... noooooooo.

The Bushnell era was sold out to Warner Comm. quite early on, which in '84
(I believe) was sold off to the Tramiels, who left the arcade division to
Warner, while taking on the home hardware (games/computers) division.

> So which one
> is the "real" Atari?

The "real Atari" is the "company" Atari (finally we have that back! Yea!)
and the products it makes. "Atari" (what it represented as a business),
from Bushnell through to the end of the Tramiel era was *ALWAYS*, in my
mind, the "real Atari". As long as they made game systems or computers,
they were the "real Atari". When they were sold out to JTS, they fell into
a dark void of vaporish doom (nothing done at all), which was really only
partially eleviated (but more like horribly MUTILATED) during the Hasbro era
and then slightly improved during the Infogrames era... finally being set
free, when Infogrames changed their name TO Atari, Inc. across the globe!

Do I feel we have the "real Atari" back today? Yes and no. The feeling of
victory gained by seeing a company take a brandname ("Atari") and then
BECOME than name, gives me great joy. But... beneathe the name, one still
realizes that, until "Atarigrames" (ooh, what a name!) starts making some
form of gaming or computer hardware again, they will always still be
remembered as "Infogrames" with the name Atari, Inc drapped across their
shoulders. A form of "wolf in sheep's clothing", if you will, but not quite
as bad.

There is happiness along with some lingering sadness. I only hope the
sadness is lifted completely with as much thrill and awe as I felt the day I
found out Infogrames *became* Atari! But only hardware by Atari will
accomplish this...

> Anyway, I too would love to have the good old glory days of Atari back.
But
> those days are over. Now we have a new Atari that at least recognizes on
> some level the greatness of the old Atari.

Well, they certainly deemed the name Atari better than their own
(Infogrames), across the world. There is some sense of loss on the loss of
"Infogrames", however... they made great software! They held a place of

high esteem in the ST days! Why must one die to let the other live? Let Atari, Inc. become it's own hardware entity again and let Infogrames shuffle the software around, like the old days!

> We also have Atari clones and
> upgrades to our old machines still being developed, albeit under different
> names. But isn't that just an issue of label? As far as I'm concerned, if
we
> can still get what we need for our machines, Atari is still around, if
only
> in spirit.

I can't stand fumes of old death ("in spirit")... if it's not the direct by-product (clone) of a *living* Atari (which makes hardware that the clones are fashioned after), then I just can't see using it, nor do I see any lasting viability therein. I think the weak upgrade market and stagnating clone projects today testify of this. Whereas, I believe if Atari were to start making computer hardware again, the market for Atari clones would easily be revived, because there is now REASON to buy such...

And hey, at least Infogrames/Atari uses the "real" Fuji symbol,
> where Hasbro/Atari used some botched-up imitator.

The "Atarigrames" of today uses a slightly modified version of the "true fuji". It's an annoying difference for a purist like me, but close enough to the original to accept without too much grief.

Luposian

3394. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 00:11:26 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.biirtlmc@localhost>
Source record: 26590

Smeg wrote:
>
> I have registered twice over the last two years to get a key, and I
> never received one either.
> I also posted here a message for you to see, and I got no response.

Why post such a thing here if you are keen for a reply from Robert?
An email sent directly to Robert would be better I'd say.

/Joakim

3395. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 00:11:43 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1054944703@news.frii.com>
Source record: 26824

On Fri, 6 Jun 2003 23:19:09 +0100, "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote:
>
> Ken Springer <wordworks@greeleynet.com> wrote in message
> news:1103_1054910034@news.frii.com...
>
> SNIP
>
> > From the Smeg point of view, it seems that Atari would only be Atari if it
> was still an
> > independent corporation and still making hardware. To begin with, a
> corporation is not
>
> No thats not my viewpoint.

May I ask what your viewpoint is? Your comments is what led me to make this statement.

> > believe they were. But the feeling in the newsgroup that I pick up is
> decisions by the
> > Tramiels is the main reason for the demise of the company.
>
> Whatever, its not even relevant why they died, just that they did.

On the contrary. By knowing the mistakes previously made, you have the chance to avoid repeating them.

> The point has been totally missed. Its not about thier games, or their
> hardware, not even the Tramiels, but its about the PEOPLE who made it all
> happen. The genius' that slaved day and night to invent and innovate,
> sacrificing home and family life to make dreams happen. The people that work
> at infrogrammes are not the people that worked at Atari. They have NOTHING
> to do with each other.

The sad thing is, that in any industry, these people are replace by accountants and men in business suits. Dreamers and creators make glorious products, but they generally are lousy busimess people. I suspect the vast majority of these people have moved on, possibly even retired, and may not have any interest at all in an attempt to repeat the process.

> > Just something to think about in your spare time. :-)
> >
>
> What spare time?????

::chuckling:: Well, we both obviously have enough spare time to read this newsgroup.

Ken

3396. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 00:13:41 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1105_1054944821@news.frii.com>
Source record: 26825

On Fri, 06 Jun 2003 18:55:24 -0400, Bob Retelle <bobr1@provide.net> wrote:
> On Fri, 6 Jun 2003 11:29:07 -0700, "Luposian" <luposian@lycos.com>

> >Now if they started making toasters and refrigerators, and home
> >appliances... you might have to pick me off the floor and bury me in a
> >sound-proof coffin... 'cause I'd probably die from laughing... and keep
> >laughing in my grave! :-D
> >
>
> Not to endanger your health, but you do know that that was one of
> Jack Tramiel's intentions...?
>
> They actually started a division that was going to produce "Atari
> Telecommunications" equipment (telephones), and they were planning a
> "consumer appliances" division, although they were never too specific
> about what exactly that division was going to produce.

Well I'll be, you learn more trivia everyday! LOL

Ken

3397. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 00:18:07 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1106_1054945087@news.frii.com>
Source record: 26826

On Fri, 6 Jun 2003 11:29:07 -0700, "Luposian" <luposian@lycos.com> wrote:

> Now if Jeep started making pickup trucks... and stopped making the vehicles
> that are or resemble (somewhat) the original Jeep, that'd be a big jump that
> could seriously affect mindshare of what "Jeep" means and makes, hampering
> sales drastically.

As it so happens, Jeep made pickups for years and years, all the way back to the old Willys Jeep Overland days. When acquired by Chrysler as part of AMC, Jeep produce a compact, the Comanche, and a 1/2 ton, J-10, and 3/4 ton, the J-20. Chrysler dropped the pickups. I heard they didn't want them competing with the Dodge products, but my personal suspicion is they probably considered the pickups to be a money losing venture.

Ken

3398. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 00:19:13 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <mbaEa.51410$Dr3.1033@fed1read02>
Source record: 26827

"Bob Retelle" <bobr1@provide.net> wrote in message
news:0i62ev43j7ahfgv8u8es9097ntc646ri97@4ax.com...
> Not to endanger your health, but you do know that that was one of
> Jack Tramiel's intentions...?
>
> They actually started a division that was going to produce "Atari
> Telecommunications" equipment (telephones), and they were planning a
> "consumer appliances" division, although they were never too specific
> about what exactly that division was going to produce.
>
> Atari toasters WERE mentioned...
>
> (This was right around the time the Atari Calculators were taking the
> world by storm.)

You gotta be frickin' kidding me! REALLY? Those calcs were around right after Atari bought up Federated! Oh, boy, that is too funny! Maybe that's why they killed themselves in the dumphole. They were "focus shifting"! Hey, come to think of it, that's how Be, Inc. killed themselves! Hmm... strange co-incidence or history repeating itself?

"Beware the evil, but extremely seducing and alluring, 'focus shift'... it will KILL YOUR COMPANY!"

> The guy had some pretty weird ideas. No wonder the company went into
> the toilet.

Uh, yeah... now it's beginning to make sense.

Luposian

3399. Atari Online News, Etc. #05-23

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 00:23:34 UTC
From: danap8@aol.comno-spam
Message-ID: <20030606202334.18833.00000841@mb-m20.aol.com>
Source record: 26828

```
A-ONE #0523 06/06/03

~ HighWire Update News! ~ People Are Talking! ~ EmuTOS Updated!
~ Morpheus Sued Again! ~ Rogue AOL Leader To Go ~ Web Awards Returned!
~ New Eureka Release! ~ New Atari Music Site! ~ Classic Gaming Expo!
~ Spam Wars Get Serious! ~ Baer Revisits Prototype~ MSN 8 Gets Update!

-* Virus-Writing Class Defended *-
-* Verizon Turns Over Song-Swap Names! *-
-* Midwest Classic Computer Show This Weekend *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
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3400. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 00:26:33 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <fiaEa.51411$Dr3.4862@fed1read02>
Source record: 26829

"Tim" <tjlazer@mail.com> wrote in message
news:ve1ocjj8rf3429@corp.supernews.com...
> And do we really want a 2GHz TOS Compatable Computer to be released by
Atari
> Inc? Not going to happen.

WHAT?!? You wouldn't kill for a piece of THAT action? Man, you are crazy! Running 3D games and pushing the "demo scene" envelope right through the roof! Da BLiTTER cain no touch dat stuff!

I'd pay $1,000 on the spot (or as soon as I could afford one; marriage has wrecked my financial status from "very well off" (when I was single) to "barely maintaining our lifestyle and making ends meet") it to have a new 2GHz TOS computer by Atari... name the time and place! I'm there, dude!

Luposian

3401. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 00:33:54 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1107_1054946034@news.frii.com>
Source record: 26830

On Fri, 6 Jun 2003 11:29:07 -0700, "Luposian" <luposian@lycos.com> wrote:

> Or at least be vastly more powerful than anything bearing the Atari name (or
> association; i.e. "clones") currently, if you go with the "sell to the
> converts" ideology. If you "sell to the converts", you don't have to worry
> about being better than the outside world. You're in your own world and you
> make the people in your world happier by giving them a faster computer! As
> long as they don't make outside comparisons ("the PowerMacs are sooooo much
> slower than a Pentium4 (or AMD) 2.7GHz system, because the fastest PPC
> processor is only 1.2GHz!"), then there's no problem. I mean, any computer,
> that is 100MHz or greater is going to, most probably, dust any Atari or
> Atari clone right then and there... does it really matter that it's not
> faster than a modern PC/Mac? No, because it's NOT a modern PC/Mac... it's
> an Atari computer! It processes things faster and better than the models
> before it. And, in the World of Atari computers, that's what makes us
> happy!

I see this as the "preaching to the choir" perspective. Unfortunately, this choir is shrinking. So anyone wishing to make such a computer AND make a profit will have to go for the converts. It's just not possible otherwise.

The lack of profit is easily identified by how many software makers still support this platform. AFAIK, the last version of Calamus for the Atari has been released, this hardware doesn't have the horsepower to run the program anymore. And ROM says the next version of Papyrus will be the last version produced for the Atari.

Do we have a modern spreadsheet? Not to my knowledge.

Do we have a modern database program? Not to my knowledge.

Do we have a modern graphic appication of any kind? Not to my knowledge.

Do we have a modern presentation program? I.E, a PowerPoint type program. Not to my knowledge.

Do we have a modern CAD program? Not to my knowledge.

By modern, I mean software that can stand head to toe with similar programs available on other platforms. This will be absolutely necessary to gain the converts you will need to be profitable in any new hardware venture.

Shoot, we don't even have a browser that can access all websites out there. At least..... Not to my knowledge! :-)

If we could all just win a few Powerball lotteries....

Ken

3402. Re: Atari-Source.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 01:36:46 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.07.01.36.44.143809@removenoaspam.atari-source.com>
Source record: 26831

On Fri, 06 Jun 2003 23:54:30 +0000, Ken Springer wrote:

> I've just joined this site, hoping to find an email link to them.
>
> I'm missing something, or the link doesn't exist.
>
> Does anyone have an email address for them? Or if someone who is involved with the site
> could email me. It would be much appreciated.
>
> Thanks.
>
> Ken

Huh?

It's on the main page there in BIG letters underneath the "admin messages". webmaster .AT. atari-source.com. But I run the site. What's up? Someone mad at me again?

Thanks,
Mark
http://atari-source.com

3403. Re: MagiC logo screen

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 01:38:19 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.07.01.38.19.160504@removenoaspam.atari-source.com>
Source record: 26832

On Fri, 06 Jun 2003 10:16:45 +0000, Joseph D. Place wrote:

> A while back I changed from ICD to HD Driver. Now the MagiC logo
> screen is black and white instead of color. Is there a way to change
> this?
>
>
> --
> Joseph D. Place
> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

erm wait. Your falcon *ever* had a color boot screen for MagiC?

On my falcon it boots in ST-high. I will I could get it higher but for
some reason it refuses. Anyone have a patch for this?

Thanks
Mark
http://atari-source.com

3404. Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 01:41:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ee0ee1244df80@attbi.com>
Source record: 26833

>anybody know where to get the last incantation of STxformer? Want to try on
>CT2 falcon ;-). Incedently, what other emulators are avaliable, speccy for
>example?
>
>Mark Bedingfield

I have an old copy of XFormer for the ST. Works pretty good. I use
800xlDJ on my Hades. It uses the SIO2PC cable that APE uses and
emulates an Atari 8-bit disk drive. Great program...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3405. Re: MagiC logo screen

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 01:56:56 UTC
From: jdplace@prodigy.net
Message-ID: <IDbEa.2281$4_.2040@newssvr32.news.prodigy.com>
Source record: 26834

On 6 Jun 2003 21:38:19 -, Mark D wrote:
>On Fri, 06 Jun 2003 10:16:45 +0000, Joseph D. Place wrote:
>
>> A while back I changed from ICD to HD Driver. Now the MagiC logo
>> screen is black and white instead of color. Is there a way to change
>> this?
>>
>>
>> --
>> Joseph D. Place
>> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>
>erm wait. Your falcon *ever* had a color boot screen for MagiC?
>
>On my falcon it boots in ST-high. I will I could get it higher but for
>some reason it refuses. Anyone have a patch for this?
>
>Thanks
>Mark
>http://atari-source.com
>.

When I used ICD, if I set ICD to boot in 256 colors, I would get the
boot splash screen in 256 colors. Now, even though I use boot config
to set the system to boot in 256 colors, I get the 2 color mono
splash screen, and then MagiC boots in 256 colors as normal.

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

3406. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 02:05:41 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <NIneWmW1hU4+Ewig@my-ste.demon.co.uk>
Source record: 26837

On Fri, 6 Jun 2003, Steve Adam wrote:-

>I dug out my old 'ST Internals' and looked through
>your code. I didn't check too many details, you
>obviously know what you're doing.

I really wish I did :) I've a good idea what I should be doing, and I wrote the code to try and do it. It seems to partially work, in that I get some of the stuff written to the port. I don't get it all and I thing that is because the machine I'm using to write to the port is sending much too fast for the ST to keep up. A 300MHz Pentium sending to a 8MHz ST just doesn't seem fair but the Pentium is the slowest machine I have.

<Snip>

>Is Kenneth using an assembler program?
>I only saw this GFA code, and I don't see how
>it can work. There's no test of the BUSY (strobe)
>line from the sender, either by interrupt or polling.
>Or does INP(0) look after that?

No, INP(0) just reads from the printer port. Without my buffer, it waits until there's a byte to be read before reading and returning it.

Looking at the code:

>DO
> ' ~XBIOS(29,NOT strobe.bit%) !STROBE low

This sets the STROBE low, which makes it appear the ST is no longer busy.

> ' ~XBIOS(30,strobe.bit%) !STROBE high

And this line sets the STROBE high again. This make it appear the ST is busy again.

I'm guessing that in the time taken for the high->low->high transition, there would be at least 1 byte written.

> PRINT INP(0);" ";

I'm guessing that this should have been INP?(0) but, without my code, this will always instantly return. TOS hasn't implemented an input buffer for the printer port so there was no reason to say whether there was anything available to read, or not. As an INP(0), this tried to read from the printer port and sits there, forever if required, waiting for a

byte to arrive.

> ' PRINT CHR$(BIOS(2,0)); !Read from PRN

This is the same as INP(0) and the same info applies.

>LOOP UNTIL INKEY$=" "

>The correct procedure is exactly what you did
>in your assembler program, though checking
>the STROBE could be acheived by inefficient
>polling...

I wrote my code as a general purpose method of reading inbound data and it seems that I'm missing something since it doesn't work quite as it should. I altered the busy interrupt trigger from the low->high transition to the high->low so as to try speed up the transfer and make the reading more reliable. Unfortunately even that didn't seem to make it work better.

I think I may have to write a single-tasking, resource-hogging, app that is specific to reading ASCII/text sent to the ST, and that ends the transfer after a particular byte-sequence is received. What I think I'll end up with is possibly something along these lines:

```
set exit byte count to 3 ; use FF ESC @ as exit sequence
loop:
is temp buffer full?
if yes, write out and empty buffer

set STROBE low ; we ain't busy
loop2:
poll BUSY ; is their STROBE low?
if high, go to loop2 ; no

set STROBE high ; now we're busy
read byte direct from hardware
write byte to temp buffer ; 1k buffer, emptied when full
; or exit sequence found.
if exit byte = 3
is value 0x0c (FF)? ; first byte in exit sequence
if matches set exit byte count to 2 and go to loop

if exit byte = 2
is value 0x1b (ESC)? ; second byte in exit sequence
if matches set exit byte count to 1 and go to loop

if exit byte = 1
is value 0x40 (@)? ; third byte in exit sequence
if matches set exit byte count to 0 and exit loop

reset exit byte count to 3

go to loop
```

is temp buffer empty?
if no, write out buffer and quit

I picked FF ESC @ as the exit sequence as that sequence ejects the page and resets the printer and this sequence is unlikely to occur in an ASCII/text printout. Ensuring that this sequence is sent at the end of a transmission may be a problem for the OP.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

3407. Matrix MatGraph Video Card

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 02:08:13 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.07.02.08.13.221334@removenoaspam.atari-source.com>
Source record: 26835
Cross-posted to: de.comp.sys.atari,comp.sys.atari.st,fr.comp.sys.atari

Hello,

I apologize for English in Non-english groups. I'm looking for assistance with a video card I have. The driver detects a: Matrix Moco with 256K of memory. A resolution of 1280x960x1 bit works but I believe it could possibly be TTL as I can't get it to work on my monitor.

The card has an expansion board that is supposed to make it true color. These are the pictures later on in the folder. It attaches to the 20 pin connector on the main card. There's 4-8 wires that need to be connected to assorted points on the Moco VME card. Does anyone have instructions on how to fix this card so that the truecolor works?

Also can someone accurately identify that this is a Coco card?

Here are a series of pictures. The first few are of the video card itself, the second few are of the expansion board that rests on top of the card.

http://aoi.atari-source.com/~mduckworth/matrix_pics/

Thanks
Mark
http://atari-source.com

3408. Re: Atari versions of Frontier available

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 02:10:17 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <ZlobmpXJmU4+EwAR@my-ste.demon.co.uk>
Source record: 26838

On Fri, 6 Jun 2003, Michael wrote:-

>David Bolt <nospam@my-ste.demon.co.uk> wrote in message
>news:<ov03k+FDy62+EwWz@my-ste.demon.co.uk>...
>> On Mon, 2 Jun 2003, Michael wrote:-
>>
>> >Well, if you have some webspace free without popups, put them online.
>>
>> The files are still available from my web-space:
>>
>> <URL:http://www.my-ste.demonco.uk/frontier/index.htm>
^^^^^^^
Oops, typo alert!!! There's a missing '.' above.

The URL should read:

<URL:http://www.my-ste.demon.co.uk/frontier/index.htm>

>You were the guy, where I got the files from IIRC, right ?

I am :)

>I'm giving you credit in the next few days on the homepage (I deleted
>yr mails to early, so I forgot yr name ... oops-sorry ;))

No worries.

>Regards and heff fun ;)

I am doing. I managed to get hold of another ST, originally for
programming purposes, and now I have one I don't need an emulator to
play again. It feels nice to be able to play it on the proper hardware
again :)

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

3409. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 02:14:09 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <6TbEa.51422$Dr3.25645@fed1read02>
Source record: 26836

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:1103_1054932977@news.frii.com...
> On Fri, 6 Jun 2003 11:31:31 -0700, "Tim" <tjlazer@mail.com> wrote:
> >
> > And do we really want a 2GHz TOS Compatable Computer to be released by
Atari
> > Inc? Not going to happen.
>
> Of course I'd like to see a 2GHz compatible computer!!! :-)
>
> But unless someone with 10 times the money of Bill Gates, it's not going
to happen.

You just aren't thinking the right way... 10x the money of Bill Gates isn't anywhere NEAR needed! We're not trying to build a 14 TrigaHertz multi-mainframe, parallel processing "we can beat that russian chess player" size computer. We're aiming to build a computer that is only significantly faster/better than anything currently available in the Atari using sector.

Gone are the days of "Wow! An 8Mhz 68000 with 1Mb of RAM for only $999.99!". You can NOT play that game anymore. Technology has long since past it's zenith of "slow growth" and is simply speeding along as fast as people can make it faster and better! The age of "Wow! I didn't know a computer could do that!" or "Gee, they eeked out all 512 colors in that Carebears demo!" are long gone. We are far too jaded by technology today. 1Ghz? 2Ghz? 3Ghz? Eh, who cares. 1Million polygons or 50Million. You decide how many you want! 12 billion framerate game speed and a 3DMark score of 14 trillion 3D Marks?
Blah... just gimme more! That's all I care about... Mo' speed! Mo' power! Mo' diskspace! Mo' framerates! Mo' polygons! Mo' online bandwidth! ARRRRRGH! It's gotten absolutely INSANE!

If we look to where the masses are, we will be sorely disappointed by ANYTHING less powerful than that. We can no longer boast how much faster our 8MHz 1040ST is compared to a 4.77MHz IBM XT! The days of "computer wars" are over, because as soon as you brag that you have the "latest and greatest", 5 minutes later, someone else has something better than YOU have... and 5 minutes after that, someone else has something better than THEM! And so on and so forth.

No, what we must do is focus on comparing apples with apples (Atari computers vs. other Atari computers) within our own backyard (the Atari community). If Atari were to come out with a 500MHz PC that was uniquely "Atari" (fairly non-compatible with other PC's (if it's no different than another PC, what makes it stand out from being just another PC?) and

designed specifically to be, always and forever, an Atari computer (no installing other OS's on it allowed! If you wanna do that, buy yourself a generic PC, ya' Wintel heathen!) and we compare it to a 3GHz Pentium 4 PC someone else uses, it looks like we're idiots! Our computers are VASTLY slower and less powerful! There's no way we can hope to do what they can!

But, if we keep our eyes on the Atari computers of yesteryear... 16Mhz 68030 (Falcon)? Even 33MHz 68030 (TT)? Even the 50Mhz 68040 Milan's and Hades clones? We suddenly see how much BETTER and FASTER our new Atari computer is!

If we are to have any hope of giving Atari computing a chance at rebirth, we must swear our loyalties to it, not to compare to the outside world. Not to see it for how much less it is than other computers, but how much BETTER it is than the Atari computers that came before it!

If I had my choice of staying with my AMD Athlon XP 2000+ (1.7GHz true speed) system with 128Mb PC133 memory, 64Mb GeForce3 Ti200, and Windows 98SE... or buying a brand new Atari PC that was a mere 500Mhz, with an AGP 2x video graphics chipset (sharing up to 32Mb of system memory most probably), with a unique OS/GUI and a library of software (games and apps and utilities) that was slowly growing from one or two other Atari software divisions and the Atari community in general...

I'd sell my AMD PC to buy the Atari PC. No doubts. No questions. No hesitation. Right now. This instant!

It would be no different than that fateful day as I was reading a "Compute!" magazine in a Thrifty's Drug Store... I was an Apple IIc owner/user at the time... and I came across the first Atari 1040ST ad I'd ever seen (I'd already seen the 520ST ad months earlier and thought it was cool, but not so much better, that I just HAD to own one... afterall, it was only roughly better than the 512K "Fat Mac" of the day).

BAM! I said to myself, "That's mine!" and I instantly determined, in my heart, to sell my Apple IIc as soon as I graduated in '86. And I did (it sold quite quickly, too!). Shortly thereafter, I bought my 1040ST from a place called ComSoft in California. And I was happy...

I believe the only real expense in building a new "Atari PC" would be the case (I firmly believe that, if the very first models look no different than other PC's, no one is gonna notice or care that they're Ataris at all!) and the OS. I believe that the first new Ataris MUST be cased like the 1040ST/Falcon030. That is, in my own opinion, the most unique look that will guarantee recognition by anyone familiar with the ST series at all. Regardless how much they hate(d) it.

Only the few and far between, cave-dwelling idiots are gonna think it's no better than the ST(e)/Falcon030 that came in the same case. "If you don't read this ad, you won't want this computer!" Hey, that could be a cool, new slogan! It depicts the few that would just look at the picture of the computer and think it was the same thing as before... kinda a pointless thing to bring out such old technology after ALL these years, don'tcha

think? Surely, there must be a reason... and it's for the sake of instant visual recognition... not to mention a few other cool additions to make it stand out...

Man, here I go again... spending hours writing up ONE blasted reply! I wonder how many others I'll spend this kind of enthusiasm on... *sigh* I'm too dedicated to this dream... really, I must be.

Luposian

3410. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 03:25:16 UTC
From: Steve Adam <saadam@bigpond.com>
Message-ID: <5HcEa.50871$1s1.681300@newsfeeds.bigpond.com>
Source record: 26839

"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
news:NlneWmW1hU4+Ewig@my-ste.demon.co.uk...

> I really wish I did :) I've a good idea what I should be doing, and I
> wrote the code to try and do it. It seems to partially work, in that I
> get some of the stuff written to the port.

Well, you know more about low level ST programming than
I ever knew. Your code looks pretty good to me.

I find it interesting that the ST was designed with that
interrupt in mind, yet they chose to do printing by
polling. Does that mean they never got it to work
properly?

I notice that it's the lowest priority MFP interrupt.
I wonder if higher priority interrupts interfere with it?

> I don't get it all and I
> thing that is because the machine I'm using to write to the port is
> sending much too fast for the ST to keep up. A 300MHz Pentium sending to
> a 8MHz ST just doesn't seem fair but the Pentium is the slowest machine
> I have.

But *you* have control of the speed of the transfer. The sending
computer won't send if your computer is BUSY. Maybe you
could slow the transfer down a little?

I'll look at your code in more detail. I tried transfering data
between two STs in 1989 using a parallel cable.. I think I still
have the cable. I'm almost tempted to pull the old ST/e out
of it's box and experiment...

hehe.. Almost ;))

Steve.

>
> <Snip>
>
> >Is Kenneth using an assembler program?
> >I only saw this GFA code, and I don't see how
> >it can work. There's no test of the BUSY (strobe)
> >line from the sender, either by interrupt or polling.
> >Or does INP(0) look after that?
>
> No, INP(0) just reads from the printer port. Without my buffer, it waits

> until there's a byte to be read before reading and returning it.

How does it know when there's a byte available to be read?

>
> Looking at the code:
>
> >DO
> > ' ~XBIOS(29,NOT strobe.bit%) !STROBE low
>
> This sets the STROBE low, which makes it appear the ST is no longer
> busy.
>
> > ' ~XBIOS(30,strobe.bit%) !STROBE high
>
> And this line sets the STROBE high again. This make it appear the ST is
> busy again.
>
> I'm guessing that in the time taken for the high->low->high transition,
> there would be at least 1 byte written.
>
> > PRINT INP(0);" ";
>
> I'm guessing that this should have been INP?(0) but, without my code,
> this will always instantly return. TOS hasn't implemented an input
> buffer for the printer port so there was no reason to say whether there
> was anything available to read, or not. As an INP(0), this tried to read
> from the printer port and sits there, forever if required, waiting for a
> byte to arrive.
>
> > ' PRINT CHR$(BIOS(2,0)); !Read from PRN
>
> This is the same as INP(0) and the same info applies.
>
> >LOOP UNTIL INKEY$=" "
>
> >The correct procedure is exactly what you did
> >in your assembler program, though checking
> >the STROBE could be acheived by inefficient
> >polling...
>
> I wrote my code as a general purpose method of reading inbound data and
> it seems that I'm missing something since it doesn't work quite as it
> should. I altered the busy interrupt trigger from the low->high
> transition to the high->low so as to try speed up the transfer and make
> the reading more reliable. Unfortunately even that didn't seem to make
> it work better.
>
> I think I may have to write a single-tasking, resource-hogging, app that
> is specific to reading ASCII/text sent to the ST, and that ends the
> transfer after a particular byte-sequence is received. What I think I'll

> end up with is possibly something along these lines:
>
> set exit byte count to 3 ; use FF ESC @ as exit sequence
> loop:
> is temp buffer full?
> if yes, write out and empty buffer
>
> set STROBE low ; we ain't busy
> loop2:
> poll BUSY ; is their STROBE low?
> if high, go to loop2 ; no
>
> set STROBE high ; now we're busy
> read byte direct from hardware
> write byte to temp buffer ; 1k buffer, emptied when full
> ; or exit sequence found.
> if exit byte = 3
> is value 0x0c (FF)? ; first byte in exit sequence
> if matches set exit byte count to 2 and go to loop
>
> if exit byte = 2
> is value 0x1b (ESC)? ; second byte in exit sequence
> if matches set exit byte count to 1 and go to loop
>
> if exit byte = 1
> is value 0x40 (@)? ; third byte in exit sequence
> if matches set exit byte count to 0 and exit loop
>
> reset exit byte count to 3
>
> go to loop
>
> is temp buffer empty?
> if no, write out buffer and quit
>
> I picked FF ESC @ as the exit sequence as that sequence ejects the page
> and resets the printer and this sequence is unlikely to occur in an
> ASCII/text printout. Ensuring that this sequence is sent at the end of a
> transmission may be a problem for the OP.
>
> Regards,
> David Bolt
>
> --
> A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
> AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
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> AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

3411. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 03:27:50 UTC
From: swampfax1@atlantic.net
Message-ID: <WYcEa.963$x35.638357@newshog.newsread.com>
Source record: 26840

On 6 Jun 2003 17:19:13 -, "Luposian" wrote:
>
>"Bob Retelle" <bobr1@provide.net> wrote in message
>news:0i62ev43j7ahfgv8u8es9097ntc646ri97@4ax.com...
>> Not to endanger your health, but you do know that that was one of
>> Jack Tramiel's intentions...?
>>
>"Beware the evil, but extremely seducing and alluring, 'focus shift'... it
>will KILL YOUR COMPANY!"
>
>> The guy had some pretty weird ideas. No wonder the company went into
>> the toilet.
>
>Uh, yeah... now it's beginning to make sense.
>
>Luposian
>

Please correct me if I'm in error but I heard (somewhere) that the
Tremiels refused to pay for national advertising (if I'm not mistaken a
national ad for IBM is paid for by IBM). But wanted the dealers to bear the
cost which started lawsuits over unsold, inventory that relied on mostly
"word of mouth" in the music industry to sell (including the Jaguar which
was left on Walmart shelves).

John G.

3412. Re: Matrix MatGraph Video Card

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 05:20:35 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.07.05.20.35.719921@removenoaspam.atari-source.com>
Source record: 26841

On Fri, 06 Jun 2003 22:08:13 -0400, Mark D wrote:

> Hello,
>
> I apologize for English in Non-english groups. I'm looking for
> assistance with a video card I have. The driver detects a:
> Matrix Moco with 256K of memory. A resolution of 1280x960x1 bit
> works but I believe it could possibly be TTL as I can't get it to
> work on my monitor.
>
> The card has an expansion board that is supposed to make it true color.
> These are the pictures later on in the folder. It attaches to the 20
> pin connector on the main card. There's 4-8 wires that need to be
> connected to assorted points on the Moco VME card. Does anyone have
> instructions on how to fix this card so that the truecolor works?
>
> Also can someone accurately identify that this is a Coco card?
>
> Here are a series of pictures. The first few are of the video card
> itself, the second few are of the expansion board that rests on top of the
> card.
>
> http://aoi.atari-source.com/~mduckworth/matrix_pics/
>
> Thanks
> Mark
> http://atari-source.com

Ermm. this Matrix card is *strange*

First of all. the driver reports that it is a Matrix Moco, when the board says Matrix Mico. When I use the 1280x960 mode the screen turns black and whala, no display. So I took the chip out of hte expansion board and plopped it in. The card decided it was a Matrix Coco with 256 colors, but 256K ram. the amount of RAM it is seing seems inaccurate as the Matrix Mico supposed to have 1MB by itself - with expansion it should be 2 or more.

There's a pin bent back that was soldered to on one of the chips. Anyone think this could be limiting ram on the Mico board?

Thanks
Mark
http://atari-source.com

3413. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 09:18:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1054987342-42979AEicMi@gmx.net>
Source record: 26843

From: lp <gfa@basic.net>
Date: Tue, 03 Jun 2003 20:15:44 -0400

>I also would suggest it be a pci card and first be developed for the hades
>and milan, as they already have a pci bios for such things. Then if a
>functional driver ever came out of the project it could be adapted to other
>machines. It's already been proven you can hang an isa card off the rom
>port.

This is like trying to reinvent the wheel (why ain't I surprised). The PCI
bios only comes in play when one uses a PCI card. For the Atari platform
IMO a SCSI => USB adaptor would be the best bet. These are widely available
from several manufacturers, they cost a little more, but the advantage is
that users of a Falcon, TT, Hades and Milan (with SCSI card) can use them.
People using ST's and STE's possibly will be able to use the adaptor with
the Link97.
All (?) what's needed is someone developing a OHCI compatible master driver,
the device specific drivers (mass storage, printers, MIDI) can be supplied
with/when the appropriate software/hardware is released/updated.

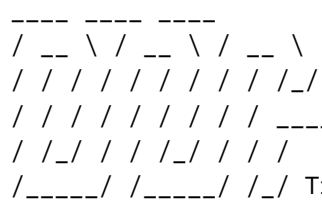
>Before anyone has a tizzy, mint IS the most robust OS and open OS we have.
>It's the best point of entry, and the quickest point of entry into the world
>of USB.

If it's so open then why doesn't it come with a OHCI driver and USB support as
standard? Once again someone needs to reinvent the wheel because the OS lacks
the IMO necessary support. With the direct result that before we know it, there
will be several incompatible drivers floating around....

And before anyone has a tizzy <grin>, I'm not having a go at MiNT this time, I
really mean it. Support for USB should be part of the OS, just like support for
the serial, parallel or even joystick is considered a must. USB is not going to
go away. If the commercial and closed OS is updated I wouldn't expect anything
less. The advantage is that developers don't have to reinvent the wheel, and
that all the drivers will be compatible. The programmers will be kept busy at
writing specific drivers (printers, scanners, cd-rw, DSL etc).
If for once the developers of the open OS *and* the developer of the closed OS
follow the standard without adding bells and whistles, then these drivers
should work on both OS's.... even Microsoft and Apple managed not to screw it
up.

It's time we learn from our mistakes. The multitude of incompatible internet
stacks with their large number of incompatible clients was caused because the
open and closed OS *both* didn't support it. If they would have done, then we
would have had better clients now. Remember Opera not wanting to port the
browser because there's no universal stack on Atari?

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3414. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 11:46:41 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbsjb0$i3b$1@sparta.btinternet.com>
Source record: 26844

Hi "Sun Lounging"

> Last but not least - I know the Mega STe can run
> at 16MHz - how do you enable that as there doesnt
> seem to be anything on the computer to select it
> (the HD is blank except for AHDI)?

The MegaSTe runs at 16Mhz by default.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

3415. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 11:56:37 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3ee1d14e$0$11654$626a54ce@news.free.fr>
Source record: 26845

> > Last but not least - I know the Mega STe can run
> > at 16MHz - how do you enable that as there doesnt
> > seem to be anything on the computer to select it
> > (the HD is blank except for AHDI)?
>
> The MegaSTe runs at 16Mhz by default.

The MegaSTE runs at 8mhz cache disabled by default.
It's why it's 100% compatible with the STE if you boot a game on a floppy.

It just happens that you probably have GENERAL.CPX that set it active on gem
boot up

Dbug

3416. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 12:37:04 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbsmgascu1@newsg4.svr.pol.co.uk>
Source record: 26696

Bob Retelle <bobr1@provide.net> wrote in message
news:0i62ev43j7ahfgv8u8es9097ntc646ri97@4ax.com...
>
SNIP

> The guy had some pretty weird ideas. No wonder the company went into
> the toilet.
>
I dont agree with most of his business desicions, but only time tells what
was wierd and what was genius. Weird ideas is what got Atari on the map.

Smeg.

3417. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 12:51:02 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbsnag$or6$1@newsg2.svr.pol.co.uk>
Source record: 26698

Ken Springer <wordworks@greeleynet.com> wrote in message
news:1104_1054944703@news.frii.com...
> On Fri, 6 Jun 2003 23:19:09 +0100, "Smeg" <smeg_007@NOSPAM.hotmail.com>
wrote:
> >
> > Ken Springer <wordworks@greeleynet.com> wrote in message
> > news:1103_1054910034@news.frii.com...
> >
> > SNIP
> >
> > > From the Smeg point of view, it seems that Atari would only be Atari
if it
> > was still an
> > > independent corporation and still making hardware. To begin with, a
> > corporation is not
> >
> > No thats not my viewpoint.
>
> May I ask what your viewpoint is? Your comments is what led me to make
this statement.

Its not about the hardware though it would be nice if we could have a new
Atari PC maybe not based on 80x86 technology.
My viewpoint is that Atari is dead. Just like Elvis. Nothing will bring
it/him back and we just have to get over it and do our own thing.

>
>
> > > believe they were. But the feeling in the newsgroup that I pick up is
> > decisions by the
> > > Tramiels is the main reason for the demise of the company.
> >
> > Whatever, its not even relevant why they died, just that they did.
>
> On the contrary. By knowing the mistakes previously made, you have the
chance to avoid
> repeating them.

This may be relevant in the couple of years after the mistake was made, but
DECADES? Business practises have moved on the markets have moved on, the
consumer has moved on etc etc etc.

>
> > The point has been totally missed. Its not about thier games, or their
> > hardware, not even the Tramiels, but its about the PEOPLE who made it

all
> > happen. The genius' that slaved day and night to invent and innovate,
> > sacrificing home and family life to make dreams happen. The people that
work
> > at infrogrammes are not the people that worked at Atari. They have
NOTHING
> > to do with each other.
>
> The sad thing is, that in any industry, these people are replace by
accountants and men in
> business suits. Dreamers and creators make glorious products, but they
generally are
> lousy busimess people. I suspect the vast majority of these people have
moved on,
> possibly even retired, and may not have any interest at all in an attempt
to repeat the
> process.
>

Its necessary for the companies to harness the genuis that they have in thier staff and to bring out the best of them yes, but the saddest thing is that most of the suits are penpushers who are too scared about holding onto thier jobs to try anything new, and most new radical ideas get shelved because they are precisely that. It needs both kinds of people to get anywhere. The original atari people yes have mostly if not all moved on, that is why in another post I mentioned that "WE" are now the "ATARI PEOPLE", we are the dreamers and conceivers but we are not in any kind of position to do anything about it. Take Rodolphe Czuba for instance. He is one of those genius'. If you gave him a guaranteed salary for x years, a decent budget and a design idea, he would create something that we could all have an input in, that would be the answer to a new ATARI computer. Is it gonna happen? not unless one of us is rich and crazy enough...

> > > Just something to think about in your spare time. :-)
> > >
> >
> > What spare time?????
>
> ::chuckling:: Well, we both obviously have enough spare time to read this
newsgroup.
>

Maybe I do this at work? :-)

No actually I dont consider this spare time, what I have left over afterwards is my spare time.

Smeg.

3418. Re: Atari-Source.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 12:53:02 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1054990382@news.frii.com>
Source record: 26697

On Fri, 06 Jun 2003 21:36:46 -0400, Mark D <mducksub@removenoaspam.atari-source.com>
wrote:
> On Fri, 06 Jun 2003 23:54:30 +0000, Ken Springer wrote:
>
> > I've just joined this site, hoping to find an email link to them.
> >
> > I'm missing something, or the link doesn't exist.
> >
> > Does anyone have an email address for them? Or if someone who is involved with the
site
> > could email me. It would be much appreciated.
> >
> > Thanks.
> >
> > Ken
>
> Huh?
>
> It's on the main page there in BIG letters underneath the "admin messages". webmaster
AT.
> atari-source.com. But I run the site. What's up? Someone mad at me
> again?
>

Hi, Mark,

OH, I'm sure someone shomewhere is mad at you, isn't that the nature of the human race????
LOL

I was looking for a phrase like "Email Us" or "Contact Us" "Admin Messages" never rang a
bell as that is the same thing. Usually, when I've emailed a webmaster of the page, it
never was replied to, at least never with the answers I wanted.

Please check you email.

Ken

3419. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 14:07:58 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbsrjs$300$1@sparta.btinternet.com>
Source record: 26699

Hi "Mickael Pointier"

> > > Last but not least - I know the Mega STe can run
> > > at 16MHz - how do you enable that as there doesnt
> > > seem to be anything on the computer to select it
> > > (the HD is blank except for AHDI)?
> >
> > The MegaSTe runs at 16Mhz by default.
>
> The MegaSTE runs at 8mhz cache disabled by default.
> It's why it's 100% compatible with the STE if you boot a game on a floppy.

Nope, The MegaSTe runs at 16Mhz by default. The fact that you boot games
from floppies switches it to 8Mhz non-cached.

> It just happens that you probably have GENERAL.CPX that set it active on
gem
> boot up

Nope, never touched it, it looks like you have though!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

3420. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 14:14:09 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1054995249@news.frii.com>
Source record: 26700

Hi, Luposian,

On Fri, 6 Jun 2003 19:14:09 -0700, "Luposian" <luposian@lycos.com> wrote:
> "Ken Springer" <wordworks@greeleynet.com> wrote in message
> news:1103_1054932977@news.frii.com...

> > But unless someone with 10 times the money of Bill Gates, it's not going
> to happen.
>
> You just aren't thinking the right way... 10x the money of Bill Gates isn't
> anywhere NEAR needed! We're not trying to build a 14 TrigaHertz
> multi-mainframe, parallel processing "we can beat that russian chess player"
> size computer. We're aiming to build a computer that is only significantly
> faster/better than anything currently available in the Atari using sector.

LOL!!! There is no "right" way in a discussion like this. And besides, you've got the math wrong. Old Bill's worth about 40 billion the last I heard. 10% would be 4 billion, I said 10 times which is 400 billion. That's a lot of moola!

As much as I would like to see a new Atari, I won't buy a "significantly faster/better" computer. Why? It can't do what I want it to.

Do you remember the (what I believe is) the first attempt at multitasking on the Atari? It was called..... hmmmm, not sure now. Multi-View? It was from Pam Software, in Germany I think. It was cooperative multitasking, and had a couple of nasty bugs that were never solved. Programs would crash. I believe Dan Wilga of Gribnif found the problem with the code before he released Geneva. Revolver and Juggler do not count, they just swapped memory locations which is not the same.

When I got this program, I knew then that if all computers worked like this, the computer would be 10 times as useful to me. Why? Because I could use the computer in a similar manner than my mind works. When I'm sorking on Project A, I may very well suddenly have an idea about Project B that is probably totally unrelated. With multitasking, I can immediately switch to Project B, get the idea down right then and there, and go back to Project A. If I have to do single tasking, by the time I switch programs back and forth, I've lost the thought process (or whatever you want to call it) for both projects.

As a matter of fact, this just happened. I suddenly remembered something I needed to talk to my sister about, so popped over to the email program, wrote it, sent it off, and now I'm back.

So when Geneva came out, I put it on my TT and have been happy ever since.

But multitasking slows down operations. Not just because the OS is larger, but because of the increasing demands of each piece of software, things slow down. So faster and more powerful processors, and huge amounts of RAM become an absolute necessity. I've got Calamus Sl98 on my TT with 42 mb of RAM. I have Calamus Lite on this 400 mhz 128 mb Ram

Dell Win98. I never thought I'd ever say it, but I'll never use the TT again for that program except to create effects I cannot do in the Lite version.

And the software for what I now do on computers simply does not exist on the Atari, sadly. Here's some examples:

I chat all the time in the evenings. But all my friends and relatives use either Yahoo or AOL's Instant Messenger for this. I can't use either on an Atari.

I"m creating a database for my sister's church that they will maintain. They have MS Access. I don't know of a database program on the Atari that is truly relational and available anymore that can create a relational database that could be simply imported into Access and run. In the old days of dBase III in DOS, this platform had a program called dbMAN that was 100% compatible.

The same thing applies for work processing and spreadsheets. It's too bad that the writer of Texel refused to release the English translated version 2.3 for Texel as I was prepared to buy it.

I"ve been selling a lot of my ST/Tt stuff on Ebay. But I'll probably never sell the Hades or TT, or the software I keep for it. Nostalgia, I guess. Heck, I even have my old 800's and their software too.

The only thing out there software-wise that I might buy for the Atari now is the latest version of Papyrus, if it ever comes out in English. But at the same time, I'd probably try to cut a deal with ROM to get the Windows version at the same time for a packaged price.

If I ever get out of debt again (:-( ) I'd like to update the Hades to Magic/Linux/MiNT or something, but that's not going to happen in the near future. And truthfully, it probably never will.

> But, if we keep our eyes on the Atari computers of yesteryear... 16Mhz 68030
> (Falcon)? Even 33MHz 68030 (TT)? Even the 50Mhz 68040 Milan's and Hades
> clones? We suddenly see how much BETTER and FASTER our new Atari computer
> is!

The Tt is 32 mhz. My Hades is overclocked to 60 mhz. But that is still not fast enough to multitask a modern application at an acceptable speed, unless you are having a race to watch paint dry and grass grow.

> If we are to have any hope of giving Atari computing a chance at rebirth, we
> must swear our loyalties to it, not to compare to the outside world. Not to
> see it for how much less it is than other computers, but how much BETTER it
> is than the Atari computers that came before it!

It's like the owners of Funny Cide, the race horse. One of them said "We may be hicks from the sticks, but we are not stupid." When it comes to using computers, I'm not going backwards to a slower computer just to us my Atari. An exception to this would be surfing, newsgroups, and email if it can keep up. At least that way, the virus writers could go to H*** as their crap wouldn't infect the machine. Right now I'm migrating to an old Power Mac 6500 for these things just to put a crimp in the virus writers style. :-)

>
> If I had my choice of staying with my AMD Athlon XP 2000+ (1.7GHz true
> speed) system with 128Mb PC133 memory, 64Mb GeForce3 Ti200, and Windows
> 98SE... or buying a brand new Atari PC that was a mere 500Mhz, with an AGP
> 2x video graphics chipset (sharing up to 32Mb of system memory most
> probably), with a unique OS/GUI and a library of software (games and apps
> and utilities) that was slowly growing from one or two other Atari software
> divisions and the Atari community in general...
>
> I'd sell my AMD PC to buy the Atari PC. No doubts. No questions. No
> hesitation. Right now. This instant!

But wasn't this the idea behinde Hades/Medusa/Milan also? And where are they?

>
> It would be no different than that fateful day as I was reading a "Compute!"
> magazine in a Thrifty's Drug Store... I was an Apple IIc owner/user at the
> time... and I came across the first Atari 1040ST ad I'd ever seen (I'd
> already seen the 520ST ad months earlier and thought it was cool, but not so
> much better, that I just HAD to own one... afterall, it was only roughly
> better than the 512K "Fat Mac" of the day).

But don't you see here? The 1040 was an -IMPROVEMENT- over what you had and you just had to have one. You jumped ship to the Atari. You're current desire does not match the original reason you bought an Atari.

> I believe the only real expense in building a new "Atari PC" would be the
> case (I firmly believe that, if the very first models look no different than
> other PC's, no one is gonna notice or care that they're Ataris at all!) and
> the OS. I believe that the first new Ataris MUST be cased like the
> 1040ST/Falcon030. That is, in my own opinion, the most unique look that
> will guarantee recognition by anyone familiar with the ST series at all.
> Regardless how much they hate(d) it.

While the old cases are neat from the standpoint of visual artistry, they absolutely will not work. No room for expansion of any kind, and who wants a mass of cables running all over the place any more? Look how much extra space all the external peripherals take up!!!

AFAIK, Motorola is no longer making the 68XXX line of processors. So a new motherboard design is necessary, a rewritten OS, and all software would have to be rewritten to some extent. Having played with the emulator idea, you need even faster hardware to make the old stuff seem as fast. Mac has essentially built this idea into OSX so it could run OS9 programs.

I"ve often wondered what was in TOS 5. I had one software writer tell me on the phone that it was pretty neat as he'd seen a copy of it. And Scott Sander's Atari Compendium covers TOS 5 as well.

> Man, here I go again... spending hours writing up ONE blasted reply! I
> wonder how many others I'll spend this kind of enthusiasm on... *sigh* I'm
> too dedicated to this dream... really, I must be.

My dream? To be an engineer on the massive steam locomotives of the late 40's and early 50's. Now, -THERE'S- horsepower! The Union Pacific's Big Boy is absolutely montrously huge!!

Ken

3421. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 14:23:46 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1105_1054995826@news.frii.com>
Source record: 26701

On Sat, 7 Jun 2003 13:51:02 +0100, "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote:

> My viewpoint is that Atari is dead. Just like Elvis. Nothing will bring
> it/him back and we just have to get over it and do our own thing.

Except for the nostalgia/historical aspect, I agree. However, the old machines could still be viable for those folks who simply find the current computers too complicated to understand.

> > On the contrary. By knowing the mistakes previously made, you have the
> chance to avoid
> > repeating them.
>
> This may be relevant in the couple of years after the mistake was made, but
> DECADES? Business practises have moved on the markets have moved on, the
> consumer has moved on etc etc etc.

I would disagree, because there are some mistakes that are made over and over and over again. Regardless of how times change, some things never do. You can identify those and then not repeat.

> Its necessary for the companies to harness the genuis that they have in
> thier staff and to bring out the best of them yes, but the saddest thing is
> that most of the suits are penpushers who are too scared about holding onto
> thier jobs to try anything new, and most new radical ideas get shelved
> because they are precisely that. It needs both kinds of people to get
> anywhere. The original atari people yes have mostly if not all moved on,
> that is why in another post I mentioned that "WE" are now the "ATARI
> PEOPLE", we are the dreamers and conceivers but we are not in any kind of
> position to do anything about it. Take Rodolphe Czuba for instance. He is
> one of those genius'. If you gave him a guaranteed salary for x years, a
> decent budget and a design idea, he would create something that we could all
> have an input in, that would be the answer to a new ATARI computer. Is it
> gonna happen? not unless one of us is rich and crazy enough...

Generally agreed. You have to remember, in a corporation, even the CEO's have to answer to the boss. The boss is the shareholders. In you job, do you go and just do what you want when you think it's right? An in the case of Rodolphe, if you gave him a salary, you are going to A) put a number in for x years and B) expect to see an end result at the end of those x years.

> > ::chuckling:: Well, we both obviously have enough spare time to read this
> newsgroup.
> >
>
> Maybe I do this at work? :-)

LOL

Ken

3422. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 15:45:50 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbt1i8$6el$1@newsg1.svr.pol.co.uk>
Source record: 26702

Ken Springer <wordworks@greeleynet.com> wrote in message
news:1105_1054995826@news.frii.com...
> On Sat, 7 Jun 2003 13:51:02 +0100, "Smeg" <smeg_007@NOSPAM.hotmail.com>
wrote:
>
> > My viewpoint is that Atari is dead. Just like Elvis. Nothing will bring
> > it/him back and we just have to get over it and do our own thing.
>
> Except for the nostalgia/historical aspect, I agree. However, the old
machines could
> still be viable for those folks who simply find the current computers too
complicated to
> understand.

Thats true, but ironic. Most people can get thier PC on the net quite
easily, but today I decided to set up sting/newsie/cab on my
Falcon.....hahaha. Ok, only took an hour to get sting connecting due to me
not seeing my misspelt username....duh! then getting newsie to actually
access this NG and send mail.... more problems. 3 hours later and I have CAB
2.8 running (in German) and its not working....

Oh I guess you meant for wordprocessing? :-)

>
> > > On the contrary. By knowing the mistakes previously made, you have
the
> > chance to avoid
> > > repeating them.
> >
> > This may be relevant in the couple of years after the mistake was made,
but
> > DECADES? Business practises have moved on the markets have moved on, the
> > consumer has moved on etc etc etc.
>
> I would disagree, because there are some mistakes that are made over and
over and over
> again. Regardless of how times change, some things never do. You can
identify those and
> then not repeat.
>

I agree with you to a point, though the computer market still is extremely
dynamic. The biggest mistake that Sam Tramiel made was having that stupid
rug moustache. It just said "dont trust me I'm dodgy" :-)

> > Its necessary for the companies to harness the genuis that they have in
> > thier staff and to bring out the best of them yes, but the saddest thing
is
> > that most of the suits are penpushers who are too scared about holding
onto
> > thier jobs to try anything new, and most new radical ideas get shelved
> > because they are precisely that. It needs both kinds of people to get
> > anywhere. The original atari people yes have mostly if not all moved on,
> > that is why in another post I mentioned that "WE" are now the "ATARI
> > PEOPLE", we are the dreamers and conceivers but we are not in any kind
of
> > position to do anything about it. Take Rodolphe Czuba for instance. He
is
> > one of those genius'. If you gave him a guaranteed salary for x years, a
> > decent budget and a design idea, he would create something that we could
all
> > have an input in, that would be the answer to a new ATARI computer. Is
it
> > gonna happen? not unless one of us is rich and crazy enough...
>
> Generally agreed. You have to remember, in a corporation, even the CEO's
have to answer
> to the boss. The boss is the shareholders. In you job, do you go and
just do what you
> want when you think it's right? An in the case of Rodolphe, if you gave
him a salary, you
> are going to A) put a number in for x years and B) expect to see an end
result at the end
> of those x years.

We know enough about Rodolphe and his previous projects to know we WOULD
have a result. Of that I would put my own money on (If I had any).

Smeg.

3423. Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 16:57:15 UTC
From: adistortions@aol.com
Message-ID: <dbaff4c6.0306070857.400565fb@posting.google.com>
Source record: 26703

If anyone has any Toad Computer Catalog they would part with, please email me!

Thanks!

Clint Thompson

3424. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 18:08:52 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <6HXzeeF0oi4+Ewn+@my-ste.demon.co.uk>
Source record: 26704

On Sat, 7 Jun 2003, Steve Adam wrote:-

>"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
>news:NlneWmW1hU4+Ewig@my-ste.demon.co.uk...
>
>> I really wish I did :) I've a good idea what I should be doing, and I
>> wrote the code to try and do it. It seems to partially work, in that I
>> get some of the stuff written to the port.
>
>Well, you know more about low level ST programming than
>I ever knew.

I know a little bit, although nowhere near as much as the demo coders
do/did. Most of what I know is from looking at the documentation to see
how it's supposed to work, or from writing stuff that falls over and
then fixing it. And this is just another example of writing stuff that
falls over and is slowly getting fixed :/

>Your code looks pretty good to me.

And I thought it looked a bit like spaghetti :)

>I find it interesting that the ST was designed with that
>interrupt in mind, yet they chose to do printing by
>polling. Does that mean they never got it to work
>properly?

I don't know. After a cursory look through the TOS source in "Internals"
I didn't see anywhere where the interrupt was used. It could be they had
planned to use it as some form of control but never actually implemented
it. It could be useful for controlling a printer spooler. Since the
interrupt is edge triggered, it would need to be toggled between the two
triggers to work, not that it'd take more than a few instructions.

>I notice that it's the lowest priority MFP interrupt.
>I wonder if higher priority interrupts interfere with it?

I'm not sure how they could since the first thing I do is to disable
interrupts. However, while debugging/testing, TOS does seem to think
some of the received bytes were key presses. I'm not sure if this is
something to do with MonST or the MFP/TOS getting confused and mixing up
the data.

>> I don't get it all and I
>> thing that is because the machine I'm using to write to the port is
>> sending much too fast for the ST to keep up. A 300MHz Pentium sending to
>> a 8MHz ST just doesn't seem fair but the Pentium is the slowest machine

>> I have.
>
>But *you* have control of the speed of the transfer. The sending
>computer won't send if your computer is BUSY. Maybe you
>could slow the transfer down a little?

I was being a bit idle and just using "ls >/dev/lp0" in an empty
directory to send a small amount of data. I suppose I aught to write a
little something to send a text file slowly.

I think I'll write a specific app to read the port first, and then go
back to getting the more generic one, buffering the port, working.

>I'll look at your code in more detail. I tried transfering data
>between two STs in 1989 using a parallel cable.. I think I still
>have the cable. I'm almost tempted to pull the old ST/e out
>of it's box and experiment...
>
>hehe.. Almost ;))

:)

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

3425. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 20:05:32 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.06.07.20.05.32.872865@nossspamXXatari-source.com>
Source record: 26706

On Sat, 07 Jun 2003 22:09:10 +0200, Mickael Pointier wrote:

>> > > > Last but not least - I know the Mega STe can run
>> > > > at 16MHz - how do you enable that as there doesnt
>> > > > seem to be anything on the computer to select it
>> > > > (the HD is blank except for AHDI)?
>> > >
>> > > The MegaSTe runs at 16Mhz by default.
>> >
>> > The MegaSTE runs at 8mhz cache disabled by default.
>> > It's why it's 100% compatible with the STE if you boot a game on a
> floppy.
>>
>> Nope, The MegaSTe runs at 16Mhz by default. The fact that you boot games
>> from floppies switches it to 8Mhz non-cached.
>
> So explain me why I have to add a small "FAST.PRG" program in first place in
> the Auto folder if I want to speed up the boot sequence if the machine is
> already running at fast speed ?
>
> Dbug

Yeah guys,

My MSTe starts in 8MHz no cache.. I'm quite sure of it.. it's slow until
the fast.prg runs.

Mark
http://atari-source.com

3426. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 20:09:10 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3ee24496$0$11639$626a54ce@news.free.fr>
Source record: 26705

> > > > Last but not least - I know the Mega STe can run
> > > > at 16MHz - how do you enable that as there doesnt
> > > > seem to be anything on the computer to select it
> > > > (the HD is blank except for AHDI)?
> > >
> > > The MegaSTe runs at 16Mhz by default.
> >
> > The MegaSTE runs at 8mhz cache disabled by default.
> > It's why it's 100% compatible with the STE if you boot a game on a
floppy.
>
> Nope, The MegaSTe runs at 16Mhz by default. The fact that you boot games
> from floppies switches it to 8Mhz non-cached.

So explain me why I have to add a small "FAST.PRG" program in first place in
the Auto folder if I want to speed up the boot sequence if the machine is
already running at fast speed ?

Dbug

3427. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 20:25:12 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <ZRrEa.52573$Dr3.28195@fed1read02>
Source record: 26707

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:1104_1054995249@news.frii.com...
> LOL!!! There is no "right" way in a discussion like this. And besides,
you've got the
> math wrong. Old Bill's worth about 40 billion the last I heard. 10%
would be 4 billion,
> I said 10 times which is 400 billion. That's a lot of moola!

A lotta moola you don't need... a willingness to revive the Atari name for computing is what you need. Would you be willing to own a 500MHz Atari PC for $500? I would. The case and OS (actually GUI) are all you really need to spend money on, the all-in-one motherboard and onboard CPU already exist.

> As much as I would like to see a new Atari, I won't buy a "significantly
faster/better"
> computer. Why? It can't do what I want it to.

All new things take time to grow. Where do you think the Atari platform started? 100 apps or 10? I remember a time when the shelves of Comsoft were pretty sparse right at the beginning. But they filled up quickly enough with scads of software... games, utilities, and applications!

The new Atari PC would be no different. The only difference is you won't see the software on shelves, you'll buy them online. Shelf space only exists for Windows programs and the companies that can afford it. Even Linux and it's ilk can't get but a slot or two on a shelf these days, and foreget about Macintosh apps... unless it's a hybrid CD, it won't see the time of day there either!

Will you see MS Word for the new Atari? No. Will you see WordPerfect? No. But you could see apps that read/write those format, just like you do on BeOS...

> Do you remember the (what I believe is) the first attempt at multitasking
on the Atari?
> It was called..... hmmmm, not sure now. Multi-View? It was from Pam
Software, in
> Germany I think. It was cooperative multitasking, and had a couple of
nasty bugs that
> were never solved. Programs would crash. I believe Dan Wilga of Gribnif
found the
> problem with the code before he released Geneva. Revolver and Juggler do
not count, they
> just swapped memory locations which is not the same.

The OS I'm thinking of already multitasks. It's a unix-like clone. Not Linux (or one of it's billion of offshoots). Not NetBSD (or OpenBSD or FreeBSD). Not SkyOS. Not TriangleOS. Just a little, obsure OS that no one thinks much about anymore. You know, kinda like TOS/GEM. Word has it, TOS was actually a variation of CP/M-68K. Is that true? GEM was just the window dressing over it...

> But multitasking slows down operations. Not just because the OS is larger, but because of
> the increasing demands of each piece of software, things slow down. So faster and more
> powerful processors, and huge amounts of RAM become an absolute necessity. I've got
> Calamus Sl98 on my TT with 42 mb of RAM. I have Calamus Lite on this 400 mhz 128 mb Ram
> Dell Win98. I never thought I'd ever say it, but I'll never use the TT again for that
> program except to create effects I cannot do in the Lite version.

Multitasking doesn't slow down operations. Software bloat slows down operations. The more resource-hungry an OS is, the slower it runs on lesser hardware. Never heard of Microsoft Windows?

I'd be willing to bet, MHz for MHz, Calamus on your TT runs faster that the Lite version does in Windows 98. Why? The OS itself is more efficient on resources (shoot, it's stuffed all into ROM, if nothing else!) If you assume the TT ran at 40MHz (which we know it doesn't), your PC is only a mere 10X FASTER... gee, think you'd notice a difference with that kind of leverage? Naw! :-)

But if your TT ran at 400MHz? You'd never even THINK of owning the PC version! Well, the bottom-line Atari PC I'm thinking about is 100Mhz faster than that! So...

> And the software for what I now do on computers simply does not exist on the Atari, sadly.
> Here's some examples:
>
> I chat all the time in the evenings. But all my friends and relatives use either Yahoo or
> AOL's Instant Messenger for this. I can't use either on an Atari.

BeAIM exists for BeOS. Works very well, too. Shouldn't take much to create an Atari version...

> I"m creating a database for my sister's church that they will maintain. They have MS
> Access. I don't know of a database program on the Atari that is truly relational and
> available anymore that can create a relational database that could be simply imported into
> Access and run. In the old days of dBase III in DOS, this platform had a program called

> dbMAN that was 100% compatible.

Maybe the source code to a dbMAN or dBase III clone exists that could be ported to the new Atari...

> The same thing applies for work processing and spreadsheets. It's too bad that the writer
> of Texel refused to release the English translated version 2.3 for Texel as I was prepared
> to buy it.

See above for apps that might read/write MSWord/WordPerfect formats...

> I"ve been selling a lot of my ST/Tt stuff on Ebay. But I'll probably never sell the Hades
> or TT, or the software I keep for it. Nostalgia, I guess. Heck, I even have my old 800's
> and their software too.

Atari Nostalgia is for people who can't go back to "the good ol' days" (which we can't presently). If I have my say so, nostalgia will be simply a part of the past that lives on today. It will be remembering the past while enjoying the present. Nostalgia won't have the painful sting it does today.

Atari 800? What on earth are those good for today, except to collect dust and make fun of? An Atari 130XE would be taken more seriously...

> The only thing out there software-wise that I might buy for the Atari now is the latest
> version of Papyrus, if it ever comes out in English. But at the same time, I'd probably
> try to cut a deal with ROM to get the Windows version at the same time for a packaged
> price.

New Atari... more reason/liklihood to port Papyrus to it. No new Atari... Papyrus goes bye-bye. Which would you prefer?

> The Tt is 32 mhz. My Hades is overclocked to 60 mhz. But that is still not fast enough
> to multitask a modern application at an acceptable speed, unless you are having a race to
> watch paint dry and grass grow.

Bottom line... New Atari PC running at 500MHz... Wanna watch paint dry? Do it waiting for your TT to do something. Wanna watch grass grow? Do it on your Hades. Ain't gonna have the time to do that on your new Atari. Shame, isn't it?

> It's like the owners of Funny Cide, the race horse. One of them said "We may be hicks
> from the sticks, but we are not stupid." When it comes to using computers, I'm not going
> backwards to a slower computer just to us my Atari. An exception to this

would be
> surfing, newsgroups, and email if it can keep up. At least that way, the virus writers
> could go to H*** as their crap wouldn't infect the machine. Right now I'm migrating to an
> old Power Mac 6500 for these things just to put a crimp in the virus writers style. :-)

You sound like one of those that uses faster and better computers just because they're faster and better. Name doesn't matter. Bloated OS doesn't matter. Just MHz. You'd probably never be happy with the new Atari PC. Optimized OS be (!!!). If the system is slower than another, you don't want it.

Why do you think virus writers don't pay much (any?) attention to BeOS? It's too obscure and off the beaten path. It's not used by everyone. You can't create chaos if there aren't a lot of people to stir up. The Mac, Atari, BeOS marketshare allows this to be possible. Make Macs or Ataris or BeOS as vastly used as Windows on a PC... and the viruses WILL follow.

You wanna be popular with lots of viruses or have few (no) viruses and a lack of popularity? Can't have your cake and eat it too, sorry. Virus writers only go after the popular majority. I'm fairly certain a new Atari PC would be safe from viruses, one way or another.

> > I'd sell my AMD PC to buy the Atari PC. No doubts. No questions. No
> > hesitation. Right now. This instant!
>
> But wasn't this the idea behinde Hades/Medusa/Milan also? And where are they?

What they tried is to create an Atari CLONE. Based on a DEAD platform (remember... Atari (as a hardware company) was dead and still is). Cloning a dead platform is like trying to clone a dead sheep (let's name her "Deddie")! You might have two of them, but... who cares? A faster version of a dead horse is still a dead horse, to put it another way...

Death does not beget life. Life (hope/dreams/vision, etc.) can resurrect the dead, however. Jesus resurrected Lazarus from the tomb, not the other way around, to put a biblical spin on it.

> But don't you see here? The 1040 was an -IMPROVEMENT- over what you had and you just had
> to have one. You jumped ship to the Atari. You're current desire does not match the
> original reason you bought an Atari.

In today's technologic treadmill, you can't hope to keep up with the big boys, because the big boys are all there is. You don't exist. Make a PC that has the latest greatest components? Someone can build it, too. And 5 minutes later, theirs will be better. It's a friggin' rat race. Speed for speed sake. Hobble a 3Ghz processor and 256Mb of RAM with Window 2000 or XP... and it might as well be a 500Mhz computer! OS efficiency is a big

part of effective CPU/memory usage.

Picture a 1040ST running at 500MHz or 1Ghz with 256Mb of RAM... now how awesome would THAT be! Now add in an AGP 2x 3D-accelerated video subsystem! Wow! But a Windows system with those specs? *Yawn*... boring!

In the Atari relam, we need to keep our eyes lower and focus on our own interests and goals. to me, *enjoying* a computer is half the importance as how much and how fast it can do. Meaning, if I don't *enjoy* using the computer,. it becomes a purely functional tool to get something done. That's what windows 98 SE is for me. Purely functional, very little fun.

Why do you think MacOS X is as different and snazzy looking as it is, today? Because Apple wants to put FUN back into geting things DONE (rhyme intended). [Ooh, a new slogan!] You enjoy using the OS. You use the OS to get work/things done. That's what the ST was way back when. Sure, an Amiga was better, but I hated the OS (it looked rediculously primitive and amature, compared to GEM). The OS was better. The hardware was better. But I hated the look and feel. Who cares what it could do (and how much better it could do it), if I disn't like using it, it didn't matter!

Do you realize that, to this day, I love grey more than any other color? Why? Because of the Atari 1040ST. I never liked grey before that. Never cared about it. But now? Grey T-shirts. Grey pants. Grey paint... grey hair... oops... I think I'm going overboard... :-)

If look and feel (OS and case) and name and history ("Atari") don't affect your desires for a computer, then speed and functionality is all there is, and a PC with Windows is the only place you will get it en mass.

> While the old cases are neat from the standpoint of visual artistry, they absolutely will
> not work. No room for expansion of any kind, and who wants a mass of cables running all
> over the place any more? Look how much extra space all the external peripherals take
> up!!!

Ever seen a MicroITX motherboard? 6.5" x 6.5" square and less than 3" tall at the ports in back. You can't tell me that a motherboard of those dimensions won't fit into a 1040ST. If the measurements of a 1040ST from one site I've read are accurate, the ST, in back, is 2.8" tall (round up to 3" just to make it easy). Think of what you can do with all the space left inside the rest of the case... and most of the ITX motherboards have audio and video aready built-in!

Wanna see what crazy things people are doing with their microITX mtoherboards? Go here...

http://www.mini-itx.com/

They've stuck them into Humidores, Commodore 64's (which is where I suddenly realized exactly how possible it would be to put one into a 1040ST case),

Star Wars Millenuim Falcon models, Sega Dreamcasts... even picture frames! It's utterly mind-boggling!

> AFAIK, Motorola is no longer making the 68XXX line of processors. So a new motherboard
> design is necessary, a rewritten OS, and all software would have to be rewritten to some
> extent. Having played with the emulator idea, you need even faster hardware to make the
> old stuff seem as fast. Mac has essentially built this idea into OSX so it could run OS9
> programs.

There's this emulator called STonX (pronounced "Stones", since X sound like Z, in some cases, like Xevious (Zevious))? or just pronounced as "ST on X"?)... If X11 is used for the OS... we might have a very interesting combination, hmm?

> I"ve often wondered what was in TOS 5. I had one software writer tell me on the phone
> that it was pretty neat as he'd seen a copy of it. And Scott Sander's Atari Compendium
> covers TOS 5 as well.

The past is dead. Non-existant. Unimportant. Irrelevant. TOS 5 might as well be Windows 1.0, for all the current event usage it's worth.

> My dream? To be an engineer on the massive steam locomotives of the late 40's and early
> 50's. Now, -THERE'S- horsepower! The Union Pacific's Big Boy is absolutely montrously
> huge!!

And I thought *I* was being nostalgic, wanting to just go back to the late 80's and relive my 1040ST days all over again...

Luposian

3428. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 21:23:44 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0306071323.6359894b@posting.google.com>
Source record: 26708

I might have one.I will look for it. Could I ask why you want it?
Email me your address.

Mark

adistortions@aol.com (Clint Thompson) wrote in message
news:<dbaff4c6.0306070857.400565fb@posting.google.com>...
> If anyone has any Toad Computer Catalog they would part with, please email me!
>
> Thanks!
>
> Clint Thompson

3429. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 22:05:19 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbtniunpm1@hercules.btinternet.com>
Source record: 26710

Hi "Mickael Pointier"

> > > > > Last but not least - I know the Mega STe can run
> > > > > at 16MHz - how do you enable that as there doesnt
> > > > > seem to be anything on the computer to select it
> > > > > (the HD is blank except for AHDI)?
> > > >
> > > > The MegaSTe runs at 16Mhz by default.
> > >
> > > The MegaSTE runs at 8mhz cache disabled by default.
> > > It's why it's 100% compatible with the STE if you boot a game on a
> floppy.
> >
> > Nope, The MegaSTe runs at 16Mhz by default. The fact that you boot games
> > from floppies switches it to 8Mhz non-cached.
>
> So explain me why I have to add a small "FAST.PRG" program in first place
in
> the Auto folder if I want to speed up the boot sequence if the machine is
> already running at fast speed ?

Perhaps you'd explain why I've never seen this fast.prg and my machine run's
flat out at all times.?

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

3430. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 22:05:21 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbtnivnpm2@hercules.btinternet.com>
Source record: 26711

Hi Mark

> >> > > > Last but not least - I know the Mega STe can run
> >> > > > at 16MHz - how do you enable that as there doesnt
> >> > > > seem to be anything on the computer to select it
> >> > > > (the HD is blank except for AHDI)?
> >> > >
> >> > > The MegaSTe runs at 16Mhz by default.
> >> >
> >> The MegaSTE runs at 8mhz cache disabled by default.
> >> It's why it's 100% compatible with the STE if you boot a game on a
> > floppy.
> >>
> >> Nope, The MegaSTe runs at 16Mhz by default. The fact that you boot
games
> >> from floppies switches it to 8Mhz non-cached.
> >
> > So explain me why I have to add a small "FAST.PRG" program in first
place in
> > the Auto folder if I want to speed up the boot sequence if the machine
is
> > already running at fast speed ?
> >
> > Dbug
>
> Yeah guys,
>
> My MSTe starts in 8MHz no cache.. I'm quite sure of it.. it's slow until
> the fast.prg runs.

Its running at 16Mhz, the cache is off until newdesk.inf is loaded.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

3431. Re: MagiC logo screen

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 22:05:48 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB07B073.3254A%nameerf@flash.net>
Source record: 26709

in article pan.2003.06.07.01.38.19.160504@removenoaspam.atari-source.com,
Mark D at mducksub@removenoaspam.atari-source.com wrote on 6/6/03 5:38 PM:

> On Fri, 06 Jun 2003 10:16:45 +0000, Joseph D. Place wrote:
>
>> A while back I changed from ICD to HD Driver. Now the MagiC logo
>> screen is black and white instead of color. Is there a way to change
>> this?
>>
>>
>> --
>> Joseph D. Place
>> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>
> erm wait. Your falcon *ever* had a color boot screen for MagiC?
>
> On my falcon it boots in ST-high. I will I could get it higher but for
> some reason it refuses. Anyone have a patch for this?

Same here. My Falcon has never had a color splash screen at boot up. Perhaps ICD allows some graphics mode setting *after* the initial boot process has begun? I'll have to pull out my old ICD disks and experiment.

Personally, just for kicks, I'd love to have a 640x480 in 256 colors boot-up splash screen with Magic.

Mike Freeman
nameerf@flash.net

3432. Re: MagiC logo screen

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 23:10:46 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.07.23.10.46.579796@removenoaspam.atari-source.com>
Source record: 26712

On Sat, 07 Jun 2003 22:05:48 +0000, Michael and Nicole Freeman wrote:

> Same here. My Falcon has never had a color splash screen at boot up. Perhaps
> ICD allows some graphics mode setting *after* the initial boot process has
> begun? I'll have to pull out my old ICD disks and experiment.
>
> Personally, just for kicks, I'd love to have a 640x480 in 256 colors boot-up
> splash screen with Magic.
>
> Mike Freeman
> nameerf@flash.net

Maybe a patch could be made for ahem ;-) paying customers of HD-Driver?
;-)

Mark
http://atari-source.com

3433. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-07 23:35:29 UTC
From: lp <gfa@basic.net>
Message-ID: <BB07EF01.7DB%gfa@basic.net>
Source record: 26713

in article dbaff4c6.0306070857.400565fb@posting.google.com, Clint Thompson
at adistortions@aol.com wrote on 6/7/03 12:57 PM:

> If anyone has any Toad Computer Catalog they would part with, please email me!
>
> Thanks!
>
> Clint Thompson

I have the last 4 or 5 catalogs, I keep them for reference.
Won't part with them, but if there is some info you want I can look it up.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3434. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 00:34:26 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3ee282c8$0$11638$626a54ce@news.free.fr>
Source record: 26714

> > My MSTe starts in 8MHz no cache.. I'm quite sure of it.. it's slow until
> > the fast.prg runs.
>
> Its running at 16Mhz, the cache is off until newdesk.inf is loaded.

For information, runing the MSTE at 16mhz without the cache is absolutely useless.
With the cache on, the machine is nearly twice as fast as an STE while you don't access I/O ports, but when the cache is disabled all memory access (including reading 68000 code) is done at 8mhz, so the only speed gain you get is from the fact the execution time of instructions is reduced. But in practice it's nearly nothing, perhaps 10% of maximal gain.

I don't see why Atari would have sacrified the compatibility of the system by activating the 16mhz mode without offering the speed of the cached mode :(

Weird.
Is it possible that Tos 2.05 and Tos 2.06 machines behave differently at boot up on this particular point ?

Dbug

3435. ST Trivia

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 01:11:41 UTC
From: SnoopDoggy <snoop@compton.com>
Message-ID: <c3wEa.64177$MJ5.61858@fed1read03>
Source record: 26715

Can any think of an example of a compressed video file being send over a network from one ST to another.

3436. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 02:15:51 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.08.02.15.50.993944@removenoaspam.atari-source.com>
Source record: 26717

On Sun, 08 Jun 2003 02:34:26 +0200, Mickael Pointier wrote:

>> > My MSTe starts in 8MHz no cache.. I'm quite sure of it.. it's slow
> until
>> > the fast.prg runs.
>>
>> Its running at 16Mhz, the cache is off until newdesk.inf is loaded.
>
> For information, runing the MSTE at 16mhz without the cache is absolutely
> useless.
> With the cache on, the machine is nearly twice as fast as an STE while you
> don't access I/O ports, but when the cache is disabled all memory access
> (including reading 68000 code) is done at 8mhz, so the only speed gain you
> get is from the fact the execution time of instructions is reduced. But in
> practice it's nearly nothing, perhaps 10% of maximal gain.
>
> I don't see why Atari would have sacrified the compatibility of the system
> by activating the 16mhz mode without offering the speed of the cached mode
> :(
>
> Weird.
> Is it possible that Tos 2.05 and Tos 2.06 machines behave differently at
> boot up on this particular point ?
>
> Dbug

I read quite a bit on this as to how some 16MHz upgrades for ST's are
better than others. Surely I thought they worked out a cache free work
aroud for the mega ste. I apparently was wrong in that thought. But yes
if the Mega ste is like an accelerated STe, the cache makes all the
difference.

Mark
http://atari-source.com

3437. Re: MagiC logo screen

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 02:16:17 UTC
From: norbert-dentresangle <norbert-dentresangle@dasmachincementmixunblender.com>
Message-ID: <bbu337$lq8$1@news7.svr.pol.co.uk>
Source record: 26716

"> Personally, just for kicks, I'd love to have a 640x480 in 256 colors
boot-up
> splash screen with Magic.
>
> Mike Freeman
> nameerf@flash.net
>

I would also derive pleasure from this procedure if it can possible, I will
wait with the bait in my breath

I Love you
Norbert

3438. Re: MagiC logo screen

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 06:09:29 UTC
From: jdplace@prodigy.net
Message-ID: <tqAEa.3699$bF2.2408@newssvr16.news.prodigy.com>
Source record: 26718

On 7 Jun 2003 22:05:48 G, Michael and Nicole Freeman wrote:
>in article pan.2003.06.07.01.38.19.160504@removenoaspam.atari-source.com,
>Mark D at mducksub@removenoaspam.atari-source.com wrote on 6/6/03 5:38 PM:
>
>> On Fri, 06 Jun 2003 10:16:45 +0000, Joseph D. Place wrote:
>>
>>> A while back I changed from ICD to HD Driver. Now the MagiC logo
>>> screen is black and white instead of color. Is there a way to change
>>> this?
>>>
>>>
>>> --
>>> Joseph D. Place
>>> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>>
>> erm wait. Your falcon *ever* had a color boot screen for MagiC?
>>
>> On my falcon it boots in ST-high. I will I could get it higher but for
>> some reason it refuses. Anyone have a patch for this?
>
>Same here. My Falcon has never had a color splash screen at boot up. Perhaps
>ICD allows some graphics mode setting *after* the initial boot process has
>begun? I'll have to pull out my old ICD disks and experiment.
>
>Personally, just for kicks, I'd love to have a 640x480 in 256 colors boot-up
>splash screen with Magic.
>
> Mike Freeman
> nameerf@flash.net
>
>.
If I remember correctly, the ICD HDUTIL program has an advanced tab
where you can choose the computer you have and what video
resolution you wish to boot. Perhaps this is something that could be
added to HD-Driver? I'm sure it's design (HD-Driver) is for speed.
My falcon boots much quicker with HD-Driver, especially if I set
the Falcon NVRAM to two colors, and use a small, 2 color boot splash
img file for MagiC.

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

--
Joseph D. Place

ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

3439. Re: Best ST-compatible system today ?

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 06:15:23 UTC
From: jdplace@prodigy.net
Message-ID: <%vAEa.3700$bF2.3211@newssvr16.news.prodigy.com>
Source record: 26719

On 7 Jun 2003 21:38:12 -, Zothen Runecaster wrote:
>Hi,
>
>what is the best , that means most advanced ST-compatible system today
>?
>
>The last ST clone I know is the Milan , but AFAIK newer Milan models
>were cancelled ...
>
>Or are there really good emulators that show how a "modern ST" would
>look like , that means that support resolutions a standard ST or even
>TT/Falcon never could ?
>
>I like working with the ST , because Windows machines are really a
>pain - bugs , virus problems , Windows slows down the system , system
>crashes without reason etc. although Pentium/AMD CPUs are much more
>powerful than 68K , there are many "easy" tasks that can be done
>better with an ST.
>
>Even the oldest version of Calamus is better than many expensive PC
>programs...
>
>ZR
>.
It sounds to me like a Falcon030 with the CT60 will be the best
system to have. I sure hope more of the CT60s will be made available
(hint!) :-)

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

3440. [ANN] Manga Puzzle GEM 1.1

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 10:30:16 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3ee31037$0$14309$7a628cd7@news.club-internet.fr>
Source record: 26720

Bonjour :)

Download at http://rajah.atari.org or directly at
http://membres.lycos.fr/nef/files/ -> manga_uk.zip (470 Kb)

News :
- shuffle mode
- best times
- monochrome images supported (already manages 16 and 256 colors)
- utilz to make your own set of images (use M&E Parx modules)

This may be the last and only update for this game, I must
work on Cresus.

Have Fun :)

Rajah Lone/Renaissance and Cooper/Paradize

3441. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 11:16:26 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbv5u8ktl1@hercules.btinternet.com>
Source record: 26721

Hi Mickael

>>> My MSTe starts in 8MHz no cache.. I'm quite sure of it.. it's slow
>>> until the fast.prg runs.
>>
>> Its running at 16Mhz, the cache is off until newdesk.inf is loaded.
>
> For information, runing the MSTE at 16mhz without the cache is
> absolutely useless.

But thats not what we are discussing, either way, 16Mhz non-cache is still faster than 8Mhz

> With the cache on, the machine is nearly twice as fast as an STE

With the cache off its twice as fast, with the cache on it up to 10 times faster

> while you don't access I/O ports, but when the cache is disabled all
> memory access (including reading 68000 code) is done at 8mhz,

Where did you get this inforation, this certainly conflicts with my ideas?

> so the only speed gain you get is from the fact the execution time of
> instructions is reduced. But in practice it's nearly nothing, perhaps
> 10% of maximal gain.
>
> I don't see why Atari would have sacrified the compatibility of the
> system by activating the 16mhz mode without offering the speed of the
> cached mode :(

I think it was for compatability during boot, but some hard disk drivers (eg ICD) for instance switch to full throttle to complete the boot process

> Weird. Is it possible that Tos 2.05 and Tos 2.06 machines behave
differently
> at boot up on this particular point ?

That's quite possible, as i've said, i have non of this fast.prg stuff, and i am well aware of boot speed and cache settings, i did extensive research on add on processor boards and wrote a number of utilities to switch various cache modes, my MegaSte boots at 40Mhz with cache on due to my custom floppy boot sector switcher. Well i'm working from memory mostly, my MegaSTe has a custom 32 bit TOS 3.06 anyway.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

3442. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 11:21:15 UTC
From: adistortions@aol.com
Message-ID: <dbaff4c6.0306080321.1259f782@posting.google.com>
Source record: 26722

fried.man@sympatico.ca (Mark) wrote in message
news:<2b61dc2b.0306071323.6359894b@posting.google.com>...
> I might have one.I will look for it. Could I ask why you want it?
> Email me your address.
>
> Mark
>
>
>

Mark,

I just want to be able to have all , er, or almost all variation of
Toad Catalogs so I can scan them and archive them online for everyone
else to be able to view! Plus, it does make for a good reference.. but
I haven't seen anywhere you can view the complete catalog online.

Clint Thompson

3443. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 11:42:25 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3ee31f78$0$24007$626a54ce@news.free.fr>
Source record: 26723

> But thats not what we are discussing, either way, 16Mhz non-cache is still
> faster than 8Mhz

I didn't say the contrary.
I just say that a 10% speed increase is not enough to justify it.

> > With the cache on, the machine is nearly twice as fast as an STE
>
> With the cache off its twice as fast, with the cache on it up to 10 times
> faster

Without offence, could you tell me what kind of weed you are smoking ???
What you are saying basically, is that when the cache is activate the
MegaSTE is more than two times faster than a non accelerated falcon !

A 16mhz 68000 that can access the memory at 16mhz is two times faster than a
8mhz that can access the memory at 8mhz.
Point.

And in the case of MegaSTE we are in this 16/16 configuration only when the
processor is working in the cache memory.

> > while you don't access I/O ports, but when the cache is disabled all
> > memory access (including reading 68000 code) is done at 8mhz,
>
> Where did you get this inforation, this certainly conflicts with my ideas?

Simple programing experimentation.

> > so the only speed gain you get is from the fact the execution time of
> > instructions is reduced. But in practice it's nearly nothing, perhaps
> > 10% of maximal gain.
> >
> > I don't see why Atari would have sacrified the compatibility of the
> > system by activating the 16mhz mode without offering the speed of the
> > cached mode :(
>
> I think it was for compatability during boot, but some hard disk drivers
(eg
> ICD) for instance switch to full throttle to complete the boot process

So you cannot guarantee that the MegaSTE and it's ROM is doing this. It
could be a side effect of the fact your hard drive driver eventually switch
the machine speed. Not at all what we were speaking about.
You should eventually unplung the HDD, and boot on a floppy without anything
in the autofolder and no desk accessory, and then run a benchmark. I'm
nearly certain that it will show the exact same CPU scores than a normal

STE.

> > Weird. Is it possible that Tos 2.05 and Tos 2.06 machines behave
> differently
> > at boot up on this particular point ?
>
> That's quite possible, as i've said, i have non of this fast.prg stuff,
and
> i am well aware of boot speed and cache settings, i did extensive research
> on add on processor boards and wrote a number of utilities to switch
various
> cache modes, my MegaSte boots at 40Mhz with cache on due to my custom
floppy
> boot sector switcher. Well i'm working from memory mostly, my MegaSTe has
a
> custom 32 bit TOS 3.06 anyway.
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Well, it's no more a normal MegaSTE, so it's hard to guess anything from
its behavior.

Dbug

3444. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 11:50:00 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbv7t7odk1@hercules.btinternet.com>
Source record: 26725
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why, no, it cant possibly be!.

> Hi, I'm Bendover Smith, proprietor of Bull Shit Collostomy!

>I spread aids through re-using sex aids.

>Or Call Ben for a poke up the ass anytime at (503)256-9974!!! (Call 24
hour)

Spam Spam Spam Spam Spam Spam Spam Spam Spam Spam Spam Spam Spam Spam Spam
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Chip's 'n spam.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

3445. Re: [ANN] Manga Puzzle GEM 1.1

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 11:50:02 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbv7t9odk2@hercules.btinternet.com>
Source record: 26724

Hi "Pierre TONTHAT"

> Download at http://rajah.atari.org or directly at
> http://membres.lycos.fr/nef/files/ -> manga_uk.zip (470 Kb)
>
> News :
> - shuffle mode
> - best times
> - monochrome images supported (already manages 16 and 256 colors)
> - utilz to make your own set of images (use M&E Parx modules)
>
> This may be the last and only update for this game, I must
> work on Cresus.
>
> Have Fun :)

With people like you around that is a very realistic possibility, respect
and kudos for your continued Atari development work,

> Rajah Lone/Renaissance and Cooper/Paradize

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

3446. Re: ST Trivia

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 12:12:55 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ee3364e2acce40@tripnet.se>
Source record: 26726

In comp.sys.atari.st <c3wEa.64177$MJ5.61858@fed1read03>
SnoopDoggy wrote on Sat 07-06-2003 18:11 (-0700):

>Can any think of an example of a compressed video file being send over a
>network from one ST to another.

Several ways:

Easy:

Nullmodem cable and zmodem transfer.

Complicated if you don't have a working tcp/ip network already:

1. Ftp with ftpserver and Aftp
2. Http with Weblight and CAB
3. Bnet that gives you "shared drives"

Fast:

PARCP using parallel port. I believe this is slightly faster even
compared to two TT:s connected by Ethernet.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3447. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 12:44:29 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbvb3ctv1@hercules.btinternet.com>
Source record: 26727

Hi "Mickael Pointier"

> So you cannot guarantee that the MegaSTE and it's ROM is doing this.
> It could be a side effect of the fact your hard drive driver
> eventually switch the machine speed. Not at all what we were speaking
> about.

I'm not saying this is the case in my machine, i'm adding that as
information

> My MegaSTe has a custom 32 bit TOS 3.06 anyway.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

> Well, it's no more a normal MegaSTE, so it's hard to guess anything
> from its behavior.

I'm not basing anything on 'this' machine.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

3448. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 12:46:35 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ee33e2e30f3730@tripnet.se>
Source record: 26728

In comp.sys.atari.st <bbtniunpm1@hercules.btinternet.com>
Steve Sweet wrote on Sat 07-06-2003 22:05 (GMT):

>> > > > > Last but not least - I know the Mega STe can run
>> > > > > at 16MHz - how do you enable that as there doesnt
>> > > > > seem to be anything on the computer to select it
>> > > > > (the HD is blank except for AHDI)?
>> > > >
>> > > > The MegaSTe runs at 16Mhz by default.
>> > >
>> > > The MegaSTE runs at 8mhz cache disabled by default.
>> > > It's why it's 100% compatible with the STE if you boot a game on a
>> floppy.
>> >
>> > Nope, The MegaSTe runs at 16Mhz by default. The fact that you boot games
>> > from floppies switches it to 8Mhz non-cached.
>>
>> So explain me why I have to add a small "FAST.PRG" program in first place
>in
>> the Auto folder if I want to speed up the boot sequence if the machine is
>> already running at fast speed ?
>
>Perhaps you'd explain why I've never seen this fast.prg and my machine run's
>flat out at all times.?

There are other ways to get a MSTe to run _after boottime_ than
FAST.PRG...

Just tested here with TOS 2.06 booting from an empty floppy and Sysinfo
gives 8 MHz. Quite simple to go on from there and add more startup
"features" until Sysinfo tells the computer runs at 16 MHz. Any MSTe
owner can do that...

Time to put you back to my killfilter... Your post are mostly abusive and
when you try(?) to behave civilized and add to the group nothing of any
importance comes out...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3449. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 13:12:11 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <6ed6evsie9bdb0s0t355rdf9m6lnom5sus@4ax.com>
Source record: 26729

Steve, can you explain your hardware a little more, how have you
achieved the 40mhz, I'm not familiar with the innards of a mega ste,
but if there is some capability to boost the speed of it upto what
you've got, I may look at one of those, as opposed to hunting for a
TT.

Rob

On Sat, 7 Jun 2003 22:05:19 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>Hi "Mickael Pointier"
>
>> > > > > Last but not least - I know the Mega STe can run
>> > > > > at 16MHz - how do you enable that as there doesnt
>> > > > > seem to be anything on the computer to select it
>> > > > > (the HD is blank except for AHDI)?
>> > > >
>> > > The MegaSTe runs at 16Mhz by default.
>> > >
>> > The MegaSTE runs at 8mhz cache disabled by default.
>> > It's why it's 100% compatible with the STE if you boot a game on a
>> floppy.
>> >
>> Nope, The MegaSTe runs at 16Mhz by default. The fact that you boot games
>> from floppies switches it to 8Mhz non-cached.
>>
>> So explain me why I have to add a small "FAST.PRG" program in first place
>in
>> the Auto folder if I want to speed up the boot sequence if the machine is
>> already running at fast speed ?
>
>Perhaps you'd explain why I've never seen this fast.prg and my machine run's
>flat out at all times.?

3450. Re: [ANN] Manga Puzzle GEM 1.1

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 13:25:36 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3ee33950$0$14310$7a628cd7@news.club-internet.fr>
Source record: 26730

On 8 Jun 2003 11:50:02 +, "Steve Sweet" wrote:
>respect and kudos for your continued Atari development work,

Many Thanks. It's so rare to read this ;)

Rajah Lone

3451. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 13:53:59 UTC
From: Steve Adam <saadam@bigpond.com>
Message-ID: <s_GEa.51854$1s1.693836@newsfeeds.bigpond.com>
Source record: 26731

"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
news:6HXzeeF0oi4+Ewn+@my-ste.demon.co.uk...

> >Your code looks pretty good to me.
>
> And I thought it looked a bit like spaghetti :)

hehe.. Well.. That's assembler, eh? Actually, I meant that
you understand the hardware better than I did when I was
programming the ST. I'd love to go back in time... I'd be
a hero... *cough*.. well.. maybe...

I found the schematics of the ST/e on the web.. Amazing.
Neither BUSY nor STROBE is inverted, which means
that they follow the centronics standard, which is, BUSY
is active high, and STROBE is active low.

Programming a PC is screwing with my brain... *sigh*

I've looked at your code, and I've read some Atari
books which I have, and I have a few comments to
make which may or may not be helpful.

1: Ports A and B of the PSG are bidirectional,
but the direction has to be set before reading or
writing to them. Port B is the printer data port.
Since it's normally an output port, maybe it should
be set to input (Once only, perhaps...)

Write 7 to $FFFF8800 to select the mixer register
AND $fe to $FFFF8802 to set port B to input

2: It's not clear to me whether port B should be read
from $FFFF8800 or $FFFF8802. From what I've read,
it seems that either should work once the register is
selected by writing 15 to $FFFF800. Do you know?

Or perhaps XBIOS functions 28, 29, and 30 should
be used for this stuff.

3: The following lines appear in your handle_int function:-

```
bset.b #7,$fffffa0f.w
bclr.b #7,$fffffa0f.w
```

You are setting then clearing the 'interrupt in service' bit
for the monochrome monitor detect interrupt. Why?

```
4: move.b d0,4(a5,d7) * write byte into buffer

It might be worth checking your assembler docs
regarding the n(An,Dn) effective address mode.
According to my 68K assembler book, it can be
either n(An,Dn.w) or n(An,Dn.L).

If the D reg is word sized, then it's sign extended
during the address calculation. I think that would
have a rather devastating effect on the 32k of memory
that sits ahead of your data buffer, once the head of
the buffer incremented past 32767.

5: Is this just to take up a little time?

clr d0
.loop
dbra d0,.loop

6: I don't understand your the_bits function.
Are you sure the right values end up in the right
places? Consider the_bits being called from
set_strobe_low.

set_strobe_low
lea strobe_flag(pc),a0 strobe_flag -> a0
clr (a0) clear strobe flag
moveq.l #$df,d2 D2 = $df Mask to lower STROBE?
movem.l d0-2,-(sp)
move sr,-(sp)
or #$700,sr
move #$0e,d1 D1 = $000e
move.l d2,-(sp)
bsr.s the_bits call the_bits
move.l (sp)+,d2
and.l d2,d0
moveq.l #$8e,d1
bsr.s the_bits
move (sp)+,sr
movem.l (sp)+,d0-2
rts

So, D1 = $e, and D2 = $df

the_bits
movem.l d1-2/a0,-(sp)
lea $FFFF8800.w,a0 PSG control register -> a0
move.l d1,d2 D2 = ????000e STROBE mask is overwritten
and.b #$0f,d1 D1 = ????000e
move.b d1,(a0) select PSG register 14 (Port A)
asl.b #1,d2 D2 = 000C
bcc.s .read and carry bit is set so...
move.b d0,2(a0) write d0 to port A.
```

```
What are the contents of D0 ???
Did I miss something?
.read
clr.l d0
move.b (a0),d0 D0 = Port A bits
movem.l (sp)+,d1-2/a0
rts
```

Steve.

3452. Atari ST Users Help Me!

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 14:03:53 UTC
From: SnoopDoggy <snoop@compton.com>
Message-ID: <5nHEa.65562$MJ5.34271@fed1read03>
Source record: 26732

I'm working on a research project to prove that people were sending compressed video files over networks prior to 1991. I used to have an Atari 1040ST & I could swear that we were doing that sort of thing (although primatively) back in the late 1980s. Can any of you give me actual examples?

3453. Re: ST Trivia

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 14:24:08 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.08.14.24.08.866165@removenoaspam.atari-source.com>
Source record: 26733

On Sun, 08 Jun 2003 12:12:55 +0000, Kenneth Medin wrote:

> In comp.sys.atari.st <c3wEa.64177$MJ5.61858@fed1read03>
> SnoopDoggy wrote on Sat 07-06-2003 18:11 (-0700):
>
>>Can any think of an example of a compressed video file being send over a
>>network from one ST to another.
>
> Several ways:
>
> _Easy_:
>
> Nullmodem cable and zmodem transfer.
>
> _Complicated if you don't have a working tcp/ip network already_:
>
> 1. Ftp with ftpserver and Aftp
> 2. Http with Weblight and CAB
> 3. Bnet that gives you "shared drives"
>
> _Fast_:
>
> PARCP using parallel port. I believe this is slightly faster even
> compared to two TT:s connected by Ethernet.

Kenneth,

Oh I'm not sure about that. My TT does at least 250K/sec with
Magxnet/MiNT on an ethernec. Of course I am also using ozk's super
whizbang much faster driver too. I don't recall pricisely what parcp
could do but if I recalled it doing 250+K/sec I *never* would have
bothered with ethernet.

Thanks,
Mark
http://atari-source.com

3454. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 15:04:38 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3ee34ef2$0$23967$626a54ce@news.free.fr>
Source record: 26734

> >> > > > > Last but not least - I know the Mega STe can run
> >> > > > > at 16MHz - how do you enable that as there doesnt
> >> > > > > seem to be anything on the computer to select it
> >> > > > > (the HD is blank except for AHDI)?
> >> > > > >
> >> > > > The MegaSTe runs at 16Mhz by default.
> >> > > >
> >> > > The MegaSTE runs at 8mhz cache disabled by default.
> >> > > It's why it's 100% compatible with the STE if you boot a game on a
> >> floppy.
> >> >
> >> Nope, The MegaSTe runs at 16Mhz by default. The fact that you boot
games
> >> from floppies switches it to 8Mhz non-cached.
> >>
> >> So explain me why I have to add a small "FAST.PRG" program in first
place
> >in
> >> the Auto folder if I want to speed up the boot sequence if the machine
is
> >> already running at fast speed ?
> >
> >Perhaps you'd explain why I've never seen this fast.prg and my machine
run's
> >flat out at all times.?
>
> There are other ways to get a MSTe to run _after boottime_ than
> FAST.PRG...
>
> Just tested here with TOS 2.06 booting from an empty floppy and Sysinfo
> gives 8 MHz. Quite simple to go on from there and add more startup
> "features" until Sysinfo tells the computer runs at 16 MHz. Any MSTe
> owner can do that...

Thanks for having tested. That's enough for me :)
It seems that now a majority of person agree with the fact that a normal non
modified MegaSTE boots up at 8mhz.

I will not continue talking about that, except if someone (like mister Steve
Sweet) manage to prouve that a normal non modified MegaSTE boots uo at
16mhz.

Dbug

3455. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 15:09:47 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bbvjjriok1@thorium.cix.co.uk>
Source record: 26735

In message <1104_1054995249@news.frii.com>, wordworks@greeleynet.com said:

--SNIP--
>The same thing applies for work processing and spreadsheets. It's too bad that the writer
>of Texel refused to release the English translated version 2.3 for Texel as I was prepared
>to buy it.

Actually, an English translation of Texel 2.20 (not 2.3) is
available as a patch from the DDP Translations web page. You need
the German original program, which is then patched to English;
other English replacement files are also supplied.

Regards, /Peter/

3456. Re: Atari ST Users Help Me!

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 15:15:10 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ee35467@news.alphalink.com.au>
Source record: 26736

--

"SnoopDoggy" <snoop@compton.com> wrote in message
news:5nHEa.65562$MJ5.34271@fed1read03...
>
> I'm working on a research project to prove that people were sending
> compressed video files over networks prior to 1991. I used to have an
Atari
> 1040ST & I could swear that we were doing that sort of thing (although
> primatively) back in the late 1980s. Can any of you give me actual
examples?

silly question maybe, but do you define a BBS as a network ?

gra
>
>

3457. Re: hacking type game

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 15:19:42 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ee35576@news.alphalink.com.au>
Source record: 26737

--

"Steve Green" <greenies@macunlimited.net> wrote in message
news:20030606192939767+0100@news.btinternet.com...
> >Graham said -
> >can anyone remember a game back yonder where at the start of the game ,
you
> >had to crack the password to get in? I think the game was about hacking ?
> >Anyone know about it, got a spare copy ?
>
> Hi, an 8 bit graphic adventure game if I remember called (surprise)
Hacker.
> My old brain is failing but If I remember right you type _anything_ at the
> login, hit return and just let it run some rubbish past you before it sort
of starts
> the main game.
> Try the comp.sys.atari.8bit forum for umm, helpful help.
> Regards, Steve.

thanks to all who have replied and sent me goodies :)

cheers

gra

3458. Re: Atari ST Users Help Me!

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 15:35:45 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ee35939$1@news.alphalink.com.au>
Source record: 26738

the ID is fake so all replies here I suppose..how odd

gra

--

"SnoopDoggy" <snoop@compton.com> wrote in message
news:5nHEa.65562$MJ5.34271@fed1read03...
>
> I'm working on a research project to prove that people were sending
> compressed video files over networks prior to 1991. I used to have an
Atari
> 1040ST & I could swear that we were doing that sort of thing (although
> primatively) back in the late 1980s. Can any of you give me actual
examples?
>
>

3459. Re: Atari ST Users Help Me!

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 15:57:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ee30812755262@attbi.com>
Source record: 26739

>I'm working on a research project to prove that people were sending
>compressed video files over networks prior to 1991. I used to have an Atari
>1040ST & I could swear that we were doing that sort of thing (although
>primatively) back in the late 1980s. Can any of you give me actual examples?

I was sending/receiving compressed files over the phone lines in
that time period. I was mainly using BBS's and Genie. I am not
sure if that is what you mean though.

3460. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 15:57:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ee30812755261@attbi.com>
Source record: 26740

I was reading articles on the Internet and found a short one that mentioned that the new Atari Inc. sold over 1 million copies of their new Matrix video game. Sounds like maybe changing their name to Atari worked. Hopefully we will see some support in the near or distance future.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3461. Re: Atari versions of Frontier available

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 15:57:27 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ee30812755263@attbi.com>
Source record: 26741

>I am doing. I managed to get hold of another ST, originally for
>programming purposes, and now I have one I don't need an emulator to
>play again. It feels nice to be able to play it on the proper hardware
>again :)
>
>
>Regards,
> David Bolt

That is why I never got rid of my ST and STe. I still have all of
my ST games. Infact, I have alot of Atari 8-bit games as well as
my old 400, 800XL and 130XE. I just could not see getting of rid
of anything that gave me so much enjoyment just because bigger and
better machines showed up on the market.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3462. Re: Best ST-compatible system today ?

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 15:57:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ee30812755264@attbi.com>
Source record: 26742

>Hi,
>
>what is the best , that means most advanced ST-compatible system today
>?
>
>The last ST clone I know is the Milan , but AFAIK newer Milan models
>were cancelled ...
>
>Or are there really good emulators that show how a "modern ST" would
>look like , that means that support resolutions a standard ST or even
>TT/Falcon never could ?
>
>I like working with the ST , because Windows machines are really a
>pain - bugs , virus problems , Windows slows down the system , system
>crashes without reason etc. although Pentium/AMD CPUs are much more
>powerful than 68K , there are many "easy" tasks that can be done
>better with an ST.
>
>Even the oldest version of Calamus is better than many expensive PC
>programs...
>
>ZR

I kind of agree with you. I have and use a Hades060 as my main
computer, but have a STe system right next to it. As far as being
ST compatible, the Hades runs alot of programs that the ST/STe
computers run, but this does not include many games. If you want
to know my opinion, I would say the Falcon series of computers are
the best ST compatible systems. The Falcon will run most ST
programs and that includes alot of ST games.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3463. Re: MagiC logo screen

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 15:57:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ee30812755265@attbi.com>
Source record: 26743

>On Fri, 06 Jun 2003 10:16:45 +0000, Joseph D. Place wrote:
>
>> A while back I changed from ICD to HD Driver. Now the MagiC logo
>> screen is black and white instead of color. Is there a way to change
>> this?
>>
>>
>> --
>> Joseph D. Place
>> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>
>erm wait. Your falcon *ever* had a color boot screen for MagiC?
>
>On my falcon it boots in ST-high. I will I could get it higher but for
>some reason it refuses. Anyone have a patch for this?
>
>Thanks
>Mark
>http://atari-source.com

As far as I know, there is none. On my Hades, the Magic boot
screen has always been in b/w. I think that may be a function of
the graphics card/drivers but I am not 100% sure.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3464. Re: Whats the best software needed to use a CD Rom on a falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 15:57:29 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ee30812755266@attbi.com>
Source record: 26744

>From: Michael and Nicole Freeman <nameerf@flash.net>
>Date: Wed, 04 Jun 2003 20:35:43 GMT
>
>Hi Mike,
>
>>The problem I've personally run into is that *none* of these programs
>>recognize that my SCSI Yamaha CD-RW drive even exists at all, whereas the
>>Anodyne software has no problems recognizing and running it quite well. I've
>>followed the doc's for MetaDOS, SPIN, and CD Lab to the letter, and followed
>>helpful relies here in c.s.a.s.,
>
>I'm sorry to hear that you've got problems getting the Yamaha doing it's thing
>under MetaDOS and SPIN!, but don't generalise your problem. I have two Yamaha's
>here (8824S & 2200S) and both are recognised and work perfectly with both
>drivers. I'm not the odd one out because I know several people here who
>use Yamaha writers with these drivers....
>As for CD-Lab it's simple: if the drive is MMC-3 compatible *and* a SCSIDRV
>driver is installed, it works. Nothing more, nothing less.
>
>>and it's always turned out the same: they don't work and I am repeatedly
>>recommended the Anodyne package instead. So personally I wouldn't say SPIN is
>>the *most* versatile CD driver. It does nothing for me.
>
>I didn't say that SPIN! is the most versatile one because I like it better,
>all one needs to do is to look at the features... and let's keep things in
>perspective: all the original poster wants to do is to rip audio tracks from
>a CD, one doesn't need to spend money on a driver to accomplish this. MetaDOS
>in combination with CD Player from A.Claus (both freeware) will take care of
>it.
>
>Cheers from Belgium
>Dennis

Me?? I like and use Extendos Gold from Anodyne. I use it on my
Hades and STe. Works great on both.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,

Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3465. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 16:10:05 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <OcJEa.3930$0d7.115228@newsfep4-glfd.server.ntli.net>
Source record: 26745

Hello.

> Just tested here with TOS 2.06 booting from an empty floppy and Sysinfo
> gives 8 MHz. Quite simple to go on from there and add more startup
> "features" until Sysinfo tells the computer runs at 16 MHz. Any MSTe
> owner can do that...

> Thanks for having tested. That's enough for me :)
> It seems that now a majority of person agree with the fact that a normal
non
> modified MegaSTE boots up at 8mhz.

Having also tested two Mega STEs I concur. Use Xcontrol and the general CPX
to set the speed and cache. Use NVDI 2.5 with Cubase.

Note some TOS 2.05 machines may be different, all the Mega STEs I supply are
always fitted with TOS 2.06

"Rob" <rob19@eggconnect.net> wrote in message
news:6ed6evsie9bdb0s0t355rdf9m6lnom5sus@4ax.com...
> Steve, can you explain your hardware a little more, how have you
> achieved the 40mhz, I'm not familiar with the innards of a mega ste,
> but if there is some capability to boost the speed of it upto what
> you've got, I may look at one of those, as opposed to hunting for a
> TT.

*** Regards from STEve & his nice warm tea cosy PAK'd MegaSTE.***

* MegaSTE 40Mhz *68030*, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

should explain what gives Sweetie Pie his amazing 40mhz.

Others here will extoll the virtues of accelerating an Atari, safe to say
that a TT is the better bet, 68030, TOS 3.06, 32mhz as standard, built in
SCSI and VGA output.

In stock, prices from £95, some with a network card.....Hunt no further.

3466. Re: Atari ST Users Help Me!

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 16:20:21 UTC
From: SnoopDoggy <snoop@compton.com>
Message-ID: <4nJEa.65692$MJ5.19467@fed1read03>
Source record: 26646

Actually, that's a great question & the answer is yes it would.

> silly question maybe, but do you define a BBS as a network ?
>

3467. Re: Atari ST Users Help Me!

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 16:28:05 UTC
From: SnoopDoggy <snoop@compton.com>
Message-ID: <luJEa.65694$MJ5.15883@fed1read03>
Source record: 26647

Yes, this is what I mean, but I need a specific example of compressed video files being sent over a network such as a BBS prior to 1991. I really appreciate everyone's help here as it could really help the market continue to innovate VoD and streaming applications without fear of patent infringement litigation. What we are specifically looking for is actual examples of "prior art" or use of compressing video, storing the file, and then sending it to another machine via a network for viewing. It doesn't have to be an example of Atari (although that would be cool for this purpose as it would probably make the news in some form or fashion). Amigas / Macintosh (Hypercard), etc. are other potential sources of this prior art.

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message news:3ee30812755262@attbi.com...
>
> >I'm working on a research project to prove that people were sending
> >compressed video files over networks prior to 1991. I used to have an Atari
> >1040ST & I could swear that we were doing that sort of thing (although
> >primatively) back in the late 1980s. Can any of you give me actual examples?
>
> I was sending/receiving compressed files over the phone lines in
> that time period. I was mainly using BBS's and Genie. I am not
> sure if that is what you mean though.

3468. Re: Atari ST Users Help Me!

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 17:00:38 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbvq3mmsa1@titan.btinternet.com>
Source record: 26648

SnoopDoggy <snoop@compton.com> wrote in message
news:luJEa.65694$MJ5.15883@fed1read03...
>
> Yes, this is what I mean, but I need a specific example of compressed
video
> files being sent over a network such as a BBS prior to 1991. I really
> appreciate everyone's help here as it could really help the market
continue
> to innovate VoD and streaming applications without fear of patent
> infringement litigation. What we are specifically looking for is actual
> examples of "prior art" or use of compressing video, storing the file, and
> then sending it to another machine via a network for viewing. It doesn't
> have to be an example of Atari (although that would be cool for this
purpose
> as it would probably make the news in some form or fashion). Amigas /
> Macintosh (Hypercard), etc. are other potential sources of this prior art.
>

So tell me, which major corporation is trying to sue your arse off?

Smeg.

3469. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 17:03:15 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbvq8j$n5e$1@titan.btinternet.com>
Source record: 26649

Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote in message
news:3ee30812755261@attbi.com...
> I was reading articles on the Internet and found a short one that
> mentioned that the new Atari Inc. sold over 1 million copies of
> their new Matrix video game. Sounds like maybe changing their name
> to Atari worked. Hopefully we will see some support in the near or
> distance future.

How do you figure that? Dont you think that the Matrix video game would sell
a million anyway, considering it was half-reasonable and it came out right
about the time, lets see, yes, when the *movie* came out?????

Smeg.

3470. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 17:05:10 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbvqc5nci1@titan.btinternet.com>
Source record: 26650

Barrie at Keychange <barrie@keychange.co.uk> wrote in message
news:OcJEa.3930$0d7.115228@newsfep4-glfd.server.ntli.net...
> Hello.
>
> > Just tested here with TOS 2.06 booting from an empty floppy and Sysinfo
> > gives 8 MHz. Quite simple to go on from there and add more startup
> > "features" until Sysinfo tells the computer runs at 16 MHz. Any MSTe
> > owner can do that...
>
> > Thanks for having tested. That's enough for me :)
> > It seems that now a majority of person agree with the fact that a normal
> non
> > modified MegaSTE boots up at 8mhz.
>
> Having also tested two Mega STEs I concur. Use Xcontrol and the general
CPX
> to set the speed and cache. Use NVDI 2.5 with Cubase.
>
> Note some TOS 2.05 machines may be different, all the Mega STEs I supply
are
> always fitted with TOS 2.06
>
>
> "Rob" <rob19@eggconnect.net> wrote in message
> news:6ed6evsie9bdb0s0t355rdf9m6lnom5sus@4ax.com...
> > Steve, can you explain your hardware a little more, how have you
> > achieved the 40mhz, I'm not familiar with the innards of a mega ste,
> > but if there is some capability to boost the speed of it upto what
> > you've got, I may look at one of those, as opposed to hunting for a
> > TT.
>
>
> *** Regards from STEve & his nice warm tea cosy PAK'd MegaSTE.***
>
> * MegaSTE 40Mhz *68030*, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
> should explain what gives Sweetie Pie his amazing 40mhz.
>
> Others here will extoll the virtues of accelerating an Atari, safe to say
> that a TT is the better bet, 68030, TOS 3.06, 32mhz as standard, built in
> SCSI and VGA output.
>
> In stock, prices from ?95, some with a network card.....Hunt no further.

>

You can get a cheap TT off of German Ebay. Then buy the UK keyboard off Barrie.

Smeg.

3471. Re: 1040STE and AT PSU

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 19:12:16 UTC
From: "a@b.c" <a@b.com>
Message-ID: <kULEa.152930$ro6.4474997@news2.calgary.shaw.ca>
Source record: 26651

"Dave Glish" <dglish@milwpc.com> wrote in message
news:50cabf78.0306021449.23d47373@posting.google.com...
> dglish@milwpc.com (Dave Glish) wrote in message
news:<50cabf78.0306020350.5dea15ab@posting.google.com>...
> > "a@b.c" <a@b.com> wrote in message
news:<RVwCa.129357$Vi5.3604121@news1.calgary.shaw.ca>...
> > > Hi,
> > > I'm in the process of putting my STE mainboard into a PC Towers
> > > (practice before doing my Falcon) but am having a problem with the
power
> > > supply.I know I have the +5, +12 and GND wire connected properly but
when I
> > > plug it into the board nothing works; not even the PSU fan turns on,
but as
> > > soon as I unplu the connecter from the mainboard the PSU's fan turn on
like
> > > it should. Any suggestions? Thanks
> > >
> > > Nicholas
> >
> > I'll have to take a look at my cased MegaST and see how it is hooked
> > up to the power supply. It sounds like you may have the positive and
> > negative reversed.
> >
> > I'll get back to you tonight.
> >
> > dave
>
>
> I checked my computer and it has the following connections.
>
> Pin 1 +5 Red
> Pin 2 G Black
> Pin 3 G Black
> Pin 4 G Black
> Pin 5 +12 Yellow
> Pin 6 +12 Yellow
>
>>
> dave

Thanks for the info. I double checked the STE's original supply and it has
two +5, three GND, and one +12. When I check the voltages of the new AT PSU
when connected to the STE mainboard the meter doesn't even twitch on the

+12, and showed about +2 volts when checking the +5s.

Nicholas

3472. Re: Atari ST Users Help Me!

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 19:19:25 UTC
From: SnoopDoggy <snoop@compton.com>
Message-ID: <V_LEa.65704$MJ5.47323@fed1read03>
Source record: 26652

Everyone wants a piece of this pie.

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bbvq3mmsa1@titan.btinternet.com...
>
> SnoopDoggy <snoop@compton.com> wrote in message
> news:luJEa.65694$MJ5.15883@fed1read03...
> >
> > Yes, this is what I mean, but I need a specific example of compressed
> video
> > files being sent over a network such as a BBS prior to 1991. I really
> > appreciate everyone's help here as it could really help the market
> continue
> > to innovate VoD and streaming applications without fear of patent
> > infringement litigation. What we are specifically looking for is actual
> > examples of "prior art" or use of compressing video, storing the file,
and
> > then sending it to another machine via a network for viewing. It doesn't
> > have to be an example of Atari (although that would be cool for this
> purpose
> > as it would probably make the news in some form or fashion). Amigas /
> > Macintosh (Hypercard), etc. are other potential sources of this prior
art.
> >
>
> So tell me, which major corporation is trying to sue your arse off?
>
> Smeg.
>
>

3473. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 21:42:07 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bc0ajd$jn2$1@titan.btinternet.com>
Source record: 26653

Hi Clint Thompson

>> I might have one.I will look for it. Could I ask why you want it?
>> Email me your address.

> I just want to be able to have all , er, or almost all variation of
> Toad Catalogs so I can scan them and archive them online for everyone
> else to be able to view! Plus, it does make for a good reference.. but
> I haven't seen anywhere you can view the complete catalog online.

Perhaps you should approach Toad and ask their permission for this, its not up to you to decide this info should be publicly available. I'm sure if they are in agreement that they would provide the source.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

3474. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 23:28:55 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bc0grm$647$1@hercules.btinternet.com>
Source record: 26654

Hi Kenneth

> Time to put you back to my killfilter... Your post are mostly abusive and
> when you try(?) to behave civilized and add to the group nothing of any
> importance comes out...

Bye bye asshole...

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 06/06/2003

3475. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 23:28:59 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bc0grq$647$2@hercules.btinternet.com>
Source record: 26655

Hi "Rob"

> Steve, can you explain your hardware a little more, how have you
> achieved the 40mhz, I'm not familiar with the innards of a mega ste,
> but if there is some capability to boost the speed of it upto what
> you've got, I may look at one of those, as opposed to hunting for a
> TT.

Its got a PAK card in it along with a FRAK card, gives me an 68030 proccessor with a custom 32bit TOS, an FPU and 4 meg ST + 16Meg TT RAM, you'd be lucky to find one, even luckier to be able to afford it!!.. Ive also got an MV300 Graphics card and a SCSI 2 adaptor.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 06/06/2003

3476. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 23:29:01 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bc0grs$647$3@hercules.btinternet.com>
Source record: 26656

Hi "Barrie at Keychange"

> *** Regards from STEve & his nice warm tea cosy PAK'd MegaSTE.***
>
> * MegaSTE 40Mhz *68030*, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
> should explain what gives Sweetie Pie his amazing 40mhz.

Now now Barrie, i''ve not abused you for ages, lets not start that again...

> Others here will extoll the virtues of accelerating an Atari, safe to say
> that a TT is the better bet, 68030, TOS 3.06, 32mhz as standard, built in
> SCSI and VGA output.

I've run this against TT's and hairy Falcon's, this baby leaves them all
standing.

> In stock, prices from £95, some with a network card.....Hunt no further.

Oops, forgot to delete shameless plug. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 06/06/2003

3477. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-08 23:59:08 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1055098414-354327AEicMi@adelphia.net>
Source record: 26657

Hey Steve,
Would you like to take that Mega STe up agianst my
CT60'ed Falcon??? I would lay money that your STe
would be eating dust from my computer!!!! I should be
getting my CT60 very soon as according to R Czuba!!!
Let me know when you want to run benchmarks!!!!

Thanks,
Carey Christenson

--

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
Ethernet card for Cartridge port
56K CNET modem NOT IN USE
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3478. [ANNOUNCE] Porthos 3.22 released

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 00:03:56 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3ee3ddb49ee8ad4@europe-shareware.org>
Source record: 26658

Hello,

A new version of Porthos is available.

Polish RSC available.
Security Handler Rev. 3 implemented.
Some bug fixes.

http://europeshareware.free.fr/scripts/visu2.php3?logiciel=67&Langue=n_a

Best regards,
/Pascal/

--
Europe Shareware: http://europe-shareware.org

3479. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 02:57:27 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1055127447@news.frii.com>
Source record: 26659

On Sun, 8 Jun 2003 15:09:47 +0000 (UTC), xlator@cix.compulink.co.uk wrote:
> In message <1104_1054995249@news.frii.com>, wordworks@greeleynet.com said:
>
> --SNIP--
> >The same thing applies for work processing and spreadsheets. It's too bad that the writer
> >of Texel refused to release the English translated version 2.3 for Texel as I was prepared
> >to buy it.
>
> Actually, an English translation of Texel 2.20 (not 2.3) is
> available as a patch from the DDP Translations web page. You need
> the German original program, which is then patched to English;
> other English replacement files are also supplied.
>
> Regards, /Peter/
>
>

I know, but I was interested in version 2.3.

Ken

3480. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 04:10:22 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1055131822@news.frii.com>
Source record: 26660

On Sat, 7 Jun 2003 13:25:12 -0700, "Luposian" <luposian@lycos.com> wrote:
>
> "Ken Springer" <wordworks@greeleynet.com> wrote in message
> news:1104_1054995249@news.frii.com...

> A lotta moola you don't need... a willingness to revive the Atari name for
> computing is what you need. Would you be willing to own a 500MHz Atari PC
> for $500? I would. The case and OS (actually GUI) are all you really need
> to spend money on, the all-in-one motherboard and onboard CPU already exist.
>
> > As much as I would like to see a new Atari, I won't buy a "significantly
> faster/better"
> > computer. Why? It can't do what I want it to.
>
> All new things take time to grow. Where do you think the Atari platform
> started? 100 apps or 10? I remember a time when the shelves of Comsoft
> were pretty sparse right at the beginning. But they filled up quickly
> enough with scads of software... games, utilities, and applications!

Absolutely not. There is no value for -MY-dollar spent here. When the Atari started, very few apps. But there were very few apps for the competition also. Everyone was on similar footing. To run the existing apps, you'd have to have either the existing OS or an emulator. And obviously, there aren't people willing to buy a new computer with no useable software for a new computer OS, and then sit and wait for software that -MIGHT- get written. Atari tried that years ago. They had a working CD Rom drive but wouldn't build and release it because there were no CD's out there for it. Well, no one was willing to write CD's for hardware that -MIGHT- exist. But the PC world did, and Atari's chance at being a leader in having CD capability went out the window.

It is not the same world as it was when computers were new and different and strange and.... Consumers, including me, expect more for their dollar.

> The OS I'm thinking of already multitasks. It's a unix-like clone. Not
> Linux (or one of it's billion of offshoots). Not NetBSD (or OpenBSD or
> FreeBSD). Not SkyOS. Not TriangleOS. Just a little, obsure OS that no one
> thinks much about anymore. You know, kinda like TOS/GEM. Word has it, TOS
> was actually a variation of CP/M-68K. Is that true? GEM was just the
> window dressing over it...

I suppose you could stretch a point and say TOS is a variation of CP/M. It was actually pretty much a rip off of DOS. And DOS was based a lot on CP/M. The GEM interface wasn't written by Atari either. It was written by Digital Research. They also had a version of GEM for DOS also. It was very much Mac looking and working originally, but Apple sued them and forced them to make it very simple looking and unappealing. Worked a lot like our TOS 1.0. I used to own a copy of it, GEM/3. And I had a copy of Gem Artline, which was exactly like using Easy Draw, except that Artline had the ability to a vector object

or group onto an irregularly shaped grid. DA's Vektor called this "transformation", Calamus and Outline Art had a different name for the same feature, but CRS prevents me from remembering the term. CRS= Can't Remember S**t. LOL

> Multitasking doesn't slow down operations. Software bloat slows down
> operations. The more resource-hungry an OS is, the slower it runs on lesser
> hardware. Never heard of Microsoft Windows?

Cooperative multi tasking doesn't that much, but true preemptive multitasking does? Why? Because in cooperative multitasking, such as Geneva, you can stop other program's processes from running, they are just sitting there dead in their tracks taking up RAM. Preemptive multitasking, on the other hand, can't do that. Those other programs and their processes are always running, and the computer spends time doing those tasks as well as the ones you are currently asking it too. Ever notice how things slow down when you have background printing turn on in a program? While that print process goes on, your program's other operations slow down. That's multitasking, my friend.

>
> I'd be willing to bet, MHz for MHz, Calamus on your TT runs faster that the
> Lite version does in Windows 98. Why? The OS itself is more efficient on
> resources (shoot, it's stuffed all into ROM, if nothing else!) If you
> assume the TT ran at 40MHz (which we know it doesn't), your PC is only a
> mere 10X FASTER... gee, think you'd notice a difference with that kind of
> leverage? Naw! :-)

No way in H**L are you correct. Good thing you're as broke as I am, I'd own everything you have. And I run it on a 400 MHz Dell. Only the Gods have a clue as to how fast it would run on this 2.3 GHz eMachine I just purchased. And the TT runs in monochrome (8-bit color), the Dell and eMachine run in 24 and 32 bit color respectively.

> But if your TT ran at 400MHz? You'd never even THINK of owning the PC
> version! Well, the bottom-line Atari PC I'm thinking about is 100Mhz faster
> than that! So...

But it doesn't. :-(And if it did, you wouldn't be talking about 500 MHz machine. :-)

> BeAIM exists for BeOS. Works very well, too. Shouldn't take much to create
> an Atari version...

Is BeAIM up to the same abilities as the Windows version? It's a curiosity question on my part.

Either way, you would have to convince AOL to let that happen. How would you do that?

> Maybe the source code to a dbMAN or dBase III clone exists that could be
> ported to the new Atari...

VersaSoft wrote dbMAN for both the Atari and DOS. Based on the list of trademarks listed, there may also have been a version for the Amiga. I owned the Atari version. It's 100% command line based like dBase III, with zero graphics ability. No graphics ability is unacceptable to users in today's world, IMO.

> See above for apps that might read/write MSWord/WordPerfect formats...

Papyrus has some Word compatibility. They claimed Word 97. But where it currenlty stands I don't know. I do know that in Papyrus 8's demo, it didn't work on a single Word 97 document I wanted to import. And right now Word 97 is 2 versions old.

>
> > I"ve been selling a lot of my ST/Tt stuff on Ebay. But I'll probably
> never sell the Hades
> > or TT, or the software I keep for it. Nostalgia, I guess. Heck, I even
> have my old 800's
> > and their software too.
>
> Atari Nostalgia is for people who can't go back to "the good ol' days"
> (which we can't presently). If I have my say so, nostalgia will be simply a
> part of the past that lives on today. It will be remembering the past while
> enjoying the present. Nostalgia won't have the painful sting it does today.

So what? People have classic and antigue cars for exactly the same reason. Not a thing wrong with it as far as I can see.

> Atari 800? What on earth are those good for today, except to collect dust
> and make fun of? An Atari 130XE would be taken more seriously...

I have to say, I really liked that 800 keyboard feel.

> New Atari... more reason/liklihood to port Papyrus to it. No new Atari...
> Papyrus goes bye-bye. Which would you prefer?

Obviously, the 2nd part! :-) But as I noted earlier, I'm not buying a new Atari in the hopes that R.O.M. may port it. There would have to be some money to made for them to do it, and if your vision is that only existing Atari users would be purchasing a new machine, I wouldn't bet my life on the port if I were you.

> Bottom line... New Atari PC running at 500MHz... Wanna watch paint dry? Do
> it waiting for your TT to do something. Wanna watch grass grow? Do it on
> your Hades. Ain't gonna have the time to do that on your new Atari. Shame,
> isn't it?

Shame, yes. But it will never happen on a new Atari either. I don't believe there are enough subscribers to your vision for to ever happen.

> You sound like one of those that uses faster and better computers just
> because they're faster and better. Name doesn't matter. Bloated OS doesn't
> matter. Just MHz. You'd probably never be happy with the new Atari PC.
> Optimized OS be (!!!). If the system is slower than another, you don't want
> it.

Unless it can do equal or more than I can do now with -ANY- computer, you are correct. To buy it because it says Atari on it is no different than only buying a Ford. Doesn't matter if the Honda or Chevrolet or Kia can do it better, it's got to be a Ford or nothing. I don't subscribe to that "locked in" thinking process any more. I used to when it came to computers, but the need for me to be able to interact and exchange files with computer users of other platforms forced me out of that mindset. I wanted to make a living with a computer in desktop publishing, and that meant I needed to own and use PC programs. When I discovered the power of the software on the other platforms, I knew then

that any practical future for the Atari platform was dead.

> You wanna be popular with lots of viruses or have few (no) viruses and a
> lack of popularity? Can't have your cake and eat it too, sorry. Virus
> writers only go after the popular majority. I'm fairly certain a new Atari
> PC would be safe from viruses, one way or another.

If you keep the OS on a chip that can't be modified, you put a dent in a lot of virus writer's abilities. They can't modify the OS, like they used to do to COMMAND.COM on the PC. If M$ would take the Visual Basic abilities out of M$ Office, another virus writer's target would go away. Or at least a big chunk of it.

> In today's technologic treadmill, you can't hope to keep up with the big
> boys, because the big boys are all there is. You don't exist. Make a PC
> that has the latest greatest components? Someone can build it, too. And 5
> minutes later, theirs will be better.

Well, duh, it's always been that way. :-)

> It's a friggin' rat race. Speed for
> speed sake. Hobble a 3Ghz processor and 256Mb of RAM with Window 2000 or
> XP... and it might as well be a 500Mhz computer! OS efficiency is a big
> part of effective CPU/memory usage.

How fast is your AMD you mentioned. Because if it is reasonably old, I'd suggest you get familiar XP on a 2+ GHz machine. It's a different ballgame I'm finding out. I have a 2.3 Dell with XP at work. But I wasn't happy with 2000.

> Ever seen a MicroITX motherboard? 6.5" x 6.5" square and less than 3" tall
> at the ports in back. You can't tell me that a motherboard of those
> dimensions won't fit into a 1040ST. If the measurements of a 1040ST from
> one site I've read are accurate, the ST, in back, is 2.8" tall (round up to
> 3" just to make it easy). Think of what you can do with all the space left
> inside the rest of the case... and most of the ITX motherboards have audio
> and video aready built-in!

I'm not talking about the motherboard. I'm talking about all the potetial add in cards for things not supported on the motherboard. Are you planning on USB? That would help in this area.

> There's this emulator called STonX (pronounced "Stones", since X sound like
> Z, in some cases, like Xevious (Zevious))? or just pronounced as "ST on
> X"?)... If X11 is used for the OS... we might have a very interesting
> combination, hmm?

But any emulator runs on an existing OS, correct??? Not the same as being the native OS.

> The past is dead. Non-existant. Unimportant. Irrelevant. TOS 5 might as
> well be Windows 1.0, for all the current event usage it's worth.

That conversation was 10 years ago, when Atari was putting computers on hold. Besides, TOS 2.x is probably better than Windows 1.0.

> And I thought *I* was being nostalgic, wanting to just go back to the late
> 80's and relive my 1040ST days all over again...

I'm a wrench bender at heart, not a computer engineer. I want these silicon boxes to work, I don't want to hack them or the software. Besides, in a steam engine, none of the "work" is done by magical electricity you can't see in that wire. :-)

Ken

3481. Re: Atari ST Users Help Me!

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 04:42:08 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ee4118c@news.alphalink.com.au>
Source record: 26661

--

"SnoopDoggy" <snoop@compton.com> wrote in message
news:luJEa.65694$MJ5.15883@fed1read03...
>
> Yes, this is what I mean, but I need a specific example of compressed
video
> files being sent over a network such as a BBS prior to 1991. I really
> appreciate everyone's help here as it could really help the market
continue
> to innovate VoD and streaming applications without fear of patent
> infringement litigation. What we are specifically looking for is actual
> examples of "prior art" or use of compressing video, storing the file, and
> then sending it to another machine via a network for viewing. It doesn't
> have to be an example of Atari (although that would be cool for this
purpose
> as it would probably make the news in some form or fashion). Amigas /
> Macintosh (Hypercard), etc. are other potential sources of this prior art.

so you want actual examples with dates and times of sending/receiveing
compressed video files via net or BBS back yonder..

can't you just check to see what BBS's were around then and maybe still are
and ask them what they had available to download ?

gra

>
>
> "Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
> news:3ee30812755262@attbi.com...
> >
> > >I'm working on a research project to prove that people were sending
> > >compressed video files over networks prior to 1991. I used to have an
> Atari
> > >1040ST & I could swear that we were doing that sort of thing (although
> > >primatively) back in the late 1980s. Can any of you give me actual
> examples?
> >
> > I was sending/receiving compressed files over the phone lines in
> > that time period. I was mainly using BBS's and Genie. I am not
> > sure if that is what you mean though.
>
>

3482. Re: hacking type game

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 04:45:18 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ee4124a$1@news.alphalink.com.au>
Source record: 26662

```
--

"Graham" <hurfy@alphalink.com.au> wrote in message
news:3ee35576@news.alphalink.com.au...
>
>
> --
>
> "Steve Green" <greenies@macunlimited.net> wrote in message
> news:20030606192939767+0100@news.btinternet.com...
> > >Graham said -
> > >can anyone remember a game back yonder where at the start of the game ,
> you
> > >had to crack the password to get in? I think the game was about hacking
?
> > >Anyone know about it, got a spare copy ?
> >
> > Hi, an 8 bit graphic adventure game if I remember called (surprise)
> Hacker.
> > My old brain is failing but If I remember right you type _anything_ at
the
> > login, hit return and just let it run some rubbish past you before it
sort
> of starts
> > the main game.
> > Try the comp.sys.atari.8bit forum for umm, helpful help.
> > Regards, Steve.
>
> thanks to all who have replied and sent me goodies :)
>
> cheers
>
> gra

got into it slightly last night with Gemulator..but then it wanted me to
calibrate the lazer..I couldn't so I will try again another day

gra
>
>
```

3483. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 05:34:02 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <w_UEa.44353$Pc5.29016@fed1read01>
Source record: 26663

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:1104_1055131822@news.frii.com...
> Atari tried that years ago. They had a working CD Rom drive but wouldn't
> build and release it because there were no CD's out there for it.

Atari's computers were the ONLY thing that Atari ever made. Their monitors were other brands with their case put on it. Their drives were other brands with their case on it. Their modem (SX212)... I dunno... I assume the same. Their printer was, I beleive an epson with their case on it. So, they never made their own working CD-ROM drive either... it was someone elses... and I recall hearing about it, maybe even seeing it at an Atari Faire in Glendale, CA.

> It is not the same world as it was when computers were new and different
and strange
> and.... Consumers, including me, expect more for their dollar.

True enough... but wouldn't it still be kinda fun to see Atari making computer again, even if they weren't the top of the line? I sure would. To me, owning an Atari computer is half fun and half to get stuff done. I don't like using a computer I can't enjoy using or like looking at... ah, to own an Atari 1040ST-styled Atari computer running at the same speed my Athlon XP 2000+ computer runs at... now THAT would be FUN!

> Cooperative multi tasking doesn't that much, but true preemptive
multitasking does? Why?
> Because in cooperative multitasking, such as Geneva, you can stop other
program's
> processes from running, they are just sitting there dead in their tracks
taking up RAM.

So, you take up precious RAM and get nothing done in/with the application you've just halted, while you do something else a bit faster in the main application. Now, how is that much different than a normal 1040ST where you open one app at a time to get something done, one... thing... at... a... time? :-)

> Preemptive multitasking, on the other hand, can't do that. Those other
programs and their
> processes are always running, and the computer spends time doing those
tasks as well as
> the ones you are currently asking it too. Ever notice how things slow
down when you have
> background printing turn on in a program? While that print process goes
on, your
> program's other operations slow down. That's multitasking, my friend.

Try downloading a file online while using your word processor in your previous example. Oh, I'm sorry... you'll have to WAIT to resume downloading your file, while you type up a letter to Aunt Mimi! Uh, no thank you... not for me.

> >
> > I'd be willing to bet, MHz for MHz, Calamus on your TT runs faster that the
> > Lite version does in Windows 98. Why? The OS itself is more efficient on
> > resources (shoot, it's stuffed all into ROM, if nothing else!) If you
> > assume the TT ran at 40MHz (which we know it doesn't), your PC is only a
> > mere 10X FASTER... gee, think you'd notice a difference with that kind of
> > leverage? Naw! :-)
>
> No way in H**L are you correct. Good thing you're as broke as I am, I'd own everything
> you have. And I run it on a 400 MHz Dell. Only the Gods have a clue as to how fast it
> would run on this 2.3 GHz eMachine I just purchased. And the TT runs in monochrome (8-bit
> color), the Dell and eMachine run in 24 and 32 bit color respectively.

Hello? I said MHz for MHz. I believe, that if your TT ran as fast as your PC does, your TT would be faster, because the OS is more optimized and efficient, therefore, allowing things to happen slightly quicker. I don't exactly see Windows 98 fitting into 192K of ROM space, do you?
BWA-HA-HA-HA! Oh, that's rich! Gotta pick myself up off the floor with that one! :-D

> > But if your TT ran at 400MHz? You'd never even THINK of owning the PC
> > version! Well, the bottom-line Atari PC I'm thinking about is 100Mhz faster
> > than that! So...
>
> But it doesn't. :-(And if it did, you wouldn't be talking about 500 MHz machine. :-)

Don't I wish I could be so disappointed... I'd like to not be able to talk about a 500Mhz Atari computer, because a 400Mhz Atari computer was available...

> > BeAIM exists for BeOS. Works very well, too. Shouldn't take much to create
> > an Atari version...
>
> Is BeAIM up to the same abilities as the Windows version? It's a curiosity question on my
> part.
>
> Either way, you would have to convince AOL to let that happen. How would you do that?

I don't think whoever programmed BeAIM, exactly got AOL's blessing... could be wrong, but I think they "hacked" it. BeAIM doesn't support graphical smilies, for example...

> So what? People have classic and antigue cars for exactly the same reason. Not a thing
> wrong with it as far as I can see.

But you don't see old Apple II's and Atari 8-bits going for the price antique cars do either, do you? People get a bit more "expensively nostalgic" over cars of the past than computers... although I do see old black Bell and Howell Apple II's going for a bit (several hundred $$$, I think)

> > New Atari... more reason/liklihood to port Papyrus to it. No new Atari...
> > Papyrus goes bye-bye. Which would you prefer?
>
> Obviously, the 2nd part! :-) But as I noted earlier, I'm not buying a new Atari in the
> hopes that R.O.M. may port it. There would have to be some money to made for them to do
> it, and if your vision is that only existing Atari users would be purchasing a new
> machine, I wouldn't bet my life on the port if I were you.

We're assuming that existing Atari users is just the beginning...

> Shame, yes. But it will never happen on a new Atari either. I don't believe there are
> enough subscribers to your vision for to ever happen.

Stranger things have happened... ever thought Jobs would take over Apple and SAVE it from ruin? Ever though we'd see a new, fairly radical new OS, like BeOS, when Windows and Mac were so previlant? Things thatr people think can't or shouldn't happen, sometimes DO! And the outsome can be very positive (Apple) or end up in the toilet (BeOS)... but the dream was realized in both scenarios!

> Unless it can do equal or more than I can do now with -ANY- computer, you are correct. To
> buy it because it says Atari on it is no different than only buying a Ford. Doesn't
> matter if the Honda or Chevrolet or Kia can do it better, it's got to be a Ford or
> nothing. I don't subscribe to that "locked in" thinking process any more.

Brand name loyalty is still a favorite pastime of mine... but only to a point. I used to love nVidia, but after the GeForce4 MX ploy they tried to pull, I stopped respecting them. I *might* start respecting them again in the future if they can stop cheating on those 3D Mark benchmarks! :-D

> If you keep the OS on a chip that can't be modified, you put a dent in a lot of virus

> writer's abilities. They can't modify the OS, like they used to do to COMMAND.COM on the
> PC. If M$ would take the Visual Basic abilities out of M$ Office, another virus writer's
> target would go away. Or at least a big chunk of it.

You think reformatting a HD or screwing up non-OS files isn't just as bad? Shoot, I even got hit by the mouse reverser virus once on my ST, until I killed it with VKiller... or whatever it was called... man, that was AGES ago!

> How fast is your AMD you mentioned. Because if it is reasonably old, I'd suggest you get
> familiar XP on a 2+ GHz machine. It's a different ballgame I'm finding out. I have a 2.3
> Dell with XP at work. But I wasn't happy with 2000.

Athlon XP 2000+

> I'm not talking about the motherboard. I'm talking about all the potetial add in cards
> for things not supported on the motherboard. Are you planning on USB? That would help in
> this area.

Those ITX motherboard already HAVE it all... PS/2, USB, Ethernet, VGA out, etc. The only cords coming off the back of the computer are your ethernet cable, montor cable, power supply cable, mouse and keyboard cables...

Oh, wait... the ST had a built in keyboard... skip that... but you get the point.

> But any emulator runs on an existing OS, correct??? Not the same as being the native OS.

The Power Macs seemed to do a pretty good job emulating a 68040 system in ROM...

Luposian

3484. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 06:03:13 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <RpVEa.44358$Pc5.33953@fed1read01>
Source record: 26664

"Luposian" <luposian@lycos.com> wrote in message
news:w_UEa.44353$Pc5.29016@fed1read01...

> Atari's computers were the ONLY thing that Atari ever made.

Lest you think I am, somehow suddenly oblivious to the history of Atari (which also wrote game/computer software and made game systems and arcade games), I was referring to the computer division of Atari, during the Tramiel era.

What are the "Trams" up to these days, anyway?

Luposian

3485. FA: Falcon030 Monitor Adaptor

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 06:04:06 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <ve88qoclll3bea@corp.supernews.com>
Source record: 26665
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2735124142

3486. Re: CAB and Bubblehelp

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 09:06:02 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB08D8B5.18D0%derryck@nospam.cix.co.uk.invalid>
Source record: 26666

In article bbloko$d5t$5@hercules.btinternet.com, Steve Sweet at
steve.sweet@btopenworld.com wrote on 4/6/03 22:34:

>> I've ordered the Magic v6.2 upgrade from AW, but El seemed reluctant

Wow, so at least that's seen the light of day :-)

>> to issue CAB 2.8, saying it needed something changed in the executable
>> from ASH. All a bit strange.
>
> What was supposed to be wrong with it, i got 2.8 back in 1999 and have had
> no problems with it?.

IIRC some of the help bubble texts don't match up correctly with their
matching objects in some dialogs - possibly some minor changes to tree order
in the resource file?

No big deal as it isn't the hardest program in the world to use...

>> Magic hasn't arrived yet so I'll be giving him a call again...

Don't forget to thank DDP Translations for their work on assembling this
package Harry...

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3487. Re: "Touch Up" For Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 09:26:34 UTC
From: swampfax1@atlantic.net
Message-ID: <epYEa.1262$Ry3.845820@monger.newsread.com>
Source record: 26667

```
On 3 Jun 2003 13:06:01 -, Galen wrote:
>swampfax1@atlantic.net (John Garone) wrote in message
news:<5YaCa.662$Ry3.419448@monger.newsread.co>m>...
>
>> for a wand scanner! I have version 2.52 that runs on the Falcon but I
>> can't get it to scan into the computer. The wand lights up but no image
>> shows after holding the "start" button and moving the wand down a page
>> (screen either is freezing or the computer is waiting for data). Tried
>> holding the button down while moving the wand and without. I'm hoping it's
>> the software at fault.
>>
>I don't recall the version I have, but I've noted that although
>TouchUp works fine on the Falcon, the wand scanner doesn't. Hence I
>stopped using it.
>
>
>Galen
>.

anyone know if the fault is in the scanner, the software, the Falcon
hardware (or any combo of the 3) ???

John G.
```

3488. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 11:20:47 UTC
From: adistortions@aol.com
Message-ID: <dbaff4c6.0306090320.36952bd7@posting.google.com>
Source record: 26668

Hi Steve...
>
> Perhaps you should approach Toad and ask their permission for this, its not
> up to you to decide this info should be publicly available. I'm sure if they
> are in agreement that they would provide the source.
>
>
> --
>
> Regards, Steve. S.
>

I'm not sure I understand? Toad Computers is no longer even selling
Atari stuff and what
do you mean made public? They used to send out friggin Catalogs for
free to everyone!
Is that not already made public enough? heh...
Toad Computers , to my knowledge, sold off all there Atari stuff to
someone else for resale.
That's like someone coming to me and saying "I seen your catalog of
stuff and it's really cool, can I
post it on my website so everyone who wants to view it can?" Well,
that would be no 2 ways YES!
Advertising, but in the case Toad isn't even around anymore (at least,
not like they used to be)
so how could they give any care?

Clint

3489. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 12:23:57 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1055161437@news.frii.com>
Source record: 26669

On Sun, 8 Jun 2003 22:34:02 -0700, "Luposian" <luposian@lycos.com> wrote:

> Atari's computers were the ONLY thing that Atari ever made. Their monitors
> were other brands with their case put on it. Their drives were other brands
> with their case on it. Their modem (SX212)... I dunno... I assume the same.
> Their printer was, I beleive an epson with their case on it. So, they never
> made their own working CD-ROM drive either... it was someone elses... and I
> recall hearing about it, maybe even seeing it at an Atari Faire in Glendale,
> CA.

Shoot, so what? M$ has never made hardware. The physical production of who makes it is unimportant.

> True enough... but wouldn't it still be kinda fun to see Atari making
> computer again, even if they weren't the top of the line? I sure would. To
> me, owning an Atari computer is half fun and half to get stuff done. I
> don't like using a computer I can't enjoy using or like looking at... ah, to
> own an Atari 1040ST-styled Atari computer running at the same speed my
> Athlon XP 2000+ computer runs at... now THAT would be FUN!

Fun yes. But who has the money for this kind of fun? To contiually dream of something that can't possibly happen for one reason or another is totally wasteful and frustrating. Personally, I've got better things to do, like move on with life.

> So, you take up precious RAM and get nothing done in/with the application
> you've just halted, while you do something else a bit faster in the main
> application. Now, how is that much different than a normal 1040ST where you
> open one app at a time to get something done, one... thing... at... a...
> time? :-)

This is true for cooperative multitasking, but in preemptive multitasking it depends of the task the application has been given to perform. Also, with OLE, if you've imported an object from one app into another app, any changes to the data in the first app will be automatically updated in the 2nd app. You can't do that with cooperative or single tasking apps. How much time is saved by this process.

"Prescious" RAM? With modern computers, this is not an issue anymore. $20 today will put an amount of RAM in a computer that wasn't possible 10 years ago.

> Try downloading a file online while using your word processor in your
> previous example. Oh, I'm sorry... you'll have to WAIT to resume
> downloading your file, while you type up a letter to Aunt Mimi! Uh, no
> thank you... not for me.

Not true. A lot of the slow down you may see here is due to transfer speeds away from your desktop, and no computer has control over that. The only thing you can do about this is to have the fastest connection speed available where you are, or you are willing to pay

for.

At work we have contiuous internet access, through a firewall, and XP will download updates automatically in the background while I'm doing email in another, and I, the user, don't see a slowdown. If the total of everything you want to do works faster than you do, it no longer matters.

> Hello? I said MHz for MHz. I believe, that if your TT ran as fast as your
> PC does, your TT would be faster, because the OS is more optimized and
> efficient, therefore, allowing things to happen slightly quicker. I don't
> exactly see Windows 98 fitting into 192K of ROM space, do you?
> BWA-HA-HA-HA! Oh, that's rich! Gotta pick myself up off the floor with
> that one! :-D

My apologies, you did present it that way. But that point is solely an interesting topic of conversation. What's important is how long it takes to do the job by that clock on the wall.

And worrying about if Win98 would fit into 192k of ROM space is completely pointless. If that's an issue, let's go back one more generation and try to stuff TOS 1.0 into an Atari 400/800.

> I don't think whoever programmed BeAIM, exactly got AOL's blessing... could
> be wrong, but I think they "hacked" it. BeAIM doesn't support graphical
> smilies, for example...

If they hacked it, they may have broke some law somewhere. And since BeOS didn't exactly take the world by storm, it's not worth AOL's time.

> But you don't see old Apple II's and Atari 8-bits going for the price
> antique cars do either, do you? People get a bit more "expensively
> nostalgic" over cars of the past than computers... although I do see old
> black Bell and Howell Apple II's going for a bit (several hundred $$$, I
> think)

Check the prices of units in mint condition. Plus these computers are not 50 year old or older either. :-)

> We're assuming that existing Atari users is just the beginning...

And to expand past that market base, you've got to have more than what you want from the outset. What's the difference between changing it now or later? Except more costs?

> Stranger things have happened... ever thought Jobs would take over Apple and
> SAVE it from ruin? Ever though we'd see a new, fairly radical new OS, like
> BeOS, when Windows and Mac were so previlant? Things thatr people think
> can't or shouldn't happen, sometimes DO! And the outsome can be very
> positive (Apple) or end up in the toilet (BeOS)... but the dream was
> realized in both scenarios!

Apple is not out of the woods yet by a long shot. And Macs are not that prevalent anymore. They just managed to make the news with some astoundingly visually appealing hardware.

> You think reformatting a HD or screwing up non-OS files isn't just as bad?
> Shoot, I even got hit by the mouse reverser virus once on my ST, until I
> killed it with VKiller... or whatever it was called... man, that was AGES
> ago!

I didn't say it wasn't, just that there would be fewer opportunities for this.

> Athlon XP 2000+

This eMachine I have here is 2.3. Does things faster than I can think about doing them.
I can't say that for any of my Ataris.

> Those ITX motherboard already HAVE it all... PS/2, USB, Ethernet, VGA out,
> etc. The only cords coming off the back of the computer are your ethernet
> cable, montor cable, power supply cable, mouse and keyboard cables...

It doesn't matter what you build in, someone will build something that is not built in.
You have to anticipate that in your design.

> Oh, wait... the ST had a built in keyboard... skip that... but you get the
> point.

Detached keyboards are the only way to go. We have one individual at work who puts his
feet up and puts the keyboard in his lap. Not practical with the ST/Falcon case.

> The Power Macs seemed to do a pretty good job emulating a 68040 system in
> ROM...

In their case, it's a temporary measure. Gut feeling is they did this, to a great extent,
so you could run apps on the computer that didn't exist yet in native OS X format.

Ken

3490. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 12:28:46 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1055161726@news.frii.com>
Source record: 26670

On Sun, 8 Jun 2003 23:03:13 -0700, "Luposian" <luposian@lycos.com> wrote:
>
> What are the "Trams" up to these days, anyway?

Not a clue, don't care either. :-)

Ken

3491. Atari Falcon User Photo Showcase...

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 13:11:07 UTC
From: adistortions@aol.com
Message-ID: <dbaff4c6.0306090511.13672d18@posting.google.com>
Source record: 26671

Please submit any/all photos of your Atari Falcon (or clone) setup to:

("adistortions@aol.com")

Include any spces, information, story, etc. along with it you would
like to add.
Also, feel free to submit any original artwork created using any Atari
computers! :)

I will post a link in the following weeks for everyone to be directed
to see everyone's systems!!

Clint Thompson

3492. Re: Atari ST Users Help Me!

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 14:40:36 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bc2693$g51$1@titan.btinternet.com>
Source record: 26672

SnoopDoggy <snoop@compton.com> wrote in message
news:V_LEa.65704$MJ5.47323@fed1read03...
>
> Everyone wants a piece of this pie.

Figures.

Smeg.

3493. Re: Atari ST Users Help Me!

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 14:48:41 UTC
From: SnoopDoggy <snoop@compton.com>
Message-ID: <571Fa.68522$MJ5.3704@fed1read03>
Source record: 26673

Maybe someone knows of an old sysop from GEnie?

"Graham" <hurfy@alphalink.com.au> wrote in message
news:3ee4118c@news.alphalink.com.au...
>
>
> --
>
> "SnoopDoggy" <snoop@compton.com> wrote in message
> news:luJEa.65694$MJ5.15883@fed1read03...
> >
> > Yes, this is what I mean, but I need a specific example of compressed
> video
> > files being sent over a network such as a BBS prior to 1991. I really
> > appreciate everyone's help here as it could really help the market
> continue
> > to innovate VoD and streaming applications without fear of patent
> > infringement litigation. What we are specifically looking for is actual
> > examples of "prior art" or use of compressing video, storing the file,
and
> > then sending it to another machine via a network for viewing. It doesn't
> > have to be an example of Atari (although that would be cool for this
> purpose
> > as it would probably make the news in some form or fashion). Amigas /
> > Macintosh (Hypercard), etc. are other potential sources of this prior
art.
>
> so you want actual examples with dates and times of sending/receiveing
> compressed video files via net or BBS back yonder..
>
> can't you just check to see what BBS's were around then and maybe still
are
> and ask them what they had available to download ?
>
> gra
>
>
> >
> >
> > "Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
> > news:3ee30812755262@attbi.com...
> > >
> > > >I'm working on a research project to prove that people were sending
> > > >compressed video files over networks prior to 1991. I used to have an

> > Atari
> > > >1040ST & I could swear that we were doing that sort of thing
(although
> > > >primatively) back in the late 1980s. Can any of you give me actual
> > examples?
> > >
> > > I was sending/receiving compressed files over the phone lines in
> > > that time period. I was mainly using BBS's and Genie. I am not
> > > sure if that is what you mean though.
> >
> >
>
>

3494. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 15:41:59 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <vU1Fa.45886$Pc5.13377@fed1read01>
Source record: 26674

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:1103_1055161437@news.frii.com...
> > The Power Macs seemed to do a pretty good job emulating a 68040 system
in
> > ROM...
>
> In their case, it's a temporary measure. Gut feeling is they did this, to
a great extent,
> so you could run apps on the computer that didn't exist yet in native OS X
format.

Uh, when the PowerMac 6100/60 was first introduced (the first (lowest) model of PowerPC Mac), Apple only had System 7.1.2 available, which was partially native (PPC code). Apple changed the name to MacOS around 7.5, I believe it was. So, MacOS X wasn't even a blip on ANYONE'S radar until... well, a few years ago... when Jobs took over at Apple. I owned a 6100/60, when they first came out, so I know this piece of history pretty vividly.

Luposian

3495. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 15:43:25 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <QV1Fa.45887$Pc5.45414@fed1read01>
Source record: 26675

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:1104_1055161726@news.frii.com...
> On Sun, 8 Jun 2003 23:03:13 -0700, "Luposian" <luposian@lycos.com> wrote:
> >
> > What are the "Trams" up to these days, anyway?
>
> Not a clue, don't care either. :-)

I knew you wouldn't. :-)

Luposian

3496. Re: [ANN] Manga Puzzle GEM 1.1

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 17:38:50 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bc2gn6$9rr$1@hercules.btinternet.com>
Source record: 26676

Hi "Pierre TONTHAT"

> On 8 Jun 2003 11:50:02 +, "Steve Sweet" wrote:
> >respect and kudos for your continued Atari development work,
>
> Many Thanks. It's so rare to read this ;)

Credit where its due dude. 8~)

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 06/06/2003

3497. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 18:09:15 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10306091306080.6422-100000@www.coazter.com>
Source record: 26686

On Mon, 9 Jun 2003, Ken Springer wrote:

<snip>
>
> > Maybe the source code to a dbMAN or dBase III clone exists that could be
> > ported to the new Atari...
>
> VersaSoft wrote dbMAN for both the Atari and DOS. Based on the list of trademarks listed,
> there may also have been a version for the Amiga. I owned the Atari version. It's 100%
> command line based like dBase III, with zero graphics ability. No graphics ability is
> unacceptable to users in today's world, IMO.
>

hm I guess you should tell that to IBM's DB2, Oracle or Informix for
example.
Maybe you'll teach them what the purpose of a database is.

3498. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 18:10:45 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bc2iis$e2i$1@hercules.btinternet.com>
Source record: 26678

Hi Clint

>> Perhaps you should approach Toad and ask their permission for this,
>> its not up to you to decide this info should be publicly available.
>> I'm sure if they are in agreement that they would provide the source.

> I'm not sure I understand? Toad Computers is no longer even selling
> Atari stuff and what do you mean made public? They used to send out
friggin Catalogs for
> free to everyone!

That does not give you automatic permission to do the same.

> Is that not already made public enough? heh...
> Toad Computers , to my knowledge, sold off all there Atari stuff to
> someone else for resale.
> That's like someone coming to me and saying "I seen your catalog of
> stuff and it's really cool, can I
> post it on my website so everyone who wants to view it can?" Well,
> that would be no 2 ways YES!
> Advertising, but in the case Toad isn't even around anymore (at least,
> not like they used to be) so how could they give any care?

That's not your decision to make.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

3499. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 18:10:59 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bc2ijc$e2i$2@hercules.btinternet.com>
Source record: 26677

Hi Carey

> Would you like to take that Mega STe up agianst my
> CT60'ed Falcon??? I would lay money that your STe
> would be eating dust from my computer!!!! I should be
> getting my CT60 very soon as according to R Czuba!!!
> Let me know when you want to run benchmarks!!!!

That's one bet I'll take a rain-check on for now dude. 8~)

Since I'm in the middle of a CT60 conversion I'll get some first hand
benchmarks for myself. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

3500. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 18:33:22 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB0A21A8.3291C%nameerf@flash.net>
Source record: 26679

in article 1107_1054946034@news.frii.com, Ken Springer at
wordworks@greeleynet.com wrote on 6/6/03 4:33 PM:

> The lack of profit is easily identified by how many software makers still
> support this
> platform. AFAIK, the last version of Calamus for the Atari has been released,
> this
> hardware doesn't have the horsepower to run the program anymore. And ROM says
> the next
> version of Papyrus will be the last version produced for the Atari.

Well, they said that version 9 would be the last version for the Atari, and
here they are making version 10 for the Atari. Either a change of heart, or
a delay in the stopping of its production.

> Do we have a modern spreadsheet? Not to my knowledge.

Just for the sake of discussion, what exactly is your definition of modern
for each of these, beyond comparing them with PC/Mac equivalents - I mean,
specific features for each? Is Texel 2.2 not modern? I haven't used too many
other spreadsheets to know for sure, but from what I've seen it's not bad.
Maybe if they upgrade their MS Excel importing to support features beyond
version 4 it'd be more up to date?

> Do we have a modern database program? Not to my knowledge.

Again, I haven't used too many database programs beyond Atari Works and
Papyrus, but Papyrus seems pretty up to date and full-featured. I'll do a
comparison with some Mac programs that I have (but haven't used) and see.

> Do we have a modern graphic appication of any kind? Not to my knowledge.

Apex media was almost there. Smurf is pretty cool. I would love to see a
combination of Apex Media, Vision, and Smurf put into one program. I think
the problem here is that so few of us have machines with the graphics
capabilities to handle it. Perhaps if more people had access to good
graphics cards, this would be different.

> Do we have a modern presentation program? I.E, a PowerPoint type program.
> Not to my
> knowledge.

Right. This is a big gaping hole in our software repertoire. There was
almost AtariOsk, but it was extremely expensive and quickly disappeared.

> Do we have a modern CAD program? Not to my knowledge.

Never did anything with CAD, so don't know. There used to be great CAD programs, but I'm sure they're outdated by now.

> By modern, I mean software that can stand head to toe with similar programs
> available on
> other platforms. This will be absolutely necessary to gain the converts you
> will need to
> be profitable in any new hardware venture.

I agree. However, before these can be made, we need good hardware to run it. A big catch-22. What probably should be done (in my personal dreamland, where anything can happen) is a simultaneous building of a super-modern Atari compatible along with all of the above software apps and more, designed specifically for it, with all the features (and more) of any PC/Mac equivalent. But like we've all said, I don't see that ever happening.

> Shoot, we don't even have a browser that can access all websites out there.
> At least.....
> Not to my knowledge! :-)

We'll never be able to as long as we don't have good enough hardware. Many sites are becoming Flash-based, which is extremely CPU-intensive. Perhaps with a Falcon suped up with a CT60, SuperVidel, and major bus acceleration you could hobble along (assuming the software is ever designed). But once again, it's a matter of development, and no one's going to develop high-end software that only runs on *maybe* 10% of our extremely small number of existing machines. It's also a matter of attitude. I remember reading discussions about 5 years ago, where people were arguing that Javascript would never take off as a replacement for or suppliment to standard HTML code. Now we don't have any *reliable* Javascript-compatible browsers, because no one would commit to leading-egde technologies. So we're scrambling to re-invent browsers (namely Adamas and Highwire) with 5+ year-old features and calling them "modern".

> If we could all just win a few Powerball lotteries....

Oh, don't I wish... :)

Mike Freeman
nameerf@flash.net

3501. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 18:56:41 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB0A271E.3291D%nameerf@flash.net>
Source record: 26680

in article 6TbEa.51422$Dr3.25645@fed1read02, Luposian at luposian@lycos.com wrote on 6/6/03 6:14 PM:

> No, what we must do is focus on comparing apples with apples (Atari
> computers vs. other Atari computers) within our own backyard (the Atari
> community). If Atari were to come out with a 500MHz PC that was uniquely
> "Atari" (fairly non-compatible with other PC's (if it's no different than
> another PC, what makes it stand out from being just another PC?) and
> designed specifically to be, always and forever, an Atari computer (no
> installing other OS's on it allowed! If you wanna do that, buy yourself a
> generic PC, ya' Wintel heathen!) and we compare it to a 3GHz Pentium 4 PC
> someone else uses, it looks like we're idiots! Our computers are VASTLY
> slower and less powerful! There's no way we can hope to do what they can!
>
> But, if we keep our eyes on the Atari computers of yesteryear... 16Mhz 68030
> (Falcon)? Even 33MHz 68030 (TT)? Even the 50Mhz 68040 Milan's and Hades
> clones? We suddenly see how much BETTER and FASTER our new Atari computer
> is!

But that's what we've been doing for the past 10+ years, all the while the platform has dwindled to next to nil. How do you propose to *increase* the user base, if anyone outside of the platform only knows PC/Mac, and has no choice but to make that outside comparison? They have no loyalties to Atari (if anything, quite the opposite), and as PC's and Mac's get progressively better, fewer and fewer of us are going to remain loyal. It's already happened for the most part, except for the few of us remaining here. Closing ourselves off from the rest of the computer industry secures our already certain eventual extinction as a platform, let alone having any kind of "rebirth" as you put it.

> It would be no different than that fateful day as I was reading a "Compute!"
> magazine in a Thrifty's Drug Store... I was an Apple IIc owner/user at the
> time... and I came across the first Atari 1040ST ad I'd ever seen (I'd
> already seen the 520ST ad months earlier and thought it was cool, but not so
> much better, that I just HAD to own one... afterall, it was only roughly
> better than the 512K "Fat Mac" of the day).
>
> BAM! I said to myself, "That's mine!" and I instantly determined, in my
> heart, to sell my Apple IIc as soon as I graduated in '86. And I did (it
> sold quite quickly, too!). Shortly thereafter, I bought my 1040ST from a
> place called ComSoft in California. And I was happy...

My point exactly. At that point, the ST was a very competitive machine, better than the current Mac, and far better than the current PC. Now we are far behind, so how could your analogy hold up without any way of bringing

our machines up to the leading edge of technology and beyond? We have to have something unique that makes our machines better than theirs, otherwise we'll just be sitting here discussing how one person's CT60 Falcon is faster than another's Milan, only with fewer and fewer people.

> I believe the only real expense in building a new "Atari PC" would be the
> case (I firmly believe that, if the very first models look no different than
> other PC's, no one is gonna notice or care that they're Ataris at all!) and
> the OS. I believe that the first new Ataris MUST be cased like the
> 1040ST/Falcon030. That is, in my own opinion, the most unique look that
> will guarantee recognition by anyone familiar with the ST series at all.
> Regardless how much they hate(d) it.

First, cases are probably the least expensive part of the machine, especially if you do use an already existing design mold. Second, I've always loved Atari's, but always *hated* the ST/Falcon case. A an expanded version of the TT case would be better. Or make a new, unique, and *practical* case design. The ST/Falcon's case was *anything* but practical. If a new Atari was made, and put in those nasty old cases, the first thing I would do would be to recase it into a much more roomy, nice-looking, and desk-space-saving mid-tower case.

> Only the few and far between, cave-dwelling idiots are gonna think it's no
> better than the ST(e)/Falcon030 that came in the same case. "If you don't
> read this ad, you won't want this computer!" Hey, that could be a cool, new
> slogan! It depicts the few that would just look at the picture of the
> computer and think it was the same thing as before... kinda a pointless
> thing to bring out such old technology after ALL these years, don'tcha
> think? Surely, there must be a reason... and it's for the sake of instant
> visual recognition... not to mention a few other cool additions to make it
> stand out...

I have no idea what you mean here. Who is going to recognize those old designs? There weren't enough people who even saw an ST, let alone those who remember it without having purchased one, to have any kind of instant recognition. And if you're aiming at the people who've already owned ST's, you're gonna end up with a market not much bigger than the Atari community today already is.

Mike Freeman
nameerf@flash.net

3502. Re: "Touch Up" For Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 19:05:10 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bc2lp4kts1@hercules.btinternet.com>
Source record: 26681

HI John

>> I don't recall the version I have, but I've noted that although
>> TouchUp works fine on the Falcon, the wand scanner doesn't. Hence I
>> stopped using it.
>>
>>
>> Galen
>> .
>
> anyone know if the fault is in the scanner, the software, the
> Falcon hardware (or any combo of the 3) ???

There were some problems with hand scanners and the falc, apparently the
cartridge port was too fast!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

3503. Re: [ANNOUNCE] Porthos 3.22 released

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 19:47:44 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bc2o8v$p5o$1@hercules.btinternet.com>
Source record: 26682

Hi "Pascal Ricard"

> A new version of Porthos is available.
>
> Polish RSC available.
> Security Handler Rev. 3 implemented.
> Some bug fixes.

Lets hear another round of applause for another dedicated Atari developer.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

3504. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 19:49:22 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB0A334F.3291E%nameerf@flash.net>
Source record: 26683

in article ZRrEa.52573$Dr3.28195@fed1read02, Luposian at luposian@lycos.com
wrote on 6/7/03 12:25 PM:

> A lotta moola you don't need... a willingness to revive the Atari name for
> computing is what you need. Would you be willing to own a 500MHz Atari PC
> for $500? I would. The case and OS (actually GUI) are all you really need
> to spend money on, the all-in-one motherboard and onboard CPU already exist.

Where?! I've never seen a 500MHz Atari compatible motherboard and onboard
CPU. If you're talking about a PC-compatible with Aranym running instead of
Windows or Linux, why limit yourself to a 500MHz? You can get a *much*
faster Linux-based PC and install Aranym on it for *much* less than $500.

> The new Atari PC would be no different. The only difference is you won't
> see the software on shelves, you'll buy them online. Shelf space only
> exists for Windows programs and the companies that can afford it. Even
> Linux and it's ilk can't get but a slot or two on a shelf these days, and
> foreget about Macintosh apps... unless it's a hybrid CD, it won't see the
> time of day there either!

Never been to a Mac dealer, have you?

> Will you see MS Word for the new Atari? No. Will you see WordPerfect? No.
> But you could see apps that read/write those format, just like you do on
> BeOS...

We already have that to some extent.

> The OS I'm thinking of already multitasks. It's a unix-like clone. Not
> Linux (or one of it's billion of offshoots). Not NetBSD (or OpenBSD or
> FreeBSD). Not SkyOS. Not TriangleOS. Just a little, obsure OS that no one
> thinks much about anymore. You know, kinda like TOS/GEM. Word has it, TOS
> was actually a variation of CP/M-68K. Is that true? GEM was just the
> window dressing over it...

What OS is it then? Again, I've never heard of it.

> Multitasking doesn't slow down operations. Software bloat slows down
> operations. The more resource-hungry an OS is, the slower it runs on lesser
> hardware. Never heard of Microsoft Windows?

What?!?! "Multitasking doesn't slow down operations" is the biggest lie I've
ever heard! Never seen multitasking really in use? After more than a few
programs get loaded, it becomes obvious that you're slowing down operations.
I do agree that Windows and much of it's software is bloated for what it
does. However, the more we decide we want our machines to do, the more
resources are required to do it. You'll eventually need to get an enormously

fast machine to keep to up date, even with Atari software, as software expectations grow.

> I'd be willing to bet, MHz for MHz, Calamus on your TT runs faster that the
> Lite version does in Windows 98. Why? The OS itself is more efficient on
> resources (shoot, it's stuffed all into ROM, if nothing else!) If you
> assume the TT ran at 40MHz (which we know it doesn't), your PC is only a
> mere 10X FASTER... gee, think you'd notice a difference with that kind of
> leverage? Naw! :-)

Some TT's can run at 48MHz, with overclocking. Also, MHz-for-MHz makes no difference if there's still a noticable difference in how software runs from one machine to another.

> BeAIM exists for BeOS. Works very well, too. Shouldn't take much to create
> an Atari version...

Great! I'll leave that task up to you then...

>> I"m creating a database for my sister's church that they will maintain.
> They have MS
>> Access. I don't know of a database program on the Atari that is truly
> relational and
>> available anymore that can create a relational database that could be
> simply imported into
>> Access and run. In the old days of dBase III in DOS, this platform had a
> program called
>> dbMAN that was 100% compatible.
>
> Maybe the source code to a dbMAN or dBase III clone exists that could be
> ported to the new Atari...

That wouldn't solve the problem. He's using the dBase-dbMAN senario as a comparison to what we have today with more modern apps, which do much more, and which we don't apparently have equivalents of on this machine, no is there the possibility of porting them. We'd have to write them from scratch.

> What they tried is to create an Atari CLONE. Based on a DEAD platform
> (remember... Atari (as a hardware company) was dead and still is). Cloning
> a dead platform is like trying to clone a dead sheep (let's name her
> "Deddie")! You might have two of them, but... who cares? A faster version
> of a dead horse is still a dead horse, to put it another way...

Ok, so you're talking about scrubbing TOS/GEM compatibility altogether? Then what's the point? How would it have anything to do with Atari then? Might as well get a Linux machine, or as you keep mentioning, a BeOS machine, and be done with Atari altogther.

> Picture a 1040ST running at 500MHz or 1Ghz with 256Mb of RAM... now how
> awesome would THAT be! Now add in an AGP 2x 3D-accelerated video subsystem!

But wouldn't that be creating an Atari CLONE?! You said that's basing your system on a DEAD platform. You are contradicting yourself left and right.

Are you talking about a TOS system or not? Also, why aim at 500MHz, when you can have a 2GHz system for not much more money? I'm not talking about caring only about MHz, as you said Ken is. I'm talking about having more system resource at your disposal. Why would I want a 500MHz TOS machine, when I could get a 2GHz one? At any rate, this is all academic and pointless, as neither of these machines exist, and they won't unless someone puts down the money to do it.

> In the Atari relam, we need to keep our eyes lower and focus on our own
> interests and goals. to me, *enjoying* a computer is half the importance as
> how much and how fast it can do. Meaning, if I don't *enjoy* using the
> computer,. it becomes a purely functional tool to get something done.
> That's what windows 98 SE is for me. Purely functional, very little fun.

If we're talking about making an all-new Atari machine, why would I want to "keep my eyes lower" (whatever that means)? If I'm gonna get a new computer, I want it to be the best it can be for the money I spend. I can make any PC or Mac and Atari compatible these days, fairly cheaply. If I wanted to get a "real" Atari, it would have to have a ton more to offer than what you're proposing we all "need" to do.

> Why do you think MacOS X is as different and snazzy looking as it is, today?

A friend of mine who just switched from PC to Mac, noted how much MacOS X looks very similar to Windows XP. At least a lot closer than MacOS 9 did.

> Because Apple wants to put FUN back into geting things DONE (rhyme
> intended). [Ooh, a new slogan!] You enjoy using the OS. You use the OS to
> get work/things done. That's what the ST was way back when. Sure, an Amiga
> was better, but I hated the OS (it looked rediculously primitive and
> amature, compared to GEM). The OS was better. The hardware was better.

You *really* want to get flamed, don't you?

> Do you realize that, to this day, I love grey more than any other color?

That explains a lot! :)

> Why? Because of the Atari 1040ST. I never liked grey before that. Never
> cared about it. But now? Grey T-shirts. Grey pants. Grey paint... grey
> hair... oops... I think I'm going overboard... :-)

You only now realized? :)

> If look and feel (OS and case) and name and history ("Atari") don't affect
> your desires for a computer, then speed and functionality is all there is,
> and a PC with Windows is the only place you will get it en mass.

I use an Atari for the following reasons:

1. I love the way the OS works - but you said that TOS compatibility is trying to revive a dead horse, so that obviously won't be in your new design.

2. It does what I want, the way I want it done. PC's and Mac's often tend to make assumptions about what the user wants. That drives me nuts.

3. It's kind of cool to be able to use a computer that very few people have ever heard of.

That said, my opinion is this:

1. I would rather see a 2GHz Atari rather than a 500MHz Atari.

2. If it isn't fast, functional, and compatible with the software I love to use on my Atari, why buy it?

3. When you set your sights low, you never achieve much.

> Ever seen a MicroITX motherboard? 6.5" x 6.5" square and less than 3" tall
> at the ports in back. You can't tell me that a motherboard of those
> dimensions won't fit into a 1040ST. If the measurements of a 1040ST from
> one site I've read are accurate, the ST, in back, is 2.8" tall (round up to
> 3" just to make it easy). Think of what you can do with all the space left
> inside the rest of the case... and most of the ITX motherboards have audio
> and video aready built-in!

But even with such a small motherboard, you could never have a system with multiple hard drives, a CD-ROM, a CD-RW, and a ZIP drive. That's not even including any other hardware upgrades such as video capture cards, CPU upgrades (one *will* eventually want to get a faster machine), and a better video card.

> There's this emulator called STonX (pronounced "Stones", since X sound like
> Z, in some cases, like Xevious (Zevious))? or just pronounced as "ST on
> X"?)... If X11 is used for the OS... we might have a very interesting
> combination, hmm?

Been there, done that. What's new about an emulator?

Mike Freeman
nameerf@flash.net

3505. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 20:22:35 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB0A3B3F.3291F%nameerf@flash.net>
Source record: 26684

in article w_UEa.44353$Pc5.29016@fed1read01, Luposian at luposian@lycos.com
wrote on 6/8/03 9:34 PM:

>> Cooperative multi tasking doesn't that much, but true preemptive
> multitasking does? Why?
>> Because in cooperative multitasking, such as Geneva, you can stop other
> program's
>> processes from running, they are just sitting there dead in their tracks
> taking up RAM.
>
> So, you take up precious RAM and get nothing done in/with the application
> you've just halted, while you do something else a bit faster in the main
> application. Now, how is that much different than a normal 1040ST where you
> open one app at a time to get something done, one... thing... at... a...
> time? :-)

This proves you don't understand what the different forms of multitasking
are. Even though the halted processes may not be actually doing anything at
the moment, the programs are still there and usable, whereas in
single-tasking, you have to completely quit the program you're running, run
the other program. Do your work there, quit that, re-run the first program,
etc. But in either form of multitasking, you have the ability to switch
between the programs on the fly without having to quit anything. Just swap
back and forth at will. *Much* better than single-tasking.

>> Preemptive multitasking, on the other hand, can't do that. Those other
> programs and their
>> processes are always running, and the computer spends time doing those
> tasks as well as
>> the ones you are currently asking it too. Ever notice how things slow
> down when you have
>> background printing turn on in a program? While that print process goes
> on, your
>> program's other operations slow down. That's multitasking, my friend.
>
> Try downloading a file online while using your word processor in your
> previous example. Oh, I'm sorry... you'll have to WAIT to resume
> downloading your file, while you type up a letter to Aunt Mimi! Uh, no
> thank you... not for me.

As he explained in the section you *just* quoted, pre-emptive multitasking
allows programs to run simultaneously without stopping either one. I can
easily use a word processor while downloading a file, and nothing is
stopped. Actually, I can do that with both pre-emptive and cooperative
multitasking, so I'm not quite sure how acturate the first description was,

at least for this discussion.

>> But it doesn't. :-(And if it did, you wouldn't be talking about 500 MHz
> machine. :-)
>
> Don't I wish I could be so disappointed... I'd like to not be able to talk
> about a 500Mhz Atari computer, because a 400Mhz Atari computer was
> available...

He means that you'd be talking about a *much* faster machine than 500MHz,
because the difference between 400 and 500 is relatively neglegible.

>> So what? People have classic and antigue cars for exactly the same
> reason. Not a thing
>> wrong with it as far as I can see.
>
> But you don't see old Apple II's and Atari 8-bits going for the price
> antique cars do either, do you? People get a bit more "expensively
> nostalgic" over cars of the past than computers... although I do see old
> black Bell and Howell Apple II's going for a bit (several hundred $$$, I
> think)

Not necessarily. I collect old sheet music, because I like the look of it. I
can't sell it for very much. In fact, most of it I picked up for pennies.
Money and resale value isn't the issue at all here.

> We're assuming that existing Atari users is just the beginning...

That's all you'll ever get with the specs of your proposed machine. No one's
gonna shell out money for a computer that's far lower tech than something
they can get on another platform. Especially if it runs more software and
software that uses the latest industry standards (or whatever Microsoft
decides is the standard that week).

>> Shame, yes. But it will never happen on a new Atari either. I don't
> believe there are
>> enough subscribers to your vision for to ever happen.
>
> Stranger things have happened... ever thought Jobs would take over Apple and
> SAVE it from ruin? Ever though we'd see a new, fairly radical new OS, like
> BeOS, when Windows and Mac were so previlant? Things thatr people think
> can't or shouldn't happen, sometimes DO! And the outsome can be very
> positive (Apple) or end up in the toilet (BeOS)... but the dream was
> realized in both scenarios!

There's been a ton of alternative OS's. Moot point.

> Brand name loyalty is still a favorite pastime of mine... but only to a
> point. I used to love nVidia, but after the GeForce4 MX ploy they tried to
> pull, I stopped respecting them. I *might* start respecting them again in
> the future if they can stop cheating on those 3D Mark benchmarks! :-D

And you're still an Atari loyalist after the crap they pulled on their dealers time and time again?

> Those ITX motherboard already HAVE it all... PS/2, USB, Ethernet, VGA out,
> etc. The only cords coming off the back of the computer are your ethernet
> cable, montor cable, power supply cable, mouse and keyboard cables...

So of course, nothing new will ever be invented that one might want to add on in the future?

> Oh, wait... the ST had a built in keyboard... skip that... but you get the
> point.

Please, make a point that I can get...

>> But any emulator runs on an existing OS, correct??? Not the same as being
> the native OS.
>
> The Power Macs seemed to do a pretty good job emulating a 68040 system in
> ROM...

But they aren't emulating a entire system, are they? And they still ran their native OS, written for PPC. Emulation was only for backward compatibility during the transition period between the two processors. I now have very little if any software on my Mac that needs any kind of emulation to run.

Seeing how little you know about things like multitasking, and understanding and listening to what people say, rather than forcing your opinion as our only viable option now, I wouldn't trust you to lead us into a "new Atari".

Mike Freeman
nameerf@flash.net

3506. Ct60 news

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 20:44:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ee4f188$0$11662$626a54ce@news.free.fr>
Source record: 26685

OK, I'm late because of problems with the SDMA .
The situation is complex....I discovered that the bug I found is not alone ;
an other bug is here on the mb.
This time I fixed the CT60 for 16 and 20 MHz bus ...
For 25 MHz, I'm not sure....
I will surely stopped here and send the CT60 for 16 and 20 (it is the goal
of this product ! 25 is optional !).

Will take decision tomorrow...

Regards

3507. Goodbye "ST Computer"

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 22:14:40 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bc30sgddk1@thorium.cix.co.uk>
Source record: 26687

Sad to say, the next (June) issue of the German "ST Computer" magazine will be the last :-(The publishers say that the loss of readers and advertising makes it unviable to continue.

They hope to include a 16-page Atari supplement in an as yet unnamed PC magazine.

For those who understand German, ST Computer has long been the best Atari magazine on the market since the old Atari World - and it was voted Magazine of the Year in the recent MyAtari poll.

Goodbue - you will be sorely missed!

3508. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 22:56:49 UTC
From: Steve Adam <saadam@bigpond.com>
Message-ID: <j18Fa.52664$1s1.707941@newsfeeds.bigpond.com>
Source record: 26688

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bbsnag$or6$1@newsg2.svr.pol.co.uk...

> Its not about the hardware though it would be nice if we could have a new
> Atari PC maybe not based on 80x86 technology.
> My viewpoint is that Atari is dead. Just like Elvis. Nothing will bring
> it/him back and we just have to get over it and do our own thing.

I agree 100%. Wanting Atari to come back is like wanting
Ford to start manufacturing the Model-T again. It's had it's
day, and it's gone.

If some *new* product was made by a company called 'Atari',
it wouldn't be the old products that we all bought and loved. It
would be something different. So, what's in a name?

To the user, a 'computer' is the interface it presents, which is
the software 'look and feel'. An emulator is such an efficient way
to achieve this end that there's not much point resurrecting any
hardware development.

We've come to an age when the underlying hardware is
not a huge issue anymore. There are significant advantages in
the hardware being the same everywhere. (eg: price, compatibility)

The real issue is software. I'd dearly love something *new*
to emerge. That is, a better user interface and/or system concept.
It saddens me a little that so much effort has gone into Linux. Why
put such an effort into recreating an OS that was designed in
the 1960s and 70s?

I guess it goes to show that original thinking is not common,
and getting people (customers) to accept new concepts even
les common.

TOS/GEM were OK in their day, but just OK. (IMHO)
A modernised and improved GEM might hold its own against
modern versions of Windows (or X Windows, or whatever).
But why not make something completely new and give it a new
name? Why get stuck in old paradigms? The world needs
new designs, not reengineering old stuff.

[...]
> Its necessary for the companies to harness the genuis that they have in
> thier staff and to bring out the best of them yes, but the saddest thing is
> that most of the suits are penpushers who are too scared about holding onto
> thier jobs to try anything new, and most new radical ideas get shelved

> because they are precisely that. It needs both kinds of people to get
> anywhere. The original atari people yes have mostly if not all moved on,
> that is why in another post I mentioned that "WE" are now the "ATARI
> PEOPLE", we are the dreamers and conceivers but we are not in any kind of
> position to do anything about it.

Hear hear... And if we're going to dream and conceive, why
recreate 'Atari' when we can move on to NEW concepts?

> Take Rodolphe Czuba for instance. He is
> one of those genius'. If you gave him a guaranteed salary for x years, a
> decent budget and a design idea, he would create something that we could all
> have an input in, that would be the answer to a new ATARI computer. Is it
> gonna happen? not unless one of us is rich and crazy enough...

If I had 100 million dollars to invest, I wouldn't spend it on
ST compatible motherboards, that's for sure. I'd probably be
boring and buy real estate :)

But if I wanted to make a genuine contribution, I think I'd
spend it on R&D towards some new OS user interface and
programming/usability concepts that work on existing hardware,
and projected future hardware.

I don't have any huge problems with Windows as such,
but it's old stuff, really. They make it prettier in newer versions,
but in may ways it's just minor variations on an old theme. I'm
talking about the user interface here. It's basically not much
different to GUIs from the early 80s.

Of course, if someone releases some completely new
software concept, I won't promise to use it. ;)

Steve.

3509. Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 23:04:14 UTC
From: somewhereinworld@runfaster.com
Message-ID: <3ee510f6.51418485@news.wanadoo.fr>
Source record: 26689

ST Xformer 3.0 is now free(no comercial use) with sources(asm).

I don't find it anymore on www.emulators.com, but if somenone wants it
please email or give me a ftp adress.

ST Xformer 3.00.zip = 50Ko
ST Xformer 3.00 source.zip = 117Ko

remove 'aenlever' in the begining of my mail adress

*---------------------------
- Attention, adresse anti-spam - Enlevez le debut ! -

3510. Re: Atari ST Users Help Me!

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 23:13:57 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ee522801d84240@tripnet.se>
Source record: 26690

In comp.sys.atari.st <3ee4118c@news.alphalink.com.au>
Graham wrote on Mon 09-06-2003 14:42 (+1000):

>"SnoopDoggy" <snoop@compton.com> wrote in message
>news:luJEa.65694$MJ5.15883@fed1read03...
>>
>> Yes, this is what I mean, but I need a specific example of compressed
>video
>> files being sent over a network such as a BBS prior to 1991. I really

>so you want actual examples with dates and times of sending/receiveing
>compressed video files via net or BBS back yonder..
>
>can't you just check to see what BBS's were around then and maybe still are
>and ask them what they had available to download ?

The application/hardware add on VidiST could have been used to make short
films. It was out long before 1991. Perhaps people with flatrate telehone
lines may have exchanged such files after packing them. It would anyway
take a loong time with a 1200/2400 bps modem...

VidiST can still be bought so if you happen to find any old film chances
are you might be able to play them on authentic hardware.

I suppose the Amiga people also may have produced short films?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3511. Re: ST Trivia

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 23:13:58 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ee522801d84241@tripnet.se>
Source record: 26691

In comp.sys.atari.st <pan.2003.06.08.14.24.08.866165@removenoaspam.atari-source.com>
Mark D wrote on Sun 08-06-2003 10:24 (-0400):

>On Sun, 08 Jun 2003 12:12:55 +0000, Kenneth Medin wrote:
>
>> In comp.sys.atari.st <c3wEa.64177$MJ5.61858@fed1read03>
>> SnoopDoggy wrote on Sat 07-06-2003 18:11 (-0700):
>>
>>>Can any think of an example of a compressed video file being send over a
>>>network from one ST to another.

>> _Fast_:
>>
>> PARCP using parallel port. I believe this is slightly faster even
>> compared to two TT:s connected by Ethernet.

>Oh I'm not sure about that. My TT does at least 250K/sec with
>Magxnet/MiNT on an ethernec. Of course I am also using ozk's super
>whizbang much faster driver too. I don't recall pricisely what parcp
>could do but if I recalled it doing 250+K/sec I *never* would have
>bothered with ethernet.

Hard to tell what your mean by "K/sec"... A temperature rise of 250
Kelvin/sec really sounds dangerous :-)

I'm getting something like 1 Mbit/sec with Ethernet here on the average.
According to the PARCP homepage you could expect a transfer speed
similair to that with PARCP.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3512. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 23:13:59 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ee522801d84242@tripnet.se>
Source record: 26692

In comp.sys.atari.st <6HXzeeF0oi4+Ewn+@my-ste.demon.co.uk>
David Bolt wrote on Sat 07-06-2003 19:08 (+0100):

>On Sat, 7 Jun 2003, Steve Adam wrote:-
>
>>"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
>>news:NlneWmW1hU4+Ewig@my-ste.demon.co.uk...

>>Your code looks pretty good to me.
>
>And I thought it looked a bit like spaghetti :)

I tried your new code and could not make it work either. When runned on
my TT the TTP also tended to screw up the display and freeze the
computer...

>>I find it interesting that the ST was designed with that
>>interrupt in mind, yet they chose to do printing by
>>polling. Does that mean they never got it to work
>>properly?
>
>I don't know. After a cursory look through the TOS source in "Internals"
>I didn't see anywhere where the interrupt was used. It could be they had
>planned to use it as some form of control but never actually implemented
>it. It could be useful for controlling a printer spooler. Since the
>interrupt is edge triggered, it would need to be toggled between the two
>triggers to work, not that it'd take more than a few instructions.

Exactly! I used such a printer spooler quite a lot and it worked
beautifully. Got it from a listing in the Abacus book "Atari ST Tricks
and Tips" and I also modified it to accept much larger buffers than the
original 64 KByte. I still have the assembler sources.

Reading the printer port is quite similar to how a printer spooler works.
A circular buffer with a read and write pointer and then let a program
read data from the buffer and move the read pointer.

>>I notice that it's the lowest priority MFP interrupt.
>>I wonder if higher priority interrupts interfere with it?
>
>I'm not sure how they could since the first thing I do is to disable
>interrupts. However, while debugging/testing, TOS does seem to think
>some of the received bytes were key presses. I'm not sure if this is
>something to do with MonST or the MFP/TOS getting confused and mixing up
>the data.

In the printer spooler interrupts are blocked during register
manipulation with

move #$2700,sr

and freed with

move #$2300,sr

>>> I don't get it all and I
>>> thing that is because the machine I'm using to write to the port is
>>> sending much too fast for the ST to keep up. A 300MHz Pentium sending to
>>> a 8MHz ST just doesn't seem fair but the Pentium is the slowest machine
>>> I have.

It should not matter how fast the sending computer runs if the
handshaking works.

>I think I'll write a specific app to read the port first, and then go
>back to getting the more generic one, buffering the port, working.

I suppose the easiest way to make a working application would be to mix
assembler and a highlevel language like GFA.

First an assembler INLINE that installs the busy interrupt driven port
reading code. On return a pointer to a data block with the following
organization:

+0 Lenght of buffer (4 bytes)
+4 Pointer to next read position in buffer (4 bytes)
+8 Pointer to next write position in buffer (4 bytes)
+12 Start of buffer data area

The GFA program could then easely be a GEM program and once the port
reading code is initilazed starts polling the buffer pointers to check
for incomming data.

Then the GFA code manipulates the read position pointer after it has
fetched data from the buffer.

When the user has finished "printing" the INLINE routine might be removed
so the port can be used for normal printing again? But this may be
dangerous to the printer port perhaps...

>>have the cable. I'm almost tempted to pull the old ST/e out
>>of it's box and experiment...

>:)

Whatever you do, be careful as the Atari printer port is fragile and it
is not a god habit to have two printer ports trying to print to each
other at the same time!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/

<<Produced with 100% pure Atari equipment>>

3513. Re: "Touch Up" For Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 23:51:46 UTC
From: swampfax1@atlantic.net
Message-ID: <m49Fa.1329$Ry3.880062@monger.newsread.com>
Source record: 26693

On 9 Jun 2003 19:05:10 +, "Steve Sweet" wrote:
>HI John
>
>>> I don't recall the version I have, but I've noted that although
>>> TouchUp works fine on the Falcon, the wand scanner doesn't. Hence I
>>> stopped using it.
>>>
>>>
>>> Galen
>>> .
>>
>> anyone know if the fault is in the scanner, the software, the
>> Falcon hardware (or any combo of the 3) ???
>
>There were some problems with hand scanners and the falc, apparently the
>cartridge port was too fast!.
>
>
>--
>
>Regards, Steve. S.
>

Hi Steve,
Is it possible that a Falcon version of Touch Up would help? Someone
sent me that version but it got lost here and forgot who the heck sent it
/:) hence my original post! Just to note that the Migraph wand with
Touch Up 2.52 work on my Mega4 St

John G.

3514. FS: Mega 4 system on Ebay

Newsgroup: comp.sys.atari.st
Date: 2003-06-09 23:57:56 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1055203076@news.frii.com>
Source record: 26694

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2735374535

3515. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 00:12:44 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1055203964@news.frii.com>
Source record: 26695

On Mon, 9 Jun 2003 13:09:15 -0500, Frederic Fouche <g213778@coazter.com> wrote:
> On Mon, 9 Jun 2003, Ken Springer wrote:
>
> <snip>
> >
> > > Maybe the source code to a dbMAN or dBase III clone exists that could be
> > > ported to the new Atari...
> >
> > VersaSoft wrote dbMAN for both the Atari and DOS. Based on the list of trademarks
listed,
> > there may also have been a version for the Amiga. I owned the Atari version. It's
100%
> > command line based like dBase III, with zero graphics ability. No graphics ability is
> > unacceptable to users in today's world, IMO.
> >
>
> hm I guess you should tell that to IBM's DB2, Oracle or Informix for
> example.
> Maybe you'll teach them what the purpose of a database is.
>
>
>

Frederic,

Would you mind elaborating your statement? I don't understand what you are trying to say or point out.

Thanks.

Ken

3516. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 00:36:28 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1105_1055205388@news.frii.com>
Source record: 26496

On Mon, 09 Jun 2003 19:49:22 GMT, Michael and Nicole Freeman <nameerf@flash.net> wrote:

> A friend of mine who just switched from PC to Mac, noted how much MacOS X
> looks very similar to Windows XP. At least a lot closer than MacOS 9 did.

Exactly my impression the first time I saw it.

Ken

3517. Re: Goodbye "ST Computer"

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 00:41:07 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3EE52911.3EE42E68@tampabay.rr.com>
Source record: 26497

xlator@cix.compulink.co.uk wrote:

> Sad to say, the next (June) issue of the German "ST Computer"
> magazine will be the last :-(The publishers say that the loss of
> readers and advertising makes it unviable to continue.

That stinks... Guess it was my last chance to be in an Atari-only
magazine after all!

http://www.ataritimes.com/computers/features/fea_stcomputer_gdg.html

--
Gregory D. George

Only email me at http://www.ataritimes.com/email

=-=-=-

3518. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 00:44:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1106_1055205840@news.frii.com>
Source record: 26498

On Tue, 10 Jun 2003 08:56:49 +1000, "Steve Adam" <saadam@bigpond.com> wrote:

> The real issue is software. I'd dearly love something *new*
> to emerge. That is, a better user interface and/or system concept.
> It saddens me a little that so much effort has gone into Linux. Why
> put such an effort into recreating an OS that was designed in
> the 1960s and 70s?

Have you looked at the current linux version available on the PC? From the screenshots, it has the same graphical diplay as Windows.

What I like is the virus writers are aiming at it, and if you know what you are doing, you can get all the software and the OS for free! All you need is the hardware.

Is there a page anywhere that has screenshots of the Atari version of Linux? Is it graphical or still command line based?

Ken

3519. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 01:26:15 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <kb8aev8j4d01dsh7fs9aoramr66v66u3tu@4ax.com>
Source record: 26499

On Mon, 09 Jun 2003 12:28:46 GMT, Ken Springer
<wordworks@greeleynet.com> wrote:

>On Sun, 8 Jun 2003 23:03:13 -0700, "Luposian" <luposian@lycos.com> wrote:
>>
>> What are the "Trams" up to these days, anyway?
>
>Not a clue, don't care either. :-)
>

Didn't you see- during the Iraq war, Iraqi Information Minister
Mohammed "Sam" Al-Saheed-Tramiel kept us informed about the plans for
Iraquatari to release new and wonderful products "any day now"...?

I'm still waiting for the Blitter Upgrade he promised me for my
520ST...

BobR

3520. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 01:26:16 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <o79aev46d6hijf7nan2stnbpk3dsan564n@4ax.com>
Source record: 26500

On Sun, 8 Jun 2003 22:34:02 -0700, "Luposian" <luposian@lycos.com>
wrote:

>So, they never
>made their own working CD-ROM drive either... it was someone elses... and I
>recall hearing about it, maybe even seeing it at an Atari Faire in Glendale,
>CA.

The company's name was "ActiVenture", and they displayed their CD-ROM
addon for the Atari ST at the 1986 Chicago Consumer Electronics Show,
at the same time Atari was introducing the 260ST, the 520ST and the
130XE.

Both Atari and Commodore had been waffling about whether or not to
attend the show with their new computer systems, and Commodore grabbed
the last remaining main show floor space before Jack decided to spend
any cash publicizing the ST.

Commodore ended up showing the Amiga 500 in a huge glittering display
on the main floor.

Atari was relegated to a small, sweaty little conference room on the
second floor to introduce the ST to the world.

The ActiVenture guy was set up between the 8bit table and the ST
display on a table at the end of the room. His product was pretty
amazing for the time. The CD-ROM drive was an external box about the
size of a compact DVD player today, and connected to the ST via the
ASCI port.

He had the "Encyclopedia Americana" (text only) on a single CD in his
suit coat pocket, which he'd whip out partway into his presentation
and hold up so everyone could see the band of data around the disc,
illustrating how much free space there still was, adding that there
was so much empty space on the disc that they would one day be able to
add pictures and sound.

Imagine, hearing John Fitzgerald Kennedy's actual voice giving a
speech while you looked at a still photograph of JFK..! (They
hadn't even thought of streaming video in those days.)

The drive worked amazingly well- it only took a few seconds to find a
subject and display it on the green GEM screen. (It would only work
on the 520ST, he told us- the 260ST didn't have enough memory.)

ActiVenture and JackT had big plans to sell zillions of CD-ROM drives
along with zillions of AtariST computers.

A number of years later, when Atari STILL hadn't put the CD-ROM drive on the market, ActiVenture took their product to the IBM market, but by then it was too late. Other companies had developed their own CD-ROM systems and had already begun selling them in a viable marketplace. ActiVenture only lasted a short time before they joined the Tramiel graveyard.

BobR

3521. Re: Sharing files with PC

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 01:30:14 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306091730.749e24da@posting.google.com>
Source record: 26501

Ken Springer <wordworks@greeleynet.com> wrote in message
news:<1106_1054774322@news.frii.com>...
> As for transferring using a null modem cable, I would think all you would
> need is the cable and terminal software on both machines.

Yep. A null modem cable with DB25 for the STacy and DB9 for the PC.
Most likely you can find them without too much difficulty. I used to
use a standard DB9-DB9 serial cable with a null modem adapter on one
end and a DB9-DB25 adapter on the other.

> On the STacy I think Flash or STalker would work, and HyperTerminal on the
> MS se machine,

I'd recommend STorm for the STacy, and if you need a floppy based
copy, I'll send you one for the price of postage. (By the way,
preformatted DS/DD disks that will work perfectly are readily
available in the US and Europe. I recommend Viking Direct.) What you
do is select Xmodem receive on the Stacy and as quickly as possible
(you have a few seconds) select Xmodem send on the PC. The computers
have no idea they are not talking to a modem. Zmodem has some
advantages to Xmodem, but it's slightly harder to set up, so I'll let
you research it.

Galen

3522. Re: Tos in ram

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 01:34:20 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306091734.6318cb1e@posting.google.com>
Source record: 26502

As mentioned before, I have a set of US 1.00 roms just gathering dust.
Yours for the postage.

Galen

3523. Re: Using Atari Classic CX-40 joystick for PC?

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 01:38:24 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306091738.3c591844@posting.google.com>
Source record: 26503

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:<bbpl34$m1n$1@newsg2.svr.pol.co.uk>...
>
> Its really simple to build this. I tried to explain it to you last time you
> were here (or was that on the http://www.atari.org forum) ? but you wouldnt
> have it.

Hi Smeg,

I don't intend to build one, but I'm curious HOW you would convert the
signal to something the serial port would understand. Have you a
schematic?

Galen

3524. Re: Atari Falcon game titles - how many?

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 01:53:18 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306091753.3567533@posting.google.com>
Source record: 26504

mstepansky@aol.com (MStepansky) wrote in message
news:<20030606021049.04349.00000544@mb-m04.aol.com>...
> Approximately, how many game titles are there for the Falcon/030?
About a dozen Falcon specific ones were released commercially, and
there were about the same number of PD ones. Still others took
advantage of the Falcon hardware if it was found, but still ran on the
ST or STe.

>
> Where can I find a list of games for it? (web link)
This isn't quite what you want, but you can find the games that RUN on
the Falcon at http://www.myatari.com/f_games.txt . About two dozen
are listed as "Falcon game". About 2/3 of the ST games can be coaxed
into working on the Falcon -- I played Railroad Tycoon on it last
night.
>
> Is it possible to find Falcon emulator for the PC?
For many years Atarians hoped for a Falcon emulator. The closest so
far is Aranym (I hoped I spelled that correctly). It isn't designed
to be an emulator, but it's the only thing I know that runs TOS 4.04.

Galen

3525. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 02:06:45 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <tEmSF6P10T5+Ew8R@my-ste.demon.co.uk>
Source record: 26505

On Sun, 8 Jun 2003, Steve Adam wrote:-

<snip>

>I found the schematics of the ST/e on the web.. Amazing.
>Neither BUSY nor STROBE is inverted, which means
>that they follow the centronics standard, which is, BUSY
>is active high, and STROBE is active low.
>
>Programming a PC is screwing with my brain... *sigh*

Which is one reason I don't like coding on my PCs that much. It just
doesn't feel anywhere as pleasurable as coding on an ST :(

>I've looked at your code, and I've read some Atari
>books which I have, and I have a few comments to
>make which may or may not be helpful.

I'm glad you did. It's helped me spot a few things that I missed.

>1: Ports A and B of the PSG are bidirectional,
>but the direction has to be set before reading or
>writing to them. Port B is the printer data port.
>Since it's normally an output port, maybe it should
>be set to input (Once only, perhaps...)

Maybe. I think it might be an idea to add a little extra code so both
reading and writing is possible without a reboot.

> Write 7 to $FFFF8800 to select the mixer register
> AND $fe to $FFFF8802 to set port B to input
^^^
should be $7f. Bit 7 is port B. Clearing bit 0 turns on sound channel A,
which I don't think other users would be appreciate very much :)

I'm thinking of adding some wrapper code to the BIOS BCOSTAT and BCONOUT
functions. My idea is to set it to output before the call, and then
reset it to input after the call.

>2: It's not clear to me whether port B should be read
>from $FFFF8800 or $FFFF8802. From what I've read,
>it seems that either should work once the register is
>selected by writing 15 to $FFFF800. Do you know?

My understanding is that you write to $FFFF8800 to select the required
register. If you're reading the value, you read from $FFFF8800 but if
you're writing a value, it's written to $FFFF8802.

> Or perhaps XBIOS functions 28, 29, and 30 should
>be used for this stuff.

That's basically what set_strobe_high, set_strobe_low and the_bits do,
with the_bits being the only non-specific function.

>3: The following lines appear in your handle_int function:-
>
> bset.b #7,$fffffa0f.w
> bclr.b #7,$fffffa0f.w
>
> You are setting then clearing the 'interrupt in service' bit
>for the monochrome monitor detect interrupt. Why?

In Software End-of Interrupt mode, which is the STs default mode, if
there's an interrupt in service all the lower level interrupts are
ignored. As the monochrome monitor is the highest level, I set and clear
it to try stop other interrupt interfering. The "or #$700,sr" should but
this is added as a precaution.

>4: move.b d0,4(a5,d7) * write byte into buffer
>
> It might be worth checking your assembler docs
>regarding the n(An,Dn) effective address mode.
>According to my 68K assembler book, it can be
>either n(An,Dn.w) or n(An,Dn.L).
>
> If the D reg is word sized, then it's sign extended
>during the address calculation. I think that would
>have a rather devastating effect on the 32k of memory
>that sits ahead of your data buffer, once the head of
>the buffer incremented past 32767.

Oops. I got that bit right in readbyte but missed it in handle_int. Now
sorted :)

>5: Is this just to take up a little time?
>
> clr d0
>.loop
> dbra d0,.loop

Yes. I put it in to try and slow down the transfers.

>6: I don't understand your the_bits function.
>Are you sure the right values end up in the right
>places?

It should be. It's very similar to, if not the same as, the bit in TOS
that does the exact same function.

>Consider the_bits being called from
>set_strobe_low.
>

```
>set_strobe_low
> lea strobe_flag(pc),a0 strobe_flag -> a0
> clr (a0) clear strobe flag
> moveq.l #$df,d2 D2 = $df Mask to lower STROBE?
> movem.l d0-2,-(sp)
> move sr,-(sp)
> or #$700,sr
> move #$0e,d1 D1 = $000e
> move.l d2,-(sp)
> bsr.s the_bits call the_bits
```

With bit 7 of D1 being clear, the_bits returns the value from PSG register 14 in D0.

```
> move.l (sp)+,d2
> and.l d2,d0
```

And using the mask in D2, bit 5 is cleared.

```
> moveq.l #$8e,d1
```

Here, the bits 7-31 are set to 1.

```
> bsr.s the_bits
```

And, because we've got the bit 7 set, this time the value in D0 is written to the PSG, register 14 again (

```
> move (sp)+,sr
> movem.l (sp)+,d0-2
> rts
>
>So, D1 = $e, and D2 = $df
```

Before the first call to the_bits, the value D0 is ignored. It's only of importance for the second call. Of course, I could save 4 bytes by using this instead:

```
> movem.l d0-2,-(sp)
> move sr,-(sp)
> or #$700,sr
> move #$0e,d1 D1 = $000e
> bsr.s the_bits call the_bits
> and.l d2,d0
> moveq.l #$8e,d1
bclr.b #5,d0
> bsr.s the_bits
> move (sp)+,sr
> movem.l (sp)+,d0-2
> rts
```

<Snip>

```
>the_bits
```

> move.b d0,2(a0) write d0 to port A.
>
> What are the contents of D0 ???
> Did I miss something?

You did. See the explanation above :)

<fx: time passes, code gets updated and the results tested>

After all the code changes, and slowing the transfer down to a single byte per second TOS is still confused about just where some of data is coming from. It still seems to think the occasional byte coming from the printer port is a key press, and it's still crashing and locking the system. Looking closely using the debugger, it seems that something is causing a large chunk of memory to be overwritten, although looking at the buffer, it seems to be storing the bytes as they are received.

I think I'll put this pair of apps aside and just write one that specifically reads direct from the port without any buffering.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

3526. Re: Goodbye "ST Computer"

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 04:45:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200306100645.a42511@wun.maus.de>
Source record: 26521

Hi Peter!

X>Sad to say, the next (June) issue of the German "ST Computer" magazine
X>will be the last :-(The publishers say that the loss of readers and
X>advertising makes it unviable to continue.

Where did you get this information from? As of now, there's nothing like this
on the magazine's webpage!

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

3527. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 08:28:34 UTC
From: Steve Adam <saadam@bigpond.com>
Message-ID: <mpgFa.52887$1s1.711011@newsfeeds.bigpond.com>
Source record: 26506

"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
news:tEmSF6P10T5+Ew8R@my-ste.demon.co.uk...

> On Sun, 8 Jun 2003, Steve Adam wrote:-
>
> > Write 7 to $FFFF8800 to select the mixer register
> > AND $fe to $FFFF8802 to set port B to input
> ^^^
> should be $7f. Bit 7 is port B. Clearing bit 0 turns on sound channel A,
> which I don't think other users would be appreciate very much :)

Ooops, yeah.. Got it mixed up with the ISRB bit.

> My understanding is that you write to $FFFF8800 to select the required
> register. If you're reading the value, you read from $FFFF8800 but if
> you're writing a value, it's written to $FFFF8802.

Yeah, that makes sense. I guess the printer port data is the only
thing that ever gets read anyway. Katherine Peel's book lists
FF8800 is read, and FF8802 as read/write.

> In Software End-of Interrupt mode, which is the STs default mode, if
> there's an interrupt in service all the lower level interrupts are
> ignored. As the monochrome monitor is the highest level, I set and clear
> it to try stop other interrupt interfering. The "or #$700,sr" should but
> this is added as a precaution.

Tricky! I didn't know you could do that. Does it work?

[...]
> Before the first call to the_bits, the value D0 is ignored. It's only of
> importance for the second call. Of course, I could save 4 bytes by using
> this instead:

Yep, I see where I went wrong, thanks. As for saving 4 bytes.
I don't think saving bytes is an issue. I'd be inclined to use inline
code rather than call a multi-purpose subroutine. That way the code
is a little faster, a lot clearer, and it would only cost maybe 30 or 40
extra bytes in the whole program.

> After all the code changes, and slowing the transfer down to a single
> byte per second TOS is still confused about just where some of data is
> coming from. It still seems to think the occasional byte coming from the
> printer port is a key press, and it's still crashing and locking the
> system. Looking closely using the debugger, it seems that something is
> causing a large chunk of memory to be overwritten, although looking at
> the buffer, it seems to be storing the bytes as they are received.

When you sorted that line: move.b 4(a5,d7.L) instruction,
did you add a clr.l d7 before you read in the buffer pointer?
Maybe the high order word of D7 is non zero...

> I think I'll put this pair of apps aside and just write one that
> specifically reads direct from the port without any buffering.

Polling might be much faster. I read the docs for a
fast print spooler, and the author said that spoolers that
'only transferred one byte' per interrupt were very slow.
I don't know why that would be so, but, apparently it is.

Steve.

3528. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 08:33:24 UTC
From: Steve Adam <saadam@bigpond.com>
Message-ID: <UtgFa.52890$1s1.710564@newsfeeds.bigpond.com>
Source record: 26507

"Kenneth Medin" <kennethm@tripnet.se> wrote in message news:3ee522801d84242@tripnet.se...

[all snipped]

Perhaps you could read the port directly by polling? I've never
used GFA, but it has all the low level access you need, right?

Steve.

3529. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 08:47:33 UTC
From: Steve Adam <saadam@bigpond.com>
Message-ID: <9HgFa.52900$1s1.711217@newsfeeds.bigpond.com>
Source record: 26508

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:1106_1055205840@news.frii.com...
> On Tue, 10 Jun 2003 08:56:49 +1000, "Steve Adam" <saadam@bigpond.com> wrote:
>
> > The real issue is software. I'd dearly love something *new*
> > to emerge. That is, a better user interface and/or system concept.
> > It saddens me a little that so much effort has gone into Linux. Why
> > put such an effort into recreating an OS that was designed in
> > the 1960s and 70s?
>
> Have you looked at the current linux version available on the PC? From the screenshots,
> it has the same graphical diplay as Windows.

Yeah, it's good that Linux is competition to Windows... But it's a shame
that the only way to compete with Windows is to *become* Windows.
Perhaps that's the nature of standards, though... Ah well...

> What I like is the virus writers are aiming at it, and if you know what you are doing,
you
> can get all the software and the OS for free! All you need is the hardware.

Yes! I'm not at all anti-Linux, by the way. But here's what
Rob Pike (co-author of The Unix Programming Environment) has
to say about it. http://cm.bell-labs.com/who/rob/utah2000.pdf

"Linux

Innovation? New? No, it's just another copy of the same old
stuff.

OLD stuff. Compare program development on Linux with
Microsoft Visual Studio or one of the IBM Java/web toolkits.

Linux's success may indeed be the single strongest argument
for my thesis: The excitement generated by a clone of a
decades old operating system demonstrates the void that the
systems software research community has failed to fill.

Besides, Linux's cleverness is not in the software, but in the
development model, hardly a triumph of academic CS
(especially software engineering) by any measure."

> Is there a page anywhere that has screenshots of the Atari version of Linux? Is it
> graphical or still command line based?

I have no idea. My ST/e has been in the box for five
years and I'm quite out of touch with the Atari scene.

Steve.

3530. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 09:51:30 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ee5b718136e6e0@tripnet.se>
Source record: 26509

In comp.sys.atari.st <UtgFa.52890$1s1.710564@newsfeeds.bigpond.com>
Steve Adam wrote on Tue 10-06-2003 18:33 (+1000):

>"Kenneth Medin" <kennethm@tripnet.se> wrote in message
>news:3ee522801d84242@tripnet.se...
>
>[all snipped]
>
> Perhaps you could read the port directly by polling? I've never
>used GFA, but it has all the low level access you need, right?

I don't think so as there is no way to know when there is new data to
read from the port.

My first little GFA attempt tried to simply manipulate the strobe (acting
as busy) and read one byte after a quick up-down-up of the strobe voltage
but that did not work at all.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3531. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 13:46:35 UTC
From: Steve Adam <saadam@bigpond.com>
Message-ID: <v3lFa.53123$1s1.714495@newsfeeds.bigpond.com>
Source record: 26510

"Kenneth Medin" <kennethm@tripnet.se> wrote in message news:3ee5b718136e6e0@tripnet.se...
> In comp.sys.atari.st <UtgFa.52890$1s1.710564@newsfeeds.bigpond.com>
> Steve Adam wrote on Tue 10-06-2003 18:33 (+1000):
>
> >"Kenneth Medin" <kennethm@tripnet.se> wrote in message
> >news:3ee522801d84242@tripnet.se...
> >
> >[all snipped]
> >
> > Perhaps you could read the port directly by polling? I've never
> >used GFA, but it has all the low level access you need, right?
>
> I don't think so as there is no way to know when there is new data to
> read from the port.

Yes there is, as long as GFA can read the appropriate signals,
and I'm sure it can.

You can do it by polling in a loop something like this:-

read_char:
lower STROBE (NOT BUSY to the sender)

wait for BUSY to go high (STROBE from the sender)

raise STROBE (BUSY to the sender)

read the character

Call this subroutine for each character you want to read.

There's a simple diagram of the protocol signals here:-
http://www.beyondlogic.org/spp/parallel.htm

According to that URL, the STROBE pulse from the
sender is supposed to be low for at least 1 microsecond.
The only problem you're likely to have with polling is
looping too slowly and missing the pulse. If the computer
that's sending the data is old, I'd guess that the pulse is
longer than 1us.

Actually, now that I think of it, the short duration of
the STROBE pulse does make polling difficult. But it
might be worth trying, though it might need some
handwritten assembler rather than GFA...

bit 0 at $FFFFFA01 is the centronics busy bit. This
bit becomes zero for the duration of the strobe pulse from

the sender, when using a crossed cable.

You probably need to set the centronics port to
input mode before doing anything by clearing bit 7
of the sound chip's mixer register. (As corrected
by David Bolt).

Write 7 to $FFFF8800 to select the mixer register
AND $7F to $FFFF8802 to set port B to input

> My first little GFA attempt tried to simply manipulate the strobe (acting
> as busy) and read one byte after a quick up-down-up of the strobe voltage
> but that did not work at all.

If you're emulating a printer, you DON'T send a STROBE pulse.
You react to the STROBE pulse from the other end.

Here's the protocol in a nutshell, for sender and receiver.
This assumes a straight though cable, so STROBE is the
same wire at each end.

SENDER (computer)

Wait for BUSY to go low (not busy)
Output the byte
Pulse the STROBE line low for 1us

RECEIVER (printer)

Keep BUSY high unless able to receive a character.
Set BUSY low when available
Wait for STROBE pulse.
Set Busy high
Read the byte

Of course, when you're emulating a printer and using a crossed
cable, the meaning of STROBE and BUSY are reversed.

My apologies if I misunderstood you and you already
know all this stuff.

Steve.

3532. Re: Using Atari Classic CX-40 joystick for PC?

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 14:54:34 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bc4rf9anj1@sparta.btinternet.com>
Source record: 26511

Galen <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0306091738.3c591844@posting.google.com...
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:<bbpl34$m1n$1@newsg2.svr.pol.co.uk>...
> >
> > Its really simple to build this. I tried to explain it to you last time
you
> > were here (or was that on the http://www.atari.org forum) ? but you
wouldnt
> > have it.
>
> Hi Smeg,
>
> I don't intend to build one, but I'm curious HOW you would convert the
> signal to something the serial port would understand. Have you a
> schematic?
>

Well that wasnt what he wants to do. He wanted to use a standard 9 pin
joystick on a PC's 15 pin analog joystick port. Its a simple wiring job.

If you do want to convert an input to serial you could use a pic chip which
if you have a programmer would be the easiest and most flexible.

Smeg.

3533. Re: How do i browse the web with a TT030?

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 15:24:59 UTC
From: Jean-Marie de Boer <JM-at-complicated-dot-net>
Message-ID: <bjtbevo1jfg9o538cn3m578jhgimb1p2q8@4ax.com>
Source record: 26512

On Wed, 12 Mar 2003 03:19:33 -0800, "Starlord"
<starlord@in<*>reach.com> wrote:

>Only way I know of would be to use a null modem cable and the sting/newie/cab
>software to access the web. I'm not sure if an eathernet card was ever made for
>the TT. The Falcon has it's own LAN port.

First of all I would advise you install MiNT and MiNTnet. This will
give you a good tcp-ip stack.

Ethernet cards for the TT exist, you need to be lucky to find one
though. They were made by a company called Riebl and have AUI and BNC
interfaces. Speed is around 2 Mbit.

You could also use one of these 'connect ethernet via cartridge port'
solutions. Google for 'ethernec tt'.

If ethernet isn't possible, install a ppp deamon under MiNT, and set
up a full SysV init style system using mgetty. This will allow you to
start a login session on a serial port. You can have a windows box
'dial in' to the TT, authenticate and log on. This will give you IP
traffic between the PC and the TT, use some ICS on the windows box.

When MiNTnet is up, you can start any MiNTnet compatible browser from
(multi)TOS.

Mail me if you need some more pointers.

Cheers,
JM

3534. MagiC Mac 6.x on PowerBook Pismo

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 15:33:01 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <bc4tlf$1fhp0$1@sinclair.be.wanadoo.com>
Source record: 26513

Hi,

It seems impossible to run MagiC Mac on this machine .... of course
using os 9 (9.2.2)
The same configuration works perfectly since years ago on both my 7600
and 8600 G3 and G4 upgraded.
I can't understand what's happening.
There is always not enough ST ram available to start or, if I try to
allocate memory for needings I get an unknown error from MagiC ....
Is there anyone experiencing the same problems on a PowerBook G3/400 Pismo ?
Does it exist a hint or something hidden I must know ?

Thanks for any help.
Please could you also answer on my mail because I'm not often here.

Jo

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679
http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

3535. FS Link 97

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 15:51:02 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <T6nFa.6753$0d7.204411@newsfep4-glfd.server.ntli.net>
Source record: 26514

Hello.

I have a few Link 97s for sale, used but in working order.

Price is £55 inc special delivery in the UK.

Buy a Link 97 and get a spare Atari mouse for £5.

I will ship overseas.

3536. FS Cubase v3 dongle.

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 15:51:59 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <L7nFa.6755$0d7.204413@newsfep4-glfd.server.ntli.net>
Source record: 26515

Hello.

I have a few red Cubase v3 dongles for sale.

They are in good working order, the cases are covered in gaffa tape glue but
will clean.

Price is £45 each inc. special delivery post in the UK.

I will post overseas if required.

3537. Re: How do i browse the web with a TT030?

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 15:53:43 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <m9nFa.6759$0d7.204250@newsfep4-glfd.server.ntli.net>
Source record: 26516

Hello.
>
> Ethernet cards for the TT exist, you need to be lucky to find one
> though. They were made by a company called Riebl and have AUI and BNC
> interfaces. Speed is around 2 Mbit.

I have two TTs with ethernet cards fitted in stock......

www.keychange.co.uk

3538. Soundpool's Audioracker.

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 16:18:53 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bc50dc$1b9$1@titan.btinternet.com>
Source record: 26517

Hey,

Anyone have an up to date (last version) demo or full version of this software? I have only 1.24demo and it crashes a lot. I would like to try it out properly. The soundpool's homepage is more or less empty these days, all the links I have that go to the audiotracker pages there are dead (404).

Smeg.

3539. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 16:47:15 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <hs2cevscqmrbh33phjjgd8ra23cdfhtp29@4ax.com>
Source record: 26519

On Mon, 09 Jun 2003 12:28:46 GMT, Ken Springer
<wordworks@greeleynet.com> wrote:

>On Sun, 8 Jun 2003 23:03:13 -0700, "Luposian" <luposian@lycos.com> wrote:
>>
>> What are the "Trams" up to these days, anyway?
>
>Not a clue, don't care either. :-)
>

Didn't you see- during the Iraq war, Iraqi Information Minister
Mohammed "Sam" Al-Saheed-Tramiel kept us informed about the plans for
Iraquatari to release new and wonderful products "any day now"...?

I'm still waiting for the Blitter Upgrade he promised me for my
520ST...

BobR

3540. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 16:47:20 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <ls2cev8avjf7kvj9h0mfn1c4iht5utsf34@4ax.com>
Source record: 26520

On Sun, 8 Jun 2003 22:34:02 -0700, "Luposian" <luposian@lycos.com>
wrote:

>So, they never
>made their own working CD-ROM drive either... it was someone elses... and I
>recall hearing about it, maybe even seeing it at an Atari Faire in Glendale,
>CA.

The company's name was "ActiVenture", and they displayed their CD-ROM
addon for the Atari ST at the 1986 Chicago Consumer Electronics Show,
at the same time Atari was introducing the 260ST, the 520ST and the
130XE.

Both Atari and Commodore had been waffling about whether or not to
attend the show with their new computer systems, and Commodore grabbed
the last remaining main show floor space before Jack decided to spend
any cash publicizing the ST.

Commodore ended up showing the Amiga 500 in a huge glittering display
on the main floor.

Atari was relegated to a small, sweaty little conference room on the
second floor to introduce the ST to the world.

The ActiVenture guy was set up between the 8bit table and the ST
display on a table at the end of the room. His product was pretty
amazing for the time. The CD-ROM drive was an external box about the
size of a compact DVD player today, and connected to the ST via the
ASCI port.

He had the "Encyclopedia Americana" (text only) on a single CD in his
suit coat pocket, which he'd whip out partway into his presentation
and hold up so everyone could see the band of data around the disc,
illustrating how much free space there still was, adding that there
was so much empty space on the disc that they would one day be able to
add pictures and sound.

Imagine, hearing John Fitzgerald Kennedy's actual voice giving a
speech while you looked at a still photograph of JFK..! (They
hadn't even thought of streaming video in those days.)

The drive worked amazingly well- it only took a few seconds to find a
subject and display it on the green GEM screen. (It would only work
on the 520ST, he told us- the 260ST didn't have enough memory.)

ActiVenture and JackT had big plans to sell zillions of CD-ROM drives
along with zillions of AtariST computers.

A number of years later, when Atari STILL hadn't put the CD-ROM drive on the market, ActiVenture took their product to the IBM market, but by then it was too late. Other companies had developed their own CD-ROM systems and had already begun selling them in a viable marketplace. ActiVenture only lasted a short time before they joined the Tramiel graveyard.

BobR

3541. Re: Atari ST Users Help Me!

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 16:49:17 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <NRnFa.16$6E6.12058@nsw.nnrp.telstra.net>
Source record: 26518

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3ee522801d84240@tripnet.se...
> In comp.sys.atari.st <3ee4118c@news.alphalink.com.au>
> Graham wrote on Mon 09-06-2003 14:42 (+1000):
>
>
> >"SnoopDoggy" <snoop@compton.com> wrote in message
> >news:luJEa.65694$MJ5.15883@fed1read03...
> >>
> >> Yes, this is what I mean, but I need a specific example of compressed
> >video
> >> files being sent over a network such as a BBS prior to 1991. I really
>
> >so you want actual examples with dates and times of sending/receiveing
> >compressed video files via net or BBS back yonder..
> >
> >can't you just check to see what BBS's were around then and maybe still
are
> >and ask them what they had available to download ?
>
> The application/hardware add on VidiST could have been used to make short
> films. It was out long before 1991. Perhaps people with flatrate telehone
> lines may have exchanged such files after packing them. It would anyway
> take a loong time with a 1200/2400 bps modem...
>
> VidiST can still be bought so if you happen to find any old film chances
> are you might be able to play them on authentic hardware.
>
> I suppose the Amiga people also may have produced short films?
>

One of my friends has a Digiview video capture device for his Amiga 1000 and
made some short black and white films of himself (a bit like Max Headroom,
if you remember that character) and uploaded them to various BBS's via
modem. This was well before 1989 (the manufacturing date on my Digiview,
which is version 4)

Regards,

Clockmeister.

This would have been before 1989...

3542. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 18:05:45 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10306101302060.7708-100000@www.coazter.com>
Source record: 26525

You guys are talking about database, then a comment like: "No
graphics, unacceptable in today's world"

Databases, come on.
See the graphic capability or the UI for db2, oracle, informix etc.

Or maybe Access from microsoft is exactly what you're looking for in a
database?

Makes more sense?

On Tue, 10 Jun 2003, Ken Springer wrote:

> On Mon, 9 Jun 2003 13:09:15 -0500, Frederic Fouche <g213778@coazter.com> wrote:
> > On Mon, 9 Jun 2003, Ken Springer wrote:
> >
> > <snip>
> > >
> > > > Maybe the source code to a dbMAN or dBase III clone exists that could be
> > > > ported to the new Atari...
> > >
> > > VersaSoft wrote dbMAN for both the Atari and DOS. Based on the list of trademarks
> listed,
> > > there may also have been a version for the Amiga. I owned the Atari version. It's
> 100%
> > > command line based like dBase III, with zero graphics ability. No graphics ability is
> > > unacceptable to users in today's world, IMO.
> > >
> >
> > hm I guess you should tell that to IBM's DB2, Oracle or Informix for
> > example.
> > Maybe you'll teach them what the purpose of a database is.
> >
> >
> >
>
> Frederic,
>
> Would you mind elaborating your statement? I don't understand what you are trying to say
> or point out.
>
> Thanks.
>
> Ken
>
>

>
>

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://www.coazter.com

3543. Re: "Touch Up" For Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 18:47:19 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bc593m$649$1@sparta.btinternet.com>
Source record: 26522

Hi "John Garone"

> >>> I don't recall the version I have, but I've noted that although
> >>> TouchUp works fine on the Falcon, the wand scanner doesn't. Hence I
> >>> stopped using it.

> >> anyone know if the fault is in the scanner, the software, the
> >> Falcon hardware (or any combo of the 3) ???
> >
> >There were some problems with hand scanners and the falc, apparently the
> >cartridge port was too fast!.

> Hi Steve,
> Is it possible that a Falcon version of Touch Up would help? Someone
> sent me that version but it got lost here and forgot who the heck sent it
> /:) hence my original post! Just to note that the Migraph wand with
> Touch Up 2.52 work on my Mega4 St

If its available then try it, you've nothing to lose, and everything to
gain.

Do you have an ST available to test the kit on?.

Where in the world are you?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

3544. Re: Goodbye "ST Computer"

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 19:15:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200306102115.a18884@ll.maus.de>
Source record: 26537

Hallo Ekkehard,

EF>Where did you get this information from? As of now, there's nothing
EF>like this on the magazine's webpage!

But in the actual st-computer (print magazin) this can be found at page 05.

Gruï¿½

Martin [PGP-Key available]

3545. Re: MagiC Mac 6.x on PowerBook Pismo

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 20:22:44 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB0B8CCA.32BF1%nameerf@flash.net>
Source record: 26523

in article bc4tlf$1fhp0$1@sinclair.be.wanadoo.com, Jo Vandeweghe at dipching@wanadoo.be wrote on 6/10/03 7:33 AM:

> Hi,
>
> It seems impossible to run MagiC Mac on this machine .... of course
> using os 9 (9.2.2)
> The same configuration works perfectly since years ago on both my 7600
> and 8600 G3 and G4 upgraded.
> I can't understand what's happening.
> There is always not enough ST ram available to start or, if I try to
> allocate memory for needings I get an unknown error from MagiC ....
> Is there anyone experiencing the same problems on a PowerBook G3/400 Pismo ?
> Does it exist a hint or something hidden I must know ?
>
> Thanks for any help.
> Please could you also answer on my mail because I'm not often here.
>
> Jo

Hi!

I'd read about this somewhere. Most MagicMac versions only work with MacOS up to 9.1, and they made special versions to work on 9.2 and X. I'm not 100% sure of the details, so I'm sure there's more to it, but that's my understanding of the situation.

Mike Freeman
nameerf@flash.net

3546. Re: Tos in ram

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 20:57:04 UTC
From: fartfart@yahoo.com
Message-ID: <ACrFa.1800$nk5.1647@nntpserver.swip.net>
Source record: 26524

On 9 Jun 2003 18:34:20 -, Galen wrote:
>As mentioned before, I have a set of US 1.00 roms just gathering dust.
> Yours for the postage.

Sorry for the late reply ; my screen is down and it's a pain to run my Had's
on an old 15' monitor (all r>solutions have to be rebuilt).

I thanks you for the offer, but I'm afraid they won't work on my computer.

Regards

3547. Re: Goodbye "ST Computer"

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 22:46:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bc5n3rpvl1@thorium.cix.co.uk>
Source record: 26526

In message <200306100645.a42511@wun.maus.de>, Ekkehard_Flessa@wun.maus.de said:

>X>Sad to say, the next (June) issue of the German "ST Computer" magazine
>X>will be the last :-(The publishers say that the loss of readers and
>X>advertising makes it unviable to continue.
>
>Where did you get this information from? As of now, there's nothing like this
>on the magazine's webpage!

Hi Ekkehard!

It's in the May issue's editorial - in fact fills the whole of it.

Regards, /Peter/

3548. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 22:50:01 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1055285401@news.frii.com>
Source record: 26527

On Tue, 10 Jun 2003 13:05:45 -0500, Frederic Fouche <g213778@coazter.com> wrote:
> You guys are talking about database, then a comment like: "No
> graphics, unacceptable in today's world"
>
> Databases, come on.
> See the graphic capability or the UI for db2, oracle, informix etc.
>
> Or maybe Access from microsoft is exactly what you're looking for in a
> database?
>
> Makes more sense?
>

::laughing::

Frederic,

I -think- we are on the same wavelength here. :-)

My comment was meant to refer to Atari database programs, not programs on other platforms.

And yes, something like Access but for the Atari is what is needed if you are going to attract new users to this platform.

Ken

3549. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 23:27:19 UTC
From: Steve Adam <saadam@bigpond.com>
Message-ID: <VztFa.53238$1s1.723063@newsfeeds.bigpond.com>
Source record: 26528

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:1104_1054995249@news.frii.com...
> Hi, Luposian,

[big snip]

> I"m creating a database for my sister's church that they will maintain. They have MS
> Access. I don't know of a database program on the Atari that is truly relational and
> available anymore that can create a relational database that could be simply imported
into
> Access and run. In the old days of dBase III in DOS, this platform had a program called
> dbMAN that was 100% compatible.

For your interest, for a database to be 'truly relational' doesn't
mean very much. A 'relation' is just a two dimensional table,
nothing more, nothing less. A relational database is one made
from such 'relations'.

The innovation of relational databases came from the fact
that various complex database structures can be represented
in simple flat files.

I was a bit surprised when I first read about relational
databases. I'd always assumed that 'relating' was something
to do with tables referencing other tables.

Steve.

3550. TT030 (English|French) ROM

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 23:39:56 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bc5q8f$928$1@news-reader14.wanadoo.fr>
Source record: 26529

Hi, am looking for TT030 Roms in french or english
to replace the german one shipped with my TT.

Can somebody help me ?

--
Nbox.Kubz.net

3551. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 23:45:21 UTC
From: Steve Adam <saadam@bigpond.com>
Message-ID: <PQtFa.53246$1s1.723318@newsfeeds.bigpond.com>
Source record: 26530

"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
news:tEmSF6P10T5+Ew8R@my-ste.demon.co.uk...

> After all the code changes, and slowing the transfer down to a single
> byte per second TOS is still confused about just where some of data is
> coming from. It still seems to think the occasional byte coming from the
> printer port is a key press, and it's still crashing and locking the
> system. Looking closely using the debugger, it seems that something is
> causing a large chunk of memory to be overwritten, although looking at
> the buffer, it seems to be storing the bytes as they are received.
>
> I think I'll put this pair of apps aside and just write one that
> specifically reads direct from the port without any buffering.

Houston, we have a problem... I've been searching for
centronics interfacve info online to try to get an idea of
the time restraints during transfer. I got a bit of a surprise.
Basically, the data becomes valid less than 1 microsecond
prior to the strobe pulse. The strobe pulse has a duration
of about 1 microsecond. The data might only be valid
for another microsecond or so after the strobe goes high.

There's some variation in the docs I read because it's
almost an ad-hoc standard, but the *minimum* time for
which data must be valid is only 1.5 microseconds.
My guess is that this is often much longer in practice,
but probably not *that* much longer.

It takes 44 clock cycles for a standard 68000
to respond to an interrupt, including time to fetch the
first instruction of the interrupt handler.

On an 8MHz ST, that's 5.5 microseconds gone
immediately.

So I'm thinking that we can't use an interrupt
to read the port, and even polling on an 8MHz ST
will be too slow for a sender with minimum timing.

Steve.

3552. Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-10 23:59:13 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1055271210-176064AEicMi@adelphia.net>
Source record: 26531

Hey everybody,
I was watching The Screensavers tonight and they had
a program available for the PC I believe that all you
had to do is type in an IP address and it gave a MAP
description of where a Anonymous poster lives. It
also gives TONS of information about the poster and
then you can report that person to the proper
authorities. IF you think for moment ANONYMOUS POSTER
that I wont use something like this. THINK AGIAN!!!!
I am tired of seeing your CRAP in this newsgroup and
it wont be tolerated ANYMORE!!!!

Come on everybody download this it is called NEOTRACE
do a google search or goto
http://www.thescreensavers.com

Thanks,
Carey Christenson

--

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
Ethernet card for Cartridge port
56K CNET modem NOT IN USE
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem

SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3553. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 02:54:08 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bc65kf$6rj$1@sparta.btinternet.com>
Source record: 26532

Carey Christenson <falcon060@adelphia.net> wrote in message
news:1055271210-176064AEicMi@adelphia.net...
> Hey everybody,
> I was watching The Screensavers tonight and they had
> a program available for the PC I believe that all you
> had to do is type in an IP address and it gave a MAP
> description of where a Anonymous poster lives. It
> also gives TONS of information about the poster and
> then you can report that person to the proper
> authorities. IF you think for moment ANONYMOUS POSTER
> that I wont use something like this. THINK AGIAN!!!!
> I am tired of seeing your CRAP in this newsgroup and
> it wont be tolerated ANYMORE!!!!
>
> Come on everybody download this it is called NEOTRACE
> do a google search or goto
> http://www.thescreensavers.com

Only losers need crap like that.

Smeg.

3554. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 02:57:13 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bc65q9gko1@titan.btinternet.com>
Source record: 26533

Steve Adam <saadam@bigpond.com> wrote in message
news:PQtFa.53246$1s1.723318@newsfeeds.bigpond.com...
> "David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
news:tEmSF6P10T5+Ew8R@my-ste.demon.co.uk...
>
> > After all the code changes, and slowing the transfer down to a single
> > byte per second TOS is still confused about just where some of data is
> > coming from. It still seems to think the occasional byte coming from the
> > printer port is a key press, and it's still crashing and locking the
> > system. Looking closely using the debugger, it seems that something is
> > causing a large chunk of memory to be overwritten, although looking at
> > the buffer, it seems to be storing the bytes as they are received.
> >
> > I think I'll put this pair of apps aside and just write one that
> > specifically reads direct from the port without any buffering.
>
> Houston, we have a problem... I've been searching for
> centronics interfacve info online to try to get an idea of
> the time restraints during transfer. I got a bit of a surprise.
> Basically, the data becomes valid less than 1 microsecond
> prior to the strobe pulse. The strobe pulse has a duration
> of about 1 microsecond. The data might only be valid
> for another microsecond or so after the strobe goes high.
>
> There's some variation in the docs I read because it's
> almost an ad-hoc standard, but the *minimum* time for
> which data must be valid is only 1.5 microseconds.
> My guess is that this is often much longer in practice,
> but probably not *that* much longer.
>
> It takes 44 clock cycles for a standard 68000
> to respond to an interrupt, including time to fetch the
> first instruction of the interrupt handler.
>
> On an 8MHz ST, that's 5.5 microseconds gone
> immediately.
>
> So I'm thinking that we can't use an interrupt
> to read the port, and even polling on an 8MHz ST
> will be too slow for a sender with minimum timing.
>

Sounds like you need to use an 8 bit data latch IC.

Smeg.

3555. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 04:31:14 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <apbdevgj14a8caum5qnfgvovmck5rgk2ds@4ax.com>
Source record: 26534

On Tue, 10 Jun 2003 23:59:13 GMT, Carey Christenson
<falcon060@adelphia.net> wrote:

>
> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
>Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
>CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
>Eclipse, 4 meg ATI Graphic Card
>
>Coming 64 meg DDR SDRam GC by NATURE for CT60
>Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP
>
>84 meg Conner Hard Drive
>40 GB IDE Maxtor 7200 RPM Hard Drive
>4.5 GB SCSI Seagate 7200 RPM Hard Drive
>24 X Cyberdrive CD-Rom
>10x4x32x Sony CD-Burner
>Ethernet card for Cartridge port
>56K CNET modem NOT IN USE
>19 inch Samsung 955DF VGA monitor
>Epson Stylus color 880 Printer
>
>Atari 1040STf with 2.5 megs of RAM
>80 meg IBM Hard Drive
>1.1 GB Conner Hard Drive
>14.4 US Robotics Modem
>SC1224 color monitor
>
>Atari 130XE with 128K of RAM
>20 meg Atari Hard Drive
>120 meg Quantum Hard Drive
>2 5 1/4" 1050's with US Doubler upgrades
>Blackbox unit
>2 Panasonic Dot Matrix Printers
>Color Monitor
>

HOLY SHIT...!

Doesn't your elementary school teach any Network manners to its little
kids..?

That's the most IRRESPONSIBLE "sig" I've EVER SEEN.

Go call "The Screensavers" and ask them what "Nettiquete" means.

Tell Leo about your damn 30 LINE SIG and ask him what he thinks.

You think the Internet is your playground..?

Who the hell cares if you have a 14.4 modem..?

God.. why do they let little kids like this have modems..?

BobR

3556. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 05:26:38 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306102126.49b3a216@posting.google.com>
Source record: 26535

Carey Christenson <falcon060@adelphia.net> wrote in message
news:<1055271210-176064AEicMi@adelphia.net>...
> Hey everybody,
> I was watching The Screensavers tonight and they had
> a program available for the PC I believe that all you
> had to do is type in an IP address and it gave a MAP
> description of where a Anonymous poster lives. It
> also gives TONS of information about the poster and
> then you can report that person to the proper
> authorities.

> Come on everybody download this it is called NEOTRACE
> do a google search or goto
> http://www.thescreensavers.com

You are a bit off here. Internet addresses have the form a.b.c.d,
where each of a, b, c, and d are values from 0 to 255. Dynamic
addresses are assigned to people like you and me from ISPs, who get a,
b, and c assigned to them. Thus, what Neotrace is doing is probably
looking up the ISP. At best, you might get the city or region, but
you certainly wouldn't get the address. ISPs do keep records though,
so a law enforcement officer probably could find out who sent a given
message. I doubt others could.

Of course, there's such a thing as covering your tracks, but most
people probably won't or don't know how to do so.

Galen

3557. Re: "Touch Up" For Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 05:40:29 UTC
From: swampfax1@atlantic.net
Message-ID: <hhzFa.1274$x35.812104@newshog.newsread.com>
Source record: 26536

Please excuse the repeat post
(looks like it did'nt make it the first time)

> 10 Jun 2003 18:47:19 , "Steve Sweet" wrote:
>Hi "John Garone"
>
>> >>> I don't recall the version I have, but I've noted that although
>> >>> TouchUp works fine on the Falcon, the wand scanner doesn't. Hence I
>> >>> stopped using it.
>
>> >> anyone know if the fault is in the scanner, the software, the
>> >> Falcon hardware (or any combo of the 3) ???
>> >
>> >There were some problems with hand scanners and the falc, apparently the
>> >cartridge port was too fast!.
>
>> Hi Steve,
>> Is it possible that a Falcon version of Touch Up would help? Someone
>> sent me that version but it got lost here and forgot who the heck sent it
>> /:) hence my original post! Just to note that the Migraph wand with
>> Touch Up 2.52 work on my Mega4 St
>
>If its available then try it, you've nothing to lose, and everything to
>gain.
>

ah! "available" :) Unless the guy who sent me the Falcon version reads
this and is willing to resend it then it's an all out hunt for it! Let the
hounds loose :)

>Do you have an ST available to test the kit on?.

tested the wand on a MegaST4. In general, the unit works! It scans, DPI
and letter/photo can be set.

>
>Where in the world are you?.

located in Florida.....(the lightning capital of the world) in a county
that's the lightning capital of Florida (according to the power company
and my repaired fried Falcon/modem and what ever else was hit by the bolt
including my jaw which was sore for a week from being on a second phone
line when the bolt hit) !!! Knocked me across the room /:)

John G.

3558. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 08:28:25 UTC
From: Steve Adam <saadam@bigpond.com>
Message-ID: <avBFa.53482$1s1.727253@newsfeeds.bigpond.com>
Source record: 26538

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bc65q9gko1@titan.btinternet.com...

> > So I'm thinking that we can't use an interrupt
> > to read the port, and even polling on an 8MHz ST
> > will be too slow for a sender with minimum timing.
> >
>
> Sounds like you need to use an 8 bit data latch IC.
>
> Smeg.

What? Me solder? Good thinkin', 99 :)

Steve.

3559. Re: MagiC Mac 6.x on PowerBook Pismo

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 09:14:33 UTC
From: Andreas.Kromke.nospam@gmx.de
Message-ID: <dc0fb4f6.0306110114.318b630b@posting.google.com>
Source record: 26539

Michael and Nicole Freeman <nameerf@flash.net> wrote in message
news:<BB0B8CCA.32BF1%nameerf@flash.net>...
> I'd read about this somewhere. Most MagicMac versions only work with
> MacOS up to 9.1, and they made special versions to work on 9.2 and X. I'm
> not 100% sure of the details, so I'm sure there's more to it, but that's my
> understanding of the situation.

No, the problem is not the OS version, but the hardware. MagicMac
seems not to run with newer hardware. Sometimes it runs with older OS
versions and newer hardware, but not with newer OS versions on newer
hardware. With older hardware like a beige G3 it perfectly runs with
9.2.2.

There is no version of MagicMac for 9.2.x as far as I remember.

There is no version of MagicMac for X, in fact MagicMacX running on X
is a totally new application.

3560. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 09:16:17 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <ierdevs2g2g1h74q7n4hvpsvpt1ea37t6k@4ax.com>
Source record: 26540

On Tue, 10 Jun 2003 23:59:13 GMT, Carey Christenson
<falcon060@adelphia.net> wrote:

>Hey everybody,
> I was watching The Screensavers tonight and they had
>a program available for the PC I believe that all you
>had to do is type in an IP address and it gave a MAP
>description of where a Anonymous poster lives.

Uh huh- close, but no cigar.

From the McAfee "NeoTrace" Support page:

http://www.mcafee.com/myapps/neoworx/default.asp

" Can NeoTrace trace to the individual's computer?

Summary
This article explains whether NeoTrace can trace to the individual's
computer.

Solution
Tracing to the Individual's Computer

Email tracing isn't going to trace to the user of the email address,
but rather to the mail server that the email address would use. For
example, in the case of a yahoo.com email address, it's only going to
trace to yahoo.com's email server, not to the location of this user.

Return to Summary. "

It's a fairly standard TRACERT program coupled with a cutesy map
display.

The closest you can get is the ISP hosting the Dynamic IP you're
tracing. Like is says, if the person is using AOL or Yahoo, it's
going to say they live at "AOL" or "Yahoo, USA".

Sarah's reasonably cute, but she needs to have Megan explain things to
her better.

BobR

<450Mb Sig deleted>

3561. Re: MagiC Mac 6.x on PowerBook Pismo

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 12:43:33 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <bc783s$122g8$1@sinclair.be.wanadoo.com>
Source record: 26541

Michael and Nicole Freeman wrote:

> I'd read about this somewhere. Most MagicMac versions only work with
>MacOS up to 9.1, and they made special versions to work on 9.2 and X. I'm
>not 100% sure of the details, so I'm sure there's more to it, but that's my
>understanding of the situation.
>
>
>
It was not that ....
I succeeded to run MM with the version 6.1.5 ......
6.1.4 simply refused ..... I don't know why

I also used the english translated file made by Dennis Vermeire and his
friend ..... it worked for the first time for me :)

Jo

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679
http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

3562. Re: Atari ST Users Help Me!

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 13:15:48 UTC
From: SnoopDoggy <snoop@compton.com>
Message-ID: <5YFFa.79828$MJ5.37564@fed1read03>
Source record: 26542

Good stuff. This is exacting what I'm looking for. Do either of you know if VidiST compressed the files in any way?

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message news:NRnFa.16$6E6.12058@nsw.nnrp.telstra.net...
>
> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
> news:3ee522801d84240@tripnet.se...
> > In comp.sys.atari.st <3ee4118c@news.alphalink.com.au>
> > Graham wrote on Mon 09-06-2003 14:42 (+1000):
> >
> >
> > >"SnoopDoggy" <snoop@compton.com> wrote in message
> > >news:luJEa.65694$MJ5.15883@fed1read03...
> > >>
> > >> Yes, this is what I mean, but I need a specific example of compressed
> > >video
> > >> files being sent over a network such as a BBS prior to 1991. I really
> >
> > >so you want actual examples with dates and times of sending/receiveing
> > >compressed video files via net or BBS back yonder..
> > >
> > >can't you just check to see what BBS's were around then and maybe still
> are
> > >and ask them what they had available to download ?
> >
> > The application/hardware add on VidiST could have been used to make
short
> > films. It was out long before 1991. Perhaps people with flatrate
telehone
> > lines may have exchanged such files after packing them. It would anyway
> > take a loong time with a 1200/2400 bps modem...
> >
> > VidiST can still be bought so if you happen to find any old film chances
> > are you might be able to play them on authentic hardware.
> >
> > I suppose the Amiga people also may have produced short films?
> >
>
> One of my friends has a Digiview video capture device for his Amiga 1000
and
> made some short black and white films of himself (a bit like Max Headroom,
> if you remember that character) and uploaded them to various BBS's via
> modem. This was well before 1989 (the manufacturing date on my Digiview,

> which is version 4)
>
> Regards,
>
> Clockmeister.
>
> This would have been before 1989...
>
>

3563. Re: How do i browse the web with a TT030?

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 13:39:09 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <9tGFa.781$2T6.616@news.inreach.com>
Source record: 26544

That's all beyond my poor understandings. Right now I'm still trying to find the power supply for the modem I used, or else find out if I can somehow use the programable port on the TT to handle a faster modem and then find one someplace.

I used to use CAB for the web when I did have it online, but mostly now I want to for e-mail.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com
Freelance Writers Shop
http://www.freelancewrittersshop.netfirms.com

"Jean-Marie de Boer" <JM-at-complicated-dot-net> wrote in message
news:bjtbevo1jfg9o538cn3m578jhgimb1p2q8@4ax.com...
> On Wed, 12 Mar 2003 03:19:33 -0800, "Starlord"
> <starlord@in<*>reach.com> wrote:
>
> >Only way I know of would be to use a null modem cable and the sting/newie/cab
> >software to access the web. I'm not sure if an eathernet card was ever made
for
> >the TT. The Falcon has it's own LAN port.
>
> First of all I would advise you install MiNT and MiNTnet. This will
> give you a good tcp-ip stack.
>
> Ethernet cards for the TT exist, you need to be lucky to find one
> though. They were made by a company called Riebl and have AUI and BNC
> interfaces. Speed is around 2 Mbit.
>
> You could also use one of these 'connect ethernet via cartridge port'
> solutions. Google for 'ethernec tt'.
>
> If ethernet isn't possible, install a ppp deamon under MiNT, and set
> up a full SysV init style system using mgetty. This will allow you to

> start a login session on a serial port. You can have a windows box
> 'dial in' to the TT, authenticate and log on. This will give you IP
> traffic between the PC and the TT, use some ICS on the windows box.
>
> When MiNTnet is up, you can start any MiNTnet compatible browser from
> (multi)TOS.
>
>
> Mail me if you need some more pointers.
>
> Cheers,
> JM

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 6/5/03

3564. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 14:18:17 UTC
From: norbert-dentresangle <norbert-dentresangle@dasmachincementmixunblender.com>
Message-ID: <bc7ah1cmq1@news7.svr.pol.co.uk>
Source record: 26543

"Bob Retelle" <bobr1@provide.net> wrote in message
news:ierdevs2g2g1h74q7n4hvpsvpt1ea37t6k@4ax.com...
> On Tue, 10 Jun 2003 23:59:13 GMT, Carey Christenson
> <falcon060@adelphia.net> wrote:
>
> >Hey everybody,
> > I was watching The Screensavers tonight and they had
> >a program available for the PC I believe that all you
> >had to do is type in an IP address and it gave a MAP
> >description of where a Anonymous poster lives.

OK first one to post my address wins a gallon of beer!!

3565. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 15:08:28 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <clg7cb-g8o.ln@speaker.rodsbooks.com>
Source record: 26596

In article <926a9946.0306102126.49b3a216@posting.google.com>,
ekaljuma@mtsac.edu (Galen) writes:
>
> Thus, what Neotrace is doing is probably
> looking up the ISP. At best, you might get the city or region, but
> you certainly wouldn't get the address. ISPs do keep records though,
> so a law enforcement officer probably could find out who sent a given
> message. I doubt others could.

There are also plenty of ways to access Usenet that leave no public trace of your IP address. Some ISPs' news servers don't insert IP addresses into headers, or insert them in an encoded form that's useless to outsiders. There are also anonymizing services that exist explicitly for this reason. Even a simple approach, like using a purely local dial-up ISP, but one that operates in a different locality than the one in which you live, would cover your location pretty well, at least based on the IP address alone. In sum, anybody with a modicum of knowledge who's willing to expend a small amount of effort can hide his or her identity in Usenet newsgroups, at least from the general public. As Galen says, law enforcement is another matter; they can get an ISP's logs, which are likely to reveal additional information. Even in a private lawsuit, such data might be made available -- try typing "Verizon RIAA" into Google sometime for plenty of information on one recent high-profile case, albeit not one that involves Usenet (AFAIK).

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

3566. CT60 : END of TESTS and DEBUGGING

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 15:13:36 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ee74712$0$5420$626a54ce@news.free.fr>
Source record: 26545

Yes, this day I can tell you that my CT60 is working fine at 66/16 66/20 and 66/25 MHz !
I found a last bug on the BUS arbiter....
All runs fine here...!

I decide to begin shipping tomorrow !!

DON'T CONTACT ME TO ASK ME WHEN YOU WILL RECEIVE YOUR CT60 !
PLEASE !!

Each packet I will post will be followed the same day by an email to the destinary !
So, you've just to wait for an email !

Before the end of this week I will put the hardware installation documentation (with photos) on my web site !
You will be informed and invited to read it attentively....I will answer to your questions if some things are not clear (I don't thing)... and so improve the documentation.

The first people to receive the CT60 will be the developers AND the swedish guys (because of their Nordic Atari Show the July 6/7th). Sorry for the orther countries ;-)
All these first guys will have the heavy responsability to beta test the CT60.

A period of 1 week to... more (what could be happen ?) will be past before shipping to other people.

Regards
Rodolphe

3567. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 16:33:21 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.11.16.33.21.537811@removenoaspam.atari-source.com>
Source record: 26597

On Tue, 10 Jun 2003 23:59:13 +0000, Carey Christenson wrote:

> Hey everybody,
> I was watching The Screensavers tonight and they had
> a program available for the PC I believe that all you
> had to do is type in an IP address and it gave a MAP
> description of where a Anonymous poster lives. It
> also gives TONS of information about the poster and
> then you can report that person to the proper
> authorities. IF you think for moment ANONYMOUS POSTER
> that I wont use something like this. THINK AGIAN!!!!
> I am tired of seeing your CRAP in this newsgroup and
> it wont be tolerated ANYMORE!!!!
>
> Come on everybody download this it is called NEOTRACE
> do a google search or goto
> http://www.thescreensavers.com
>
> Thanks,
> Carey Christenson
>

Carey,

Uh, no. First of all, if we had their actual IP adress this wouldn't be an issue. I can post and appear to be whomever the hell I want but the IP is what is traceable. Using an anonymous remailer gets around this problem. You can trace the IP to the remailer but no further. There really is no way to get the guys except through reporting them to the remailers (irresponsible use), as well you can get them through the inforamtion they let slip. That's it.

But posting something like this makes you look foolish... Only reason I say this is because this scare tactic would only work if they didn't know that what you said was false. I'm quite certain they do know what you said is false. ;-)

Besides, using a basic traceroute you can still figure out with good precision where the user's mail or news server is.

Mark
http://atari-source.com

3568. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 16:37:22 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030611183722.a39659@du3.maus.de>
Source record: 26632

KS>Is there a page anywhere that has screenshots of the Atari version of
KS>Linux? Is it graphical or still command line based?

Of course it's graphical (if you like).

Unfortunately you need 14MB ST-RAM for the latest Debian distribution, so ATM there's no chance to get the latest kernel running on an ATARI with NOVA graphics card. :-(

Regards,

Frank

3569. BBB complaint against www.Vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 17:26:23 UTC
From: Eric Ching-Ann Han <ech20@columbia.edu>
Message-ID: <Pine.GSO.4.50.0306111308020.20065-100000@tere.cc.columbia.edu>
Source record: 26598
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

Greetings,

Some of you may have dealt with Vernal Elm in the past and had good results, but it's how a company handles bad situations that proves their integrity. The company sells Moto 68060 cpu's.

The short version: do not deal with Vernal Elm. Especially do not paypal them any money, as they have shown that if they feel they can get away with it, they will accept the money and not show anything for it. On ebay, well, they have to deal with building up a catalog of positive feedback. I have no doubt though that as soon as they do, their unethical practices will surface again.

The long version: I just filed a complaint with the Better Business Bureau of Connecticut about their online business. They claim shipping within 48 hours.(incidentally, they charge $6 for shipping, but my cpu was in a reused mailer with a 60 cent stamp on it) After I clicked on the paypal button, I had to email them 3 times to get them to respond and ship me the chip. I got it more than 3 weeks after I ordered it. They claimed it would be a full version. It was clearly marked EC. And. . . it didn't work in my Amiga 4000 CSPPC (233MHz ver). I swapped out my old chip, stuck it in, and the machine would't boot. I tried it again, reseated it, and got the same results. The old chip went back in and it was fine. Well, they also claim a 30 day refund/replacement guarantee. I email them about it. They take their time getting back to me (this becomes a pattern). They tell me to send it back, and I do, on Feb 26th. The package goes unclaimed. I email again. I send it back a second time on April 2nd, after hearing an excuse about large packages not being delivered (as if that were believable.) This time, it IS accepted (at 10:49AM on April 9th: see www.usps.gov tracking #7002 2030 0005 5261 1831), and after that all contact from them ceases. I email 3 more times, but get no response. Who knows, maybe they've ebay'ed it already.

So that's the long and short of it. It's amazing that when a company is unethical, it starts from the very minor things: cheating on shipping charges, shipping late, ignoring emails, sending the wrong merchandise, and finally refusing to honor refund policies. Yes, I know that I should have stopped trusting them in January, and yes, it IS after 30 days, but that's only because they WAIT 3 weeks to reply to any email.

Want to contact Vernal Elm yourself?

Vernal Elm LLC
239B Front St.
New Haven, CT 06513

sales@vernalelm.com
fax: 720-294-4128

Benjamin Berkowitz
239 Front St.
New Haven, CT 06513
tel: 203-752-9814

Regards,

Eric Han

3570. Re: ASCII cross-platform compatibility

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 17:32:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200306111932.a42522@wun.maus.de>
Source record: 26614

Hallo Hallvard!

HT>Reading files like this on the Atari ST surely gives problems with
HT>lines containing hundreds of characters.

Why? Any useable text editor (and any viewer) is capable of wrapping the lines.
The ancient Tempus 2.25 can do so, and so can QED. The latter has also got a
built-in "Umlaut" conversion, and can handle various types of line endings.

There's absolutely no need to touch english-language ASCII files.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

3571. Re: BBB complaint against www.Vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 19:53:39 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.11.19.53.35.487418@removenoaspam.atari-source.com>
Source record: 26599
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

On Wed, 11 Jun 2003 13:26:23 -0400, Eric Ching-Ann Han wrote:

> Greetings,
>
> Some of you may have dealt with Vernal Elm in the past and had good
> results, but it's how a company handles bad situations that proves
> their integrity. The company sells Moto 68060 cpu's.
>
> The short version: do not deal with Vernal Elm. Especially do not paypal
> them any money, as they have shown that if they feel they can get away
> with it, they will accept the money and not show anything for it. On ebay,
> well, they have to deal with building up a catalog of positive feedback. I
> have no doubt though that as soon as they do, their unethical practices
> will surface again.
>
> The long version: I just filed a complaint with the Better Business Bureau
> of Connecticut about their online business. They claim shipping within 48
> hours.(incidentally, they charge $6 for shipping, but my cpu was in a
> reused mailer with a 60 cent stamp on it) After I clicked on the paypal
> button, I had to email them 3 times to get them to respond and ship me the
> chip. I got it more than 3 weeks after I ordered it. They claimed it would
> be a full version. It was clearly marked EC. And. . . it didn't work in my
> Amiga 4000 CSPPC (233MHz ver). I swapped out my old chip, stuck it in, and
> the machine would't boot. I tried it again, reseated it, and got the same
> results. The old chip went back in and it was fine. Well, they also claim
> a 30 day refund/replacement guarantee. I email them about it. They take
> their time getting back to me (this becomes a pattern). They tell me to
> send it back, and I do, on Feb 26th. The package goes unclaimed. I email
> again. I send it back a second time on April 2nd, after hearing an excuse
> about large packages not being delivered (as if that were believable.)
> This time, it IS accepted (at 10:49AM on April 9th: see www.usps.gov
> tracking #7002 2030 0005 5261 1831), and after that all contact from them
> ceases. I email 3 more times, but get no response. Who knows, maybe
> they've ebay'ed it already.
>
> So that's the long and short of it. It's amazing that when a company is
> unethical, it starts from the very minor things: cheating on shipping
> charges, shipping late, ignoring emails, sending the wrong merchandise,
> and finally refusing to honor refund policies. Yes, I know that I should
> have stopped trusting them in January, and yes, it IS after 30 days, but
> that's only because they WAIT 3 weeks to reply to any email.
>
> Want to contact Vernal Elm yourself?

>
> Vernal Elm LLC
> 239B Front St.
> New Haven, CT 06513
> sales@vernalelm.com
> fax: 720-294-4128
>
> Benjamin Berkowitz
> 239 Front St.
> New Haven, CT 06513
> tel: 203-752-9814
>
>
>
> Regards,
>
> Eric Han

Son of a bitch. I bought a chip from them that is supposedly mislabeled and is supposed to be a 68060 FULL, but it is clearly labeled an EC or something like that.. I believe XC68EC060RC60. Of course he'd jump at selling them to us. Why we have to wait over a year to get our accelerator to have any viable platform to actually test our chips in . Makes perfect sense if they are illegitimately selling "mislabeled" chips that are in fact not mislabeled.

I can assure you, if my chip is not a 68060 Full I will pay them a visit. Until them I have to give him the benefit of the doubt stating that it did take a while for the chip to come, but it was properly packaged and in good condition.

Mark
http://atari-source.com

3572. Re: yo buddy.....

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 19:58:29 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1055343162-325228AEicMi@adelphia.net>
Source record: 26600

Hey BUDDY,
Consider yourself reported to your REMAILER for
abuse of this NEWSGROUP. I will be sending an e-mail
every hour on your behalf!!!!

I would say more but your childish language is
something to be desired. AND I WHERE YOUR REMAILER
IS. IF THIS DOES NOT STOP I WILL TAKE LEGAL ACTION ON
THIS.

NO THANKS TO YOU,
Carey Christenson

--

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
Ethernet card for Cartridge port
56K CNET modem NOT IN USE
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades

Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3573. Re: ASCII cross-platform compatibility

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 21:01:00 UTC
From: Dan Wilga <dwilga-MUNGE@mtholyoke.edu>
Message-ID: <dwilga-MUNGE-939EF8.17005711062003@nap.mtholyoke.edu>
Source record: 26601

In article <1fwe9ts.zdmtchpsw85cN%Hallvard@despammed.com>,
Hallvard@despammed.com (Hallvard Tangeraas) wrote:

> I'm working on my Notator FAQ again
> (http://www.notator.org/html/notator_faq.html), trying to document what
> kind of problems a user can get into (as well as solutions for them of
> course!) when transferring files from a PC or Mac over to the Atari ST.
>
> Regarding PCs there's this problem with ASCII text files... I'm not a PC
> user myself, but it seems that the consensus with text files is NOT to
> insert line-breaks in them, but have the reader of the file adjust this
> according to his/her text editor's window width ("soft-wrap").

On the PC, UltraEdit will do this conversion, as will many others. On
the Atari side, STeno (and probably most other text editors) can be used.

--
Dan Wilga dwilga-MUNGE@mtholyoke.edu
** Remove the -MUNGE in my address to reply **

3574. CT60 : WEB update

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 21:42:21 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ee7a22e$0$5420$626a54ce@news.free.fr>
Source record: 26604

Please, see the new nembench for 16 and 256 colors at 16, 20 & 25 MHz Falcon speed.
The ST-ram write accesses are 3 cycles at 16 and 4 at 20 & 25 MHz.

3575. Re: BBB complaint against www.Vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 21:42:41 UTC
From: kees laan <kees.laan@xs4all.nl>
Message-ID: <3EE7A250.A5014DCF@xs4all.nl>
Source record: 26602
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

> Son of a bitch. IMark
> http://atari-source.com

learn to quote!

3576. Re: BBB complaint against www.Vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 21:42:54 UTC
From: kees laan <kees.laan@xs4all.nl>
Message-ID: <3EE7A25D.6CA04E99@xs4all.nl>
Source record: 26603
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

> Son of a bitch. IMark
> http://atari-source.com

learn to quote!

3577. Re: BBB complaint against www.Vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 21:58:06 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.11.21.58.06.358774@removenoaspam.atari-source.com>
Source record: 26605
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

On Wed, 11 Jun 2003 23:42:41 +0200, kees laan wrote:

>> Son of a bitch. IMark
>> http://atari-source.com
>
> learn to quote!

Effective quoting on your behalf as well.

Mark
http://atari-source.com

3578. Re: BBB complaint against www.Vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 22:05:58 UTC
From: lp <gfa@basic.net>
Message-ID: <BB0D2006.8C4%gfa@basic.net>
Source record: 26606
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

in article 3EE7A25D.6CA04E99@xs4all.nl, kees laan at kees.laan@xs4all.nl
wrote on 6/11/03 5:42 PM:

>> Son of a bitch. IMark
>> http://atari-source.com
>
> learn to quote!

Learn to post, you posted it twice, or learn to filter...

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3579. Re: CT60 : END of TESTS and DEBUGGING

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 22:17:17 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0306111417.7eed856d@posting.google.com>
Source record: 26607

Will one of the beta testers be trying out the CT60 with Cubase Audio,
or other sound recording software?
mark

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3ee74712$0$5420$626a54ce@news.free.fr>...
> Yes, this day I can tell you that my CT60 is working fine at 66/16 66/20
> and 66/25 MHz !
> I found a last bug on the BUS arbiter....
> All runs fine here...!
>
> I decide to begin shipping tomorrow !!
>
> DON'T CONTACT ME TO ASK ME WHEN YOU WILL RECEIVE YOUR CT60 !
> PLEASE !!
>
> Each packet I will post will be followed the same day by an email to the
> destinary !
> So, you've just to wait for an email !
>
> Before the end of this week I will put the hardware installation
> documentation (with photos) on my web site !
> You will be informed and invited to read it attentively....I will answer to
> your questions if some things are not clear (I don't thing)... and so
> improve the documentation.
>
> The first people to receive the CT60 will be the developers AND the swedish
> guys (because of their Nordic Atari Show the July 6/7th). Sorry for the
> orther countries ;-)
> All these first guys will have the heavy responsability to beta test the
> CT60.
>
> A period of 1 week to... more (what could be happen ?) will be past before
> shipping to other people.
>
> Regards
> Rodolphe

3580. DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 22:30:21 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vefbbvk8u19d41@corp.supernews.com>
Source record: 26608

A few weeks ago I registered on DOITF030 to get a key so I can freakin have a look at the FAQ.

Then a few days ago I get a email telling me it has a serial or key for DOITF030. I look at the attachment and it is a file with the extension .scr I click on the link and my Antivirus alerts me that it is a virus! Thankfully I didn't get infected!

I am thinking someone hacked into the site to get my info?

What gives!

Tim

3581. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 22:36:30 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbefb0n.7m3.atari@core.preferuje.luzik.pl>
Source record: 26609

On Wed, 11 Jun 2003 15:30:21 -0700, Tim <tjlazer@mail.com> had a noticeable pleasure while writting:
> A few weeks ago I registered on DOITF030 to get a key so I can freakin have
> a look at the FAQ.
>
> Then a few days ago I get a email telling me it has a serial or key for
> DOITF030. I look at the attachment and it is a file with the extension .scr
> I click on the link and my Antivirus alerts me that it is a virus!
> Thankfully I didn't get infected!
>
> I am thinking someone hacked into the site to get my info?

Most likely Robert Schaffners mailbox got infected (I got the virus from him too)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3582. Re: MagiC Mac 6.x on PowerBook Pismo

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 22:46:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1055431690-50415AEicMi@gmx.net>
Source record: 26622

From: Jo Vandeweghe <dipching@wanadoo.be>
Date: Tue, 10 Jun 2003 17:33:01 +0200

Hi Jo,

>There is always not enough ST ram available to start or, if I try to
>allocate memory for needings I get an unknown error from MagiC ....
>Is there anyone experiencing the same problems on a PowerBook G3/400 Pismo ?

Is the +MagiCMac extension activated in the System folder? If it's not active
MagiCMac won't be able to allocate ST-RAM memory....
Supposing it wasn't active: activate it and reboot. Next start up the MagiMac
config program and allocate the amount of needed ST-RAM. Quit MagiCMac and
then launch it again....
Everything should work now :-)

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3583. Re: MagiC Mac 6.x on PowerBook Pismo

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 23:14:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1055431694-51595AEicMi@gmx.net>
Source record: 26624

From: Andreas.Kromke.nospam@gmx.de (Andreas Kromke)
Date: 11 Jun 2003 02:14:33 -0700

Hi Andreas,

>No, the problem is not the OS version, but the hardware. MagicMac
>seems not to run with newer hardware. Sometimes it runs with older OS
>versions and newer hardware, but not with newer OS versions on newer
>hardware. With older hardware like a beige G3 it perfectly runs with
>9.2.2.

Just in case you were wondering:
On a PowerMac dual G4/1000 version 6.2 runs perfect under OS 9.2.2, well,
it doesn't actually run, flying is more like it :-)
I've also seen it running on a iMac G4/800 and eMac G4/700 so I would say
that you've done a pretty good job.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3584. Re: MagiC Mac 6.x on PowerBook Pismo

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 23:15:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1055431692-51035AEicMi@gmx.net>
Source record: 26623

From: Jo Vandeweghe <dipching@wanadoo.be>
Date: Wed, 11 Jun 2003 14:43:33 +0200

Hi Jo,

>I also used the english translated file made by Dennis Vermeire and his
>friend ..... it worked for the first time for me :)

Of course it works,
Have you even known a "piece of art" from DDP not to work? :-)

People using MagiCMac 6.1.x or 6.2 who are fed up with the German mumbo jumbo should take a look at the DDP webpages (see sig) and download the translation. The package translates the configuration menu and the specific MagiCMac error messages, and we've even thrown in the most recent Magixdesk.... If we can figure out how to use the VISE Installer, then in the near future we'll also release a translation patch for the kernel. For obvious copyright reasons we can't put the translated kernel on the website.

The package only converts MagiCMac 6.1.x and 6.2, *it will not work* with version 6.0 or 6.01... get an update from ASH and support the author.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3585. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 23:24:35 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vefehld88kst3a@corp.supernews.com>
Source record: 26610

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrnbefb0n.7m3.atari@core.preferuje.luzik.pl...
> On Wed, 11 Jun 2003 15:30:21 -0700, Tim <tjlazer@mail.com> had a
noticeable pleasure while writting:
> > A few weeks ago I registered on DOITF030 to get a key so I can freakin
have
> > a look at the FAQ.
> >
> > Then a few days ago I get a email telling me it has a serial or key for
> > DOITF030. I look at the attachment and it is a file with the extension
.scr
> > I click on the link and my Antivirus alerts me that it is a virus!
> > Thankfully I didn't get infected!
> >
> > I am thinking someone hacked into the site to get my info?
>
> Most likely Robert Schaffners mailbox got infected (I got the virus from
him too)
>

Pretty freakin sad that the virus gets to me before the freakin serial!
Good thing I really didn't need to look at the FAQ (figured it out on my
own)

That DOITF030 serial thing is pretty freakin useless if you ask me. It has
been weeks when I needed to get some info and I still to this day cannot
read it's contents.

And a google search reveals that there is all this secrecy on the keyfile
and the urgency to register!

Unbelievable!

Tim

> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

3586. Re: yo buddy.....

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 23:26:20 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vefel0giivk66c@corp.supernews.com>
Source record: 26611

What an idiot. Get a life.

TIm

"Nomen Abditum" <nobody@shellgame.abditum.com> wrote in message
news:95ace886fd10fa2259473bcebfaa509e@shellgame.abditum.com...
> Shut the fuck up you dumb shit eating fag fucker! Go use your neotrace
> and we'll just slap you in the head and kick you in the nuts. Fuck are
> you dumber than a bag of hammers. Go back to school fagot.
>
> Try and trace this you shit eating loser!
>
>
>
>
>

3587. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-11 23:33:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1055431698-52135AEicMi@gmx.net>
Source record: 26625

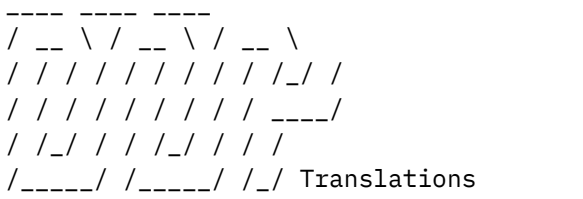
From: Ken Springer <wordworks@greeleynet.com>
Date: Mon, 09 Jun 2003 02:57:27 GMT

Hi Ken,

>I know, but I was interested in version 2.3.

There is no official version 2.3
Thomas Much released a beta version 2.3 which expired on 31st december
2001. The beta didn't add any new features but only addressed a couple of
minor bugs. Some of these bugs have been corrected in the DDP Texel 2.2
release. So, one could say that the English replacement for Texel 2.2 is
better then the original... :-/

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3588. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 00:09:49 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1055376589@news.frii.com>
Source record: 26612

On Wed, 11 Jun 2003 09:27:19 +1000, "Steve Adam" <saadam@bigpond.com> wrote:
> "Ken Springer" <wordworks@greeleynet.com> wrote in message news:1104_1054995249
@news.frii.com...
> > Hi, Luposian,
>
> [big snip]
>
> > I"m creating a database for my sister's church that they will maintain. They have MS
> > Access. I don't know of a database program on the Atari that is truly relational and
> > available anymore that can create a relational database that could be simply imported
into
> > Access and run. In the old days of dBase III in DOS, this platform had a program
called
> > dbMAN that was 100% compatible.
>
> For your interest, for a database to be 'truly relational' doesn't
> mean very much. A 'relation' is just a two dimensional table,
> nothing more, nothing less. A relational database is one made
> from such 'relations'.

I know. In Access, each table that you relate must have a common field having the same information. But not all tables in that database have to use the same field. It can vary, just as long as each of a relation have the same field.

>
> The innovation of relational databases came from the fact
> that various complex database structures can be represented
> in simple flat files.

That and the fact that a lot of wasted hard drive space can be eliminated by not having to store blank fields.

Ken

3589. Re: BBB complaint against www.Vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 03:38:27 UTC
From: Eric Ching-Ann Han <ech20@columbia.edu>
Message-ID: <Pine.GSO.4.50.0306112335120.13271-100000@konichiwa.cc.columbia.edu>
Source record: 26613
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

Way to ruin my thread guys!

Anyway, I sure hope your 060 works. Otherwise, good luck getting any sort of refund or replacement from them. I especially advise against sending them any money without making them accountable for it. [like ebay feedback]. Paypal'ing them money was like flushing it down the toilet since paypal's dispute system has to be used within 30 days, and they happily wait that time period out before even replying to emails.

-Eric

> >> Son of a bitch. IMark
> >
> > learn to quote!
>
> Learn to post, you posted it twice, or learn to filter...

3590. Re: BBB complaint against www.Vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 04:42:06 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.06.12.04.42.06.603496@nossspamXXatari-source.com>
Source record: 26615
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

On Wed, 11 Jun 2003 23:38:27 -0400, Eric Ching-Ann Han wrote:

> Way to ruin my thread guys!
>
> Anyway, I sure hope your 060 works. Otherwise, good luck getting any
> sort of refund or replacement from them. I especially advise against
> sending them any money without making them accountable for it. [like ebay
> feedback]. Paypal'ing them money was like flushing it down the toilet
> since paypal's dispute system has to be used within 30 days, and they
> happily wait that time period out before even replying to emails.
>
> -Eric

I recently bought an Apple TiBook from eBay. The seller is legit but I
couldn't ignore the safety that escrow provided for only a few bucks.
It's a shame it just doesn't seem worth it for smaller transactions like
these. And besides, eBay feedback is a commodity - it's for sale, and
it's easy to build up cheaply. eBay feedback isn't exactly a 100%
foolproof system... unfortunately.

Mark
http://atari-source.com

3591. Re: ASCII cross-platform compatibility

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 04:59:35 UTC
From: res none <res@sympatico.ca>
Message-ID: <JMTFa.4660$JN6.796658@news20.bellglobal.com>
Source record: 26616

Beware the UltraEdit curse...you've been warned.

> On the PC, UltraEdit will do this conversion, as will many others. On
> the Atari side, STeno (and probably most other text editors) can be used.

3592. Re: ASCII cross-platform compatibility

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 09:08:17 UTC
From: Steve Adam <saadam@bigpond.com>
Message-ID: <xaXFa.137$Ab2.4158@newsfeeds.bigpond.com>
Source record: 26617

"Hallvard Tangeraas" <Hallvard@despammed.com> wrote in message
news:1fwf0nc.xbz7iavb8keoN%Hallvard@despammed.com...

> Dan Wilga <dwilga-MUNGE@mtholyoke.edu> wrote:
> > On
> > the Atari side, STeno (and probably most other text editors) can be used.

> Regarding STeno; isn't that a commercial text-editor not available any
> longer?

You can get it here:- http://www4.pair.com/gribnif/catalog.htm

Dan could probably have told you that :)

Steve.

3593. Re: CT60 : WEB update

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 09:17:53 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ee84531$0$5431$626a54ce@news.free.fr>
Source record: 26618

I removed a bug at 25 MHz, so the tables were updated just after the
previous message !
The bandrate is up to 12 MB/s to ST-RAM !
At 16, 20 & 25 MHz all write accesses are done by 3 cycles instead of 4....

"Rodolphe Czuba" <rczuba@free.fr> a crit dans le message de news:
3ee7a22e$0$5420$626a54ce@news.free.fr...
> Please, see the new nembench for 16 and 256 colors at 16, 20 & 25 MHz
Falcon
> speed.
> The ST-ram write accesses are 3 cycles at 16 and 4 at 20 & 25 MHz.
>
>
>
>

3594. Re: CT60 : END of TESTS and DEBUGGING

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 09:20:19 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ee845c4$0$5387$626a54ce@news.free.fr>
Source record: 26619

Cubase Audio was already tried by Didier Mequignon and a patch is already available into the CT60 installation package you can download from my web site !

Sure it seems running with the patch but we can't be sure until some 'knowing cubase' users try it...

"Mark" <fried.man@sympatico.ca> a crit dans le message de news:
2b61dc2b.0306111417.7eed856d@posting.google.com...
> Will one of the beta testers be trying out the CT60 with Cubase Audio,
> or other sound recording software?
> mark
>
>
>
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3ee74712$0$5420$626a54ce@news.free.fr>...
> > Yes, this day I can tell you that my CT60 is working fine at 66/16
66/20
> > and 66/25 MHz !
> > I found a last bug on the BUS arbiter....
> > All runs fine here...!
> >
> > I decide to begin shipping tomorrow !!
> >
> > DON'T CONTACT ME TO ASK ME WHEN YOU WILL RECEIVE YOUR CT60 !
> > PLEASE !!
> >
> > Each packet I will post will be followed the same day by an email to the
> > destinary !
> > So, you've just to wait for an email !
> >
> > Before the end of this week I will put the hardware installation
> > documentation (with photos) on my web site !
> > You will be informed and invited to read it attentively....I will answer
to
> > your questions if some things are not clear (I don't thing)... and so
> > improve the documentation.
> >
> > The first people to receive the CT60 will be the developers AND the
swedish
> > guys (because of their Nordic Atari Show the July 6/7th). Sorry for the
> > orther countries ;-)
> > All these first guys will have the heavy responsability to beta test the

> > CT60.
> >
> > A period of 1 week to... more (what could be happen ?) will be past
before
> > shipping to other people.
> >
> > Regards
> > Rodolphe

3595. Does any one need 8 midi out's for cubase.....?? Hurry, last few hours

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 11:50:37 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <q4qgev059glugs8aon44o4c8t5ck0o9grf@4ax.com>
Source record: 26620

I found this auction on ebay germany, (it's not mine), looks like it
plugs into the printer port..

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=23194&item=2733956088

3596. Re: BBB complaint against www.Vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 13:22:54 UTC
From: barnes@divide.net
Message-ID: <b33eb69f.0306120522.77bf303b@posting.google.com>
Source record: 26621
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

I wish that Eric Han's post had been done a month ago! That's when I bought VernalElm's XC68060RC chip on eBay (May 13). To date, despite multiple emails to at least three different addresses, and one phone call (his answering machine, no response), VernalElm/Berkowitz continues to stall and deliberate. I've had a single response (polite, and alluding to unspecified problems) assuring me that delivery was imminent. He sent this on June 3rd, and I've not heard from him since. I forwarded immediate payment after the auction, (PayPal from bank account, not credit card), and now I suspect that $63 is gone for good (including the $1 for "insurance"). I also contacted four previous eBuyers of this chip. Two Brits said that VernalElm's service was slow but that they eventually received the item around the 30-day period (one buyer subsequently auctioned the EC version of the 68060, but I don't know if it was the one he had bought from VernalElm of if it was an old chip he already had). Two others did not respond. The whole affair is disturbing enough, but given the fact that VernalElm has continued to sell & buy items on eBay during this entire saga makes it all the more frustrating. I may still receive the item I paid for, but I'll never knowingly deal with this company/person again! Regards from Colorado, George

3597. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 14:05:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1055431700-52699AEicMi@gmx.net>
Source record: 26626

From: Bob Retelle <bobr1@provide.net>
Date: Tue, 10 Jun 2003 12:47:20 -0400

Hi Bob,

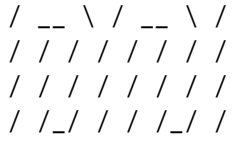
>at the 1986 Chicago Consumer Electronics Show, at the same time Atari was
>introducing the 260ST, the 520ST and the 130XE.

I think you've got some dates mixed up;
IIRC the 260 and 520ST were shown to the public for the very first time at
a US show in december 1984. In march 1985 the 260ST was available and for
sale in Europe.
In may 1985 I bought one :-)

>A number of years later, when Atari STILL hadn't put the CD-ROM drive
>on the market, ActiVenture took their product to the IBM market, but
>by then it was too late. Other companies had developed their own
>CD-ROM systems and had already begun selling them in a viable
>marketplace. ActiVenture only lasted a short time before they joined
>the Tramiel graveyard.

The Tramiels always said that they would release the CD-ROM drive when the
price was right (remember their slogan ?) Unfortunately for them that
particular piece of new technology remained high priced....
IIRC Atari made two models, and the newer one (way back in 1990) was sold
in very limited quantity to the public, it came with a CD full of freeware
and costed $1200. That's a lot of money to spend on a piece of hardware for
which there's no software....
IMO it's not really fair to blame Atari for their CD-ROM not catching on,
the problem was that the hardware was expensive and that non of the Atari
softwarehouses were motivated to develop software for it. But let's face
it, the CD-ROM market only really took off in the 90's, and by that time
the only CD-ROM Atari sold was for the Jaguar...
Another point to consider is that the hardware wasn't really suited either,
except for the Falcon which was released when the CD-ROM revolution already
began, non of the Atari computers could display 256 colours in VGA mode,
and that wasn't very encouraging for would-be developers...

Cheers from Belgium
Dennis
--



/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3598. Please Test

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 14:56:26 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <PA0Ga.841$6G7.282@news.inreach.com>
Source record: 26627

I'd like some Atari user check out the web site of the SIAR, it's not fancy but
I like to make sure the Ataris can read it ok.

just click on the SIAR link listed below my sig.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

Arthur C. Clarke "The City & The Stars"

SIAR
www.starlords.org
Telescope Buyers FAQ
http://home.inreach.com/starlord
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Starlord's Personal Page
http://starlord-personal.netfirms.com
Freelance Writers Shop
http://www.freelancewrittersshop.netfirms.com

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 6/5/03

3599. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 15:42:56 UTC
From: rs.mac@t-online.de
Message-ID: <1fwgaxo.1ofw4xi1j5cr2gN%rs.mac@t-online.de>
Source record: 26630

Tim <tjlazer@mail.com> wrote:

> A few weeks ago I registered on DOITF030 to get a key so I can freakin have
> a look at the FAQ.

And whitch name, email adress? Or you do not have an real name?
<tjlazer@mail.com> isnï¿½t on incoming mail of last three month.

> Then a few days ago I get a email telling me it has a serial or key for
> DOITF030. I look at the attachment and it is a file with the extension .scr
> I click on the link and my Antivirus alerts me that it is a virus!
> Thankfully I didn't get infected!
>
> I am thinking someone hacked into the site to get my info?

Bullshit.

Itï¿½s a mail from a fucking spam moron, not from my account.
<tjlazer@mail.com> are not on incoming here!
Look fist where is the real sender.

Anyway it is a PC script. Not one PC working here and ANY
in and out mail are virus checked by norton and virex.

Trace the mailing route befor you discredit any one!

Ask ME before you fill this group with unqualified crap.

--
-= Home of DOIT-Archive =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

3600. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 15:42:57 UTC
From: rs.mac@t-online.de
Message-ID: <1fwgbfb.b17byu44fwxsN%rs.mac@t-online.de>
Source record: 26629

Tim <tjlazer@mail.com> wrote:

> That DOITF030 serial thing is pretty freakin useless if you ask me. It has
> been weeks when I needed to get some info and I still to this day cannot
> read it's contents.

Tell me if i should stop support atari.
Itï¿½s only a work of 5 seconds an two clicks for me.

Saves a lot of long time hard working

Simple i can use my time for other

--
-= Home of DOIT-Archive =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

3601. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 15:44:32 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3ee89fd3$0$958$cc9e4d1f@news.dial.pipex.com>
Source record: 26628

I got it also, Though I registered about 3 years ago and still waiting for the password!

Chris

3602. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 15:56:31 UTC
From: rs.mac@t-online.de
Message-ID: <1fwgcfo.2g08wgo1pfysN%rs.mac@t-online.de>
Source record: 26631

exxos <exxos@home.co.uk> wrote:

> I got it also, Though I registered about 3 years ago and still waiting for
> the password!

<exxos@home.co.uk> not on incoming key order
Itï¿½s too simple to ask me

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

3603. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 16:54:13 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ee85b4a1121cd4@attbi.com>
Source record: 26633

>
>Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote in message
>news:3ee30812755261@attbi.com...
>> I was reading articles on the Internet and found a short one that
>> mentioned that the new Atari Inc. sold over 1 million copies of
>> their new Matrix video game. Sounds like maybe changing their name
>> to Atari worked. Hopefully we will see some support in the near or
>> distance future.
>
>How do you figure that? Dont you think that the Matrix video game would sell
>a million anyway, considering it was half-reasonable and it came out right
>about the time, lets see, yes, when the *movie* came out?????
>
>Smeg.

Yes, I guess it probably would have sold anyway, but seeing the
Atari name just got the best of me.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3604. Re: [ANNOUNCE] Porthos 3.22 released

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 16:54:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ee85b4a1121cd6@attbi.com>
Source record: 26634

>Hi "Pascal Ricard"
>
>> A new version of Porthos is available.
>>
>> Polish RSC available.
>> Security Handler Rev. 3 implemented.
>> Some bug fixes.
>
>Lets hear another round of applause for another dedicated Atari developer.
>
>
>--
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.

Yes, I can agree with that. I also have Calamus SL 2002 for my
Hades and I love it. Inverse is one great dedicated Atari
developer.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3605. Re: Goodbye "ST Computer"

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 16:54:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ee85b4a1121cd5@attbi.com>
Source record: 26635

>Sad to say, the next (June) issue of the German "ST Computer"
>magazine will be the last :-(The publishers say that the loss of
>readers and advertising makes it unviable to continue.
>
>They hope to include a 16-page Atari supplement in an as yet
>unnamed PC magazine.
>
>For those who understand German, ST Computer has long been the
>best Atari magazine on the market since the old Atari World - and
>it was voted Magazine of the Year in the recent MyAtari poll.
>
>Goodbue - you will be sorely missed!

Well I would have read it if there was an English version. I have
went to the site before and it looked great, but I could not
understand anything. Too bad...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3606. Re: TT030 (English|French) ROM

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 16:54:15 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ee85b4a1121cd7@attbi.com>
Source record: 26636

>Hi, am looking for TT030 Roms in french or english
>to replace the german one shipped with my TT.
>
>Can somebody help me ?

YOu may want to try Medusa Systems. I bought some new TOS roms for my Hades 060. It uses the same ROMS as the TT. Fredi may have some extra English sets around or else know who has them. Another shot would be Best Electronics.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3607. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 17:05:16 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns9398C22B19C1Etos4ever@195.130.132.65>
Source record: 26637

on wo, 11 jun 2003 23:24:35 GMT ?Tim wrote:

>
> Pretty freakin sad that the virus gets to me before the freakin
> serial! Good thing I really didn't need to look at the FAQ (figured it
> out on my own)
>
> That DOITF030 serial thing is pretty freakin useless if you ask me.
> It has been weeks when I needed to get some info and I still to this
> day cannot read it's contents.
>
> And a google search reveals that there is all this secrecy on the
> keyfile and the urgency to register!
>
> Unbelievable!

Please thinks twice before you post such kind of messages. The virus
didn't come from him but from another guy who use the same crap
mail/newsreader like you use. The world would be better off without that
kind of mailer.

Anyway have you thought to ask Robert why it takes so long before you get
the key? I guess not. Robert is usualy very quick to provide the
requested key.

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

3608. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 18:52:11 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <JY3Ga.5119$JN6.854552@news20.bellglobal.com>
Source record: 26638

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:BB061DB0.320C4%nameerf@flash.net...

> Another thing to consider, along these lines of thought, is that Atari of
> the late 70's and early 80's, under Nolan Bushnell, went bankrupt and was
> bought by the Tramiels.

Actually, Nolan Bushnell sold Atari to Warner Bros. in the 1970s. In the 80's Warner Bros.' Atari was leaking money like a seive. They split the company in two. Atari Corp. which was the home computer/videogame department and Atari Games which was the arcade department. Only Atari Games was making money so Warner Bros. sold Atari Corp. to Jack Tramiel. Atari Games was later sold to Midway.

Atari Corp. came back strong in part due to Jack's penny pinching. He seriously streamlined the business proceedures and made getting money for your budget inside Atari damn near impossible. People had to become very creative in order to get their jobs done. The problem was Jack didn't know squat about actually selling computers in the late 80s much less the 90s because his head was still stuck in the 70s.

The Atari ST was a big hit at the time and it's momentum carried the company forward for awhile, but unfortunately because of Jack's tightness new products being released from Atari were very late in coming to market and basically re-hashed older products. Anytime the boys in R&D would come up with something truly amazing you could count on Jack's son Sam, who was president of the company, to strip the machine down to save cost and thus making it underpowered and then to completely bungle production so the machine would be late getting to market thus giving the competition an even bigger edge. There was also very little advertising and what little advertising Atari did was mostly "preaching to the choir". By the time the 90s came most people thought Atari had long since gone out of business and the PC market belonged to the x86 machines and a little slice for the Mac.

In the 90s Jack saw the writing on the wall and realized he was a dinosaur and simply had no idea how to compete. Atari had just won a 98 million dollar lawsuit against Sega. 50 million of it was settled in cash and the rest was settled in Sega stock. Jack knew that if Atari continued to operate it would simply squander all that cash. Not wanting to see the cash evaporate Jack used some of it to buy a failing hard drive company known as JTS. He then merged Atari with JTS and had them run under the JTS banner. Now here's the interesting part. When one company merges with another company it is customary to pay the top executives of the absorbed company a bonus for fascilitating the merger. So the owner if JTS, Jack Tramiel, paid the owner of Atari Corp., Jack Tramiel, a 42 million dollar bonus for fascilitating the merger of the two companies. Jack effectively emptied

Atari's coffer's into his own pocket and it was 100% perfectly legal.

Now the SEC only allowed the merger on the grounds that Atari still be run as a company. So Jack basically turned Atari into a one person operation, it still operated as a single person who answered the phone "Atari Corp." and would say "We no longer support that product.". This is where he was on shakey ground and a group of stock holders launched a class action suit against JTS claiming they were violating the SEC orders that Atari be kept up and running. The lawsuit never got very far, JTS sold off all it's Atari assets to Hasbro for a paultry 5 million dollars (the joke at the time was JTS could have gotten more for the Atari assets if they had sold them on eBay). JTS later ended up selling the Atari assets to Infogrammes for somewhere around 40 million dollars if I remember correctly. JTS went bankrupt shortly afterwards but Jack didn't care. He'd sucked it dry of it's last dollar and retired a wealthy man. Infogrammes, recognizing the great nostalgia value of the Atari name and properties, eventually changed it's name to Atari Inc.

Crackers

--
Ghastly's Ghastly Comic
http://ghastly.keenspace.com

3609. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 19:46:26 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1055428830-256872AEicMi@adelphia.net>
Source record: 26639

Hello Dennis,
Nice to see you on the newsgroups. Have not heard
from you in quite some time. I remember all of that
happening around that time because I had just gotten
my Atari 130XE and was receiving alot of Atari
Magazines that were popular at the time. Antic, Antic
ST (forget what they called it) and a couple of
others that I cant remember off the top of my head.
But that was back in 1984 and early 1985. Matter of
fact I got my 130XE in early 1985. Not to contradict
what you were saying but does the Falcon 030 not do
256 colors in VGA mode??? Maybe you meant stock from
the factory?? E-mail me sometime.

Thanks,
Carey Christenson

--

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
Ethernet card for Cartridge port
56K CNET modem NOT IN USE
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3610. Re: Please Test

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 21:26:20 UTC
From: Beno&#65533;t Morrissette <XXXbenoitmorrissette@hotmail.comXXX>
Message-ID: <4prhev0arkjp5mq3lurgi8m42i82iguukg@4ax.com>
Source record: 26640

On Thu, 12 Jun 2003 07:56:26 -0700, "Starlord" <starlord@despammed.com> wrote:

>I'd like some Atari user check out the web site of the SIAR, it's not fancy but
>I like to make sure the Ataris can read it ok.
>
>just click on the SIAR link listed below my sig.

I took a look. Just remember that about 10% (yes, ten per cent) of all males on
Earth are colorblinds. Red letters on a dark background are a pain to read.
Why do you think that almost everywhere we look (books, newspapers etc...) they
use dark letters over a light background?

Have a good day!

3611. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 21:27:06 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <Fe6Ga.51119$Pc5.50452@fed1read01>
Source record: 26641

AMEN! And AMEN!

Now, all we have to do is figure out a way to get Atari, Inc. back to making computers and the circle of life will have been restored!

BTW, I had no idea that the Tramiel's were so evil...

Luposian

"Crackers" <bcracknell@sympatico.ca> wrote in message news:JY3Ga.5119$JN6.854552@news20.bellglobal.com...
>
> "Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
> news:BB061DB0.320C4%nameerf@flash.net...
>
> > Another thing to consider, along these lines of thought, is that Atari of
> > the late 70's and early 80's, under Nolan Bushnell, went bankrupt and was
> > bought by the Tramiels.
>
> Actually, Nolan Bushnell sold Atari to Warner Bros. in the 1970s. In the
> 80's Warner Bros.' Atari was leaking money like a seive. They split the
> company in two. Atari Corp. which was the home computer/videogame department
> and Atari Games which was the arcade department. Only Atari Games was making
> money so Warner Bros. sold Atari Corp. to Jack Tramiel. Atari Games was
> later sold to Midway.
>
> Atari Corp. came back strong in part due to Jack's penny pinching. He
> seriously streamlined the business proceedures and made getting money for
> your budget inside Atari damn near impossible. People had to become very
> creative in order to get their jobs done. The problem was Jack didn't know
> squat about actually selling computers in the late 80s much less the 90s
> because his head was still stuck in the 70s.
>
> The Atari ST was a big hit at the time and it's momentum carried the company
> forward for awhile, but unfortunately because of Jack's tightness new
> products being released from Atari were very late in coming to market and
> basically re-hashed older products. Anytime the boys in R&D would come up
> with something truly amazing you could count on Jack's son Sam, who was
> president of the company, to strip the machine down to save cost and thus
> making it underpowered and then to completely bungle production so the

> machine would be late getting to market thus giving the competition an
even
> bigger edge. There was also very little advertising and what little
> advertising Atari did was mostly "preaching to the choir". By the time the
> 90s came most people thought Atari had long since gone out of business and
> the PC market belonged to the x86 machines and a little slice for the Mac.
>
> In the 90s Jack saw the writing on the wall and realized he was a dinosaur
> and simply had no idea how to compete. Atari had just won a 98 million
> dollar lawsuit against Sega. 50 million of it was settled in cash and the
> rest was settled in Sega stock. Jack knew that if Atari continued to
operate
> it would simply squander all that cash. Not wanting to see the cash
> evaporate Jack used some of it to buy a failing hard drive company known
as
> JTS. He then merged Atari with JTS and had them run under the JTS banner.
> Now here's the interesting part. When one company merges with another
> company it is customary to pay the top executives of the absorbed company
a
> bonus for fascilitating the merger. So the owner if JTS, Jack Tramiel,
paid
> the owner of Atari Corp., Jack Tramiel, a 42 million dollar bonus for
> fascilitating the merger of the two companies. Jack effectively emptied
> Atari's coffer's into his own pocket and it was 100% perfectly legal.
>
> Now the SEC only allowed the merger on the grounds that Atari still be run
> as a company. So Jack basically turned Atari into a one person operation,
it
> still operated as a single person who answered the phone "Atari Corp." and
> would say "We no longer support that product.". This is where he was on
> shakey ground and a group of stock holders launched a class action suit
> against JTS claiming they were violating the SEC orders that Atari be kept
> up and running. The lawsuit never got very far, JTS sold off all it's
Atari
> assets to Hasbro for a paultry 5 million dollars (the joke at the time was
> JTS could have gotten more for the Atari assets if they had sold them on
> eBay). JTS later ended up selling the Atari assets to Infogrammes for
> somewhere around 40 million dollars if I remember correctly. JTS went
> bankrupt shortly afterwards but Jack didn't care. He'd sucked it dry of
it's
> last dollar and retired a wealthy man. Infogrammes, recognizing the great
> nostalgia value of the Atari name and properties, eventually changed it's
> name to Atari Inc.
>
> Crackers
>
> --
> Ghastly's Ghastly Comic
> http://ghastly.keenspace.com
>

>

3612. Re: yo buddy.....

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 23:01:27 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <7o0bcb-s0v.ln@speaker.rodsbooks.com>
Source record: 26548

In article <1055343162-325228AEicMi@adelphia.net>,
Carey Christenson <falcon060@adelphia.net> writes:
>
> Hey BUDDY,
> Consider yourself reported to your REMAILER for
> abuse of this NEWSGROUP. I will be sending an e-mail
> every hour on your behalf!!!!
>
> I would say more but your childish language is
> something to be desired. AND I WHERE YOUR REMAILER
> IS. IF THIS DOES NOT STOP I WILL TAKE LEGAL ACTION ON
> THIS.

Why bother? Responding to such childishness just encourages it, and wastes
your own time.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

3613. Re: yo buddy.....

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 23:02:12 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcb0ph$1fp$2@titan.btinternet.com>
Source record: 26642

Hi "Nomen Abditum"

> Shut the fuck up you dumb shit eating fag fucker! Go use your neotrace
> and we'll just slap you in the head and kick you in the nuts. Fuck are
> you dumber than a bag of hammers. Go back to school fagot.
>
> Try and trace this you shit eating loser!

I've just done that very thing, you thought you were untraceable, well mr. smartarse, I've pinpointed you....

....you're sat right in front of your PC.

8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

3614. Re: TT030 (English|French) ROM

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 23:02:17 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcb0po$1fp$4@titan.btinternet.com>
Source record: 26643

Hi "NSPIRIT"

> Hi, am looking for TT030 Roms in french or english
> to replace the german one shipped with my TT.

I personaly wouldnt bother, if you were to install Magic you'd get the
language of choce and some more benefits.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

3615. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 23:14:05 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcb1fs$1i7$1@hercules.btinternet.com>
Source record: 26644

Hi Tim

"Tim" <tjlazer@mail.com> wrote in message
news:vefbbvk8u19d41@corp.supernews.com...
> A few weeks ago I registered on DOITF030 to get a key so I can freakin
have
> a look at the FAQ.
>
> Then a few days ago I get a email telling me it has a serial or key for
> DOITF030. I look at the attachment and it is a file with the extension
.scr
> I click on the link and my Antivirus alerts me that it is a virus!
> Thankfully I didn't get infected!
>
> I am thinking someone hacked into the site to get my info?

You're not alone, i registered here years ago and forgot all about it, this
week i get 2 attacks from this site, thankfully my VK squished it.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

3616. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 23:14:07 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcb1fu$1i7$2@hercules.btinternet.com>
Source record: 26645

Hi Robert

> > That DOITF030 serial thing is pretty freakin useless if you ask me. It has
> > been weeks when I needed to get some info and I still to this day cannot
> > read it's contents.
>
> Tell me if i should stop support atari.

No!!!!!!!!!!!!!

> It's only a work of 5 seconds an two clicks for me.

No dont, stop, dont do it, please, i'm sure there's an explanation for your system behaving the way it did!..

> Saves a lot of long time hard working

No dont, we like you working. 8~)

> Simple i can use my time for other

You dont realise how silly that would be, eating washing, sha...

What's your side of this affair, was it a virus infection on your system. If these were genuine key updates perhaps you could zip and attach them.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

3617. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 23:16:58 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1055459818@news.frii.com>
Source record: 26546

Dennis,

>
> There is no official version 2.3
> Thomas Much released a beta version 2.3 which expired on 31st december
> 2001. The beta didn't add any new features but only addressed a couple of
> minor bugs. Some of these bugs have been corrected in the DDP Texel 2.2
> release. So, one could say that the English replacement for Texel 2.2 is
> better then the original... :-/
>

This is new information to me. I'll put Texel on my list of things needed for my Atari's.

Any idea if there is still an American importer?

Ken

3618. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 23:19:23 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vei2k044ih8v77@corp.supernews.com>
Source record: 26547

"Robert Schaffner" <rs.mac@t-online.de> wrote in message
news:1fwgbfb.b17byu44fwxsN%rs.mac@t-online.de...
> Tim <tjlazer@mail.com> wrote:
>
> > That DOITF030 serial thing is pretty freakin useless if you ask me. It
has
> > been weeks when I needed to get some info and I still to this day cannot
> > read it's contents.
>
> Tell me if i should stop support atari.
> It's only a work of 5 seconds an two clicks for me.
>
> Saves a lot of long time hard working
>
> Simple i can use my time for other
>

Well I am still waiting to be able to read your hard work and it has been a month. And I got a Virus to boot!!!!! How does one get the serial to read the contents of DOITF030?

Tim

3619. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 23:24:45 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1055460285@news.frii.com>
Source record: 26549

On Wed, 11 Jun 2003 16:37:22 -0000, Frank_Szymanski@du3.ohse.de (Frank Szymanski) wrote:
> KS>Is there a page anywhere that has screenshots of the Atari version of
> KS>Linux? Is it graphical or still command line based?
>
> Of course it's graphical (if you like).
>
> Unfortunately you need 14MB ST-RAM for the latest Debian distribution, so ATM there's no chance to get the latest kernel running on an ATARI with NOVA graphics card. :-(

14 megs ST Ram, eh? Guess that let's me out unless I could locate a different graphics card for my Hades.

Ken

3620. Re: "Touch Up" For Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 23:25:15 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcb24q$4g3$1@titan.btinternet.com>
Source record: 26550

Hi "John Garone"

> >Where in the world are you?.
>
> located in Florida.....(the lightning capital of the world) in a county
> that's the lightning capital of Florida (according to the power company
> and my repaired fried Falcon/modem and what ever else was hit by the bolt
> including my jaw which was sore for a week from being on a second phone
> line when the bolt hit) !!! Knocked me across the room /:)

I know where that's at, i was on the phone during a storm once when i saw a flash out of the corner of my eye, a short while later i realised something wasn't right as i came around, my USR modem was smoking and my MegaSTe frozen, luckily a reboot sorted the Mega, the USR was history!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

3621. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 23:31:15 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vei3a7fludhka2@corp.supernews.com>
Source record: 26551

"Martin "Nightowl" Byttebier" <donotusethisaddress@pandora.be> wrote in
message news:Xns9398C22B19C1Etos4ever@195.130.132.65...
> on wo, 11 jun 2003 23:24:35 GMT Tim wrote:
>
> >
> > Pretty freakin sad that the virus gets to me before the freakin
> > serial! Good thing I really didn't need to look at the FAQ (figured it
> > out on my own)
> >
> > That DOITF030 serial thing is pretty freakin useless if you ask me.
> > It has been weeks when I needed to get some info and I still to this
> > day cannot read it's contents.
> >
> > And a google search reveals that there is all this secrecy on the
> > keyfile and the urgency to register!
> >
> > Unbelievable!
>
> Please thinks twice before you post such kind of messages. The virus
> didn't come from him but from another guy who use the same crap
> mail/newsreader like you use. The world would be better off without that
> kind of mailer.
>
> Anyway have you thought to ask Robert why it takes so long before you get
> the key? I guess not. Robert is usualy very quick to provide the
> requested key.
>

Well I did not register on the web site with a news reader. What the heck
are you talking about??? AFAIK I did not post anything regarding DOIT030 on
usenet, I went to the web site and entered my info there.

Yes I am a little fucking pissed off that I got a virus, excuse me. It's
just that I needed some info last month for my unheard of Atari Falcon
Computer and couldn't find it, then when I come across that site and
download some Zip reference file, I need a serial number to access it. So I
have this large Zip file just sitting on my HD the last month waiting to be
able to view it... Then I get a reply. I thought great now I can read up
on the falcon from that archive that has been sitting there on my HD
fragmenting the shit out of it this past month!! And it is a virus...

That really pissed me off! I though, damn, pretty sad when I get a reply
from a fucking sorry ass no life having idiot spreading a virus, than
actually getting a reply from the author with a keyfile! I am not blaiming

the author, and he may have his reasons to require a registration, but it's just irritating thats all!!

Sorry for the venting.

Tim

3622. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 23:36:34 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vei3k6ofvscf9d@corp.supernews.com>
Source record: 26552

"Robert Schaffner" <rs.mac@t-online.de> wrote in message
news:1fwgaxo.1ofw4xi1j5cr2gN%rs.mac@t-online.de...
> Tim <tjlazer@mail.com> wrote:
>
> > A few weeks ago I registered on DOITF030 to get a key so I can freakin
have
> > a look at the FAQ.
>
> And whitch name, email adress? Or you do not have an real name?
> <tjlazer@mail.com> isn't on incoming mail of last three month.

The email address listed here. And NO, nobody send the virus because they saw it on here. How did they know I registered to get a keyfile? Are they psychic?

> > Then a few days ago I get a email telling me it has a serial or key for
> > DOITF030. I look at the attachment and it is a file with the extension
.scr
> > I click on the link and my Antivirus alerts me that it is a virus!
> > Thankfully I didn't get infected!
> >
> > I am thinking someone hacked into the site to get my info?
>
>
> Bullshit.

Well how did I get a virus then? Spoofing a reply for a keyfile for my DOIT030 request on your web site?

Explain that?

And also I am not discrediting anyone! I simply wanted to know how after I tried to get a serial from your web site I got a virus! I am not blaiming YOU. So fucking relax. If you got hacked then to bad, shit happens. I simply wanted to know if anyone else had this happen to them. And it seems this is so....

Tim

>
> It's a mail from a fucking spam moron, not from my account.
> <tjlazer@mail.com> are not on incoming here!
> Look fist where is the real sender.
>
> Anyway it is a PC script. Not one PC working here and ANY
> in and out mail are virus checked by norton and virex.

>
> Trace the mailing route befor you discredit any one!
>
> Ask ME before you fill this group with unqualified crap.
>
>
> --
> -= Home of DOIT-Archive =-
> _____
> Macintosh und Atari Hardware FAQs
> <http://www.doitarchive.de>

3623. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 23:37:21 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vei3ln2qeltec1@corp.supernews.com>
Source record: 26553

Well it looks like TWO of us got a virus.

Explain this Robert?

TIm

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrnbefb0n.7m3.atari@core.preferuje.luzik.pl...
> On Wed, 11 Jun 2003 15:30:21 -0700, Tim <tjlazer@mail.com> had a
noticeable pleasure while writting:
> > A few weeks ago I registered on DOITF030 to get a key so I can freakin
have
> > a look at the FAQ.
> >
> > Then a few days ago I get a email telling me it has a serial or key for
> > DOITF030. I look at the attachment and it is a file with the extension
.scr
> > I click on the link and my Antivirus alerts me that it is a virus!
> > Thankfully I didn't get infected!
> >
> > I am thinking someone hacked into the site to get my info?
>
> Most likely Robert Schaffners mailbox got infected (I got the virus from
him too)
>
> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

3624. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 23:41:33 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vei3the8vjqa8e@corp.supernews.com>
Source record: 26554

"Robert Schaffner" <rs.mac@t-online.de> wrote in message
news:1fwgbfb.b17byu44fwxsN%rs.mac@t-online.de...
> Tim <tjlazer@mail.com> wrote:
>
> > That DOITF030 serial thing is pretty freakin useless if you ask me. It
has
> > been weeks when I needed to get some info and I still to this day cannot
> > read it's contents.
>
> Tell me if i should stop support atari.
> It's only a work of 5 seconds an two clicks for me.
>
> Saves a lot of long time hard working
>
> Simple i can use my time for other
>
>

Don't get mad, I am just explaining that I got a virus after registering from your web site.

Maybe you need to take a class or two on Network Security and Viruses, then continue to support the Atari after you are educated.

No reason to jump on my shit because someone hacked into your system.

Tim

3625. Re: yo buddy.....

Newsgroup: comp.sys.atari.st
Date: 2003-06-12 23:47:56 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1055443318-154742AEicMi@adelphia.net>
Source record: 26555

Hello Steve,
Thanks for the help. I think people like this
person just do nothing but abuse the newsgroup and ADD
nothing constructive or give NO advice to anyone.

Thanks,
Carey Christenson

--

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
Ethernet card for Cartridge port
56K CNET modem NOT IN USE
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3626. Re: yo buddy.....

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 00:03:36 UTC
From: BonnyBum <bonny@bum.com>
Message-ID: <bcb4pf$1ma$1@newsg2.svr.pol.co.uk>
Source record: 26556

Pile of rubbish for sale, going dead cheap need space for real computer
offers please

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
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Ethernet card for Cartridge port
56K CNET modem NOT IN USE
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Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3627. Re: How do i browse the web with a TT030?

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 00:05:16 UTC
From: BonnyBum <bonny@bum.com>
Message-ID: <bcb4sj$7al$1@news7.svr.pol.co.uk>
Source record: 26557

very slowly

3628. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 01:34:36 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <OcTaTHosoS6+Ewws@my-ste.demon.co.uk>
Source record: 26560

On Thu, 12 Jun 2003, Steve Sweet wrote:-

>Hi Robert

>> Tell me if i should stop support atari.
>
>No!!!!!!!!!!!!!

Not over a couple of mis-directed virus complaints.

>> Itï¿½s only a work of 5 seconds an two clicks for me.
>
>No dont, stop, dont do it, please, i'm sure there's an explanation for your
>system behaving the way it did!..

As most (all?) of the new virus fake the sender address, it's very
unlikely that he's the sender. See below for the real reason he couldn't
have sent it out.

<Snip>

>What's your side of this affair, was it a virus infection on your system. If
>these were genuine key updates perhaps you could zip and attach them.

His side in this is really quite simple. Robert is using a Mac and is
immune to all Windows viruses, so he couldn't have sent out those
viruses with the system he's using to the complainants, who are using
Windows.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

3629. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 01:54:29 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <KMdb3YpV7S6+EwRS@my-ste.demon.co.uk>
Source record: 26561

On Wed, 11 Jun 2003, Adam Klobukowski wrote:-

>On Wed, 11 Jun 2003 15:30:21 -0700, Tim <tjlazer@mail.com> had a
>noticeable pleasure while writting:

>> Then a few days ago I get a email telling me it has a serial or key for
>> DOITF030. I look at the attachment and it is a file with the extension .scr
>> I click on the link and my Antivirus alerts me that it is a virus!
>> Thankfully I didn't get infected!
>>
>> I am thinking someone hacked into the site to get my info?
>
>Most likely Robert Schaffners mailbox got infected (I got the virus
>from him too)

Unless you received a Mac virus from Robert, which wouldn't have any
effect on your Linux system, he hasn't sent you a virus. If you received
a Windows virus, the From: header has been forged to look like it was
sent by Robert.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

3630. ADV: NEW ATARI STUFF: Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 02:12:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306121905050.30144-100000@shell1.aracnet.com>
Source record: 26559
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've just updated 5 of my Atari Catalogs covering Games/Software, Books/ References and Hardware/Accessories for Classic Atari 8 Bit and Atari ST Computer Lines! I've sold some and added some like DooM for the Jaguar! http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, avoid making promises I cant keep and avoid offering services I cant follow up on! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or http://BenSells.Atari.org or Call Ben@(503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/shipping.htm How I can save you Money! http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3631. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 02:14:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306121912350.30144-100000@shell1.aracnet.com>
Source record: 26558
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money! So, are you Interested? E-Mail Atari@aracnet.com and call Ben at (503)256-9974.

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer! Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives, as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at

http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3632. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 02:27:42 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <P9PKbIreaT6+Ewi9@my-ste.demon.co.uk>
Source record: 26562

On Thu, 12 Jun 2003, Tim wrote:-

>
>"Robert Schaffner" <rs.mac@t-online.de> wrote in message
>news:1fwgaxo.1ofw4xi1j5cr2gN%rs.mac@t-online.de...

<Snip>

>The email address listed here. And NO, nobody send the virus because they
>saw it on here. How did they know I registered to get a keyfile? Are they
>psychic?

They don't need to be. All they need to do is read a newsgroup where you have posted to, to get your address, and read one that Robert has posted to, to get his address. A quick Google shows which groups you have posted to, and where Robert has posted. This means it could be anyone with an interest in Atari (both you and Robert have posted to Atari groups) and Commodore (Robert doesn't appear to have posted to any Commodore groups) hardware. It's also possible that you and Robert may have had been in the address book of the infected system that sent out the virus.

<Snip>

>Well how did I get a virus then? Spoofing a reply for a keyfile for my
>DOIT030 request on your web site?
>
>Explain that?

Do you remember the name of the virus you received? If you do, go and look up just how it works. Since you mentioned the .SCR extender, it's probably one of the Klez variants. Since it's most likely to be Klez.H which is still doing the rounds[0], here's some info about it:

<URL:http://securityresponse.symantec.com/avcenter/venc/data/w32.klez.h@mm.html>

>And also I am not discrediting anyone! I simply wanted to know how after I
>tried to get a serial from your web site I got a virus!

Luck of the draw. The virus decided to pick your address, and Roberts, at just the right time for you to say "I got it from you because I mailed you and this came back with your address as the sender"

>I am not blaiming YOU. So fucking relax. If you got hacked then to
>bad, shit happens.

You aren't going to get a Windows virus sent by a web server running on a UNIX system, which is where the www.doitarchive.de site is hosted.

Here's what the server identifies itself as:

```
Server: Apache/1.3.26 (Unix) mod_script
Vary: Host
Last-Modified: Tue, 03 Jun 2003 16:22:33 GMT
ETag: "a600bd-6ff-3edccb49"
Accept-Ranges: bytes
Content-Length: 1791
Connection: close
Content-Type: text/html
```

>I simply wanted to know if anyone else had this happen to them. And it
>seems this is so....

The number of viruses, worms and/or trojans I've received where the sender address in the headers was the real sender is so small I could count them using less than 1 finger. In other words, I've never received one where the real senders address was in the headers.

[0] It is an old worm that, for some reason, is still about. The hole it uses to execute was patched some time ago and, by now, there should be no anti-viral software that doesn't pick it up.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
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3633. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 02:41:24 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <LcNbzssUnT6+EwAn@my-ste.demon.co.uk>
Source record: 26563

On Wed, 11 Jun 2003, Steve Adam wrote:-

>"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
>news:tEmSF6P10T5+Ew8R@my-ste.demon.co.uk...

<Snip>

>> I think I'll put this pair of apps aside and just write one that
>> specifically reads direct from the port without any buffering.
>
> Houston, we have a problem... I've been searching for
>centronics interfacve info online to try to get an idea of
>the time restraints during transfer. I got a bit of a surprise.
>Basically, the data becomes valid less than 1 microsecond
>prior to the strobe pulse. The strobe pulse has a duration
>of about 1 microsecond. The data might only be valid
>for another microsecond or so after the strobe goes high.

Ouch.

> There's some variation in the docs I read because it's
>almost an ad-hoc standard, but the *minimum* time for
>which data must be valid is only 1.5 microseconds.
>My guess is that this is often much longer in practice,
>but probably not *that* much longer.

My guess, looking at the URL given in another post, is that the data is
written to the port, after 0.5us strobe goes low for 1us and the data is
valid for maybe another 0.5us[0]

> It takes 44 clock cycles for a standard 68000
>to respond to an interrupt, including time to fetch the
>first instruction of the interrupt handler.
>
> On an 8MHz ST, that's 5.5 microseconds gone
>immediately.

And it'd probably take upto 200 clocks to get to raising BUSY, or about
25us. If that is about the timings required, it would explain why I
could never exceed 32kB/s with ParCP.

> So I'm thinking that we can't use an interrupt
>to read the port, and even polling on an 8MHz ST
>will be too slow for a sender with minimum timing.

It should be possible, but not at the absolute. There's an
implementation of PLIP for MiNT, ParCP and I've a printer port sound

sampler cartridge somewhere. Since I know the latter 2 work, it should be possible.

It's also a good reason for using a much slower machine as the source as it's very unlikely that one slower than, or even about the same speed as, an ST would be able to get the data out and match the minimum specs.

[0] I picked 0.5us because TTL-LS usually has a propagation delay of around 250ns and twice that should cover a single gate and rise/fall times.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

3634. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 02:42:19 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <dsqePJtLoT6+Ewg5@my-ste.demon.co.uk>
Source record: 26564

On Wed, 11 Jun 2003, Steve Adam wrote:-

> Houston, we have a problem... I've been searching for
>centronics interfacve info online to try to get an idea of
>the time restraints during transfer. I got a bit of a surprise.
>Basically, the data becomes valid less than 1 microsecond
>prior to the strobe pulse. The strobe pulse has a duration
>of about 1 microsecond. The data might only be valid
>for another microsecond or so after the strobe goes high.
>
> There's some variation in the docs I read because it's
>almost an ad-hoc standard, but the *minimum* time for
>which data must be valid is only 1.5 microseconds.
>My guess is that this is often much longer in practice,
>but probably not *that* much longer.

After timing just how long it takes to transfer 200kB using my old Pentium system, it looks like it takes quite a bit longer than 1.5us per byte. With the BUSY held low, the transfer time was just short of 46us per byte, or almost 370 clock cycles.

> It takes 44 clock cycles for a standard 68000
>to respond to an interrupt, including time to fetch the
>first instruction of the interrupt handler.
>
> On an 8MHz ST, that's 5.5 microseconds gone
>immediately.

But the real-world figures I have show that that still leaves 40us to set BUSY high. I guess that during some other interrupts, there may be a large delay that may mean it is unable to do so, but those would have to be very few and far between, and probably non-existent. Any regular interrupt that hogged the system for 40us, or more, would make the system so sluggish as to be virtually unusable.

> So I'm thinking that we can't use an interrupt
>to read the port, and even polling on an 8MHz ST
>will be too slow for a sender with minimum timing.

For the minimum, I agree that the ST would be too slow. However, that's the minimum timing, and my experiments show it should be possible to do. Getting it done is a different matter though.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

3635. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 02:44:09 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <RMmdH+t5pT6+EwDn@my-ste.demon.co.uk>
Source record: 26565

On Tue, 10 Jun 2003, Steve Adam wrote:-

>"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
>news:tEmSF6P10T5+Ew8R@my-ste.demon.co.uk...

<Snip>

>> In Software End-of Interrupt mode, which is the STs default mode, if
>> there's an interrupt in service all the lower level interrupts are
>> ignored. As the monochrome monitor is the highest level, I set and clear
>> it to try stop other interrupt interfering. The "or #$700,sr" should but
>> this is added as a precaution.
>
> Tricky! I didn't know you could do that. Does it work?

It's supposed to, but can't say for certain. The way I figured it was
that since the MFP didn't actually trigger the interrupt, setting the
bit won't cause anything to happen except for stopping the MFP from
responding to any other interrupts, including a monochrome detect
interrupt. At the end of my routine, clearing the required bit, both
monochrome detect and the BUSY interrupt, re-enabled all the interrupts.

It was used it as a precaution but I've removed it since there didn't
appear to be any noticeable difference with it present.

>> Before the first call to the_bits, the value D0 is ignored. It's only of
>> importance for the second call. Of course, I could save 4 bytes by using
>> this instead:
>
> Yep, I see where I went wrong, thanks. As for saving 4 bytes.
>I don't think saving bytes is an issue. I'd be inclined to use inline
>code rather than call a multi-purpose subroutine. That way the code
>is a little faster, a lot clearer, and it would only cost maybe 30 or 40
>extra bytes in the whole program.

After unrolling the functions, stripping out the extraneous instructions
and using bset/bclr instead of the and/or combinations, even with the
debugging info left by GenST the app is just 1020 bytes. Turn off the
debugging info and it's down to 670 bytes, 52 bytes more than previous
version.

>> After all the code changes, and slowing the transfer down to a single
>> byte per second TOS is still confused about just where some of data is
>> coming from. It still seems to think the occasional byte coming from the
>> printer port is a key press, and it's still crashing and locking the
>> system. Looking closely using the debugger, it seems that something is
>> causing a large chunk of memory to be overwritten, although looking at

>> the buffer, it seems to be storing the bytes as they are received.
>
> When you sorted that line: move.b 4(a5,d7.L) instruction,
>did you add a clr.l d7 before you read in the buffer pointer?
>Maybe the high order word of D7 is non zero...

It's in there, just a couple of instructions before the move.b.

>> I think I'll put this pair of apps aside and just write one that
>> specifically reads direct from the port without any buffering.
>
> Polling might be much faster. I read the docs for a
>fast print spooler, and the author said that spoolers that
>'only transferred one byte' per interrupt were very slow.
>I don't know why that would be so, but, apparently it is.

That's probably because most of the spoolers seem to use the 200Hz timer interrupt, which would make them very slow. Even sending 10 at a time would still be a quite slow 2000 bytes/sec. This would probably be okay for a slow/old printer, it'd be almost unbearable for the newer/high speed printers.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

3636. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 03:54:26 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <17kkqmvyrU6+Ew0w@my-ste.demon.co.uk>
Source record: 26566

On Tue, 10 Jun 2003, Steve Adam wrote:-

>"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
>news:tEmSF6P10T5+Ew8R@my-ste.demon.co.uk...

<Big snip>

>> I think I'll put this pair of apps aside and just write one that
>> specifically reads direct from the port without any buffering.
>
> Polling might be much faster.

It is much faster. The polling loop takes 4 instructions:

```
waiting1
cmp.l (a2),d7 * waited for 30 secs yet?
blt.s exit1 * yes, exit

btst #0,(a1) * is "STROBE" low?
bne.s waiting1 * no, loop
```

a1=$fffffa01
a2=$000004ba
d7=whatever (a2) returned + 60000, equivalent to 30 seconds.

As soon as STROBE tests as low, control drops out of the loop and the next bit of code raises the BUSY line before reading the byte. However, even with this extra speed, it's still not working correctly. Since I've only had the chance to do a couple of very short test runs after coding the routines[0], and not much chance to do a thorough debugging I don't know what's wrong at the moment.

Just in case you are interested, I've archived the code[1] at:

<URL:http://www.my-ste.demon.co.uk/files/frompara.zip>

[0] A hard drive failure on my main system and the resultant data recovery exercise[2], re-install of Windows and the apps, have taken up most of my free time.

[1] There's supposed to be a GFA Basic program that calls the read_bytes function but I haven't written that quite yet.

[2] No I didn't have a recent backup so needed to get as much data off the drive as I could. XP wouldn't start with the bad drive, but I managed to retrieve most[3] of it using "Linux on a Business Card" that I had downloaded while suffering an over-abundance of curiosity.

[3] Less than 4Mb lost, from over 10Gb. Now to start backing up the
stuff before I have to go through this all over again.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

3637. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 04:04:24 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.06.13.04.04.21.915900@nossspamXXatari-source.com>
Source record: 26567

On Thu, 12 Jun 2003 16:41:33 -0700, Tim wrote:

>
> "Robert Schaffner" <rs.mac@t-online.de> wrote in message
> news:1fwgbfb.b17byu44fwxsN%rs.mac@t-online.de...
>> Tim <tjlazer@mail.com> wrote:
>>
>> > That DOITF030 serial thing is pretty freakin useless if you ask me. It
> has
>> > been weeks when I needed to get some info and I still to this day cannot
>> > read it's contents.
>>
>> Tell me if i should stop support atari.
>> Itï¿½s only a work of 5 seconds an two clicks for me.
>>
>> Saves a lot of long time hard working
>>
>> Simple i can use my time for other
>>
>>
>
> Don't get mad, I am just explaining that I got a virus after registering
> from your web site.
>
> Maybe you need to take a class or two on Network Security and Viruses, then
> continue to support the Atari after you are educated.
>
> No reason to jump on my shit because someone hacked into your system.
>
> Tim

What the fuck?!

Jesus christ, I do this on a daily basis and I have to deal with enough
crap from repugnant little shitheads like you telling ME that MY network
is virused, but I like to think I escape it on the newsgroups. So much "I
got a virus from your address, it's you!". And i have to respond, "I run
over 100 servers, I know what I'm talking about, it's NOT us, it's people
who have our support address in their outlook addressbooks. They don't
listen! You were told in plain english:

Fact: Robert Shaffner uses MacOS
Fact: This virus sounds like Klez
Fact: MacOS and Klez DON'T PLAY WELL.

I sincerely apologize for my language, but you should be pistol whipped if you cause Robert Shaffner to stop his fine work. And to others who are easily offended.. just let me know and I'll shut up ;-)

Mark
http://atari-source.com

3638. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 04:06:26 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.06.13.04.06.26.422268@nossspamXXatari-source.com>
Source record: 26568

On Thu, 12 Jun 2003 16:44:32 +0100, exxos wrote:

> I got it also, Though I registered about 3 years ago and still waiting for
> the password!
>
> Chris

I registered once, didn't receive my key. I registered again, got
my key in a few days. It sounds simple enough to me ;-)

http://atari-source.com

3639. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 04:08:46 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.06.13.04.08.45.352132@nossspamXXatari-source.com>
Source record: 26569

On Thu, 12 Jun 2003 16:31:15 -0700, Tim wrote:
> Well I did not register on the web site with a news reader. What the heck
> are you talking about??? AFAIK I did not post anything regarding DOIT030 on
> usenet, I went to the web site and entered my info there.
>
> Yes I am a little fucking pissed off that I got a virus, excuse me. It's
> just that I needed some info last month for my unheard of Atari Falcon
> Computer and couldn't find it, then when I come across that site and
> download some Zip reference file, I need a serial number to access it. So I
> have this large Zip file just sitting on my HD the last month waiting to be
> able to view it... Then I get a reply. I thought great now I can read up
> on the falcon from that archive that has been sitting there on my HD
> fragmenting the shit out of it this past month!! And it is a virus...
>
> That really pissed me off! I though, damn, pretty sad when I get a reply
> from a fucking sorry ass no life having idiot spreading a virus, than
> actually getting a reply from the author with a keyfile! I am not blaiming
> the author, and he may have his reasons to require a registration, but it's
> just irritating thats all!!
>
> Sorry for the venting.
>
> Tim

Welps. /killfile. Congratulations you surpassed the morononism of even
the anonymous lunatic.

Mark
http://atari-source.com

3640. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 05:57:15 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <veiptoleahd5c6@corp.supernews.com>
Source record: 26570

"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
news:P9PKbIreaT6+Ewi9@my-ste.demon.co.uk...
> On Thu, 12 Jun 2003, Tim wrote:-
>
>
> >The email address listed here. And NO, nobody send the virus because
they
> >saw it on here. How did they know I registered to get a keyfile? Are
they
> >psychic?
>
> They don't need to be. All they need to do is read a newsgroup where you
> have posted to, to get your address, and read one that Robert has posted
> to, to get his address. A quick Google shows which groups you have
> posted to, and where Robert has posted. This means it could be anyone
> with an interest in Atari (both you and Robert have posted to Atari
> groups) and Commodore (Robert doesn't appear to have posted to any
> Commodore groups) hardware. It's also possible that you and Robert may
> have had been in the address book of the infected system that sent out
> the virus.
>
> >Well how did I get a virus then? Spoofing a reply for a keyfile for my
> >DOIT030 request on your web site?
> >
> >Explain that?
>
> Do you remember the name of the virus you received? If you do, go and
> look up just how it works. Since you mentioned the .SCR extender, it's
> probably one of the Klez variants. Since it's most likely to be Klez.H
> which is still doing the rounds[0], here's some info about it:
>
>
<URL:http://securityresponse.symantec.com/avcenter/venc/data/w32.klez.h@mm.h
tml>
>
> >And also I am not discrediting anyone! I simply wanted to know how after
I
> >tried to get a serial from your web site I got a virus!
>
> Luck of the draw. The virus decided to pick your address, and Roberts,
> at just the right time for you to say "I got it from you because I
> mailed you and this came back with your address as the sender"
>
> >I am not blaiming YOU. So fucking relax. If you got hacked then to

> >bad, shit happens.
>
> You aren't going to get a Windows virus sent by a web server running on
> a UNIX system, which is where the www.doitarchive.de site is hosted.
> Here's what the server identifies itself as:
>
> Server: Apache/1.3.26 (Unix) mod_script
> Vary: Host
> Last-Modified: Tue, 03 Jun 2003 16:22:33 GMT
> ETag: "a600bd-6ff-3edccb49"
> Accept-Ranges: bytes
> Content-Length: 1791
> Connection: close
> Content-Type: text/html
>
> >I simply wanted to know if anyone else had this happen to them. And it
> >seems this is so....
>
> The number of viruses, worms and/or trojans I've received where the
> sender address in the headers was the real sender is so small I could
> count them using less than 1 finger. In other words, I've never received
> one where the real senders address was in the headers.
>
> [0] It is an old worm that, for some reason, is still about. The hole it
> uses to execute was patched some time ago and, by now, there should be
> no anti-viral software that doesn't pick it up.
>
> Regards,
> David Bolt

David thanks for the explaination. I never insinuated that Robert sent it to me directly, I figured someone must of hacked his server to get the names and e-mails of people that registered for the serial. Then the hacker went from there. The persons that do that clearly need a life.

Thanks for the good info.

Tim

3641. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 06:05:05 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <veiqcekccef409@corp.supernews.com>
Source record: 26571

"Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
news:pan.2003.06.13.04.04.21.915900@nossspamXXatari-source.com...
> On Thu, 12 Jun 2003 16:41:33 -0700, Tim wrote:
>
> >
> > "Robert Schaffner" <rs.mac@t-online.de> wrote in message
> > news:1fwgbfb.b17byu44fwxsN%rs.mac@t-online.de...
> >> Tim <tjlazer@mail.com> wrote:
> >>
> >> > That DOITF030 serial thing is pretty freakin useless if you ask me.
It
> > has
> >> > been weeks when I needed to get some info and I still to this day
cannot
> >> > read it's contents.
> >>
> >> Tell me if i should stop support atari.
> >> It's only a work of 5 seconds an two clicks for me.
> >>
> >> Saves a lot of long time hard working
> >>
> >> Simple i can use my time for other
> >>
> >>
> >
> > Don't get mad, I am just explaining that I got a virus after registering
> > from your web site.
> >
> > Maybe you need to take a class or two on Network Security and Viruses,
then
> > continue to support the Atari after you are educated.
> >
> > No reason to jump on my shit because someone hacked into your system.
> >
> > Tim
>
> What the fuck?!
>
> Jesus christ, I do this on a daily basis and I have to deal with enough
> crap from repugnant little shitheads like you telling ME that MY network
> is virused, but I like to think I escape it on the newsgroups. So much "I
> got a virus from your address, it's you!". And i have to respond, "I run
> over 100 servers, I know what I'm talking about, it's NOT us, it's people

> who have our support address in their outlook addressbooks. They don't
> listen! You were told in plain english:
>
> Fact: Robert Shaffner uses MacOS
> Fact: This virus sounds like Klez
> Fact: MacOS and Klez DON'T PLAY WELL.
>
> I sincerely apologize for my language, but you should be pistol
> whipped if you cause Robert Shaffner to stop his fine work. And to
> others who are easily offended.. just let me know and I'll shut up ;-)
>
>
> Mark
> http://atari-source.com
>

Dude go get laid and come back. Ok feel better now? I wasn't talking to your dumb ass. And I NEVER said that Robert sent me the email with the virus. All I can think up at the moment is that someone hacked his server and got some names/emails of people that registered and then took it upon themselves to send a virus. I never said Robert did that! Look at who my reply is to then try to fucking relax a little. I also have to deal with shit heads like you all the fucking time and it pisses me off. Don't you hate it when you explain one thing and people think you said something else? ;)

Tim

3642. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 06:08:38 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <veiqj4c6ifbn8f@corp.supernews.com>
Source record: 26572

"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
news:OcTaTHosoS6+Ewws@my-ste.demon.co.uk...
> On Thu, 12 Jun 2003, Steve Sweet wrote:-
>
> >Hi Robert
>
> >> Tell me if i should stop support atari.
> >
> >No!!!!!!!!!!!!!!
>
> Not over a couple of mis-directed virus complaints.
>
> >> It's only a work of 5 seconds an two clicks for me.
> >
> >No dont, stop, dont do it, please, i'm sure there's an explanation for
your
> >system behaving the way it did!..
>
> As most (all?) of the new virus fake the sender address, it's very
> unlikely that he's the sender. See below for the real reason he couldn't
> have sent it out.
>
> <Snip>
>
> >What's your side of this affair, was it a virus infection on your system.
If
> >these were genuine key updates perhaps you could zip and attach them.
>
> His side in this is really quite simple. Robert is using a Mac and is
> immune to all Windows viruses, so he couldn't have sent out those
> viruses with the system he's using to the complainants, who are using
> Windows.
>
>

Well all I know is that I did not say he sent a virus. Read the other
threads... All I know is that my registration info like my full name and
email got into someone's hands and they sent me a virus descised as a
keyfile for DOITF030...

Sleep well boys.

Tim

3643. Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 08:27:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306130034410.4134-100000@shell1.aracnet.com>
Source record: 26576
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I'm attempting to put together an E-Mailing list so I can let my potential customers know what's new, like when I've updated my Atari Catalogs. If you want to be added, E-Mail me your E-Mail Addresses. Please Reply.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3644. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 08:29:57 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB0F4250.1D7C%derryck@nospam.cix.co.uk.invalid>
Source record: 26573

In article 1103_1055459818@news.frii.com, Ken Springer at
wordworks@greeleynet.com wrote on 13/6/03 00:16:

>> Thomas Much released a beta version 2.3 which expired on 31st december
>> 2001. The beta didn't add any new features but only addressed a couple of
>> minor bugs. Some of these bugs have been corrected in the DDP Texel 2.2

> This is new information to me. I'll put Texel on my list of things needed for
> my Atari's.
>
> Any idea if there is still an American importer?

Does European Shareware have a US arm?

In any case I recommend that you download the English patch files from the
web site and check the hypertext carefully, as there are a couple of issues
regarding the use of commas and decimal points as number separators etc.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3645. Re: MagiC Mac 6.x on PowerBook Pismo

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 08:29:57 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB0F458D.1D7D%derryck@nospam.cix.co.uk.invalid>
Source record: 26574

In article 1055431692-51035AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 12/6/03 00:15:

> People using MagiCMac 6.1.x or 6.2 who are fed up with the German mumbo jumbo
> should take a look at the DDP webpages (see sig) and download the translation.
> The package translates the configuration menu and the specific MagiCMac error
> messages, and we've even thrown in the most recent Magixdesk.... If we can

MagxDesk is available in the MagiC 6.20 update archive BTW, the MagiCMac
configuration program is a separate archive.

In any case DDP Translations recommend using jinnee for its ease of use and
access to the Mac OS side.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3646. Angry Young Men

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 08:29:57 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB0F482A.1D7E%derryck@nospam.cix.co.uk.invalid>
Source record: 26575

Seem to be more and more around these days.

Maybe us Atari supporters should set up a mailing list on Yahoo or where ever, and leave this newsgroup to people who would rather spend their online time venting their spleen or using bad language.

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3647. Re: TT030 (English|French) ROM

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 09:06:02 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB0EFEDE.2C98%drclu@swbell.net>
Source record: 26577

You and me both! I just ordered a set of 3.05 TOS roms from Best
Electronics and man it was no cheap, but he did mention having French and
German roms too when I was trying to find what other sets he might have had
for cheaper. :)

Doctor Clu

```
._,-,_. _ ________ _ ______ __
||| ||| / \ |__ __| / \ | _ \ | |
||| ||| / . \ | | / . \ | |_) / | |
;|| ||: / /_\ \ | | / /_\ \ | ( | |
./ /| |\ \. / ___ \ | | / ___ \ | |\ \ | |
|./ :_: \.| /__/ \__\ |__| /__/ \__\ |__| \__\ |__|
```

in article bc5q8f$928$1@news-reader14.wanadoo.fr, NSPIRIT at
nspirit@wanadoo.fr wrote on 6/10/03 6:39 PM:

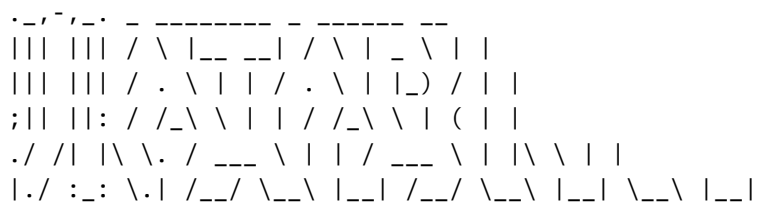
> Hi, am looking for TT030 Roms in french or english
> to replace the german one shipped with my TT.
>
> Can somebody help me ?

3648. Re: Tos in ram

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 09:07:09 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB0EFF21.2C99%drclu@swbell.net>
Source record: 26578

What TOS level and are they still available?

Doctor Clu



in article 926a9946.0306091734.6318cb1e@posting.google.com, Galen at
ekaljuma@mtsac.edu wrote on 6/9/03 8:34 PM:

> As mentioned before, I have a set of US 1.00 roms just gathering dust.
> Yours for the postage.
>
> Galen

3649. Re: Toad Computers Catalog Wanted...

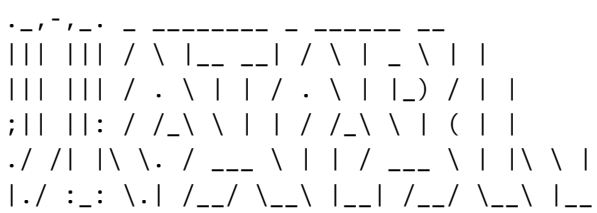
Newsgroup: comp.sys.atari.st
Date: 2003-06-13 09:27:01 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB0F03C9.2C9A%drclu@swbell.net>
Source record: 26579

in article dbaff4c6.0306070857.400565fb@posting.google.com, Clint Thompson
at adistortions@aol.com wrote on 6/7/03 11:57 AM:

> If anyone has any Toad Computer Catalog they would part with, please email me!
>
> Thanks!
>
> Clint Thompson

Hey Clint... I might have one somewhere. Will keep an eye out for it.
I remember thinking that was a cool catalog. Sorry Toad closed a month
after I got into all this.

Doctor Clu



3650. Re: Angry Young Men

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 09:27:26 UTC
From: Bill Clinton <Nospam@aol.com>
Message-ID: <3ee99907$0$31502$5a62ac22@freenews.iinet.net.au>
Source record: 26580

one cant be too young to remember atari's now days.

My first home computer was a 1040stfm with an epson LX800 dot matrix printer
connected to a little TV.

I'm 22 now.

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BB0F482A.1D7E%derryck@nospam.cix.co.uk.invalid...
> Seem to be more and more around these days.
>
> Maybe us Atari supporters should set up a mailing list on Yahoo or where
> ever, and leave this newsgroup to people who would rather spend their
online
> time venting their spleen or using bad language.
>
> --
>
> Cheers
>
> Derryck
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>
>

3651. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 09:46:31 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB0F085B.2CE5%drclu@swbell.net>
Source record: 26581

Oh geez! Alright, let's take this a step further... we post Atari
catalogs and magazines all the time. The company and publishers are long
gone.

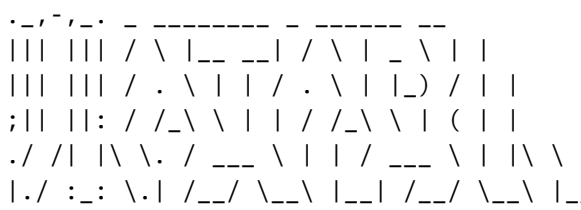
What is the difference?

Why do people have to give flack for everything that goes on this list?
Post the catalogs, and if the people who have whatever is left of Toad
complains, they will ask for a cease and decist, and at which point he will
take them down.

No big...

Laters,

Doctor Clu



in article bc2iis$e2i$1@hercules.btinternet.com, Steve Sweet at
steve.sweet@btopenworld.com wrote on 6/9/03 1:10 PM:

> Hi Clint
>
>>> Perhaps you should approach Toad and ask their permission for this,
>>> its not up to you to decide this info should be publicly available.
>>> I'm sure if they are in agreement that they would provide the source.
>
>> I'm not sure I understand? Toad Computers is no longer even selling
>> Atari stuff and what do you mean made public? They used to send out
> friggin Catalogs for
>> free to everyone!
>
> That does not give you automatic permission to do the same.
>
>> Is that not already made public enough? heh...
>> Toad Computers , to my knowledge, sold off all there Atari stuff to
>> someone else for resale.
>> That's like someone coming to me and saying "I seen your catalog of
>> stuff and it's really cool, can I
>> post it on my website so everyone who wants to view it can?" Well,
>> that would be no 2 ways YES!

>> Advertising, but in the case Toad isn't even around anymore (at least,
>> not like they used to be) so how could they give any care?
>
> That's not your decision to make.
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003
>
>
>

3652. Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 09:48:54 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB0F08EA.2CE6%drclu@swbell.net>
Source record: 26582

You know, oddly the best working version with hard drives and all that was
version 2.3, but maybe that is just me.

Anyone ever get X Former to work with the TT?

Derek tried to tell me how to change the source to adjust the timing..
forgot the details though. Said it was like two lines of code.

Laters!

Doctor Clu

```
._,-,_. _ ________ _ ______ __
|||  ||| / \ |__  __| / \ | _ \ | |
|||  ||| / . \ | | / . \ | |_) / | |
;||  ||: / /_\ \ | | / /_\ \ | ( | |
./ /|  |\ \. / ___ \ | | / ___ \ | |\ \ | |
|./ :_: \.| /__/ \__\ |__| /__/ \__\ |__| \__\ |__|
```

in article 3ee510f6.51418485@news.wanadoo.fr, Thierry A.C at
somewhereinworld@runfaster.com wrote on 6/9/03 6:04 PM:

> ST Xformer 3.0 is now free(no comercial use) with sources(asm).
>
> I don't find it anymore on www.emulators.com, but if somenone wants it
> please email or give me a ftp adress.
>
> ST Xformer 3.00.zip = 50Ko
> ST Xformer 3.00 source.zip = 117Ko
>
> remove 'aenlever' in the begining of my mail adress
>
> *---------------------------
> - Attention, adresse anti-spam - Enlevez le debut ! -

3653. Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 10:49:23 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbejab9.9v7.atari@core.preferuje.luzik.pl>
Source record: 26583

On Fri, 13 Jun 2003 09:48:54 GMT, Doctor Clu <drclu@swbell.net> had a noticeable pleasure while writting:
> You know, oddly the best working version with hard drives and all that was
> version 2.3, but maybe that is just me.
>
> Anyone ever get X Former to work with the TT?
>
> Derek tried to tell me how to change the source to adjust the timing..
> forgot the details though. Said it was like two lines of code.

X Former uses some kind of JIT and it does not suit 030 caches well, try
with caches disabled.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3654. Re: Does any one need 8 midi out's for cubase.....?? Hurry, last few hours

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 13:05:18 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcci6e$gu9$1@sparta.btinternet.com>
Source record: 26585

Rob <rob19@eggconnect.net> wrote in message
news:q4qgev059glugs8aon44o4c8t5ck0o9grf@4ax.com...
> I found this auction on ebay germany, (it's not mine), looks like it
> plugs into the printer port..
>
>
>
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=23194&item=27339560
88

I think quite a dew people do.... hmmm.... Maybe I should start designing
one....

Smeg.

3655. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 13:09:59 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bccif6$l5p$1@titan.btinternet.com>
Source record: 26586

Robert Schaffner <rs.mac@t-online.de> wrote in message
news:1fwgcfo.2g08wgo1pfysN%rs.mac@t-online.de...
> exxos <exxos@home.co.uk> wrote:
>
> > I got it also, Though I registered about 3 years ago and still waiting
for
> > the password!
>
>
> <exxos@home.co.uk> not on incoming key order
> It's too simple to ask me
>
>
> --
> -= Home of DOIT-Archive =-
> _____
> Macintosh und Atari Hardware FAQs
> <http://www.doitarchive.de>

3656. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 13:11:03 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bccih6$jk4$1@hercules.btinternet.com>
Source record: 26587

I have registered twice over the last two years to get a key, and I never received one either.
I also posted here a message for you to see, and I got no response.

I gave up.

Smeg.

Robert Schaffner <rs.mac@t-online.de> wrote in message news:1fwgcfo.2g08wgo1pfysN%rs.mac@t-online.de...
> exxos <exxos@home.co.uk> wrote:
>
> > I got it also, Though I registered about 3 years ago and still waiting for
> > the password!
>
>
> <exxos@home.co.uk> not on incoming key order
> It's too simple to ask me
>
>
> --
> -= Home of DOIT-Archive =-
> _____
> Macintosh und Atari Hardware FAQs
> <http://www.doitarchive.de>

3657. Re: CT60 : END of TESTS and DEBUGGING

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 13:24:23 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bccja6igt1@sparta.btinternet.com>
Source record: 26588

Rodolphe Czuba <rczuba@free.fr> wrote in message
news:3ee845c4$0$5387$626a54ce@news.free.fr...
> Cubase Audio was already tried by Didier Mequignon and a patch is already
> available into the CT60 installation package you can download from my web
> site !
>
> Sure it seems running with the patch but we can't be sure until some
> 'knowing cubase' users try it...

Rodolphe,

If you send me a CT60, I will happilly test cubase audio for you, with
spdif,Analog 8, and Minidisk Deck!!! :-)

Smeg.

BTW, I have

3658. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 13:34:19 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bccjsplif1@hercules.btinternet.com>
Source record: 26589

Oh boy. You really dont pay attention in class.

Smeg.

Luposian <luposian@lycos.com> wrote in message
news:Fe6Ga.51119$Pc5.50452@fed1read01...
> AMEN! And AMEN!
>
> Now, all we have to do is figure out a way to get Atari, Inc. back to
making
> computers and the circle of life will have been restored!
>
> BTW, I had no idea that the Tramiel's were so evil...
>
> Luposian
> ------------
> "Crackers" <bcracknell@sympatico.ca> wrote in message
> news:JY3Ga.5119$JN6.854552@news20.bellglobal.com...
> >
> > "Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
> > news:BB061DB0.320C4%nameerf@flash.net...
> >
> > > Another thing to consider, along these lines of thought, is that Atari
> of
> > > the late 70's and early 80's, under Nolan Bushnell, went bankrupt and
> was
> > > bought by the Tramiels.
> >
> > Actually, Nolan Bushnell sold Atari to Warner Bros. in the 1970s. In the
> > 80's Warner Bros.' Atari was leaking money like a seive. They split the
> > company in two. Atari Corp. which was the home computer/videogame
> department
> > and Atari Games which was the arcade department. Only Atari Games was
> making
> > money so Warner Bros. sold Atari Corp. to Jack Tramiel. Atari Games was
> > later sold to Midway.
> >
> > Atari Corp. came back strong in part due to Jack's penny pinching. He
> > seriously streamlined the business proceedures and made getting money
for
> > your budget inside Atari damn near impossible. People had to become very
> > creative in order to get their jobs done. The problem was Jack didn't
know
> > squat about actually selling computers in the late 80s much less the 90s
> > because his head was still stuck in the 70s.

> >
> > The Atari ST was a big hit at the time and it's momentum carried the
> company
> > forward for awhile, but unfortunately because of Jack's tightness new
> > products being released from Atari were very late in coming to market
and
> > basically re-hashed older products. Anytime the boys in R&D would come
up
> > with something truly amazing you could count on Jack's son Sam, who was
> > president of the company, to strip the machine down to save cost and
thus
> > making it underpowered and then to completely bungle production so the
> > machine would be late getting to market thus giving the competition an
> even
> > bigger edge. There was also very little advertising and what little
> > advertising Atari did was mostly "preaching to the choir". By the time
the
> > 90s came most people thought Atari had long since gone out of business
and
> > the PC market belonged to the x86 machines and a little slice for the
Mac.
> >
> > In the 90s Jack saw the writing on the wall and realized he was a
dinosaur
> > and simply had no idea how to compete. Atari had just won a 98 million
> > dollar lawsuit against Sega. 50 million of it was settled in cash and
the
> > rest was settled in Sega stock. Jack knew that if Atari continued to
> operate
> > it would simply squander all that cash. Not wanting to see the cash
> > evaporate Jack used some of it to buy a failing hard drive company known
> as
> > JTS. He then merged Atari with JTS and had them run under the JTS
banner.
> > Now here's the interesting part. When one company merges with another
> > company it is customary to pay the top executives of the absorbed
company
> a
> > bonus for fascilitating the merger. So the owner if JTS, Jack Tramiel,
> paid
> > the owner of Atari Corp., Jack Tramiel, a 42 million dollar bonus for
> > fascilitating the merger of the two companies. Jack effectively emptied
> > Atari's coffer's into his own pocket and it was 100% perfectly legal.
> >
> > Now the SEC only allowed the merger on the grounds that Atari still be
run
> > as a company. So Jack basically turned Atari into a one person
operation,
> it
> > still operated as a single person who answered the phone "Atari Corp."

```
and
> > would say "We no longer support that product.". This is where he was on
> > shakey ground and a group of stock holders launched a class action suit
> > against JTS claiming they were violating the SEC orders that Atari be
kept
> > up and running. The lawsuit never got very far, JTS sold off all it's
> Atari
> > assets to Hasbro for a paultry 5 million dollars (the joke at the time
was
> > JTS could have gotten more for the Atari assets if they had sold them on
> > eBay). JTS later ended up selling the Atari assets to Infogrammes for
> > somewhere around 40 million dollars if I remember correctly. JTS went
> > bankrupt shortly afterwards but Jack didn't care. He'd sucked it dry of
> it's
> > last dollar and retired a wealthy man. Infogrammes, recognizing the
great
> > nostalgia value of the Atari name and properties, eventually changed
it's
> > name to Atari Inc.
> >
> > Crackers
> >
> > --
> > Ghastly's Ghastly Comic
> > http://ghastly.keenspace.com
> >
> >
>
>
```

3659. Re: CT60 : END of TESTS and DEBUGGING

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 13:55:37 UTC
From: Fr�d�ric P�court <fpecourt@invalid.ifrance.com>
Message-ID: <bcckvk$f7n$1@reader1.imaginet.fr>
Source record: 26591

Hi!

"Smeg" <smeg_007@NOSPAM.hotmail.com> a �crit dans le message de
news:bccja6igt1@sparta.btinternet.com...
> Rodolphe,
>
> If you send me a CT60, I will happilly test cubase audio for you, with
> spdif,Analog 8, and Minidisk Deck!!! :-)
>

Well, I have nothing to do with making music of my own but I recently purchased a Steinberg/Soundpool Falcon Digital Interface, which showed to work great for example with Aniplayer when replaying some mp3 directly from my Falcon to my Minidisc Hifi Deck through an optical cable. (BTW, after so many years I am still much more fond of minidiscs than CDs when it comes to manipulating music!).

I also got the Cubase Clock which I can plug instead of the Digital interface and gives a DSP sound clock of 44.1 kHz instead of the original stock 49.9kHz that requires signal resampling when playing mp3 for example.

Since I got no driver nor documentation about the interface, I wondered if there were some driver or control panel to steer the soundpool (other external frequencies for the DSP for example) or if everything is to be used "as is"

thxs,
Fred

3660. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 14:13:14 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.13.14.13.12.684165@removenoaspam.atari-source.com>
Source record: 26592

On Thu, 12 Jun 2003 23:05:05 -0700, Tim wrote:

> Dude go get laid and come back. Ok feel better now? I wasn't talking to
> your dumb ass. And I NEVER said that Robert sent me the email with the
> virus. All I can think up at the moment is that someone hacked his server
> and got some names/emails of people that registered and then took it upon
> themselves to send a virus. I never said Robert did that! Look at who my
> reply is to then try to fucking relax a little. I also have to deal with
> shit heads like you all the fucking time and it pisses me off. Don't you
> hate it when you explain one thing and people think you said something else?
> ;)
>
> Tim

I have to give you credit for a well worded reply ;-)
Okay so consider it's Klez. Someone has to have.
A: Your address
B: robert's address and/or C: the serial number email with which to rip
the topic from.

Presumably, it's likely that there's someone who trolls these groups
adding addresses to mailing lists, who also got this virus, who also got a
doitf030 serial. Perhaps also if the subject line doesn't state as such,
they may not have the DOITF030 serial at all. There's also worms that
scan other places on the machine and hijack email addresses from text
files. Some news readers store a cache as text files.

To put it simple, the likelihood of someone with Windows (and this worm)
having you and Robert's Address on their machine is highly likely.
The prospect of Robert's Mac sending you the virus seems highly unlikely.
The prospect of a virus author or some mischievous fiend hacking Robert's
machine to get a few emails addresses to send a widely distributed worm to
that most likely commonly forges headers is INSANE.
The prospect of you being an initial target for the initial sending of a
virus (hence someone is purposefully trying to inject the worm to you
first and to let it circulate) is extraodinarily unlikely. I guess I just
got a little worked up because I've seen the DOIT archives and their THICK
with useful stuff.

If you want clarity, write down the virus name and do a search for it in a
virus info database. Read how it works, it sounds to me like you're not
getting it. It's probably merely coincidence that you put your address on
there and then received virus emails back - unless you're insane like I
used to be and use a different email address for every single little
thing.

I understand your frustration about not receiving the serial, I've been there but you should chill too. A lot of people take community support of these machines VERY seriously, and a lot of stragglers are only hanging by a thread. We don't want to lose out.

PS: I am not a dumb ass nor a shit head... I just play one on tv.

Mark
http://atari-source.com

3661. Re: Angry Young Men

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 14:17:37 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.13.14.17.37.537609@removenoaspam.atari-source.com>
Source record: 26593

On Fri, 13 Jun 2003 09:29:57 +0100, Derryck Croker wrote:

> Seem to be more and more around these days.
>
> Maybe us Atari supporters should set up a mailing list on Yahoo or where
> ever, and leave this newsgroup to people who would rather spend their online
> time venting their spleen or using bad language.

I can only assume that this was directed somewhat at me since I was very
recently guilty of something similar. I did however distinctly state that
all complaints with my behavior should be directed directly at me ;-)

Mark
http://atari-source.com

3662. Re: Angry Young Men

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 14:20:35 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.13.14.20.35.925602@removenoaspam.atari-source.com>
Source record: 26594

On Fri, 13 Jun 2003 17:27:26 +0800, Bill Clinton wrote:

> one cant be too young to remember atari's now days.
>
> My first home computer was a 1040stfm with an epson LX800 dot matrix printer
> connected to a little TV.
>
> I'm 22 now.
>

I'm 21, 520 ST with the giant block as a PSU and a single sided external floppy was my first computer. I discovered computing at age 12... wish I got into coding earlier though. Oh wait, come to think of it, I'm 22 as of recently. I remember pecking away BASIC programs on my TRS 80 at 7 years old.

Mark
http://atari-source.com

3663. Re: ASCII cross-platform compatibility

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 15:00:53 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <XFlGa.2508$LP.470@newsfep4-winn.server.ntli.net>
Source record: 26595

Hello.

"Hallvard Tangeraas" <Hallvard@despammed.com> wrote in message
news:1fwe9ts.zdmtchpsw85cN%Hallvard@despammed.com...
> I'm working on my Notator FAQ again
> (http://www.notator.org/html/notator_faq.html), trying to document what
> kind of problems a user can get into (as well as solutions for them of
> course!) when transferring files from a PC or Mac over to the Atari ST.

Whilst you're at it you may like to know that none of the UK links work!!!

Barrie at Keychange. www.keychange.co.uk

3664. Re: Does any one need 8 midi out's for cubase.....?? Hurry, last few hours

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 15:05:51 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <o0qjevs2d4rcup63co0ulck9ugt89shkob@4ax.com>
Source record: 26446

Well if people are prepared to pay ï¿½73 second hand, I think it would
be a good idea.

On Fri, 13 Jun 2003 13:05:18 +0000 (UTC), "Smeg"
<smeg_007@NOSPAM.hotmail.com> wrote:

>http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=23194&item=27339560
>88

3665. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 15:24:40 UTC
From: tjlazer@mail.com
Message-ID: <562e402e.0306130724.4f426581@posting.google.com>
Source record: 26447

"Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be> wrote in message news:<Xns9398C22B19C1Etos4ever@195.130.132.65>...
> on wo, 11 jun 2003 23:24:35 GMT ï¿½Tim wrote:
>
> >
> > Pretty freakin sad that the virus gets to me before the freakin
> > serial! Good thing I really didn't need to look at the FAQ (figured it
> > out on my own)
> >
> > That DOITF030 serial thing is pretty freakin useless if you ask me.
> > It has been weeks when I needed to get some info and I still to this
> > day cannot read it's contents.
> >
> > And a google search reveals that there is all this secrecy on the
> > keyfile and the urgency to register!
> >
> > Unbelievable!
>
> Please thinks twice before you post such kind of messages. The virus
> didn't come from him but from another guy who use the same crap
> mail/newsreader like you use. The world would be better off without that
> kind of mailer.
>
> Anyway have you thought to ask Robert why it takes so long before you get
> the key? I guess not. Robert is usualy very quick to provide the
> requested key.
>
> CU,
> Martin

God Damn it. Where in the my above text does it say anything about the author sending me a virus? I am simply saying that is is quite sad that a virus gets to me before the keyfile, regardless who sent it.

Tim

3666. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 15:40:44 UTC
From: tjlazer@mail.com
Message-ID: <562e402e.0306130740.66c4c149@posting.google.com>
Source record: 26448

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:<bcb1fs$1i7$1@hercules.btinternet.com>...
> Hi Tim
>
>
> "Tim" <tjlazer@mail.com> wrote in message
> news:vefbbvk8u19d41@corp.supernews.com...
> > A few weeks ago I registered on DOITF030 to get a key so I can freakin
> have
> > a look at the FAQ.
> >
> > Then a few days ago I get a email telling me it has a serial or key for
> > DOITF030. I look at the attachment and it is a file with the extension
> .scr
> > I click on the link and my Antivirus alerts me that it is a virus!
> > Thankfully I didn't get infected!
> >
> > I am thinking someone hacked into the site to get my info?
>
> You're not alone, i registered here years ago and forgot all about it, this
> week i get 2 attacks from this site, thankfully my VK squished it.

Well according to some, we that got infected are morons, and
registering on the DOITF030 web site had nothing to do with it.

Isn't that great. Well good thing us morons keep our AV up to date.

Tim

3667. Re: TT030 (English|French) ROM

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 15:45:20 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bccrinlur1@news-reader12.wanadoo.fr>
Source record: 26449

I just found a UK TOS 3.06 Rom image.
I think i'll burn it to replace the german one's.

Doctor Clu wrote:

> You and me both! I just ordered a set of 3.05 TOS roms from Best
> Electronics and man it was no cheap, but he did mention having French and
> German roms too when I was trying to find what other sets he might have
> had
> for cheaper. :)
>
> Doctor Clu
> ._,-,_. _ ________ _ ______ __
> ||| ||| / \ |__ __| / \ | _ \ | |
> ||| ||| / . \ | | / . \ | |_) / | |
> ;|| ||: / /_\ \ | | / /_\ \ | (| |
> ./ /| |\ \. / ___ \ | | / ___ \ | |\ \ | |
> |./ :_: \.| /__/ __\ |__| /__/ __\ |__| __\ |__|
>
> in article bc5q8f$928$1@news-reader14.wanadoo.fr, NSPIRIT at
> nspirit@wanadoo.fr wrote on 6/10/03 6:39 PM:
>
>> Hi, am looking for TT030 Roms in french or english
>> to replace the german one shipped with my TT.
>>
>> Can somebody help me ?

--
Nbox.Kubz.net

3668. JagFest UK

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 16:32:01 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3ee9fc7f$0$195$4c56ba96@master.news.zetnet.net>
Source record: 26450

Hi all!

Just a quick message to remind you that the JagFest UK event is happening
this weekend, in Rochester, Kent.

See the website http://www.1632systems.co.uk/html pages/Shows/Jagfest.htm
for more details.

I am attending for the Cheshunt Computer Club, with Derryck Croker and
Peter West of DDP.

So if you live in the South of England, you should see if you can attend!
Come and say hello! :-)

Cheers,

James

--

James Haslam

Email: jfhaslam@zetnet.co.uk ICQ UIN: 37135025

Atari Pages: http://jfhaslam.atari.org
Homepages: http://www.users.zetnet.co.uk/jfhaslam

Chairman, Cheshunt Computer Club. For more info see
the Club's website: http://www.cix.co.uk/~derryck

3669. Re: ASCII cross-platform compatibility

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 16:38:43 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <w5nGa.2571$LP.2175@newsfep4-winn.server.ntli.net>
Source record: 26451

Hello.

> >
> > Whilst you're at it you may like to know that none of the UK links work!!!
>
> Be a little more specific please.
> Which UK links and where?

All of them!

3670. Turn *.STs into real atari disks

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 17:14:13 UTC
From: google@asktoby.com
Message-ID: <25a29397.0306130914.25da7bf4@posting.google.com>
Source record: 26452

Hi

I've downloaded some *.ST files (Games)
I've got an Atari STFM
I've got some Double Sided Double Density disks.
I'd like to turn the *.STs into disks to play on my Atari.

Problems:
Makedisk is DOS and does not run in winXP. I can't boot to DOS because
my XP hard disk is NTFS.
I've got a computer running mandrake linux, but when I click on
Makedisk it does nothing so I guess it's incompatible. (total linux
newbie btw)

How can I use makedisk to turn my *.STs into real disks?

Thanks
Toby

3671. Re: Turn *.STs into real atari disks

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 18:06:20 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vek4kuj2obud84@corp.supernews.com>
Source record: 26453

"Toby Newman" <google@asktoby.com> wrote in message
news:25a29397.0306130914.25da7bf4@posting.google.com...
> Hi
>
> I've downloaded some *.ST files (Games)
> I've got an Atari STFM
> I've got some Double Sided Double Density disks.
> I'd like to turn the *.STs into disks to play on my Atari.
>
> Problems:
> Makedisk is DOS and does not run in winXP. I can't boot to DOS because
> my XP hard disk is NTFS.
> I've got a computer running mandrake linux, but when I click on
> Makedisk it does nothing so I guess it's incompatible. (total linux
> newbie btw)
>
> How can I use makedisk to turn my *.STs into real disks?

Burn all the .ST images you want to convert to CD-R. Boot to a DOS disk
w/CD-ROM drivers and use STDISK to convert the images to disk! ;)

You might have to to a 720k image FIRST then the other larger ones up to
830k, as I have found that if you try to to a larger one first it will fail,
but doing the 720k one first will do the trick!

Tim

3672. Re: Angry Young Men

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 18:09:52 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vek4rke295s8c9@corp.supernews.com>
Source record: 26454

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.06.13.14.20.35.925602@removenoaspam.atari-source.com...
> On Fri, 13 Jun 2003 17:27:26 +0800, Bill Clinton wrote:
>
> > one cant be too young to remember atari's now days.
> >
> > My first home computer was a 1040stfm with an epson LX800 dot matrix
printer
> > connected to a little TV.
> >
> > I'm 22 now.
> >
>
> I'm 21, 520 ST with the giant block as a PSU and a single sided external
> floppy was my first computer. I discovered computing at age 12... wish I
> got into coding earlier though. Oh wait, come to think of it, I'm 22 as
> of recently. I remember pecking away BASIC programs on my TRS 80 at 7
> years old.
>
> Mark
> http://atari-source.com
>

21, Hmmm that explains the anger there Mark, ;)

Hehe just playing with ya don't go blowin a gasket. LOL

Tim

3673. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 18:18:11 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB0F6419.33325%nameerf@flash.net>
Source record: 26455

in article 4v9ievkkuj4ue0guh65o82cglbn1npqder@4ax.com, Rustynutt at rustynuttspamblock@hotmail.com wrote on 6/12/03 5:26 PM:

> You don't understand. Robert only uses Mac's. The virus isn't spread
> from his site or machine. What you got was a forged email address with
> a virus attached. I get those all the time, even from my own email
> address. There are little pigglets out that think that's funny.
> MG

If he uses a Mac, then there's no way that I know of that his computer could have spread the PC-based virus. However, how is it that only those of us who've actually registered for a key are the ones to receive the virus? I received it, as well. Fortunately I currently use my Mac to read e-mail, so it didn't affect my system at all. So it's quite odd that the e-mail was sent only to people who've registered, posing as the registration key, when it didn't originate with Robert's machine. Any ideas how this might happen? How to prevent it?

Mike Freeman
nameerf@flash.net

3674. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 18:24:44 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcd4tb$n2t$1@hercules.btinternet.com>
Source record: 26456

Hi David

> >> Tell me if i should stop support atari.
> >
> >No!!!!!!!!!!!!!!
>
> Not over a couple of mis-directed virus complaints.
>
> >> It's only a work of 5 seconds an two clicks for me.
> >
> >No dont, stop, dont do it, please, i'm sure there's an explanation for
your
> >system behaving the way it did!..
>
> As most (all?) of the new virus fake the sender address, it's very
> unlikely that he's the sender. See below for the real reason he couldn't
> have sent it out.
>
> <Snip>
>
> >What's your side of this affair, was it a virus infection on your system.
If
> >these were genuine key updates perhaps you could zip and attach them.
>
> His side in this is really quite simple. Robert is using a Mac and is
> immune to all Windows viruses, so he couldn't have sent out those
> viruses with the system he's using to the complainants, who are using
> Windows.

That's good enough for me.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

3675. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 18:24:46 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcd4td$n2t$2@hercules.btinternet.com>
Source record: 26457

Hi "GokMasE"

> Steve Sweet wrote:
>
> >
> > This bears a striking resemblance to a mental picture i have of you
> > right now!
>
> Steve,
>
> You used to complain about ppl not quoting good enough, resulting in
> too many Kb's for you to download. Have you got any good excuse why you
> can abuse usenet like this? Send it in private mail, or don't send it.

No one ever agreed with me so i guess that makes it OK.

As all you assholes tell me, check the headers first, if my name is in it
then hit delete.

Would you like fries with that?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

3676. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 18:26:27 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bcd50j$i2g$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26458

In article <BB0F6419.33325%nameerf@flash.net>,
Michael and Nicole Freeman <nameerf@flash.net> wrote:
>
>If he uses a Mac, then there's no way that I know of that his computer could
>have spread the PC-based virus. However, how is it that only those of us
>who've actually registered for a key are the ones to receive the virus? I
>received it, as well. Fortunately I currently use my Mac to read e-mail, so

I received it as wenn, and did *not* register with Robert.

Probably someone else who did register got infected, and the virus just
picked a random email text from that person and sent it to lots of email
addresses from his address book.

>it didn't affect my system at all. So it's quite odd that the e-mail was
>sent only to people who've registered, posing as the registration key, when
>it didn't originate with Robert's machine. Any ideas how this might happen?

The only way to be sure is to trace back the source of the mail. The
From:-Header is absolutely worthless in that respect - you need to trace
back the Received:-Headers, see which are original and which are fake, and
contact the ISP where the last non-faked header originates - he should have
the needed information in his mail server's log files.

cu
Michael

3677. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 18:35:06 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB0F6810.3332D%nameerf@flash.net>
Source record: 26459

in article bcd50j$i2g$1@nets3.rz.RWTH-Aachen.DE, Michael Schwingen at michaels@ccac.rwth-aachen.de wrote on 6/13/03 10:26 AM:

> In article <BB0F6419.33325%nameerf@flash.net>,
> Michael and Nicole Freeman <nameerf@flash.net> wrote:
>>
>> If he uses a Mac, then there's no way that I know of that his computer could
>> have spread the PC-based virus. However, how is it that only those of us
>> who've actually registered for a key are the ones to receive the virus? I
>> received it, as well. Fortunately I currently use my Mac to read e-mail, so
>
> I received it as wenn, and did *not* register with Robert.
>
> Probably someone else who did register got infected, and the virus just
> picked a random email text from that person and sent it to lots of email
> addresses from his address book.
>
>> it didn't affect my system at all. So it's quite odd that the e-mail was
>> sent only to people who've registered, posing as the registration key, when
>> it didn't originate with Robert's machine. Any ideas how this might happen?
>
> The only way to be sure is to trace back the source of the mail. The
> From:-Header is absolutely worthless in that respect - you need to trace
> back the Received:-Headers, see which are original and which are fake, and
> contact the ISP where the last non-faked header originates - he should have
> the needed information in his mail server's log files.
>
> cu
> Michael

Ok. Thanks for the info. The only cases I've heard of until now, were people who've registered. I guess this blows that theory!

Mike Freeman
nameerf@flash.net

3678. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 18:43:54 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bcd61a$j6v$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26460

In article <vei3the8vjqa8e@corp.supernews.com>, Tim <tjlazer@mail.com> wrote:

>Don't get mad, I am just explaining that I got a virus after registering
>from your web site.
>
>Maybe you need to take a class or two on Network Security and Viruses, then
>continue to support the Atari after you are educated.

Maybe *you* should take a class or two - you should first find out where the
virus really came from, before you accuse random persons who appear in
(probably faked) From:-Headers of sending you virii.

As long as you are clueless regarding the virus source, you might at least
be polite when talking to the persons you suspect.

cu
Michael

3679. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 18:46:42 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bcd66i$j6v$2@nets3.rz.RWTH-Aachen.DE>
Source record: 26461

In article <BB0F6810.3332D%nameerf@flash.net>,
Michael and Nicole Freeman <nameerf@flash.net> wrote:
>
>Ok. Thanks for the info. The only cases I've heard of until now, were people
>who've registered. I guess this blows that theory!

Even if it affected only people who registered, that would just be a very
weak hint at the source - better investigate first before publicly accusing
someone. A polite, private email would be better in any case.

cu
Michael

3680. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 18:50:59 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bcd6ej$j6v$3@nets3.rz.RWTH-Aachen.DE>
Source record: 26462

In article <slrnbefb0n.7m3.atari@core.preferuje.luzik.pl>,
Adam Klobukowski <atari@gabo.pl> wrote:

>Most likely Robert Schaffners mailbox got infected (I got the virus from him too)

Sure? Do you have any evidence for that?

The From:-Header is easily forged (many virii do that). So you did trace
back the Received:-Lines to Robert's ISP and got confirmation the mail was
really sent by him?

cu
Michael

3681. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 18:53:36 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.ef4a4aee.6d643682.wdwd@wd.com>
Source record: 26473

Dans le message <1fwgbfb.b17byu44fwxsN%rs.mac@t-online.de>
Robert Schaffner a ï¿½crit:
>Tim <tjlazer@mail.com> wrote:

>> That DOITF030 serial thing is pretty freakin useless if you ask me. It has
>> been weeks when I needed to get some info and I still to this day cannot
>> read it's contents.

>Tell me if i should stop support atari.
>Itï¿½s only a work of 5 seconds an two clicks for me.

Noooo! the work you do is IMO very good, and very usefull as well!
And, I plan to translate it into french when I can get some time,
and after I ask for your permission!

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

3682. Re: Angry Young Men

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 19:23:14 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.13.19.23.14.385159@removenoaspam.atari-source.com>
Source record: 26463

On Fri, 13 Jun 2003 11:09:52 -0700, Tim wrote:

>
> > 21, Hmmm that explains the anger there Mark, ;)
>
> > Hehe just playing with ya don't go blowin a gasket. LOL
>
> > Tim

It's good to have some not so old farts in the Atari community ;-)

Mark
http://atari-source.com

3683. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 19:42:42 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.f58c5028.6aaa36a2.wdwd@wd.com>
Source record: 26474

Dans le message <Xns9398C22B19C1Etos4ever@195.130.132.65>
Martin \ a ï¿½crit:
>on wo, 11 jun 2003 23:24:35 GMT ï¿½Tim wrote:

>>

>Please thinks twice before you post such kind of messages. The virus
>didn't come from him but from another guy who use the same crap
>mail/newsreader like you use. The world would be better off without that
>kind of mailer.

>Anyway have you thought to ask Robert why it takes so long before you get
>the key? I guess not. Robert is usualy very quick to provide the
>requested key.

Yes! I contacted a couple of times, and always got the answear
very quickly!

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

3684. Re: Configuring "Superboot"

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 19:49:17 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bcd9rt$6g3$1@reader1.panix.com>
Source record: 26464

One thought here. There are at least three versions of xcontrol, and two of zcontrol. Set up separate folders for CPX files for two different file selectors, such as CPX_X, CPX_Z, and use superboot to load one control panel or the other.

My machine is TOS and MiNT, and some of the CPX files I need in TOS will keep the file selector from loading in MiNT. So, I use two different file selector programs, with different source folders, and superboot to load one or the other.

Jim

Hallvard Tangeraas <Hallvard@despammed.com> writes:

: I'm having trouble configuring some parameters of the boot-selector
: "Superboot" (http://www.notator.org/html/software.html#superboot).

: I want to add the ability to select/deselect CPX modules as well, but I
: can't quote figure out what to enter in the "Configure 'other' file
: selections" option (you'll see it in the main screen of SuperBoot).

: According to the help button in the program, files are renamed with an
: "X" at the end of the extension when deselected (which isn't what we
: want with the ".CPX" as this actually means it's active), and with "type
: 2" files it says that only one file can be active at a time (which is no
: good either, because I usually want more than just one CPX module to be
: active).
: So, what do I do?

: or..... isn't it possible to have SuperBoot rename a file with anything
: other than "X" at the end when *deselected*?

: Hallvard
: --
: Atari Launchpad : <http://launchpad.atari.org>
: Notator/Creator SL : <http://www.notator.org>

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3685. Re: "Touch Up" For Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 19:55:11 UTC
From: swampfax1@atlantic.net
Message-ID: <z_pGa.1427$x35.944185@newshog.newsread.com>
Source record: 26465

On 12 Jun 2003 23:25:15 , "Steve Sweet" wrote:
>Hi "John Garone"
>
> > >Where in the world are you?.
>>
>> located in Florida.....(the lightning capital of the world) in a county
>> that's the lightning capital of Florida (according to the power company
>> and my repaired fried Falcon/modem and what ever else was hit by the bolt
>> including my jaw which was sore for a week from being on a second phone
>> line when the bolt hit) !!! Knocked me across the room /:)
>
>I know where that's at, i was on the phone during a storm once when i saw a
>flash out of the corner of my eye, a short while later i realised something
>wasn't right as i came around, my USR modem was smoking and my MegaSTe
>frozen, luckily a reboot sorted the Mega, the USR was history!.

USR...good modems! I'm not sure if they're still available but the one
I have is accessable through AT commands like the old Supra (now Diamond
Multimedia which changed to very limited AT command access...maby the PC
software that comes with it provides a different more). Anyway, damn bolts
here are supercharged!!! The scarry part is the sky overhead could be blue
but you can get zapped from a cloud 10 miles away !!! I think Florida is
the "shark bite capital" too ! I feel like I need a bunker (Sadam's would
be nice :)

John G.

3686. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 20:30:30 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030613223030.a40299@du3.maus.de>
Source record: 26408

KS>14 megs ST Ram, eh? Guess that let's me out unless I could locate a
KS>different graphics card for my Hades.

So tell us. How much ST-RAM does your Hades have?

Regards,

Frank

3687. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 20:34:50 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vekdbfj3mu6f8f@corp.supernews.com>
Source record: 26466

"Michael Schwingen" <michaels@ccac.rwth-aachen.de> wrote in message
news:bcd66i$j6v$2@nets3.rz.RWTH-Aachen.DE...
> In article <BB0F6810.3332D%nameerf@flash.net>,
> Michael and Nicole Freeman <nameerf@flash.net> wrote:
> >
> >Ok. Thanks for the info. The only cases I've heard of until now, were
people
> >who've registered. I guess this blows that theory!
>
> Even if it affected only people who registered, that would just be a very
> weak hint at the source - better investigate first before publicly
accusing
> someone. A polite, private email would be better in any case.
>
> cu
> Michael

I agree that publicly accusing people in this case is wrong. And I never
did that. Just to clear things up.

Thanks
Tim

3688. Re: Turn *.STs into real atari disks

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 20:38:49 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bcdcp5$kq0$1@news-reader14.wanadoo.fr>
Source record: 26467

Con't remeber if it'll work with .st, but it runned well with
.msa
so here for linux :

dd -if disk.st -of /dev/floppy

and for win, use the utility rawrite provided by many linux
distrib.

Toby Newman wrote:

> Hi
>
> I've downloaded some *.ST files (Games)
> I've got an Atari STFM
> I've got some Double Sided Double Density disks.
> I'd like to turn the *.STs into disks to play on my Atari.
>
> Problems:
> Makedisk is DOS and does not run in winXP. I can't boot to DOS because
> my XP hard disk is NTFS.
> I've got a computer running mandrake linux, but when I click on
> Makedisk it does nothing so I guess it's incompatible. (total linux
> newbie btw)
>
> How can I use makedisk to turn my *.STs into real disks?
>
> Thanks
> Toby

--
Nbox.Kubz.net

3689. Re: NEW ATARI STUFF: Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 20:42:20 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcdcva$7n1$1@sparta.btinternet.com>
Source record: 26471
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why its Benny boy, come on everyone, come kiss Benny's arse

> I've just updated 5 of my Atari Catalogs covering Games/Software, Books/
> References and Hardware/Accessories for Classic Atari 8 Bit and Atari ST
> Computer Lines! I've sold some and added some like DooM for the Jaguar!
> http://www.arse-net.com/~atari/free_dildos and scat.html FREE Atari
Catalogs!

Why dont you post them here for all your fans to read, and then repost 3
times a week.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

3690. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 20:42:22 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcdcvd$7n1$2@sparta.btinternet.com>
Source record: 26468
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi "Bravo Sierra Computers"

> I'm attempting to put together an E-Mailing list so I can let my potential
> customers know what's new, like when I've updated my Atari Catalogs. If
> you want to be added, E-Mail me your E-Mail Addresses. Please Reply.

I'd like to be first to congratulate this approach.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

3691. Re: Angry Young Men

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 20:42:24 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcdcve$7n1$3@sparta.btinternet.com>
Source record: 26470

Yo!, Del-dude

> Seem to be more and more around these days.
>
> Maybe us Atari supporters should set up a mailing list on Yahoo or where
> ever, and leave this newsgroup to people who would rather spend their
online
> time venting their spleen or using bad language.

Bummer, that's me out then!!. 8~) Can i be moderator.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

3692. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 20:42:27 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcdcvh$7n1$4@sparta.btinternet.com>
Source record: 26469

Why its "Luposian"

> AMEN! And AMEN!
>
> Now, all we have to do is figure out a way to get Atari, Inc. back to making
> computers and the circle of life will have been restored!

I've done some research, if you sit in your box room and cover yourself in petrol and then light it it will cause Atari to be resurected coz you'd be the symbolic phoenix thingy.

> BTW, I had no idea that the Tramiel's were so evil...

He was a businessman you asshole, he didn't know what a puter was!!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

3693. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 20:46:02 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.fbc55e61.6b8236c2.wdwd@wd.com>
Source record: 26475

Dans le message <bcb1fs$1i7$1@hercules.btinternet.com>
Steve Sweet a ï¿½crit:
>Hi Tim

Hello everyone,

>You're not alone, i registered here years ago and forgot all about it, this
>week i get 2 attacks from this site, thankfully my VK squished it.

I think Robert has much more to do than wasting his time making
others lose theirs.
I think too, and I'm quite sure of this, that you were sent the
mail containing the virus by some fucking person who grabbed both
your adress and robert's one in this NG.
We had to face the same kind of attack a few weeks ago in fcsa :
I received a mail from someone I actually knew, but what made me
doubt is that the sender's adress was an antispam one - and he
would never had used it if he really had written to me!
In the same time, another guy received a mail supposedly sent by
me - but I did never send anything to him.
As you can imagine, both contained a virus, but as they are made
for PCs, my Falcon wasn't altered. Sadly for the guy who received
from supposingly me, he used a PC... and said very bad things about
me on the NG, just the way you're doing for Robert.
And, recently, I received 2 mails from Micro$oft : in fact, they
come from someone that use theyr adress, and the link leads to a
page that pretty looks like Mico$oft's, with lots of information
and links which are viruses' :-(
So, before you bash Robert - or anyone else, think twice : it would
be very easy for someone misintentioned to use your - or everyone
else's - adress to ruin your reputation :-(

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

3694. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 20:59:28 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vekepir7opkf8c@corp.supernews.com>
Source record: 26472

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.06.13.14.13.12.684165@removenoaspam.atari-source.com...
> On Thu, 12 Jun 2003 23:05:05 -0700, Tim wrote:
>
> I have to give you credit for a well worded reply ;-)

Thanks I put a little effort into it ;)

> I understand your frustration about not receiving the serial, I've been
> there but you should chill too. A lot of people take community support of
> these machines VERY seriously, and a lot of stragglers are only hanging by
> a thread. We don't want to lose out.

Yeah well I wasn't too worried until I finally got a reply, and it was a freaking Virus! I was like Damn!! Couldn't believe it. I knew right off it wasn't the Author doing that, I assumed his site or computer got infected, wasn't sure. If he is on a Mac then it wasn't him for sure. Heck I have Amigas that I use online all the time and I don't have to worry about those pesty PC viruses.

Well I'll tell you right now I am a hardcore Amiga AND Atari guy, so I know what you mean. I just hate it when our "No so good English speaking" friends jump the gun sometimes. I never even attacked Robert on this, and he got a little bent out of shape. I was just trying to see of others got the virus too, or if I was alone. I appreciate his work (even though I have yet to see it!) LOL And never wanted to piss people off. But it looks like more than a few got a virus. I just hope the perpetrator gets a life and just leaves us Atari guys alone! ;)

>
> PS: I am not a dumb ass nor a shit head... I just play one on tv.

Hey me too. LOL

Tim

>
> Mark
> http://atari-source.com

3695. Re: NEW ATARI STUFF: Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 21:05:32 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <30fkevc0f6gnm9n5a1fobkr41jrm1l3ck5@4ax.com>
Source record: 26476
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Fri, 13 Jun 2003 20:42:20 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>Why dont you post them here for all your fans to read, and then repost 3
>times a week.

Got to admit that seeing 3 adverts today was a little OTT, one yes but
3 at a time is pushing the boat a tad..
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

3696. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 21:07:05 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vekf7sb3tv73a3@corp.supernews.com>
Source record: 26477

"Michael Schwingen" <michaels@ccac.rwth-aachen.de> wrote in message
news:bcd61a$j6v$1@nets3.rz.RWTH-Aachen.DE...
> In article <vei3the8vjqa8e@corp.supernews.com>, Tim <tjlazer@mail.com>
wrote:
>
> >Don't get mad, I am just explaining that I got a virus after registering
> >from your web site.
> >
> >Maybe you need to take a class or two on Network Security and Viruses,
then
> >continue to support the Atari after you are educated.
>
> Maybe *you* should take a class or two - you should first find out where
the
> virus really came from, before you accuse random persons who appear in
> (probably faked) From:-Headers of sending you virii.
>
> As long as you are clueless regarding the virus source, you might at least
> be polite when talking to the persons you suspect.
>
> cu
> Michael

See it's guys like you that really pisses me off! I never said he (or others here) sent me the virus! I didn't point the finger to anyone for that matter. Read the other posts as to why I KNOW that all this (NOT THE FUCKING VIRUS TO ALL THE ID10T Errors out there) originated from HIS web site. I already have taken classes, maybe you need to. Or retake them if you have. Oh maybe just get a GED while you are at it. ;)

Hahaaha this is fun.

Tim

3697. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 21:07:16 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <r6fkevsm5v7i6ba3rk7oe4lcb11tdccfrp@4ax.com>
Source record: 26478
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Fri, 13 Jun 2003 20:42:22 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>Hi "Bravo Sierra Computers"
>
>> I'm attempting to put together an E-Mailing list so I can let my potential
>> customers know what's new, like when I've updated my Atari Catalogs. If
>> you want to be added, E-Mail me your E-Mail Addresses. Please Reply.
>
>I'd like to be first to congratulate this approach.

Yes, its a good move but I don't know if it will mean a drop or stop
in adverts?
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

3698. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 21:21:39 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bcdf93qqq1@thorium.cix.co.uk>
Source record: 26479

In message <vefbbvk8u19d41@corp.supernews.com>, tjlazer@mail.com said:

>A few weeks ago I registered on DOITF030 to get a key so I can freakin have
>a look at the FAQ.
>
>Then a few days ago I get a email telling me it has a serial or key for
>DOITF030. I look at the attachment and it is a file with the extension .scr
>I click on the link and my Antivirus alerts me that it is a virus!
>Thankfully I didn't get infected!
>
>I am thinking someone hacked into the site to get my info?

It looks like it - I got one as well, even though I had bought a
CD version some time ago. Mine had the header:

From support@draco.stochastik.rwth-aachen.de Sat Jun 7 06:58:26 2003
Subject: DOIT-Archiv Homepage

and the file was "Kaavi.01.xls.scr"

I reported it to Robert Schaffer, the author and he confirms it's
not from him. Of course, on an Atari the virus file does nothing!

It would be interesting to know how many people got this virus who had
not asked Robert for a key, and how many who had. That might help to
check whether someone had managed to hack Robert's database, or just
sent it out randomly to Atari usenet users.

Regards, /Peter/

3699. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 22:07:13 UTC
From: Frederic Pecourt <fpecourt@ifrance.com.invalid>
Message-ID: <3EEA4B11.4080608@ifrance.com.invalid>
Source record: 26480

Hi!

> It would be interesting to know how many people got this virus who had
> *not* asked Robert for a key, and how many who had. That might help to
> check whether someone had managed to hack Robert's database, or just
> sent it out randomly to Atari usenet users.

I also received the virus and had registered twice :
- first unsuccessfully about two years ago (i got kind of angry against
the key protected archive i could not open),
- second in april of this year where I quickly and successfully got a
key. I am very thankful to Robert for having maintained such an archive
which I currently use up to several times a week !

Now, back to the subject, the newsgroups are the only place where I ever
used an antispam address which appears on the infected email as following :

-----Message d'origine-----
De : Robert Schaffner [mailto:support@draco.stochastik.rwth-aachen.de]
Envoyï¿½ : samedi 7 juin 2003 07:58
ï¿½ : fpecourt@invalid.ifrance.com
Objet : DOIT-Archiv Homepage

It is more than obvious that the newsgroup got scanned and hacked by
someone who must also visit this newsgroup, isn't it ?

Fred

3700. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 22:45:27 UTC
From: gokmase@fakenet.se
Message-ID: <bcdk63$9d1$1@green.tninet.se>
Source record: 26481

On 13 Jun 2003 18:24:46 , "Steve Sweet" wrote:
>Hi "GokMasE"

>> Steve,
>>
>> You used to complain about ppl not quoting good enough, resulting in
>> too many Kb's for you to download. Have you got any good excuse why you
>> can abuse usenet like this? Send it in private mail, or don't send it.
>
>No one ever agreed with me so i guess that makes it OK.

Very bad reasoning I think.

>As all you assholes tell me, check the headers first, if my name is in it
>then hit delete.

Ok, so I am on asshole now. I can't recall saying what you are suggesting.
Obviously there are too few ppl still interested in keeping this forum
constructive.

>Would you like fries with that?.

No, I don't think so.
But I do think it is about time to give up on c.s.a.s

/Joakim

3701. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 23:17:11 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcdm1loro1@sparta.btinternet.com>
Source record: 26482

Hi "Jean-Luc CECCOLI"

> >You're not alone, i registered here years ago and forgot all about it,
this
> >week i get 2 attacks from this site, thankfully my VK squished it.
>
> I think Robert has much more to do than wasting his time making
> others lose theirs.

I'm sure he has, but quite often people unwittingly fall vitim to this sort of thing, the obvious answer is to approach the apparent sender, if only that he can formulate a defence against the idot who instigated it. I've much too much respect for him to assume he's delibratley, if at all launched a Virus attack.

> I think too, and I'm quite sure of this, that you were sent the
> mail containing the virus by some fucking person who grabbed both
> your adress and robert's one in this NG.

I'm confidant of that, but we must wonder why someone would attack someone like Robert to start with?.

> We had to face the same kind of attack a few weeks ago in fcsa :
> I received a mail from someone I actually knew, but what made me
> doubt is that the sender's adress was an antispam one - and he
> would never had used it if he really had written to me!
> In the same time, another guy received a mail supposedly sent by
> me - but I did never send anything to him.
> As you can imagine, both contained a virus, but as they are made
> for PCs, my Falcon wasn't altered. Sadly for the guy who received
> from supposingly me, he used a PC... and said very bad things about
> me on the NG, just the way you're doing for Robert.

> And, recently, I received 2 mails from Micro$oft : in fact, they
> come from someone that use theyr adress, and the link leads to a
> page that pretty looks like Mico$oft's, with lots of information
> and links which are viruses' :-(

I get about 8 of them a day.

> So, before you bash Robert - or anyone else, think twice : it would
> be very easy for someone misintentioned to use your - or everyone
> else's - adress to ruin your reputation :-(

I didnt bash robert at all, as for my reputation, have a good look around in here. 8~)

> J.-Luc

Werent you a captain of something. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 11/06/2003

3702. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 23:17:13 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcdm1noro2@sparta.btinternet.com>
Source record: 26483
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Paul

> >Hi "Bravo Sierra Computers"
> >
> >> I'm attempting to put together an E-Mailing list so I can let my
potential
> >> customers know what's new, like when I've updated my Atari Catalogs. If
> >> you want to be added, E-Mail me your E-Mail Addresses. Please Reply.
> >
> >I'd like to be first to congratulate this approach.
>
> Yes, its a good move but I don't know if it will mean a drop or stop
> in adverts?

Its a move in the right direction afaic, right who do i pick on next!!. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 11/06/2003

3703. Re: Turn *.STs into real atari disks

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 23:26:59 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0306131526.492d7036@posting.google.com>
Source record: 26484

```
"Tim" <tjlazer@mail.com> wrote in message news:<vek4kuj2obud84@corp.supernews.com>...
> "Toby Newman" <google@asktoby.com> wrote in message
> news:25a29397.0306130914.25da7bf4@posting.google.com...
> > Hi
> >
> > I've downloaded some *.ST files (Games)
> > I've got an Atari STFM
> > I've got some Double Sided Double Density disks.
> > I'd like to turn the *.STs into disks to play on my Atari.
> >
> > Problems:
> > Makedisk is DOS and does not run in winXP. I can't boot to DOS because
> > my XP hard disk is NTFS.
> > I've got a computer running mandrake linux, but when I click on
> > Makedisk it does nothing so I guess it's incompatible. (total linux
> > newbie btw)
> >
> > How can I use makedisk to turn my *.STs into real disks?
>
> Burn all the .ST images you want to convert to CD-R. Boot to a DOS disk
> w/CD-ROM drivers and use STDISK to convert the images to disk! ;)
>
> You might have to to a 720k image FIRST then the other larger ones up to
> 830k, as I have found that if you try to to a larger one first it will fail,
> but doing the 720k one first will do the trick!
>
> Tim

Is there a program for the Atari, that will let you take a *.ST disk
and convert it to a regular floppy (using the Atari Computer?)

dave
```

3704. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 23:42:41 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns939A11683585Ctos4ever@195.130.132.65>
Source record: 26485
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**audio-video**
ftp://chapelie.rma.ac.be/atari/audio-video/aniplay-221c.zip
(2.413.667 bytes) media player which plays lots of formats, including Ogg-Vorbis

**database**
ftp://chapelie.rma.ac.be/atari/database/db2ph009.lzh
(122.115 bytes) Convert dbase database format to Phoenix database format.
New: Convert Phoenix to Papyrus databse format. German only

**game**
ftp://chapelie.rma.ac.be/atari/game/manga-11_uk.zip
(473.895 bytes) Manga Puzzle is a puzzle game. English version

ftp://chapelie.rma.ac.be/atari/game/manga-11_fr.zip
(474.313 bytes) Version Fran?ais de Manga puzzle

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/spofo_04.lzh
(5.571 bytes) Import module for Smurf. Reads Atari Portfolio graphic formats PGF, PGC, PGX.
German only.

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka306.zip
(831.687 bytes) 2D Graph Describer, 3D Modeller, complete version.
To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka306-020.zip
(842.800 bytes) 68020 version. To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka306-fpu.zip
(800.876 bytes) fpu version. To use Eureka to its full extend one need tiny044.zip
```

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka306-lite.zip
(232.237 bytes) light version which can run on ST with 780 kb floppy drive

Have Fun,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

3705. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-13 23:57:26 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns939A13E881BF4tos4ever@195.130.132.65>
Source record: 26486

on vr, 13 jun 2003 22:45:27 GMT GokMasE wrote:

> On 13 Jun 2003 18:24:46 , "Steve Sweet" wrote:
>>Hi "GokMasE"
>
>>As all you assholes tell me, check the headers first, if my name is in
>>it then hit delete.
>
> Ok, so I am on asshole now. I can't recall saying what you are
> suggesting. Obviously there are too few ppl still interested in
> keeping this forum constructive.
>
>>Would you like fries with that?.
>
> No, I don't think so.
> But I do think it is about time to give up on c.s.a.s

This would be a pity but I do understand your point of view. Too many freaking guys are spoiling this newsgroup with useless talk nowadays. This group was once a very good and pleasant one, now...

I find it very sad the good guys are leaving this group because a minority of the posters doesn't know how to behave.

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

3706. Re: Turn *.STs into real atari disks

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 00:22:24 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcdprs$19l$1@sparta.btinternet.com>
Source record: 26487

NSPIRIT <nspirit@wanadoo.fr> wrote in message
news:bcdcp5$kq0$1@news-reader14.wanadoo.fr...
> Con't remeber if it'll work with .st, but it runned well with
> .msa
> so here for linux :
>
> dd -if disk.st -of /dev/floppy
>
> and for win, use the utility rawrite provided by many linux
> distrib.
>

That shoudlnt work for an MSA disk, because its compressed. The .ST files
will work fine whether you use rawrite or just "dd", but make sure the
floppy is formatted properly to the correct capacity first.

Smeg.

3707. Re: JagFest UK

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 00:24:02 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcdpv0$412$1@hercules.btinternet.com>
Source record: 26488

James Haslam <jfhaslam@zetnet.co.uk> wrote in message
news:3ee9fc7f$0$195$4c56ba96@master.news.zetnet.net...
> Hi all!
>
> Just a quick message to remind you that the JagFest UK event is happening
> this weekend, in Rochester, Kent.
>
> See the website http://www.1632systems.co.uk/html pages/Shows/Jagfest.htm
> for more details.
>
> I am attending for the Cheshunt Computer Club, with Derryck Croker and
> Peter West of DDP.
>
> So if you live in the South of England, you should see if you can attend!
> Come and say hello! :-)

I am in the Midlands, and that is not gonna stop me from coming.

Smeg.

3708. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 00:29:00 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcdq8b$1oc$1@sparta.btinternet.com>
Source record: 26489
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Steve Sweet <steve.sweet@btopenworld.com> wrote in message
news:bcdcvd$7n1$2@sparta.btinternet.com...
> Hi "Bravo Sierra Computers"
>
> > I'm attempting to put together an E-Mailing list so I can let my
potential
> > customers know what's new, like when I've updated my Atari Catalogs. If
> > you want to be added, E-Mail me your E-Mail Addresses. Please Reply.
>
> I'd like to be first to congratulate this approach.

Lol. Not only is he NOT gonna stop spamming newsgroups, but he wants your
email addresses so he can spam them too.....

Smeg.

3709. Re: CT60 : END of TESTS and DEBUGGING

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 00:42:05 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcdr0t$2np$1@sparta.btinternet.com>
Source record: 26490

Fr�d�ric P�court <fpecourt@invalid.ifrance.com> wrote in message
news:bcckvk$f7n$1@reader1.imaginet.fr...
> Hi!
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> a �crit dans le message de
> news:bccja6igt1@sparta.btinternet.com...
> > Rodolphe,
> >
> > If you send me a CT60, I will happilly test cubase audio for you, with
> > spdif,Analog 8, and Minidisk Deck!!! :-)
> >
>
> Well, I have nothing to do with making music of my own but I recently
> purchased a Steinberg/Soundpool Falcon Digital Interface, which showed to
> work great for example with Aniplayer when replaying some mp3 directly
from
> my Falcon to my Minidisc Hifi Deck through an optical cable. (BTW, after
so
> many years I am still much more fond of minidiscs than CDs when it comes
to
> manipulating music!).
>
> I also got the Cubase Clock which I can plug instead of the Digital
> interface and gives a DSP sound clock of 44.1 kHz instead of the original
> stock 49.9kHz that requires signal resampling when playing mp3 for
example.
>
> Since I got no driver nor documentation about the interface, I wondered if
> there were some driver or control panel to steer the soundpool (other
> external frequencies for the DSP for example) or if everything is to be
used
> "as is"
>
> thxs,
> Fred

There is no driver required for the FDI, though you should be aware that
there is a little program called FDI.PRG that initialises the FDI at boot
up, because this little job is not done by Cubase Audio. You dont need this
program if youre using Soundpool's Audiotracker as it will initalise the FDI
properly when it starts.

FDI's (and only the later not the older ones) provide two clocks itself,
they are for 44Khz and 48Khz, though you only need these if the FDI isnt

receiving a clock from the DAT/CD/MD player etc, and you are recording from the Falcons MIC socket.

I dont believe any manual came with the FDI, as its just meant to be plugged in and used.

Smeg.

3710. Re: JagFest UK

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 00:50:09 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcdrfv$8ah$1@titan.btinternet.com>
Source record: 26491

Hi Smeg

> > Just a quick message to remind you that the JagFest UK event is
happening
> > this weekend, in Rochester, Kent.
> >
> > See the website http://www.1632systems.co.uk/html
pages/Shows/Jagfest.htm
> > for more details.
> >
> > I am attending for the Cheshunt Computer Club, with Derryck Croker and
> > Peter West of DDP.
> >
> > So if you live in the South of England, you should see if you can
attend!
> > Come and say hello! :-)
>
> I am in the Midlands, and that is not gonna stop me from coming.

Keep an eye out for me on the bridge over the M25 interchange, that's where
i hang out throwing cats off the parapet under truck wheels.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 11/06/2003

3711. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 02:34:23 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <2fccc32281e315b0363b39a9e3e8b1cf@free.teranews.com>
Source record: 26492
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I don't think I'm gonna get used to that signature quickly.

--
Steve S

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bcdm1noro2@sparta.btinternet.com...
> Hi Paul
>
> > >Hi "Bravo Sierra Computers"
> > >
> > >> I'm attempting to put together an E-Mailing list so I can let my
> potential
> > >> customers know what's new, like when I've updated my Atari Catalogs.
If
> > >> you want to be added, E-Mail me your E-Mail Addresses. Please Reply.
> > >
> > >I'd like to be first to congratulate this approach.
> >
> > Yes, its a good move but I don't know if it will mean a drop or stop
> > in adverts?
>
> Its a move in the right direction afaic, right who do i pick on next!!.
8~)
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.489 / Virus Database: 288 - Release Date: 11/06/2003
>
>

3712. Re: Turn *.STs into real atari disks

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 05:34:47 UTC
From: BMaedicke@t-online.de
Message-ID: <1fwj8m7.1k90fx11ga9b36N%BMaedicke@t-online.de>
Source record: 26493

Dave Glish <dglish@milwpc.com> wrote:

> Is there a program for the Atari, that will let you take a *.ST disk
> and convert it to a regular floppy (using the Atari Computer?)

Try this:

<http://removers.free.fr/softs/archives/make_st.zip>
<http://phoenix.inf.upol.cz/~opichals/jay/stapps.htm#msa>

Ciao, Bernd
--
Url: <http://home.t-online.de/home/BMaedicke/>

3713. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 06:12:20 UTC
From: Steve Adam <saadam@bigpond.com>
Message-ID: <vNyGa.1130$Ab2.33169@newsfeeds.bigpond.com>
Source record: 26494

"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
news:dsqePJtLoT6+Ewg5@my-ste.demon.co.uk...

> > So I'm thinking that we can't use an interrupt
> >to read the port, and even polling on an 8MHz ST
> >will be too slow for a sender with minimum timing.
>
> For the minimum, I agree that the ST would be too slow. However, that's
> the minimum timing, and my experiments show it should be possible to do.
> Getting it done is a different matter though.

Good luck :)

Steve.

3714. Re: Configuring "Superboot"

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 10:13:57 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <3eeaf488$0$13188$626a54ce@news.free.fr>
Source record: 26495

Hi !

"Hallvard Tangeraas" <Hallvard@despammed.com> a �crit dans le message news:
1fwi61t.hhzv7k1bbwpa8N%Hallvard@despammed.com...
> I'm having trouble configuring some parameters of the boot-selector
> "Superboot" (http://www.notator.org/html/software.html#superboot).
>
> I want to add the ability to select/deselect CPX modules as well, but I
> can't quote figure out what to enter in the "Configure 'other' file
> selections" option (you'll see it in the main screen of SuperBoot).
>
> According to the help button in the program, files are renamed with an
> "X" at the end of the extension when deselected (which isn't what we
> want with the ".CPX" as this actually means it's active), and with "type
> 2" files it says that only one file can be active at a time (which is no
> good either, because I usually want more than just one CPX module to be
> active).
> So, what do I do?
>
>
> or..... isn't it possible to have SuperBoot rename a file with anything
> other than "X" at the end when *deselected*?

It seems not. :-(

In "other" file selections, I set up a "type 1" type with ".CPZ" extender.
It works perfectly, except that the display is inverted, compared to ACC
files or auto folder files.

--

J�r�me

3715. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 11:25:36 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3eeb1434d69b50@tripnet.se>
Source record: 26396

In comp.sys.atari.st <20030611183722.a39659@du3.maus.de>
Frank Szymanski wrote on Wed 11-06-2003 16:37 (GMT):

>KS>Is there a page anywhere that has screenshots of the Atari version of
>KS>Linux? Is it graphical or still command line based?
>
>Of course it's graphical (if you like).
>
>Unfortunately you need 14MB ST-RAM for the latest Debian distribution, so ATM
>there's no chance to get the latest kernel running on an ATARI with NOVA
>graphics card. :-(

Hm, 14 MB ST RAM??

I have been playing around some with Debian Woody and then bring it up to
"Testing" level via apt and a nullmodem cable on my TT. It has 4 MB ST
and 32 MB TT RAM. This is with a ET4000 graphics card. 1024*768*2 works
fine but in colour the palette seems mixed up.

Never got X running with or without the card. But I've never tried
something like this before so I'm a total newbie on Linux. Actually the
closest I've been to Linux before is puttning MINTNP.PRG in the
autofolder under Geneva :-)

Latest stable Debian definitely runs on less than 14 MB ST RAM in text
mode.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3716. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 11:25:36 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3eeb1434d69b51@tripnet.se>
Source record: 26397
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.st <bcdq8b$1oc$1@sparta.btinternet.com>
Smeg wrote on Sat 14-06-2003 00:29 (GMT):

>Steve Sweet <steve.sweet@btopenworld.com> wrote in message
>news:bcdcvd$7n1$2@sparta.btinternet.com...
>> Hi "Bravo Sierra Computers"
>>
>> > I'm attempting to put together an E-Mailing list so I can let my
>potential
>> > customers know what's new, like when I've updated my Atari Catalogs. If
>> > you want to be added, E-Mail me your E-Mail Addresses. Please Reply.
>>
>> I'd like to be first to congratulate this approach.
>
>Lol. Not only is he NOT gonna stop spamming newsgroups, but he wants your
>email addresses so he can spam them too.....

He has got my email address for quite some time now and I have not yet
received any mails from him with any form of advertising... Just rather
quick responses on my qestions etc...

Afaik he gets online with a terminal emulator on a MegaST using Pine etc
at his provider's shell. I don't think that's an ideal situation for
being a spammer. This may also explain why he does not participate more
in this group. It can get rather expensive if you pay buy the minute and
are online both when reading and _writing_ messages.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3717. Falcon SPDIF interfaces. (2 of)

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 12:05:24 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <nn3mev45s1s6cao6p3ulemc831tfj18cko@4ax.com>
Source record: 26398

For those looking for the falcon SPDif interface, there are two on
ebay germany, buy it now for 35 euros, which equates to about $35 also
by chance, here are the links....

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2736415987&category=23194

AND

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2736415935&category=23194

Hope this is of help to those of you looking.

Rob

3718. Atari Online News, Etc. #05-24

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 12:43:43 UTC
From: danap8@aol.comno-spam
Message-ID: <20030614084343.07881.00001277@mb-m29.aol.com>
Source record: 26399

```
A-ONE #0524 06/13/03

~ MS Gets Own Antivirus! ~ People Are Talking! ~ SainT Is Updated!
~ Brit Snooping Illegal?! ~ The Net A Part of Life ~ JagFest @ AGE!
~ Most Children Get Spam ~ Electricity To The Web ~ Half-Life 2!
~ Challenge-Response Spam ~ Oracle Bid Rejected! ~ Whither Netscape?

-* Best of Creative Computing 2 *-
-* FTC Seeks More Power To Fight Spam! *-
-* Next AOL Version Offers Security, Spam Aid *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3719. Re: "Touch Up" For Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 13:13:58 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcf72k$9kk$2@hercules.btinternet.com>
Source record: 26401

Hi John

> > > >Where in the world are you?.
> >>
> >> located in Florida.....(the lightning capital of the world) in a
county
> >> that's the lightning capital of Florida (according to the power company
> >> and my repaired fried Falcon/modem and what ever else was hit by the
bolt
> >> including my jaw which was sore for a week from being on a second phone
> >> line when the bolt hit) !!! Knocked me across the room /:)
> > >
> > >I know where that's at, i was on the phone during a storm once when i saw
a
> > >flash out of the corner of my eye, a short while later i realised
something
> > >wasn't right as i came around, my USR modem was smoking and my MegaSTe
> > >frozen, luckily a reboot sorted the Mega, the USR was history!.
> >
> > USR...good modems! I'm not sure if they're still available but the one
> > I have is accessable through AT commands like the old Supra (now Diamond
> > Multimedia which changed to very limited AT command access...

They are not, they are now 3Com and are crap, i had the exploding USR for
years before we fried, its replacement kicked the bucket not laong after the
warranty run out. 8~(

> Anyway, damn bolts here are supercharged!!! The scarry part is the sky
overhead could be blue
> but you can get zapped from a cloud 10 miles away !!! I think Florida is
the "shark bite capital" too ! I feel like I need a bunker (Sadam's would
> be nice :)

So you're saying i shouldn't be checking my email while paddling?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

3720. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 13:13:59 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcf72m$9kk$3@hercules.btinternet.com>
Source record: 26400
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Smeg

> > > I'm attempting to put together an E-Mailing list so I can let my
potential
> > > customers know what's new, like when I've updated my Atari Catalogs.
If
> > > you want to be added, E-Mail me your E-Mail Addresses. Please Reply.
> >
> > I'd like to be first to congratulate this approach.
>
> Lol. Not only is he NOT gonna stop spamming newsgroups, but he wants your
> email addresses so he can spam them too.....

Well at least its an opt-in system, it will solve our dilemma.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

3721. Re: JagFest UK

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 13:54:40 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcf9ev$f5j$1@titan.btinternet.com>
Source record: 26402

Steve Sweet <steve.sweet@btopenworld.com> wrote in message
news:bcdrfv$8ah$1@titan.btinternet.com...
> Hi Smeg
>
> > > Just a quick message to remind you that the JagFest UK event is
> happening
> > > this weekend, in Rochester, Kent.
> > >
> > > See the website http://www.1632systems.co.uk/html
> pages/Shows/Jagfest.htm
> > > for more details.
> > >
> > > I am attending for the Cheshunt Computer Club, with Derryck Croker and
> > > Peter West of DDP.
> > >
> > > So if you live in the South of England, you should see if you can
> attend!
> > > Come and say hello! :-)
> >
> > I am in the Midlands, and that is not gonna stop me from coming.
>
> Keep an eye out for me on the bridge over the M25 interchange, that's
where
> i hang out throwing cats off the parapet under truck wheels.
>

LOL. Same as always Steve. You crack me up.

Smeg.

3722. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 13:57:31 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bcf9kbrib1@nets3.rz.RWTH-Aachen.DE>
Source record: 26403

In article <bcdm1loro1@sparta.btinternet.com>,
Steve Sweet <steve.sweet@btopenworld.com> wrote:

>I'm sure he has, but quite often people unwittingly fall vitim to this sort
>of thing, the obvious answer is to approach the apparent sender, if only
>that he can formulate a defence against the idot who instigated it. I've

What for? You are spamming[1] someone who is not infected and can do nothing
about the mails, only because he is in the forged From:-Address of a mail he
did not send?

>I'm confidant of that, but we must wonder why someone would attack someone
>like Robert to start with?.

Its not an attack but a virus/worm - they are not targeted at anyone
special.

cu
Michael

[1] Yes - if enough people complain to the people who the faked From-address
belongs to, this can get quite annoying and might be considered spam.

3723. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 14:02:26 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bcf9tirib2@nets3.rz.RWTH-Aachen.DE>
Source record: 26404

In article <bcdf93qqq1@thorium.cix.co.uk>,
<xlator@cix.compulink.co.uk> wrote:
>
>It looks like it - I got one as well, even though I had bought a
>CD version some time ago. Mine had the header:
>
>From support@draco.stochastik.rwth-aachen.de Sat Jun 7 06:58:26 2003
>Subject: DOIT-Archiv Homepage

@draco.stochastik.rwth-aachen.de is where one of my (old, now unused)
addresses lives - I got the mail, too, on that machine. However, The address
support@draco... does not exist - now can we please drop discussing these
useless information and look at the *real* headers, the ones not forged by
the virus, please?

>It would be interesting to know how many people got this virus who had
>*not* asked Robert for a key, and how many who had. That might help to
>check whether someone had managed to hack Robert's database, or just
>sent it out randomly to Atari usenet users.

It won't help. Go read the virus FAQs on the behaviour of this virus, then
you will know that discussing faked from:-Headers is useless. There is
simply no need to hack anything at Roberts side - it is sufficient that
anyone out there has your mail address in their in/outbox *and* received a
Mail from Robert - that makes for a lot of people out there. If One of them
gets infected, the virus is able to send you the mail you got.

cu
Michael

3724. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 14:05:30 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bcfa3arib3@nets3.rz.RWTH-Aachen.DE>
Source record: 26405

In article <vekf7sb3tv73a3@corp.supernews.com>, Tim <tjlazer@mail.com> wrote:
>
>See it's guys like you that really pisses me off! I never said he (or
>others here) sent me the virus! I didn't point the finger to anyone for
>that matter. Read the other posts as to why I KNOW that all this (NOT THE
>FUCKING VIRUS TO ALL THE ID10T Errors out there) originated from HIS web
>site. I already have taken classes, maybe you need to. Or retake them if

Well - either you did not, or I missed your article. Please post the message
ID of the article where you described the evidence - "I registered with him
and then I got the virus" does not qualify, for reasone listed here multiple
times.

cu
Michael

3725. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 14:59:16 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcfd83kpc1@titan.btinternet.com>
Source record: 26406
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Why its...

"Steve S"

> I don't think I'm gonna get used to that signature quickly.

Eeek, i'm looking in a mirror and suddenly i'm ugly!!!.

Who are you imposter?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

3726. Re: JagFest UK

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 14:59:18 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcfd85kpc2@titan.btinternet.com>
Source record: 26407

Hi Smeg

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bcf9ev$f5j$1@titan.btinternet.com...
>
> Steve Sweet <steve.sweet@btopenworld.com> wrote in message
> news:bcdrfv$8ah$1@titan.btinternet.com...
> > Hi Smeg
> >
> > > > Just a quick message to remind you that the JagFest UK event is
happening
> > > > this weekend, in Rochester, Kent.
> > > >
> > > > See the website http://www.1632systems.co.uk/html
pages/Shows/Jagfest.htm
> > > > for more details.
> > > >
> > > > I am attending for the Cheshunt Computer Club, with Derryck Croker
and
> > > > Peter West of DDP.
> > > >
> > > > So if you live in the South of England, you should see if you can
attend!
> > > > Come and say hello! :-)
> > >
> > > I am in the Midlands, and that is not gonna stop me from coming.
> >
> > Keep an eye out for me on the bridge over the M25 interchange, that's
where i hang out throwing cats off the parapet under truck wheels.
> >
>
> LOL. Same as always Steve. You crack me up.

Would you like to carry my offspring?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

3727. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 16:41:34 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030614184134.a40499@du3.maus.de>
Source record: 26421

M>>Unfortunately you need 14MB ST-RAM for the latest Debian distribution,
M>Hm, 14 MB ST RAM??

Oh, seems my posting wasn't that helpful. :-)
I think I have to clarify some things.

The current debian "woody" doesn't run from FAST RAM on my afterburner equipped falcon (don't know about Hades or Milan with mc68040 cpu). Due to this fact it has to be started from ST RAM. Unfortunately the provided ramdisk needs more than 4 MB (ST RAM) and that means 14MB on my falcon. :-)

M>Latest stable Debian definitely runs on less than 14 MB ST RAM in text
M>mode.

Of course it does. It even works in graphics mode (X) on a TT or falcon with NOVA graphics card but only on those machines that have a 68030 cpu and 6888x fpu.

On this machines I have to admit X11 is painfully slow.

I hope that it is now clearer what I first wanted to say.

Conclusion:

On a 68030 equipped ATARI linux/m68k runs fine even if you do not have 14 meg of ST RAM but with X11 quite slowly.

On an afterburner equipped falcon it needs 14 meg ST RAM.

On a Hades or a Milan with 68040/68060 I don't know. :-)

Regards,

Frank

3728. Re: Configuring "Superboot"

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 17:39:20 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB10AC7E.33383%nameerf@flash.net>
Source record: 26409

in article 3eeaf488$0$13188$626a54ce@news.free.fr, Jï¿½rï¿½me Ginestet at ginesj@free.fr wrote on 6/14/03 2:13 AM:

> In "other" file selections, I set up a "type 1" type with ".CPZ" extender.
> It works perfectly, except that the display is inverted, compared to ACC
> files or auto folder files.

Yeah, that was what I was about to suggest before I read this. Basically, you are fooling Superboot into thinking the file's actual extender should be CPZ, and then you do the opposite of what you intend - select the ones you *don't* want to run, and deselect the ones you *do* want to run. Kinda wierd, but it should work fine.

Mike Freeman
nameerf@flash.net

3729. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 17:57:33 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1055613453@news.frii.com>
Source record: 26410

On Fri, 13 Jun 2003 20:30:30 -0000, Frank_Szymanski@du3.ohse.de (Frank Szymanski) wrote:
> KS>14 megs ST Ram, eh? Guess that let's me out unless I could locate a
> KS>different graphics card for my Hades.
>
> So tell us. How much ST-RAM does your Hades have?
>
> Regards,
>
> Frank

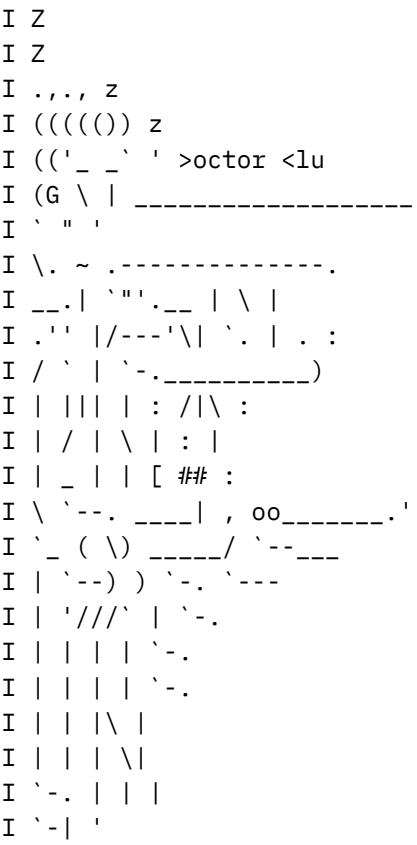
LOL Good question. When I read ST-Ram, my mind went to the TT setup, not the Hades.
Oh well.

Ken

3730. Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 19:11:30 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB10DE47.2E3A%drclu@swbell.net>
Source record: 26411

Hey not bad. Would I have to go into the X-Former source for that or is
there a way to adjust that outside of the program itself?



(original art from http://www.ascii-art.de/ascii/my/)

in article slrnbejab9.9v7.atari@core.preferuje.luzik.pl, Adam Klobukowski at
atari@gabo.pl wrote on 6/13/03 5:49 AM:

> On Fri, 13 Jun 2003 09:48:54 GMT, Doctor Clu <drclu@swbell.net> had a
> noticeable pleasure while writting:
>> You know, oddly the best working version with hard drives and all that was
>> version 2.3, but maybe that is just me.
>>
>> Anyone ever get X Former to work with the TT?
>>
>> Derek tried to tell me how to change the source to adjust the timing..
>> forgot the details though. Said it was like two lines of code.
>
> X Former uses some kind of JIT and it does not suit 030 caches well, try
> with caches disabled.

3731. Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 19:37:37 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbemtll.ap3.atari@core.preferuje.luzik.pl>
Source record: 26412

On Sat, 14 Jun 2003 19:11:30 GMT, Doctor Clu <drclu@swbell.net> had a noticeable pleasure while writting:
> Hey not bad. Would I have to go into the X-Former source for that or is
> there a way to adjust that outside of the program itself?

There are programs for it. If you use FreeMiNT there is a special system call for it.

You could use EmuXL too (works ok on 030).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3732. Re: "Touch Up" For Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 20:28:29 UTC
From: swampfax1@atlantic.net
Message-ID: <NzLGa.1488$x35.978260@newshog.newsread.com>
Source record: 26389

On 14 Jun 2003 13:13:58 , "Steve Sweet" wrote:
>Hi John
>
>

SNIP

>> Anyway, damn bolts here are supercharged!!! The scarry part is the sky
>overhead could be blue
>> but you can get zapped from a cloud 10 miles away !!! I think Florida is
>the "shark bite capital" too ! I feel like I need a bunker (Sadam's would
>> be nice :)
>
>So you're saying i shouldn't be checking my email while paddling?.
>
>
>--
>
>Regards, Steve. S.
>
>

last of this way-off topic thread !!! You can have the last word :)

paddling....diciplinary? :)

John G.

3733. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 20:59:22 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <ven359l1upnmb6@corp.supernews.com>
Source record: 26413

Ok for all interested. Here is the email I got with the Virus:

From: Robert Schaffner <support@draco.stochastik.rwth-aachen.de>
To: undisclosed-recipients:;
Cc:
Subject: DOIT-Archiv Homepage
Date: Sat, 7 Jun 2003 08:58:13 +0300
Return-Path: <support@draco.stochastik.rwth-aachen.de>
Delivered-To: tjlazer:mail.com@mail.com
X-Ob-Received: from unknown (205.158.62.26) by 205-158-62-61.outblaze.com; 7
Jun 2003 05:58:28 -0000
Received: from fep08.tmt.tele.fi (hank-fep8-0.inet.fi [194.251.242.203]) by
spf4.us4.outblaze.com (Postfix) with ESMTP id 9D66F1BE2C2 for
<tjlazer@mail.com>; Sat, 7 Jun 2003 05:58:25 +0000 (GMT)
Received: from p466 ([194.142.2.174]) by fep08.tmt.tele.fi (InterMail
vM.5.01.03.13 201-253-122-118-113-20010918) with SMTP id
<20030607055742.NGTP14415.fep08.tmt.tele.fi@p466>; Sat, 7 Jun 2003 08:57:42
+0300
Mime-Version: 1.0
Content-Type: multipart/mixed; boundary="----------K164HHZWHXSFV7"
Message-Id: <20030607055742.NGTP14415.fep08.tmt.tele.fi@p466>

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

K E Y - F I L E

Welcome to DOIT-Archives, the colorised FAQs about Atari and
Macintosh=20=

Computer Hardware. This file contains registration keys. Keep keys on
a=20=

save place.

General

Type key on STZip, ZipIt, StuffIt after the passwort dialoge
appears.=20
Type in key in same way as shown

Content-Type: application/x-msdownload; name="Kaavi.01.xls.scr"
Content-Transfer-Encoding: base64
Content-Disposition: attachment; filename="Kaavi.01.xls.scr"

Kaavi.01.xls.scr

3734. Atari TT030 compatibility page (Memory / Video / Ethernet)

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 21:03:03 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB10F86D.2F56%drclu@swbell.net>
Source record: 26414

If all goes well I will have a working TT030 again... yah!

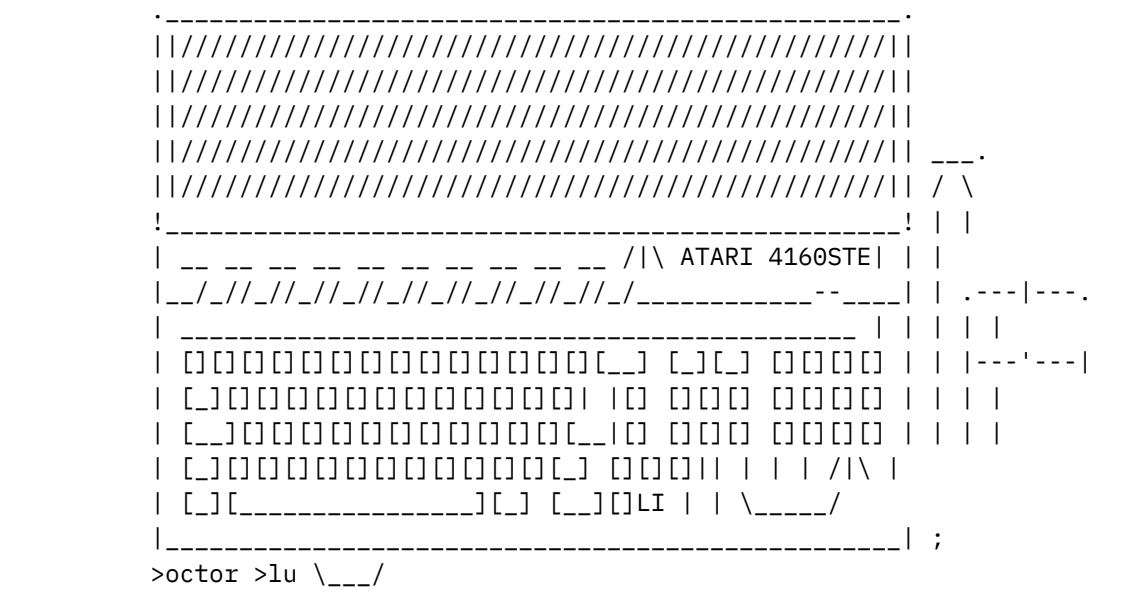
So I'm starting off with 4 meg (maybe). What are some good memory options out there that I can buy?

I understand various video cards can be used. Which ones work? Do you have to download special drivers and where?

And finally, Ethernet and making the TT a part of a network (I have DSL at home) would be great. What options are out there?

Thanks,

(My current machine and the computer the TT030 will be replacing... (anyone got a ASCII pic of a TT030?) :)



(Original art: valkyrie http://www.ascii-art.de/ascii/ab/atari.txt)

3735. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-14 23:04:10 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <MYyaCzYqn66+EwR$@my-ste.demon.co.uk>
Source record: 26415

On Sat, 14 Jun 2003, Steve Adam wrote:-

>"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
>news:dsqePJtLoT6+Ewg5@my-ste.demon.co.uk...

>> For the minimum, I agree that the ST would be too slow. However, that's
>> the minimum timing, and my experiments show it should be possible to do.
>> Getting it done is a different matter though.
>
> Good luck :)

Thanks. I think I need it.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

3736. Who is Ben Smith? [Was: Do as I say, not as I do]

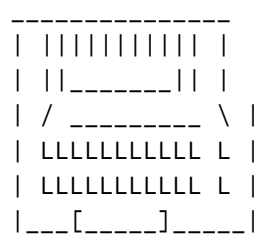
Newsgroup: comp.sys.atari.st
Date: 2003-06-15 03:22:26 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB115158.3006%drclu@swbell.net>
Source record: 26416
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Can someone answer me on who Ben Smith is?

Honestly I am surprised, maybe somewhat saddened, by the amount of
flamage that has gone on here. Normally I would expect this of the ST
newsgroups, but not so much the 8-bit groups.

So if someone can tell me a factual account of what Ben Smith has done
and who he is to get me up to speed, I would appreciate it.

Thanks,



Art : http://www.faqs.org/faqs/atari-8-bit/faq/

in article BAFDA11D.30FB2%nameerf@flash.net, Michael and Nicole Freeman at
nameerf@flash.net wrote on 5/31/03 1:57 AM:

> Well, I don't normally reply to stupidity, but I did. Please forgive me for
> contributing to the destruction of this Newsgroup.
>
> My advice (which I didn't follow): Don't respond directly to these losers
> slandering Ben Smith and calling themselves the "Atari Liberation Front"
> (i.e. don't try to discuss this with them). They have shown me once again
> that stupidity cannot hold a coherent conversation. They sent me a personal
> threat e-mail in response to my last post - one full of overly repeated uses
> of "f**k", "s**t", and "fagboy" in reference to me, and promising pain and a
> "lesson". They obviously have mental deficiencies that prevent them from
> rational thought and peaceful, honest conversation.
>
> Does anyone have any other ideas on how to get rid of this filth? I'm sick
> of wading through this to get to real meaningful discussion. Perhaps if we
> put our heads together we can come up with something. Their threats are
> obviously empty ones (besides maybe faking our personal e-mail addresses as
> their own in their posts), and there's obviously nothing they can do to the
> entire group if we *all* get involved and get this problem solved.
>
> Any ideas? Ignoring them won't work in this case, as they are basing their

> posts on Ben's continued posts (which I personally welcome - just my
> personal view...). Other alternatives must be followed. I think this is the
> only thing related to these posts that is really worth discussing here.
> Thanks!
>
> Mike Freeman
> nameerf@flash.net
>

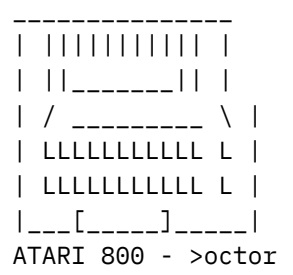
3737. Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 04:02:29 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB115ABB.300E%drclu@swbell.net>
Source record: 26417

in article slrnbemtll.ap3.atari@core.preferuje.luzik.pl, Adam Klobukowski at atari@gabo.pl wrote on 6/14/03 2:37 PM:

> On Sat, 14 Jun 2003 19:11:30 GMT, Doctor Clu <drclu@swbell.net> had a
> noticeable pleasure while writting:
>> Hey not bad. Would I have to go into the X-Former source for that or is
>> there a way to adjust that outside of the program itself?
>
> There are programs for it. If you use FreeMiNT there is a special system
> call for it.
>
> You could use EmuXL too (works ok on 030).

Thanks for the tip of EmuXL. Does it have a protocal for reading Atari 8-bit disks?



Art : http://www.faqs.org/faqs/atari-8-bit/faq/

3738. Help!] Atari TT030 compatibility page ? (Memory / Video / Ethernet)

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 06:52:47 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB1182A5.3029%drclu@swbell.net>
Source record: 26418

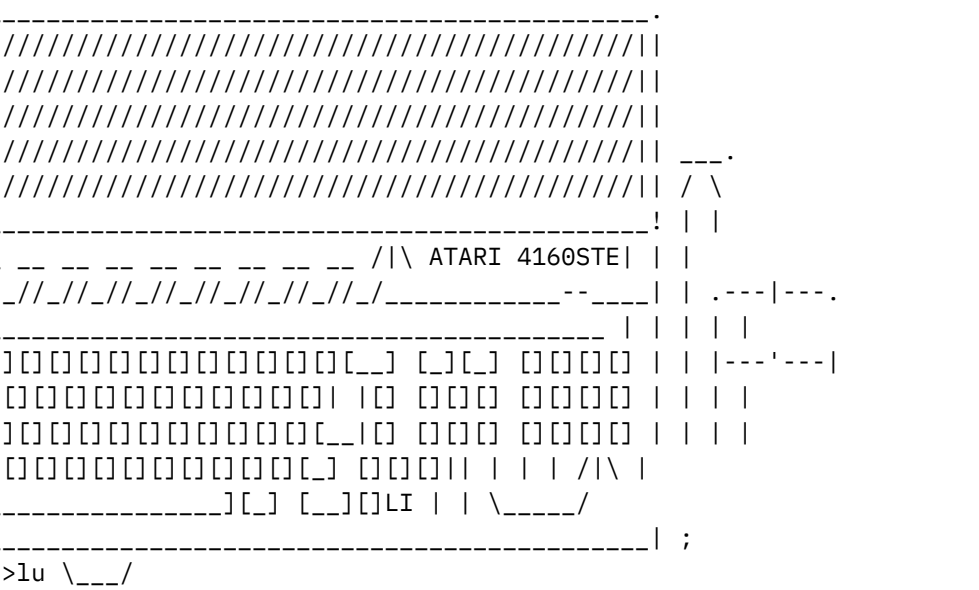
Just reposting this, but making the title look more like a question
rather than a statement. Would appreciate any input all of you can give me
as I try to get some information for finding parts for my TT030 (what video
cards work, what memory I should be looking for, etc.)

Thanks!

Doctor Clu

in article BB10F86D.2F56%drclu@swbell.net, Doctor Clu at drclu@swbell.net
wrote on 6/14/03 4:03 PM:

> If all goes well I will have a working TT030 again... yah!
>
> So I'm starting off with 4 meg (maybe). What are some good memory
> options out there that I can buy?
>
> I understand various video cards can be used. Which ones work? Do you
> have to download special drivers and where?
>
> And finally, Ethernet and making the TT a part of a network (I have DSL
> at home) would be great. What options are out there?
>
> Thanks,
>
> (My current machine and the computer the TT030 will be replacing... (anyone
> got a ASCII pic of a TT030?) :)
>



>> octor >lu ___/

>
> (Original art: valkyrie http://www.ascii-art.de/ascii/ab/atari.txt)
>

3739. Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 07:26:16 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbeo75s.b6d.atari@core.preferuje.luzik.pl>
Source record: 26419

On Sun, 15 Jun 2003 04:02:29 GMT, Doctor Clu <drclu@swbell.net> had a noticeable pleasure while writting:
> in article slrnbemtll.ap3.atari@core.preferuje.luzik.pl, Adam Klobukowski at
> atari@gabo.pl wrote on 6/14/03 2:37 PM:
>
>> On Sat, 14 Jun 2003 19:11:30 GMT, Doctor Clu <drclu@swbell.net> had a
>> noticeable pleasure while writting:
>>> Hey not bad. Would I have to go into the X-Former source for that or is
>>> there a way to adjust that outside of the program itself?
>>
>> There are programs for it. If you use FreeMiNT there is a special system
>> call for it.
>>
>> You could use EmuXL too (works ok on 030).
>
> Thanks for the tip of EmuXL. Does it have a protocal for reading Atari
> 8-bit disks?

Do you mean images or real diska?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3740. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 09:09:23 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <7JWGa.150$8y.8@read3.inet.fi>
Source record: 26420

Looks like it originated from Finland...

Joshua.

"Tim" <tjlazer@mail.com> wrote in message
news:ven359l1upnmb6@corp.supernews.com...
> Ok for all interested. Here is the email I got with the Virus:
>
> From: Robert Schaffner <support@draco.stochastik.rwth-aachen.de>
> To: undisclosed-recipients:;
> Cc:
> Subject: DOIT-Archiv Homepage
> Date: Sat, 7 Jun 2003 08:58:13 +0300
> Return-Path: <support@draco.stochastik.rwth-aachen.de>
> Delivered-To: tjlazer:mail.com@mail.com
> X-Ob-Received: from unknown (205.158.62.26) by 205-158-62-61.outblaze.com;
7
> Jun 2003 05:58:28 -0000
> Received: from fep08.tmt.tele.fi (hank-fep8-0.inet.fi [194.251.242.203])
by
> spf4.us4.outblaze.com (Postfix) with ESMTP id 9D66F1BE2C2 for
> <tjlazer@mail.com>; Sat, 7 Jun 2003 05:58:25 +0000 (GMT)
> Received: from p466 ([194.142.2.174]) by fep08.tmt.tele.fi (InterMail
> vM.5.01.03.13 201-253-122-118-113-20010918) with SMTP id
> <20030607055742.NGTP14415.fep08.tmt.tele.fi@p466>; Sat, 7 Jun 2003
08:57:42
> +0300
> Mime-Version: 1.0
> Content-Type: multipart/mixed; boundary="----------K164HHZWHXSFV7"
> Message-Id: <20030607055742.NGTP14415.fep08.tmt.tele.fi@p466>
>
>
> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
>
> K E Y - F I L E
>
>
> Welcome to DOIT-Archives, the colorised FAQs about Atari and
> Macintosh=20=
>
> Computer Hardware. This file contains registration keys. Keep keys on
> a=20=
>

```
> save place.
>
>
> General
> -------
>
> Type key on STZip, ZipIt, StuffIt after the passwort dialoge
> appears.=20
> Type in key in same way as shown
>
> ------------------------------------------------------------------------
--
> ----
> Content-Type: application/x-msdownload; name="Kaavi.01.xls.scr"
> Content-Transfer-Encoding: base64
> Content-Disposition: attachment; filename="Kaavi.01.xls.scr"
>
>
> Kaavi.01.xls.scr
>
>
```

3741. The Brand is back

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 10:19:12 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bchh6v$f22$1@sparta.btinternet.com>
Source record: 26422
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc

Hi wrinkles and Loo-Spoon-Ian

Here's a paragraph I've just stolen from the last page of Windows XP
(magazine)

Entitled.

The Brand is back

Quintessential 80's brand
Atari has made a
triumphant return to the
games industry. The
company achieved cult
status with games like
pong, and Infogrames
have relaunched it as a
games label and adopted
it a company name

More info http://www.atari.com

---------- End of quote ----------

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

3742. Debian m68k (Was: Re: About Atari Inc.)

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 10:22:51 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3eec56fe2245930@tripnet.se>
Source record: 26423

In comp.sys.atari.st <20030614184134.a40499@du3.maus.de>
Frank Szymanski wrote on Sat 14-06-2003 16:41 (GMT):

>M>>Unfortunately you need 14MB ST-RAM for the latest Debian distribution,
>M>Hm, 14 MB ST RAM??

>I think I have to clarify some things.
>
>The current debian "woody" doesn't run from FAST RAM on my afterburner equipped

>Of course it does. It even works in graphics mode (X) on a TT or falcon with
>NOVA graphics card but only on those machines that have a 68030 cpu and 6888x
>fpu.

I never got either Potato or Woody to work with X on my TT with ET4000.
Also tried with TT-medium resolution without luck. "No Screens found"...

I had hoped it would be easier to get it running on a TT compared to
setting X up on pc hardware because the TT internal video is "fixed" so
no need to add support for various cards, etc.

What's the trick to get X running on a TT??

As I got textmode running with the ET4000 I'm aware of the external video
parameters in the bootstra.prg .

>On this machines I have to admit X11 is painfully slow.

I suppose so... Anyway I would ideally want X running at 1024*768 at 256
colours via ET4000 and my LCD monitor.

It would be a cool thing to show at the Nordic Atari Show this summer...
Not usable, perhaps, but cool :-)

>I hope that it is now clearer what I first wanted to say.

Yes, but unfortunately I have no answers...
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3743. Re: BBB complaint against www.Vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 13:21:26 UTC
From: barnes@divide.net
Message-ID: <b33eb69f.0306150521.39052c6e@posting.google.com>
Source record: 26424
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

As a followup to my post on VernalElm, I have this to add:
Thirty-three days after winning on eBay and paying for a "Full"
Motorola XC68060RC50 chip, a package from VernalElm finally arrived!
This sense of closure was completely offset, however, when I opened
the anti-static bag and found an XC68EC060RC50 chip instead! Although
there have been previous discussions that EC chips may sometimes be
full versions, my A4000T indicates that the MMU is missing from this
chip. One of the two British eBayers I contacted earlier also says
that his chip is the EC version, so there seems to be a pattern here.
Furthermore, I paid extra to have the chip insured during transit but
this was not done (83 cents 1st class postage in a new post-consumer
materials cushion-mailer. For this I previously paid $4 for
shipping/handling, $1 for insurance!). The anti-static bag was
heat-sealed, but the chip itself was set into a thin piece of
styrofoam (not heavy foam as is the norm) and several pins were bent.
It obviously wasn't a new/unused chip, but of course it was never
advertised as such, so no complaint in that regard. On the two
occasions that the owner of VernalElm (presumably, Ben Berkowitz)
responded to my emails, he was very polite and offered plausible
explanations for the delay in shipping (i.e., unexpected office
problems and communication snafus in the mail room). Given the sum
total of my frustrating experience, however, I now wonder if he is
just a very clever lad, who knows how to take advantage of human
nature. If this is the case, then I congratulate him for being able to
use the system to con me (and possibly others) out of a few dollars.
If it's not the case, then I apologize, but I can't say that he
appears to be a very good businessman. At this point, however, I have
left negative feedback for the seller on eBay, and am investigating
other means of redress. Regards from Colorado, George

3744. Re: Turn *.STs into real atari disks

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 15:04:39 UTC
From: google@asktoby.com
Message-ID: <25a29397.0306150704.33f80079@posting.google.com>
Source record: 26425

```
"Tim" <tjlazer@mail.com> wrote in message news:<vek4kuj2obud84@corp.supernews.com>...
> "Toby Newman" <google@asktoby.com> wrote in message
> news:25a29397.0306130914.25da7bf4@posting.google.com...
> > Hi
> >
> > I've downloaded some *.ST files (Games)
> > I've got an Atari STFM
> > I've got some Double Sided Double Density disks.
> > I'd like to turn the *.STs into disks to play on my Atari.
> >
> > Problems:
> > Makedisk is DOS and does not run in winXP. I can't boot to DOS because
> > my XP hard disk is NTFS.
> > I've got a computer running mandrake linux, but when I click on
> > Makedisk it does nothing so I guess it's incompatible. (total linux
> > newbie btw)
> >
> > How can I use makedisk to turn my *.STs into real disks?
>
> Burn all the .ST images you want to convert to CD-R. Boot to a DOS disk
> w/CD-ROM drivers and use STDISK to convert the images to disk! ;)
>
> You might have to to a 720k image FIRST then the other larger ones up to
> 830k, as I have found that if you try to to a larger one first it will fail,
> but doing the 720k one first will do the trick!
>
> Tim

Excellent advice - that worked a treat! Thankyou
Toby
```

3745. Re: BBB complaint against www.Vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 15:05:10 UTC
From: Eric Ching-Ann Han <ech20@columbia.edu>
Message-ID: <Pine.GSO.4.50.0306151101010.7990-100000@aloha.cc.columbia.edu>
Source record: 26426
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

Glad to hear that you at least got something from him.

On Sun, 15 Jun 2003, George Barnes wrote:

> styrofoam (not heavy foam as is the norm) and several pins were bent.

That sounds a lot like the chip that I sent back to him. Not sure of course, but then again, what else would he do with the EC 68060 I returned to him?

Also, don't believe him about 'mailroom' issues. It's just one person, operating out of his house at 239 Front St. New Haven.

Eric

3746. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 15:08:02 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bci24irku1@nets3.rz.RWTH-Aachen.DE>
Source record: 26427

In article <ven359l1upnmb6@corp.supernews.com>, Tim <tjlazer@mail.com> wrote:
>Ok for all interested. Here is the email I got with the Virus:

And what makes you think it came from one of Roberts machines/servers?

>From: Robert Schaffner <support@draco.stochastik.rwth-aachen.de>

This is obviously fake.

>X-Ob-Received: from unknown (205.158.62.26) by 205-158-62-61.outblaze.com; 7
>Jun 2003 05:58:28 -0000
>Received: from fep08.tmt.tele.fi (hank-fep8-0.inet.fi [194.251.242.203]) by
>spf4.us4.outblaze.com (Postfix) with ESMTP id 9D66F1BE2C2 for
><tjlazer@mail.com>; Sat, 7 Jun 2003 05:58:25 +0000 (GMT)
>Received: from p466 ([194.142.2.174]) by fep08.tmt.tele.fi (InterMail
>vM.5.01.03.13 201-253-122-118-113-20010918) with SMTP id
><20030607055742.NGTP14415.fep08.tmt.tele.fi@p466>; Sat, 7 Jun 2003 08:57:42
>+0300

This looks like the Mail originated in Finnland and was then passed on to
outblaze (your ISP?).

Now since I think Robert lives in Germany, and the originating IP address
seems to be

174.2.142.194.in-addr.arpa. 21600 IN PTR user-roi2-174.dial.inet.fi.

which looks like a dialup-account in Finnland, I would really like to see
any hint why you think Robert or any of his machines has anything to do with
this - unless you had contect with Sonera in Finnland and they gave you that
information, which I doubt because you would have told us, right?

cu
Michael

3747. WTB Cheetah Bug Joystick

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 15:08:04 UTC
From: google@asktoby.com
Message-ID: <25a29397.0306150708.53b74371@posting.google.com>
Source record: 26428

Hi

Anyone got a "cheetah bug" joystick they want to sell to me? They're
little hand-held black joysticks for the Atari ST.

I'm in Cardiff. I'm actually looking for two Bugs if possible. Reply
to the newsgroup is fine, or mail me at cbug849@asktoby.com

Toby

3748. Re: BBB complaint against www.Vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 15:53:40 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.15.15.53.40.800426@removenoaspam.atari-source.com>
Source record: 26429
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

On Sun, 15 Jun 2003 06:21:26 -0700, George Barnes wrote:

> As a followup to my post on VernalElm, I have this to add:
> Thirty-three days after winning on eBay and paying for a "Full"
> Motorola XC68060RC50 chip, a package from VernalElm finally arrived!
> This sense of closure was completely offset, however, when I opened
> the anti-static bag and found an XC68EC060RC50 chip instead! Although
> there have been previous discussions that EC chips may sometimes be
> full versions, my A4000T indicates that the MMU is missing from this
> chip. One of the two British eBayers I contacted earlier also says
> that his chip is the EC version, so there seems to be a pattern here.
> Furthermore, I paid extra to have the chip insured during transit but
> this was not done (83 cents 1st class postage in a new post-consumer
> materials cushion-mailer. For this I previously paid $4 for
> shipping/handling, $1 for insurance!). The anti-static bag was
> heat-sealed, but the chip itself was set into a thin piece of
> styrofoam (not heavy foam as is the norm) and several pins were bent.
> It obviously wasn't a new/unused chip, but of course it was never
> advertised as such, so no complaint in that regard. On the two
> occasions that the owner of VernalElm (presumably, Ben Berkowitz)
> responded to my emails, he was very polite and offered plausible
> explanations for the delay in shipping (i.e., unexpected office
> problems and communication snafus in the mail room). Given the sum
> total of my frustrating experience, however, I now wonder if he is
> just a very clever lad, who knows how to take advantage of human
> nature. If this is the case, then I congratulate him for being able to
> use the system to con me (and possibly others) out of a few dollars.
> If it's not the case, then I apologize, but I can't say that he
> appears to be a very good businessman. At this point, however, I have
> left negative feedback for the seller on eBay, and am investigating
> other means of redress. Regards from Colorado, George

As far as I am concerned though, the MMU is more important than the FPU.
But without either one as far as I can remember, you don't get the benefit
of the other with the CT60. I.e. A 68060 with MMU but no FPU will have
the MMU disabled. That could be vice versa, but either way around it, I
and several others clearly paid for a full version 060. However I am told
from several people who have bought from him overseas that he has shipped
mislabeled 060's that are sure enough 68060 fulls.

Mark
http://atari-source.com

3749. linking Substation

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 16:56:09 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3eeca698$1@news.alphalink.com.au>
Source record: 26430

anyone done this with STs..we tried it today with a Facon and an ST (sans HD)..almost got there..the actual prg comes packed over three disks (or thats how I got it) so how does an ST without a HD manage it ? Do we have to swap disks through the game? We managed to get both options screens up..I was red, he was blue :)

gra
--

3750. Re: linking Substation

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 17:14:14 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbep9kp.bak.atari@core.preferuje.luzik.pl>
Source record: 26431

On Mon, 16 Jun 2003 02:56:09 +1000, Graham <hurfy@alphalink.com.au> had a noticeable pleasure while writting:

> anyone done this with STs..we tried it today with a Facon and an ST (sans
> HD)..almost got there..the actual prg comes packed over three disks (or
> thats how I got it) so how does an ST without a HD manage it ? Do we have
> to swap disks through the game? We managed to get both options screens up..I
> was red, he was blue :)

I've manadged to make MidiLink, but it was a long time ago. I remember we had soe sync problems, ie. everything in the game menu should be done at the same time. The gameplay was ok. I did link for two STEs.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3751. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 17:27:47 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3eecac82$0$959$cc9e4d1f@news.dial.pipex.com>
Source record: 26432

"Robert Schaffner" <rs.mac@t-online.de> wrote in message
news:1fwgcfo.2g08wgo1pfysN%rs.mac@t-online.de...
> exxos <exxos@home.co.uk> wrote:
>
> > I got it also, Though I registered about 3 years ago and still waiting
for
> > the password!
>
>
> <exxos@home.co.uk> not on incoming key order
> It's too simple to ask me
>

I E-mailed you a few times a few years ago, I never got anything back, and
the address I use here is fake cos im sick of spam!

Please could you mail me the password to chris@NOSPAMcps-games.co.uk ?
Take out the nospam ;-)

Chris

> --
> -= Home of DOIT-Archive =-
> _____________________________
> Macintosh und Atari Hardware FAQs
> <http://www.doitarchive.de>

3752. Re: WTB Cheetah Bug Joystick

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 18:03:27 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bcicdp$3dh$1@newsg3.svr.pol.co.uk>
Source record: 26433

Black? The one I've got is lurid green with big red
buttons...Unfortunately, I can't sell it, as it's borrowed from a friend.

Tom

"Toby Newman" <google@asktoby.com> wrote in message
news:25a29397.0306150708.53b74371@posting.google.com...
> Hi
>
> Anyone got a "cheetah bug" joystick they want to sell to me? They're
> little hand-held black joysticks for the Atari ST.
>
> I'm in Cardiff. I'm actually looking for two Bugs if possible. Reply
> to the newsgroup is fine, or mail me at cbug849@asktoby.com
>
> Toby

3753. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 20:47:41 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vepmrf36njgcf4@corp.supernews.com>
Source record: 26434
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Happy Fathers Day Asshole.

"Nomen Nescio" <nobody@dizum.com> wrote in message
news:981719f031292d827a8c96d30c5cdd92@dizum.com...
> Hello, some of you may know me as Fagboy Benny. I'm that big fat 400lb
> fagot straight outta yer Daddy's asshole! Actually, I'm the biggest
> dumbest fagot in Oregon. I sell new & used sex toys to the masses! Why
> do I do this? I have shit for brains, I don't listen to anyone, and I
> just LOVE making assholes so much larger than usual! I want your
> business so badly that I'm spamming the newsgroups and gonna offer a big
> 30% off for repeat customers and for all gays with large assholes. I
> don't get enough business as it is and my ISP let's me spam all I want
> cuz I'm such a big gaylord.
>
> Now, let's meet all of my bum buddy friends! These people are true
> fagots and fuck me up the ass daily! I love fucking their loose
> assholes too.
>
> The Bravo Sierra Bum Buddy and true Gaylords Team:
> We have fagboy Don Schmidt. Yet another of my faggy spammers.
> Rustynutt (we call him fagboy fucknut). A true fagot he is!
> Iain Laskey. Our fagot and loser of the day.
> Mikey Freeman. Dumbest fuck in the world. A true fagot.
> Bill Freeman. Just another stupid shit eating loser.
> Xao-Ming: A deep fried shrimp from outta town. Gaylord Gook!
> Richard Cranium. Loves to fuck his daddy, brothers and babies!
> Nick Harlow. Another of my big faggy chums.
> Richard Cortese. I love Richard just cuz he's such a loser!
> Boris AKA Wef Dinaini. A fucked in the head gaylord!
>
> This list is always growing folks! Over time, it'll become the biggest
> list ever. Bigger than my well fucked asshole! A big faggy smooch to
> all these fagots for being true gaylords in the true style of Bravo
> Sierra Computers.
>
> I love ya guys so much! Bend over for me and let's keep spamming these
> newsgroups with my faggy sex toys!
>
> Big smooch to y'all!
> From your fat 400lb anal wonder of the world,
>
> ===Fagboy Benny Smith===
>

>
> PS. Oh little Nicky Harlow, my big faggy friend... didja ever find
> those big nasty men in New York? No? Sucks to be you and having shit
> for brains doesn't it?
>
> Ohh baybee! My asshole is so big that I could lose the Alps inside of
> my bowels!
>
> Auf Wiedersehen Verlierer
>
>
>
>

3754. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 20:49:57 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vepmvn9hn8a569@corp.supernews.com>
Source record: 26435

"Michael Schwingen" <michaels@ccac.rwth-aachen.de> wrote in message
news:bci24irku1@nets3.rz.RWTH-Aachen.DE...
> In article <ven359l1upnmb6@corp.supernews.com>, Tim <tjlazer@mail.com>
wrote:
> >Ok for all interested. Here is the email I got with the Virus:
>
> And what makes you think it came from one of Roberts machines/servers?

Nothing makes me think that. Thats because I never said it did. Just
reporting what happened.

Tim

> cu
> Michael

3755. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 20:56:38 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bcimi6koq1@nets3.rz.RWTH-Aachen.DE>
Source record: 26436

In article <vepmvn9hn8a569@corp.supernews.com>, Tim <tjlazer@mail.com> wrote:
>
>Nothing makes me think that. Thats because I never said it did. Just
>reporting what happened.

Well - just after replying to one of your posts, I also got a mail with a
virus in it - so what? By reporting "what happened", you imply a connection,
although you have nothing to back that up - you could have looked up easily
that there *is* no connection, and the whole thread would not have happened.

cu
Michael

3756. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 21:58:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3eecfa164daadd0@tripnet.se>
Source record: 26437

In comp.sys.atari.st <17kkqmvyrU6+Ew0w@my-ste.demon.co.uk>
David Bolt wrote on Fri 13-06-2003 04:54 (+0100):

>On Tue, 10 Jun 2003, Steve Adam wrote:-
>
>>"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
>>news:tEmSF6P10T5+Ew8R@my-ste.demon.co.uk...
>
><Big snip>
>
>>> I think I'll put this pair of apps aside and just write one that
>>> specifically reads direct from the port without any buffering.

I've tried myself to write a GFA INLINE. The idea is to first allocate memory in GFA, pass the address to the INLINE and let the centronics interrupt execute code inside the INLINE and save data. Both pointers and data should then be easely accessed from the GFA code.

This should make it possible to write a nice looking GEM application around the code.

I have _very_ basic knowledge in Assembler programming so there may be a lot of severe errors in my code! I'm also going away for a few days tomorrow and have no time for testing it right now. Any comments (or tests) are wellcome!

Anyway, here is my attempt (with apologizes to those who prefer long meaningsless debates on what should be posted here or not...):

```
*GFA INLINE code for reading the parallel port

*On start adress to a buffer allocated in GFA on stack. Pointers
*in the buffer header are set in GFA

*Buffer organization:
buf_length equ 0 ;Length of buffer excl parameters
buf_writep equ 4 ;Pointer to next write position relative to buf_start
buf_start equ 8 ;Start of buffer memory

mfp_int equ 13 ;Initialize MFP interrupt
gemdos equ 1
super equ $20
xbios equ 14
psg equ $ff8800

move.l 4(sp),d0 ;Read buffer address from stack
move.l d0,buffer_adr ;Store buffer startaddress
```

```
*Install centronics interrupt
move.l #busy_int,-(sp)
move #0,-(sp)
move #mfp_int,-(sp)
trap #xbios
addq.l #8,sp

clr.l -(sp) ;To supervisor mode
move #super,-(sp)
trap #gemdos
addq.l #$6,sp
move.l d0,d3 ;Old ssp saved in d3

move #$2700,sr ;block interrupts

*Set parallel port for input
lea psg,a0 ;Sounchip address
move.b #7,(a0) ;Reg 7 select
move.b (a0),d0 ;Read register
bclr #7,d0 ;Port B as input
move.b d0,2(a0) ;Write register

*Set strobe (acting as not busy) low
move.b #14,(a0) ;Reg 14 select
move.b (a0),d0 ;Read register
and.b #$df,d0 ;Bit 5 controls strobe
move.b d0,2(a0) ;Write register

move #$2300,sr ;interrupts freed

move.l d3,-(sp) ;Return to user mode
move #super,-(sp)
trap #gemdos
addq.l #6,sp

rts ;Return to GFA

*Routine executed by centronics interrupt
busy_int move #$2700,sr ;block interrupts

*Set strobe (acting as busy) high
lea psg,a0 ;Sounchip address
move.b #14,(a0) ;Reg 14 select
move.b (a0),d0 ;Read register
or.b #$20,d0 ;Bit 5 controls strobe
move.b d0,2(a0) ;Write register

*Read incomming byte on parallel port to d1
move.b #15,(a0) ;Reg 15 select
move.b (a0),d1 ;Read data

lea buffer_adr,a1 ;Load buffer pointer

*Check if room in buffer
movea.l buf_writep(a1),a2 ;Get write position in buffer
```

```
movea.l a2,a3
cmpa.l buf_length(a1),a2 ;Room in buffer?
beq buf_ful

*Store incomming byte
adda.l a1,a2 ;Add buffer base address
move.b d1,buf_start(a2) ;Add start off buffer position and store d1

*Increment write position and save
addq.l #1,a3
move.l a3,buf_writep(a1)

*Set strobe (acting as not busy) low
buf_ful and.b #$df,d0 ;Bit 5 controls strobe
move.b d0,2(a0) ;Write register

move #$2300,sr ;interrupts freed

rts ;Return from interrupt

buffer_adr dc.l 1 Adress to GFA buffer
```

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3757. Re: The Brand is back

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 22:03:47 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bciqg3$2ns$1@titan.btinternet.com>
Source record: 26438

I was starting to get annoyed, the I realised that if you had actually
bought Windows XP magazine, then thats so funny, I forgot to be angry.... :P

Smeg.

Steve Sweet <steve.sweet@btopenworld.com> wrote in message
news:bchh6v$f22$1@sparta.btinternet.com...
> Hi wrinkles and Loo-Spoon-Ian
>
> Here's a paragraph I've just stolen from the last page of Windows XP
> (magazine)
>
> Entitled.
>
> The Brand is back
>
> Quintessential 80's brand
> Atari has made a
> triumphant return to the
> games industry. The
> company achieved cult
> status with games like
> pong, and Infogrames
> have relaunched it as a
> games label and adopted
> it a company name
>
> More info http://www.atari.com
>
>
> ----------------- End of quote -----------------
>
>
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003
>
>
>

3758. Re: JagFest UK

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 22:05:33 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bciqjc$30l$1@titan.btinternet.com>
Source record: 26439

Steve Sweet <steve.sweet@btopenworld.com> wrote in message
news:bcfd85kpc2@titan.btinternet.com...
> Hi Smeg
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:bcf9ev$f5j$1@titan.btinternet.com...
> >
> > Steve Sweet <steve.sweet@btopenworld.com> wrote in message
> > news:bcdrfv$8ah$1@titan.btinternet.com...
> > > Hi Smeg
> > >
> > > > > > > > Just a quick message to remind you that the JagFest UK event is
> happening
> > > > > > > this weekend, in Rochester, Kent.
> > > > > > >
> > > > > > > See the website http://www.1632systems.co.uk/html
> pages/Shows/Jagfest.htm
> > > > > > > for more details.
> > > > > > >
> > > > > > > I am attending for the Cheshunt Computer Club, with Derryck Croker
> and
> > > > > > > Peter West of DDP.
> > > > > > >
> > > > > > > So if you live in the South of England, you should see if you can
> attend!
> > > > > > > Come and say hello! :-)
> > > > > >
> > > > > > I am in the Midlands, and that is not gonna stop me from coming.
> > > > >
> > > > > Keep an eye out for me on the bridge over the M25 interchange, that's
> where i hang out throwing cats off the parapet under truck wheels.
> > > >
> > >
> > > LOL. Same as always Steve. You crack me up.
> >
> Would you like to carry my offspring?.

I looked out for you. Didnt see anyone chucking cats off any bridges.

Smeg.

3759. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 22:11:54 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3eecfd265010a50@tripnet.se>
Source record: 26440
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.st <vepmrf36njgcf4@corp.supernews.com>
Tim wrote on Sun 15-06-2003 13:47 (-0700):

>Happy Fathers Day Asshole.
>
>"Nomen Nescio" <nobody@dizum.com> wrote in message
>news:981719f031292d827a8c96d30c5cdd92@dizum.com...

[All snipped]

Why on earth are you reposting his crap?????

I have decided to NOT receive any of his posts. If you or others keep
keep citing his complete texts, I have to include you as well into my
killfilter.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3760. Re: BBB complaint against www.Vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 22:29:34 UTC
From: barnes@divide.net
Message-ID: <b33eb69f.0306151429.25866c5d@posting.google.com>
Source record: 26441
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:<pan.2003.06.15.15.53.40.800426@removenoaspam.atari-source.com>...
>
> As far as I am concerned though, the MMU is more important than the FPU.
> But without either one as far as I can remember, you don't get the benefit
> of the other with the CT60. I.e. A 68060 with MMU but no FPU will have
> the MMU disabled. That could be vice versa, but either way around it, I
> and several others clearly paid for a full version 060. However I am told
> from several people who have bought from him overseas that he has shipped
> mislabeled 060's that are sure enough 68060 fulls.
>
> Mark
> http://atari-source.com

Thanks for your input Mark. Although the 3.1OS on my A4000T only showed the 060CPU and 060FPU when the VernalElm XC68EC060RC chip was installed into my CS MkII, I decided to try the 3.9OS and see what it would show. I was more than a bit surprized to discover that "Showconfig" then displayed the 060MMU as well. The bottom line being that I possibly do have a correct, although mislabeled, chip. I can't help but wonder why, though, VernalElm (in the midst of all of my other concerns), could not have pointed this discrepancy out ahead of time. Regards from Colorado, George

3761. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 22:52:45 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcitbs$3rt$1@hercules.btinternet.com>
Source record: 26442

Kenneth Medin <kennethm@tripnet.se> wrote in message
news:3eecfd265010a50@tripnet.se...

>
> Why on earth are you reposting his crap?????
>
> I have decided to NOT receive any of his posts. If you or others keep
> keep citing his complete texts, I have to include you as well into my
> killfilter.

Yeah. BTW, watch the crossposting.

Smeg.

(I did snip it :-P)

3762. Re: Falcon SPDIF interfaces. (2 of)

Newsgroup: comp.sys.atari.st
Date: 2003-06-15 23:06:06 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bciu4t$50v$1@hercules.btinternet.com>
Source record: 26443

Rob,

I wonder how much these will go for, it wasnt long ago since I was asked to pay a lot of money for one of these....

BTW, I hear you may be after a TT....

Here are some links....

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2735723072&category=23194

AND

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2735744280&category=23194

AND

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2736618835&category=23194

Smeg.

Rob <rob19@eggconnect.net> wrote in message news:nn3mev45s1s6cao6p3ulemc831tfj18cko@4ax.com...
> For those looking for the falcon SPDif interface, there are two on
> ebay germany, buy it now for 35 euros, which equates to about $35 also
> by chance, here are the links....
>
>
http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2736415987&category=23194
> AND
>
http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2736415935&category=23194
>
>
> Hope this is of help to those of you looking.
>
>
> Rob

3763. The brand is back

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 00:22:47 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcj2kh$91e$1@sparta.btinternet.com>
Source record: 26444

Hi wrinkles and Loo-Spoon-Ian

Here's a paragraph I've just stolen from the last page of Windows XP
(magazine)

Entitled.

The Brand is back

Quintessential 80's brand
Atari has made a
triumphant return to the
games industry. The
company achieved cult
status with games like
pong, and Infogrames
have relaunched it as a
games label and adopted
it a company name

More info http://www.atari.com

---------- End of quote ----------

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

3764. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 00:36:59 UTC
From: spam@spam.spam
Message-ID: <bcj3f8$m87$1@thorium.cix.co.uk>
Source record: 26445

On 8 Jun 2003 12:46:35 G, "Kenneth Medin" wrote:
>In comp.sys.atari.st <bbtniunpm1@hercules.btinternet.com>
>Steve Sweet wrote on Sat 07-06-2003 22:05 (GMT):
>>>>>>> Last but not least - I know the Mega STe can run
>>>>>>> at 16MHz - how do you enable that as there doesn't
>>>>>>> seem to be anything on the computer to select it
>>>>>>> (the HD is blank except for AHDI)?
>>>>>> The MegaSTe runs at 16Mhz by default.
>>>>> The MegaSTE runs at 8mhz cache disabled by default.
>>>>> It's why it's 100% compatible with the STE if you boot a
>>>>> game on a floppy.
>>>> Nope, The MegaSTe runs at 16Mhz by default. The fact that you
>>>> boot games from floppies switches it to 8Mhz non-cached.
>>> So explain me why I have to add a small "FAST.PRG" program in
>>> first place in the Auto folder if I want to speed up the boot
>>> sequence if the machine is already running at fast speed ?
>> Perhaps you'd explain why I've never seen this fast.prg and my
>> machine runs flat out at all times.?
> There are other ways to get a MSTe to run _after boottime_ than
> FAST.PRG...

Mega STe runs at 8MHz initially when it's boooting up. FAST.PRG (or any other of many utilities - even a floppy bootsector switcher exists) can be put first in the AUTO folder and it switches the MSTe to 16MHz so that it runs the AUTO folder programs at 16MHz.

Memory fails me, so I can't remember whether the Mega STe switches to 16MHz after TOS has initialised or after GEM has loaded or whether it's a NEWDESK.INF setting (certainly the cache setting is picked up in there, but I don't know about the 16MHz setting).

The reason for this 8MHz \ 16MHz arrangement is, as previously said, to retain compatibility for games. No other reason.

In answer to the question of why Cache on or off settings exist, some software refuses to work with it on. Specifically, the Migraph scanner will crash the computer with Cache set on. It will work happily at 16MHz with cache off.

To answer the last point of stupidity quoted here, a 16MHz Mega STe with cache off is only about 20% faster than running at 8MHz, because of bottlenecks elsewhere - maybe not even that much, but close. The processor is obviously twice as fast, but that doesn't mean anything in terms of real-world benchmarks.

> Time to put you back to my killfilter... Your post are mostly
> abusive and when you try(?) to behave civilized and add to the group
> nothing of any importance comes out...

Indeed. Sometimes it's easier just to resign the NG, like me.

3765. Re: JagFest UK

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 00:50:28 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcj48j$i15$1@titan.btinternet.com>
Source record: 26346

Hi Smeg

> > > > > I am in the Midlands, and that is not gonna stop me from coming.
> > > > >
> > > > > Keep an eye out for me on the bridge over the M25 interchange,
that's
> > where i hang out throwing cats off the parapet under truck wheels.
> > > > >
> > > >
> > > LOL. Same as always Steve. You crack me up.
> >
> > Would you like to carry my offspring?.
>
> I looked out for you. Didnt see anyone chucking cats off any bridges.

You should have concentrated on the open space over where the hospital was
demolished, i was sheep tossing, now where's my KY?.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

3766. Re: The Brand is back

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 00:57:01 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcj4ks$c7h$1@sparta.btinternet.com>
Source record: 26347

Hi Smeg

I buy them for the cover disks.

> I was starting to get annoyed, the I realised that if you had actually
> bought Windows XP magazine, then thats so funny, I forgot to be angry....
:P
>
> Smeg.
>
> Steve Sweet <steve.sweet@btopenworld.com> wrote in message
> news:bchh6v$f22$1@sparta.btinternet.com...
> > Hi wrinkles and Loo-Spoon-Ian
> >
> > Here's a paragraph I've just stolen from the last page of Windows XP
> > (magazine)
> >
> > Entitled.
> >
> > The Brand is back
> >
> > Quintessential 80's brand
> > Atari has made a
> > triumphant return to the
> > games industry. The
> > company achieved cult
> > status with games like
> > pong, and Infogrames
> > have relaunched it as a
> > games label and adopted
> > it a company name
> >
> > More info http://www.atari.com
> >
> >
> > ----------------- End of quote -----------------

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).

Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

3767. Boxes of FREE ST hardware and software

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 03:17:51 UTC
From: dhess@adams.net
Message-ID: <ecf24074.0306151917.6a7a1627@posting.google.com>
Source record: 26348

Cleaning out my garage, and came across literally boxes full of Atari stuff. Couple of 1040 ST computers and monitors, lots of accessories, hard drives, "Happy" drive (remember those hotrods?), big box of software, just lots and lots of stuff. I think there are even a couple of 800 XL's in there, might even be an old 400. Anyway, it all worked last time we had it hooked up some years ago, and I kinda hate to think about how much money I spent on all that stuff! (But then, it did give me a jump start into computers before most people could spell it!) Here's the deal- I just can't stand to throw it away if there's anyone who could use it. Pay shipping, and it's all yours. Or, if you live close enough to Quincy, Illinois, come get it. (Quincy is about 2 hours north of St. Louis) E-mail me at
dhess@REMOVE_THIS_SPAM_BLOCKadams.net
Hope somebody can use it!

3768. Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 03:28:20 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB12A43B.3202%drclu@swbell.net>
Source record: 26349

in article slrnbeo75s.b6d.atari@core.preferuje.luzik.pl, Adam Klobukowski at atari@gabo.pl wrote on 6/15/03 2:26 AM:

> On Sun, 15 Jun 2003 04:02:29 GMT, Doctor Clu <drclu@swbell.net> had a
> noticeable pleasure while writting:
>> in article slrnbemtll.ap3.atari@core.preferuje.luzik.pl, Adam Klobukowski at
>> atari@gabo.pl wrote on 6/14/03 2:37 PM:
>>
>>> On Sat, 14 Jun 2003 19:11:30 GMT, Doctor Clu <drclu@swbell.net> had a
>>> noticeable pleasure while writting:
>>>> Hey not bad. Would I have to go into the X-Former source for that or is
>>>> there a way to adjust that outside of the program itself?
>>>
>>> There are programs for it. If you use FreeMiNT there is a special system
>>> call for it.
>>>
>>> You could use EmuXL too (works ok on 030).
>>
>> Thanks for the tip of EmuXL. Does it have a protocal for reading Atari
>> 8-bit disks?
>
> Do you mean images or real diska?

Actual floppies from an Atari 800/XL/XE. :)

3769. Re: The Brand is back

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 04:39:58 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB12B506.3205%drclu@swbell.net>
Source record: 26350

I have sadly come to realize that after countless games on five games systems, two computer platforms, and after making successful PC clones and a portable game system, all Atari is immediately noted for is PONG!

That's sad...

```
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>octor <lu
```

http://www.ascii-art.de/ascii/ab/atari.txt

in article bcj4ks$c7h$1@sparta.btinternet.com, Steve Sweet at steve.sweet@btopenworld.com wrote on 6/15/03 7:57 PM:

> Hi Smeg
>
> I buy them for the cover disks.
>
>> I was starting to get annoyed, the I realised that if you had actually
>> bought Windows XP magazine, then thats so funny, I forgot to be angry....
> :P
>>
>> Smeg.
>>
>> Steve Sweet <steve.sweet@btopenworld.com> wrote in message
>> news:bchh6v$f22$1@sparta.btinternet.com...
>>> Hi wrinkles and Loo-Spoon-Ian
>>>
>>> Here's a paragraph I've just stolen from the last page of Windows XP
>>> (magazine)
>>>
>>> Entitled.
>>>
>>> The Brand is back
>>>
>>> Quintessential 80's brand
>>> Atari has made a
>>> triumphant return to the
>>> games industry. The
>>> company achieved cult
>>> status with games like

>>> pong, and Infogrames
>>> have relaunched it as a
>>> games label and adopted
>>> it a company name
>>>
>>> More info http://www.atari.com
>>>
>>>
>>> ----------------- End of quote -----------------
>
> --
>
> Regards Steve
>
> Rope me a sheep and I'll make it smile.
>
>
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003
>
>

3770. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 06:12:33 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <veqnuipr352ob1@corp.supernews.com>
Source record: 26351
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3eecfd265010a50@tripnet.se...
> In comp.sys.atari.st <vepmrf36njgcf4@corp.supernews.com>
> Tim wrote on Sun 15-06-2003 13:47 (-0700):
>
> >Happy Fathers Day Asshole.
> >
> >"Nomen Nescio" <nobody@dizum.com> wrote in message
> >news:981719f031292d827a8c96d30c5cdd92@dizum.com...
>
> [All snipped]
>
> Why on earth are you reposting his crap?????
>
> I have decided to NOT receive any of his posts. If you or others keep
> keep citing his complete texts, I have to include you as well into my
> killfilter.
>

I just replied to his crap, I was not reposting it.

Don't jump on my shit man, I am sick of his crap, and crap from guys like
you.

Damn
Tim

3771. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 06:14:32 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <veqo29r6594ie6@corp.supernews.com>
Source record: 26352
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3eecfd265010a50@tripnet.se...
> In comp.sys.atari.st <vepmrf36njgcf4@corp.supernews.com>
> Tim wrote on Sun 15-06-2003 13:47 (-0700):
>
> >Happy Fathers Day Asshole.
> >
> >"Nomen Nescio" <nobody@dizum.com> wrote in message
> >news:981719f031292d827a8c96d30c5cdd92@dizum.com...
>
> [All snipped]
>
> Why on earth are you reposting his crap?????
>
> I have decided to NOT receive any of his posts. If you or others keep
> keep citing his complete texts, I have to include you as well into my
> killfilter.

Well why not just do us all a favor and go one step further and not come in
here anymore? I am sure will won't miss you one bit! ;)

Tim

3772. Re: WTB Cheetah Bug Joystick

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 06:54:23 UTC
From: google@asktoby.com
Message-ID: <25a29397.0306152254.4bfa3243@posting.google.com>
Source record: 26353

"Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
news:<bcicdp$3dh$1@newsg3.svr.pol.co.uk>...
> Black? The one I've got is lurid green with big red
> buttons...Unfortunately, I can't sell it, as it's borrowed from a friend.
>
> Tom
>
> "Toby Newman" <google@asktoby.com> wrote in message
> news:25a29397.0306150708.53b74371@posting.google.com...
> > Hi
> >
> > Anyone got a "cheetah bug" joystick they want to sell to me? They're
> > little hand-held black joysticks for the Atari ST.
> >
> > I'm in Cardiff. I'm actually looking for two Bugs if possible. Reply
> > to the newsgroup is fine, or mail me at cbug849@asktoby.com
> >
> > Toby

Oh yes, there was a green/red one wasn't there? Well, colour isn't
important to me, I just said "black" to help describe the joystick I
was imagining.

So, if your friend wants to sell it, you know what to do... !

Toby

3773. Re: ASCII cross-platform compatibility

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 07:07:48 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3EED6CC4.C52B5746@siemens.at>
Source record: 26354

Hallvard Tangeraas wrote:

> The best thing would be if there's a simple conversion program around
> which will do the job -is there any such tool available for the Atari
> ST? If not, would any programmer reading this consider making one?

Hi Hallvard,

You could always try to contact me to discuss the specification of
the program you want. I don't promise to code it but maybe it would
be easy enough to expand one of the tiny tools I've written for
my own use for similar tasks.

Gerhard

3774. Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 08:52:15 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnber0j1.bmr.atari@core.preferuje.luzik.pl>
Source record: 26355

On Mon, 16 Jun 2003 03:28:20 GMT, Doctor Clu <drclu@swbell.net> had a noticeable pleasure while writting:
> Actual floppies from an Atari 800/XL/XE. :)

Nope, only images.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3775. Re: ASCII cross-platform compatibility

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 09:17:30 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB11DEBD.1F64%derryck@nospam.cix.co.uk.invalid>
Source record: 26356

In article 1fwhrd2.51vyus1ss9ghoN%Hallvard@despammed.com, Hallvard Tangeraas at Hallvard@despammed.com wrote on 13/6/03 12:55:

> But for some reason the same thing won't work with "Everest". Anyone
> know why?

The only way is to select all the text that is to form a paragraph and then apply the reformat para command (CTRL-Z IIRC).

Everest has the unwelcome habit of truncating any line that exceeds 256 characters, so is not the program of choice in this case.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3776. Papyrus....

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 11:09:14 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1055771454-512644AEicMi@xs4all.nl>
Source record: 26361

Has anyone something to report on the presumed
release of a Papyrus update?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

3777. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 11:22:11 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB134E6E.2075%derryck@nospam.cix.co.uk.invalid>
Source record: 26357
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article veqnuipr352ob1@corp.supernews.com, Tim at tjlazer@mail.com wrote
on 16/6/03 07:12:

> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
> news:3eecfd265010a50@tripnet.se...

>> [All snipped]
>>
>> Why on earth are you reposting his crap?????

> I just replied to his crap, I was not reposting it.

Except that you quoted the entire text as a result, nullifying any attempt
to filter out this very objectionable rubbish!!!

> Don't jump on my shit man, I am sick of his crap, and crap from guys like
> you.

I think that you'd do well to sit back and learn how to behave when you're
in public, and take a moment or two to learn how to use your newsreader
properly.

--
Cheers,

Derryck

3778. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 12:34:09 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bckdig$j46$1@reader10.wxs.nl>
Source record: 26358

Luposian wrote:
> Then, recently (about two or three weeks ago, if memory serves me right),
> Infogrames dropped a *HUGE* bombshell and renamed themselves "Atari, Inc."!
> Every division across the world! See for yourself!

Actually, this happened about a year ago, and I'm surprised it took this
newsgroup so long to find this out. :) A year ago I already walked out
of a local game shop with a GBA-game in a bag that had Atari fujis all
over it.

Maurits.

3779. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 12:36:14 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bckdmc$j46$2@reader10.wxs.nl>
Source record: 26359

Smeg wrote:

> NO THEY F**KING ARE NOT. IF YOU CHANGED YOUR NAME TO ELVIS PRESLEY AND
> BOUGHT THE RIGHTS TO HIS SONGS ARE *YOU* NOW ELVIS PRESLEY??????

No, because he is a person and not a company. But if you buy Philips and all it's copyrights, your company IS Philips. Whether you like their policy or not, Infogrames no longer exists and Atari is now a software manufacterer from France.

Maurits.

3780. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 12:39:01 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bckdrk$j46$3@reader10.wxs.nl>
Source record: 26360

Michael and Nicole Freeman wrote: (well, one of them anyway) ;)

> Another thing to consider, along these lines of thought, is that Atari of
> the late 70's and early 80's, under Nolan Bushnell, went bankrupt and was
> bought by the Tramiels. While they still made hardware that was similar to
> previous machines (8-bits), they only did so for a very short time, while at
> the same time creating a radically different machine (the ST).

Yes, good point! And to strengthen that point: Bushnell's Atari was
already working on a 16-bit computer that was even more ahead of its
time than the ST. When the Tramiels took over, all the designs for this
machine were thrown away and the whole thing was started from scratch.

Maurits.

3781. Re: BBB complaint against www.Vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 14:44:06 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bckl3m$ba9$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26362
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

In article <b33eb69f.0306151429.25866c5d@posting.google.com>,
George Barnes <barnes@divide.net> wrote:

>Thanks for your input Mark. Although the 3.1OS on my A4000T only
>showed the 060CPU and 060FPU when the VernalElm XC68EC060RC chip was
>installed into my CS MkII, I decided to try the 3.9OS and see what it
>would show. I was more than a bit surprized to discover that
>"Showconfig" then displayed the 060MMU as well. The bottom line being
>that I possibly do have a correct, although mislabeled, chip. I can't

Why would Motorola mislabel chips? Either you have a chip that failed some
manufacturing test in the MMU and was thus sold as an EC, or Motorola was in
need of ECs so that they down-labeled some CPUs - *without testing* the MMU.
Testing complex parts like a MMU costs lots of time during manufacturing, and
so not testing part of the chip really makes it cheaper, even if it is the
same silicon. With the reduced test, it might even be that the device passes
at a faster speed grade.

So if the MMU is present in a chip labeled as 68EC060, most probably is was
either not tested or tested and failed - which you might not notice during
normal use at first.

Anyway, you got not what you paid for.

cu
Michael

3782. Re: The Brand is back

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 15:30:54 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcknre$ac7$1@hercules.btinternet.com>
Source record: 26363

Even if that were true (which its not), PONG is still a highly regarded
accomplishment.

Smeg.

Doctor Clu <drclu@swbell.net> wrote in message
news:BB12B506.3205%drclu@swbell.net...
> I have sadly come to realize that after countless games on five games
> systems, two computer platforms, and after making successful PC clones and
a
> portable game system, all Atari is immediately noted for is PONG!
>
> That's sad...
>
>
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> ;|| ||: / /_\ \ | | / /_\ \ | (| |
> ./ /| |\ \. / ___ \ | | / ___ \ | |\ \ | |
> |./ :_: \.| /__/ __\ |__| /__/ __\ |__| __\ |__|
> >octor <lu
>
> http://www.ascii-art.de/ascii/ab/atari.txt
>
>
> in article bcj4ks$c7h$1@sparta.btinternet.com, Steve Sweet at
> steve.sweet@btopenworld.com wrote on 6/15/03 7:57 PM:
>
> > Hi Smeg
> >
> > I buy them for the cover disks.
> >
> >> I was starting to get annoyed, the I realised that if you had actually
> >> bought Windows XP magazine, then thats so funny, I forgot to be
angry....
> > :P
> >>
> >> Smeg.
> >>
> >> Steve Sweet <steve.sweet@btopenworld.com> wrote in message
> >> news:bchh6v$f22$1@sparta.btinternet.com...
> >>> Hi wrinkles and Loo-Spoon-Ian
> >>>
> >>> Here's a paragraph I've just stolen from the last page of Windows XP

> >>> (magazine)
> >>>
> >>> Entitled.
> >>>
> >>> The Brand is back
> >>>
> >>> Quintessential 80's brand
> >>> Atari has made a
> >>> triumphant return to the
> >>> games industry. The
> >>> company achieved cult
> >>> status with games like
> >>> pong, and Infogrames
> >>> have relaunched it as a
> >>> games label and adopted
> >>> it a company name
> >>>
> >>> More info http://www.atari.com
> >>>
> >>>
> >>> ----------------- End of quote -----------------
> >
> > --
> >
> > Regards Steve
> >
> > Rope me a sheep and I'll make it smile.
> >
> >
> >
> >
> > ---
> > Steve's Outgoing mail is certified Virus Free.
> > Checked by AVG anti-virus system (http://www.grisoft.com).
> > Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003
> >
> >
>

3783. Re: Configuring "Superboot"

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 15:33:47 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcko0q$7cn$1@sparta.btinternet.com>
Source record: 26364

I use XBOOT. Its in English (aswell) and it does what I want it to.

Smeg.

Hallvard Tangeraas <Hallvard@despammed.com> wrote in message
news:1fwn6dz.8pu6qtunhdqaN%Hallvard@despammed.com...
> Michael and Nicole Freeman <nameerf@flash.net> wrote:
>
> > in article 3eeaf488$0$13188$626a54ce@news.free.fr, J�r�me Ginestet at
> > ginesj@free.fr wrote on 6/14/03 2:13 AM:
> >
> > > In "other" file selections, I set up a "type 1" type with ".CPZ"
extender.
> > > It works perfectly, except that the display is inverted, compared to
ACC
> > > files or auto folder files.
> >
> > Yeah, that was what I was about to suggest before I read this.
Basically,
> > you are fooling Superboot into thinking the file's actual extender
should be
> > CPZ, and then you do the opposite of what you intend - select the ones
you
> > *don't* want to run, and deselect the ones you *do* want to run. Kinda
> > wierd, but it should work fine.
>
> Hmmmm... yes, you're right.
> Just tried it, and indeed: those *selected* (turned on) in the Superboot
> configuration program are actually all turned OFF when booting the
> computer, while all those CPX modules NOT selected are turned ON when
> booting.
> Works fine, but not very user-friendly; and that's the key here as I'm
> presenting it for my (Notator) list-members (see URL in my signature)
> and want to keep everything as simple as possible.
>
> Are there other boot selectors available which are:
>
> 1) in English
>
> 2) flexible. Apart from just the obvious AUTO programs and ACCessories,
> allows you to swtch between different desktop setups
> ("DESKTOP.INF"/"NEWDESK.INF" files) or any other kind of file (I've
> configured Superboot to handle several "NVDI.INF" and "ASSIGN.SYS" files
> as I'm testing 3 different NVDI versions out with my system), CPX

> modules etc.
>
> 3) free or shareware
>
> 4) Preferably with a nice, intuitive graphic interface
>
> 5) easy to use!!!
>
>
> Throughtout the years I've downloaded lots of boot-selectors, but
> they're either too limited, aren't in English or don't work properly.
> That's why I've settled for Superboot; because even though it's
> shareware and not supported any longer it does most of what it's
> supposed to.
>
> Still, the following seem to look pretty good: "DFboot" (shareware,
> only in French) and "McBoot" (freeware, only in German). Too bad as they
> both look promising :-(
>
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

3784. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 15:38:14 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcko95aut1@hercules.btinternet.com>
Source record: 26365

Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov> wrote in message
news:bckdmc$j46$2@reader10.wxs.nl...
> Smeg wrote:
>
> > NO THEY F**KING ARE NOT. IF YOU CHANGED YOUR NAME TO ELVIS PRESLEY AND
> > BOUGHT THE RIGHTS TO HIS SONGS ARE *YOU* NOW ELVIS PRESLEY??????
>
> No, because he is a person and not a company. But if you buy Philips and
> all it's copyrights, your company IS Philips. Whether you like their
> policy or not, Infogrames no longer exists and Atari is now a software
> manufacterer from France.
>

You obviously dont know anything about the music business.

Smeg.

3785. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 16:00:21 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <verqcmashvqh36@corp.supernews.com>
Source record: 26366
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BB134E6E.2075%derryck@nospam.cix.co.uk.invalid...
> In article veqnuipr352ob1@corp.supernews.com, Tim at tjlazer@mail.com
wrote
> on 16/6/03 07:12:
>
> > "Kenneth Medin" <kennethm@tripnet.se> wrote in message
> > news:3eecfd265010a50@tripnet.se...
>
> >> [All snipped]
> >>
> >> Why on earth are you reposting his crap?????
>
> > I just replied to his crap, I was not reposting it.
>
> Except that you quoted the entire text as a result, nullifying any attempt
> to filter out this very objectionable rubbish!!!
>
> > Don't jump on my shit man, I am sick of his crap, and crap from guys
like
> > you.
>
> I think that you'd do well to sit back and learn how to behave when you're
> in public, and take a moment or two to learn how to use your newsreader
> properly.
>
> --
> Cheers,
>

I don't wish to learn to master a newsreader to satisfy idiots like you. I
have better things to do and a real life to live. For me the "public" is
actually outside and I behave there quite respectfully. You should try it
sometime! ;) LOL

Tim

3786. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 16:19:18 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <verrg6g662fqb5@corp.supernews.com>
Source record: 26367

"Michael Schwingen" <michaels@ccac.rwth-aachen.de> wrote in message
news:bcimi6koq1@nets3.rz.RWTH-Aachen.DE...
> In article <vepmvn9hn8a569@corp.supernews.com>, Tim <tjlazer@mail.com>
wrote:
> >
> >Nothing makes me think that. Thats because I never said it did. Just
> >reporting what happened.
>
> Well - just after replying to one of your posts, I also got a mail with a
> virus in it - so what? By reporting "what happened", you imply a
connection,
> although you have nothing to back that up - you could have looked up
easily
> that there *is* no connection, and the whole thread would not have
happened.

Wrong. There is a great connection. It wasn't just a random virus I got
after being on usenet, it was in reference to the DOITF030 registration! It
seemed, to me anyway, that it was more likely that I got the virus because I
registered for a key (REGARDLESS OF WHO SENT IT), than frequenting usenet on
an otherwise obsolete vintage outdated computer forum. It just seems more
ligical that If I register for a key on a site, and when I get a reply weeks
later with a virus, that it was due to the registering on the site. Why
would someone send a virus blindly to people who post to comp.sys. atari.*
with the fake reply of a DOITF030 keyfile, UNLESS they actually registered
for the key to begin with? This is not the case here, almost everyone that
got a virus, except one I think, said they registered for a key. Do you
see the connection now?

Tim

>
> cu
> Michael

3787. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 16:30:27 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB133F5A.3340C%nameerf@flash.net>
Source record: 26368
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article BB115158.3006%drclu@swbell.net, Doctor Clu at drclu@swbell.net wrote on 6/14/03 7:22 PM:

> Can someone answer me on who Ben Smith is?
>
> Honestly I am surprised, maybe somewhat saddened, by the amount of
> flamage that has gone on here. Normally I would expect this of the ST
> newsgroups, but not so much the 8-bit groups.
>
> So if someone can tell me a factual account of what Ben Smith has done
> and who he is to get me up to speed, I would appreciate it.

Basically, Ben Smith runs Bravo Sierra, an Atari dealer in the US. He has been posting advertisements on the ST and 8-Bit newsgroups, sometimes fairly often. This has made a number of people upset. As a concession, he has agreed to always begin his subject lines with [ADV], so that people could put this into a kill file, or ignore them, if they don't want to see the ads. Unfortunately, this hasn't been enough for some. Some of these people have simply discussed why these posts shouldn't be allowed in the newsgroup, while others have taken a more extreme, trollish, profane approach, slandering Ben and anyone who replies to their posts. They also send threatening hate-mail to anyone who attempts to reason with them in order to stop their pointless profanity. So that's the basic idea of what's gone on.

Mike Freeman
nameerf@flash.net

3788. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 16:55:26 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB134535.33411%nameerf@flash.net>
Source record: 26369

in article verrg6g662fqb5@corp.supernews.com, Tim at tjlazer@mail.com wrote on 6/16/03 8:19 AM:

> Why
> would someone send a virus blindly to people who post to comp.sys. atari.*
> with the fake reply of a DOITF030 keyfile, UNLESS they actually registered
> for the key to begin with? This is not the case here, almost everyone that
> got a virus, except one I think, said they registered for a key. Do you
> see the connection now?

However, that one person completely invalidates that connection, as there is obviously something different going on than what you originally suspected. I too thought there might be a connection until I saw the reply from the person who never registered for a key. That means there is no connection, other than this newsgroup or someone else's mailbox. Back to your question as to why anyone would blindly send a virus? Well, aren't most virii sent blindly? This is in fact more clearly directed than most others I've seen and heard about. If it wasn't simply a randomly chosen e-mail to which a virus was attached, then it's probably reasonable to assume, especially from someone who doesn't know this community well, that even if not everyone in the group has registered for a key, a fair number have. That means that the likelyhood of at least some receiving and opening the virus is very good.

Mike Freeman
nameerf@flash.net

3789. Re: Papyrus....

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 16:56:28 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns939CC0AE454F2tos4ever@195.130.132.65>
Source record: 26370

on ma, 16 jun 2003 11:09:14 GMT Raoul Teulings wrote:

> Has anyone something to report on the presumed
> release of a Papyrus update?

If you're talking about the Atari version, late summer, but they didn't mentioned the year of the forseeing release.
The hightest priority goes to the Mac OS X version of Papyrus which is forseen at the end of june.

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

3790. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 17:18:36 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns939CC46E95AF5tos4ever@195.130.132.65>
Source record: 26371
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

on ma, 16 jun 2003 06:14:32 GMT Tim wrote:

```
>
> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
> news:3eecfd265010a50@tripnet.se...
>> In comp.sys.atari.st <vepmrf36njgcf4@corp.supernews.com>
>> Tim wrote on Sun 15-06-2003 13:47 (-0700):
>>
>> >Happy Fathers Day Asshole.
>> >
>> >"Nomen Nescio" <nobody@dizum.com> wrote in message
>> >news:981719f031292d827a8c96d30c5cdd92@dizum.com...
>>
>> [All snipped]
>>
>> Why on earth are you reposting his crap?????
>>
>> I have decided to NOT receive any of his posts. If you or others keep
>> keep citing his complete texts, I have to include you as well into my
>> killfilter.
>
> Well why not just do us all a favor and go one step further and not
> come in here anymore? I am sure will won't miss you one bit! ;)

Who are 'us all'? Are you speaking in the name of the whole Atari
community? Have you ever got the permission of the Atari community to
speak on behalve the whole group?

This time you've gone over the edge.
Unlike you and some other cowards who take refuge behind anomynous
remailers Kenneth has done and still does lots of usefull things for the
group. He's a well respected guy in Atari land.
What is your real purpose? Are you and your brainless mates trying to
destroy this once so nice group with your meaningless and outermost crap
postings?
You and your friends are the only ones who should leave this group. I and
probably the most of the readers won't miss you at all.

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>
```

3791. Re: Configuring "Superboot"

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 17:28:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200306161928.a42636@wun.maus.de>
Source record: 26306

Hallo Hallvard!

HT>Are there other boot selectors available which are:
HT>
HT>1) in English
HT>
HT>2) flexible. Apart from just the obvious AUTO programs and
HT>ACCessories, allows you to swtch between different desktop
HT>setups ("DESKTOP.INF"/"NEWDESK.INF" files) or any other kind of
HT>file (I've configured Superboot to handle several "NVDI.INF"
HT>and "ASSIGN.SYS" files as I'm testing 3 different NVDI versions out
HT>with my system), CPX modules etc.
HT>
HT>3) free or shareware
HT>
HT>4) Preferably with a nice, intuitive graphic interface
HT>
HT>5) easy to use!!!

Yes! Well, not exactly a boot selector, but why bother with installing and configuring such a program?

All you've got to do is copy the AUTO-folder and Accessories to different partitions, configure them (including local copies of assign.sys, and altering the sequence) there and then simply press the appropriate drive letter upon boot to select the desired boot configuration.

With HDDRIVER without MagiC, there may be no accessories present on C: in order to enable loading them from elsewhere, but in all other cases you may boot the entire system from any drive available.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

3792. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 18:05:15 UTC
From: Steve Green <greenies@macunlimited.net>
Message-ID: <20030616190544119+0100@news.btinternet.com>
Source record: 26372
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In <BB133F5A.3340C%nameerf@flash.net> Michael and Nicole Freeman wrote:
> in article BB115158.3006%drclu@swbell.net, Doctor Clu at drclu@swbell.
> net wrote on 6/14/03 7:22 PM:
>
>> Can someone answer me on who Ben Smith is?
>>
>> Honestly I am surprised, maybe somewhat saddened, by the amount of
>> flamage that has gone on here. Normally I would expect this of the
>> ST newsgroups, but not so much the 8-bit groups. So if someone can
>> tell me a factual account of what Ben Smith has done and who he is to
>> get me up to speed, I would appreciate it.
>
> Basically, Ben Smith runs Bravo Sierra, an Atari dealer in the US. He
> has been posting advertisements on the ST and 8-Bit newsgroups,
> sometimes fairly often. This has made a number of people upset. As a
> concession, he has agreed to always begin his subject lines with [ADV],
> so that people could put this into a kill file, or ignore them, if
> they don't want to see the ads. Unfortunately, this hasn't been enough
> for some. Some of these people have simply discussed why these posts
> shouldn't be allowed in the newsgroup, while others have taken a more
> extreme, trollish, profane approach, slandering Ben and anyone who
> replies to their posts. They also send threatening hate-mail to anyone
> who attempts to reason with them in order to stop their pointless
> profanity. So that's the basic idea of what's gone on.
>
> Mike Freeman
> nameerf@flash.net
>
Ahh, sweet reason, thank you.

Shame the posts lower the tone though.

Regards, Steve.

3793. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 18:07:09 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <ves1qedsbrkka7@corp.supernews.com>
Source record: 26373
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Martin "Nightowl" Byttebier" <donotusethisaddress@pandora.be> wrote in
message news:Xns939CC46E95AF5tos4ever@195.130.132.65...
> on ma, 16 jun 2003 06:14:32 GMT Tim wrote:
>
> Who are 'us all'? Are you speaking in the name of the whole Atari
> community? Have you ever got the permission of the Atari community to
> speak on behalve the whole group?

I don't need to this is a public forum. Well if he likes to jump on peoples shit then he will get a piece of my mind. Simple as that. Don't care who he is or how useful he is to the group! He needs to redirect his supressed feeling to the original poster of the thread not me. I am fucking sick of this shit. I, like all of you, am an Atari user from way back and am in here for my love the machine, and also do not like to see the kind of crap that has been posted here!!!!! Now including yours. I agree that it is best to ignore that asswipe but it just pissed me off and I had to say something.

> This time you've gone over the edge.
> Unlike you and some other cowards who take refuge behind anomynous
> remailers Kenneth has done and still does lots of usefull things for the
> group. He's a well respected guy in Atari land.
> What is your real purpose? Are you and your brainless mates trying to
> destroy this once so nice group with your meaningless and outermost crap
> postings?

My real purpose is to be a Atari user and contributer to the Atari community. To read about and help others about Atari Computers NOT read about others supressed anger and backlash. That is why I am here. I have been a Atari user since 1984. Gone from the Atari 800XL all the way through to the Atari Falcon030. I am here to read about and contrubute about Atari computers. NOT to get flamed on because I didn't use my News Reader correctly!!!

Because I did not snip the "crap" that I replied to does not warrant the rude reply he made to me. Even though I should of, and will do that next time. I really didn't even think about it. He is right though I should of done that. But he could of been a little more tactful about it. Don't you agree? Or is this the theme of this "nice" group to be rude to people and not be polite????

> You and your friends are the only ones who should leave this group. I and
> probably the most of the readers won't miss you at all.

What friends are you talking about? The ones that won't take your shit when you are rude to them? If that's the way things are going to be then a lot of us will leave and all you rude bastards can hang out and bash each other.

And do not even think of including me in the same context or group as the Anonymous asswipe that has been posting his crap on here!!!!!!!!!!!!!!!!!! He is not my mate. I am just a Atari user taking a stand when someone is being rude to me. Period.

So get off your High Horse and relax. Maybe you should get off that PC and play a game of Pacman on your Atari. If you even have one ;)

Tim

3794. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 18:30:17 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <ves35re5d86he2@corp.supernews.com>
Source record: 26374
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bcdq8b$1oc$1@sparta.btinternet.com...
>
> Steve Sweet <steve.sweet@btopenworld.com> wrote in message
> news:bcdcvd$7n1$2@sparta.btinternet.com...
> > Hi "Bravo Sierra Computers"
> >
> > > I'm attempting to put together an E-Mailing list so I can let my
> potential
> > > customers know what's new, like when I've updated my Atari Catalogs.
If
> > > you want to be added, E-Mail me your E-Mail Addresses. Please Reply.
> >
> > I'd like to be first to congratulate this approach.
>
> Lol. Not only is he NOT gonna stop spamming newsgroups, but he wants your
> email addresses so he can spam them too.....

Well the thing you guys need to realize is that it is not really spam. Or you shouldn't see it that way in a vintage computer forum!

Here is why: So what if he posts once a week, twice a month, etc in here? Isn't it nice that there is actually a Atari store/reseller still in business for 20 year old gear? He needs to advertise somehow to us Atari freaks. Right? Yeah for you guys that are in here everyday for the last 2 years it may seem pretty old. And I see your point. But what about that NEW Atari user that just dropped in last week? Maybe he was looking for that almost impossible part and discovers that Bravo might have it. Great I say. Jeeze just because you own every freaking piece of Atari gear doesn't mean the next guy does. Give the guy a break, he is here providing a service and he does not need the kind of flak he has been getting. I am all for any people/stores/etc that offer a service to vintage computers to "spam" these forums. I think that would be the exception though.

Now it would be completely different if someone was to do the same thing for PC gear in a PC group. That would be bad!

Does this make sense? Or am I off base here? ;)

Ok now for the disclaimer: This is just a general statement on this issue NOT a flame on Smeg or others ok? I just wanted to give my 2 cents on this Bravo Sierra and Usenet issue... ;)

Thanks,
Tim

3795. Re: Boxes of FREE ST hardware and software

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 18:33:05 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <ves3b262nd6610@corp.supernews.com>
Source record: 26375

"Don" <dhess@adams.net> wrote in message
news:ecf24074.0306151917.6a7a1627@posting.google.com...
> Cleaning out my garage, and came across literally boxes full of Atari
> stuff. Couple of 1040 ST computers and monitors, lots of accessories,
> hard drives, "Happy" drive (remember those hotrods?), big box of
> software, just lots and lots of stuff. I think there are even a couple
> of 800 XL's in there, might even be an old 400. Anyway, it all worked
> last time we had it hooked up some years ago, and I kinda hate to
> think about how much money I spent on all that stuff! (But then, it
> did give me a jump start into computers before most people could spell
> it!) Here's the deal- I just can't stand to throw it away if there's
> anyone who could use it. Pay shipping, and it's all yours. Or, if you
> live close enough to Quincy, Illinois, come get it. (Quincy is about 2
> hours north of St. Louis) E-mail me at
> dhess@REMOVE_THIS_SPAM_BLOCKadams.net
> Hope somebody can use it!

That is a great deal. If I lived close I would definetely grab it. I don't
see a problem offloading that, hopefully someone will get in touch!

Tim

3796. Unknown Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 18:47:30 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bcl3cf$a63$1@news7.svr.pol.co.uk>
Source record: 26376

Just a quick, pointless question.

I was watching Terminator 2 t'other day, and I noticed the pocket computer used by John Connor to crack cash dispensers happened to be an Atari. Does anyone know exactly what machine it was, or what it's spec's were?

Another quick question - I was intrigued by a small plastic wallet, just large enough to hold a credit card or other magnetic card, and bearing the Atari logo, that I found lying around the school electronics lab. It looks too small to hold anything larger, like a calculator, so does anyone have a clue what it may have held? Did any Atari machinery use magnetic media like that?

Thanks.

Tom

3797. Re: Unknown Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 18:53:32 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <bcl3t4ike1@news.uni-kl.de>
Source record: 26377

Hi!

> I was watching Terminator 2 t'other day, and I noticed the pocket computer
> used by John Connor to crack cash dispensers happened to be an Atari. Does
> anyone know exactly what machine it was, or what it's spec's were?

This was simply an Atari Portfolio :)

Regards,
Matthias

3798. Re: Unknown Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 19:06:22 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <f65sevc0ngbco8b9ekh2m4aq5l9k0u5pfh@4ax.com>
Source record: 26378

On Mon, 16 Jun 2003 19:47:30 +0100, "Tom McEwan"
<captaininsanity@ONAYAMSPAYuk2.co.uk> wrote:

>Just a quick, pointless question.
>
>Another quick question - I was intrigued by a small plastic wallet, just
>large enough to hold a credit card or other magnetic card, and bearing the
>Atari logo, that I found lying around the school electronics lab. It looks
>too small to hold anything larger, like a calculator, so does anyone have a
>clue what it may have held? Did any Atari machinery use magnetic media like
>that?

Actually, there have been loads and loads of Atari-brand calculators in all
shapes and forms. Including, in fact, a credit-card-sized calculator
(solar-powered). One of those may have fitted in there.
I used to have one, but lost it somewhere along the line.

3799. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 19:17:41 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3eee1612$0$26609$626a54ce@news.free.fr>
Source record: 26379

> Mega STe runs at 8MHz initially when it's boooting up. FAST.PRG (or
> any other of many utilities - even a floppy bootsector switcher
> exists) can be put first in the AUTO folder and it switches the MSTe
> to 16MHz so that it runs the AUTO folder programs at 16MHz.
>
> Memory fails me, so I can't remember whether the Mega STe switches to
> 16MHz after TOS has initialised or after GEM has loaded or whether
> it's a NEWDESK.INF setting (certainly the cache setting is picked up
> in there, but I don't know about the 16MHz setting).
>
> The reason for this 8MHz \ 16MHz arrangement is, as previously said,
> to retain compatibility for games. No other reason.
>
> In answer to the question of why Cache on or off settings exist, some
> software refuses to work with it on. Specifically, the Migraph scanner
> will crash the computer with Cache set on. It will work happily at
> 16MHz with cache off.
>
> To answer the last point of stupidity quoted here, a 16MHz Mega STe
> with cache off is only about 20% faster than running at 8MHz, because
> of bottlenecks elsewhere - maybe not even that much, but close. The
> processor is obviously twice as fast, but that doesn't mean anything
> in terms of real-world benchmarks.
>
> > Time to put you back to my killfilter... Your post are mostly
> > abusive and when you try(?) to behave civilized and add to the group
> > nothing of any importance comes out...
>
> Indeed. Sometimes it's easier just to resign the NG, like me.

Huhu :)

Actually I'm glad you decided to answer all of that, it's always nice for me
to see that I was not stupidly defending totaly wrong things =)

Thanks !

Dbug

3800. Re: Unknown Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 19:42:48 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3EEE1DBE.71864881@tampabay.rr.com>
Source record: 26380

Tom McEwan wrote:

> Just a quick, pointless question.
>
> I was watching Terminator 2 t'other day, and I noticed the pocket computer
> used by John Connor to crack cash dispensers happened to be an Atari. Does
> anyone know exactly what machine it was, or what it's spec's were?

As posted before, it was an Atari Portfolio. Picture at the link below.

http://www.ataritimes.com/features/fea_atarifilms.html

--
Gregory D. George

Only email me at http://www.ataritimes.com/email

=-=-=-

3801. Re: Unknown Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 19:53:23 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bcl77u$43t$1@newsg3.svr.pol.co.uk>
Source record: 26381

Thanks a lot. Cool link. Bit disappointed that it was only a calculator,
though, not something more exotic.

Tom

3802. Re: Boxes of FREE ST hardware and software

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 20:35:41 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <xSpHa.158$Sv5.25041@ursa-nb00s0.nbnet.nb.ca>
Source record: 26382

Any software development packages?
Languages, databases?

Thanks
"Don" <dhess@adams.net> wrote in message
news:ecf24074.0306151917.6a7a1627@posting.google.com...
> Cleaning out my garage, and came across literally boxes full of Atari
> stuff. Couple of 1040 ST computers and monitors, lots of accessories,
> hard drives, "Happy" drive (remember those hotrods?), big box of
> software, just lots and lots of stuff. I think there are even a couple
> of 800 XL's in there, might even be an old 400. Anyway, it all worked
> last time we had it hooked up some years ago, and I kinda hate to
> think about how much money I spent on all that stuff! (But then, it
> did give me a jump start into computers before most people could spell
> it!) Here's the deal- I just can't stand to throw it away if there's
> anyone who could use it. Pay shipping, and it's all yours. Or, if you
> live close enough to Quincy, Illinois, come get it. (Quincy is about 2
> hours north of St. Louis) E-mail me at
> dhess@REMOVE_THIS_SPAM_BLOCKadams.net
> Hope somebody can use it!

3803. Re: Unknown Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 20:45:31 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcla9abdr1@sparta.btinternet.com>
Source record: 26383

Hi Tom

> Just a quick, pointless question.

>> I was watching Terminator 2 t'other day, and I noticed the pocket
computer
>> used by John Connor to crack cash dispensers happened to be an Atari.
Does
>> anyone know exactly what machine it was, or what it's spec's were?

It was an Atari Portfolio. Neat little machine.

> Another quick question - I was intrigued by a small plastic wallet, just
> large enough to hold a credit card or other magnetic card, and bearing the
> Atari logo, that I found lying around the school electronics lab. It
looks
> too small to hold anything larger, like a calculator, so does anyone have
a
> clue what it may have held? Did any Atari machinery use magnetic media
like
> that?

The portfolio had a plug in Memory expansion.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.490 / Virus Database: 289 - Release Date: 16/06/2003

3804. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 21:10:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306161355580.1123-100000@shell1.aracnet.com>
Source record: 26384
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I've noticed lately that everyone is on edge. I'm not just talking about UseNet. I believe it is a sign of the times. Peoples Hearts are growing cold and it's easier to speak without thinking. Please, think before you speak. The person your about to unload on has feelings to. Please consider the weightiness of your words. Once theyre out there, you cant take them back.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3805. Re: The brand is back

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 21:51:20 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <veseupnssvni02@corp.supernews.com>
Source record: 26385

Awwweeee Yeeaaahhhhhhh baby!!!!!!!!! ;)

Tim

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bcj2kh$91e$1@sparta.btinternet.com...
> Hi wrinkles and Loo-Spoon-Ian
>
> Here's a paragraph I've just stolen from the last page of Windows XP
> (magazine)
>
> Entitled.
>
> The Brand is back
>
> Quintessential 80's brand
> Atari has made a
> triumphant return to the
> games industry. The
> company achieved cult
> status with games like
> pong, and Infogrames
> have relaunched it as a
> games label and adopted
> it a company name
>
> More info http://www.atari.com
>
>
> ----------------- End of quote -----------------
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003
>

>

3806. Re: Who is Ben Smith? Our Friend!

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 21:56:14 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-0FFC92.17561116062003@nr-tor02.bellnexxia.net>
Source record: 26386
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

(racist homophobic message deleted)

want to stop this crap? next time this loser posts some of his verbal
diarhea, here's where you report it to:

abuse@dizum.com
abuse@zedz.net

-[a]- AUTOREPLY:

Thank you for contacting <abuse@dizum.com>. This is an automated
reply to your message. In this document you will find information
on how to contact a human. Please read through this document, it
will answer most of your questions about the Dizum Usenet Posting
Policy and it will explain how you can BLOCK your email address
from receiving anonymous mail sent by the Dizum anonymous remailer.

-[b]- SERVICES:

Dizum Than operates both a mail2news gateway and an anonymous
remailer. For more information on both please point your browser
to https://ssl.dizum.com.

-[c]- ANONYMOUS REMAILER:

The Dizum system is a remailer which automatically anonymizes and
forwards e-mail. As such it serves an important purpose for many of
its users who could not otherwise express themselves freely, or who
need to discuss sensitive personal topics.

Of course, it is not intended to annoy or harass. In case you have
received an unwanted message, the remailer offers a method to prevent
this from happening again.

To block the remailer from sending mail to your address, please send
a message containing the line

DESTINATION-BLOCK

to <remailer@dizum.com>.

-[d]- REMAILER POLICY:

The remailer administrator will take steps to prevent use of the remailer for any illegal purpose according to Dutch Law.

The remailer is intended for communicating anonymously, not for sending unsolicited commercial mail (UCE or spam). If you ever receive UCE from the remailer, the remailer administrator would appreciate a complete copy of the message in order to prevent it in the future. UCE will typically contain a contact address or telephone number, which is sufficient to identify the sender and -- where applicable -- take legal action against the originator.

-[e]- HOW-TO BLOCK YOUR ADDRESS

If you wish to block other addresses you can do so by including one line of the type "destination-block user@domain" for each address.

As a postmaster, you can block anonymous mail to your entire domain. To do so, please use the line "destination-block @your-domain.com".

If you do not want to read anonymous messages in mailing lists or newsgroups, please consult the manual of your mail reading program. The software will allow you to use `filters' or `kill files' to avoid being bothered by messages you do not want to read.

-[f]- PURPOSE OF ANONYMOUS REMAILERS:

It is easy to store electronic mail for a long time and to search huge amounts of data for information about people when they do not expect it. Thus, the information society may pose a hitherto unknown threat to everybody's privacy. In totalitarian regimes sending critical messages may even cause a threat to the senders' lives if their identity ever becomes known.

For that reason, anonymous remailers have been developed. Remailers use cryptographic methods to conceal the origin of messages. Each message is sent through a network of anonymizing servers so that not even the remailer administrators have any information about the origin of the message. It is impossible for us to determine the original sender of any message. Please don't ask, because we don't know either.

More information is available from the following URLs:

Technical information about untraceability:
http://www.obscura.com/~loki/remailer/remailer-essay.html
http://world.std.com/~franl/crypto/chaum-acm-1981.html

Legal information about online anonymity:
http://www.epic.org/free_speech/mcintyre.html
http://www.law.miami.edu/~froomkin/articles/ocean.htm

-[g]- MAIL2NEWS GATEWAY:

This service allows you to post news articles to usenet through E-mail.
It can be useful if you do not have access to a good news server, or if
you wish to post through an anonymous remailer. Note that this service
does NOT anonymize the news articles it posts. The address from which
an article is mailed will become the return address of the posted news
article.

-[h]- MAIL2NEWS POLICY:

The mail2news gateway is available so people who use anonymous remailers
or do not have posting priveledges at regular news servers or have their
posting priveledges revoked due to controversial opinions or flame wars
can participate in usenet discussions. The mail2news gateway is not
intended as a vehikel to post spam, advertising, binaries, pictures,
warez etc.

Please read our policy concerning Usenet postings, and than decided if
it is useful to re-sent your message to abuse.

-[i]- The Dizum Usenet F.A.Q. v1.03 (03-August-2000)

The Dizum Usenet F.A.Q. v1.03 (03-August-2000)

[01]
Q: Do you censor?

A: No.

[02]
Q: What is your policy on cross-posting?

A: We expect customers to be responsible when they cross-post.
Cross-posting ability is not to be used by customers for the purpose
of "cascading". We may disable the cross-posting ability if we
believe
they are cross-posting irresponsibly.

[03]
Q: What is your policy on unsolicited advertising?

A: We have a strict policy against unsolicited advertising.
We will try to weed out unsolicited advertising by applying
their heuristics into a blockfile.

[04]
Q: Do you consider make money fast (MMF) schemes to be unsolicited
advertising?

A: Absolutely.

[05]
Q: Why do you allow posting to groups that appear to be focused on
illegal activities?

A: It is our belief that a group name in of itself is not illegal and that what is actually in a group does not necessarily correspond to a group name. It is possible for illegal messages to be posted to any group on Usenet and we have no way of monitoring or controlling this. If you believe something illegal is happening, please consider contacting law enforcement so that the posters of such material can be prosecuted appropriately.

[06]
Q: What is your policy on child pornography?

A: We rely on users to follow the law which applies to Dizum and/or the user. We rely on readers to report presumed child pornography to the appropriate law enforcement agency so they may then contact us and follow-up as they feel appropriate. We do not review messages that have
passed through the server because that action in or of itself can be illegal. Further, we are not in a position to know what is child pornography and what is not.

[07]
Q: What is your policy on copyrighted material?

A: We rely on users to follow the copyright law which applies to Dizum and/or the user. If you believe that a user of Dizum has violated
a copyright you should contact the copyright holder directly. We do not review messages that have passed through the server because that action in or of itself can be illegal. Further, we are not in a position to know what is a copyright violation and what is not.

[08]
Q: What is your policy on message floods?

A: If a message flood is resulting in a denial of service, we will stop it. If a user on Dizum is causing it, we may disable their posting ability. A denial of service is when news servers are unable to perform their intended function because of the overload caused by a message flood or other harmful activity. Readers inconvenienced by numerous off-topic or inappropriate postings does not constitute a flood or denial of service.

[09]
Q: What is your policy on non-advertising excessive multi-postings (EMP)?

A: We consider excessive multi-postings to be a flood and we react to it as described above.

[10]
Q: What is your policy on binaries in non-binary groups?

A: We do not have a policy against binaries in non-binary groups and we rely on users to operate in a way that they feel is appropriate for

Usenet and/or the groups they are participating in.

[11]
Q: What is your policy on off-topic postings?

A: We do not have a policy against off-topic postings and we rely on users to operate in a way that they feel is appropriate for Usenet and/or the groups they are participating in.

[12]
Q: What is your policy on a user posting with a bogus return address?

A: We feel users have a right to decide whether to be anonymous or not and so we do not have a problem with a user posting with a bogus return address. The news server software does require that a return address be in Internet standard format, such as foo@bar, but the address does not have to be real. We do require that users verify that the address they choose to use is not actually someone else's valid address or domain. For example, bar@foo.com is actually a valid email address, because foo.com is a registered domain.

[13]
Q: What is your policy on forgery?

A: We have a policy against a user of Dizum making posts in a way that uses the email address of another user on Usenet or the Internet, in an attempt to deceive readers of the true identity of the poster, without that email address owner's permission. In addition, if you are the victim or witness to a forgery, you may want to contact the appropriate law enforcement agency so they may then contact us and follow-up as they feel appropriate. If you feel that your email address
is being forged and you do not want to make use of the Dizum mail2news gateway nor the Dizum remailer we can add that address to the blockfile. This will disable any postings with that from line. Please sent a blocking request for your from to abuse@zedz.net, please refer to question 13 of the Dizum Usenet FAQ so we know for which service we need to block your address.

[14]
Q: What if I don't like one of your customers or what they are saying on Usenet? Will you delete them for me if I complain enough?

A: No. Also, if you feel one of our customers is using the service for illegal purposes, please contact law enforcement and not us.

[15]
Q: I am going to complain to your bandwidth providers because I disagree with your views. What say you?

A: We work hard to make sure that we do not violate the provisions of any contracts we have with bandwidth providers. If a bandwidth provider decides they do not want our business, we will take it

elsewhere as necessary.

[16]
Q: One of your users is harassing me. What should I do?

A: You should probably ask them to stop or try to ignore them. If that does not work, you might want to consider contacting an appropriate law enforcement agency. We are unable to control what users say on Usenet, nor are we able to determine whether harassment is taking place.

[17]
Q: One of your users is libeling me. What should I do?

A: We do not have a way of knowing whether what is said is true or not and so we rely on you to pursue legal action against a poster if you believe a poster's actions are illegal and/or libelous. We do not review
messages that have passed through the server because that action in or of itself can be illegal. Further, we are not in a position to know what is a libeling statement and what is not.

[18]
Q: Why do you allow users so much freedom?

A: We believe that the more responsibilities we take away from a user, the more irresponsible they will act. By attempting to maximize freedom, we believe our users will act responsibly and not abuse that freedom. We run these services since 1994 and this has proven to be the
case.

-[j]- CONTACTING A HUMAN:

The autoreplybot is activated for all messages sent to the abuse@dizum.com email address, if the answers above do not solve your problems of if you need to bring something to the attention of the mail2news and/or the remailer operator please use the address abuse@zedz.net. For your convenience we have already set the correct return address so you can just reply to this message.

abuse@zedz.net is read periodicly and we will try to answer your questions.

Thank you for using Dizum Than !

-- abuse@dizum.com/abuse@zedz.net
--
I don't have a scorched earth policy. Just scorched trolls....

3807. Re: The Brand is back

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 22:30:02 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3eee41c4$0$59953$c30e37c6@lon-reader.news.telstra.net>
Source record: 26387

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bcknre$ac7$1@hercules.btinternet.com...
> Even if that were true (which its not), PONG is still a highly regarded
> accomplishment.
>

Even if the game wasn't invented by Atari...

Regards,

Clockmeister.

3808. Re: Tos in ram

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 23:25:29 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306161525.46cfcc1a@posting.google.com>
Source record: 26390

US 1.00. Yes.

> What TOS level and are they still available?
>

> > As mentioned before, I have a set of US 1.00 roms just gathering dust.
> > Yours for the postage.
> >

3809. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 23:29:10 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306161529.73cacd12@posting.google.com>
Source record: 26391

Doctor Clu <drclu@swbell.net> wrote in message news:<BB0F085B.2CE5%drclu@swbell.net>...
> Oh geez! Alright, let's take this a step further... we post Atari
> catalogs and magazines all the time. The company and publishers are long
> gone.
>
> What is the difference?

Generally, we ask permission.
>
> Why do people have to give flack for everything that goes on this list?

Perhaps because Atari suffered greatly from piracy years ago. Or
perhaps because we prefer to do things openly and honestly. In any
event, I suspect David Troy will be open to the idea, so why not email
him?

Galen

3810. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 23:31:04 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcljvn$4o2$1@hercules.btinternet.com>
Source record: 26392
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0306161355580.1123-100000@shell1.aracnet.com...
> I've noticed lately that everyone is on edge. I'm not just talking about
> UseNet. I believe it is a sign of the times. Peoples Hearts are growing
> cold and it's easier to speak without thinking. Please, think before you
> speak. The person your about to unload on has feelings to. Please consider
> the weightiness of your words. Once theyre out there, you cant take them
> back.
>

I agree, though thats rich coming from you.

Smeg.

3811. Re: Angry Young Men

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 23:32:46 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306161532.50920dfa@posting.google.com>
Source record: 26393

Derryck Croker <derryck@nospam.cix.co.uk.invalid> wrote in message
news:<BB0F482A.1D7E%derryck@nospam.cix.co.uk.invalid>...
> Seem to be more and more around these days.
>
> Maybe us Atari supporters should set up a mailing list on Yahoo or where
> ever, and leave this newsgroup to people who would rather spend their online
> time venting their spleen or using bad language.
>
I hardly think we should abandon the group we've read for years (in
some cases decades!). General nonmoderated "rules" apply -- if it
doesn't apply to Ataris, ignore it. I've had a policy for years of
not reading any email past the first profanity or second misspelling.

Galen (age 35)

3812. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 23:34:35 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bclk6a$51v$1@hercules.btinternet.com>
Source record: 26394
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Tim <tjlazer@mail.com> wrote in message
news:ves35re5d86he2@corp.supernews.com...
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:bcdq8b$1oc$1@sparta.btinternet.com...
> >
> > Steve Sweet <steve.sweet@btopenworld.com> wrote in message
> > news:bcdcvd$7n1$2@sparta.btinternet.com...
> > > Hi "Bravo Sierra Computers"
> > >
> > > > I'm attempting to put together an E-Mailing list so I can let my
> > potential
> > > > customers know what's new, like when I've updated my Atari Catalogs.
> If
> > > > you want to be added, E-Mail me your E-Mail Addresses. Please Reply.
> > >
> > > I'd like to be first to congratulate this approach.
> >
> > Lol. Not only is he NOT gonna stop spamming newsgroups, but he wants
your
> > email addresses so he can spam them too.....
>
> Well the thing you guys need to realize is that it is not really spam. Or
> you shouldn't see it that way in a vintage computer forum!
>
> Here is why: So what if he posts once a week, twice a month, etc in here?
> Isn't it nice that there is actually a Atari store/reseller still in
> business for 20 year old gear? He needs to advertise somehow to us Atari
> freaks. Right? Yeah for you guys that are in here everyday for the last
2
> years it may seem pretty old. And I see your point. But what about that
> NEW Atari user that just dropped in last week? Maybe he was looking for
> that almost impossible part and discovers that Bravo might have it. Great
I
> say. Jeeze just because you own every freaking piece of Atari gear
doesn't
> mean the next guy does. Give the guy a break, he is here providing a
> service and he does not need the kind of flak he has been getting. I am
all
> for any people/stores/etc that offer a service to vintage computers to
> "spam" these forums. I think that would be the exception though.
>
> Now it would be completely different if someone was to do the same thing
```

for
> PC gear in a PC group. That would be bad!
>
> Does this make sense? Or am I off base here? ;)
>
> Ok now for the disclaimer: This is just a general statement on this issue
> NOT a flame on Smeg or others ok? I just wanted to give my 2 cents on
this
> Bravo Sierra and Usenet issue... ;)
>
> Thanks,
> Tim
>

New users could generally do a search on the newsgroup. In fact, old timers generally do this anyway, before asking a question that has probably been answered a thousand times.
In fact, if you had done a search for BS, then you would see what potential your last remarks had for starting a riot ;-)

Smeg.

3813. Re: Unknown Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 23:34:47 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3EEE5422.2D5084B1@tampabay.rr.com>
Source record: 26301

Tom McEwan wrote:

> Thanks a lot. Cool link. Bit disappointed that it was only a calculator,
> though, not something more exotic.

The Portfolio is a very functional PC-Compatable computer with an Excel
compatable spreadsheet, calander, word processor, etc.

http://www.atarimuseum.com/computers/pccomputers/portfolio.html

--
Gregory D. George

Only email me at http://www.ataritimes.com/email

=-=-=-

3814. Re: Atari TT030 compatibility page (Memory / Video / Ethernet)

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 23:40:30 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306161540.1991a184@posting.google.com>
Source record: 26395

Doctor Clu <drclu@swbell.net> wrote in message news:<BB10F86D.2F56%drclu@swbell.net>...
> If all goes well I will have a working TT030 again... yah!
Congratulations!
>
> So I'm starting off with 4 meg (maybe). What are some good memory
> options out there that I can buy?
Not much left, I'm afraid. You'll probably be hunting EBay for a
while.

>
> I understand various video cards can be used. Which ones work? Do you
> have to download special drivers and where?
Various video cards do work, but the adapters to the TT's port are as
rare as memory cards. Again, you'll be hunting for a while.

>
> And finally, Ethernet and making the TT a part of a network (I have DSL
> at home) would be great. What options are out there?
Here's at least a bit of good news. Try hardware.atari.org.

> Thanks,
>
> (My current machine and the computer the TT030 will be replacing... (anyone
> got a ASCII pic of a TT030?) :)
Nope, sorry.

Galen

3815. Re: BBB complaint against www.Vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-06-16 23:58:45 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306161558.2b586044@posting.google.com>
Source record: 26296
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

michaels@ccac.rwth-aachen.de (Michael Schwingen) wrote in message news:<bckl3m$ba9$1@nets3.rz.RWTH-Aachen.DE>...

> Why would Motorola mislabel chips? Either you have a chip that failed some
> manufacturing test in the MMU and was thus sold as an EC, or Motorola was in
> need of ECs so that they down-labeled some CPUs - *without testing* the MMU.

There may well be no difference between the chips. I recall several articles in the past where people noted that EC chips are in fact physically identical to full chips but were labeled "EC" due to the reasons you mention.

Of course, mixups happen at large companies and I wouldn't be surprised if mislabeled chips exist.

Galen

3816. Re: Configuring "Superboot"

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 00:03:27 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306161603.4b832c6@posting.google.com>
Source record: 26297

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:<bcko0q$7cn$1@sparta.btinternet.com>...
> I use XBOOT. Its in English (as well) and it does what I want it to.
>
I use XBOOT as well, but it isn't freely distributable and really
doesn't offer anything Superboot can't do. XBOOT is prettier though.

Galen

3817. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 00:19:23 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <1rmsev81bek21h2vk1hbbjfkdijkrlmnj3@4ax.com>
Source record: 26298
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 16 Jun 2003 11:30:17 -0700, "Tim" <tjlazer@mail.com> wrote:

>Well the thing you guys need to realize is that it is not really spam. Or
>you shouldn't see it that way in a vintage computer forum!
>
>Here is why: So what if he posts once a week, twice a month, etc in here?
>Isn't it nice that there is actually a Atari store/reseller still in
>business for 20 year old gear? He needs to advertise somehow to us Atari
>freaks. Right?
>Does this make sense? Or am I off base here? ;)

There's 2 sides to it, yes Ben makes his living off the Atari and good luck to him but newsgroups are funny places some like adverts some don't, some have more allowance for repeat adverts than others etc etc etc..

What some don't like is the frequency and the fact it's crossposted as well, I myself have had this same argument with Ben in the past despite incorrect assumptions made by our Anon poster.

Whilst I support the idea of Atari dealers making money and serving the community I've always said it should be a short and sweet advert posted maybe once a week and not crossposted.

I don't support anon attacks at group members, I don't support blanket advertising in ANY group as group then tend top become free advert places for every single person and soon the signal to noise becomes way out of control.

I do support our lone atari dealers like Lance, Ben and Best, good luck to them but there's a correct way to promote yourself and sometimes Ben's stuff strays off the path in quantity and content.

Thankfully Ben has started the idea of the mailing list which technically should if done right offer the same if not improved response ratio.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

3818. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 00:20:08 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306161620.7822c5e6@posting.google.com>
Source record: 26299
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Tim" <tjlazer@mail.com> wrote in message news:<ves35re5d86he2@corp.supernews.com>...

> > > Hi "Bravo Sierra Computers"
> > >
> > > > I'm attempting to put together an E-Mailing list so I can let my

> > Lol. Not only is he NOT gonna stop spamming newsgroups, but he wants your
> > email addresses so he can spam them too.....
>
> Well the thing you guys need to realize is that it is not really spam. Or
> you shouldn't see it that way in a vintage computer forum!
>
> Here is why: So what if he posts once a week, twice a month, etc in here?
> Isn't it nice that there is actually a Atari store/reseller still in
> business for 20 year old gear?

I agree with you Tim. Granted, I wish his posts were a bit less
frequent (7 so far in June, unless I missed some), but the Bravo
Sierra posts are far less annoying than the responses, which often
number in the hundreds per month.

Galen

3819. Re: Unknown Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 00:27:23 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.17.00.27.23.490132@removenoaspam.atari-source.com>
Source record: 26300

On Mon, 16 Jun 2003 20:53:23 +0100, Tom McEwan wrote:

> Thanks a lot. Cool link. Bit disappointed that it was only a calculator,
> though, not something more exotic.
>
> Tom

The Atari portfolio was not a calculator (though it had one), it was
a full DOS compatible X86 PDA.

Mark
http://atari-source.com

PS: I have 2 of them ;-)

3820. Re: Unknown Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 01:12:08 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0306170309100.401-100000@feanor.schunter.etc.tu-bs.de>
Source record: 26388

Hi, Tom!

TM> I was watching Terminator 2 t'other day, and I noticed the pocket computer
TM> used by John Connor to crack cash dispensers happened to be an Atari. Does
TM> anyone know exactly what machine it was, or what it's spec's were?

It's an Atari Portfolio, a "pocket pc" (running some kind of DOS). Google
for pictures...

TM> Another quick question - I was intrigued by a small plastic wallet, just
TM> large enough to hold a credit card or other magnetic card, and bearing the
TM> Atari logo, that I found lying around the school electronics lab. It looks
TM> too small to hold anything larger, like a calculator, so does anyone have a
TM> clue what it may have held? Did any Atari machinery use magnetic media like
TM> that?

This could be for memory expansion cards for Atari Portfolios... not sure
here.

Regards,

Alexander

3821. Re: ST xformer

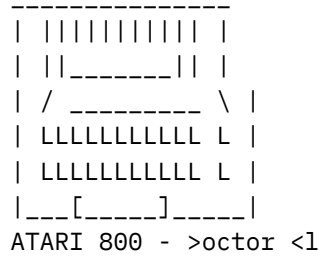
Newsgroup: comp.sys.atari.st
Date: 2003-06-17 01:16:33 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB13D6DE.334E%drclu@swbell.net>
Source record: 26302

in article slrnber0j1.bmr.atari@core.preferuje.luzik.pl, Adam Klobukowski at atari@gabo.pl wrote on 6/16/03 3:52 AM:

> On Mon, 16 Jun 2003 03:28:20 GMT, Doctor Clu <drclu@swbell.net> had a
> noticeable pleasure while writting:
>> Actual floppies from an Atari 800/XL/XE. :)
>
> Nope, only images.

So how complete is the emulation? Last Atari 8 emulator I tried on the Atari TT030 was not all that fast.

What type of disk images will it run? Be nice if it can actually run a somewhat decent 8-bit.



Art : http://www.faqs.org/faqs/atari-8-bit/faq/

3822. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 01:17:23 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB13D710.334F%drclu@swbell.net>
Source record: 26303

Do you have David Troy's address? (E-mail)

in article 926a9946.0306161529.73cacd12@posting.google.com, Galen at
ekaljuma@mtsac.edu wrote on 6/16/03 6:29 PM:

> Doctor Clu <drclu@swbell.net> wrote in message
> news:<BB0F085B.2CE5%drclu@swbell.net>...
>> Oh geez! Alright, let's take this a step further... we post Atari
>> catalogs and magazines all the time. The company and publishers are long
>> gone.
>>
>> What is the difference?
>
> Generally, we ask permission.
>>
>> Why do people have to give flack for everything that goes on this list?
>
> Perhaps because Atari suffered greatly from piracy years ago. Or
> perhaps because we prefer to do things openly and honestly. In any
> event, I suspect David Troy will be open to the idea, so why not email
> him?
>
> Galen

3823. Re: Unknown Atari hardware (Portfolio)

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 01:31:42 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB13DA6A.3350%drclu@swbell.net>
Source record: 26304

Hey, great site with the Atari sightings. I was hoping the appearance of Aliens Vs. Predators from the TV series Weird Science would be there. Oh well. I continue to look for new Atari showings as time goes on.

As for the Portfolio, a fun little device. I made a tribute to one I once knew at..

http://www.geocities.com/lady-aramis/Portfolio.html

I had one, fixed it up, and later sold it. It was fun to play with for a while. Truthfully, being from the Newton world, I was used to longer batteries and flash memory, so static ram and a battery life of only three hours annoyed the hell out of me. :) But when comparing a Portfolio from 1989 to a Newton 2000 from 1997.. well... :)

But a cute device.

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pb

(Original Art: http://www.ascii-art.de/ascii/ab/atari.txt)

Check out vintage computing for Dallas/Fort Worth and the online Atari chat at...

http://jybolac.atari.org

in article 3EEE1DBE.71864881@tampabay.rr.com, Gregory D. George at abuse@tampabay.rr.com wrote on 6/16/03 2:42 PM:

> Tom McEwan wrote:
>
>> Just a quick, pointless question.
>>
>> I was watching Terminator 2 t'other day, and I noticed the pocket computer
>> used by John Connor to crack cash dispensers happened to be an Atari. Does
>> anyone know exactly what machine it was, or what it's spec's were?
>
> As posted before, it was an Atari Portfolio. Picture at the link below.
>
> http://www.ataritimes.com/features/fea_atarifilms.html

3824. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 02:38:00 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vesvo8oolb6d22@corp.supernews.com>
Source record: 26305
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bclk6a$51v$1@hercules.btinternet.com...
>
> Tim <tjlazer@mail.com> wrote in message
> news:ves35re5d86he2@corp.supernews.com...
> >
> > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > news:bcdq8b$1oc$1@sparta.btinternet.com...
> > >
> > > Steve Sweet <steve.sweet@btopenworld.com> wrote in message
> > > news:bcdcvd$7n1$2@sparta.btinternet.com...
> > > > Hi "Bravo Sierra Computers"
> > > >
> > > > > I'm attempting to put together an E-Mailing list so I can let my
> > > potential
> > > > > customers know what's new, like when I've updated my Atari
Catalogs.
> > If
> > > > > you want to be added, E-Mail me your E-Mail Addresses. Please
Reply.
> > > >
> > > > I'd like to be first to congratulate this approach.
> > >
> > > Lol. Not only is he NOT gonna stop spamming newsgroups, but he wants
> your
> > > email addresses so he can spam them too.....
> >
> > Well the thing you guys need to realize is that it is not really spam.
Or
> > you shouldn't see it that way in a vintage computer forum!
> >
> > Here is why: So what if he posts once a week, twice a month, etc in
here?
> > Isn't it nice that there is actually a Atari store/reseller still in
> > business for 20 year old gear? He needs to advertise somehow to us
Atari
> > freaks. Right? Yeah for you guys that are in here everyday for the
last
> 2
> > years it may seem pretty old. And I see your point. But what about
that
> > NEW Atari user that just dropped in last week? Maybe he was looking for
> > that almost impossible part and discovers that Bravo might have it.

Great
> I
> > say. Jeeze just because you own every freaking piece of Atari gear
> doesn't
> > mean the next guy does. Give the guy a break, he is here providing a
> > service and he does not need the kind of flak he has been getting. I am
> all
> > for any people/stores/etc that offer a service to vintage computers to
> > "spam" these forums. I think that would be the exception though.
> >
> > Now it would be completely different if someone was to do the same thing
> for
> > PC gear in a PC group. That would be bad!
> >
> > Does this make sense? Or am I off base here? ;)
> >
> > Ok now for the disclaimer: This is just a general statement on this
issue
> > NOT a flame on Smeg or others ok? I just wanted to give my 2 cents on
> this
> > Bravo Sierra and Usenet issue... ;)
> >
> > Thanks,
> > Tim
> >
>
> New users could generally do a search on the newsgroup. In fact, old
timers
> generally do this anyway, before asking a question that has probably been
> answered a thousand times.
> In fact, if you had done a search for BS, then you would see what
potential
> your last remarks had for starting a riot ;-)
>
> Smeg.
>

True. And I do use Google all the time! Even for my job! Its great when I
come up with a fix before the Net Admin ;)

But how about this argument. With frequent postings one will know that the
said seller/vender is still active and selling items. I don't like emailing
people I saw a post on 6 months prior, asking "Is that still for sale?" LOL

Tim

3825. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 04:57:18 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.17.04.57.18.367695@removenoaspam.atari-source.com>
Source record: 26307
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 15 Jun 2003 22:11:54 +0000, Kenneth Medin wrote:

> In comp.sys.atari.st <vepmrf36njgcf4@corp.supernews.com>
> Tim wrote on Sun 15-06-2003 13:47 (-0700):
>
>>Happy Fathers Day Asshole.
>>
>>"Nomen Nescio" <nobody@dizum.com> wrote in message
>>news:981719f031292d827a8c96d30c5cdd92@dizum.com...
>
> [All snipped]
>
> Why on earth are you reposting his crap?????
>
> I have decided to NOT receive any of his posts. If you or others keep
> keep citing his complete texts, I have to include you as well into my
> killfilter.

You can probably safely killfile based on certain keywords (if you can)
and it would do a good job.

Mark
http://atari-source.com

3826. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 04:59:13 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.17.04.59.13.768566@removenoaspam.atari-source.com>
Source record: 26308
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 16 Jun 2003 23:31:04 +0000, Smeg wrote:

>
> Bravo Sierra Computers <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0306161355580.1123-100000@shell1.aracnet.com...
>> I've noticed lately that everyone is on edge. I'm not just talking about
>> UseNet. I believe it is a sign of the times. Peoples Hearts are growing
>> cold and it's easier to speak without thinking. Please, think before you
>> speak. The person your about to unload on has feelings to. Please consider
>> the weightiness of your words. Once theyre out there, you cant take them
>> back.
>>
>
> I agree, though thats rich coming from you.
>
> Smeg.

Heh.. hehehehehe... Hehehehehehehe

Sorry, I had to post it ;-)

Mark
http://atari-source.com

3827. Re: Angry Young Men

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 05:02:22 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.17.05.02.22.519024@removenoaspam.atari-source.com>
Source record: 26309

On Mon, 16 Jun 2003 16:32:46 -0700, Galen wrote:

> I hardly think we should abandon the group we've read for years (in
> some cases decades!). General nonmoderated "rules" apply -- if it
> doesn't apply to Ataris, ignore it. I've had a policy for years of
> not reading any email past the first profanity or second misspelling.
>
> Galen (age 35)

I tend to agree with this philosophy. Having a moderated forum is less
fun as depending on who the moderator is can just decide he doesn't like
someone and have problems. The moderation system should be a group vote
with a few people running the show.

Mark
http://atari-source.com

3828. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 06:39:48 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0306162239.56821cdf@posting.google.com>
Source record: 26310

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0306161529.73cacd12@posting.google.com>...
> Doctor Clu <drclu@swbell.net> wrote in message news:<BB0F085B.2CE5%drclu@swbell.net>...
> > Oh geez! Alright, let's take this a step further... we post Atari
> > catalogs and magazines all the time. The company and publishers are long
> > gone.
> >
> > What is the difference?
>
> Generally, we ask permission.
> >
> > Why do people have to give flack for everything that goes on this list?
>
> Perhaps because Atari suffered greatly from piracy years ago. Or
> perhaps because we prefer to do things openly and honestly. In any
> event, I suspect David Troy will be open to the idea, so why not email
> him?
>
> Galen

What does scanning and making available a catalog have to do with
PIRACY?
Are you sure you understand what a Toad Catalog is?

No offense... seriously.... but referring to putting a friggin
Catalog of hardware online piracy?
Um, ok. However, it looks like they (toad computers) had beaten me to
it already, as it's available
in a glorius PDF format! :)

Anyways, thanks Doc Clu for the offer of looking however, Mark has
been so very kind to
send me a Catalog! (Thanks Mark!! Very cool and MUCHO appreciated!)
:sigh: Brings back some good memories... =) I have the 1995-1996
Catalog, anyone has anything older then that, feel free to shoot it my
way or let me know :) thanks~

Clint Thompson

3829. Re: Turn *.STs into real atari disks

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 07:37:21 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <veth9i8hnei9d0@corp.supernews.com>
Source record: 26311

"Toby Newman" <google@asktoby.com> wrote in message
news:25a29397.0306150704.33f80079@posting.google.com...
> "Tim" <tjlazer@mail.com> wrote in message
news:<vek4kuj2obud84@corp.supernews.com>...
> > "Toby Newman" <google@asktoby.com> wrote in message
> > news:25a29397.0306130914.25da7bf4@posting.google.com...
> > > Hi
> > >
> > > I've downloaded some *.ST files (Games)
> > > I've got an Atari STFM
> > > I've got some Double Sided Double Density disks.
> > > I'd like to turn the *.STs into disks to play on my Atari.
> > >
> > > Problems:
> > > Makedisk is DOS and does not run in winXP. I can't boot to DOS because
> > > my XP hard disk is NTFS.
> > > I've got a computer running mandrake linux, but when I click on
> > > Makedisk it does nothing so I guess it's incompatible. (total linux
> > > newbie btw)
> > >
> > > How can I use makedisk to turn my *.STs into real disks?
> >
> > Burn all the .ST images you want to convert to CD-R. Boot to a DOS disk
> > w/CD-ROM drivers and use STDISK to convert the images to disk! ;)
> >
> > You might have to to a 720k image FIRST then the other larger ones up to
> > 830k, as I have found that if you try to to a larger one first it will
fail,
> > but doing the 720k one first will do the trick!
> >
> > Tim
>
> Excellent advice - that worked a treat! Thankyou
> Toby

No problem glad to help! Note if you want to covert a image that is over
830k in size you will have to transfer the file to ST and use a MSA to disk
prog to make a disk That was the only way I could do it.

Tim

3830. Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 09:03:15 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbetljg.c25.atari@core.preferuje.luzik.pl>
Source record: 26312

On Tue, 17 Jun 2003 01:16:33 GMT, Doctor Clu <drclu@swbell.net> had a noticeable pleasure while writting:
> in article slrnber0j1.bmr.atari@core.preferuje.luzik.pl, Adam Klobukowski at
> atari@gabo.pl wrote on 6/16/03 3:52 AM:
>
>> On Mon, 16 Jun 2003 03:28:20 GMT, Doctor Clu <drclu@swbell.net> had a
>> noticeable pleasure while writting:
>>> Actual floppies from an Atari 800/XL/XE. :)
>>
>> Nope, only images.
>
> So how complete is the emulation? Last Atari 8 emulator I tried on the
> Atari TT030 was not all that fast.
>
> What type of disk images will it run? Be nice if it can actually run a
> somewhat decent 8-bit.

Check it for yourself. I play only one game on it - Colony.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3831. Re: Unknown Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 09:24:41 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bcmmp2$e4q$1@news7.svr.pol.co.uk>
Source record: 26313

I was talkng about the calculator that the plastic wallet probably held, not the portfolio.

Tom

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message news:pan.2003.06.17.00.27.23.490132@removenoaspam.atari-source.com...
> On Mon, 16 Jun 2003 20:53:23 +0100, Tom McEwan wrote:
>
> > Thanks a lot. Cool link. Bit disappointed that it was only a calculator,
> > though, not something more exotic.
> >
> > Tom
>
> The Atari portfolio was not a calculator (though it had one), it was
> a full DOS compatible X86 PDA.
>
> Mark
> http://atari-source.com
>
> PS: I have 2 of them ;-)
>

3832. Re: ST xformer

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 14:48:25 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3eeed5cc1ff81c5@attbi.com>
Source record: 26314

> You know, oddly the best working version with hard drives and all that was
>version 2.3, but maybe that is just me.
>
> Anyone ever get X Former to work with the TT?
>
> Derek tried to tell me how to change the source to adjust the timing..
>forgot the details though. Said it was like two lines of code.
>
> Laters!
>
> Doctor Clu
>
> ._,-,_. _ ________ _ ______ __
> ||| ||| / \ |__ __| / \ | _ \ | |
> ||| ||| / . \ | | / . \ | |_) / | |
> ;|| ||: / /_\ \ | | / /_\ \ | (| |
> ./ /| |\ \. / ___ \ | | / ___ \ | |\ \ | |
> |./ :_: \.| /__/ __\ |__| /__/ __\ |__| __\ |__|

Nope never did get it to run on my Hades which uses the same TOS
chips as a TT. I would just use the program Atari800.GTP which
uses ATR image files. Works great....
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3833. Re: Debian m68k (Was: Re: About Atari Inc.)

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 14:48:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3eeed5cc1ff81c7@attbi.com>
Source record: 26315

>In comp.sys.atari.st <20030614184134.a40499@du3.maus.de>

>>Of course it does. It even works in graphics mode (X) on a TT or falcon with
>>NOVA graphics card but only on those machines that have a 68030 cpu and 6888x
>>fpu.
>
>I never got either Potato or Woody to work with X on my TT with ET4000.
>Also tried with TT-medium resolution without luck. "No Screens found"...
>
>I had hoped it would be easier to get it running on a TT compared to
>setting X up on pc hardware because the TT internal video is "fixed" so
>no need to add support for various cards, etc.
>
>What's the trick to get X running on a TT??
>
>As I got textmode running with the ET4000 I'm aware of the external video
>parameters in the bootstra.prg .
>
>>On this machines I have to admit X11 is painfully slow.
>
>I suppose so... Anyway I would ideally want X running at 1024*768 at 256
>colours via ET4000 and my LCD monitor.

I had the Potato version of Linux running on my Hades060 with a
Nova card. I even had X windows running. Then I upgraded my Hades
motherboard and Linux would not boot up. I was hoping that the
Atari version of Debian Linus would get upgraded to a point where
I could intall it again, but nothing so far.

I really do not know how I got X window to work, but after a
little tinkering, it finally booted up and I was able to use my
Atari mouse.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3834. Re: Papyrus....

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 14:48:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3eeed5cc1ff81c6@attbi.com>
Source record: 26316

>Has anyone something to report on the presumed
>release of a Papyrus update?
>
>Raoul Teulings

Nothing here. I email them about the supposed version 10 for Atari
TOS computers and have not received an answer. I would love to get
ahold of either version 9 or 10.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3835. CT60 : WEB update

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 16:59:03 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3eef48d0$0$11682$626a54ce@news.free.fr>
Source record: 26317

There are now benchs for TC resolutions and the historical was completed...

3836. CT60 web update

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 16:59:52 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3eef4901$0$11677$626a54ce@news.free.fr>
Source record: 26318

There are now benchs for TC resolutions and the historical was completed...

3837. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 17:03:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1055880498-47299AEicMi@gmx.net>
Source record: 26324

From: Carey Christenson <falcon060@adelphia.net>
Date: Thu, 12 Jun 2003 19:46:26 GMT

Hi Carey,

>Hello Dennis,
>Nice to see you on the newsgroups. Have not heard from you in quite some
>time.

I've tried.... all the mails I've send are returned by a "Spamblocker", is
your previous address still active?

>I remember all of that happening around that time because I had just gotten
>my Atari 130XE and was receiving alot of Atari Magazines that were popular
>at the time. Antic, Antic ST (forget what they called it) and a couple of
>others that I cant remember off the top of my head.
>But that was back in 1984 and early 1985.

IIRC the new ST computer was featured in the january 1985 issue of Antic ST,
the Atari community was expecting something spectacular but no one expected
anything like this....

>Not to contradict what you were saying but does the Falcon 030 not do
>256 colors in VGA mode??? Maybe you meant stock from the factory??

It does, and that's why I wrote "except for the Falcon"... ;-)

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3838. MAC monitor

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 17:06:46 UTC
From: fartfart@yahoo.com
Message-ID: <GUHHa.2224$nk5.1920@nntpserver.swip.net>
Source record: 26319

Hello everybody,

I got a MAC monitor with a 2 rows connector and can't find a converter in
my town (no internet trading wanted).

Does anyone knows the sheme to built my own MAC to atari cable ?

Regards

yvesrogne(@)online.fr

3839. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 17:18:32 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bcnih8$h64$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26320

In article <verrg6g662fqb5@corp.supernews.com>, Tim <tjlazer@mail.com> wrote:
>
>Wrong. There is a great connection. It wasn't just a random virus I got

You assume there is, but you have not shown anything yet to support that -
the mail you posted clearly shows that there is no connection to Robert.

>after being on usenet, it was in reference to the DOITF030 registration! It
>seemed, to me anyway, that it was more likely that I got the virus because I
>registered for a key (REGARDLESS OF WHO SENT IT), than frequenting usenet on

It *seemed*, but it was not - at least not in the way you assumed. Looking
at the workings of the current virii/worms, it still looks like someone else
- did register for the key and
- has your email address - either from a mail exchange or newsgroup
and the virus picked random data and hit you as a target.

>an otherwise obsolete vintage outdated computer forum. It just seems more
>ligical that If I register for a key on a site, and when I get a reply weeks
>later with a virus, that it was due to the registering on the site. Why

It may seem logical, but you have absolutely no data to support that
assumption!

>got a virus, except one I think, said they registered for a key. Do you
>see the connection now?

No - not unless you have supporting data. You *do* have the IP address from
where the virus was sent (a dialup somewhere in .fi), and nothing more.

Unless you have substantial new information, we can end this discussion now
- repeating what it *looks* like at a first glance and ignoring all evidence
will not bring us any further.

cu
Michael

3840. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 17:53:50 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcnkjc$mo0$1@hercules.btinternet.com>
Source record: 26321
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Benny boy

> I've noticed lately that everyone is on edge. I'm not just talking about
> UseNet. I believe it is a sign of the times. Peoples Hearts are growing
> cold and it's easier to speak without thinking. Please, think before you
> speak. The person your about to unload on has feelings to. Please consider
> the weightiness of your words. Once theyre out there, you cant take them
> back.

I took your advice, i thought long and hard before i hit reply, but despite
that...

Fagot! Shove it up your pipe.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.490 / Virus Database: 289 - Release Date: 16/06/2003

3841. Re: MAC monitor

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 18:19:16 UTC
From: Tim Anderson <t-DOT-anderson@zen.co.uk>
Message-ID: <bcnm37$la8bb$1@ID-191771.news.dfncis.de>
Source record: 26322

> Does anyone knows the sheme to built my own MAC to atari cable ?

Hi,

How about Atari to VGA to Mac?

You don't say what Atari you have but I got one from a guy 2nd hand who said he got his from www.keychange.co.uk (you don't have to buy online).

For the VGA to Mac you need that convertor from Maplin Electronics, www.maplin.co.uk would have thought you'd have one of those near by.

Hope this helps

Tim

3842. Re: Atari TT030 compatibility page (Memory / Video / Ethernet)

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 18:43:33 UTC
From: waldo <waldo_xx@yahoo.com>
Message-ID: <u9ouevg6d6m355svrje2hsvg3vf72i37pn@4ax.com>
Source record: 26323

```
is there such a thing as a Lan-->ethernet for TT's?
```

3843. 1040STF Disc Drive help

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 19:20:50 UTC
From: Douglas C White <douglas@WPI.EDU>
Message-ID: <Pine.LNX.4.44.0306171514560.31195-100000@ccc10.WPI.EDU>
Source record: 26325

Hello Atarians..

O.K. I tried using my 1040 STF the other day, and the drive was dead.
I had replaced it years ago with a Chinon and it just died yesterday.

My question: Does anybody know of a suitable replacement? If yes, I
would really appreciate it if you would please clue me in as to brand,
model. jumper settings etc..

If this is no longer possible to cost effectively do, doew anyone know if
it's possible to just load Master Tracks pro into my PC via an emulator
program, and then use my PC to read my Discs that I used on my 1040ST?

either way, any help is much appreciated..

best regards,

-doug

Rising and falling on the ebb and flow of tide, I watched in amazement as
our small craft continued sailing steadfast. We were moving towards the
horizon and a mountain of lights..

Douglas White douglas@wpi.edu
Dept. of Chem. Eng.
WPI

3844. Re: Atari TT030 compatibility page (Memory / Video / Ethernet)

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 19:27:30 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bcnq34$h1b$1@news-reader13.wanadoo.fr>
Source record: 26326

```
Yes, there's.
as Galen said, take a look at hardware.atari.org
Exactly here : http://hardware.atari.org/ether/index.htm
```

"waldo" <waldo_xx@yahoo.com> a crit dans le message de news:
u9ouevg6d6m355svrje2hsvg3vf72i37pn@4ax.com...
> is there such a thing as a Lan-->ethernet for TT's?
>
>

3845. Re: MAC monitor

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 19:29:05 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <7ZJHa.467$g22.5868@newsfep4-glfd.server.ntli.net>
Source record: 26327

Hello.

"look in the text" <fartfart@yahoo.com> wrote in message
news:GUHHa.2224$nk5.1920@nntpserver.swip.net...
> Hello everybody,
>
> I got a MAC monitor with a 2 rows connector and can't find a converter in
> my town (no internet trading wanted).

I've never made a 9 pin adaptor, only 15 pin.

If you have a 14" goldfish bowl just bin it and get a decent 15" SVGA.

3846. Re: "Touch Up" For Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 19:46:18 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcnr69$687$1@hercules.btinternet.com>
Source record: 26328

Hi "John Garone"

> SNIP

No thanks, no need, i'm single !

> >> Anyway, damn bolts here are supercharged!!! The scarry part is the sky
overhead could be blue
> >> but you can get zapped from a cloud 10 miles away !!! I think Florida
is the "shark bite capital" too ! I feel like I need a bunker (Sadam's would
> >> be nice :)

> >So you're saying i shouldn't be checking my email while paddling?.

> last of this way-off topic thread !!!

This is so on topic, its concerning Atari's and there use and some safety
tips.

>You can have the last word :)

Wot, me

> paddling....diciplinary? :)

Last word, nargh, I'll skip.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.490 / Virus Database: 289 - Release Date: 16/06/2003

3847. Re: MAC monitor

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 19:48:22 UTC
From: Tim Anderson <t-DOT-anderson@zen.co.uk>
Message-ID: <bcnrac$l8gv8$1@ID-191771.news.dfncis.de>
Source record: 26329

> You don't say what Atari you have but I got one from a guy 2nd hand who
said
> he got his from www.keychange.co.uk (you don't have to buy online).
>

Hi Again,

Just to clarify, the adapter from Keychange was for Atari-vga then from the
vga socket you'd then need the vga-mac adapter.

Hope this helps

Tim

3848. Re: ASCII cross-platform compatibility

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 20:00:51 UTC
From: Dan Wilga <gribnif@pair.com>
Message-ID: <gribnif-598FCF.16004917062003@nap.mtholyoke.edu>
Source record: 26330

In article <1fwf0nc.xbz7iavb8keoN%Hallvard@despammed.com>,
Hallvard@despammed.com (Hallvard Tangeraas) wrote:

> Regarding STeno; isn't that a commercial text-editor not available any
> longer?

It is commercial, but we do still have it to sell. (http://www.pair.com/gribnif)

> Another thing: is there a tool for the Atari ST which takes an ASCII
> text document which *doesn't* contain line-breaks, then inserts
> line-breaks at 80 characters or less and resaves it?

Yes, STeno :-) (and probably others)

--
Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

3849. Re: MAC monitor

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 20:03:04 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcns5n$82q$1@hercules.btinternet.com>
Source record: 26331

Hi "look in the text"

> I got a MAC monitor with a 2 rows connector and can't find a converter in
> my town (no internet trading wanted).
>
> Does anyone knows the sheme to built my own MAC to atari cable ?

You've not given much information, a 2 row connector could be any one of
about 3 or more video connectors.
A plug type or a monitor model number may get you more hits.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.490 / Virus Database: 289 - Release Date: 16/06/2003

3850. Re: DOITF030 Virus!!!??

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 20:04:09 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <veut1q1gpgio53@corp.supernews.com>
Source record: 26332

"Michael Schwingen" <michaels@ccac.rwth-aachen.de> wrote in message
news:bcnih8$h64$1@nets3.rz.RWTH-Aachen.DE...
> In article <verrg6g662fqb5@corp.supernews.com>, Tim <tjlazer@mail.com>
wrote:
>
> Unless you have substantial new information, we can end this discussion
now
> - repeating what it *looks* like at a first glance and ignoring all
evidence
> will not bring us any further.
>
> cu
> Michael

Thats fine lets end it now, as we have already determined that the majority
of people that got the virus had registered for a DOITF030 key file. Thats
all I wanted to know anyway, that I was not alone.

Tim

3851. Re: Development of fVDI?

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 20:08:55 UTC
From: rand@cd.chalmers.se
Message-ID: <bcnsgn$ge0$1@eol.dd.chalmers.se>
Source record: 26333

In article <1fwp7f9.4k0cq36hors6N%Hallvard@despammed.com>,
Hallvard Tangeraas <Hallvard@despammed.com> wrote:
...
>I know that there's a "competing" free alternavtive called "fVDI", but
>last time I checked it was still in the development stage, and I haven't

All my software is indefinitely in 'the developement stage'. ;-)

What I mean by that is not that it's not perfectly usable as is, but
rather that I will continue to work on it 'forever'.
Most updates are called 'betas', but that mostly refers to the fact
that they are not made available in proper release archives with
documentation and such.

Unlike MGIF (currently at v5.1, IIRC), fVDI has not yet passed the
v1.0 milestone. Mainly because it still relies on an underlying VDI to
handle the mouse and keyboard (but there's also a few features from
the standard VDI that are missing or incomplete).

>heard much about it since.

Well, everyone with an Eclipse/RageII graphics card is using fVDI.
As is everyone (with any sense at all ;-) who's running ARAnyM.
I don't know what percentage of the Galaxy (TT graphics card by Mario
Becroft) users are using the fVDI driver. I do know that the current
driver for that is not as developed as it should be, but improvements
are supposedly under way.

>So I'm wondering what the current status is, and if it's planned to ever

For me it's been usable since '97.
There's not been much work done on the engine for the past couple of
years, unfortunately, but that's about to change (some rather major
internal changes are under way (but they should not really affect
functionality in any major way)). There would have been more if I'd
heard from people having problems, but that's quite uncommon.

>become an NVDI replacement?

It has certainly always been my intention to implement most of the
VDI functions that NVDI supports. As long as I'm the only one
working on fVDI, that will obviously take a while, though.

> Maybe it'll work better with Notator SL!

Well, since fVDI is GPLed, nothing is stopping you from doing something
about this yourself. ;-)
I don't own Notator SL, so I can not test it with fVDI.

Anyway, the drivers for standard Atari modes (monochrome, 16 colour
and Falcon TC) have not been touched much since I installed my
Eclipse/RageII ('98 or so). They probably have not all been updated
to work with the current engine at all (although the changes needed
should be minimal).
I guess I might do something about that once my CT60 arrives, though,
since I won't be able to install the Eclipse/RageII in the same Falcon
as that accelerator.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

3852. Re: Development of fVDI?

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 21:34:06 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3eef894e$0$14311$7a628cd7@news.club-internet.fr>
Source record: 26334

On 17 Jun 2003 20:08:55 , Johan Klockars wrote:
>Well, everyone with an Eclipse/RageII graphics card is using fVDI.

Sorry to post a message here, but have you received my mails
about a (bug ?)report about the rage.sys?

-> I suspect the vro_cpyfm from Video-RAM to ST-RAM has (in byte
or word) its bits inverted on the datas. This is obvious when
I try to make a snapshot with this function. This occurs also
on a Vision magnifier, and most of drawing programs.

Best Regards

Rajah Lone

3853. Re: Atari TT030 compatibility page (Memory / Video / Ethernet)

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 21:58:29 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <bco2u6$koq9k$1@ID-40235.news.dfncis.de>
Source record: 26335

"waldo" <waldo_xx@yahoo.com> wrote in message
news:u9ouevg6d6m355svrje2hsvg3vf72i37pn@4ax.com...
> is there such a thing as a Lan-->ethernet for TT's?
>
>
If you mean the TT LAN port then no. The TT LAN port is just another serial
port. Its physical spec is that of an AppleTalk port, but its still
slllllllllllllooooooooooooooowwwwwwwww.

3854. Re: Help!] Atari TT030 compatibility page ? (Memory / Video /Ethernet)

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 21:59:30 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <bco302$kpjpp$1@ID-40235.news.dfncis.de>
Source record: 26336

"Doctor Clu" <drclu@swbell.net> wrote in message
news:BB1182A5.3029%drclu@swbell.net...
> Just reposting this, but making the title look more like a question
> rather than a statement. Would appreciate any input all of you can give
me
> as I try to get some information for finding parts for my TT030 (what
video
> cards work, what memory I should be looking for, etc.)
>

Which cards are already inside.. Some can be upgraded by chaning the SIMMS
from 1meg to 4Meg.

> Thanks!
>
> Doctor Clu
>
> in article BB10F86D.2F56%drclu@swbell.net, Doctor Clu at drclu@swbell.net
> wrote on 6/14/03 4:03 PM:
>
> > If all goes well I will have a working TT030 again... yah!
> >
> > So I'm starting off with 4 meg (maybe). What are some good memory
> > options out there that I can buy?
> >
> > I understand various video cards can be used. Which ones work? Do you
> > have to download special drivers and where?
> >
> > And finally, Ethernet and making the TT a part of a network (I have DSL
> > at home) would be great. What options are out there?
> >
> > Thanks,
> >
> > (My current machine and the computer the TT030 will be replacing...
(anyone
> > got a ASCII pic of a TT030?) :)
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> > | __ __ __ __ __ __ __ __ __ __ /|\ ATARI 4160STE| | |

> >
> > (Original art: valkyrie http://www.ascii-art.de/ascii/ab/atari.txt)
> >
>

3855. Re: 1040STF Disc Drive help

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 22:07:57 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bco3ft$n4u$1@hercules.btinternet.com>
Source record: 26337

I just replaced the 1.44mb drive in my falcon the other day. It was replaced
by a brand new ALPS. It has the DS0 and DS1 solder patches underneath.

I am in the UK so you may not be able to get one of these models depending
on where you are.

Smeg.

Douglas C White <douglas@WPI.EDU> wrote in message
news:Pine.LNX.4.44.0306171514560.31195-100000@ccc10.WPI.EDU...
> Hello Atarians..
>
> O.K. I tried using my 1040 STF the other day, and the drive was dead.
> I had replaced it years ago with a Chinon and it just died yesterday.
>
> My question: Does anybody know of a suitable replacement? If yes, I
> would really appreciate it if you would please clue me in as to brand,
> model. jumper settings etc..
>
> If this is no longer possible to cost effectively do, doew anyone know if
> it's possible to just load Master Tracks pro into my PC via an emulator
> program, and then use my PC to read my Discs that I used on my 1040ST?
>
> either way, any help is much appreciated..
>
> best regards,
>
> -doug
>
> ____
> Rising and falling on the ebb and flow of tide, I watched in amazement as
> our small craft continued sailing steadfast. We were moving towards the
> horizon and a mountain of lights..
> ---
> Douglas White douglas@wpi.edu
> Dept. of Chem. Eng.
> WPI
>

3856. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 22:15:47 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bco3uj$o14$1@hercules.btinternet.com>
Source record: 26338
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Steve Sweet <steve.sweet@btopenworld.com> wrote in message
news:bcnkjc$mo0$1@hercules.btinternet.com...
> Hi Benny boy
>
> > I've noticed lately that everyone is on edge. I'm not just talking about
> > UseNet. I believe it is a sign of the times. Peoples Hearts are growing
> > cold and it's easier to speak without thinking. Please, think before you
> > speak. The person your about to unload on has feelings to. Please
consider
> > the weightiness of your words. Once theyre out there, you cant take them
> > back.
>
> I took your advice, i thought long and hard before i hit reply, but
despite
> that...
>
> Fagot! Shove it up your pipe.

HAHAHAHAHAHA.

Smeg.

3857. Re: Development of fVDI?

Newsgroup: comp.sys.atari.st
Date: 2003-06-17 22:56:59 UTC
From: rand@cd.chalmers.se
Message-ID: <bco6br$o3l$1@eol.dd.chalmers.se>
Source record: 26339

In article <3eef894e$0$14311$7a628cd7@news.club-internet.fr>,
Pierre TONTHAT <ptonthatNO@SPAMclub-internet.fr> wrote:
>On 17 Jun 2003 20:08:55 , Johan Klockars wrote:
>>Well, everyone with an Eclipse/RageII graphics card is using fVDI.
>
>Sorry to post a message here, but have you received my mails
>about a (bug ?)report about the rage.sys?

I seem to recall something about that, and I've probably stored it
in my fVDI email folder to be dealt with.
For no very good reason, I've not kept up with my email for the
past few weeks. Sorry about that.

>-> I suspect the vro_cpyfm from Video-RAM to ST-RAM has (in byte
>or word) its bits inverted on the datas. This is obvious when

I assume you mean byte swapped or something like that rather than
inverted (I'll take a look at your email)?

The RageII driver does handle blitting to and from the frame buffer
somewhat strangely. It's all supposed to cancel out, though (but
programs that expect a device specific bitmap to look in some
specific way will get confused (and all bets are off if the
program does direct frame buffer access)).

IIRC, it's supposed to be possible to access the RageII frame buffer
in big endian mode, but there was some kind of problem with this.
I don't recall the details, but the driver does some byte swapping
when blitting to compensate (the device specific format for 16 bit
mode is the same as for Falcon TC, for example, even though the actual
frame buffer is not organized that way).

>I try to make a snapshot with this function. This occurs also
>on a Vision magnifier, and most of drawing programs.

There is a demo of Vision, right? I'll take a look at this.

Do you have some specific example of a drawing program that has
trouble? I've never been into that sort of thing, but I seem to
recall fixing the problems (when possible) I saw with those I tried.
There are, unfortunately, several programs that do things they
shouldn't when it comes to displaying colour images on the screen.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net

Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

3858. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 00:49:32 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306171649.752fe51@posting.google.com>
Source record: 26340

Doctor Clu <drclu@swbell.net> wrote in message news:<BB13D710.334F%drclu@swbell.net>...
> Do you have David Troy's address? (E-mail)
>
Not any more, but info@toad.net should get hold of him. His company
is only around 25 employees.

Galen

3859. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 00:51:54 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306171651.7a37cca@posting.google.com>
Source record: 26341

JagCube@yahoo.com (JagCube) wrote in message
news:<83fbea98.0306162239.56821cdf@posting.google.com>...

> What does scanning and making available a catalog have to do with
> PIRACY?

Both are copyright violations.

> Um, ok. However, it looks like they (toad computers) had beaten me to
> it already, as it's available in a glorius PDF format! :)
>
I know. I have a copy. That said, did Troy give permission to distribute it?

Galen

3860. Re: Unknown Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 01:50:31 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3eefc6dd$1@news.alphalink.com.au>
Source record: 26342

--

"Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
news:bcl77u$43t$1@newsg3.svr.pol.co.uk...
> Thanks a lot. Cool link. Bit disappointed that it was only a calculator,
> though, not something more exotic.

I think they meant that the platic holder was for a calculator..the
Portfolio is more than just a calculator

gra

>
> Tom
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 6/10/03

3861. Re: CT60 web update

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 04:22:52 UTC
From: LS <me@email.net>
Message-ID: <15bd6372a68cbe32c8c14f6c162589c4@free.teranews.com>
Source record: 26343

What is the url??

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3eef4901$0$11677$626a54ce@news.free.fr...
> There are now benchs for TC resolutions and the historical was
completed...
>
>
>
>

3862. Re: 1040STF Disc Drive help

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 05:43:04 UTC
From: Douglas C White <douglas@WPI.EDU>
Message-ID: <Pine.LNX.4.44.0306180140570.16915-100000@ccc10.WPI.EDU>
Source record: 26344

Hello Smeg,

thanks for the reply, I'm not sure what a new ALPS is;-(

I'll try searching for it.

I have tried a few attempts so far with jumpers, etc but nothing has
worked yet.

best regards,

-doug

Rising and falling on the ebb and flow of tide, I watched in amazement as
our small craft continued sailing steadfast. We were moving towards the
horizon and a mountain of lights..

Douglas White douglas@wpi.edu
Dept. of Chem. Eng.
WPI

On Tue, 17 Jun 2003, Smeg wrote:

> I just replaced the 1.44mb drive in my falcon the other day. It was replaced
> by a brand new ALPS. It has the DS0 and DS1 solder patches underneath.
>
> I am in the UK so you may not be able to get one of these models depending
> on where you are.
>
> Smeg.
>
> Douglas C White <douglas@WPI.EDU> wrote in message
> news:Pine.LNX.4.44.0306171514560.31195-100000@ccc10.WPI.EDU...
> > Hello Atarians..
> >
> > O.K. I tried using my 1040 STF the other day, and the drive was dead.
> > I had replaced it years ago with a Chinon and it just died yesterday.
> >
> > My question: Does anybody know of a suitable replacement? If yes, I
> > would really appreciate it if you would please clue me in as to brand,
> > model. jumper settings etc..
> >
> > If this is no longer possible to cost effectively do, doew anyone know if
> > it's possible to just load Master Tracks pro into my PC via an emulator
> > program, and then use my PC to read my Discs that I used on my 1040ST?
> >

> > either way, any help is much appreciated..
> >
> > best regards,
> >
> > -doug
> >
> > ____
> > Rising and falling on the ebb and flow of tide, I watched in amazement as
> > our small craft continued sailing steadfast. We were moving towards the
> > horizon and a mountain of lights..
> > ---
> > Douglas White douglas@wpi.edu
> > Dept. of Chem. Eng.
> > WPI
> >
>
>
>

3863. Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 05:43:38 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB1566F4.348A%drclu@swbell.net>
Source record: 26345

Well, tonight was kinda exciting. Chris Martin (sysop of the telnetable Atari BBS usually run on a XEGS.. JYBOLAC) and I with another friend tried our hand at restoring a Atari TT030 that was bought off Ebay as spare parts for like $30.

Chris spent off and off working on the TT030 for something like two years and finally he realized after various tests that the TOS roms were bad. Picked those up from Best Electronics for a bit, but they worked.

So now the TT030 comes up with the Atari logo and the memory test. Really nice!

We are now trying to work on getting the floppy drive (and even the SCSI drive) working on the computer and then we'll really be in business. (Chris has a TT030 with Linux running on it, so he's doing good. To matter the fact, we have attended the local Linux meeting with the Atari TT030 just to throw a wrench in it all...) ;)

SO HERE IS WHERE WE COULD USE A HAND.. if you know of a good place to find a drive drive (double or high) and the drive controller chip and drive cable. That would help.

We eventually want to pick up a copy of HD Driver for running Ethernet (a little device through the Appletalk port that adds a Ethernet port) so would love to know where I could get that as well.

Kinda exciting though. But I'm beat... :D

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(original art from http://www.ascii-art.de/ascii/my/)

3864. Re: Help!] Atari TT030 compatibility page ? (Memory / Video /Ethernet)

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 05:46:02 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB156784.348B%drclu@swbell.net>
Source record: 26246

Looks like the TT ram slot is currently vacant. The ST ram slot has a 2
meg upgrade board in it.

>octor <lu
@>>{--}----------------------

in article bco302$kpjpp$1@ID-40235.news.dfncis.de, David Wade at
g8mqw@yahoo.com wrote on 6/17/03 4:59 PM:

> "Doctor Clu" <drclu@swbell.net> wrote in message
> news:BB1182A5.3029%drclu@swbell.net...
>> Just reposting this, but making the title look more like a question
>> rather than a statement. Would appreciate any input all of you can give
> me
>> as I try to get some information for finding parts for my TT030 (what
> video
>> cards work, what memory I should be looking for, etc.)
>>
>
> Which cards are already inside.. Some can be upgraded by chaning the SIMMS
> from 1meg to 4Meg.
>
>
>> Thanks!
>>
>> Doctor Clu
>>
>> in article BB10F86D.2F56%drclu@swbell.net, Doctor Clu at drclu@swbell.net
>> wrote on 6/14/03 4:03 PM:
>>
>>> If all goes well I will have a working TT030 again... yah!
>>>
>>> So I'm starting off with 4 meg (maybe). What are some good memory
>>> options out there that I can buy?
>>>
>>> I understand various video cards can be used. Which ones work? Do you
>>> have to download special drivers and where?
>>>
>>> And finally, Ethernet and making the TT a part of a network (I have DSL
>>> at home) would be great. What options are out there?
>>>
>>> Thanks,
>>>
>>> (My current machine and the computer the TT030 will be replacing...
> (anyone

```
>>> got a ASCII pic of a TT030?) :)
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>>> (Original art: valkyrie http://www.ascii-art.de/ascii/ab/atari.txt)
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3865. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 06:45:27 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bcp1um$2dm$1@reader11.wxs.nl>
Source record: 26247

>
> You obviously dont know anything about the music business.

ROTFL - no, obviously not.. being a composer, producer and owner of a
music production company. :)

Maurits.

3866. Re: Development of fVDI?

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 07:39:11 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <bcp4o5eql1@news-reader1.wanadoo.fr>
Source record: 26248

Bonjour Johan :)

> >-> I suspect the vro_cpyfm from Video-RAM to ST-RAM has (in byte
> >or word) its bits inverted on the datas. This is obvious when
>
> I assume you mean byte swapped or something like that rather than
> inverted (I'll take a look at your email)?

No, I forgot to tell that it's in the 8 bitplanes mode : the bits order for each word in the image data seems inverted, and only for Rage-card-RAM to ST-RAM blitting with vro_cpyfm().
I do not think it's a byteswap problem (or else maybe there's a byteswap in the conversion of bytepacked pixels to normal pixels, I do not know).

It's perfect in TC16 mode.
Thanks for all, you're a genius :), though not DMA access, Eclipse/RageIIc is a "must have" for Falcon, a pity that the CT60 do not have a 030 bus expension on it, fortunatly there will be the SuperVidel.

in TC32 : the Motorola <-> Intel conversion made by the Rage.sys driver is still not corrected (you were working on it, to have the best optimization, but it wasn't important coz TC32 takes to much memory that 14 Mo ST-RAM is a bit short).

> Do you have some specific example of a drawing program that has
> trouble?

in 256c screen only :
- a snap with my fVDI Catcher or JML-Snap when not accessing the screen directly (xbiosfix disabled)
- magnifier in Vision (also when redraws)
- Pixart (when redraws, perhaps, I do not recall well)
- maybe explains the bad palette in Digital Lab
- maybe explains the crash of D2M at initialisation (TRM module, that detects the pixel and screen format)

Best regards

Rajah

3867. WTD: Graphics card for Mega STe

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 08:15:59 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0306180015.f63e010@posting.google.com>
Source record: 26249

Looking for a graphics card, preferably colour,
for a Mega STe. Sale or trade (I have a large
collection of Atari hardware/software).

Cheers

PT.

3868. Re: 1040STF Disc Drive help

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 09:25:45 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcpb6p$pv6$1@titan.btinternet.com>
Source record: 26250

The floppy drive manufacturer is ALPS. Like mitsumi, sony etc. The reason why I mentioned ALPS is because not all drives now have solder patches, let alone finger changeable jumpers.... The one I found with the patches was an ALPS. If you can go to your local store and have a look at a new floppy drive you should not buy it if you cant see either jumpers or solder patches labeled DS0/DS1 etc. It doesnt matter who made it, just whether you can change the drive ID.

The drive being destined for the PC market will have its ID set to DS1 (B:) you need to change it to DS0 (A:), so you will more than likely need a soldering iron these days.

Smeg.

Douglas C White <douglas@WPI.EDU> wrote in message news:Pine.LNX.4.44.0306180140570.16915-100000@ccc10.WPI.EDU...
> Hello Smeg,
>
> thanks for the reply, I'm not sure what a new ALPS is;-(
>
> I'll try searching for it.
>
> I have tried a few attempts so far with jumpers, etc but nothing has
> worked yet.
>
> best regards,
>
> -doug
>
> ____
> Rising and falling on the ebb and flow of tide, I watched in amazement as
> our small craft continued sailing steadfast. We were moving towards the
> horizon and a mountain of lights..
> ---
> Douglas White douglas@wpi.edu
> Dept. of Chem. Eng.
> WPI
>
> On Tue, 17 Jun 2003, Smeg wrote:
>
> > I just replaced the 1.44mb drive in my falcon the other day. It was replaced
> > by a brand new ALPS. It has the DS0 and DS1 solder patches underneath.
> >
> > I am in the UK so you may not be able to get one of these models

depending
> > on where you are.
> >
> > Smeg.
> >
> > Douglas C White <douglas@WPI.EDU> wrote in message
> > news:Pine.LNX.4.44.0306171514560.31195-100000@ccc10.WPI.EDU...
> > > Hello Atarians..
> > >
> > > O.K. I tried using my 1040 STF the other day, and the drive was dead.
> > > I had replaced it years ago with a Chinon and it just died yesterday.
> > >
> > > My question: Does anybody know of a suitable replacement? If yes, I
> > > would really appreciate it if you would please clue me in as to brand,
> > > model. jumper settings etc..
> > >
> > > If this is no longer possible to cost effectively do, doew anyone know
if
> > > it's possible to just load Master Tracks pro into my PC via an
emulator
> > > program, and then use my PC to read my Discs that I used on my 1040ST?
> > >
> > > either way, any help is much appreciated..
> > >
> > > best regards,
> > >
> > > -doug
> > >
> > >

> > > Rising and falling on the ebb and flow of tide, I watched in amazement
as
> > > our small craft continued sailing steadfast. We were moving towards
the
> > > horizon and a mountain of lights..
> >
> ---
> > > Douglas White douglas@wpi.edu
> > > Dept. of Chem. Eng.
> > > WPI
> > >
> >
> >
> >
>

3869. Re: 1040STF Disc Drive help

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 10:19:56 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB15E04B.225B%derryck@nospam.cix.co.uk.invalid>
Source record: 26252

In article Pine.LNX.4.44.0306171514560.31195-100000@ccc10.WPI.EDU, Douglas C White at douglas@WPI.EDU wrote on 17/6/03 20:20:

> O.K. I tried using my 1040 STF the other day, and the drive was dead.
> I had replaced it years ago with a Chinon and it just died yesterday.
>
> My question: Does anybody know of a suitable replacement? If yes, I
> would really appreciate it if you would please clue me in as to brand,

There's so many variations on a theme that it's pretty hard to give a hard and fast recommendation :-(

I used a drive similar to the one that Hallvard used, read his guide from his web site for the download if it's still there:

http://launchpad.atari.org

It will give you an idea of what to look out for in a replacement drive - which is basically the ability to change the drive's ID.

> If this is no longer possible to cost effectively do, doew anyone know if

Try a computer flea market, or whatever is your country's equivalent.

> it's possible to just load Master Tracks pro into my PC via an emulator
> program, and then use my PC to read my Discs that I used on my 1040ST?

Suck it and see?

--

Cheers

Derryck

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3870. Re: NVDI/Mega STe and incompatibilies

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 10:19:56 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB15E35F.225D%derryck@nospam.cix.co.uk.invalid>
Source record: 26253

In article 1fwp7xu.1f7lbaz14eqqpsN%Hallvard@despammed.com, Hallvard Tangeraas at Hallvard@despammed.com wrote on 17/6/03 12:14:

> One thing that puzzles me is that the screen font still changes (Monaco)
> even with "GDOS" turned off in the NVDI settings CPX module. Shouldn't I
> just get the usual Atari system font as usual?

I suppose it depends on what functions of GDOS NVDI is using when you switch that option on - I don't have NVDI's docs to hand, but it's possible that that is a compatibility setting rather than an on/off switch.

> By the way, I'm testing 3 different versions of NVDI with Notator SL,
> but so far without any luck:

I don't know anything about Notator, sorry.

--

Cheers

Derryck

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/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3871. Re: MAC monitor

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 10:19:56 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB15E1BB.225C%derryck@nospam.cix.co.uk.invalid>
Source record: 26254

In article GUHHa.2224$nk5.1920@nntpserver.swip.net, look in the text at
fartfart@yahoo.com wrote on 17/6/03 18:06:

> I got a MAC monitor with a 2 rows connector and can't find a converter in
> my town (no internet trading wanted).
>
> Does anyone knows the sheme to built my own MAC to atari cable ?

The source for all kinds of connector info is The Hardware Book

<http://www.hardwarebook.net/>

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3872. Re: Papyrus....

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 10:19:56 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB15E4C9.225F%derryck@nospam.cix.co.uk.invalid>
Source record: 26255

In article 3eeed5cc1ff81c6@attbi.com, Edward S. Baiz Jr. at
edbaizjr@attbi.com wrote on 17/6/03 15:48:

>> Has anyone something to report on the presumed
>> release of a Papyrus update?

> Nothing here. I email them about the supposed version 10 for Atari
> TOS computers and have not received an answer. I would love to get
> ahold of either version 9 or 10.

You could always email Nick Harlow of 16/32 Systems here in the UK.

There was no sign of Papyrus X at the recent JagFest, not that I asked about
it.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3873. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 10:19:56 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB15E442.225E%derryck@nospam.cix.co.uk.invalid>
Source record: 26256

In article BB1566F4.348A%drclu@swbell.net, Doctor Clu at drclu@swbell.net
wrote on 18/6/03 06:43:

> Well, tonight was kinda exciting. Chris Martin (sysop of the telnetable
> Atari BBS usually run on a XEGS.. JYBOLAC) and I with another friend tried
> our hand at restoring a Atari TT030 that was bought off Ebay as spare parts
> for like $30.

Excellent, a Pheonix project :-)

> SO HERE IS WHERE WE COULD USE A HAND.. if you know of a good place to
> find a drive drive (double or high) and the drive controller chip and drive
> cable. That would help.

I'd have though that Best Electronics would be the best bet, maybe not cheap
though.

> We eventually want to pick up a copy of HD Driver for running Ethernet
> (a little device through the Appletalk port that adds a Ethernet port) so

<Confused> I thought that HDDriver was a hard disk driver/utility?

> would love to know where I could get that as well.

Does European Software have a US arm?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3874. Resurgence of user groups?

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 10:41:42 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <GlXHa.1078$qx7.484180068@newssvr11.news.prodigy.com>
Source record: 26260

Is it just me, or does there seem to be a bit of a resurgence in Atari user groups? Lately I've noticed several that have either started up or have come back out of the woodwork. I'm even discussing restarting the Atari user group in my town! I don't know, maybe it's just because I spent a while away from the Atari computer scene, but I was wondering if anyone else has noticed this too?

3875. Re: WTB :Mega STe Video Card + FPU?

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 11:01:43 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ef0549a1577540@tripnet.se>
Source record: 26257

In comp.sys.atari.st <bcj3f8$m87$1@thorium.cix.co.uk>
spam@spam.spam wrote on Mon 16-06-2003 00:36 (GMT):

>>>>>> The MegaSTe runs at 16Mhz by default.
>>>>>> The MegaSTE runs at 8mhz cache disabled by default.
>>>>>> It's why it's 100% compatible with the STE if you boot a
>>>>>> game on a floppy.
>>>>> Nope, The MegaSTe runs at 16Mhz by default. The fact that you

>Memory fails me, so I can't remember whether the Mega STe switches to
>16MHz after TOS has initialised or after GEM has loaded or whether
>it's a NEWDESK.INF setting (certainly the cache setting is picked up
>in there, but I don't know about the 16MHz setting).

My not modified 2.06 MSTe does not switch to 16 MHz _at all_ (as I
previously stated) when doing a clean boot into the built in GEM desktop.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3876. Re: ASCII cross-platform compatibility

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 11:01:43 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ef0549a1577541@tripnet.se>
Source record: 26258

In comp.sys.atari.st <gribnif-598FCF.16004917062003@nap.mtholyoke.edu>
Dan Wilga wrote on Tue 17-06-2003 20:00 (GMT):

>In article <1fwf0nc.xbz7iavb8keoN%Hallvard@despammed.com>,
> Hallvard@despammed.com (Hallvard Tangeraas) wrote:

>> Another thing: is there a tool for the Atari ST which takes an ASCII
>> text document which *doesn't* contain line-breaks, then inserts
>> line-breaks at 80 characters or less and resaves it?

[Hallvard, You are probably still into "X-No-Archive: yes" so your
articles does not show up here]

QED will do this but with some difficulties. It puts in a CR/LF itself on
lines longer than 512(?) characters that must be deleted afterwards and
the document reformatted. Reformatting of the whole document happens when
you select "Format paragraph" with the [shift] key down.

You can even use 1st Word+ for this:

Open the document. Switch to WP mode. Do a search and replace for " "
(space) to convert all hard spaces to soft ones. Reformat document.
Turn off WP mode and save.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3877. Re: Debian m68k (Was: Re: About Atari Inc.)

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 11:01:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ef0549a1577542@tripnet.se>
Source record: 26259

In comp.sys.atari.st <3eeed5cc1ff81c7@attbi.com>
Edward S. Baiz Jr. wrote on Tue 17-06-2003 14:48 (GMT):

>>In comp.sys.atari.st <20030614184134.a40499@du3.maus.de>
>
>>>Of course it does. It even works in graphics mode (X) on a TT or falcon with
>>>NOVA graphics card but only on those machines that have a 68030 cpu and 6888x

>>I never got either Potato or Woody to work with X on my TT with ET4000.
>>Also tried with TT-medium resolution without luck. "No Screens found"...

>I had the Potato version of Linux running on my Hades060 with a
>Nova card. I even had X windows running. Then I upgraded my Hades
>motherboard and Linux would not boot up. I was hoping that the

That's kind of good news. I might have another go with Potato but the
installation takes a lot of time on a TT. A whole day or so even though I
have a CDROM and can install from that.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3878. Re: CT60 web update

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 11:47:22 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0306181346030.401-100000@feanor.schunter.etc.tu-bs.de>
Source record: 26251

L> What is the url??

<http://www.czuba-tech.com/CT60/english/welcome.htm>

Regards,

Alexander

3879. Re: MAC monitor

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 16:26:28 UTC
From: fartfart@yahoo.com
Message-ID: <Uo0Ia.5$aD4.21@nntpserver.swip.net>
Source record: 26261

Hello Barrie,

On 17 Jun 2003 20:29:05 , "Barrie at Keychange" wrote:

> I've never made a 9 pin adaptor, only 15 pin.
> If you have a 14" goldfish bowl just bin it and get a decent 15" SVGA.

I have a 15 pins output from my atari and want to connect it to the 16
pins of the MAC screen (2 rows).
That MAC monitor is a 15' 1600x1200 and I can't afford a screen at now.

Regards

3880. Re: MAC monitor

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 16:28:37 UTC
From: fartfart@yahoo.com
Message-ID: <Vq0la.6$aD4.21@nntpserver.swip.net>
Source record: 26262

Hello Tim,

On 17 Jun 2003 20:48:22 , "Tim Anderson" wrote:
> he got his from www.keychange.co.uk (you don't have to buy online).

So how to get it ?

Just to clarify, the adapter from Keychange was for Atari-vga then from the
vga socket you'd then need the vga-mac adapter.
Hope this helps

I need a svga 15 pins to a MAC 16 pins ...

Regards

M gamodeste

3881. Re: MAC monitor

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 16:31:05 UTC
From: fartfart@yahoo.com
Message-ID: <dt0Ia.7$aD4.21@nntpserver.swip.net>
Source record: 26263

Hi Steve,

On 17 Jun 2003 20:03:04 , "Steve Sweet" wrote:
>You've not given much information, a 2 row connector could be any one of
>about 3 or more video connectors.

Right : the female plug on the mac side is between an ASCI and a modem1
size. I have no trouble getting the connector, only the wiring diagramm.

Regards

M>gamodeste

3882. Re: MAC monitor

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 17:06:03 UTC
From: Tim Anderson <t-DOT-anderson@zen.co.uk>
Message-ID: <bcq66j$m3os3$1@ID-191771.news.dfncis.de>
Source record: 26264

<snip>
> >> he got his from www.keychange.co.uk (you don't have to buy online).
>
> So how to get it ?
<snip>

I take it you didn't look at the website? look there, note down the phone number and call.

>
> I need a svga 15 pins to a MAC 16 pins ...
>

OK, did you look in Maplin's? they do sell them there. I know this because I bought one.

Tim

3883. Re: 1040STF Disc Drive help

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 17:52:44 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vf19nemgeq374@corp.supernews.com>
Source record: 26265

What about the Media Detect issue? ie when a new disk is inserted the drive
will not auto read the TOC thus trashing the disk. Can that be fixed?

Tim

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bco3ft$n4u$1@hercules.btinternet.com...
> I just replaced the 1.44mb drive in my falcon the other day. It was
replaced
> by a brand new ALPS. It has the DS0 and DS1 solder patches underneath.
>
> I am in the UK so you may not be able to get one of these models depending
> on where you are.
>
> Smeg.
>
> Douglas C White <douglas@WPI.EDU> wrote in message
> news:Pine.LNX.4.44.0306171514560.31195-100000@ccc10.WPI.EDU...
> > Hello Atarians..
> >
> > O.K. I tried using my 1040 STF the other day, and the drive was dead.
> > I had replaced it years ago with a Chinon and it just died yesterday.
> >
> > My question: Does anybody know of a suitable replacement? If yes, I
> > would really appreciate it if you would please clue me in as to brand,
> > model. jumper settings etc..
> >
> > If this is no longer possible to cost effectively do, doew anyone know
if
> > it's possible to just load Master Tracks pro into my PC via an emulator
> > program, and then use my PC to read my Discs that I used on my 1040ST?
> >
> > either way, any help is much appreciated..
> >
> > best regards,
> >
> > -doug
> >
> >

> > Rising and falling on the ebb and flow of tide, I watched in amazement
as
> > our small craft continued sailing steadfast. We were moving towards the
> > horizon and a mountain of lights..
>

> --
> > Douglas White douglas@wpi.edu
> > Dept. of Chem. Eng.
> > WPI
> >
>
>

3884. Re: Resurgence of user groups?

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 18:11:20 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vf1aqbb4ao32ac@corp.supernews.com>
Source record: 26266

"Tim Wilson" <timkel@swbell.net> wrote in message
news:GlXHa.1078$qx7.484180068@newssvr11.news.prodigy.com...
> Is it just me, or does there seem to be a bit of a resurgence in Atari
user
> groups? Lately I've noticed several that have either started up or have
come
> back out of the woodwork. I'm even discussing restarting the Atari user
> group in my town! I don't know, maybe it's just because I spent a while
away
> from the Atari computer scene, but I was wondering if anyone else has
> noticed this too?
>
I think Vintage Computing is in more that in the past. Might be a trend.

Tim

3885. Re: Resurgence of user groups?

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 18:38:57 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.06.18.18.38.57.626846@nossspamXXatari-source.com>
Source record: 26267

On Wed, 18 Jun 2003 10:41:42 +0000, Tim Wilson wrote:

> Is it just me, or does there seem to be a bit of a resurgence in Atari user
> groups? Lately I've noticed several that have either started up or have come
> back out of the woodwork. I'm even discussing restarting the Atari user
> group in my town! I don't know, maybe it's just because I spent a while away
> from the Atari computer scene, but I was wondering if anyone else has
> noticed this too?

Computers in general are boring these days. There's emphasis on newer
faster bigger longer, etc. I think people now are starting to look back
to the roots because they want something that not only has personality but
also reflects on their own personality. It's the reason why someone would
pay an absurd amount of money to have a Nissan Skyline imported from Japan
to the US. Not because you can't find anything better for a better price
here in the US, it's the coolness factor ;-) I honestly can't think of
any other reason I still bother with the Atari stuff, and feel like I
always will.

Mark
http://atari-source.com

3886. Re: Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 20:15:05 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns939EE25B44C7Ftos4ever@195.130.132.65>
Source record: 26268
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

on wo, 18 jun 2003 18:55:35 GMT starwars wrote:

> Hello, some of you may know me as Fagboy Benny.

Abuse send

No kind regards,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

3887. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 21:33:00 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0306181333.1575d854@posting.google.com>
Source record: 26270

Doctor Clu <drclu@swbell.net> wrote in message news:<BB1566F4.348A%drclu@swbell.net>...
> Well, tonight was kinda exciting. Chris Martin (sysop of the telnetable
> Atari BBS usually run on a XEGS.. JYBOLAC)

BTW, I am working on getting this back online, as well as some Unix
tools for administrating Carina from my Linux box. It may be possible
to "easily" setup an emulated atari with the new atari800 with R:
emulation that runs Carina under linux.

> SO HERE IS WHERE WE COULD USE A HAND.. if you know of a good place to
> find a drive drive (double or high) and the drive controller chip and drive
> cable. That would help.

I think Doc here means "disk drive". :) We currently have a WD1772
chip from an old ST in there. I _think_ the TT can handle the 1772 or
an Ajax, but not sure. Are there any dip switch settings for which
disk drive controller is in the TT?

> We eventually want to pick up a copy of HD Driver for running Ethernet
> (a little device through the Appletalk port that adds a Ethernet port) so
> would love to know where I could get that as well.
>

I second that! Is there any place in the States we can pick up
HDDriver or do we have to order from Atari Workshop
(http://www.atari-workshop.co.uk/)?

Oh, and Doc, you are not using the Appletalk port, it is the DaynaPORT
SCSI ethernet controller....just need HDDriver & the ethernet driver
to get this to work.

Cheers,
Chris

ps - The TT030 is no longer a Junker...

3888. Re: Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 21:39:34 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-37DF7D.17393418062003@news21.bellnet.ca>
Source record: 26271
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1c9951f82c79314f9c1c52597d949ce0@tatooine.homelinux.net>,
starwars <nobody@tatooine.homelinux.net> wrote:

> Joey Jojo Junior Shabadoo. Another fagot and whiner. Always whining to
> abuse depts and nothing EVER happens! email, spam, and bomb this fagot
> at moestavern@springfield.org

you're going to have to do better than that - after all, that's a
phony address. But then, that's what you get when you disregard your
Macdonalds supervisor and go bobbing for french fries. You're simply a
Darwin Award waiting to happen :)

e-mail, complain, and stop this loser at abuse@zedz.net .

3889. Re: NVDI/Mega STe and incompatibilies

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 21:44:11 UTC
From: "R.Spanger" <rip@rap.com>
Message-ID: <bcqj9fsmv1@newsg3.svr.pol.co.uk>
Source record: 26269

"Hallvard Tangeraas" <Hallvard@despammed.com> wrote in message
news:1fwp7xu.1f7lbaz14eqqpsN%Hallvard@despammed.com...
> I'm trying NVDI to work with Notator SL (a MIDI/score program) but
> without much luck. According to the Notator documentation this should be
> possible as long as a few things are kept in mind:
>
I have seen apparently identical Atari's Megas STE's and FM's in workshops,
some running things the other wont, this made me to think it was not just
OS's but batches of particular components used in the construction, we even
had one guy who had discovered running another sequencer before Notator made
the later work on his mega ste, on it's own it refused even to start!!

3890. Re: ASCII cross-platform compatibility

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 22:14:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bcqo78$102$1@thorium.cix.co.uk>
Source record: 26272

In message <BB11DEBD.1F64%derryck@nospam.cix.co.uk.invalid>,
derryck@nospam.cix.co.uk.invalid said:

>In article 1fwhrd2.51vyus1ss9ghoN%Hallvard@despammed.com, Hallvard Tangeraas
>at Hallvard@despammed.com wrote on 13/6/03 12:55:
>
>> But for some reason the same thing won't work with "Everest". Anyone
>> know why?
>
>The only way is to select all the text that is to form a paragraph and then
>apply the reformat para command (CTRL-Z IIRC).

Correct.

>Everest has the unwelcome habit of truncating any line that exceeds 256
>characters, so is not the program of choice in this case.

I agree, that is one of Everest's most annoying habits!

You might like to try Harlekin's text editor, which automatically
wraps lines longer than 249 characters. Then select Text Mode
in Options, and in that menu you can set any desired Line Width,
after which you will then be asked whether you wish to reformat all
paragraphs to that line length. Answer Yes and it's done quickly
and easily.

Regards, /Peter/

3891. Re: 1040STF Disc Drive help

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 22:14:01 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bcqo79$104$1@thorium.cix.co.uk>
Source record: 26273

In message <vf19nemgeq374@corp.supernews.com>, tjlazer@mail.com said:

>What about the Media Detect issue? ie when a new disk is inserted the drive
>will not auto read the TOC thus trashing the disk. Can that be fixed?

Hi Tim!

There is a small AUTO folder program FMC (Force Media Change) that
overcomes that problem. Or return to the desktop and press Esc.

Regards, /Peter/

3892. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 23:12:26 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB165CC5.353B%drclu@swbell.net>
Source record: 26274

in article 482f186a.0306181333.1575d854@posting.google.com, Chris Martin at cmartin@ti.com wrote on 6/18/03 4:33 PM:

> Doctor Clu <drclu@swbell.net> wrote in message
> news:<BB1566F4.348A%drclu@swbell.net>...
>> Well, tonight was kinda exciting. Chris Martin (sysop of the telnetable
>> Atari BBS usually run on a XEGS.. JYBOLAC)
>
> BTW, I am working on getting this back online, as well as some Unix
> tools for administrating Carina from my Linux box. It may be possible
> to "easily" setup an emulated atari with the new atari800 with R:
> emulation that runs Carina under linux.

So naturally we welcome everyone here to telnet in and enjoy!

>> SO HERE IS WHERE WE COULD USE A HAND.. if you know of a good place to
>> find a drive drive (double or high) and the drive controller chip and drive
>> cable. That would help.
>
> I think Doc here means "disk drive". :) We currently have a WD1772
> chip from an old ST in there. I _think_ the TT can handle the 1772 or
> an Ajax, but not sure. Are there any dip switch settings for which
> disk drive controller is in the TT?

Geez I was about five minutes from slumber land when I wrote that (thus the ASCII pic) Yeh... disk drive.

>> We eventually want to pick up a copy of HD Driver for running Ethernet
>> (a little device through the Appletalk port that adds a Ethernet port) so
>> would love to know where I could get that as well.
>>
>
> I second that! Is there any place in the States we can pick up
> HDDriver or do we have to order from Atari Workshop
> (http://www.atari-workshop.co.uk/)?

Unfortunately Systems for Tomorrow does not seem to be active. You get a title screen and that is about it.

> Oh, and Doc, you are not using the Appletalk port, it is the DaynaPORT
> SCSI ethernet controller....just need HDDriver & the ethernet driver
> to get this to work.

Oh yeh. Cool use for a scsi port! Guess I still have the ICD link for the Atari version of the scsi port.

> Cheers,
> Chris
>
> ps - The TT030 is no longer a Junker...

Heheh... now it is just a computer that put a pretty screen on the
monitor. Which is a great improvement. Though many would say that
sometimes computers (like the Atari computers) make some INTERESTING screens
when they crash. Take my 400 for example. No really.. take it please. ;)

Take care...

For vintage computing in the Dallas/Fort Worth (Texas) area, and the Atari
hangout chatroom, check out:
http://jybolac.atari.org

3893. Re: Atari TT030 compatibility page (Memory / Video / Ethernet)

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 23:13:17 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0306181513.7e7c7d42@posting.google.com>
Source record: 26275

"David Wade" <g8mqw@yahoo.com> wrote in message
news:<bco2u6$koq9k$1@ID-40235.news.dfncis.de>...
> "waldo" <waldo_xx@yahoo.com> wrote in message
> news:u9ouevg6d6m355svrje2hsvg3vf72i37pn@4ax.com...
> > is there such a thing as a Lan-->ethernet for TT's?
> >
> >
> If you mean the TT LAN port then no. The TT LAN port is just another serial
> port. Its physical spec is that of an AppleTalk port, but its still
> slllllllllllllooooooooooooooowwwwwwwww.

Ahh, it is not that bad....running PPP at 256Kbps or 115kbps between a
TT and a linux PC is not that bad! :-)

--Chris

3894. Re: Resurgence of user groups?

Newsgroup: comp.sys.atari.st
Date: 2003-06-18 23:21:25 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB165EE0.353C%drclu@swbell.net>
Source record: 26276

Hey Sauron, I know you and I talked about this, but I really think that those that use the Atari computer now are either REALLY big diehards from the days when the Atari computers were top of the line, or people that really enjoy some unique machinery.

I fall into the "I like to call myself an Atari user because few others do" category. Well, I've been an Atari user, and I think I would like to keep an Atari presence on the Dallas/Fort Worth Bulletin boards and such. I think is it fun having the PC and Mac users, but I like to throw in some Amiga and Atari users just for fun. And any other unique platform that can be found.

I like Atari and I like to be different. ;)

I hated it at first, but now I think it is funny how everyone non-Atari thinks that when I'm using an "Atari" they imagine me using a Atari 2600. To everyone else in the world Atari is Pong, Pac-Man, and the Atari 2600. So, these days I say "Yeh I watched a movie file on a Atari last night" and just watch the expression on their faces. :)

Anyway, for those of you in Texas... I mean anywhere in Texas and Oklahoma, drop me or Tim Wilson a line. We are thinking of restarting the Austin based Atari group. I will be Dallas, so I will not be able to always attend phyisical meetings, but I can always join the online chats and the newsletter. Of course I guess anyone in the world can too for that matter...

Laters!

http://www.ascii-art.de/ascii/ab/atari.txt

in article pan.2003.06.18.18.38.57.626846@nossspamXXatari-source.com, Mark D
at mducksub@nossspamXXatari-source.com wrote on 6/18/03 1:38 PM:

> On Wed, 18 Jun 2003 10:41:42 +0000, Tim Wilson wrote:
>
>> Is it just me, or does there seem to be a bit of a resurgence in Atari user
>> groups? Lately I've noticed several that have either started up or have come
>> back out of the woodwork. I'm even discussing restarting the Atari user
>> group in my town! I don't know, maybe it's just because I spent a while away
>> from the Atari computer scene, but I was wondering if anyone else has
>> noticed this too?
>
> Computers in general are boring these days. There's emphasis on newer
> faster bigger longer, etc. I think people now are starting to look back
> to the roots because they want something that not only has personality but
> also reflects on their own personality. It's the reason why someone would
> pay an absurd amount of money to have a Nissan Skyline imported from Japan
> to the US. Not because you can't find anything better for a better price
> here in the US, it's the coolness factor ;-) I honestly can't think of
> any other reason I still bother with the Atari stuff, and feel like I
> always will.
>
> Mark
> http://atari-source.com

3895. Re: CT60 web update

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 00:20:06 UTC
From: LS <me@email.net>
Message-ID: <d8c69c087cbd96587993ca0b3c4ba20a@free.teranews.com>
Source record: 26277

Thanks!

Great work!!!
"Alexander Beuscher" <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
news:Pine.LNX.4.44.0306181346030.401-100000@feanor.schunter.etc.tu-bs.de...
>
> L> What is the url??
>
> <http://www.czuba-tech.com/CT60/english/welcome.htm>
>
>
> Regards,
>
> Alexander
>

3896. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 00:27:43 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1055964074-605998AEicMi@adelphia.net>
Source record: 26278

Hi Dennis,
Long time no talk. I called my ISP. There was a
spamblocker on my e-mail by default. I had them turn
it off. So check both your inboxes and let me know if
you cannot reply via this newsgroup!!! No my old
email address is no longer available. Sorry about the
misunderstanding on the Falcon part of your post. I
must have misread the post. Hope to hear from you!!!
:-)

Thanks,
Carey Christenson

--

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
Ethernet card for Cartridge port
56K CNET modem NOT IN USE
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades

Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3897. Anonymous Loser needs your help!

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 04:38:45 UTC
From: Anon Loser <anonloser@momsbasement.com>
Message-ID: <vf2fine0n28q07@corp.supernews.com>
Source record: 26279
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hello, some of you may know me as the Anonymous Loser! The Nomen Nescio of online idiots! I spend all my worthless time in my moms basement spamming newsgroups and pestering people with my lifeless existance!!! I live in the New England area near the Holland Tunnel and frequently get rejected by girls that I try to ask out!!! Since I never had a girlfriend I am here asking for help! I want your help so bad that I am willing to try 30% harder to be a descent citizen and get off my ass and get life!! I am willing to lay off the twinkies, turn a new leaf, and actually take a shower and comb my greasy hair!!!! With your help I can actually start at the bottom and work at a fast food joint if need be! Can any of you great lads lend a pathetic online loser a helping hand short of putting my miserable existence out of my misery??!

I would appreciate a helping hand from this great community that I have entertained so much of recently!!! I can be reached at nobody@tatooine.homelinux.net or nobody@dizum.com !! Or reply here! Since I have no life I will reply back right away!!!!!

Thanks in advanced for your business!!!

30% better effort to not show my face in here and annoy you again!!

===The Anonymous Poser===

3898. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 04:53:05 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306182053.1fa19daf@posting.google.com>
Source record: 26280

Doctor Clu <drclu@swbell.net> wrote in message news:<BB1566F4.348A%drclu@swbell.net>...

> SO HERE IS WHERE WE COULD USE A HAND.. if you know of a good place to
> find a drive drive (double or high) and the drive controller chip and drive
> cable. That would help.

The ST used a WD 1772-02-02. An upgrade to 1.44 Mb diskettes required
something called an "Ajax" chip and TOS 2.06. What TOS does your TT
have? 3.01 and 3.05 won't allow HD diskettes, but 3.06 will. For
that matter, are you sure you don't have a floppy chip? It's a
soldered part.
>
> We eventually want to pick up a copy of HD Driver for running Ethernet
> (a little device through the Appletalk port that adds a Ethernet port) so
> would love to know where I could get that as well.

HD Driver is for drives, not Ethernet. The Ethernet possibilities for
Atari use either the cartridge or the SCSI port.
>
> Kinda exciting though. But I'm beat... :D
>
Congratulations on your success,

Galen

3899. Re: CT60 web update

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 05:01:05 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vf2gsj64l8n5b2@corp.supernews.com>
Source record: 26281

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3eef4901$0$11677$626a54ce@news.free.fr...
> There are now benchs for TC resolutions and the historical was
completed...
>
The updates look great!!!!

Tim

3900. Re: MAC monitor

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 08:30:31 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB17317D.2427%derryck@nospam.cix.co.uk.invalid>
Source record: 26282

In article dt0Ia.7$aD4.21@nntpserver.swip.net, Mï¿½gamodeste at
fartfart@yahoo.com wrote on 18/6/03 17:31:

> Right : the female plug on the mac side is between an ASCI and a modem1
> size. I have no trouble getting the connector, only the wiring diagramm.

I've already given the link with The Hardware Book?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3901. Re: Resurgence of user groups?

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 08:30:31 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB1732FA.2428%derryck@nospam.cix.co.uk.invalid>
Source record: 26283

In article GlXHa.1078$qx7.484180068@newssvr11.news.prodigy.com, Tim Wilson
at timkel@swbell.net wrote on 18/6/03 11:41:

> Is it just me, or does there seem to be a bit of a resurgence in Atari user
> groups? Lately I've noticed several that have either started up or have come

For the south-east of the UK, the Cheshunt Computer Club is probably the
longest running UK Atari supporting computer club.

We started off as the Lea Valley Atari Users Group (LVAUG) many years ago,
and there was a thriving newsletter exchange scheme with other clubs (mostly
in the States).

> back out of the woodwork. I'm even discussing restarting the Atari user
> group in my town! I don't know, maybe it's just because I spent a while away

It's a worth-while project, more power to your elbow!

--
Regards, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

3902. ADV: NEW ATARI STUFF: Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 08:59:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306190155090.8539-100000@shell1.aracnet.com>
Source record: 26284
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://www.aracnet.com/~atari/specials.htm My Latest Specials!
Overstock Sale! Atari ST Software 20% off the Top Sale!
I've just updated 5 of my Atari Catalogs covering Games/Software, Books/
References and Hardware/Accessories for Classic Atari 8 Bit and Atari ST
Computer Lines! I've sold some and added some like DooM for the Jaguar!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari
Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari
Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods!
So not only do I sell NEW Atari Goods at a competitive price, I also sell
used Atari Goods you may not be able to find anymore at Swap Meets, Thrift
Stores or even Auctions Sites! And I sell for less! And unlike those who
will remain anonymous! I test Goods before I sell them. I can afford to
sell for less because I keep overhead down, avoid making promises I cant
keep and avoid offering services I cant follow up on! So not only can I
sell you some Great New stuff! But I can sell you hard to find 2nd Hand
Goods, partly because I'm the guy most people come to when they want to
give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion!
Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org
Or http://BenSells.Atari.org or Call Ben@(503)256-9974! I'm not asking a
lot, I'm just trying to make a living and I'd like to earn your Business!
http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3903. Re: One of Bxxxx big fxxxxx from Sympatico!

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 10:55:48 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <4Egla.6142$Jq3.1013062@news02.tsnz.net>
Source record: 26285
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> --
> -A.L.F [Atari Liberation Front] A.L.F-
> --

Hmmm, let me guess? Your mother dropped you at birth right?
Knew I was right. :-P

Nice to know some people have alot of time on their hands.

Holmes

3904. Re: One of ALF's big losers from dizum!

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 12:24:35 UTC
From: Joey JoJo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-23E280.08243419062003@news21.bellnet.ca>
Source record: 26286
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy

In article <17d332af6ef71c723e4c0076188dba84@remailer.frell.eu.org>,
Joey Jojo Junior Shabadoo <moestavern@springfield.org> wrote:

> Nope. We just needed to confirm source IP's you great big s*** eating f**
> f*****. Can tell yer one of f**** Benny's f***** for sure!
>
> Enjoy. As you report us, we report you for using false identification f******.
> Must use real email in the header you s*** eating f******.

it's a Spam blocker. Totally legal. And Sympatico will just laugh at
your ass once I show them the types of posts you've been making.

And "false identification?" My boy, you've just forged a header
yourself. Dizum prevents you from doing that.

At least I haven't been been threatening posters with death and
bodily harm like you have.

>
> Enjoy us f***** with you and this group nonstop forever f******. Keep
> reporting
> us. We'll do the same you big s********* you. Go back and f*** your bum
> chum
> Benny cuz now, we ain't stopping AT ALL!!!

You never intended to stop, loser boy. In fact, you enjoy your sick
little power trip and are just using this as a substitute for the lack
of human interaction and a life you suffer from. Ben's postings were
just an excuse for your deviant behaviour.

>
> Bunch of Bravo Sierra F*****!

> -A.L.F [Atari Liberation Front] A.L.F-

the only thing Atarians need to be liberated from is from losers and
cowards like you. I kindly suggest you crawl back up your own alimentary
canal from whence you came :)

Now, if you want to be a REAL hero to this group, go to .advocacy and
harass Sinclap, there's a troll who's the same IQ to play with.....

Remember, folks.make sure you report all attacks by the loser troll
(please note, folks - singular - this guy is such a noxious little twerp
nobody will side with him) at ALF to abuse@zedz.net .
--

I don't have a scorched earth policy - only scorched trolls....

3905. Re: NVDI/Mega STe and incompatibilies

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 13:09:49 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <xBiIa.1542$g22.28958@newsfep4-glfd.server.ntli.net>
Source record: 26287

Hello Halvard.

> I find it hard to see that different computers of the same model can
> make a difference, but it wouldn't surprise me.

It happens.

You spend a bit of time cleaning up the defective UK links list, adding www.keychange.co.uk and I'll tell you about Notator and NVDI on my Mega STE.

Barrie.

3906. Re: MAC monitor

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 14:34:18 UTC
From: rs.mac@t-online.de
Message-ID: <1fwt6rn.14hy1uh1p5cm0qN%rs.mac@t-online.de>
Source record: 26288

look in the text <fartfart@yahoo.com> wrote:

> Does anyone knows the sheme to built my own MAC to atari cable ?

Pin Mac Signal Pin VGA Signal Atari 13 pin DIN
---
1 Red GND 6 Red GND 13
2 Red 1 Red 7 = Red
5 Green 2 Green 6 = Green
6 Green GND 7 Green GND 13
9 Blue 3 Blue 10 = Blue
11 VSync GND 4 VSync GND 13
12 VSync 14 VSync 12 = vSync
13 Blue GND 8 Blue GND 13
14 HSync GND 10 HSync GND 13
15 HSync 13 HSync 9 = hSync
0 Sense 0 4 GND 13
1 Sense 1 4 GND 13
2 Sense 3 4 GND 13 GND

--
-= Home of DOIT-Archive =-

Macintosh and Atari Hardware FAQs
<http://www.doitarchive.de>

3907. TTC1434 monitor?

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 15:42:19 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ef1dab2$0$123$e4fe514c@dreader4.news.xs4all.nl>
Source record: 26289

Hi,

Does someone has the specs of this monitor?

Could not find anything on the internet about it.

TXG/MNX

3908. Atari Monitors - who wants?

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 16:35:03 UTC
From: Captain Nemo <nospam@nospam.com>
Message-ID: <XCIIa.23589$aG.172260485@news-text.cableinet.net>
Source record: 26290

Hi

I have a couple of Monitors for the Atari ST series. One is a hi-res monochrome which needs a bit of attention. The other is a colour monitor which, last time I used it, was perfect.

I just want to get rid of them. If nobody answers they'll simply get thrown on the local dump. However, if you want the colour, you must take the monochrome as well.

I am in the UK (Croydon, to be precise). If you're interested, email me: webcrawler AT Icrazy DOT com.

The Captain

3909. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 17:18:18 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB175B44.3610%drclu@swbell.net>
Source record: 26291

in article 926a9946.0306182053.1fa19daf@posting.google.com, Galen at ekaljuma@mtsac.edu wrote on 6/18/03 11:53 PM:

> Doctor Clu <drclu@swbell.net> wrote in message
> news:<BB1566F4.348A%drclu@swbell.net>...
>
>> SO HERE IS WHERE WE COULD USE A HAND.. if you know of a good place to
>> find a drive drive (double or high) and the drive controller chip and drive
>> cable. That would help.
>
> The ST used a WD 1772-02-02. An upgrade to 1.44 Mb diskettes required
> something called an "Ajax" chip and TOS 2.06. What TOS does your TT
> have? 3.01 and 3.05 won't allow HD diskettes, but 3.06 will. For
> that matter, are you sure you don't have a floppy chip? It's a
> soldered part.

In this case the TT030 didn't come with the Ajax chip. To matter the fact, the socket where that chip would have been placed was gone. And luckily we now have TOS 3.06. After hearing what I have from you here, I am glad I picked that TOS and not another.

>>
>> We eventually want to pick up a copy of HD Driver for running Ethernet
>> (a little device through the Appletalk port that adds a Ethernet port) so
>> would love to know where I could get that as well.
>
> HD Driver is for drives, not Ethernet. The Ethernet possibilities for
> Atari use either the cartridge or the SCSI port.

Ok, as Chris corrected me, this is a SCSI solution. And I'm looking forward to it personally.

>> Kinda exciting though. But I'm beat... :D
>>
> Congratulations on your success,
>
> Galen

Thanks, what kinda of Atari do you have again?

3910. Re: 1040STF Disc Drive help

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 19:34:28 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bct383bcs1@sparta.btinternet.com>
Source record: 26292

This is floppy disks, not minidiscs.

Smeg.

Tim <tjlazer@mail.com> wrote in message
news:vf19nemgeq374@corp.supernews.com...
> What about the Media Detect issue? ie when a new disk is inserted the
drive
> will not auto read the TOC thus trashing the disk. Can that be fixed?
>
> Tim
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:bco3ft$n4u$1@hercules.btinternet.com...
> > I just replaced the 1.44mb drive in my falcon the other day. It was
> replaced
> > by a brand new ALPS. It has the DS0 and DS1 solder patches underneath.
> >
> > I am in the UK so you may not be able to get one of these models
depending
> > on where you are.
> >
> > Smeg.
> >
> > Douglas C White <douglas@WPI.EDU> wrote in message
> > news:Pine.LNX.4.44.0306171514560.31195-100000@ccc10.WPI.EDU...
> > > Hello Atarians..
> > >
> > > O.K. I tried using my 1040 STF the other day, and the drive was dead.
> > > I had replaced it years ago with a Chinon and it just died yesterday.
> > >
> > > My question: Does anybody know of a suitable replacement? If yes, I
> > > would really appreciate it if you would please clue me in as to brand,
> > > model. jumper settings etc..
> > >
> > > If this is no longer possible to cost effectively do, doew anyone know
> if
> > > it's possible to just load Master Tracks pro into my PC via an
emulator
> > > program, and then use my PC to read my Discs that I used on my 1040ST?
> > >
> > > either way, any help is much appreciated..
> > >
> > > best regards,
> > >

> > > -doug
> > >
> > >
> ____
> > > Rising and falling on the ebb and flow of tide, I watched in amazement
> as
> > > our small craft continued sailing steadfast. We were moving towards
the
> > > horizon and a mountain of lights..
> >
>
> ---
> > > Douglas White douglas@wpi.edu
> > > Dept. of Chem. Eng.
> > > WPI
> > >
> >
> >
>
>

3911. Re: NVDI/Mega STe and incompatibilies

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 19:37:57 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bct3ekbtr1@sparta.btinternet.com>
Source record: 26293

Barrie at Keychange <barrie@keychange.co.uk> wrote in message
news:xBiIa.1542$g22.28958@newsfep4-glfd.server.ntli.net...
> Hello Halvard.
>
> > I find it hard to see that different computers of the same model can
> > make a difference, but it wouldn't surprise me.
>
> It happens.
>
> You spend a bit of time cleaning up the defective UK links list, adding
> www.keychange.co.uk and I'll tell you about Notator and NVDI on my Mega
> STE.
>

Oh Hallvard, add WWW.EBAY.DE aswell. Seems like most atari kit is available
on there quite cheaply ;-)

Smeg.

3912. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 19:39:33 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bct3hk$e2c$1@titan.btinternet.com>
Source record: 26294

Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov> wrote in message
news:bcp1um$2dm$1@reader11.wxs.nl...
>
> >
> > You obviously dont know anything about the music business.
>
> ROTFL - no, obviously not.. being a composer, producer and owner of a
> music production company. :)
>
> Maurits.

Had a feeling you might say something like that. Bloody predictable.

Smeg.

3913. Re: One of Bennys big fagots from Sympatico!

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 20:11:13 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1056035070-214757AEicMi@adelphia.net>
Source record: 26295

ALF,
The only thing you should liberate is your hand from
your d**k!!!!!!!!!!

No thanks to you,

P.S. Good posts by everyone agianst this ALF
character. He is nothing but a worthless piece of
TRASH and it really pi**es me off someone like him is
posting crap like that in OUR newsgroup.

Thanks to everyone else except ALF,
Carey Christenson

--

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
Ethernet card for Cartridge port
56K CNET modem NOT IN USE
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive

2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3914. Re: NVDI/Mega STe and incompatibilies

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 20:49:46 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bct7l9$on4$1@titan.btinternet.com>
Source record: 26196

```
Hallvard Tangeraas <Hallvard@despammed.com> wrote in message
news:1fwtm53.15u6rrx1ijf3wyN%Hallvard@despammed.com...
> Smeg <smeg_007@NOSPAM.hotmail.com> wrote:
>
> > Barrie at Keychange <barrie@keychange.co.uk> wrote in message
> > news:xBiIa.1542$g22.28958@newsfep4-glfd.server.ntli.net...
> > > Hello Halvard.
> > >
> > > > I find it hard to see that different computers of the same model can
> > > > make a difference, but it wouldn't surprise me.
> > >
> > > It happens.
> > >
> > > You spend a bit of time cleaning up the defective UK links list,
adding
> > > www.keychange.co.uk and I'll tell you about Notator and NVDI on my
Mega
> > > STE.
> > >
> >
> > Oh Hallvard, add WWW.EBAY.DE aswell. Seems like most atari kit is
available
> > on there quite cheaply ;-)
>
> As I've mentioned here countless times already: my Atari launchpad is no
> longer maintained and updated.
> I could have removed it altogether, but decided to leave it "as is".
> Take it or leave it.
>

Sorry mate the Ebay bit was a joke. Theres still enough on your site to make
it worth visiting before trawling the net for something.

Smeg.
```

3915. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-06-19 22:24:46 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0306191424.63c22575@posting.google.com>
Source record: 26197

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0306182053.1fa19daf@posting.google.com>...
> Doctor Clu <drclu@swbell.net> wrote in message news:<BB1566F4.348A%drclu@swbell.net>...

> The ST used a WD 1772-02-02. An upgrade to 1.44 Mb diskettes required
> something called an "Ajax" chip and TOS 2.06. What TOS does your TT
> have? 3.01 and 3.05 won't allow HD diskettes, but 3.06 will. For
> that matter, are you sure you don't have a floppy chip? It's a
> soldered part.

Greg's TT has TOS 3.06. And the Floppy controller chip on his TT030
board
is not soldered down, in fact it had just a vacant DIP socket where it
should
have been. I don't know if whoever had it before him did this, or if
it came that way (his mother board version and layout is different
from mine). We
pulled a WD1772 from an STe that had a socketed part as well. I think
that
that works fine, we were just having problems with the drives.
Sometimes
you could access a disk and sometimes not, but I found that those
drives
were bad since I tried them on my TT, and they did not work.

> > We eventually want to pick up a copy of HD Driver for running Ethernet
> > (a little device through the Appletalk port that adds a Ethernet port) so
> > would love to know where I could get that as well.
>
> HD Driver is for drives, not Ethernet. The Ethernet possibilities for
> Atari use either the cartridge or the SCSI port.

It is true that HDDriver is for drives, but a SCSI driver that detects
the DaynaPORT SCSI/LINK (SCSI-to-ethernet) controller is needed before
the DaynaPORT
driver is loaded. Although there are other choices for a SCSI driver
that
may work, HDDriver seems very stable....so we need both a SCSI driver
and
an Ethernet controller driver.

I have the demo version of HDDriver currently, and it detects the
DaynaPORT
fine and the driver for the DaynaPORT loads, but it bombs if you try
to actually
connect to the network...I am positive that this is because you cannot

write to
any other drive other than the first one with the demo version....

I love it when old hardware starts to work again.

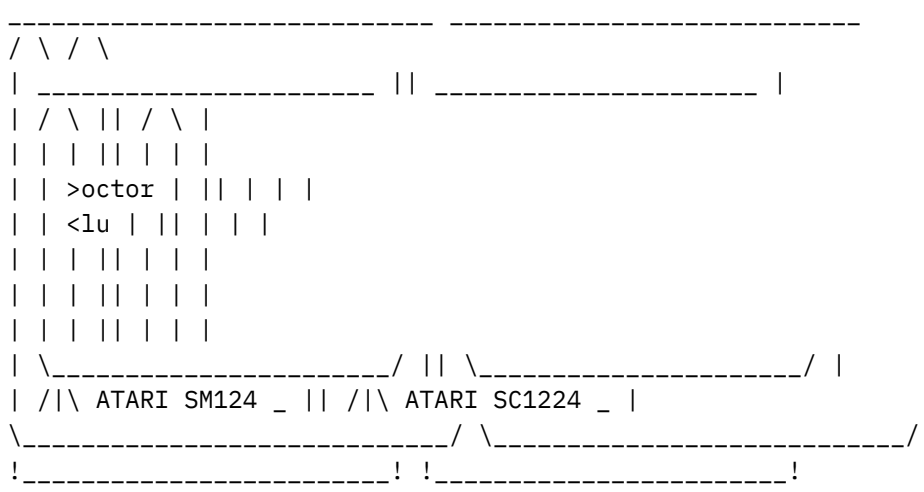
3916. Re: Atari Monitors - who wants?

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 05:35:04 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB1807F5.365E%drclu@swbell.net>
Source record: 26198

in article XClIa.23589$aG.172260485@news-text.cableinet.net, Captain Nemo at nospam@nospam.com wrote on 6/19/03 11:35 AM:

> Hi
>
> I have a couple of Monitors for the Atari ST series. One is a hi-res
> monochrome which needs a bit of attention. The other is a colour monitor
> which, last time I used it, was perfect.
>
> I just want to get rid of them. If nobody answers they'll simply get thrown
> on the local dump. However, if you want the colour, you must take the
> monochrome as well.
>
> I am in the UK (Croydon, to be precise). If you're interested, email me:
> webcrawler AT Icrazy DOT com.
>
> The Captain

So what are the models on those monitors? If you have the hi-res monocrome TT monitor I might have to think about it. :)



http://www.ascii-art.de/ascii/ab/atari.txt

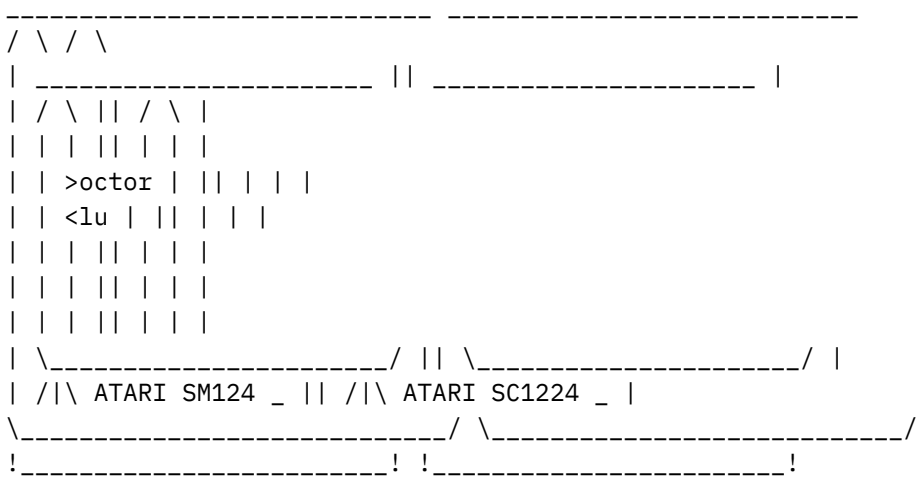
3917. Re: TTC1434 monitor?

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 05:37:20 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB18087D.365F%drclu@swbell.net>
Source record: 26199

in article 3ef1dab2$0$123$e4fe514c@dreader4.news.xs4all.nl, TXG at txg01@xs4all.nl wrote on 6/19/03 10:42 AM:

> Hi,
>
> Does someone has the specs of this monitor?
>
> Could not find anything on the internet about it.
>
> TXG/MNX

Would love to find out more about that myself. That is the high res monocrome monitor correct?



http://www.ascii-art.de/ascii/ab/atari.txt

3918. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 06:43:42 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ef2adf6$0$49100$e4fe514c@news.xs4all.nl>
Source record: 26200
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Man when you had some real brains you would jump on a plane to the
Netherlands. Tell me when you arrive and I will kick you from this planet!

You only have some repeating news to tell so I guess you're someone with a
big mental handicap. :-)

TXG/MNX
"Fagboy Shiteater Joey Jojo" <holmesatari@hotmail.com> wrote in message
news:eb50c341eeddbd41aecdd04a953d57d4@rebleep...
> Hello, some of you may know me as Fagboy Benny. I'm that big fat 400lb
> shiteating pedophile fagot with shit for brains! Actually, I'm the
biggest
>
> dumbest fagot in Oregon. I sell new & used sex toys to the masses! Why
> do I do this? I have shit for brains, I don't listen to anyone, and I
> just LOVE making assholes so much larger than usual! I want your
> business so badly that I'm spamming the newsgroups and gonna offer a big
> 30% off for repeat customers and for all gays with large assholes. I
> don't get enough business as it is and my ISP let's me spam all I want
> cuz I'm such a big gaylord.
>
> Now, let's meet all of my bum buddy friends! These people are true
> fagots and fuck me up the ass daily! I love fucking their loose
> assholes too.
>
> The Bravo Sierra Bum Buddy and true Gaylords Team:
> We have fagboy Don Schmidt. Yet another of my faggy spammers.
> Rustynutt (we call him fagboy fucknut). A true fagot he is!
> Iain Laskey. Our fagot and loser of the day.
> Mikey Freeman. Dumbest fuck in the world. A true fagot.
> Bill Freeman. Just another stupid shit eating loser.
> Xao-Ming: A deep fried shrimp from outta town. Gaylord Gook!
> Richard Cranium. Loves to fuck his daddy, brothers and babies!
> Nick Harlow. Another of my big faggy chums.
> Richard Cortese. I love Richard just cuz he's such a loser!
> Boris AKA Wef Dinaini. A fucked in the head gaylord!
> Holmes. The one and only big fagboy of the 8bit world!
>
> and the newest shit eating fagfucker and little boy molester on my team
is:
>
> Shiteating Fagboy Joey JoJo!!! Welcome Fagboy Joey JoJo!!!
>
> This list is always growing folks! Over time, it'll become the biggest

> list ever. Bigger than my well fucked asshole! A big faggy smooch to
> all these fagots for being true gaylords in the true style of Bravo
> Sierra Computers.
>
> I love ya guys so much! Bend over for me and let's keep spamming these
> newsgroups with my faggy sex toys!
>
> Big smooch to y'all!
> From your fat 400lb anal wonder of the world,
>
> ===Fagboy & Pedophile Benny Smith===
> Along with new faggy bum buddy....
> ===Shiteating fagboy & Pedophile Joey Jojo===
>
>
>
>

3919. Re: TTC1434 monitor?

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 06:45:49 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ef2ae75$0$127$e4fe514c@dreader5.news.xs4all.nl>
Source record: 26201

No this TTC1434 is a 14" monitor with a 15 subD connector??

I think it's a:

TT = I think TT series
C = Color series
1434 = 14"

But like to have the specs.

The 19" Black/White monitor is the TTM195 monitor...

TXG/MNX
"Doctor Clu" <drclu@swbell.net> wrote in message
news:BB18087D.365F%drclu@swbell.net...
> in article 3ef1dab2$0$123$e4fe514c@dreader4.news.xs4all.nl, TXG at
> txg01@xs4all.nl wrote on 6/19/03 10:42 AM:
>
> > Hi,
> >
> > Does someone has the specs of this monitor?
> >
> > Could not find anything on the internet about it.
> >
> > TXG/MNX
>
> Would love to find out more about that myself. That is the high res
> monocrome monitor correct?
>
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> | _____________________ || _____________________ |
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> | /|\ ATARI SM124 _ || /|\ ATARI SC1224 _ |
> _____________________________/ _____________________________/
> !_____________________! !_____________________!
>
> http://www.ascii-art.de/ascii/ab/atari.txt
>

3920. Meanwhile on Ebay... [DustBunnies Limited]

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 07:15:15 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB181F70.371F%drclu@swbell.net>
Source record: 26202
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

We have the following on ebay for you collectors out there. I'm digging more all the time, but try to only post such findings less than once a week here. :)

Atari SX212 Modem (Atari A800/XL/XE/ST/TT) 2736971942

CASE OF ATARI 520 ST... GOOD DISPLAY MODEL 3530062943

Atari 2600 Trackball Controller CX22 3530068862

```
___
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('"/"-. \ / ,-,. \
`' \ ,-'-/ / `-'
.`;sk568G6itz,-",
.\a\x6P^98^"^986r/,-' Brought to you by DustBunnies Limited...
-._sV89" " `88k,-_"
`.-\Q8f 188/,-', Bring those tucked away items
.-_J88| o o |88KJ-_. From God knows where
,-;388l j888[=- And making them available for you! ;)
_".>88Y6._ ,J.__.4988E:._"
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(Modified from artwork from:
http://www.ascii-art.de/ascii/def/dust.txt by itz
And http://www.ascii-art.de/ascii/pqr/rabbit.txt)

3921. Re: Atari ST Joystick test help needed

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 09:28:34 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcuk41$4rt$1@titan.btinternet.com>
Source record: 26203

Plug your ST into a TV and run a game, its that simple.

Smeg.

/ <!$@!$*-/+=.com> wrote in message
news:3BzIa.585$xF.63773@newsfep2-win.server.ntli.net...
> Hi,
> I got a Joystick for Atari ST, but I don't know how to test it. Could
> someone please tell me a way? I am not into games so I've never used it
and
> want to sell it but just want to check it works ok first. I have a SM124
> monochrome monitor. Is there some free utility program that allows you to
> test it? Or any free/pd game that uses a joystick and B&W monitor?
>
> Many thanx in advance

3922. Re: Meanwhile on Ebay... [DustBunnies Limited]

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 09:30:20 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcuk7c$512$1@titan.btinternet.com>
Source record: 26204
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Im sure that most of us already search ebay atari section on a regular
basis, im not sure if you intend to keep on doing this, why youre doing it.

Smeg.

Doctor Clu <drclu@swbell.net> wrote in message
news:BB181F70.371F%drclu@swbell.net...
> We have the following on ebay for you collectors out there. I'm
digging
> more all the time, but try to only post such findings less than once a
week
> here. :)
>
> Atari SX212 Modem (Atari A800/XL/XE/ST/TT) 2736971942
>
> CASE OF ATARI 520 ST... GOOD DISPLAY MODEL 3530062943
>
> Atari 2600 Trackball Controller CX22 3530068862
>
>
> ___
> ,'_ "`-. ,-'""`-.
> ('"/"-. \ / ,-,. \
> `' \ ,-'-/ / `-'
> .`;sk568G6itz,-",
> .\a\x6P^98^"^986r/,-' Brought to you by DustBunnies Limited...
> -._sV89" " `88k,-_"
> `.-\Q8f 188/,-', Bring those tucked away items
> .-_J88| o o |88KJ-_. From God knows where
> ,-;388l j888[=- And making them available for you! ;)
> _".>88Y6._ ,J.__.4988E:._"
> .;=J98|""T--T--T""|88K;-._
> _"Z38 ._|__|__|_. 88R=;.
> .'/2888| | |8888S^._"
> '"j^7Z6bo___od3R^L`-.
> ,'./jQV9TYVR\[\`".
> '|'|! |'|`. "
> ./ l | \
> .'_ _.\ j, `._,.
> (_)_).._) (_.__,._) >octor <lu
>
> (Modified from artwork from:
> http://www.ascii-art.de/ascii/def/dust.txt by itz
> And http://www.ascii-art.de/ascii/pqr/rabbit.txt)

>

3923. CT60 : and the winners are ...

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 10:14:34 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ef2de8a$0$4601$626a54ce@news.free.fr>
Source record: 26205

25 boards are expediting this day !

Who are the lucky guys ??
hum, I let them to tell you ...

The copy of the mail I sent to them :

The package is :
- CT60
- FAN to be connected on the CT60 (connector near the corner of the 060).
- IF YOU SOLDER : Ribbon cable, 1x 68 ohms resistor, 3x 33 ohms resistors SMT

For the moment, remember you need :
- SDRAM DIMM PC133 (or 100) 64 to 512 MB (SEE the WEB SITE for compatibility !).
- ATX POWER SUPPLY + PUSH BUTTON (not furnished because of the tower recommended configuration).
OR ATX TOWER (no need a big, a medium is cool).
- A ON/OFF switch + 2 wires + HE13/14 Femal 2 pins connector to connect on the CT60 connector to allow you to go back to 030 mode...
This is not fiurnished (sorry !) but will you yet use the 030 mode ???
You can put a jumper if you really need to go back if you don't know how to solder 2 wires....
If you solder 2 wires, please don't solder on the pins of the connector (let them clean for me if I need it !), but undfer the board on the solders of this connector.

In few days, the fitting documentation will be online...

ATTENTION :

1- For those of you that get a CT60 without 060, it is your responsability to plug your 060 and stick the heatsink on the 060 !
Don't be stupid with this operation ! a bad insertion of the 060 in th socket will destroy it !
Not using the heatsink (and the fan is to be used too if the machine is closed !) may destroy the 060 !
USE a THERMAL STICK ! It's maybe expensive but a classical stick will not dissipate the 060 !
SEE the WEB SITE pictures (will be ready tomorrow !) to see how to get the 060 on the board and how to stick the heatsink in the better position for falcon original cases !
For original cases, the fan can not be plugged on the heatsink if you keep the keyboard in the initial position...
There are several ways possibles to get the fan near the 060....Imagine...

2 -Some of you (those who get a 60 MHz 060 model, have a 72 MHz oscillator in the package !
This is for pure fun because I don't support the 72 MHz configuration !
Some tests show that the few 060 /60 I tried have timing problems with caches.
The actual loaded SDR chips don't support 72 MHz.
To try the 72 MHz, you need to :
- make a download cable (see the downloadable CT60.LZH package).
- download the SD4D version of SDR (the actual is SD4F) : those files will be on my web site....
- be lucky with your 060/60 ! Let me know ...
What are the difference between SDR 4D et 4F ?
SD4D is the previous version of the SDRAM controler and use only one PAGE comparator.
It was tested and approoved at 72 MHz !
SD4F is a optimized version with 2 PAGE comparators : it's a bit faster and may be really faster with some software.
See the CHG documentation (the next one, not yet online !).
SD4F run up to 69 MHz, not more.

I see nothing else to tell you now (all will be present in the fitting file)....except ...

HAVE FUN !

Regards

3924. Re: Meanwhile on Ebay... [DustBunnies Limited]

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 12:24:57 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <p6v5fvkfsqvg20oik5es8qumj8un2bjro9@4ax.com>
Source record: 26206
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Fri, 20 Jun 2003 09:30:20 +0000 (UTC), "Smeg"
<smeg_007@NOSPAM.hotmail.com> wrote:

>Im sure that most of us already search ebay atari section on a regular
>basis, im not sure if you intend to keep on doing this, why youre doing it.
>
>Smeg.

Not all of us search Ebay, it's nice to see someone posting bits like
this, cheers Greg!
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

3925. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 12:33:35 UTC
From: Joey JoJo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-D54E4C.08333520062003@nr-ott01.bellnexxia.net>
Source record: 26208
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

(abusive homophobic rantings of a loser troll deleted)

well well well - so it appears that our loser troll HAS been kicked off his previous anonymous remailer, and is now using a new remailer to try to show the world just how much of an idiot he is. "Nothing happens", eh loser?

Send complaints about Loser Boy (complete with original posting and complete headers) to these new addresses and send him back under his bridge:

postmaster@nym.alias.net
abuse@bleep.dynip.com

BTW, I found a picture of Loser Boy - the description below his picture perfectly describes him to a T:

http://www.winternet.com/~mikelr/flame26.html

3926. Megafile 20 Manual?

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 12:39:13 UTC
From: kfitzhugh@europe.ea.com
Message-ID: <16f27d5d.0306200439.78cd59f6@posting.google.com>
Source record: 26207

Hi

I've just aquired a Megafile 20, which came without a manual. Does anyone know where I can download one, or get one some other way? A Google search hasn't turned up anything...

Thanks!

K

3927. Re: Looking for Denis Floch (DFBOOT 2)

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 13:11:07 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3ef307ea$0$11534$626a54ce@news.free.fr>
Source record: 26209

hi,

"Hallvard Tangeraas" <Hallvard@despammed.com> a crit dans le message de news: 1fwty4u.9r2lg01mw0x2cN%Hallvard@despammed.com...
> Anyone know where I can get hold of the author of "DFboot 2"? It's a
> boot-selector, and the author's name is Denis Floch, who lives in
> France.
>
>
>
> Hallvard

try to ask on the french newsgroup
fr.comp.sys.atari

SeeU

[ProToS] on ircnet
chan #atari.fr #atariscne

3928. Re: Looking for Denis Floch (DFBOOT 2)

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 14:42:12 UTC
From: Christian Potzinger <news@ravenclaw.at>
Message-ID: <Xns93A0AA28B5B02CJP@ID-53935.user.dfncis.de>
Source record: 26210

Hallvard Tangeraas wrote...

> Just a short while after posting to that French Atari newsgroup
> I got a reply. Unfortunately it's in French (which I don't understand),
> so can someone tell me what this person is saying?:

He just repeated your Text in french Language, he didn't
gave you an Answer. btw: I also don't speek french, but
for such simple Tasks you can use Babelfish.

http://world.altavista.com/
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

3929. Re: Looking for Denis Floch (DFBOOT 2)

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 15:18:24 UTC
From: Pascal Ricard <pascal@europe-shareware.org>
Message-ID: <3ef3426a51cda90@europe-shareware.org>
Source record: 26212

Hello,

in article <1fwv1bd.st8t9nzd9mnzN%Hallvard@despammed.com> (comp.sys.atari.st),
Hallvard Tangeraas wrote on Fri 20-06-2003 14:20 (GMT):

> Talk about quick response!
> Just a short while after posting to that French Atari newsgroup I got a
> reply. Unfortunately it's in French (which I don't understand), so can
> someone tell me what this person is saying?:

He just translated your message in French :-)

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

3930. Re: Meanwhile on Ebay... [DustBunnies Limited]

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 15:54:47 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vf6bi86gutvpcb@corp.supernews.com>
Source record: 26211
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Doctor Clu" <drclu@swbell.net> wrote in message
news:BB181F70.371F%drclu@swbell.net...
> We have the following on ebay for you collectors out there. I'm
digging
> more all the time, but try to only post such findings less than once a
week
> here. :)
>
> CASE OF ATARI 520 ST... GOOD DISPLAY MODEL 3530062943
>

So whats this about? Just a shell/keyboard and no motherboard? You made a
connection at the back to use it as a plain keyboard?

Hmmm

Tim

3931. [CT60] News

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 16:57:50 UTC
From: NOSPAMS@MAMADOO.fr
Message-ID: <1fwv8cg.103gjbgb5x24gN%NOSPAMS@MAMADOO.fr>
Source record: 26213

Hi,

I have updated my CT60 site http://ct60conf.atari.org

There are benchs with kronos and zbench in 256 colors 896 * 608.

The CT60 Software package is updated, now the desktop.inf buffer is
extended to 32 KB (merci ï¿½ Florent Lafabrie).

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3932. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 17:03:53 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns93A0C1F1CD4F8tos4ever@195.130.132.65>
Source record: 26214
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq158e.zip
(126.575 bytes) Nice GEM based ICQ client for STing/STik/Gluestik

**mint**
ftp://chapelie.rma.ac.be/atari/mint/www/mgw033b.tgz
(79.223 bytes) Draconis to MiNT-Net gateway.
Enables you to use the Draconis internet client with MiNT-net

Have Fun,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>
```

3933. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 17:23:25 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns93A0C5416C87Ctos4ever@195.130.132.65>
Source record: 26215
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

on vr, 20 jun 2003 06:43:42 GMT ?TXG wrote:

> Man when you had some real brains you would jump on a plane to the
> Netherlands. Tell me when you arrive and I will kick you from this
> planet!

Hmm, as today is im-/export of chickens allowed to the Netherlands? There
are probably still some restrictions due the recent outbreak of fowl pest.

Also if I'm not wrong there are some problems in the USA (or is it Canada?)
with the mad cow disease. Now I think about it, that's maybe the problem
with him. So he probably won't get the permission to jump on the plane.

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

3934. Gemdos error

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 18:51:02 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1056138808-818612AEicMi@xs4all.nl>
Source record: 26216

Does somebody know what a gemdos error means and
what can be done about it? Recently i get that
very often and especially when i get to the
menubar. For instance: saving or loading in
Papyrus gives this problem. Has it something to
do with running Stewart and Jinnee?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

3935. Gemdos error

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 19:07:32 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1056139720-001088AEicMi@xs4all.nl>
Source record: 26218

Does somebody know what GEMDOS ERROR means and
what can be doen about it? Recently i get the
message very often especially when i 'enter' the
menubar. For instance with loading a file in
Papyrus the machine freezes. It looks like this
is been accompanied with the 'loss' of the
mousecursor. Has it got soemthing to do with
running Stewart together with Jinnee? Or is ther
another reason for? Do i have to change some
settings?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

3936. Re: Megafile 20 Manual?

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 19:17:49 UTC
From: Beno&#65533;t Morrissette <XXXbenoitmorrissette@hotmail.comXXX>
Message-ID: <l0n6fvkm40c3h9il4q951am47fqh9c26ku@4ax.com>
Source record: 26217

On 20 Jun 2003 05:39:13 -0700, kfitzhugh@europe.ea.com (Karl) wrote:

A MegaFile 20 needs no manual. Just plug it and it should work... if it is in working condition AND if it is formatted.

Plug the power cable in the wall, plug the other cable (you got two cables, don't you?) in the back or your ATARI, push the ON button on the MegaFile 20 and wait about 10 to 15 seconds. Then push the ON button on the ATARI, wait a few seconds for it to boot and you should see the hard drive file cabinet on the screen.

If something goes wrong, you must tell us when in the above sequence it does.

If everething is right, the second thing to do is to run UVK 2000 (an anti-virus program) on all files of the drive.

Good Luck!!

>Hi
>
>I've just aquired a Megafile 20, which came without a manual. Does
>anyone know where I can download one, or get one some other way? A
>Google search hasn't turned up anything...
>
>Thanks!
>
>K

3937. Re: 1040STF Disc Drive help

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 20:59:07 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vf6tctnjj3g23@corp.supernews.com>
Source record: 26219

What are you talking about?

Tim

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bct383bcs1@sparta.btinternet.com...
> This is floppy disks, not minidiscs.
>
> Smeg.
>
> Tim <tjlazer@mail.com> wrote in message
> news:vf19nemgeq374@corp.supernews.com...
> > What about the Media Detect issue? ie when a new disk is inserted the
> drive
> > will not auto read the TOC thus trashing the disk. Can that be fixed?
> >
> > Tim
> >
> > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > news:bco3ft$n4u$1@hercules.btinternet.com...
> > > I just replaced the 1.44mb drive in my falcon the other day. It was
> > replaced
> > > by a brand new ALPS. It has the DS0 and DS1 solder patches underneath.
> > >
> > > I am in the UK so you may not be able to get one of these models
> depending
> > > on where you are.
> > >
> > > Smeg.
> > >
> > > Douglas C White <douglas@WPI.EDU> wrote in message
> > > news:Pine.LNX.4.44.0306171514560.31195-100000@ccc10.WPI.EDU...
> > > > Hello Atarians..
> > > >
> > > > O.K. I tried using my 1040 STF the other day, and the drive was
dead.
> > > > I had replaced it years ago with a Chinon and it just died
yesterday.
> > > >
> > > > My question: Does anybody know of a suitable replacement? If yes,
I
> > > > would really appreciate it if you would please clue me in as to
brand,
> > > > model. jumper settings etc..
> > > >

> > > > If this is no longer possible to cost effectively do, doew anyone
know
> > if
> > > > it's possible to just load Master Tracks pro into my PC via an
> emulator
> > > > program, and then use my PC to read my Discs that I used on my
1040ST?
> > > >
> > > > either way, any help is much appreciated..
> > > >
> > > > best regards,
> > > >
> > > > -doug
> > > >
> > > >
> >

> > > > Rising and falling on the ebb and flow of tide, I watched in
amazement
> > as
> > > > our small craft continued sailing steadfast. We were moving towards

> the
> > > > horizon and a mountain of lights..
> > >
> >
>
> ---
> > > > Douglas White douglas@wpi.edu
> > > > Dept. of Chem. Eng.
> > > > WPI
> > > >
> > >
> > >
> >
> >
>
>

3938. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 21:04:56 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcvste$d5n$1@titan.btinternet.com>
Source record: 26220

Yo!, Dell-dude

> > Well, tonight was kinda exciting. Chris Martin (sysop of the telnetable
> > Atari BBS usually run on a XEGS.. JYBOLAC) and I with another friend
tried
> > our hand at restoring a Atari TT030 that was bought off Ebay as spare
parts
> > for like $30.
>
> Excellent, a Pheonix project :-)

Phoenix even?.

--

Regards, Steve S.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

3939. Re: Megafile 20 Manual?

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 21:23:26 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcvtvvfck1@sparta.btinternet.com>
Source record: 26221

Hi "Karl"

Where in the world are you, i have a manual entitled "Atari Megafile Hard Disk Drive" I am in GB

> I've just aquired a Megafile 20, which came without a manual. Does
> anyone know where I can download one, or get one some other way? A
> Google search hasn't turned up anything...

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

3940. Re: Gemdos error

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 21:23:47 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcvu0lfck2@sparta.btinternet.com>
Source record: 26222

Hi Raoul Teulings

> Does somebody know what a gemdos error means and
> what can be done about it? Recently i get that
> very often and especially when i get to the
> menubar. For instance: saving or loading in
> Papyrus gives this problem. Has it something to
> do with running Stewart and Jinnee?

I dumped Stewart due it it exploding my system with GEMDOS errors, i believe
it jumps into various GEMDOS hooks to intercept the menu bar mechanics.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

3941. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 23:01:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ef3a03049ef60@tripnet.se>
Source record: 26223
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In comp.sys.atari.st <3eecfa164daadd0@tripnet.se>
Kenneth Medin wrote on Sun 15-06-2003 21:58 (GMT):

>>>"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
>>>news:tEmSF6P10T5+Ew8R@my-ste.demon.co.uk...

>>>> I think I'll put this pair of apps aside and just write one that
>>>> specifically reads direct from the port without any buffering.
>
>I've tried myself to write a GFA INLINE. The idea is to first allocate
>memory in GFA, pass the address to the INLINE and let the centronics
>interrupt execute code inside the INLINE and save data. Both pointers and
>data should then be easely accessed from the GFA code.

>I have _very_ basic knowledge in Assembler programming so there may be a
>lot of severe errors in my code! I'm also going away for a few days

Yes, there were quite a lot of errors in that code... :-)

I have now managed to get a working GFA Basic app that reads the parallel
port with an assembler inline hooked to the centronics interrupt. It does
seem to work fairly well when sending from a MSTe and receiving with a
TT. With the TT running standard TOS 3.06 I managed to transfer a 13 KB
file without errors.

With the TT under Magic and the rest of my standard setup with STinG and
everything I got two errors at one point in the file.

However... The reason for writing this program was to be able to transfer
files from my old Casio PB-770 pocket computer but that does not work so
well...

All data arrives on the Atari but every byte with the upper 4 bits
stripped to zero! Strange... Maybe there is a timing problem but I've
seen this behaviour all the time even when trying to poll the printer
port. I'm beginning to wonder if the Atari draws too much power on the
datalines or something. All three computers still print perfectly when
attached to a real printer, though.

Anyone with an idea of what could be wrong?

I have put up my GFA app with all sources included at:

http://atari.mine.nu/read_prt.zip (13.1 KB)

--
Kenneth Medin <kennethm@tripnet.se>

Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3942. Re: Meanwhile on Ebay... [DustBunnies Limited]

Newsgroup: comp.sys.atari.st
Date: 2003-06-20 23:57:26 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB190A53.4AEE%drclu@swbell.net>
Source record: 26224
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article vf6bi86gutvpcb@corp.supernews.com, Tim at tjlazer@nosmapmail.com wrote on 6/20/03 10:54 AM:

>
> "Doctor Clu" <drclu@swbell.net> wrote in message
> news:BB181F70.371F%drclu@swbell.net...
>> We have the following on ebay for you collectors out there. I'm
> digging
>> more all the time, but try to only post such findings less than once a
> week
>> here. :)
>>
>> CASE OF ATARI 520 ST... GOOD DISPLAY MODEL 3530062943
>>
>
> So whats this about? Just a shell/keyboard and no motherboard? You made a
> connection at the back to use it as a plain keyboard?
>
> Hmmm
>
> Tim

Wish I could say it was that complicated.

First off, that auction is simply a 520 ST shell with a non-working keyboard. (Though all the keys have all the rubber bits, so maybe good for parts).

THE TRULY INTERESTING PART...
Once apon a time, I took a 1040 STe, upgraded to 4 meg (that I'll be selling soon.. just want to get the floppy drive working better first... all else works).

I took the then 4160 STe :) and took it apart, re-cased it, a CD-Rom drive, hard drive, Spectre GCR, and a AT Power Supply and stuck it all in a PC case that had a similar case style as an Atari 800. The idea was that was doing the 800XLDJ thing (virtual drive system) for the Atari 800. The case and the AT power supply (modified to power an Atari ST/STe plus multiple other devices AND a monitor all at once) will be for sale soon as well. Or if you read this and are interested, just write me at drclu@swbell.net.

The wire between the keyboard and the motherboard was extended from 6 inches to about 6 feet using some flat lan cable... so at that point I had an external keyboard. Once that was out, the 520 ST case housed the

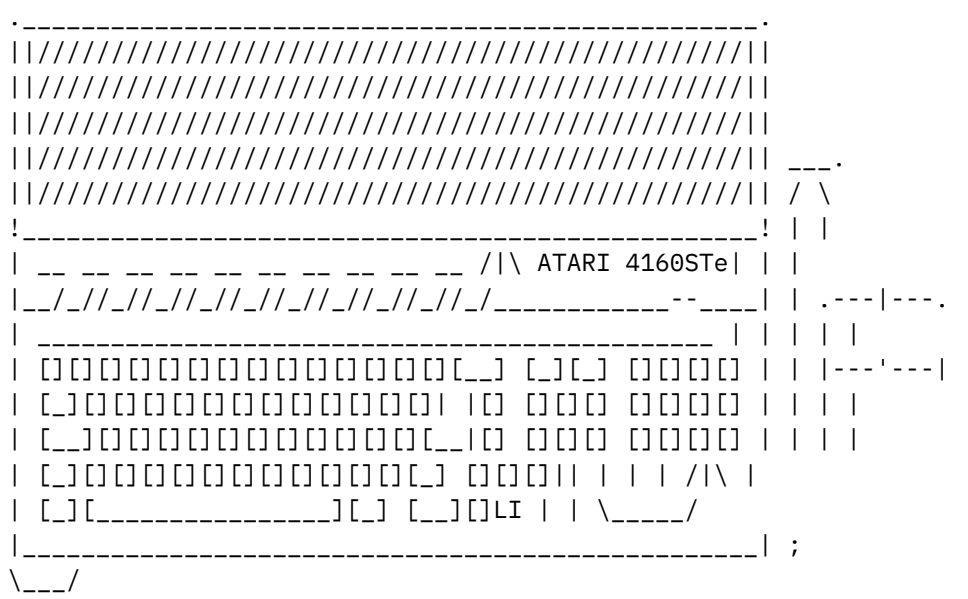
keyboard (being the smallest ST case in existance.)

Incidentally, the person who buys the 4160 STe will have that six foot chord to have an external keyboard whenever they choose. (and a SM124 monitor, and maybe a color monitor and monitor switch depending on the deal) :)

So I can say I've gone through what so many Atari users go through... to have the Atari STe go from the all in one boogle board, to a PC case and desktop computer. But in this case, there was a chance to go back, since it is all back together again. :)

(People like vintage STe's over re-cased ones.. I can see why I suppose..)

>octor <lu



(Original art: valkyrie http://www.ascii-art.de/ascii/ab/atari.txt)

3943. Game ID

Newsgroup: comp.sys.atari.st
Date: 2003-06-21 08:39:00 UTC
From: google@asktoby.com
Message-ID: <25a29397.0306210039.120a1ce7@posting.google.com>
Source record: 26225

Hi

What was that game, quite polished, two player, puzzle (arrange the yellow shapes).

The gameworld was quite purple, the screen divided in two down the middle. You ran back and forth along the bottom of the screen grabbing falling shapes and putting them in your big matrix, trying to copy a shape from memory before your opponent.

While the game was loading there was a little band (bongos, guitar and funky bass) that played to you.

When you finished a level there was a sample in a croaky "cool" voice that said "hey guy, you got it" (said the great priest).

It then stacked up a load of coins depending upon how well you played.

It was french but I think I got it on a coverdisk from STF or ZERO.

===What was it's name?===

Toby

3944. Re: Gemdos error

Newsgroup: comp.sys.atari.st
Date: 2003-06-21 08:48:10 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1056191174-80720AEicMi@xs4all.nl>
Source record: 26226

Hi Steve,

Thanks for your answer. (How was the Atarishow?)
I've heard that before about Stewart and will
consider to turn it off.

Enjoy your weekend,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

3945. Magic configuring..

Newsgroup: comp.sys.atari.st
Date: 2003-06-21 09:22:56 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1056191176-81352AEicMi@xs4all.nl>
Source record: 26227

Does somebody know why only a few changes will be performed in MagiC after i've changed them with the configuration program. In my case only the logo is replaced and the title bars appear. All the other changes are not visible. I use a Nova card.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

3946. Re: Gemdos error

Newsgroup: comp.sys.atari.st
Date: 2003-06-21 10:03:25 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bd1ah3$c6p$1@hercules.btinternet.com>
Source record: 26228

Hi "Raoul Teulings"

> Thanks for your answer. (How was the Atarishow?)

Even though it was on my doorstep i didnt attend. 8~(My car tyres are
getting a bit desperate and i've no money to replace them.

> I've heard that before about Stewart and will consider to turn it off.

I've not heard from anyone without problems with Stewart, Have you tried
Xgem, that will give you some customisations.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

3947. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-21 10:58:36 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ef448786a4880@tripnet.se>
Source record: 26229
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In comp.sys.atari.st <3ef3a03049ef60@tripnet.se>
Kenneth Medin wrote on Fri 20-06-2003 23:01 (GMT):

>I have now managed to get a working GFA Basic app that reads the parallel
>port with an assembler inline hooked to the centronics interrupt. It does
>seem to work fairly well when sending from a MSTe and receiving with a
>TT. With the TT running standard TOS 3.06 I managed to transfer a 13 KB
>file without errors.

>I have put up my GFA app with all sources included at:
>
>http://atari.mine.nu/read_prt.zip (13.1 KB)

My ADSL ISP has "severe problems all over the country" so my server above
is down... Yesterday was Midsummer Eve here so I guess the technicians
are all sleeping after too much to drink... It may take some time to get
it fixed.

I have put a copy at http://www5.tripnet.se/~kennethm/read_prt.zip

Btw. STinG is really nice. To switch from Ethernet to modem you just have
to load another DIAL.SCR and dial in to another ISP without making _any_
config changes. After next reboot my TT will be back with Ethernet DNS
servers etc.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3948. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.st
Date: 2003-06-21 12:15:14 UTC
From: nick@1632systems.co.uk
Message-ID: <bd1i8k$h1l$1@thorium.cix.co.uk>
Source record: 26230
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

heh, well done..

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3949. Re: Gemdos error

Newsgroup: comp.sys.atari.st
Date: 2003-06-21 12:18:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ef3f8bec9e553@attbi.com>
Source record: 26231

>Does somebody know what a gemdos error means and
>what can be done about it? Recently i get that
>very often and especially when i get to the
>menubar. For instance: saving or loading in
>Papyrus gives this problem. Has it something to
>do with running Stewart and Jinnee?
>
>Raoul Teulings

If you are talking about the latest version of Papyrus, I get an error also at times when trying to load it on my Hades. For me I can get it to load if I turn off my caches or do not split my Ram. If I have my caches turned off, I turn them back on when after Papyrus loads. Of course, all of this happens under Magic. Uncer Mint or Geneva, things are fine.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3950. Re: Debian m68k (Was: Re: About Atari Inc.)

Newsgroup: comp.sys.atari.st
Date: 2003-06-21 12:18:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ef3f8bec9e552@attbi.com>
Source record: 26233

>In comp.sys.atari.st <3eeed5cc1ff81c7@attbi.com>
>Edward S. Baiz Jr. wrote on Tue 17-06-2003 14:48 (GMT):
>
>>>In comp.sys.atari.st <20030614184134.a40499@du3.maus.de>
>>
>>>>Of course it does. It even works in graphics mode (X) on a TT or falcon with
>>>>NOVA graphics card but only on those machines that have a 68030 cpu and 6888x
>
>>>I never got either Potato or Woody to work with X on my TT with ET4000.
>>>Also tried with TT-medium resolution without luck. "No Screens found"...
>
>>I had the Potato version of Linux running on my Hades060 with a
>>Nova card. I even had X windows running. Then I upgraded my Hades
>>motherboard and Linux would not boot up. I was hoping that the
>
>That's kind of good news. I might have another go with Potato but the
>installation takes a lot of time on a TT. A whole day or so even though I
>have a CDROM and can install from that.

Yes I would imagine it would take awhile on a TT. It took an hour
or so on the Hades. The trick is to install only the essential
files. The others (games, applications, etc) you can install later.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3951. Re: Magic configuring..

Newsgroup: comp.sys.atari.st
Date: 2003-06-21 12:18:59 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ef3f8bec9e554@attbi.com>
Source record: 26232

>Does somebody know why only a few changes will be
>performed in MagiC after i've changed them with
>the configuration program. In my case only the
>logo is replaced and the title bars appear. All
>the other changes are not visible. I use a Nova
>card.
>
>Raoul Teulings

What other changes were you trying to accomplish?
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3952. Re: Papyrus....

Newsgroup: comp.sys.atari.st
Date: 2003-06-21 12:18:59 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ef3f8bec9e555@attbi.com>
Source record: 26235

>In article 3eeed5cc1ff81c6@attbi.com, Edward S. Baiz Jr. at
>edbaizjr@attbi.com wrote on 17/6/03 15:48:
>
>>> Has anyone something to report on the presumed
>>> release of a Papyrus update?
>
>> Nothing here. I email them about the supposed version 10 for Atari
>> TOS computers and have not received an answer. I would love to get
>> ahold of either version 9 or 10.
>
>You could always email Nick Harlow of 16/32 Systems here in the UK.
>
>There was no sign of Papyrus X at the recent JagFest, not that I asked about
>it.

Thanks I will. I have dealt with 16/32 Systems before.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3953. Re: Resurgence of user groups?

Newsgroup: comp.sys.atari.st
Date: 2003-06-21 12:19:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ef3f8bec9e557@attbi.com>
Source record: 26234

>Is it just me, or does there seem to be a bit of a resurgence in Atari user
>groups? Lately I've noticed several that have either started up or have come
>back out of the woodwork. I'm even discussing restarting the Atari user
>group in my town! I don't know, maybe it's just because I spent a while away
>from the Atari computer scene, but I was wondering if anyone else has
>noticed this too?

I have noticed that a little. Some people that I used to talk to
on Genie and on BBS's have shown up here. Nice to see that happen.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3954. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-21 12:19:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ef3f8bec9e556@attbi.com>
Source record: 26236
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

>In comp.sys.atari.st <3eecfa164daadd0@tripnet.se>
>Kenneth Medin wrote on Sun 15-06-2003 21:58 (GMT):

>With the TT under Magic and the rest of my standard setup with STinG and
>everything I got two errors at one point in the file.
>
>However... The reason for writing this program was to be able to transfer
>files from my old Casio PB-770 pocket computer but that does not work so
>well...
>
>All data arrives on the Atari but every byte with the upper 4 bits
>stripped to zero! Strange... Maybe there is a timing problem but I've
>seen this behaviour all the time even when trying to poll the printer
>port. I'm beginning to wonder if the Atari draws too much power on the
>datalines or something. All three computers still print perfectly when
>attached to a real printer, though.
>
>Anyone with an idea of what could be wrong?

Not sure really, but I would use PARCP which does file transfer
through the Parallel printer ports quite nicely.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3955. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-21 13:00:49 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ef46506a4d350@tripnet.se>
Source record: 26237
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In comp.sys.atari.st <3ef3f8bec9e556@attbi.com>
Edward S. Baiz Jr. wrote on Sat 21-06-2003 12:19 (GMT):

>>In comp.sys.atari.st <3eecfa164daadd0@tripnet.se>
>>Kenneth Medin wrote on Sun 15-06-2003 21:58 (GMT):

>>However... The reason for writing this program was to be able to transfer
>>files from my old Casio PB-770 pocket computer but that does not work so
>>well...

>>Anyone with an idea of what could be wrong?
>
>Not sure really, but I would use PARCP which does file transfer
>through the Parallel printer ports quite nicely.

Well, there is no PARCP client that runs on a Casio PB-770... :-)

But, If there were a "One way printer emulation" mode in PARCP... I have
only read the online documentation for PARCP and can't find anything
about such a mode.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3956. Atari Online News, Etc. #05-25

Newsgroup: comp.sys.atari.st
Date: 2003-06-21 13:11:05 UTC
From: danap8@aol.comno-spam
Message-ID: <20030621091105.21463.00000929@mb-m05.aol.com>
Source record: 26238

A-ONE #0525 06/20/03

~ Music Traders Warned! ~ People Are Talking! ~ Draconis News!
~ MS Sues 15 Spammers! ~ Criminalizing Spam! ~ Mac Safari Moves On!
~ Keep E-mail Printouts! ~ No New IE For the Mac! ~ HP Bundles Antispam!
~ Nintendo Beats Piracy! ~ Torvalds' Linux Focus! ~ AtarICQ Update!

-* U.S.: Uphold Microsoft Pact! *-
-* W. Virginia To Drop Antitrust Suit! *-
-* Senate To Examine Online Copyright Dispute *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

3957. Re: Atari ST Joystick test help needed

Newsgroup: comp.sys.atari.st
Date: 2003-06-21 22:10:08 UTC
From: vdjole@EUnet.yu
Message-ID: <bd2l3u$3a7$1@news.eunet.yu>
Source record: 26239

On 20 Jun 2003 08:28:47 , "/" wrote:
>I got a Joystick for Atari ST, but I don't know how to test it. Could
>someone please tell me a way? I am not into games so I've never used it and
>want to sell it but just want to check it works ok first. I have a SM124
>monochrome monitor. Is there some free utility program that allows you to
>test it? Or any free/pd game that uses a joystick and B&W monitor?

I have a small joystick-testing utility, and yes, it works in monochrome,
and after first reading of your message, I wanted to e-mail it to you, but...

>From: "/" <!$@!$*-/+=.com>

...after noticing the username and address you specified, I think you will
have to look for such an utility elsewhere. The above is not decent 'net
etiquette, in my opinion.

cu;

3958. Re: 1040STF Disc Drive help

Newsgroup: comp.sys.atari.st
Date: 2003-06-21 22:56:29 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bd2nqshop1@hercules.btinternet.com>
Source record: 26240

What are YOU talking about?

Smeg.

Tim <tjlazer@nosmapmail.com> wrote in message
news:vf6tctnjj3g23@corp.supernews.com...
> What are you talking about?
>
> Tim
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:bct383bcs1@sparta.btinternet.com...
> > This is floppy disks, not minidiscs.
> >
> > Smeg.
> >
> > Tim <tjlazer@mail.com> wrote in message
> > news:vf19nemgeq374@corp.supernews.com...
> > > What about the Media Detect issue? ie when a new disk is inserted the
> > drive
> > > will not auto read the TOC thus trashing the disk. Can that be
fixed?
> > >
> > > Tim
> > >
> > > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > > news:bco3ft$n4u$1@hercules.btinternet.com...
> > > > I just replaced the 1.44mb drive in my falcon the other day. It was
> > > replaced
> > > > by a brand new ALPS. It has the DS0 and DS1 solder patches
underneath.
> > > >
> > > > I am in the UK so you may not be able to get one of these models
> > depending
> > > > on where you are.
> > > >
> > > > Smeg.
> > > >
> > > > Douglas C White <douglas@WPI.EDU> wrote in message
> > > > news:Pine.LNX.4.44.0306171514560.31195-100000@ccc10.WPI.EDU...
> > > > > Hello Atarians..
> > > > >
> > > > > O.K. I tried using my 1040 STF the other day, and the drive was
> dead.
> > > > > I had replaced it years ago with a Chinon and it just died

> yesterday.
> > > > >
> > > > > My question: Does anybody know of a suitable replacement? If
yes,
> I
> > > > > would really appreciate it if you would please clue me in as to
> brand,
> > > > > model. jumper settings etc..
> > > > >
> > > > > If this is no longer possible to cost effectively do, doew anyone
> know
> > > if
> > > > > it's possible to just load Master Tracks pro into my PC via an
> > emulator
> > > > > program, and then use my PC to read my Discs that I used on my
> 1040ST?
> > > > >
> > > > > either way, any help is much appreciated..
> > > > >
> > > > > best regards,
> > > > >
> > > > > -doug
> > > > >
> > > > >
> > >
> --
> > > > > Rising and falling on the ebb and flow of tide, I watched in
> amazement
> > > as
> > > > > our small craft continued sailing steadfast. We were moving
towards
>
> > the
> > > > > horizon and a mountain of lights..
> > > >
> > >
> >
>
> --
> > > > > Douglas White douglas@wpi.edu
> > > > > Dept. of Chem. Eng.
> > > > > WPI
> > > > >
> > > >
> > > >
> > >
> > >
> >
> >

>

3959. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 00:10:47 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3ef4f0d0$0$59951$c30e37c6@lon-reader.news.telstra.net>
Source record: 26241

"Clint Thompson" <adistortions@aol.com> wrote in message
news:dbaff4c6.0306090320.36952bd7@posting.google.com...
> Hi Steve...
> >
> > Perhaps you should approach Toad and ask their permission for this, its
not
> > up to you to decide this info should be publicly available. I'm sure if
they
> > are in agreement that they would provide the source.
> >
> >
> > --
> >
> > Regards, Steve. S.
> >
>
> I'm not sure I understand? Toad Computers is no longer even selling
> Atari stuff and what
> do you mean made public? They used to send out friggin Catalogs for
> free to everyone!
> Is that not already made public enough? heh...
> Toad Computers , to my knowledge, sold off all there Atari stuff to
> someone else for resale.
> That's like someone coming to me and saying "I seen your catalog of
> stuff and it's really cool, can I
> post it on my website so everyone who wants to view it can?" Well,
> that would be no 2 ways YES!
> Advertising, but in the case Toad isn't even around anymore (at least,
> not like they used to be)
> so how could they give any care?
>

I thought the same about some old Commodore hardware manuals that I put
up... until Amiga Inc. contacted me and told me that they were the copyright
owners and whilst they were happy to give permission I should ask permission
in future. I also had to change a couple of things on my website, like add
trademark acknowledgements etc.

Regards,

Clockmeister.

3960. Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 04:54:27 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vfadk5bhas6067@corp.supernews.com>
Source record: 26242
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I have a 1040STf that is dead. I get two bombs on screen with a beep when turned on. I found that TOS chips not seated can cause this so I took the system apart and reseated the chips to no avail. I also tried this: I removed the 6 TOS chips and powered up the ST and I got a blank white screen. Can this be a indication that the TOS chips were causing the two bombs? If it was something else wouldn't I still get bombs on screen?

Tim

3961. Re: 1040STF Disc Drive help

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 04:56:11 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vfadndjs6n6fca@corp.supernews.com>
Source record: 26243

This comment, you made no sense:

> > > This is floppy disks, not minidiscs.
> > >
> > > Smeg.

Tim

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bd2nqshop1@hercules.btinternet.com...
> What are YOU talking about?
>
> Smeg.
>
> Tim <tjlazer@nosmapmail.com> wrote in message
> news:vf6tctnjj3g23@corp.supernews.com...
> > What are you talking about?
> >
> > Tim
> >
> > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > news:bct383bcs1@sparta.btinternet.com...
> > > This is floppy disks, not minidiscs.
> > >
> > > Smeg.
> > >
> > > Tim <tjlazer@mail.com> wrote in message
> > > news:vf19nemgeq374@corp.supernews.com...
> > > > What about the Media Detect issue? ie when a new disk is inserted
the
> > > drive
> > > > will not auto read the TOC thus trashing the disk. Can that be
> fixed?
> > > >
> > > > Tim
> > > >
> > > > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > > > news:bco3ft$n4u$1@hercules.btinternet.com...
> > > > > I just replaced the 1.44mb drive in my falcon the other day. It
was
> > > > replaced
> > > > > by a brand new ALPS. It has the DS0 and DS1 solder patches
> underneath.
> > > > >
> > > > > I am in the UK so you may not be able to get one of these models

> > > depending
> > > > > on where you are.
> > > > >
> > > > > Smeg.
> > > > >
> > > > > Douglas C White <douglas@WPI.EDU> wrote in message
> > > > > news:Pine.LNX.4.44.0306171514560.31195-100000@ccc10.WPI.EDU...
> > > > > > Hello Atarians..
> > > > > >
> > > > > > O.K. I tried using my 1040 STF the other day, and the drive was
> > dead.
> > > > > > I had replaced it years ago with a Chinon and it just died
> > yesterday.
> > > > > >
> > > > > > My question: Does anybody know of a suitable replacement? If
> yes,
> > I
> > > > > > would really appreciate it if you would please clue me in as to
> > brand,
> > > > > > model. jumper settings etc..
> > > > > >
> > > > > > If this is no longer possible to cost effectively do, doew
anyone
> > know
> > > > > if
> > > > > > it's possible to just load Master Tracks pro into my PC via an
> > > emulator
> > > > > > program, and then use my PC to read my Discs that I used on my
> > 1040ST?
> > > > > >
> > > > > > either way, any help is much appreciated..
> > > > > >
> > > > > > best regards,
> > > > > >
> > > > > > -doug
> > > > > >
> > > > > >
> > > > >
> > >

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> > > > >

> > >
> >
>
> ---
> > > > > > Douglas White douglas@wpi.edu
> > > > > > Dept. of Chem. Eng.
> > > > > > WPI
> > > > > > >
> > > > > >
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>

3962. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 04:56:30 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <2GaJa.531$Mc2.189783208@newssvr11.news.prodigy.com>
Source record: 26244

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:3ef4f0d0$0$59951$c30e37c6@lon-reader.news.telstra.net...
> I thought the same about some old Commodore hardware manuals that I put
> up... until Amiga Inc. contacted me and told me that they were the
copyright
> owners and whilst they were happy to give permission I should ask
permission
> in future. I also had to change a couple of things on my website, like add
> trademark acknowledgements etc.
>
> Regards,
>
> Clockmeister.

I would say that a hardware manual and a catalog/advertisement are two different things entirely. I see no problem with posting a catalog which was given away for free that's outdated by a decade.

Tim

3963. TOS 1.0 ROMs

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 05:07:49 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vfaed8f5486k38@corp.supernews.com>
Source record: 26245

I am looking for TOS 1.0 ROMs for my 520ST. Anyone have any they want to sell?

Tim

3964. English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 07:46:09 UTC
From: swampfax1@atlantic.net
Message-ID: <59dJa.2101$x35.1282355@newshog.newsread.com>
Source record: 26096

Hi All,
Anyone know if there's an english version of Ballerburg?

John G.

3965. Re: Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 08:00:19 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3ef56204$0$11377$cc9e4d1f@news.dial.pipex.com>
Source record: 26097
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Tim" <tjlazer@nospammail.com> wrote in message
news:vfadk5bhas6067@corp.supernews.com...
> Hi,
>
> I have a 1040STf that is dead. I get two bombs on screen with a beep when
> turned on. I found that TOS chips not seated can cause this so I took the
> system apart and reseated the chips to no avail. I also tried this: I
> removed the 6 TOS chips and powered up the ST and I got a blank white
> screen. Can this be a indication that the TOS chips were causing the two
> bombs? If it was something else wouldn't I still get bombs on screen?
>
> Tim
>
>

The tos chips are probably running if you get 2 bombs, are you sure you got the HI and LO the right way around ? are you trying to boot with a floppy ? faulty boot sectors can crash the ST.

Chris

3966. Re: TOS 1.0 ROMs

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 08:00:57 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3ef56229$0$11379$cc9e4d1f@news.dial.pipex.com>
Source record: 26098

"Tim" <tjlazer@nospammail.com> wrote in message
news:vfaed8f5486k38@corp.supernews.com...
> I am looking for TOS 1.0 ROMs for my 520ST. Anyone have any they want to
> sell?
>
> Tim
>

Why not go for a more update TOS like 1.4 ? I have a pile of TOS 1.0 and
1.2 chips which I dont use anymore.

chris

3967. Falcon-related stuff wanted.. & Help?

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 08:38:39 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0306220038.178c22ee@posting.google.com>
Source record: 26099

Hi everyone...

I'm needing some help getting some stuff, just in case any of you may have or know someone
that has this stuff it would be of great help!

1)What cable can I use/need to run my Falcon throgh a router for example so I can pump the net
into my Falcon?

2)Using the net and so forth, where can I obtain an ENGLISH copy of Magic at? and what versions?
(as if I remember correctly, you need all that goodness to actually use CAB, yes?)

3)Anyone have any MIDI cables/and software for trade or sale?

4)Does anyone know if the Falcon can read DS disks? I just won some games (ST) and the falcon
doesn't read them , at all. Possibly bad maybe?

5)Does anyone have a spare or non-wanted (I think it's a 286PC emu board) they are willing to part with for the Falcon?

6)Is there a program out there that can let you (UN DELETE) and Detect undeleted files on the Falcon hard drive? (Something like the dossy machines had... undelete *.* which would
show you files that were previously deleted? Or maybe some other means of recovering data
that would have been previously deleted?

7)Does anyone have for sale a Beetle Mouse? (or know where I can possibly obtain one)
I remember seeing them and they looked fairly nice.. anyone use one? comments?

8)What's the biggest size HD (internally) I can put in the Falcon? Say I get a 1gb HD, do I have to partition all that good stuff? Software?

I think that's it for now... at least, all I can think of now!

Any and all help is much appreciated... many things I'd like to do with the Falcon and things to get
for the Falcon so :)

Thanks guys!

Clint Thompson

3968. Re: MAC monitor

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 09:21:55 UTC
From: fartfart@yahoo.com
Message-ID: <TyeJa.199$aD4.251@nntpserver.swip.net>
Source record: 26100

Hello Hallvard,

On 19 Jun 2003 13:57:07 , Hallvard Tangeraas wrote:
>It would surely help yourself and others by telling us which Macintosh
>monitor you've got. You can also try finding the specs of the particular
>monitor on the net.

I will try again /-:

>Another thing to keep in mind: which ST resolution mode are you going to
>be using? low (colour), medium (colour) or high (mono)?

None : I've an Had>s and work in 800x600 but my monitor is dead and the one I
got for replacement is the MAC screen.

Regards

M>gamodeste

NB : MAC really means Master Atari Computer but by the time Steve Jobs just
forget it (-;

3969. Re: MAC monitor

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 09:21:56 UTC
From: fartfart@yahoo.com
Message-ID: <UyeJa.200$aD4.251@nntpserver.swip.net>
Source record: 26101

On 19 Jun 2003 16:34:18 , Robert Schaffner wrote:
�look in the text <fartfart@yahoo.com> wrote:
�> Does anyone knows the sheme to built my own MAC to atari cable ?
�
�Pin Mac Signal Pin VGA Signal Atari 13 pin DIN
�----------
�1 Red GND 6 Red GND 13
�2 Red 1 Red 7 = Red
�5 Green 2 Green 6 = Green
�6 Green GND 7 Green GND 13
�9 Blue 3 Blue 10 = Blue
�11 VSync GND 4 VSync GND 13
�12 VSync 14 VSync 12 = vSync
�13 Blue GND 8 Blue GND 13
�14 HSync GND 10 HSync GND 13
�15 HSync 13 HSync 9 = hSync
�0 Sense 0 4 GND 13
�1 Sense 1 4 GND 13
�2 Sense 3 4 GND 13 GND

� -= Home of DOIT-Archive =-

� _____

� Macintosh and Atari Hardware FAQs

� <http://www.doitarchive.de>

!!! T H A N K S !!!!

M�gamodeste (yvesrogne(@)online.fr)

3970. Re: Falcon-related stuff wanted.. & Help?

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 10:22:36 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bd3vt6lgr1@news2.tilbu1.nb.home.nl>
Source record: 26102

"JagCube" <JagCube@yahoo.com> schreef in bericht
news:83fbea98.0306220038.178c22ee@posting.google.com...
>
> 6)Is there a program out there that can let you (UN DELETE) and Detect
> undeleted files on the Falcon hard drive? (Something like the dossy
> machines had... undelete *.* which would
> show you files that were previously deleted? Or maybe some other means
> of recovering data
> that would have been previously deleted?

Yes, use Diamond Edge: http://www.anodynesoftware.com/edge/main.htm

> 8)What's the biggest size HD (internally) I can put in the Falcon? Say
> I get a 1gb HD, do I have to partition all that good stuff? Software?

With HDDriver you can use HD drives of one terabyte and can have 1 Gb
partitions on your Falcon.
http://www.seimet.de/atari_english.html

Regards,

Jos
www.9dayswonder.nl

3971. Re: Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 10:27:22 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bd40aa$o37$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26103
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <vfadk5bhas6067@corp.supernews.com>,
Tim <tjlazer@nospammail.com> wrote:

>system apart and reseated the chips to no avail. I also tried this: I
>removed the 6 TOS chips and powered up the ST and I got a blank white
>screen. Can this be a indication that the TOS chips were causing the two
>bombs?

Definitely - the TOS chips *are* causing the bombs, since they contain the
code that draws them on the screen ;-)

However, that does not indicate they are at faulty, probably more the
opposite.

Try extracting/re-seating all socketed chips (and other connections - RAM
add-in boards etc.), especially the square PLCC ones. Cleaning the contacts
of the PLCC chips and their sockets with a glass-fiber eraser might also
help.

cu
Michael

3972. Re: Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 12:14:05 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0306220414.429da609@posting.google.com>
Source record: 26104
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

michaels@ccac.rwth-aachen.de (Michael Schwingen) wrote in message
news:<bd40aa$o37$1@nets3.rz.RWTH-Aachen.DE>...
> In article <vfadk5bhas6067@corp.supernews.com>,
> Tim <tjlazer@nospammail.com> wrote:
>
> >system apart and reseated the chips to no avail. I also tried this: I
> >removed the 6 TOS chips and powered up the ST and I got a blank white
> >screen. Can this be a indication that the TOS chips were causing the two
> >bombs?
>
> Definitely - the TOS chips *are* causing the bombs, since they contain the
> code that draws them on the screen ;-)
>
> However, that does not indicate they are at faulty, probably more the
> opposite.
>
> Try extracting/re-seating all socketed chips (and other connections - RAM
> add-in boards etc.), especially the square PLCC ones. Cleaning the contacts
> of the PLCC chips and their sockets with a glass-fiber eraser might also
> help.
>
> cu
> Michael

Before taking all of the chips out you can try the classic atari drop.
It sounds weird but I have used it a number of times on cranky
machines and it works. Lift the computer about 3 inches off of a hard
surface and drop it onto the surface. This tend to reseat the chips.
If you open the case and push down on all of the non-socketed chips
you can get the same effect. I have a towered MegaST and because the
case stands the motherboard on its side the chips come loose
frequently. I just open the case (while the power is off) and push
the chips back into their slots. It works.

dave

3973. Re: TOS 1.0 ROMs

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 13:02:59 UTC
From: Ken K <rolem@shell.voyager.net>
Message-ID: <Pine.GSO.4.44L0.0306220754330.3218-100000@shell.core.com>
Source record: 26105

On Sun, 22 Jun 2003, exxos wrote:

> > I am looking for TOS 1.0 ROMs for my 520ST.

> Why not go for a more update TOS like 1.4 ? I have a pile of TOS 1.0 and
> 1.2 chips which I dont use anymore.

> chris

Hi,

I have one set of ROMs. TOS 1.6 28 pin which I would like to sell.
They were from a 1040STE. I do not know if they will work in your machine.
I upgraded to 2.06

let me know if you are interested.

ken

3974. Re: TOS 1.0 ROMs

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 14:19:00 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <2415355.eDPL94FGn1@jll.heim7.tu-clausthal.de>
Source record: 26106

On Sonntag, 22. Juni 2003 15:02, Ken K wrote:
> I have one set of ROMs. TOS 1.6 28 pin which I would like to sell.
> They were from a 1040STE. I do not know if they will work in your machine.
> I upgraded to 2.06

TOS 1.6x only work in 1040STE machines and only there, neither in plain
520STs nor in Mega STEs. It is 1040STE only.

Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

3975. Re: Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 14:32:25 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bd4elm$2j4$2@hercules.btinternet.com>
Source record: 26108
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi "Dave Glish"

> Before taking all of the chips out you can try the classic atari drop.
> It sounds weird but I have used it a number of times on cranky
> machines and it works.

It works up to the point your PCB fractures, it wont after that.

> Lift the computer about 3 inches off of a hard
> surface and drop it onto the surface. This tend to reseat the chips.
> If you open the case and push down on all of the non-socketed chips
> you can get the same effect. I have a towered MegaST and because the
> case stands the motherboard on its side the chips come loose
> frequently. I just open the case (while the power is off) and push
> the chips back into their slots. It works.

This has got to be the most useless and potentially destructive bit of
shitte ever written.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

3976. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 14:32:28 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bd4elq$2j4$3@hercules.btinternet.com>
Source record: 26110

Hi "Clockmeister"

> > > Perhaps you should approach Toad and ask their permission for this,
its not
> > > up to you to decide this info should be publicly available. I'm sure
if they
> > > are in agreement that they would provide the source.

> > > Regards, Steve. S.

> > I'm not sure I understand? Toad Computers is no longer even selling
> > Atari stuff and what do you mean made public? They used to send out
friggin Catalogs for
> > free to everyone!
> > Is that not already made public enough? heh...
> > Toad Computers , to my knowledge, sold off all there Atari stuff to
> > someone else for resale.
> > That's like someone coming to me and saying "I seen your catalog of
> > stuff and it's really cool, can I
> > post it on my website so everyone who wants to view it can?" Well,
> > that would be no 2 ways YES!
> > Advertising, but in the case Toad isn't even around anymore (at least,
> > not like they used to be)
> > so how could they give any care?

> I thought the same about some old Commodore hardware manuals that I put
> up... until Amiga Inc. contacted me and told me that they were the
copyright
> owners and whilst they were happy to give permission I should ask
permission
> in future. I also had to change a couple of things on my website, like add
> trademark acknowledgements etc.

That's all i was saying!,
You were lucky to have been granted permission, what a coup!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

3977. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 14:32:31 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bd4elt$2j4$4@hercules.btinternet.com>
Source record: 26109

Hi "Tim Wilson"

> > I thought the same about some old Commodore hardware manuals that I put
> > up... until Amiga Inc. contacted me and told me that they were the
copyright
> > owners and whilst they were happy to give permission I should ask
permission
> > in future. I also had to change a couple of things on my website, like
add
> > trademark acknowledgements etc.

> I would say that a hardware manual and a catalog/advertisement are two
> different things entirely. I see no problem with posting a catalog which
was
> given away for free that's outdated by a decade.

The point is that its someone else's property, someone else's work, its not up to us to make that decision, efforts should be made to secure permission if only to cover your own arse.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

3978. Re: Falcon-related stuff wanted.. & Help?

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 14:32:34 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bd4em0$2j4$5@hercules.btinternet.com>
Source record: 26107

Hi "JagCube"

> I'm needing some help getting some stuff, just in case any of you may
> have or know someone that has this stuff it would be of great help!
>
> 1)What cable can I use/need to run my Falcon throgh a router for
> example so I can pump the net into my Falcon?

That would depend on the specific hardware you buy.

> 2)Using the net and so forth, where can I obtain an ENGLISH copy of
> Magic at? and what versions?

Atari Workshop can provide Magic, and a visit to the DDP website will get
you the current english documentaion

http://www.cix.co.uk/~derryck/

> (as if I remember correctly, you need all that goodness to actually
> use CAB, yes?)

No, you can use CAB under TOS.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

3979. Re: Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 14:44:07 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bd4fbn$88s$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26111
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <50cabf78.0306220414.429da609@posting.google.com>,
Dave Glish <dglish@milwpc.com> wrote:
>
>Before taking all of the chips out you can try the classic atari drop.
> It sounds weird but I have used it a number of times on cranky
>machines and it works. Lift the computer about 3 inches off of a hard
>surface and drop it onto the surface. This tend to reseat the chips.

Only for a short time. After that, you will have to re-do the procedure, and
soon you will have to take out the chips and clean the pins anyway.

cu
Michael

3980. Re: TOS 1.0 ROMs

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 15:27:34 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bd4ht5$37d$1@titan.btinternet.com>
Source record: 26112

Matthias Arndt <matthias.arndt@tu-clausthal.de> wrote in message
news:2415355.eDPL94FGn1@jll.heim7.tu-clausthal.de...
> On Sonntag, 22. Juni 2003 15:02, Ken K wrote:
> > I have one set of ROMs. TOS 1.6 28 pin which I would like to sell.
> > They were from a 1040STE. I do not know if they will work in your
machine.
> > I upgraded to 2.06
>
> TOS 1.6x only work in 1040STE machines and only there, neither in plain
> 520STs nor in Mega STEs. It is 1040STE only.

By 1040STE you mean 520STE too......

Smeg.

3981. Re: 1040STF Disc Drive help

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 15:30:54 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bd4i3d$930$1@sparta.btinternet.com>
Source record: 26113

Ok lets get the ball rolling.

You mentioned TOC. Table of Contents. That terminology belongs to Minidiscs, CDR's etc. Correct floppy disk terminology you would have said "Directory structure" or similar. That is all I was saying. No biggie.

And as far as I am aware there is no issue with disks getting wiped. At least I have never seen it, on any TOS machine.

Smeg.

Tim <tjlazer@nospammail.com> wrote in message
news:vfadndjs6n6fca@corp.supernews.com...
> This comment, you made no sense:
>
> > > > This is floppy disks, not minidiscs.
> > > >
> > > > Smeg.
>
> Tim
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:bd2nqshop1@hercules.btinternet.com...
> > What are YOU talking about?
> >
> > Smeg.
> >
> > Tim <tjlazer@nosmapmail.com> wrote in message
> > news:vf6tctnjj3g23@corp.supernews.com...
> > > What are you talking about?
> > >
> > > Tim
> > >
> > > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > > news:bct383bcs1@sparta.btinternet.com...
> > > > This is floppy disks, not minidiscs.
> > > >
> > > > Smeg.
> > > >
> > > > Tim <tjlazer@mail.com> wrote in message
> > > > news:vf19nemgeq374@corp.supernews.com...
> > > > > What about the Media Detect issue? ie when a new disk is inserted
> the
> > > > drive
> > > > > will not auto read the TOC thus trashing the disk. Can that be

> > fixed?
> > > > >
> > > > > Tim
> > > > >
> > > > > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > > > > news:bco3ft$n4u$1@hercules.btinternet.com...
> > > > > > I just replaced the 1.44mb drive in my falcon the other day. It
> was
> > > > > replaced
> > > > > > by a brand new ALPS. It has the DS0 and DS1 solder patches
> > underneath.
> > > > > >
> > > > > > I am in the UK so you may not be able to get one of these models
> > > > depending
> > > > > > on where you are.
> > > > > >
> > > > > > Smeg.
> > > > > >
> > > > > > Douglas C White <douglas@WPI.EDU> wrote in message
> > > > > > news:Pine.LNX.4.44.0306171514560.31195-100000@ccc10.WPI.EDU...
> > > > > > > Hello Atarians..
> > > > > > >
> > > > > > > O.K. I tried using my 1040 STF the other day, and the drive
was
> > > dead.
> > > > > > > I had replaced it years ago with a Chinon and it just died
> > > yesterday.
> > > > > > >
> > > > > > > My question: Does anybody know of a suitable replacement? If
> > yes,
> > > > I
> > > > > > > would really appreciate it if you would please clue me in as
to
> > > brand,
> > > > > > > model. jumper settings etc..
> > > > > > >
> > > > > > > If this is no longer possible to cost effectively do, doew
> anyone
> > > know
> > > > > if
> > > > > > > it's possible to just load Master Tracks pro into my PC via an
> > > > emulator
> > > > > > > program, and then use my PC to read my Discs that I used on my
> > > 1040ST?
> > > > > > >
> > > > > > > either way, any help is much appreciated..
> > > > > > >
> > > > > > > best regards,
> > > > > > >
> > > > > > > -doug

> > > > > > >
> > > > > > > >
> > > > > >
> > >
> --
> > > > > > > > Rising and falling on the ebb and flow of tide, I watched in
> > > amazement
> > > > > > as
> > > > > > > > our small craft continued sailing steadfast. We were moving
> > towards
> > > >
> > > > > the
> > > > > > > > horizon and a mountain of lights..
> > > > > > > > >
> > > > > > >
> > > > >
> > >
> >
>
> --
> > > > > > > > Douglas White douglas@wpi.edu
> > > > > > > > > Dept. of Chem. Eng.
> > > > > > > > > WPI
> > > > > > > > >
> > > > > > >
> > > > > > >
> > > > > >
> > > > > >
> > > > >
> > > >
> > >
> >
>

3982. Re: TOS 1.0 ROMs

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 15:36:23 UTC
From: Jean-Marc <Utilisez.le.reply-to@merci.fr>
Message-ID: <3ef5e7b1$0$26587$626a54ce@news.free.fr>
Source record: 26116

"Matthias Arndt" a ï¿½crit:
> On Sonntag, 22. Juni 2003 15:02, Ken K wrote:
> > I have one set of ROMs. TOS 1.6 28 pin which I would like to sell.
> > They were from a 1040STE. I do not know if they will work in your
> > machine. I upgraded to 2.06
>
> TOS 1.6x only work in 1040STE machines and only there, neither in
> plain 520STs nor in Mega STEs. It is 1040STE only.

Or 520STE ;-)

A
+
Jean-Marc

3983. Re: TOS 1.0 ROMs

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 16:44:22 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vfbn76hkn20u4e@corp.supernews.com>
Source record: 26114

"exxos" <exxos@home.co.uk> wrote in message
news:3ef56229$0$11379$cc9e4d1f@news.dial.pipex.com...
>
> "Tim" <tjlazer@nospammail.com> wrote in message
> news:vfaed8f5486k38@corp.supernews.com...
> > I am looking for TOS 1.0 ROMs for my 520ST. Anyone have any they want
to
> > sell?
> >
> > Tim
> >
>
> Why not go for a more update TOS like 1.4 ? I have a pile of TOS 1.0 and
> 1.2 chips which I dont use anymore.
>
> chris
>
Well I want TOS 1.0 for game compatibility on my 520ST. I already have a
1040STe with 1.62 and also a Falcon030 with 4.02.

Do you have the 6 chip TOS 1.0 you want to get rid of?

Tim

3984. Re: Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 16:49:41 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vfbnh5b6799889@corp.supernews.com>
Source record: 26115
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"exxos" <exxos@home.co.uk> wrote in message
news:3ef56204$0$11377$cc9e4d1f@news.dial.pipex.com...
>
> "Tim" <tjlazer@nospammail.com> wrote in message
> news:vfadk5bhas6067@corp.supernews.com...
> > Hi,
> >
> > I have a 1040STf that is dead. I get two bombs on screen with a beep
when
> > turned on. I found that TOS chips not seated can cause this so I took
the
> > system apart and reseated the chips to no avail. I also tried this: I
> > removed the 6 TOS chips and powered up the ST and I got a blank white
> > screen. Can this be a indication that the TOS chips were causing the
two
> > bombs? If it was something else wouldn't I still get bombs on screen?
> >
> > Tim
> >
> >
>
> The tos chips are probably running if you get 2 bombs, are you sure you
got
> the HI and LO the right way around ? are you trying to boot with a floppy
?
> faulty boot sectors can crash the ST.
>
> Chris
>

Yes the chips are in correctly, all in order. I disconnected the floppy as
I have the machine in pieces, trying to isolate the problem. I am wondering
if one of the TOS chips is causing the 2 bombs... With 6 chips it is hard
to tell. What else can cause a Bus Error?

Tim

3985. Re: linking Substation

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 17:26:41 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ef5e844$1@news.alphalink.com.au>
Source record: 26117

--

"Graham" <hurfy@alphalink.com.au> wrote in message
news:3eeca698$1@news.alphalink.com.au...
>
> anyone done this with STs..we tried it today with a Facon and an ST (sans
> HD)..almost got there..the actual prg comes packed over three disks (or
> thats how I got it) so how does an ST without a HD manage it ? Do we have
> to swap disks through the game? We managed to get both options screens
up..I
> was red, he was blue :)
>
> gra
c'mon..someone must know :)

gra
> --
>
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 6/10/03

3986. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 17:34:13 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0306221933140.597-100000@feanor.schunter.etc.tu-bs.de>
Source record: 26118

Hi, John!

JG> Anyone know if there's an english version of Ballerburg?

If not: maybe someone is willing to translate the RSC-file...

This game is worth the effort!

Regards,

Alexander

3987. Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 17:53:37 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB1B5811.4C91%drclu@swbell.net>
Source record: 26119

Years ago, I picked up a older copy (even then) of HD Driver from U.S. based Systems For Tomorrow. I used it a few times, and then the disk stopped working. And in truth, so did another Systems Solutions disk, being Cab 2.7.

I was wondering if anyone had a copy of these two that they could send me. (zipped disk image). I still have the manuals, it is just that the disk in both cased went belly up. And at least HD Driver would be nice to work with again as I am trying to rebuild a TT030 at the moment and trying out Ethernet and such.

Any help will be appreciated.

Thanks!

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>octor <lu drclu@swbell.net
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>octor <lu
```

http://www.ascii-art.de/ascii/ab/atari.txt

3988. Re: 1040STF Disc Drive help

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 19:45:56 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.e54440e0.6b785aa2.wdwd@wd.com>
Source record: 25953

Dans le message <bd4i3d$930$1@sparta.btinternet.com>
Smeg a ï¿½crit:

Hello,

>Ok lets get the ball rolling.
>And as far as I am aware there is no issue with disks getting wiped. At
>least I have never seen it, on any TOS machine.

Maybe were the heads very dirty - as to become abrasive - and
destroyed one ore many tracks on the disk ?
It used to happen many times wit PCs at work, so now, everytime
I have to use a floppy, I first clean the heads!

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
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|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

3989. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 20:26:52 UTC
From: nick@1632systems.co.uk
Message-ID: <bd53ef$b2r$1@thorium.cix.co.uk>
Source record: 26120
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Seems our little creep from New York/Jersey has moved to this remailer....
having recvd a little email from him.

admin@italy-anonymous-remailer.it

Well, this is quite interesting because Italy is a EEC member and the data
protection/abuse laws are slightly different here... ie Web Services are
responsible for the usage of their services (as per recent Demon case)....
I am obviously contacting them direct and will if I have to give them a
little legal nudge... keep you informed
--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3990. Re: Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 20:37:19 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bd541v$t9d$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26121
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <vfbnh5b6799889@corp.supernews.com>,
Tim <tjlazer@nosmapmail.com> wrote:

>I have the machine in pieces, trying to isolate the problem. I am wondering
>if one of the TOS chips is causing the 2 bombs... With 6 chips it is hard
>to tell.

Very unlikely, especially if they are ROMs (as shipped by Atari) and not
EPROMs.

>What else can cause a Bus Error?

Nearly anything on the board - a bad contact anywhere, faulty Glue, DMA,
MMU, CPU (unlikely), or a bad TTL or memory chip.

Most likely is a contact problem.

If the machine comes up far enough to display bombs, a test with the atari
diagnostic cartridge might help to diagnose the culprit.

If you find nothing in that area, you have to start swapping chips - MMU,
Glue, DMA are socketed and easy to check. Do *not* mix IMP and non-IMP chips
- they may or may not work, so this is not good for checking a faulty
machine.

cu
Michael

3991. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 20:43:06 UTC
From: swampfax1@atlantic.net
Message-ID: <uxoJa.2128$x35.1309971@newshog.newsread.com>
Source record: 26122

```
On 22 Jun 2003 19:34:13 , Alexander Beuscher wrote:
>
> Hi, John!
>
>JG> Anyone know if there's an english version of Ballerburg?
>
>If not: maybe someone is willing to translate the RSC-file...
>
>This game is worth the effort!
>
>
> Regards,
>
> Alexander
>
>.

Hi alexander,
Fine idea! One more for the Atari translation list!
(love this international computer.....always an adventure).

John G.
```

3992. Re: Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 21:21:55 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vfc7fke22tl38a@corp.supernews.com>
Source record: 26123
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Michael Schwingen" <michaels@ccac.rwth-aachen.de> wrote in message
news:bd541v$t9d$1@nets3.rz.RWTH-Aachen.DE...

> If you find nothing in that area, you have to start swapping chips - MMU,
> Glue, DMA are socketed and easy to check. Do *not* mix IMP and non-IMP
chips
> - they may or may not work, so this is not good for checking a faulty
> machine.
>
I also have a working 520STfm, I am thinking of trying to swap out chips to
see if I can isolate what is wrong with this 1040STf!!! I wonder, can I
easily upgrade my 520 to 1MB from this 1040????

Tim

3993. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 22:13:05 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB1B94E5.4CA9%drclu@swbell.net>
Source record: 26124

Received help on this. It was an older copy so hopefully that will be enough to get me started. Probably get reminded why I stopped using this version of HD Driver and continued using the ICD utilities. But then I'm sure 8.11 will probably have some add ons that I will want to get that one for. Appreciate the quick response and helpfulness people offer on this newsgroup.

Take care and thanks!

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>octor <lu
```

http://www.ascii-art.de/ascii/ab/atari.txt

3994. Re: Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 22:43:30 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bd5beh$p9r$1@sparta.btinternet.com>
Source record: 26125
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tim <tjlazer@nosmapmail.com> wrote in message
news:vfc7fke22tl38a@corp.supernews.com...
> I also have a working 520STfm, I am thinking of trying to swap out chips
to
> see if I can isolate what is wrong with this 1040STf!!! I wonder, can I
> easily upgrade my 520 to 1MB from this 1040????

Some 1040ST motherboards had 2 banks of ramchips soldered into the motherboard under the PSU, 1 Bank on the left for 520ST and both banks filled for 1040ST. If you are lucky and have got a 1040 that has got the second bank in sockets, and your even extremely more lucky in the fact that your 520 is the same type of motherboard then you could take the 2nd bank of memory out of the 1040 and put it in the 520. Dont forget that there are a few resistors as well that will need to be added. You will need good soldering skills in order not to fry the memory chips when putting them back in (though really you should buy some more sockets and solder them instead).

I wouldnt bother though, as its easy enough to make a 1mb upgrade for your 520, and after all this it could be that the RAM in the 1040 is bad, and maybe that is why its not working.... ;-)

Smeg.

3995. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 23:02:03 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3ef63233$0$59952$c30e37c6@lon-reader.news.telstra.net>
Source record: 26126

"Tim Wilson" <timkel@swbell.net> wrote in message
news:2GaJa.531$Mc2.189783208@newssvr11.news.prodigy.com...
> "Clockmeister" <gerryvdb@tnet.com.au> wrote in message
> news:3ef4f0d0$0$59951$c30e37c6@lon-reader.news.telstra.net...
> > I thought the same about some old Commodore hardware manuals that I put
> > up... until Amiga Inc. contacted me and told me that they were the
> copyright
> > owners and whilst they were happy to give permission I should ask
> permission
> > in future. I also had to change a couple of things on my website, like
add
> > trademark acknowledgements etc.
> >
> > Regards,
> >
> > Clockmeister.
>
> I would say that a hardware manual and a catalog/advertisement are two
> different things entirely. I see no problem with posting a catalog which
was
> given away for free that's outdated by a decade.
>

In essence it is exactly the same thing, the hardware and manuals are no
longer in production either.

Regards,

Clockmeister.

3996. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 23:19:09 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3ef63635$0$59956$c30e37c6@lon-reader.news.telstra.net>
Source record: 26127
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

<nick@1632systems.co.uk> wrote in message
news:bd53ef$b2r$1@thorium.cix.co.uk...
> Seems our little creep from New York/Jersey has moved to this remailer....
> having recvd a little email from him.
>
>
> admin@italy-anonymous-remailer.it
>
>
> Well, this is quite interesting because Italy is a EEC member and the data
> protection/abuse laws are slightly different here... ie Web Services are
> responsible for the usage of their services (as per recent Demon
case)....
> I am obviously contacting them direct and will if I have to give them a
> little legal nudge... keep you informed
> --

You are chasing your own tail here I suspect. Using multiple remailers means that the Italian remailer can only give you the name of the remailer they got the post from.

Nobody is going to bother with tracing back an anonymous email all the way back to the source because it is probably sent from a public computer (internet cafe, library or university or similar) if the poster is clever. Even if he isn't, there is a multitude of software and online mailers that will fake the originating ISP as well.

It's a waste of time, using a filter and not replying to his messages is an easier and smarter way of preventing this rubbish IMO.

3997. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.st
Date: 2003-06-22 23:51:59 UTC
From: nick@1632systems.co.uk
Message-ID: <bd5ff3$gs6$1@thorium.cix.co.uk>
Source record: 26128
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

yeah I appreicate that... but when my wife rcvs this email in her inbox I
get a little angry. I already kill file the slug and will continue too.

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3998. Re: Falcon-related stuff wanted.. & Help?

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 00:00:17 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.23.00.00.16.585262@removenoaspam.atari-source.com>
Source record: 26129

On Sun, 22 Jun 2003 01:38:39 -0700, JagCube wrote:

> 7)Does anyone have for sale a Beetle Mouse? (or know where I can
> possibly obtain one)
> I remember seeing them and they looked fairly nice.. anyone use one?
> comments?

Beetle mice rock! I have 3 of them. They aren't for sale ;-) Although I
think since I am using adapters I might as well get an optical PS2 mouse.

>
> 8)What's the biggest size HD (internally) I can put in the Falcon? Say
> I get a 1gb HD, do I have to partition all that good stuff? Software?
>

I believe Falcon TOS can handle just under 1 gig without issue (like 999
megs has been successful for me). You can have as large of a hard drive
as you want, just you have to partition it out. I am not positive but I
think if you use MiNT you can have BIG partitions for the ext2 partitions.

> Thanks guys!
>
> Clint Thompson

Welcome ;-)

Mark
http://atari-source.com

3999. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 05:20:49 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bd62nh$pdgf6$1@ID-27442.news.dfncis.de>
Source record: 26130

Doctor Clu wrote:

> I was wondering if anyone had a copy of these two that they could send
> me. (zipped disk image). I still have the manuals, it is just that the
> disk in both cased went belly up. And at least HD Driver would be nice to
> work with again as I am trying to rebuild a TT030 at the moment and trying
> out Ethernet and such.

Give me your serial number of HDDRIVER and I can send you a copy. Note
that HDDRIVER is commercial software and it is not legal if someone else
sends you a copy. Also note that you are not entitled to newer copies
than the one you actually had, as otherwise an update would be required.
Please refer to http://www.seimet.de/hddriver_english.html for more
information.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4000. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 05:21:53 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bd62ph$pdgf6$2@ID-27442.news.dfncis.de>
Source record: 26131

Doctor Clu wrote:

> sure 8.11 will probably have some add ons that I will want to get that one
> for. Appreciate the quick response and helpfulness people offer on this
> newsgroup.

8.11 is commercial. Using illegal copies will not be helpful for Atari
users if they want support for HDDRIVER to be continued.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4001. Re: TOS 1.0 ROMs

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 08:23:26 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <1338328.X87n8XP7aE@jll.heim7.tu-clausthal.de>
Source record: 26132

On Montag, 23. Juni 2003 09:27, Hallvard Tangeraas wrote:

> So yes -Matthias Arndt probably means a 520 STe as well in this context.

Yeah, I implied that, sorry. Ofcourse a 520STE is like the 1040STE except
for amount of RAM.

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

4002. Re: Game ID

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 08:47:45 UTC
From: google@asktoby.com
Message-ID: <25a29397.0306230047.1f76c17c@posting.google.com>
Source record: 26133

google@asktoby.com (Toby Newman) wrote in message
news:<25a29397.0306210039.120a1ce7@posting.google.com>...
> Hi
>
> What was that game, quite polished, two player, puzzle (arrange the
> yellow shapes).
>
> The gameworld was quite purple, the screen divided in two down the
> middle. You ran back and forth along the bottom of the screen grabbing
> falling shapes and putting them in your big matrix, trying to copy a
> shape from memory before your opponent.
>
> While the game was loading there was a little band (bongos, guitar and
> funky bass) that played to you.
>
> When you finished a level there was a sample in a croaky "cool" voice
> that said "hey guy, you got it" (said the great priest).
>
> It then stacked up a load of coins depending upon how well you played.
>
> It was french but I think I got it on a coverdisk from STF or ZERO.
>
> ===What was it's name?===
>
> Toby

Okay, I don't beleive no-one played this game, so I've gone one step
further...

Please visit this site and see some (very artistic) pictures I've
drawn of the game to jog your memories!

http://www.asktoby.com/atari/atari.html

I *know* you tried this game demo out on a coverdisk. STF, I think?
Go! Look! Remember! Tell me what it was called! Tell me what disk it
was on!

Thanks

Toby

4003. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 10:03:28 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3ef6cd34$0$59953$c30e37c6@lon-reader.news.telstra.net>
Source record: 26134
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

<nick@1632systems.co.uk> wrote in message
news:bd5ff3$gs6$1@thorium.cix.co.uk...
> yeah I appreicate that... but when my wife rcvs this email in her inbox I
> get a little angry. I already kill file the slug and will continue too.
>

It's annoying, that is certain... I'm not innocent when it comes to making
controversial and inflammatory comments but at least I'm not hiding behind
some anonymous remailer.

Regards,

Clockmeister.

4004. Wish to buy a TT, but have some questions, can someone kindly answer please.

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 11:41:18 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <2gpdfvg3b4jsjbatnv7fcn6cs41k8e0tkv@4ax.com>
Source record: 26135

It's getting closer to the day when I'll be buying a TT, I need a few questions answering though.
(Primarily to be used for cubase, but if I can figure out the complicated installation system of all these other desktops and O.S's I may be tempted to put one of them on.)

Memory wise:
* How easy is it to upgrade, I've heard that they can take standard simms - don't know how true this is. How much can I put in without any further add on cards (only cause they're hard to find)
* If I get a 2 meg machine, should I get more ST Ram for it, or upgrade it with TT Ram (I suppose it goes back to the previous question of "how easy" if it was fairly standard, I'd stick in as much as is cheaply possible.... i.e. without any expense on memory card thingies.)

Graphics wise, I've been reading a lot of spec sheets on the graphics resolutions of the machine, but it doesn't tell you which of these uses a graphics card. Whats the best res I could get without a graphics card (again, for cubase, a good res would be nice, though I suppose I could get away with using videlity to up the res a bit), and does it use up all the screen, or put a big black border round like the old atari moniters did.
Also, I found on this link http://home.wtal.de/dk/me/atari/tt.html, a bit of info, if you goto the bottom of the interface section, at the 6u vme expansion bus, something about being able to add a 2mb ATI mach 64 graphics card, which to me sounds like a PC type graphics card , is that right, could you put (I'm assuming) an ISA graphics card in, and use some drivers (from somewhere ??) and it would work, do you know what type of card this VME slot can take ? (meaning, if it can take a mach 64, would I put an ISA card in, or would it actually be PCI ????)

Finally (I think), Some spec sheets say 1.44mb floppy, some say 720k floppy, is that just an age thing, the newer versions had 1.44mb floppies, and is a 3.5 inch size hard drive ok to fit inside, or does it take the smaller 2.5 inch type.

Thanks for any info... Rob

4005. Re: Falcon-related stuff wanted.. & Help?

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 13:56:02 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0306230556.60de80d7@posting.google.com>
Source record: 26136

Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:<pan.2003.06.23.00.00.16.585262@removenoaspam.atari-source.com>...
> On Sun, 22 Jun 2003 01:38:39 -0700, JagCube wrote:
>
> > 7)Does anyone have for sale a Beetle Mouse? (or know where I can
> > possibly obtain one)
> > I remember seeing them and they looked fairly nice.. anyone use one?
> > comments?
>
> Beetle mice rock! I have 3 of them. They aren't for sale ;-) Although I
> think since I am using adapters I might as well get an optical PS2 mouse.
>
> I believe Falcon TOS can handle just under 1 gig without issue (like 999
> megs has been successful for me). You can have as large of a hard drive
> as you want, just you have to partition it out. I am not positive but I
> think if you use MiNT you can have BIG partitions for the ext2 partitions.
>
> > Thanks guys!
> >
> > Clint Thompson
>
> Welcome ;-)
>
> Mark
> http://atari-source.com

Mark,

Share the Mouse Wealth! ;)
I've always wanted a beetle mouse.... wonder where I can get one for a
good price
(sides you ;) heh...

They have ones that light up too right?

Cool, I'll consider getting just a 1gig internal then, or maybe even
around 800mb, as I dont
think I'll really need all that madness space. (at least, I dont think
;)

Still not sure how to go about the LAN thing...

Clint

4006. Re: Falcon-related stuff wanted.. & Help?

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 13:58:28 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB1C7980.26BD%derryck@nospam.cix.co.uk.invalid>
Source record: 26137

In article bd4em0$2j4$5@hercules.btinternet.com, Steve Sweet at
steve.sweet@btopenworld.com wrote on 22/6/03 15:32:

>> 2)Using the net and so forth, where can I obtain an ENGLISH copy of
>> Magic at? and what versions?
>
> Atari Workshop can provide Magic, and a visit to the DDP website will get
> you the current english documentaion

Atari Workshop should be selling a full English package of the latest MagiC
version, which is 6.20.

--

Cheers

Derryck


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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4007. Re: Wish to buy a TT, but have some questions, can someone kindly answer please.

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 14:02:25 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <bd719h$n4k$1@reader1.panix.com>
Source record: 26138

That is a lot of questions. The TT was designed as a workstation server, with many serial ports, at a time when VME was the professional standard for everything. Still is, in areas. VXI is VME extended for Instrumentation.

Now, every upgrade costs, and is hard to find. I do not know about Notator. I got one of my TTs with E-Magic-something, possibly Notator, so I know that runs.

TTs take VGA or ECL monitors. The highest ECL resolution is the same as ST High, but on a larger monitor, which costs.

And there will still be a black border. That is necessary for linearity. The edges are not linear, and if you are using a TT for any non-play use, you need linearity.

Graphics cards, for more than 1990 TT-Medium color resolution, are not current production, but can be found, and cost.

I paid $500 for a memory card, and $1200 for memory, for the TT I use. You get a basic TT with, I think, 2 megs of ST memory, and the rest is memory cards, or hacking. It is the memory cards that take simms.

In other words, adding to the basic machine is not cheap, but I think it is useful.

Jim

Rob <rob19@eggconnect.net> writes:

: It's getting closer to the day when I'll be buying a TT, I need a few
: questions answering though.
: (Primarily to be used for cubase, but if I can figure out the
: complicated installation system of all these other desktops and O.S's
: I may be tempted to put one of them on.)

: Memory wise:
: * How easy is it to upgrade, I've heard that they can take standard
: simms - don't know how true this is. How much can I put in without any
: further add on cards (only cause they're hard to find)
: * If I get a 2 meg machine, should I get more ST Ram for it, or
: upgrade it with TT Ram (I suppose it goes back to the previous
: question of "how easy" if it was fairly standard, I'd stick in as much
: as is cheaply possible.... i.e. without any expense on memory card
: thingies.)

: Graphics wise, I've been reading a lot of spec sheets on the graphics
: resolutions of the machine, but it doesn't tell you which of these
: uses a graphics card. Whats the best res I could get without a
: graphics card (again, for cubase, a good res would be nice, though I
: suppose I could get away with using videlity to up the res a bit), and
: does it use up all the screen, or put a big black border round like
: the old atari moniters did.
: Also, I found on this link http://home.wtal.de/dk/me/atari/tt.html, a
: bit of info, if you goto the bottom of the interface section, at the
: 6u vme expansion bus, something about being able to add a 2mb ATI mach
: 64 graphics card, which to me sounds like a PC type graphics card , is
: that right, could you put (I'm assuming) an ISA graphics card in, and
: use some drivers (from somewhere ??) and it would work, do you know
: what type of card this VME slot can take ? (meaning, if it can take a
: mach 64, would I put an ISA card in, or would it actually be PCI ????)

: Finally (I think), Some spec sheets say 1.44mb floppy, some say 720k
: floppy, is that just an age thing, the newer versions had 1.44mb
: floppies, and is a 3.5 inch size hard drive ok to fit inside, or does
: it take the smaller 2.5 inch type.

: Thanks for any info... Rob

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4008. Re: Falcon-related stuff wanted.. & Help?

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 14:20:15 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <bd72avnft1@reader1.panix.com>
Source record: 26139

My opinions follow.

1) You need to get an ethernet adapter to do that. Those either cost a bundle, or a lot less, if you can find one. You have no asked where to find one.

2) you have an answer to that--Systems Solutions Atari Workshop.

3) no. Some is freeware, some costs, all is good.

4) yes, should. Maybe bad drive. I have not used my Dysan drive test disk since I learned that most drive problems could be solved with a little libration, way down in the details.

5) nope, but why would one want to emulate a DOS clone?

6) yes, many. DISCUS is a good one, if you can understand German. Disk Doctor I have, and might send. The latest of Diamond Back, from Anodine, will do. There are others, too.

7) No, no Beetle Mouse. Try E-Bay

8) Infinite, is your drive size. What determins what you can use of an infinete drive size, is your operating system and you hard disk driver. I would suggest you get the latest HDDriver, from Systems Solutions Atari Workshop, which will let you get all that your Falcon operating system will allow. I have a TT, and suspect that 512 meg per partition, which should be enough, will be what your Falcon will handle.

8.5) CAB will run on Plain TOS, but that comes from Systems Solutions too.

Jim

JagCube <JagCube@yahoo.com> writes:

: Hi everyone...

: I'm needing some help getting some stuff, just in case any of you may
: have or know someone
: that has this stuff it would be of great help!

: 1)What cable can I use/need to run my Falcon throgh a router for
: example so I can pump the net
: into my Falcon?

: 2)Using the net and so forth, where can I obtain an ENGLISH copy of
: Magic at? and what versions?
: (as if I remember correctly, you need all that goodness to actually
: use CAB, yes?)

: 3)Anyone have any MIDI cables/and software for trade or sale?

: 4)Does anyone know if the Falcon can read DS disks? I just won some
: games (ST) and the falcon
: doesn't read them , at all. Possibly bad maybe?

: 5)Does anyone have a spare or non-wanted (I think it's a 286PC emu
: board) they are willing to part with for the Falcon?

: 6)Is there a program out there that can let you (UN DELETE) and Detect
: undeleted files on the Falcon hard drive? (Something like the dossy
: machines had... undelete *.* which would
: show you files that were previously deleted? Or maybe some other means
: of recovering data
: that would have been previously deleted?

: 7)Does anyone have for sale a Beetle Mouse? (or know where I can
: possibly obtain one)
: I remember seeing them and they looked fairly nice.. anyone use one?
: comments?

: 8)What's the biggest size HD (internally) I can put in the Falcon? Say
: I get a 1gb HD, do I have to partition all that good stuff? Software?

: I think that's it for now... at least, all I can think of now!

: Any and all help is much appreciated... many things I'd like to do
: with the Falcon and things to get
: for the Falcon so :)

: Thanks guys!

: Clint Thompson

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4009. Re: TOS 1.0 ROMs

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 14:29:45 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bd72so$398$1@titan.btinternet.com>
Source record: 26140

Hallvard Tangeraas <Hallvard@despammed.com> wrote in message
news:1fx0265.1prgz1s50xwthN%Hallvard@despammed.com...
> Smeg <smeg_007@NOSPAM.hotmail.com> wrote:
>
> > Matthias Arndt <matthias.arndt@tu-clausthal.de> wrote in message
> > news:2415355.eDPL94FGn1@jll.heim7.tu-clausthal.de...
> > > On Sonntag, 22. Juni 2003 15:02, Ken K wrote:
>
> > > TOS 1.6x only work in 1040STE machines and only there, neither in
plain
> > > 520STs nor in Mega STEs. It is 1040STE only.
> >
> > By 1040STE you mean 520STE too......
>
> All STe machines are the same inside (as far as I know). They were only
> sold in different memory configurations, and had a label on top
> reflecting this (a "520 STe" would have 512 Kbytes of RAM while a "1040
> STe" would have 1 Mbyte).

Yes thats correct.

>There were also 260 and 4160 STe models if
> memory serves me correct, but not widely available.

There were 260ST's but no 260STE. 4160STE's were available if you asked your
distributor for one, and paid cash aswell I presume ;-)

Smeg.

4010. Re: Wish to buy a TT, but have some questions, can someone kindly answer please.

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 15:02:04 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bd74l3$3l6$1@news2.tilbu1.nb.home.nl>
Source record: 26141

Cubase doesn't work under MagiC and Mint, you'll have to use single TOS and
a bootprogram to use the other OS's.

"Rob" <rob19@eggconnect.net> schreef in bericht
news:2gpdfvg3b4jsjbatnv7fcn6cs41k8e0tkv@4ax.com...
> It's getting closer to the day when I'll be buying a TT, I need a few
> questions answering though.
> (Primarily to be used for cubase, but if I can figure out the
> complicated installation system of all these other desktops and O.S's
> I may be tempted to put one of them on.)

Regards,

Jos
www.9dayswonder.nl

4011. Re: Falcon-related stuff wanted.. & Help?

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 15:05:20 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bd74r7$5e8$1@news2.tilbu1.nb.home.nl>
Source record: 26142

That's to say: your bootsector shouldn't be bigger then 256-512 MB
>
> With HDDriver you can use HD drives of one terabyte and can have 1 Gb
> partitions on your Falcon.
> http://www.seimet.de/atari_english.html
>
Regards,

Jos
www.9dayswonder.nl

4012. Re: Falcon-related stuff wanted.. & Help?

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 15:08:47 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bd751m$66r$1@news2.tilbu1.nb.home.nl>
Source record: 26143

I have partitions of 1GB on my Falcon, no problem, but the bootsector
shouldn't be bigger than 512 Mb.

"Jim DeClercq" <jimd@panix2.panix.com> schreef in bericht
news:bd72avnft1@reader1.panix.com...
> My opinions follow.
>
> 8) Infinite, is your drive size. What determins what you can use of an
> infinete drive size, is your operating system and you hard disk driver.
> I have a TT, and suspect that 512 meg per partition, which
> should be enough, will be what your Falcon will handle.
>

Regards,

Jos
www.9dayswonder.nl

4013. Dead 1040ST wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 15:19:02 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <jTEJa.75119$Pc5.13129@fed1read01>
Source record: 26144

I mainly just want the case, plus the keyboard (all keys intact). Don't need the floppy drive or motherboard. They'll just add unecessary weight.

Offers by US residents only.

Let me know what you want for it + the shipping cost to 85635 (Arizona).

Can pay by PayPal only. Request UPS Ground shipping, to track.

Luposian

4014. Re: Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 15:41:38 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vfe7thncbtro2e@corp.supernews.com>
Source record: 26145
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bd5beh$p9r$1@sparta.btinternet.com...
>
> Tim <tjlazer@nosmapmail.com> wrote in message
> news:vfc7fke22tl38a@corp.supernews.com...
> > I also have a working 520STfm, I am thinking of trying to swap out chips
> to
> > see if I can isolate what is wrong with this 1040STf!!! I wonder, can I
> > easily upgrade my 520 to 1MB from this 1040????
>
> Some 1040ST motherboards had 2 banks of ramchips soldered into the
> motherboard under the PSU, 1 Bank on the left for 520ST and both banks
> filled for 1040ST. If you are lucky and have got a 1040 that has got the
> second bank in sockets, and your even extremely more lucky in the fact
that
> your 520 is the same type of motherboard then you could take the 2nd bank
of
> memory out of the 1040 and put it in the 520. Dont forget that there are a
> few resistors as well that will need to be added. You will need good
> soldering skills in order not to fry the memory chips when putting them
back
> in (though really you should buy some more sockets and solder them
instead).
>
> I wouldnt bother though, as its easy enough to make a 1mb upgrade for your
> 520, and after all this it could be that the RAM in the 1040 is bad, and
> maybe that is why its not working.... ;-)
>
> Smeg.
>
Well upon further investigation of my (newly aquired) 520STfm it has 1MB
already! The top row of chips is socketted and populated with ram! So the
banks are left/right and not top/bottom?

Thanks
Tim

4015. Re: Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 15:43:45 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vfe81g9pigsb70@corp.supernews.com>
Source record: 26146
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Tim" <tjlazer@nosmapmail.com> wrote in message
news:vfc7fke22tl38a@corp.supernews.com...
>
> "Michael Schwingen" <michaels@ccac.rwth-aachen.de> wrote in message
> news:bd541v$t9d$1@nets3.rz.RWTH-Aachen.DE...
>
> > If you find nothing in that area, you have to start swapping chips -
MMU,
> > Glue, DMA are socketed and easy to check. Do *not* mix IMP and non-IMP
> chips
> > - they may or may not work, so this is not good for checking a faulty
> > machine.
> >
> I also have a working 520STfm, I am thinking of trying to swap out chips
to
> see if I can isolate what is wrong with this 1040STf!!! I wonder, can I
> easily upgrade my 520 to 1MB from this 1040????
>
> Tim

I swapped most chips from the 520STfm to the 1040STf and still the same
problem. Two bombs. So atleast the TOS is good in the 1040! I may use the
TOS in my 520ST, though I think having the Boot ROMs is kind of cool, but
makes the machine useless with only 512k!!! ;)

Tim

4016. Re: 1040STF Disc Drive help

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 15:44:43 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vfe83i1kk80192@corp.supernews.com>
Source record: 26147

Oh ok! ;)

Tim

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bd4i3d$930$1@sparta.btinternet.com...
> Ok lets get the ball rolling.
>
> You mentioned TOC. Table of Contents. That terminology belongs to
Minidiscs,
> CDR's etc. Correct floppy disk terminology you would have said "Directory
> structure" or similar. That is all I was saying. No biggie.
>
> And as far as I am aware there is no issue with disks getting wiped. At
> least I have never seen it, on any TOS machine.
>
> Smeg.
>
> Tim <tjlazer@nospammail.com> wrote in message
> news:vfadndjs6n6fca@corp.supernews.com...
> > This comment, you made no sense:
> >
> > > > > > This is floppy disks, not minidiscs.
> > > > > >
> > > > > > Smeg.
> >
> > Tim
> >
> > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > news:bd2nqshop1@hercules.btinternet.com...
> > > > What are YOU talking about?
> > > >
> > > > Smeg.
> > > >
> > > > Tim <tjlazer@nosmapmail.com> wrote in message
> > > > news:vf6tctnjj3g23@corp.supernews.com...
> > > > > What are you talking about?
> > > > >
> > > > > Tim
> > > > >
> > > > > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > > > > news:bct383bcs1@sparta.btinternet.com...
> > > > > > This is floppy disks, not minidiscs.
> > > > > >
> > > > > > Smeg.

> > > > >
> > > > > Tim <tjlazer@mail.com> wrote in message
> > > > > news:vf19nemgeq374@corp.supernews.com...
> > > > > > What about the Media Detect issue? ie when a new disk is
inserted
> > the
> > > > > > drive
> > > > > > will not auto read the TOC thus trashing the disk. Can that be
> > > fixed?
> > > > > > >
> > > > > > Tim
> > > > > >
> > > > > > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > > > > > news:bco3ft$n4u$1@hercules.btinternet.com...
> > > > > > > I just replaced the 1.44mb drive in my falcon the other day.
It
> > was
> > > > > > replaced
> > > > > > > by a brand new ALPS. It has the DS0 and DS1 solder patches
> > > underneath.
> > > > > > >
> > > > > > I am in the UK so you may not be able to get one of these
models
> > > > depending
> > > > > > on where you are.
> > > > > > >
> > > > > > Smeg.
> > > > > > >
> > > > > > Douglas C White <douglas@WPI.EDU> wrote in message
> > > > > > news:Pine.LNX.4.44.0306171514560.31195-100000@ccc10.WPI.EDU...
> > > > > > > Hello Atarians..
> > > > > > >
> > > > > > O.K. I tried using my 1040 STF the other day, and the drive
> was
> > > > dead.
> > > > > > I had replaced it years ago with a Chinon and it just died
> > > > yesterday.
> > > > > > >
> > > > > > My question: Does anybody know of a suitable replacement?
If
> > > yes,
> > > > > I
> > > > > > would really appreciate it if you would please clue me in as
> to
> > > > brand,
> > > > > > model. jumper settings etc..
> > > > > > >
> > > > > > If this is no longer possible to cost effectively do, doew
> > anyone
> > > > know

> > > > > > if
> > > > > > > > > it's possible to just load Master Tracks pro into my PC via
an
> > > > > emulator
> > > > > > > > > program, and then use my PC to read my Discs that I used on
my
> > > > 1040ST?
> > > > > > > >
> > > > > > > > > either way, any help is much appreciated..
> > > > > > > > >
> > > > > > > > > best regards,
> > > > > > > > >
> > > > > > > > > -doug
> > > > > > > > >
> > > > > > > > >
> > > > > > >
> > > > >
> >

> > > > > > > > > Rising and falling on the ebb and flow of tide, I watched in
> > > > amazement
> > > > > > > as
> > > > > > > > > our small craft continued sailing steadfast. We were moving
> > towards
> > > >
> > > > > the
> > > > > > > > > horizon and a mountain of lights..
> > > > > > > >
> > > > > > > >
> > > > > > >
> > > > >
> >
>

> > > > > > > > > Douglas White douglas@wpi.edu
> > > > > > > > > Dept. of Chem. Eng.
> > > > > > > > > WPI
> > > > > > > >
> > > > > > > >
> > > > > > >
> > > > > >
> > > > >
> > > >
> > >
> >

> >
>
>

4017. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 15:47:44 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vfe890aoqs41e4@corp.supernews.com>
Source record: 26148
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:3ef6cd34$0$59953$c30e37c6@lon-reader.news.telstra.net...
>
> <nick@1632systems.co.uk> wrote in message
> news:bd5ff3$gs6$1@thorium.cix.co.uk...
> > yeah I appreicate that... but when my wife rcvs this email in her inbox
I
> > get a little angry. I already kill file the slug and will continue too.
> >
>
> It's annoying, that is certain... I'm not innocent when it comes to making
> controversial and inflammatory comments but at least I'm not hiding behind
> some anonymous remailer.
>
> Regards,
>
> Clockmeister.
>

The perpetrator definately has a lot of time on his hands thats for sure.
Must not have a life.

Tim
```

4018. Re: Wish to buy a TT, but have some questions, can someone kindly answer please.

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 15:53:29 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <sh8efv433bde4v8cv90vi23bnag5kqhelq@4ax.com>
Source record: 26149

Sorry, should have said, that'll be the idea really, I know I need to
keep a fairly clean system to run cubase (Oh the joys of CAF on the
falcon)
Rob

On Mon, 23 Jun 2003 17:02:04 +0200, "J.J.van de Gruiter"
<jos_van_de_gruiter@hotmail.com> wrote:

>Cubase doesn't work under MagiC and Mint, you'll have to use single TOS and
>a bootprogram to use the other OS's.
>
>"Rob" <rob19@eggconnect.net> schreef in bericht
>news:2gpdfvg3b4jsjbatnv7fcn6cs41k8e0tkv@4ax.com...
>> It's getting closer to the day when I'll be buying a TT, I need a few
>> questions answering though.
>> (Primarily to be used for cubase, but if I can figure out the
>> complicated installation system of all these other desktops and O.S's
>> I may be tempted to put one of them on.)
>
>Regards,
>
>Jos
>www.9dayswonder.nl
>
>

4019. Re: Creating Boot Disk for 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 16:00:11 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vfe909r05dsreb@corp.supernews.com>
Source record: 26150

"Matthias Arndt" <matthias.arndt@tu-clausthal.de> wrote in message
news:1362032.8C1sgsqV08@jll.heim7.tu-clausthal.de...
> On Mittwoch, 4. Juni 2003 00:20, Charles Richmond wrote:
>
> >> Does the 520ST have ROMs in it? Or does it need the TOS boot disk?
> >>
> > I have *not* opened the 520 ST yet, but I had assumed that
> > *all* 520's had to boot from a floppy...
>
> Plain 520STs had to, the later mdoels like the 520STM, the 520STFM or the
> 520STE had ROMs.
> But it is really no big deal to upgrade an old 520ST to use a ROMs.
> The sockets are there.
>
As a side note, what do you think I should do regarding a 520ST as far as
collecting purposes. I have a original 520ST that needs TOS on disk, should
I keep it as such or upgrade to TOS 1.0 ROMs? (I have a set I can use) I
don't really plan on using it as I have other STs, but I am simply
collecting it. I kinda like the fact it has the boot ROMs and you get that
cool bootup screen...

Tim

4020. TOS .99 Boot Disk?

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 16:02:37 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vfe94t37cm7290@corp.supernews.com>
Source record: 26151
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I heard there was a TOS .9 something or other boot disk for the early 520STs that did not have TOS in ROM. Is this the verision of TOS shipped from Atari? Or was it 1.0? Does anyone have a image of TOS .99 or the official one released by Atari Corp? I have a 520ST and need a TOS Boot Disk as I lost mine.

Thanks
Tim

4021. Re: Creating Boot Disk for 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 16:22:13 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <1477191.jimeNIM0ZY@jll.heim7.tu-clausthal.de>
Source record: 26152

On Montag, 23. Juni 2003 18:00, Tim wrote:

> As a side note, what do you think I should do regarding a 520ST as far as
> collecting purposes. I have a original 520ST that needs TOS on disk,
> should
> I keep it as such or upgrade to TOS 1.0 ROMs? (I have a set I can use) I
> don't really plan on using it as I have other STs, but I am simply
> collecting it. I kinda like the fact it has the boot ROMs and you get
> that cool bootup screen...

I would exchange the bootroms for a real TOS but keep the bootroms for
historical reasons.
BTW. i'd be interested in a dump (read image) of these old bootroms for
exactly that historical interest.

If you manage to do, I suggest even fitting TOS 1.4 instead of 1.0 as that
has lots of bugfixes compared to 1.0 and the 0.99 TOS supplied on disk.

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

4022. Re: Wish to buy a TT, but have some questions, can someone kindly answer please.

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 16:34:55 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bd7a36hqi1@news4.tilbu1.nb.home.nl>
Source record: 26153

I use the bootprogram STOOP. I have four different setups: TOS 2 C(olors) for CAF, TOS 16C, TOS 256C and Magic 256C. No problems, you can choose for each setup which autofolder, acc's, cpx and gemsys programs you want to use. Some MIDI programs will run under MaGic (The ECow progs, ACE, Sweet 16) but remember to turn all midi gear off when booting MagiC, it's a bug. After Magic is started you can turn them on again.

Regards,

Jos

PS Some say they can use Cubase under Magic using a monochrome monitor, some say it will work partly under MultiTOS or Mint. But Cubase isn't stable then.

"Rob" <rob19@eggconnect.net> schreef in bericht news:sh8efv433bde4v8cv90vi23bnag5kqhelq@4ax.com...
>
> Sorry, should have said, that'll be the idea really, I know I need to
> keep a fairly clean system to run cubase (Oh the joys of CAF on the
> falcon)
> Rob
>

4023. Re: Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 17:18:10 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bd7cog$hv2$1@titan.btinternet.com>
Source record: 26155
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Tim

> I have a 1040STf that is dead. I get two bombs on screen with a beep when
> turned on. I found that TOS chips not seated can cause this so I took the
> system apart and reseated the chips to no avail. I also tried this: I
> removed the 6 TOS chips and powered up the ST and I got a blank white
> screen. Can this be a indication that the TOS chips were causing the two
> bombs? If it was something else wouldn't I still get bombs on screen?

Is there a floppy in the drive?.

Describe /exactly/ the sequence of what happens from the point you switch
on.

Try leaving it powered up for an hour and then power cycle, it may be a
power supply problem, leaving it to warm up may aleviate that.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.491 / Virus Database: 290 - Release Date: 19/06/2003

4024. Re: Game ID

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 17:25:32 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3ef73665$0$12454$626a54ce@news.free.fr>
Source record: 26154

> Please visit this site and see some (very artistic) pictures I've
> drawn of the game to jog your memories!

Artistic indeed ;)

Well, I've absolutely NO idea what it could be. Sincerly.

Dbug

4025. Re: Creating Boot Disk for 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 17:55:10 UTC
From: jj <ch@hotmail.com>
Message-ID: <V9HJa.2564$yw5.33223@newsfep4-glfd.server.ntli.net>
Source record: 26156

"Tim" <tjlazer@nosmapmail.com> wrote in message
news:vfe909r05dsreb@corp.supernews.com...
>
> "Matthias Arndt" <matthias.arndt@tu-clausthal.de> wrote in message
> news:1362032.8C1sgsqV08@jll.heim7.tu-clausthal.de...
> > On Mittwoch, 4. Juni 2003 00:20, Charles Richmond wrote:
> >
> > >> Does the 520ST have ROMs in it? Or does it need the TOS boot disk?
> > >>
> > > I have *not* opened the 520 ST yet, but I had assumed that
> > > *all* 520's had to boot from a floppy...
> >
> > Plain 520STs had to, the later mdoels like the 520STM, the 520STFM or
the
> > 520STE had ROMs.
> > But it is really no big deal to upgrade an old 520ST to use a ROMs.
> > The sockets are there.
> >
> As a side note, what do you think I should do regarding a 520ST as far as
> collecting purposes. I have a original 520ST that needs TOS on disk,
should
> I keep it as such or upgrade to TOS 1.0 ROMs? (I have a set I can use) I
> don't really plan on using it as I have other STs, but I am simply
> collecting it. I kinda like the fact it has the boot ROMs and you get
that
> cool bootup screen...

Keep it origninal, standard 520's are ten a penny but not many with TOS on
disk..

WHat was the boot screen like, wouldn't mind seing a grab of this? (sad, I
know!)

I have an old Amiga 1000 with kickstart on disk, but I never got to see an
ST early on...)

I do know when Tos 0.99 bombs out, you get mushroom clouds instead of little
bombs..

4026. Re: TOS 1.0 ROMs

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 17:57:51 UTC
From: jj <ch@hotmail.com>
Message-ID: <qcHJa.2568$yw5.33225@newsfep4-glfd.server.ntli.net>
Source record: 26157

```
"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bd72so$398$1@titan.btinternet.com...
>
> Hallvard Tangeraas <Hallvard@despammed.com> wrote in message
> news:1fx0265.1prgz1s50xwthN%Hallvard@despammed.com...
> > Smeg <smeg_007@NOSPAM.hotmail.com> wrote:
> >
> > > Matthias Arndt <matthias.arndt@tu-clausthal.de> wrote in message
> > > news:2415355.eDPL94FGn1@jll.heim7.tu-clausthal.de...
> > > > On Sonntag, 22. Juni 2003 15:02, Ken K wrote:
> > >
> > > > > TOS 1.6x only work in 1040STE machines and only there, neither in
> plain
> > > > > 520STs nor in Mega STEs. It is 1040STE only.
> > > >
> > > > By 1040STE you mean 520STE too......
> > >
> > > All STe machines are the same inside (as far as I know). They were only
> > > sold in different memory configurations, and had a label on top
> > > reflecting this (a "520 STe" would have 512 Kbytes of RAM while a "1040
> > > STe" would have 1 Mbyte).
> >
> > Yes thats correct.
> >
> > >There were also 260 and 4160 STe models if
> > > memory serves me correct, but not widely available.
> >
> > There were 260ST's but no 260STE. 4160STE's were available if you asked
your
> > distributor for one, and paid cash aswell I presume ;-)

Weren't the original disk based ST's sold as 260's because thats all you had
once you loaded TOS??
```

4027. Re: TOS 1.0 ROMs

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 18:45:21 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vfeim182b60l73@corp.supernews.com>
Source record: 26159

"jj" <ch@hotmail.com> wrote in message
news:qcHJa.2568$yw5.33225@newsfep4-glfd.server.ntli.net...

> Weren't the original disk based ST's sold as 260's because thats all you
had
> once you loaded TOS??
>

No. The *early* 520ST Computers also sold w/o TOS in ROM. It was the
520STm and 520STfm that sold with TOS in ROM. I know because I bought a
520STm in 1986. ;)

I recently obtained a early 520ST that needs a TOS Boot Disk to work! I
created a TOS 1.0 and 1.04 Boot Disk and after TOS loads I have like 200KB
left so the machine is useless!!!

Tim

4028. For Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 18:45:22 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <Pine.GSO.3.96.1030623144422.1056A-100000@bfn.org>
Source record: 26161

Last Chance! Is anyone interested in some British St Magazines with disks?
Email me for a list. daneste2001@yahoo.com.

Thanks!

4029. Re: Dead 1040ST wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 18:51:21 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bd7i78$45e$1@sparta.btinternet.com>
Source record: 26160

Why its!!.

"Luposian" <luposian@lycos.com> wrote in message
news:jTEJa.75119$Pc5.13129@fed1read01...

> I mainly just want the case, plus the keyboard (all keys intact). Don't
> need the floppy drive or motherboard. They'll just add unecessary weight.
>
> Offers by US residents only.
>
> Let me know what you want for it + the shipping cost to 85635 (Arizona).
>
> Can pay by PayPal only. Request UPS Ground shipping, to track.

If you're gonna stick an ATX mother board in it and call it an ST then I've
beat you to it, I've got a 2.6Ghz Pentium 4 powered, ST-cased with 1Gig RAM.

Looks odd, a 1040 STe running windows server 2003 with Office XP 2003 beta.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

4030. NVDI : boot order and setup on Hades 60

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 19:14:20 UTC
From: Olivier VANONI <ovanoni@icor.fr>
Message-ID: <WS3.7c78d9dc.63945e81.ovanoni@icor.fr>
Source record: 26158

Hi everybody.
I installed NVDI 5 on my Hades 60. Magic 6.10 and Jinnee were already
installed.
However, I often have bus errors when accessing disks or during program
usage. These errors disappear as soon as I de-activate NVDI (and reboot
the Hades).
Can someone give me some help about the NVDI programs boot order in
Auto folder and the configuration that may be needed by Magic/Jinnee
to work perfectly ?
Thanks in advance.
Regards.

--

--

Olivier VANONI
ovanoni.pasdespam@icor.nospam.fr

Hades 060/Magic/jinnee/WenSuite 3.30c
ATARI

Visitez mon pays :
http://www.ville-saint-jean-de-maurienne.fr

4031. TT030, Laser Printer, Integrated color monitor, software, for sale

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 19:38:07 UTC
From: alex@never2funky.com
Message-ID: <5bd9cb8.0306231138.1ebb1429@posting.google.com>
Source record: 26162

I have the following available for quick sale:

Atari TT030 - Guarenteed against DOA. Memory upgraded, hard drive, everything!
Atari Laser printer - Excellent condition! Very nice print.
Atari Laser toner cart - New one is printer, new one in box
Modem - Older, but works with the atari
Plotter - Works with dynacadd. Will sell for shipping if the entire system is bought
Monitor - The color version that matches and hooks to the tt030 case. Nice picture. No dull spots. very clear Guarenteed against DOA.
Software - Pagestream, Word perfect, Dynacadd. All books and dongles
Syquest Drive - Removable HD cart thingermabob
Dot matrix - I don't think anyone wants it, but it came with the system, so if you want it, it will just cost shipping if sold with the system or I'll just toss it inthe trash. comes with extra ink.

I originally broke my neck looking for this and other cool machines from the better days of computing, but I really don't have the time to beef this sucker to the levels I wanted. Mostly because it takes so much time to just find the parts I want like video cards and ethernet.

Everything is in excellent condition, but the case needs to be cleaned a bit. The previous owner must have been a dirty fellow. Easy to wipe clean and I might just do it prior to shipping.

If you would like further specs, digitial pictures, etc. Don't hesitate to email me at alex@never2funky.com. I accept payment via paypal.

Buyer pays shipping and I will break apart system, but prices won't be as attractive.

I am flexible, but don't be silly, I paid a nice piece of cash for this excellent machine and don't plan to just give it away. Send me your real offers and if it sounds reasonable enough, it's yours. Move fast and I'll be even more flexible.

If it's not gone by this friday, I'll just place it on eBay, but wanted to give the true fans a first crack at it.

Later!
-Alex
tt030@never2funky.com
www.never2funky.com
(609) 265-0502

4032. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 19:38:28 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.23.19.38.28.790179@removenoaspam.atari-source.com>
Source record: 26163

On Mon, 23 Jun 2003 07:02:03 +0800, Clockmeister wrote:

>
> In essence it is exactly the same thing, the hardware and manuals are no
> longer in production either.
>
> Regards,
>
> Clockmeister.

Do you guys want me to drive down to Toad Computers and get permission to
settle this odd debate? They DUMPED their Atari stock. They WON'T care.
Trust me. Just ask and they'll probably tell you they don't care.

Mark
http://atari-source.com

4033. Re: Falcon-related stuff wanted.. & Help?

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 19:46:10 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.23.19.46.09.481790@removenoaspam.atari-source.com>
Source record: 26164

On Mon, 23 Jun 2003 06:56:02 -0700, JagCube wrote:
>
> Mark,
>
> Share the Mouse Wealth! ;)
> I've always wanted a beetle mouse.... wonder where I can get one for a
> good price
> (sides you ;) heh...
>
> They have ones that light up too right?
>
> Cool, I'll consider getting just a 1gig internal then, or maybe even
> around 800mb, as I dont
> think I'll really need all that madness space. (at least, I dont think
> ;)
>
> Still not sure how to go about the LAN thing...
>
> Clint

NO! My Mice! ;-) I use my beetle mice all the time and I modified one in a cool way. I dremeled out a nice fuji that a blue LED shines through. I like to do crazy modifications like that ;-). I don't have one of the official light up beetle mice and never heard of such a thing. I have 4 4.x gig SCSI IBM hard drives mainly for backup purposes and a RAID/1 (manual drive to drive copy) as well as a 3.9 gig (I believe Quantum IDE system drive). Though quantum drives are notoriously unreliable this one seems bulletproof so my strategy of buying a whole lot of scsi drives to serve as backups may or may not have been pointless ;-).

I can't give up my beetle mice. I regularly use 3 separate Atari systems, my Mega STe at home, my TT at work and my Falcon at home. I've got plenty of other nifty stuff to sell though. Anyone want to buy a massively comprehensive Spectre kit with ROMs, spectre GCR, drives, Spectre 128 and a LOT of software including MacOS with original pamphlets and manuals?

Mark
http://atari-source.com

4034. Re: TOS 1.0 ROMs

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 19:47:19 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.23.19.47.19.796816@removenoaspam.atari-source.com>
Source record: 26165

On Mon, 23 Jun 2003 11:45:21 -0700, Tim wrote:

>
> "jj" <ch@hotmail.com> wrote in message
> news:qcHJa.2568$yw5.33225@newsfep4-glfd.server.ntli.net...
>
>> Weren't the original disk based ST's sold as 260's because thats all you
> had
>> once you loaded TOS??
>>
>
> No. The *early* 520ST Computers also sold w/o TOS in ROM. It was the
> 520STm and 520STfm that sold with TOS in ROM. I know because I bought a
> 520STm in 1986. ;)
>
> I recently obtained a early 520ST that needs a TOS Boot Disk to work! I
> created a TOS 1.0 and 1.04 Boot Disk and after TOS loads I have like 200KB
> left so the machine is useless!!!
>
> Tim

Heheh, yes TOS in ROM was quite a useful thing on those limited machines.
Would you like a 4 meg RAM upgrade? I can sell one.

Mark
http://atari-source.com

4035. Re: Dead 1040ST wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 20:03:35 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <52JJa.75418$Pc5.36378@fed1read01>
Source record: 26166

Why it!!!

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bd7i78$45e$1@sparta.btinternet.com...
> If you're gonna stick an ATX mother board in it and call it an ST then
I've
> beat you to it, I've got a 2.6Ghz Pentium 4 powered, ST-cased with 1Gig
RAM.
>
> Looks odd, a 1040 STe running windows server 2003 with Office XP 2003
beta.

I don't believe it! A reply from you that ISN'T calling me every dirty name
in the book and saying how many children of mine you've fathered or...

It's so unlike you!

Have you gotten saved or something (things like that do tend to change a
person radically)? It's so unlike you!

But I definately have to say I prefer it!

Uh, but getting back on topic...

Who cares what I want to do with it... if someone has one and wants to sell
it, I'm offering to buy it...

BTW, are you serious? You actually have a uITX (or whatever those 6.5" x
6.5" square motherboards are called) in an STe case? There must be a lot of
empty space and port holes open... not to mention the modification to the
case to even make the uITX motherboard work in the STe case, since the port
layout is vastly different.

Luposian

4036. Re: TOS 1.0 ROMs

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 20:46:49 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <TGJJa.2835$nG4.859@newsfep4-winn.server.ntli.net>
Source record: 26167

"Hallvard Tangeraas" <Hallvard@despammed.com> wrote in message
news:1fx0265.1prgz1s50xwthN%Hallvard@despammed.com...
>
> All STe machines are the same inside (as far as I know).

All STEs are not the same inside.

Variations include:

surface mounted or socketed chips,

combined or separate glue and blitter chips,

28 or 32 pins TOS roms,

TOS 1.06 or 1.62,

Simm or sipp memory, socketed or soldered

4037. NG Abuse!

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 21:33:35 UTC
From: swampfax1NOSPAM@atlantic.net
Message-ID: <PmKJa.2235$Ry3.1568446@monger.newsread.com>
Source record: 26168

Hi All,
I regularly get a 218k EXE file supposedly a Microlimp anti-virus!
Tha last one included a mailing list of approxinately 75 addresses of
which I recognize many grom this NG. Although it has'nt effected my Falcon
it looks like I'll be using a bad return address to avoid the crap (very
strongly suggested to non-Atari posters!!!).

John G.

4038. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 21:36:09 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bd7rs7$mo0$1@hercules.btinternet.com>
Source record: 26170

Hi "Mark D"

<mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.06.23.19.38.28.790179@removenoaspam.atari-source.com...

> On Mon, 23 Jun 2003 07:02:03 +0800, Clockmeister wrote:
>
> >
> > In essence it is exactly the same thing, the hardware and manuals are no
> > longer in production either.
> >
> > Regards,
> >
> > Clockmeister.
>
> Do you guys want me to drive down to Toad Computers and get permission to
> settle this odd debate? They DUMPED their Atari stock. They WON'T care.
> Trust me. Just ask and they'll probably tell you they don't care.

Its besides the point if they care, its right and proper to ask. How would
you like someone assuming some of your intellectual property has been
abandoned and then discover someone using it?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

4039. Re: Dead 1040ST wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 21:36:11 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bd7rs9$mo0$2@hercules.btinternet.com>
Source record: 26169

Why its "Luposian"

> BTW, are you serious? You actually have a uITX (or whatever those 6.5" x
> 6.5" square motherboards are called) in an STe case? There must be a lot
of
> empty space and port holes open... not to mention the modification to the
> case to even make the uITX motherboard work in the STe case, since the
port
> layout is vastly different.

Loads of space, just had to cut some of the sticky outy bits off the top,
all ports are taken to the rear of the case with extender leads, looks quite
cute running magicPC, and Office XP side by side!.

BTW, how are my kid's, did i miss another birthday?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

4040. Re: Dead 1040ST wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 21:41:56 UTC
From: swampfax1NOSPAM@atlantic.net
Message-ID: <EuKJa.2237$Ry3.1568844@monger.newsread.com>
Source record: 26171

On 23 Jun 2003 08:19:02 , "Luposian" wrote:
>I mainly just want the case, plus the keyboard (all keys intact). Don't
>need the floppy drive or motherboard. They'll just add unecessary weight.
>
>Offers by US residents only.
>
>Let me know what you want for it + the shipping cost to 85635 (Arizona).
>
>Can pay by PayPal only. Request UPS Ground shipping, to track.
>
>Luposian

I have a keyboard (looks new) but I don't know if it is for a 1040.
You can have it free but pay postage. Ser# C070236-011 (Japan). Sticker
under board might be a date: 86.1.25 (Jan 25, 1986?). Pay by check ok!
reply here or by removing NOSPAM from my address!

John G.

4041. Re: TOS 1.0 ROMs

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 22:08:42 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vfeujacpo85a48@corp.supernews.com>
Source record: 26172

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.06.23.19.47.19.796816@removenoaspam.atari-source.com...
> On Mon, 23 Jun 2003 11:45:21 -0700, Tim wrote:
>
> >
> > "jj" <ch@hotmail.com> wrote in message
> > news:qcHJa.2568$yw5.33225@newsfep4-glfd.server.ntli.net...
> >
> >> Weren't the original disk based ST's sold as 260's because thats all
you
> > had
> >> once you loaded TOS??
> >>
> >
> > No. The *early* 520ST Computers also sold w/o TOS in ROM. It was the
> > 520STm and 520STfm that sold with TOS in ROM. I know because I bought a
> > 520STm in 1986. ;)
> >
> > I recently obtained a early 520ST that needs a TOS Boot Disk to work! I
> > created a TOS 1.0 and 1.04 Boot Disk and after TOS loads I have like
200KB
> > left so the machine is useless!!!
> >
> > Tim
>
> Heheh, yes TOS in ROM was quite a useful thing on those limited machines.
> Would you like a 4 meg RAM upgrade? I can sell one.
>
What kind of RAM upgrade is it? Solder or non Soldered?

TIm

4042. Re: NG Abuse!

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 22:18:46 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bd7uc5$r83$1@sparta.btinternet.com>
Source record: 26173

Hi John

> I regularly get a 218k EXE file supposedly a Microlimp anti-virus!
> Tha last one included a mailing list of approxinately 75 addresses of
> which I recognize many grom this NG. Although it has'nt effected my Falcon
> it looks like I'll be using a bad return address to avoid the crap (very
> strongly suggested to non-Atari posters!!!).

I get about 3 of these big barstards a day and 6 or seven of the smaller
one's, pain in the arse, my VK always stops them. SO far!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

4043. Re: Dead 1040ST wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 22:40:15 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0306231440.2bc68da4@posting.google.com>
Source record: 26174

```
"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:<bd7i78$45e$1@sparta.btinternet.com>...
> Why its!!.
>
> "Luposian" <luposian@lycos.com> wrote in message
> news:jTEJa.75119$Pc5.13129@fed1read01...
>
> > I mainly just want the case, plus the keyboard (all keys intact). Don't
> > need the floppy drive or motherboard. They'll just add unecessary weight.
> >
> > Offers by US residents only.
> >
> > Let me know what you want for it + the shipping cost to 85635 (Arizona).
> >
> > Can pay by PayPal only. Request UPS Ground shipping, to track.
>
> If you're gonna stick an ATX mother board in it and call it an ST then I've
> beat you to it, I've got a 2.6Ghz Pentium 4 powered, ST-cased with 1Gig RAM.
>
> Looks odd, a 1040 STe running windows server 2003 with Office XP 2003 beta.
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

Are you looking for an Atari ST (old style without the built in drive
and power supply or a STf with the power supply and drive built in? I
have a couple of both types. I also have the cake-box type Mega case
without a motherboard (put the MB in a PC type case). I'm in the
Milwaukee area.

dave
```

4044. Re: Atari ST Joystick test help needed

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 22:48:58 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3ef7854f@news.alphalink.com.au>
Source record: 26175

--

"/" <!$@!$*-/+=.com> wrote in message
news:3BzIa.585$xF.63773@newsfep2-win.server.ntli.net...
> Hi,
> I got a Joystick for Atari ST, but I don't know how to test it. Could
> someone please tell me a way? I am not into games so I've never used it
and
> want to sell it but just want to check it works ok first. I have a SM124
> monochrome monitor. Is there some free utility program that allows you to
> test it? Or any free/pd game that uses a joystick and B&W monitor?
>
> Many thanx in advance

if you are trying to sell it, I think the postage will be more than what you
can get for it :)

gra

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 6/10/03

4045. Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-23 23:42:33 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306231542.2b604567@posting.google.com>
Source record: 26176
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

http://www.atari.com/

Quoting the website:

"Infogrames is now officially Atari, and through this site, you'll be able to access all Atari product information from around the world, as well as corporate information about Atari, Inc. (our North American operations) and our parent company, Infogrames Entertainment SA.

The Atari legacy of innovation lives on!"

Now all they need to do is bring back Commodore and the world will be right once more!

Sincerely,

Paul Allen Panks
dunric@yahoo.com

4046. Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 00:08:11 UTC
From: World Domination <support@microsoft.com>
Message-ID: <QDMJa.848$J77.420508928@news.nnrp.ca>
Source record: 26177

Hi,

I have a fully functional North American Falcon 030 in good condition (no yellowing, no scratches, floppy works great) with following extras:

- hard-drive kit + 3GB 2.5" Hitachi HDD - installed
- 68882 FPU - installed
- TOS upgraded to 4.04
- 14MB RAM (Wizztronics board)
- VGA adapter
- Composite (TV-in) adapter
- Original Atari mouse

How much this think might worth on eBay?
If someone will make decent offer, I might sell directly.

I was thinking of learning how to use this platform, but then I relized that there is no Atari software design scene, just few greedy bastards (especially HDDRIVER guy). So Falcon wasn't great idea. PS2 Linux works way better for me.

So use this as your chance to get this legendary piece of machinery ;)

e-mail me at d h a u at m s x dot r u

Thank you

4047. Re: Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 00:11:45 UTC
From: World Domination <support@microsoft.com>
Message-ID: <aHMJa.849$eg7.421065775@news.nnrp.ca>
Source record: 26178

PS: I'm in Toronto, Canada

4048. Re: Dead 1040ST wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 00:47:05 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <TbNJa.75435$Pc5.61217@fed1read01>
Source record: 26179

I'm looking for the 1040STf version (the 1040STf was the first ST to have a
built-in floppy and power supply...)

I want just the case and built-in keyboard... no power supply, motherboard
or floppy drive necessary or wanted.

How much you want for it + shipping to 85635?

Luposian

"Dave Glish" <dglish@milwpc.com> wrote in message
news:50cabf78.0306231440.2bc68da4@posting.google.com...
> Are you looking for an Atari ST (old style without the built in drive
> and power supply or a STf with the power supply and drive built in? I
> have a couple of both types. I also have the cake-box type Mega case
> without a motherboard (put the MB in a PC type case). I'm in the
> Milwaukee area.
>
> dave

4049. Re: Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 01:48:20 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bd8al3$a66$1@titan.btinternet.com>
Source record: 26180
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Tim <tjlazer@nosmapmail.com> wrote in message
news:vfe7thncbtro2e@corp.supernews.com...
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:bd5beh$p9r$1@sparta.btinternet.com...
> >
> > Tim <tjlazer@nosmapmail.com> wrote in message
> > news:vfc7fke22tl38a@corp.supernews.com...
> > > I also have a working 520STfm, I am thinking of trying to swap out
chips
> > to
> > > see if I can isolate what is wrong with this 1040STf!!! I wonder, can
I
> > > easily upgrade my 520 to 1MB from this 1040????
> >
> > Some 1040ST motherboards had 2 banks of ramchips soldered into the
> > motherboard under the PSU, 1 Bank on the left for 520ST and both banks
> > filled for 1040ST. If you are lucky and have got a 1040 that has got the
> > second bank in sockets, and your even extremely more lucky in the fact
> that
> > your 520 is the same type of motherboard then you could take the 2nd
bank
> of
> > memory out of the 1040 and put it in the 520. Dont forget that there are
a
> > few resistors as well that will need to be added. You will need good
> > soldering skills in order not to fry the memory chips when putting them
> back
> > in (though really you should buy some more sockets and solder them
> instead).
> >
> > I wouldnt bother though, as its easy enough to make a 1mb upgrade for
your
> > 520, and after all this it could be that the RAM in the 1040 is bad, and
> > maybe that is why its not working.... ;-)
> >
> > Smeg.
> >
> Well upon further investigation of my (newly aquired) 520STfm it has 1MB
> already! The top row of chips is socketted and populated with ram! So
the
> banks are left/right and not top/bottom?
>
```

> Thanks
> Tim
>

Ok, well that is a different version than the one I was describing. No matter.

Smeg.

4050. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 02:09:27 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB1D1DC8.4D3F%drclu@swbell.net>
Source record: 26182

in article bd62ph$pdgf6$2@ID-27442.news.dfncis.de, Uwe Seimet at
Uwe.Seimet@seimet.de wrote on 6/23/03 12:21 AM:

> Doctor Clu wrote:
>
>> sure 8.11 will probably have some add ons that I will want to get that one
>> for. Appreciate the quick response and helpfulness people offer on this
>> newsgroup.
>
> 8.11 is commercial. Using illegal copies will not be helpful for Atari
> users if they want support for HDDRIVER to be continued.

Wow! Hey good to hear from you! No, not to worry, I don't ask for what
I myself haven't already paid for, at least so long as I see there is active
support for the product. And I certainly wouldn't be asking for a
replacement copy of something in a public forem like this of a product that
is still supported if I did not once pay for it.

And not to worry, what I got was what I had, and far from 8.11. :)

However, the reason why I'm glad you're here... there are a lot of
people who would like to get ethernet going for their Atari ST/TT systems
but I think are a bit intemidated by the prospect of, well, not having a
built in Ethernet port. To matter the fact, I have met many people who can
tell me an Atari TT030 backwards and forwards, but the mention of Ethernet
gets back a response of "Never tried that mate! Always wanted to." :)

I managed to find a Dayna Port SCSI link-T, a SCSI to Ethernet adaptor.
I've heard that HDDriver can handle Ethernet through such a device like
this. Is this true? How does this work? And what compatibilities were
overcome between the series 7 HDDriver and the series 8 HDDriver?

All this to say, I have a copy of HD Driver, bought years ago. (and
unfortunately died shortly after I got it) I've looked around here in the
states and find support for the current stuff, and have not found it. Any
information you can give on your latest product will be very appreciated as
I consider sending money across the pond.

Take care!

```
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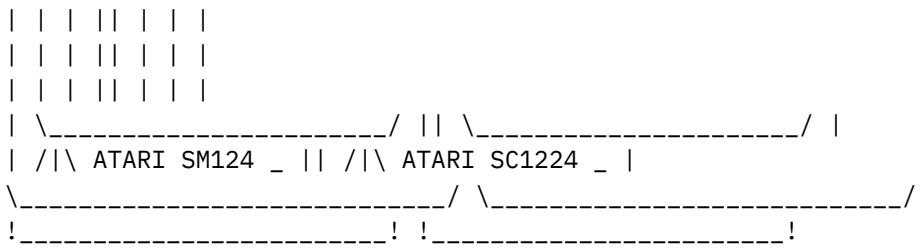

http://www.ascii-art.de/ascii/ab/atari.txt

4051. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 02:24:43 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bd8cpbclm1@titan.btinternet.com>
Source record: 26181
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Paul Allen Panks <ppanks@juno.com> wrote in message
news:cb0ed86a.0306231542.2b604567@posting.google.com...
> http://www.atari.com/
>
> Quoting the website:
>
> "Infogrames is now officially Atari, and through this site, you'll be
> able to access all Atari product information from around the world, as
> well as corporate information about Atari, Inc. (our North American
> operations) and our parent company, Infogrames Entertainment SA.
>
> The Atari legacy of innovation lives on!"
>
> Now all they need to do is bring back Commodore and the world will be
> right once more!
>

What a prick.

You think anyone one here isnt gonna know about this already???? Read the
existing threads first, then just move along.

Smeg.

4052. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 02:27:42 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.06.24.02.27.41.978161@nossspamXXatari-source.com>
Source record: 26183

On Mon, 23 Jun 2003 07:21:53 +0200, Uwe Seimet wrote:

> Doctor Clu wrote:
>
>> sure 8.11 will probably have some add ons that I will want to get that one
>> for. Appreciate the quick response and helpfulness people offer on this
>> newsgroup.
>
> 8.11 is commercial. Using illegal copies will not be helpful for Atari
> users if they want support for HDDRIVER to be continued.

I paid for my copy. I suspect most Atari users who care would do the same. HD-Driver is quality software. Plus if you buy Uwe will probably send you more than one legitimate version (i.e. some packages have problems with 8.11 but I also have 7.93). If you're over 16 or so, you can have a job and there's literally no excuse. $35 isn't too much too much to pay for a fine piece of software. I intend to make a bunch of anodyne software my next purchase.

PS: Uwe, any chance on getting a patch to get MagiC to boot in 256 colors on a Falcon? It would be really nice, ICD let this be set.

Mark
http://atari-source.com

4053. Re: Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 03:08:47 UTC
From: World Domination <support@microsoft.com>
Message-ID: <9hPJa.863$Nd6.416722122@news.nnrp.ca>
Source record: 26184

Haha, the best of Atarian elite stepped out. A good citizen of helpful community. No wonder no one is interested in Atari machines in Toronto. No matter how good the platform is, if community sucks, the whole platform doesn't make any sence.

New Falcons? Oh, please! Don't do so much crack, you silly hippie ;)

I'll sell it on eBay, if no one here will come up with good offer. So, go jerk off, lonely boy ;)

BTW: I don't think Uwe should give away anything. It's just surprising that the whole community is so gay, it didn't even produced freeware IDE driver. Best Falcon coders made a couple of inferior and uber-cliche demos. And those are the best. All the other just use the computer! WAY TO GO!

> >PS: I'm in Toronto, Canada

> I'm sure you'll find everyone else here is a greedy bastard as well.
> Falcons can still be purchased new, so either post your price or
> go on to ebay. No one really cares how such and such suites you
> better. Dump the machine.
> It amazes me how many jerks have hard disk problems, and
> think that Uwe should give away his software to help them out.
> If there is one niche left in the TOS market, it's keeping them
> connected to modern hardware, and Uwe has done an excellent job.
> Mike

4054. Re: Falcon-related stuff wanted.. & Help?

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 04:12:22 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0306232012.4375bef7@posting.google.com>
Source record: 26185

> NO! My Mice! ;-) I use my beetle mice all the time and I modified one in
> a cool way. I dremeled out a nice fuji that a blue LED shines through. I
> like to do crazy modifications like that ;-). > Mark
> http://atari-source.com

Hey Mark...

You wouldn't be able to take a picture of your super cool blue LED
Atari mouse now would you?
That's something I definately wanna see! :)

Clint

4055. Re: Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 04:44:00 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vffloi8r3udc97@corp.supernews.com>
Source record: 26186
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bd7cog$hv2$1@titan.btinternet.com...
> Hi Tim
>
>
> Is there a floppy in the drive?.

I have no Disk Drive hooked up.

> Describe /exactly/ the sequence of what happens from the point you switch
> on.

When I switch on I get a beep and two bombs at left center of screen. White
background.

> Try leaving it powered up for an hour and then power cycle, it may be a
> power supply problem, leaving it to warm up may aleviate that.

Well I swapped a PS from a 520STfm and it did the same so the PS is fine.

It must be the RAM at this point.

Tim

4056. Re: NG Abuse!

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 05:41:26 UTC
From: swampfax1NOSPAM@atlantic.net
Message-ID: <awRJa.2273$Ry3.1586367@monger.newsread.com>
Source record: 26187

On 23 Jun 2003 22:18:46 , "Steve Sweet" wrote:
>Hi John
>
>> I regularly get a 218k EXE file supposedly a Microlimp anti-virus!
>> Tha last one included a mailing list of approxinately 75 addresses of
>> which I recognize many grom this NG. Although it has'nt effected my Falcon
>> it looks like I'll be using a bad return address to avoid the crap (very
>> strongly suggested to non-Atari posters!!!).
>
>I get about 3 of these big barstards a day and 6 or seven of the smaller
>one's, pain in the arse, my VK always stops them. SO far!.
>

I think you're safer with a change in your return address! Note also
that I should have mentioned that I get those "anti-virus" files after
posting to this NG ! Don't know about other groups.

John G.
P.S. Stay away from the sheep unless you want a Mad Sheep disease named
after you :)

4057. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 06:14:29 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB1D5737.4D5D%drclu@swbell.net>
Source record: 26188

in article pan.2003.06.24.02.27.41.978161@nossspamXXatari-source.com, Mark D
at mducksub@nossspamXXatari-source.com wrote on 6/23/03 9:27 PM:

> I paid for my copy. I suspect most Atari users who care would do the
> same.

Yep, me too. And with a little more information about the current
version of HD Driver, I will probably buy the latest version now that I am
getting back into the swing of the ST/TT realm yet again.

> HD-Driver is quality software. Plus if you buy Uwe will probably
> send you more than one legitimate version (i.e. some packages have
> problems with 8.11 but I also have 7.93). If you're over 16 or so, you
> can have a job and there's literally no excuse. $35 isn't too much too
> much to pay for a fine piece of software.

$35? Nice price, where is it being sold for that? (Saw it for 30 pounds
on the one place I could find it which is roughly $60 U.S. last I looked).

```
:GEGft;;:
;E: ;ffGEEftt;
E :tGGEEtt;
tf;: :tGGGGtt;
WWWGtt; ;fGGGftt
#fGGEEGEWtt: :fGfftt
#f ;tGEGGffGWG; :GGftf:
#f :;tEEGtttEEt: :Gffft:
#f :tfEEf;tGEGt tEttft
#f > ttEfG;;tWG: tEfEW:
#f o ttGEfftGEt :WGf;E:
#f c :tfEGfGEf:#G E
#Et: t ;tGGWW#f;tEGf
###Wf;: < o :;fEWWGEf f
########Et: l r ;Wf ff f
##########Wf: u #f ff f
################WG; #f ff f
:tG################Gt; #f ff f
;GE################WGt #f ff f
tGW################Gt: #f ff f
:fW################WG;#f ff f
"A64 Jaguar Cart" :tE################f ff f
:tGW##########f ff;f
Original Gif: :tE########f ffff
http://www.dcn.davis.ca.us tGW###f fGGt
/vme/aty/jag.gif ;fWEfff
:;
```

Ascii Art created at:
http://www.degraeve.com/gif2txt.shtml

For vintage computing in the Dallas/Fort Worth (Texas) area, and the Atari hangout chatroom, check out:
http://jybolac.atari.org

4058. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 06:31:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <afSJa.5007$%3.262786@typhoon.sonic.net>
Source record: 26189
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit Smeg <smeg_007@nospam.hotmail.com> wrote:
>
> What a prick.

Yes... You were. >:^P

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

4059. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 07:25:32 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0306232325.227b8987@posting.google.com>
Source record: 26190

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:<bd7rs7$mo0$1@hercules.btinternet.com>...
> Hi "Mark D"
>
> <mducksub@removenoaspam.atari-source.com> wrote in message
> news:pan.2003.06.23.19.38.28.790179@removenoaspam.atari-source.com...
>
> > On Mon, 23 Jun 2003 07:02:03 +0800, Clockmeister wrote:
> >
> > >
> > > In essence it is exactly the same thing, the hardware and manuals are no
> > > longer in production either.
> > >
> > > Regards,
> > >
> > > Clockmeister.
> >
> > Do you guys want me to drive down to Toad Computers and get permission to
> > settle this odd debate? They DUMPED their Atari stock. They WON'T care.
> > Trust me. Just ask and they'll probably tell you they don't care.
>
> Its besides the point if they care, its right and proper to ask. How would
> you like someone assuming some of your intellectual property has been
> abandoned and then discover someone using it?.

Hey Stevey....Do I care..

>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

sinclap! is back!
-somewhere in the north central region

4060. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 07:32:01 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bd8uph$qqc1p$1@ID-27442.news.dfncis.de>
Source record: 26191

Mark D wrote:

> PS: Uwe, any chance on getting a patch to get MagiC to boot in 256 colors
> on a Falcon? It would be really nice, ICD let this be set.

I'm sorry, but I don't intend to add too much OS-specific code to my
software.
The resolutions used for booting is set up in the NVM anyway, isn't it?
Or does MagiC use another resolution regardless of these settings?

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4061. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 07:33:17 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bd8urt$qqc1p$2@ID-27442.news.dfncis.de>
Source record: 26192

Doctor Clu wrote:

> Yep, me too. And with a little more information about the current
> version of HD Driver, I will probably buy the latest version now that I am
> getting back into the swing of the ST/TT realm yet again.

Note that my web pages provide information and that you can download the
demo version there: http://www.seimet.de/hddriver_english.html

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4062. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 08:34:47 UTC
From: Peter de Vroomen <peterv@ditweghaluh.jaytown.com>
Message-ID: <3ef80d34$0$49111$e4fe514c@news.xs4all.nl>
Source record: 26193
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

> "Infogrames is now officially Atari, and through this site, you'll be
> able to access all Atari product information from around the world, as
> well as corporate information about Atari, Inc. (our North American
> operations) and our parent company, Infogrames Entertainment SA.

So, that makes Atari a French company, doesn't it?

Funny that before Atari turned French, Atari was a purely American company (and allmost dead), but now that it is French, all product information can be accessed from around the world.

> The Atari legacy of innovation lives on!

So, the Atari 2600 is coming back for it's third life? Or are they finally going to make a console that can compete with the rest? I do hope so. I also like the idea of finally having some innovative games again, when are they going to come out?

PeterV

4063. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 09:40:24 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <927gfv81fsiq4enuk8lhb60381rl5rjins@4ax.com>
Source record: 26194
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

On Tue, 24 Jun 2003 02:24:43 +0000 (UTC), "Smeg"
<smeg_007@NOSPAM.hotmail.com> wrote:

>What a prick.
>
>You think anyone one here isnt gonna know about this already???? Read the
>existing threads first, then just move along.
>
>Smeg.
>

School holidays again?
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

4064. Re: NG Abuse!

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 10:32:33 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <jlmls-0rf1.ln1@sd.swampdog>
Source record: 26046

John Garone wrote:

> On 23 Jun 2003 22:18:46 , "Steve Sweet" wrote:
>>Hi John
>>
>>> I regularly get a 218k EXE file supposedly a Microlimp
>>> anti-virus!
>>> Tha last one included a mailing list of approxinately 75 addresses
>>> of which I recognize many grom this NG. Although it has'nt effected
>>> my Falcon it looks like I'll be using a bad return address to avoid
>>> the crap (very strongly suggested to non-Atari posters!!!).
>>
>>I get about 3 of these big barstards a day and 6 or seven of the
>>smaller one's, pain in the arse, my VK always stops them. SO far!.
>>
>
> I think you're safer with a change in your return address! Note
> also
> that I should have mentioned that I get those "anti-virus" files after
> posting to this NG ! Don't know about other groups.

There's more than one newsgroup? Well I'll be blowed! Off at a tangent,
people will put you in their outlook address book (the buggers) and
when they get the inevitable infection, so do all their close, and not
so close, friends. Even complete strangers may need to be contacted and
made aware of suitable anti-viral measures.

> John G.
> P.S. Stay away from the sheep unless you want a Mad Sheep disease
> named after you :)

Too late! ;)

--
Guy Harrison

4065. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 11:00:33 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bd9as7huo1@news2.tilbu1.nb.home.nl>
Source record: 26195

You can do this with MagiC under the menu Options.

Cheers,

Jos

"Mark D" <mducksub@nossspamXXatari-source.com> schreef in bericht
news:pan.2003.06.24.02.27.41.978161@nossspamXXatari-source.com...
>
> PS: Uwe, any chance on getting a patch to get MagiC to boot in 256 colors
> on a Falcon? It would be really nice, ICD let this be set.
>

4066. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 11:01:01 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <NbWJa.712$sM5.183316630@newssvr11.news.prodigy.com>
Source record: 26047

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bd7rs7$mo0$1@hercules.btinternet.com...
> Its besides the point if they care, its right and proper to ask. How would
> you like someone assuming some of your intellectual property has been
> abandoned and then discover someone using it?.

If it was an actual book that I wrote and made money off of, I would care.
If it was a catalog that I sent out for free to people who would potentially
purchase items through it, I would be flattered that someone would want to
put it up online a decade after it came out, provided that people didn't
modify it in an unflattering way. I seriously doubt Clint plans on doing
such a thing.

Tim

4067. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 11:40:47 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3ef83580$0$59958$c30e37c6@lon-reader.news.telstra.net>
Source record: 26048

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.06.23.19.38.28.790179@removenoaspam.atari-source.com...
> On Mon, 23 Jun 2003 07:02:03 +0800, Clockmeister wrote:
>
> > >
> > > In essence it is exactly the same thing, the hardware and manuals are no
> > > longer in production either.
> > >
> > > Regards,
> > >
> > > Clockmeister.
>
> Do you guys want me to drive down to Toad Computers and get permission to
> settle this odd debate? They DUMPED their Atari stock. They WON'T care.
> Trust me. Just ask and they'll probably tell you they don't care.
>

And Commodore died in 1994, I didn't think they would care either... but
someone did!

4068. Re: Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 11:54:23 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bd9e5f$mm9$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26049
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <vffloi8r3udc97@corp.supernews.com>,
Tim <tjlazer@nospammail.com> wrote:
>
>It must be the RAM at this point.

Yes. However, it need not be faulty RAM chips: a bad MMU, GLUE, bus driver
chip, or a bad connection on the board may cause the same error.

cu
Michael

4069. Re: Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 17:19:00 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vfh204bgm5tq2f@corp.supernews.com>
Source record: 26050

"Rustynutt" <rustynuttspamblock@hotmail.com> wrote in message
news:pd6ffvo86sdhfe79k877rnm7jdr4hlcjsm@4ax.com...
> On Mon, 23 Jun 2003 20:11:45 -0400, "World Domination"
> <support@microsoft.com> wrote:
>
> It amazes me how many jerks have hard disk problems, and
> think that Uwe should give away his software to help them out.
> If there is one niche left in the TOS market, it's keeping them
> connected to modern hardware, and Uwe has done an excellent job.
> Mike

I am glad that there is someone that is still supporting the ST series
regarding HD driver software. I don't think it should be free, but I do
think that updates should be free. Unless the version is a complete
overhaul or something. ie from version 7.0 to 7.9 should be free! 8.0
should cost a upgrade. I know that dealers in the states are tired of
having to pay for each little update.

Tim

4070. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 18:24:28 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.24.18.24.28.655115@removenoaspam.atari-source.com>
Source record: 26051

On Tue, 24 Jun 2003 10:40:24 +0100, Paul Irvine wrote:

> On Tue, 24 Jun 2003 02:24:43 +0000 (UTC), "Smeg"
> <smeg_007@NOSPAM.hotmail.com> wrote:
>
>>What a prick.
>>
>>You think anyone one here isnt gonna know about this already???? Read the
>>existing threads first, then just move along.
>>
>>Smeg.
>>
>
> School holidays again?

Bingo ;-)

--
Mark
http://atari-source.com

4071. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 18:27:40 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.24.18.27.40.94129@removenoaspam.atari-source.com>
Source record: 26052

On Tue, 24 Jun 2003 06:14:29 +0000, Doctor Clu wrote:
> $35? Nice price, where is it being sold for that? (Saw it for 30 pounds
> on the one place I could find it which is roughly $60 U.S. last I looked).
>

Straight from the camel's mouth, Uwe Seimet. I think I may have paid $40
or $45 for exchange rates, plus I received german application and german
manuals as System Solutions owns the rights to the English manuals or
something like that (could be wrong).

--
Mark
http://atari-source.com

4072. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 18:29:07 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.24.18.29.07.182269@removenoaspam.atari-source.com>
Source record: 26053

On Tue, 24 Jun 2003 09:32:01 +0200, Uwe Seimet wrote:

> Mark D wrote:
>
>> PS: Uwe, any chance on getting a patch to get MagiC to boot in 256 colors
>> on a Falcon? It would be really nice, ICD let this be set.
>
> I'm sorry, but I don't intend to add too much OS-specific code to my
> software.
> The resolutions used for booting is set up in the NVM anyway, isn't it?
> Or does MagiC use another resolution regardless of these settings?

MagiC doesn't seem to really care about what is set in the NVM on the
Falcon in particular. MagiC will use ST-High on the Falcon with
HD-Driver. Problem is is that in order to fix the system so that this
will work, the only place to install such a patch would be inside the
MagiC kernel (gasp), or inside HD-Driver. An auto program will run too
late.

--
Mark
http://atari-source.com

4073. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 18:30:09 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.24.18.30.09.640101@removenoaspam.atari-source.com>
Source record: 26054

On Tue, 24 Jun 2003 13:00:33 +0200, J.J.van de Gruiter wrote:

> You can do this with MagiC under the menu Options.
>
> Cheers,
>
> Jos

Jos,

Can you elaborate where these settings are at? Inside the Magx config file? Inside of Magxdesk? I have never seen ANYTHING similar at all.

Thanks
--
Mark
http://atari-source.com

4074. Re: Falcon-related stuff wanted.. & Help?

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 18:31:55 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.24.18.31.55.780678@removenoaspam.atari-source.com>
Source record: 26055

On Mon, 23 Jun 2003 21:12:22 -0700, JagCube wrote:

>
> Hey Mark...
>
> You wouldn't be able to take a picture of your super cool blue LED
> Atari mouse now would you?
> That's something I definately wanna see! :)
>
> Clint

Clint,

I'll get one posted sooner or later. I'll add a news item on
http://atari-source.com with pictures of all my stuff. A self-expose if
you will ;-)

--
Mark
http://atari-source.com

4075. Re: TOS 1.0 ROMs

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 18:33:40 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.24.18.33.40.510280@removenoaspam.atari-source.com>
Source record: 26056

On Mon, 23 Jun 2003 15:08:42 -0700, Tim wrote:

>>
>> Heheh, yes TOS in ROM was quite a useful thing on those limited machines.
>> Would you like a 4 meg RAM upgrade? I can sell one.
>>
> What kind of RAM upgrade is it? Solder or non Soldered?
>
> TIm

Tim,

It's a low density sim-less upgrade. I have to test to ensure that it is actually 4 megs of RAM but according to what is printed on the board and the fact that all banks are filled, it appears to be 4 meg. I believe it is soldered to a few chips and it is in a 1040ST. I will examine compatibility. If I sell I will leave it soldered to the chips it is soldered to and then perhaps it will just be able to plug right in for you.

--
Thanks,
Mark
http://atari-source.com

4076. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 18:36:57 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.24.18.36.57.527365@removenoaspam.atari-source.com>
Source record: 26057

On Mon, 23 Jun 2003 21:36:09 +0000, Steve Sweet wrote:
>
> Its besides the point if they care, its right and proper to ask. How would
> you like someone assuming some of your intellectual property has been
> abandoned and then discover someone using it?.
>
>

I'd cry a river. I abandon something over five years ago and find someone
basically paying homage to my work with all credit given where due.
Gasp.. I'd just be so sad to be honored like that. Maybe I'd even sue!?
American society is BROKEN these days.

--
Mark
http://atari-source.com

4077. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 18:40:17 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.24.18.40.17.929604@removenoaspam.atari-source.com>
Source record: 26058

On Tue, 24 Jun 2003 19:40:47 +0800, Clockmeister wrote:

>> Do you guys want me to drive down to Toad Computers and get permission to
>> settle this odd debate? They DUMPED their Atari stock. They WON'T care.
>> Trust me. Just ask and they'll probably tell you they don't care.
>>
>
> And Commodore died in 1994, I didn't think they would care either... but
> someone did!

Commodore may be a different story. As a company they may lose certain
rights by not fighting to stop someone from posting their IP. IIRC that's
the way the laws work in SOME instances. As a result, commodore may have
a blanket policy that disallows all use, or perhaps they would just really
care about having permission. The chance of Toad computers moving from
their profitable business position now back to retail atari sales would be
laughable. The situation is different, there's good intentions involved
and no defamation. I know the law is the law but still.

--
Mark
http://atari-source.com

4078. Re: Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 20:16:13 UTC
From: nick@1632systems.co.uk
Message-ID: <bdabij$2tv$1@thorium.cix.co.uk>
Source record: 26059

hmm doesn't some of the wording sound familiar?!?!

somewhat like someone else from N America... only problem is I know quite a few Toronto Atari Users (TAF for example) which I believe is still functional. unless he/it isn't from Toronto.?

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

4079. Re: Falcon-related stuff wanted.. & Help?

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 20:57:32 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bdadvs$431$1@thorium.cix.co.uk>
Source record: 26060

In message <83fbea98.0306220038.178c22ee@posting.google.com>, JagCube@yahoo.com said:

>2)Using the net and so forth, where can I obtain an ENGLISH copy of
>Magic at? and what versions?

You can get the latest, 6.20, from Atari Workshop in England
info@atari-workshop.co.uk - take a look at their web page
www.atari-workshop.co.uk

>(as if I remember correctly, you need all that goodness to actually
>use CAB, yes?)

Not necessarily - WDIALOG may be needed instead though.

>4)Does anyone know if the Falcon can read DS disks? I just won some
>games (ST) and the falcon
>doesn't read them , at all. Possibly bad maybe?

Sounds like it: the Falcon can definitely read double-density
double-sided disks - probably single-sided ones too,

>6)Is there a program out there that can let you (UN DELETE) and Detect
>undeleted files on the Falcon hard drive? (Something like the dossy
>machines had... undelete *.* which would
>show you files that were previously deleted? Or maybe some other means
>of recovering data
>that would have been previously deleted?

There are several: Diamond Edge and KnifeST (commercial, but Knife has
been on a cover disk) will do this, but neither are happy with very
large partitions or long filenames. OK on floppies with 8+3 filenames.
There is also the PD UNDELETE.PRG and UNDEL.TTP, though I can't get
these to work wih or without MagiC on a Falcon at all - the first
complains it can't allocate enough memory (even though I have 14 MB)
and the second crashes with 2 bombs. ST_TOOLS.PRG is also supposed to
be able to recover files but I can't get this to work either :-(

>8)What's the biggest size HD (internally) I can put in the Falcon? Say
>I get a 1gb HD, do I have to partition all that good stuff? Software?

With HDDRIVER the biggest drive size is 1 TB! But individual
partitions can only be up to 1 GB (with Magic) and you can't have
more than 26 of them (some other OSs allow another 10). My Falcon
has a 6.4GB 3.5" drive in it - this just fits over the shielding,
using an adaptor from Abingdon Synthesis Projects (mail them at
chrisc@zetnet.co.uk) for the connection. Such drives are *much*
cheaper than the 2.5" drives fited as standard.

Regards, /Peter/

4080. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 22:25:20 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bdaj4g$6j2$1@thorium.cix.co.uk>
Source record: 26061

In message <bd9as7huo1@news2.tilbu1.nb.home.nl>, jos_van_de_gruiter@hotmail.com said:

>You can do this with MagiC under the menu Options.
>
>Cheers,
>
>Jos
>
>"Mark D" <mducksub@nossspamXXatari-source.com> schreef in bericht
>news:pan.2003.06.24.02.27.41.978161@nossspamXXatari-source.com...
>>
>> PS: Uwe, any chance on getting a patch to get MagiC to boot in 256 colors
>> on a Falcon? It would be really nice, ICD let this be set.

Jos, Mark and Uwe

From previous postings, I think what he meant was that he wanted
the MagiC boot-up image to come up in 256 colours - the one
referred to in MAGX.INF by image=C:\GEMSYS\GEMDESK\PAT\256\MAGIC.IMG
AFAIK this appears before MagiC itself is loaded - not sure if the
NVRAM settings referred to by Uwe have any effect here. Apparently
the ICD driver allows this. With HDDRIVER it is always dithered to
mono.

Personally I comment the line out with #, as it just slows down
the boot process!

Regards, /Peter/

4081. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 23:01:10 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <240620031902187035%macsvolume@yahoo.com>
Source record: 26062
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <3ef80d34$0$49111$e4fe514c@news.xs4all.nl>, Peter de Vroomen
<peterv@ditweghaluh.jaytown.com> wrote:

> So, the Atari 2600 is coming back for it's third life? Or are they finally
> going to make a console that can compete with the rest? I do hope so. I also
> like the idea of finally having some innovative games again, when are they
> going to come out?

Uh, no. Infogrames (I don't care what they call themselves, they are
not ATARI) is strictly a software company. We've seen the ATARI
multi-game joystick thingy and an Activision gamepad doohicky
(Infogrames owns the Activision name too, I believe), but those were
licensed items produced by another company (Jakks Pacific, iirc). I
think it'd be really cool to see an even smaller 2600jr, or maybe the
same one again, but I doubt there will be any more cartridge-based
consoles bearing the ATARI name, and you can pretty much bet that this
incarnation of ATARI is *not* going to move in and challenge SONY and
Nintendo with an up-to-date console, either.

They're basically just trying to get a return on their investment, and
I don't think that was happening fast enough with the "classic" titles,
so now stuff like Enter The Matrix is being sold with the ATARI logo on
it (probably because ATARI is "hip" again, hence all the t-shirts,
etc.)

At any rate, it's all hype and very little substance. How very 21st
century.

4082. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 23:28:37 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306241528.77a4d18e@posting.google.com>
Source record: 26063

Doctor Clu <drclu@swbell.net> wrote in message news:<BB175B44.3610%drclu@swbell.net>...
>
>
> Thanks, what kinda of Atari do you have again?

Stock Falcon, STe, and ST (+ a dead Falcon that might become a CT60
based machine if I can get it fixed)

Galen

4083. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 23:30:08 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdamtv$2er$1@sparta.btinternet.com>
Source record: 26064
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Max Volume <macsvolume@yahoo.com> wrote in message
news:240620031902187035%macsvolume@yahoo.com...
> In article <3ef80d34$0$49111$e4fe514c@news.xs4all.nl>, Peter de Vroomen
> <peterv@ditweghaluh.jaytown.com> wrote:
>
> > So, the Atari 2600 is coming back for it's third life? Or are they
finally
> > going to make a console that can compete with the rest? I do hope so. I
also
> > like the idea of finally having some innovative games again, when are
they
> > going to come out?
>
> Uh, no. Infogrames (I don't care what they call themselves, they are
> *not* ATARI) is strictly a software company. We've seen the ATARI
> multi-game joystick thingy and an Activision gamepad doohicky
> (Infogrames owns the Activision name too, I believe), but those were
> licensed items produced by another company (Jakks Pacific, iirc). I
> think it'd be really cool to see an even smaller 2600jr, or maybe the
> same one again, but I doubt there will be any more cartridge-based
> consoles bearing the ATARI name, and you can pretty much bet that this
> incarnation of ATARI is *not* going to move in and challenge SONY and
> Nintendo with an up-to-date console, either.
>
> They're basically just trying to get a return on their investment, and
> I don't think that was happening fast enough with the "classic" titles,
> so now stuff like Enter The Matrix is being sold with the ATARI logo on
> it (probably because ATARI is "hip" again, hence all the t-shirts,
> etc.)
>
> At any rate, it's all hype and very little substance. How very 21st
> century.

Thats exactly what I wanted to say, and would have if I'd have had so much
as an eggcup of patience left....

Smeg.

4084. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-06-24 23:33:46 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306241533.6f406989@posting.google.com>
Source record: 26065

swampfax1@atlantic.net (John Garone) wrote in message
news:<59dJa.2101$x35.1282355@newshog.newsread.com>...
> Hi All,
> Anyone know if there's an english version of Ballerburg?

I've never seen one. As a temporary measure, is there anyone willing
to make a text glossary of the terms? Once I refresh my memory as to
what's what, the game is a lot of fun, but if I don't play it for a
while I find myself selecting the wrong items for a while.

Galen

4085. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 02:01:18 UTC
From: Rhindle The Red <Not@This.Time>
Message-ID: <bdb07s$ka9$1@slb9.atl.mindspring.net>
Source record: 26066
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:240620031902187035%macsvolume@yahoo.com...
> In article <3ef80d34$0$49111$e4fe514c@news.xs4all.nl>, Peter de Vroomen
> <peterv@ditweghaluh.jaytown.com> wrote:
>
> > So, the Atari 2600 is coming back for it's third life? Or are they
finally
> > going to make a console that can compete with the rest? I do hope so. I
also
> > like the idea of finally having some innovative games again, when are
they
> > going to come out?
>
> Uh, no. Infogrames (I don't care what they call themselves, they are
> *not* ATARI)

Yes they are. Get over it.

is strictly a software company. We've seen the ATARI
> multi-game joystick thingy and an Activision gamepad doohicky
> (Infogrames owns the Activision name too, I believe),

rolls eyes
No, Activision owns the Activision name.
www.Activision.com

>but those were
> licensed items produced by another company (Jakks Pacific, iirc). I
> think it'd be really cool to see an even smaller 2600jr, or maybe the
> same one again, but I doubt there will be any more cartridge-based
> consoles bearing the ATARI name, and you can pretty much bet that this
> incarnation of ATARI is *not* going to move in and challenge SONY and
> Nintendo with an up-to-date console, either.

And why should they?

> They're basically just trying to get a return on their investment, and
> I don't think that was happening fast enough with the "classic" titles,
> so now stuff like Enter The Matrix is being sold with the ATARI logo on
> it (probably because ATARI is "hip" again, hence all the t-shirts,
> etc.)

If you knew anything about the current Atari, you'd know that they have
always valued the Atari name and began using it on their high-profile titles
almost immediately (but without a lot of fanfare). Highly thought of

titles such as "Neverwinter Nights", "Ikaruga" and "Godzilla: Destroy All Mosters - Melee" all carried the Atari brand (some crap did too, but what else is new in the world?). As the then Infogrames built up the profile of "Atari" as a name for modern games, they finally decided to take the mantle on themselves. And I don't care if they are still primarily French based, they are as worthy a successor to the Atari of old as anyone else. I'd rather have a company named Atari making games of all kinds for people to play then it just being a bunch of properites shuffling from company to company, stuck in people's minds as a thing of the past.

> At any rate, it's all hype and very little substance. How very 21st
> century.

I fail to see why this is hype. It might have been hype if they had no games to back the move up with, but the fact is they are very successful right now, both critically and commercially. (Not always both on the same games, but, again, what else is new?) It seems to me that the current Atari has a greater degree of respect for the Atari name (if not necessarily the totality of it's history) then you (and all other "new Atari" bashers) do. You would seem to only be happy if the Atari name was dead and gone, relegated to the ashcan of history. It's like you're jealous of anyone else getting ahold of "your" Atari.

Wake up, son.

Atari lives.

--
-
Philip R. Frey
a.k.a. 'Rhindle The Red'
Founder/Editor
The Hunt For Edward D. Wood, Jr.
www.angelfire.com/film/ed_wood/MAIN.html
http://groups.yahoo.com/group/Hunt_for_Ed/

4086. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 02:19:43 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <240620032220511807%macsvolume@yahoo.com>
Source record: 26067
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <bdb07s$ka9$1@slb9.atl.mindspring.net>, Rhindle The Red
<Not@This.Time> wrote:

> Atari lives.

With the name change, Info...grrr...ATARI is finally what most people
always thought it was... just a game company.

How would you like it if some guy grabbed a camcorder and re-did Plan 9
From Outer Space in his back yard because he wanted to "continue the
tradition" of Ed Wood, who was nothing more than some guy who made bad
movies? I don't think that would sit too well. To debase something by
perpetuating the myth that it really was as one-dimensional as it
seemed is NOT "respect".

4087. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 02:41:00 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <FY7Ka.78093$Pc5.32144@fed1read01>
Source record: 26068
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:240620032220511807%macsvolume@yahoo.com...
> With the name change, Info...grrr...ATARI is finally what most people
> always thought it was... just a game company.

Atari started out as a game company. Only later, making computer (which, to me, were the well-equal of the gaming division). They're simply back at square one... gaming, just no "Atari hardware" to run it on. No arcade machines. No computers. No consoles.

But I honestly believe that, now that Infogrames has, in near totality, taken on the name of "Atari", we who would desire to bring back the "hardware" portion of Atari's legacy, are much closer to that goal than ever before.

We need only present a reasonably iron-clad plan of action and a prototype product. If all of Infogrames' (now Atari, Inc.'s) software subsidiaries are now called "Atari", what makes one division any different than another? Could not one or even two of them be devoted to writing software (apps, utilities, games, etc.) for a new Atari computer? Surely so! If Atari, Inc. has no desire to design or make hardware, let those who have the desire...do so!

I will write another message around this topic, for I am fired up once again to purpose!

Luposian

4088. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 02:54:01 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <S88Ka.78115$Pc5.59382@fed1read01>
Source record: 26069
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Are you called 'Rhindle the Red" in tribute to that dragon of old on the 2600VCS?

"Rhindle The Red" <Not@This.Time> wrote in message news:bdb07s$ka9$1@slb9.atl.mindspring.net...
> I fail to see why this is hype. It might have been hype if they had no
> games to back the move up with, but the fact is they are very successful
> right now, both critically and commercially. (Not always both on the same
> games, but, again, what else is new?) It seems to me that the current Atari
> has a greater degree of respect for the Atari name (if not necessarily the
> totality of it's history) then you (and all other "new Atari" bashers) do.
> You would seem to only be happy if the Atari name was dead and gone,
> relegated to the ashcan of history. It's like you're jealous of anyone else
> getting ahold of "your" Atari.
>
> Wake up, son.
>
> Atari lives.

Atari is more alive, as never before, since the selloff from JTS to Hasbro and then off to Infogrames. What I once dreaded (the endless "namebrand graveyard scenario") has been decimated and the name once again holds substance and vitality!

"Atari" is "Atari" to me, so long as it is a company, right and proper. Atari is now a company once again (I really hated the languishing years between Hasbro and Infogrames, where "Atari" was nothing more than just another namebrand slapped on a game box), regardless who runs it and under what guise it is named therein. It may not be the Atari of old, wherein the 2600VCS and Atari 1040ST I loved so were created, but it now has substance again. Atari has presence (street addresses and phone numbers and URLs). And, as an added benefit... it has instantly returned... across the globe!!!

Luposian

4089. Your input for the perfect computer!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 03:05:55 UTC
From: John Kavanagh <johnkavanagh@cpcoxygen.net>
Message-ID: <bdb4bigpf1@kermit.esat.net>
Source record: 26070

Your input for the perfect computer!

I'm the long time user of the Amstrad CPC and runs a online
magazine called 'CPC Oxygen' at www.cpcoxygen.net which is totally free to
view online which also contains past issues of Amstrad Action (with
permission
from Future publishing).

What does this got to do with Atari ST

Well, we are currently working on a new article for the next issue (Summer
03) discussing what would be the perfect computer, in terms of operating
system, hardware, design, style, price etc. with current or near-future
technology etc and we like to get the input from as many users of
alternative computers and operating systems as possible.

We're looking for anything from full blown thousand words essay to just a
few lines or even a graphical drawing. Even just an innovative idea (such as
having the OS on a ROM cart, with only drivers and other modifications
located on hard drive, allowing for easy upgrade and reducing piracy) would
be great. Basically anything you want.

It you that decides what direction the article takes, perhaps the perfect
computer is already with us, if so why?

So basically any input would be great :-)

Once the article is put together it will pit not only onto the next issue of
CPC Oxygen but any other online magazine/website/publication that request it
(as long as credits remains) as it will be of interest to many fans of
alternative computing.

Forward your ideas, text, drawings to johnkavanagh@cpcoxygen.net

Thanks,

John Kavanagh
Editor
CPC Oxygen
http://www.cpcoxygen.net

4090. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 03:14:29 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <240620032315377430%macsvolume@yahoo.com>
Source record: 26071
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <FY7Ka.78093$Pc5.32144@fed1read01>, Luposian
<luposian@lycos.com> wrote:

> But I honestly believe that, now that Infogrames has, in near totality,
> taken on the name of "Atari", we who would desire to bring back the
> "hardware" portion of Atari's legacy, are much closer to that goal than ever
> before.

Don't kid yourself, it ain't gonna happen. If they had to bring
someone else in to create the little joystick thingy, they're not gonna
be able to create a console anywhere close to the PS2, GC or Xbox.
What will sell product now is the name, not the fact that Atari made
lots of 8-bit consoles and computers. No-one cares about that anymore.

4091. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 04:41:09 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bdb956$r6a2u$1@ID-27442.news.dfncis.de>
Source record: 26072

Mark D wrote:

> MagiC doesn't seem to really care about what is set in the NVM on the
> Falcon in particular. MagiC will use ST-High on the Falcon with
> HD-Driver. Problem is is that in order to fix the system so that this
> will work, the only place to install such a patch would be inside the
> MagiC kernel (gasp), or inside HD-Driver. An auto program will run too
> late.

But why does setting the resolution from the desktop does not work. I
never had any problem with the screen resolution with a Falcon, MagiC
and Jinnee.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4092. The rebirth of Atari... hardware!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 05:25:06 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <umaKa.78480$Pc5.74837@fed1read01>
Source record: 26073

I'm sure many of you remember, lo those many months ago... nay... maybe a year or more... when I was going off on my tangents trying to fire up enthusiasm on "reviving Atari" (which was but a mere brandname shell of it's former self). One such proposal was to purchase a license to the name "Atari" and create a company from it. This never happened and, t'was pointed out, not too likely to ever happen because any slipup in the "Atari hardware division" might otherwise negatively impact the parent company.

Today, this is no longer an issue. "Atari" is now a company... across the globe! Goal accomplished... at Infogrames expense. Free of charge to us. Did I (or anyone else with similar dreams) have any effect in this change? I don't know. I'd like to think I, perhaps, planted but the tiny, albeit quite enthusiastic, seed that was watered and nurtured by the corporate higher-ups. But, regardless, the result was the same... company created.

NEXT!

If one looks to articles and interviews of those within Atari during it's hey-day, one will realize just how much difficult work the 'Tramiel Clan" had to go through to get where they were going. The article I enjoyed reading (just today) is this one:

http://www.atarimagazines.com/startv3n1/threeyearsofst.html

It shows the struggles and deadlines they had to meet. It shows what they started with (nothing) and how they evolved to the ST we know of today (CP/M-68K was originally going to be the foundation for GEM to stand upon, but they switched to GEMDOS in the 11th hour... and had to really cram (what with the deadline looming closer and all) to port it to a processor it wasn't written for (the 68000)!) Was it ultimately the right choice? Could they have done better had they stayed with CP/M-68K? Surely, they would have saved time, since it was already available for the 68000 processor. We will never know. The choices were made and the product was forged.

And, with the exception of porting GEMDOS/GEM to the 68000, the only thing Atari made of their own, was the computer itself! They used someone else's OS! And thankfully, it wasn't Microsoft Windows, either! Whew! :-)

But even this is not an issue today. The hardware is already available, unlike back then. The OS is available, just like back then, but significantly more capable than GEMDOS, to say the very least.

All we really need to do is work on the OS... update it, add to it, improve it. It's already written for the processor.

If we were where the Tramiels were, with the advantages we have today, the Atari ST would've been created in a matter of weeks, not months nor years,

because the only aspect they'd have had to create was the case!

If we give up the idea of "advancing the past" (basically what all cloning and add-on efforts are doing) and put ourselves in the position of simply wanting to create a "new Atari computer", we have 90% of the work already done for us! To satiate the loyalists, we write/port an emulator that runs "legal apps" (those programs that don't call hardware directly and such). I know there was/is an "emulator" for the ST/PC (I forget which) that did this. I can almost remember the name, but not quite. Geneva?

At any rate, this simple emulator would hopefully allow programmers to run and port their GEM apps from the ST of old to the Atari computer of new.

I personally am holding out for development of a GUI (a "theme" for the GUI, if nothing else) for the OS that I would like to look enough like GEM, at least enough to be familiar... and call it "GLUE" (GEM-Like User Environment). This would help transition people from the old look/system to the new look/system.

Ok, enough about the computer for now... lets discuss the business end of things. As well, let's also intersperse a few basic, if not ultimately entirely realistic, assumptions, just for the sake of doing so:

1) "Atari, Inc.", as it stands today, does not make nor sell computers, nor may ever have any desire to do so.
2) We want to change that.
3) "Atari, Inc." is not willing to spend any of it's money or resources to do anything other than write software.
4) We have the money, resources, and interest
5) "Atari, Inc." still owns all rights/resources to all the old ST materials, except TOS/GEM (to my knowledge).
6) We only want the molds/mold plans/rights for the 1040ST case design and are willing to pay to have/use them.
7) We "prototype" a very affordable unit, for less than US$1,000.00, "hacked together" from an existing motherboard, existing OS, added-on GUI, and cram it into a 1040ST case... just to show.
8) We present it to "Atari, Inc." with the following details:

a) We built the prototype computer for Atari, Inc. at no cost to them. We did it as a labor of love to show our desire.
b) We ask them to try out the prototype, see how they like the feel of the OS and give it a test run.
c) We ask them only to open up a small area on their website, letting people know that "Atari, Inc." is potentially considering a possible foray into the computer field again and show off the preliminary drawings, ideas, and progress made thus far, etc.. This area would also ask if the viewer was interested enough to possibly buy such a machine and what price point they would be willing to pay for it, etc. Rabid (i.e. VERY enthusiastic) word of mouth lets people know about the "new developments" at "Atari, Inc." so that they go and offer their input iover at Atari.com.

If it doesn't pan out within 6 months (a very low showing of interest), then the idea is scrapped and we call it a nice try. "Atari, Inc." has lost nothing financially and resumes business as usual.

This is the first stage... stage 2 (next message) will assume that "Atari, Inc." has recieved a significant user response to warrant their serious consideration towards the new computer and decides to begin "making computers again".

Luposian

4093. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 05:25:16 UTC
From: Michael and Nicole Freeman <mncfreeman@ev1.net>
Message-ID: <BB1E8079.345CE%mncfreeman@ev1.net>
Source record: 26074

in article bdb956$r6a2u$1@ID-27442.news.dfncis.de, Uwe Seimet at
Uwe.Seimet@seimet.de wrote on 6/24/03 8:41 PM:

> Mark D wrote:
>
>> MagiC doesn't seem to really care about what is set in the NVM on the
>> Falcon in particular. MagiC will use ST-High on the Falcon with
>> HD-Driver. Problem is is that in order to fix the system so that this
>> will work, the only place to install such a patch would be inside the
>> MagiC kernel (gasp), or inside HD-Driver. An auto program will run too
>> late.
>
> But why does setting the resolution from the desktop does not work. I
> never had any problem with the screen resolution with a Falcon, MagiC
> and Jinnee.

The problem isn't with booting to the desktop. The problem is the Magic "splash screen" that comes up immediately after loading HD Driver, while the other AUTO folder programs are loading. Instead of seeing the words scrolling up the screen, you see a nice "MagiC 6" logo and a background pattern of your choice, while the words are saved to a log file. The only way so far to get Magic to boot with a higher-color splash-screen is to run the ICD driver (yuck), which allows you to switch the boot-sequence resolution/color mode through the driver itself. Otherwise you're stuck with ST-High until the GUI starts up. I personally don't mind now that I tried this with ICD, and saw how dead slow the boot-up sequence was compared to ST-High. However, if someone has a quick accelerator (CT2, Afterburner, CT60), I'm sure the speed reduction would be minimal. In that case, I would definitely want the higher color option.

One option, I suppose, would be to have ICD on the boot sector, and HD Driver in the AUTO folder. That way, it would start up with ICD, switch resolutions, then immediately use HD Driver. Would this work? ICD is the only one I know of that can change resolutions immediately after loading. Anyone know another?

Mike Freeman
mail@freeman-studio.com

4094. Re: The rebirth of Atari... hardware!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 06:15:57 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <x6bKa.19$vr1.6@read3.inet.fi>
Source record: 26075

You have waaayyyy too much time on your hands... Do something useful with it...

Joshua.

"Luposian" <luposian@lycos.com> wrote in message news:umaKa.78480$Pc5.74837@fed1read01...
> I'm sure many blah blah blah... yada yada yada...

4095. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 06:28:37 UTC
From: Rhindle The Red <Not@This.Time>
Message-ID: <bdbfv9$7go$1@slb6.atl.mindspring.net>
Source record: 26076
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Luposian" <luposian@lycos.com> wrote in message
news:S88Ka.78115$Pc5.59382@fed1read01...
> Are you called 'Rhindle the Red" in tribute to that dragon of old on the
> 2600VCS?

Absolutely. My favorite game then, my favorite game now. That, and the red
hair I used to have back then that sadly now has aged to auburn. :-(

Started using it on AtariAge when it switched over from being 2600 Nexus and
it has basically become my Internet identity. As far as I know there is no
one else who uses it, so if you see a "Rhindle" somewhere, it's probably me.
--
-
Philip R. Frey
a.k.a. 'Rhindle The Red'
Founder/Editor
The Hunt For Edward D. Wood, Jr.
www.angelfire.com/film/ed_wood/MAIN.html
http://groups.yahoo.com/group/Hunt_for_Ed/

4096. For Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 06:49:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001f0607@fmlynet.org>
Source record: 25997

FamilyNet Newsgate

Which ones do you have? Are any Atari computing? I think those are my
favorite to date.

>octor <lu

> From: Dane Stegman <cf943@bfn.org>
> Last Chance! Is anyone interested in some British St Magazines with disks?
> Email me for a list. daneste2001@yahoo.com.
> Thanks!

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4097. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 06:51:37 UTC
From: swampfax1@atlantic.net
Message-ID: <ZDbKa.2373$Ry3.1628165@monger.newsread.com>
Source record: 26077

On 24 Jun 2003 16:33:46 , Galen wrote:
>swampfax1@atlantic.net (John Garone) wrote in message
news:<59dJa.2101$x35.1282355@newshog.newsread>.com>...
>> Hi All,
>> Anyone know if there's an english version of Ballerburg?
>
>I've never seen one. As a temporary measure, is there anyone willing
>to make a text glossary of the terms? Once I refresh my memory as to
>what's what, the game is a lot of fun, but if I don't play it for a
>while I find myself selecting the wrong items for a while.
>
>Galen
>.

Hi Galen,
A glossary would be nice. I can figure out the basics like "new game",
"quit", angles and force, and who shoots first but there's a lot more!
My German/English dictionary (got from somewhere on the net) is too far off
to make sense so I let the game set the parameters (different each loading).

John G.

4098. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 06:55:38 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bdbh1h$r9dbf$1@ID-27442.news.dfncis.de>
Source record: 26078

Michael and Nicole Freeman wrote:

> One option, I suppose, would be to have ICD on the boot sector, and HD
> Driver in the AUTO folder. That way, it would start up with ICD, switch
> resolutions, then immediately use HD Driver. Would this work? ICD is the
> only one I know of that can change resolutions immediately after loading.

It might work but using more than one hard disk driver is not a
recommended way of usage and I would not risk losing data that way.
Setting screen resolutions etc. is not something hard disk drivers are
responsible for and it would mean more platform-specific code in
HDDRIVER. This is why I won't add code that manipulates the Falcon's
resolution to HDDRIVER.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4099. Re: Help with HD Driver

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 06:59:53 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bdbh99$r6rsg$1@ID-27442.news.dfncis.de>
Source record: 26079

Uwe Seimet wrote:
> Michael and Nicole Freeman wrote:
>
>> One option, I suppose, would be to have ICD on the boot sector, and HD
>> Driver in the AUTO folder. That way, it would start up with ICD, switch
>> resolutions, then immediately use HD Driver. Would this work? ICD is the
>> only one I know of that can change resolutions immediately after loading.
>
>
> It might work but using more than one hard disk driver is not a
> recommended way of usage and I would not risk losing data that way.
> Setting screen resolutions etc. is not something hard disk drivers are
> responsible for and it would mean more platform-specific code in
> HDDRIVER. This is why I won't add code that manipulates the Falcon's
> resolution to HDDRIVER.

Another thing that just came to my mind: The ICD driver supports an
outdated version of the XHDI specification, doesn't it? If it does
starting another driver with a current version (i.e. HDDRIVER) will
result in this driver also to use this outdated version. In other words,
some XHDI functions are not available that way. When there are two
drivers installed with different levels of XHDI support only the lowest
level is available.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4100. Re: The rebirth of Atari... hardware!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 07:11:10 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <VVbKa.78964$Pc5.52608@fed1read01>
Source record: 26080

Part 2 (er, Stage 2, I mean)

Let's assume, that there has been an interest of 1,000 individuals (there was for the new AmigaOne/AmigaOS 4). They're willing to pay $1,000.00 each for this new Atari computer. 1,000 buyers at $1,000 each equals $1,000,000 dollars.

Ok, I mentioned earlier that it should cost us less than $1,000.00 to build the "prototype", correct? This is true. At least considering the hardware aspect (case, motherboard, media drive, internal hard drive, etc.). Financing the changes and improvements to the OS is a one-time expense that gets us where we want to be for the prototype. This could run $1,000 or more, depending upon who we get and what they want, to do the work. Initial software development will also require some extra finances. Using generic PC cases will eliminate the manufacturing aspect even further, but... leaves us with generic looking Atari computers... not a good way to restart the computer division, I think.

We now have a potential $1,000,000 in orders ready to be taken. "Atari, Inc." likes our prototype and believes in our vision. We ask for a small, one time compensation for prototype expenses, plus enough startup money to begin parts purchasing and begin assembling/selling the new Ataris.

Advertising for these new computers is solely web-based. Banner ads. Link buttons. Word of mouth. Web sites, etc. All very cheap, if not free.

The actual computers will most likely cost us less than $500 for parts (one-offs... less, if we buy in quantity). The OS is already paid for. So, if we assume half of $1,000 is knocked off for parts costs, we have $500,000.00 initially. If we assume we have 10 people, paid $10/hour, working 8 hour days to assemble these Ataris, we have $800/day labor costs. Multiply it over a 5 day week, for $4,000/week. Multiply it over four weeks for $16,000.00/mo. So, in the first month, we have an operating capital of $484,000. Not bad, methinks.

Now this is where "Atari, Inc." gets happy. THEY get the $500,000.00 We get the $10/hr. pay We make the computers for them and they get the money from it. They pay out very little and get in a lot.

An "Incentive Offer" could be that, if you trade in a Falcon030, you get $250.00 off the cost of the new system (or towards new software for the system). Computers like 520ST's and above are worth $25.00-$125.00 off the new system. We just toss the computers, but we get the sale!

This is for the US sector. Designing a version for overseas users shouldn't require much effort. Probably little more than a different power supply, I suspect.

"Atari, Inc." devotes one or two of their "divisions" to writing new software (games, applications, educational titles, etc.) for the computer, making even MORE money!

You see, my whole aim is give "Atari, Inc." the incentive to do something they wouldn't normally consider doing, by doing everything for them. Build the prototype. Buy the parts. Build the systems. "Atari, Inc." is actually still *just* making software... for PC's and now a new Atari computer! We're the ones helping them make more money by selling a computer for them! We put them in a place where they get money and further brand-name recognition while they do little more than what they've been doing all along... just a little differently.

Our investment in time and money is a risk, no question about that. "Atari, Inc." might not care. No one might care. But you can't prove something unless you risk TRYING to prove it.

If I had the money, I'd do it all myself. I'd hire the programmers for the OS. I'd buy the prototype hardware. I'd put it all together and present it myself. No question. I'd gladly spend all my money and end up being shown the door by an uninterested "Atari, Inc.", if it meant I had at least TRIED! But I don't have the quantity of money necessary. And, thus, what *could* be, may *never* be, if we don't at least TRY!

Then again, maybe "Atari, Inc." will pull another rabbit out of it's hat and do all this for us a few months/years down the road... like they did when they changed their name from Infogrames TO Atari, Inc.!

But agreements are hard to reach. Some want one thing. Others want another. Yet others couldn't care less and don't want to get involved and boo the whole idea. But just remember how the Tramiel Clan did it way back... they agreed on a plan of action and set forth to accomplish that plan, come hell or high water... and they MADE IT! Five months after aquiring Atari, new Atari computers were unveiled! We haven't anywhere NEAR the amount of work they had to go through... nor the expense...

Which boils the sap right down to syrup... are any of us willing to agree to a plan of action to begin this journey? If not, then all we will ever have to keep us going is to keep "advancing the past" on our ever further aging Ataris.

But, for me... I remember the past, while living in the present, and keep dreaming of a bright, new future. And that future has "Atari, Inc". written all over it!

Luposian

4101. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 07:20:07 UTC
From: Rhindle The Red <Not@This.Time>
Message-ID: <bdbj05$d1q$1@slb6.atl.mindspring.net>
Source record: 26081
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:240620032220511807%macsvolume@yahoo.com...
> In article <bdb07s$ka9$1@slb9.atl.mindspring.net>, Rhindle The Red
> <Not@This.Time> wrote:
>
> > Atari lives.
>
> With the name change, Info...grrr...ATARI is finally what most people
> always thought it was... just a game company.

I'm sorry, did you think it was a philanthropic organization? Of course it wasn't *just* a game company, it was the *best* game company. But still, a game company.

> How would you like it if some guy grabbed a camcorder and re-did Plan 9
> From Outer Space in his back yard because he wanted to "continue the
> tradition" of Ed Wood, who was nothing more than some guy who made bad
> movies?

Well, the fact people still talk about him proves he's more than that. And people have "continued the tradition", both authorized and not, with varying degrees of success. Check my Site, in the "Beyond Ed" section. Quite a lovely thing, I think. That people would want to bring forth more of Ed's work now that he can't.

>I don't think that would sit too well.

There are, of course, those who agree with that sentiment. I'm not one of them. Only shameless latchings on like "Barely Legal Lesbian Vampires" annoy me. Real attempts to bring new works of Ed's to the public are always welcomed by me.

>To debase something by
> perpetuating the myth that it really was as one-dimensional as it
> seemed is NOT "respect".

Not sure I understand this point, but maybe I do. In the case of one Ed-related film, "Devil Girls", the filmmaker purposely did things wrong, like had scenes out of synch and had the film break. This *was* annoying and *did* seem to insult Ed by doing things on purpose that Ed would never have done intentionally.

But I fail to see how this relates to the issue at hand. The new Atari isn't debasing the old. What would be the point of that? If you are talking about the recent "video game history is HISTORY" line, that's really getting blown out of proportion. One of the main problems facing Atari is

that most people still think of it as being a name from the 70s and 80s. Atari wants to let people who don't already know that Atari's place in history is now no longer settled. Atari is alive and well and has games for them to play.

The main problem with your Ed analogy, though, is that Ed was a person. Atari, no matter how we may have loved it, was always a company. It didn't stop existing when Nolan sold it to Warners. Nor when he left. Nor when it was split in two.

But Atari *did* die. Twice, in fact. The first death occurred with the JTS merger. JTS was not a video game company and had no intention of becoming one. Atari Corp. died and was reduced to a bundle of assets to be bought by Hasbro, then by Infogrames.

The second death was when Midway closed Midway Games West. Midway Games West, as you should know, had been Atari Games Corp. for many years. Passing from parent company to parent company, but always making arcade games. When Midway got out of the arcade business, the by then renamed Midway Games West really became superfluous. Atari Games Corp. is now reduced to what Atari Corp. was: a bundle of assets (in this case, owned by Midway).

And now Atari is reborn. The new Atari is what, at heart, the original Atari was: a video game company. Hardware was the main route the old Atari took because in those pre-Activision days, no one thought any other way was possible.

It's funny how the notion of the new Atari going into hardware is always the first thing people think of when they hear the news about the name change. But to me, Atari wasn't mainly about the 2600 or the 8-bits. The 2600 is my favorite console at least equally because of Activision as because of Atari. Atari to me was about "Asteroids" and "Adventure" and "Missile Command" and "Star Raiders": the games. And not just the originals. An important part of the old Atari were those licensed games: "Raiders of the Lost Ark", "Superman", and, yes, "E.T." And not just the games for Atari systems. "Donkey Kong" or "Defender" on the C64 or TI-99 4/A. "Centipede" on a VIC-20.

And the new Atari is *that* Atari. Not the one that dominated the console and arcade worlds, but the one that makes all those games. All those different games. Racers, fighters, RPGs, shooters, kid's games, etc., etc., etc.

Infogrames spent twenty years building up a solid reputation in the gaming world. They've had their share of crap, of course, but generally they are respected. Throwing away a name you've spent years building to take on the name of another, I think, shows tremendous respect.

I'm rambling on here. I don't think I can convince you to see this from a different perspective, so I'll just agree to disagree with you on this.

--
-
Philip R. Frey
a.k.a. 'Rhindle The Red'
Founder/Editor
The Hunt For Edward D. Wood, Jr.
www.angelfire.com/film/ed_wood/MAIN.html
http://groups.yahoo.com/group/Hunt_for_Ed/

4102. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 07:29:08 UTC
From: Rhindle The Red <Not@This.Time>
Message-ID: <bdbjh3mas1@slb9.atl.mindspring.net>
Source record: 26083
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:240620032315377430%macsvolume@yahoo.com...
> In article <FY7Ka.78093$Pc5.32144@fed1read01>, Luposian
> <luposian@lycos.com> wrote:
>
> > But I honestly believe that, now that Infogrames has, in near totality,
> > taken on the name of "Atari", we who would desire to bring back the
> > "hardware" portion of Atari's legacy, are much closer to that goal than
ever
> > before.
>
> Don't kid yourself, it ain't gonna happen. If they had to bring
> someone else in to create the little joystick thingy, they're not gonna
> be able to create a console anywhere close to the PS2, GC or Xbox.
> What will sell product now is the name, not the fact that Atari made
> lots of 8-bit consoles and computers. No-one cares about that anymore.

I certainly agree with the idea that Atari will not be making any kind of
console or computer. I don't agree that they *couldn't* (theoretically
anyone *could* make hardware, you just need the right design partners) but
that they won't. Unless you're Nintendo, there's no money to be made in
hardware. And Atari doesn't have the kind of bankroll to even think about
trying such a thing.

But could you see *something*? Well, maybe. Gizmos and wacky little
handheld thingies are very popular these days. Heck, that Atari joystick
got almost universally lukewarm reviews and sold like crazy. I could see
Atari doing something like that. Partnering with a company to make a
doohickey to play either old games or new games based on their current
series. I'd be surprised not to see some Atari branded LCD games (beyond
those titles MGA keeps recycling) or more self-contained units like the
joystick.
--
-
Philip R. Frey
a.k.a. 'Rhindle The Red'
Founder/Editor
The Hunt For Edward D. Wood, Jr.
www.angelfire.com/film/ed_wood/MAIN.html
http://groups.yahoo.com/group/Hunt_for_Ed/

4103. Connct, MagiC PC and ISDN

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 07:36:27 UTC
From: dehne@masterflex.de
Message-ID: <1fff8d32.0306242336.49a3f83a@posting.google.com>
Source record: 26082

Hi,

I have a problem with Connect on MagiC PC and ISDN.
I can establish a connect to my maus-Mailbox, but it results in
strange signs on the screen but normal letters, and the mailbox
doesn't seen to recieve any inputs from me.

How do I have to change the settings in Connect?

Greetings

Ingo Dehne

4104. 520ST no power!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 07:48:18 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vfiku3noqs2vfa@corp.supernews.com>
Source record: 26084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My 520ST seems to be dead! It was running and when I came back into the room the computer looked turned off. But was switched on. Black screen and no leds on. It seems to be not getting any power! Can the PS be dead? It is the large Atari external PS. It is a 7 pin female connector.

Is there a way I can test to see if the PS is bad before I shell out $40 for a new one? I noticed that the SF 354 had a similar connector but only 5 pins, the 520 PS has an extra +5 and Ground, so I plugged it into a old SF354 and the drive made a weird noise, just like a bad SF354 PS I had! Should th drive work with the 520ST PS? This would be a good test since I have no volt meters or the knowledge to test the PS at this point!

Any help would be great.

Atari ST forever!
Tim

4105. Hack a PC P/S to 520ST?

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 08:07:51 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vfim2noigh5354@corp.supernews.com>
Source record: 26085
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can someone provide some guidance on how to adapt a PC Power Supply to connect to a Atari 520ST? The one with no Disk drive that requires a external PS! I know it needs +12, -12, +5, and -5 and Ground, is that right? Can I just splice up a cable and connect it to the 520? Not really qualified on this type of thing but am willing to try!

Thanks!
Tim

4106. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 09:34:47 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <250620030535542371%macsvolume@yahoo.com>
Source record: 26086
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <bdbj05$d1q$1@slb6.atl.mindspring.net>, Rhindle The Red
<Not@This.Time> wrote:

> I'm sorry, did you think it was a philanthropic organization? Of course it
> wasn't *just* a game company, it was the *best* game company. But still, a
> game company.

I really don't think you're getting the point, or you simply choose to
ignore it because it doesn't support your opinion. I think Curt Vendel
would have something to say about the issue, and it would probably be
closer to my point of view than yours. Regardless, if you're just
gonna do games, you might as well call it Syzygy, because that was just
a game company, and while their best games were made under the ATARI
name, "ATARI" grew to be much more than just a game company, in spite
of the fact that all they're remembered for now is games. Similarly,
Ed Wood is only remembered for making bad movies, and I think you'd
have a problem with anyone who said that's all he was.

Call Infogrames "ATARI Lite" or "ATARI stage one", hell, even "ATARI
Games" (Grames?), but the ATARI of today is but a lingering shadow of
what ATARI once was. I should point out that I'm glad that shadow is
still there, but I think there's a very good reason some people are
expecting them to go into the hardware field, which I doubt will ever
happen again, much like poor SEGA.

4107. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 09:38:38 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bdbqnq$ql5$1@reader11.wxs.nl>
Source record: 26087

> Had a feeling you might say something like that. Bloody predictable.

If you predicted I was a producer, I wonder why you made the silly
remark in the first place.

Maurits.

4108. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 09:45:59 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <2506200305470627 43%macsvolume@yahoo.com>
Source record: 26088
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <bdbjh3mas1@slb9.atl.mindspring.net>, Rhindle The Red
<Not@This.Time> wrote:

> But could you see *something*? Well, maybe. Gizmos and wacky little
> handheld thingies are very popular these days. Heck, that Atari joystick
> got almost universally lukewarm reviews and sold like crazy. I could see
> Atari doing something like that. Partnering with a company to make a
> doohickey to play either old games or new games based on their current
> series. I'd be surprised not to see some Atari branded LCD games (beyond
> those titles MGA keeps recycling) or more self-contained units like the
> joystick.

Not to be pessimistic here, but I doubt we'll even see Joystick II,
although something that plays 5200 games would be nice. Still, would
anyone in their right mind (in the key demographic, anyway) buy
something that looked even remotely like a 5200 joystick? What would
the warranty be on that -- "guaranteed to break or your money back"???
I can see it now... "ATARI 5200 10-in-1 'joystick' TV game -- with
authentic 'intermittent operation' mode".

4109. Re: Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 10:19:51 UTC
From: swampfax1@atlantic.net
Message-ID: <bHeKa.2358$x35.1420532@newshog.newsread.com>
Source record: 26089

On 23 Jun 2003 20:08:11 , "World Domination" wrote:
>Hi,
>
>I have a fully functional North American Falcon 030 in good condition
>I was thinking of learning how to use this platform, but then I relized that
>there is no Atari software design scene, just few greedy bastards
>(especially HDDRIVER guy). So Falcon wasn't great idea. PS2 Linux works way
>better for me.
>

So you want the results of his hard work for free??? I assume you work
for free and are practicing what you're preaching!!!
Since your Falcon is of no use to you and you feel it is crap then
I'll gladly pay postage for it !!!!

>So use this as your chance to get this legendary piece of machinery ;)
>
>e-mail me at d h a u at m s x dot r u
>
>Thank you
>

Your Welcome,
John G.

4110. Re: The rebirth of Atari... hardware!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 10:51:30 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <S8fKa.2991$ps6.405259@ursa-nb00s0.nbnet.nb.ca>
Source record: 26090

In today's market of big box stores and product standardization, we are starting to see small niche markets show up for, say, coffee, hybrid cars, specialty cable channels etc. These are items that have a small market but charge premium prices. I myself would pay a little extra for a new an unique product (yes even a new Atari). Learn from the Atari clones, get some input, use off the shelf hardware if you can. You cannot try to compete with the big guys. It is like the independent artists in the recording industry, they do well on their own, but probably do not have the volume that a Sony has.

"Luposian" <luposian@lycos.com> wrote in message
news:VVbKa.78964$Pc5.52608@fed1read01...
> Part 2 (er, Stage 2, I mean)
>
> Let's assume, that there has been an interest of 1,000 individuals (there
> was for the new AmigaOne/AmigaOS 4). They're willing to pay $1,000.00
each
> for this new Atari computer. 1,000 buyers at $1,000 each equals
$1,000,000
> dollars.
>
> Ok, I mentioned earlier that it should cost us less than $1,000.00 to
build
> the "prototype", correct? This is true. At least considering the
hardware
> aspect (case, motherboard, media drive, internal hard drive, etc.).
> Financing the changes and improvements to the OS is a one-time expense
that
> gets us where we want to be for the prototype. This could run $1,000 or
> more, depending upon who we get and what they want, to do the work.
Initial
> software development will also require some extra finances. Using generic
> PC cases will eliminate the manufacturing aspect even further, but...
leaves
> us with generic looking Atari computers... not a good way to restart the
> computer division, I think.
>
> We now have a potential $1,000,000 in orders ready to be taken. "Atari,
> Inc." likes our prototype and believes in our vision. We ask for a small,
> one time compensation for prototype expenses, plus enough startup money to
> begin parts purchasing and begin assembling/selling the new Ataris.
>
> Advertising for these new computers is solely web-based. Banner ads.
Link

> buttons. Word of mouth. Web sites, etc. All very cheap, if not free.
>
> The actual computers will most likely cost us less than $500 for parts
> (one-offs... less, if we buy in quantity). The OS is already paid for.
So,
> if we assume half of $1,000 is knocked off for parts costs, we have
> $500,000.00 initially. If we assume we have 10 people, paid $10/hour,
> working 8 hour days to assemble these Ataris, we have $800/day labor
costs.
> Multiply it over a 5 day week, for $4,000/week. Multiply it over four
weeks
> for $16,000.00/mo. So, in the first month, we have an operating capital
of
> $484,000. Not bad, methinks.
>
> Now this is where "Atari, Inc." gets happy. THEY get the $500,000.00 We
> get the $10/hr. pay We make the computers for them and they get the money
> from it. They pay out very little and get in a lot.
>
> An "Incentive Offer" could be that, if you trade in a Falcon030, you get
> $250.00 off the cost of the new system (or towards new software for the
> system). Computers like 520ST's and above are worth $25.00-$125.00 off
the
> new system. We just toss the computers, but we get the sale!
>
> This is for the US sector. Designing a version for overseas users
shouldn't
> require much effort. Probably little more than a different power supply,
I
> suspect.
>
> "Atari, Inc." devotes one or two of their "divisions" to writing new
> software (games, applications, educational titles, etc.) for the computer,
> making even MORE money!
>
> You see, my whole aim is give "Atari, Inc." the incentive to do something
> they wouldn't normally consider doing, by doing everything for them.
Build
> the prototype. Buy the parts. Build the systems. "Atari, Inc." is
> actually still *just* making software... for PC's and now a new Atari
> computer! We're the ones helping them make more money by selling a
computer
> for them! We put them in a place where they get money and further
> brand-name recognition while they do little more than what they've been
> doing all along... just a little differently.
>
> Our investment in time and money is a risk, no question about that.
"Atari,
> Inc." might not care. No one might care. But you can't prove something
> unless you risk TRYING to prove it.

>
> If I had the money, I'd do it all myself. I'd hire the programmers for
the
> OS. I'd buy the prototype hardware. I'd put it all together and present
it
> myself. No question. I'd gladly spend all my money and end up being
shown
> the door by an uninterested "Atari, Inc.", if it meant I had at least
TRIED!
> But I don't have the quantity of money necessary. And, thus, what *could*
> be, may *never* be, if we don't at least TRY!
>
> Then again, maybe "Atari, Inc." will pull another rabbit out of it's hat
and
> do all this for us a few months/years down the road... like they did when
> they changed their name from Infogrames TO Atari, Inc.!
>
> But agreements are hard to reach. Some want one thing. Others want
> another. Yet others couldn't care less and don't want to get involved and
> boo the whole idea. But just remember how the Tramiel Clan did it way
> back... they agreed on a plan of action and set forth to accomplish that
> plan, come hell or high water... and they MADE IT! Five months after
> aquiring Atari, new Atari computers were unveiled! We haven't anywhere
NEAR
> the amount of work they had to go through... nor the expense...
>
> Which boils the sap right down to syrup... are any of us willing to agree
to
> a plan of action to begin this journey? If not, then all we will ever
have
> to keep us going is to keep "advancing the past" on our ever further aging
> Ataris.
>
> But, for me... I remember the past, while living in the present, and keep
> dreaming of a bright, new future. And that future has "Atari, Inc".
written
> all over it!
>
> Luposian
>
>

4111. Pure Pascal

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 11:29:24 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <olfKa.3002$ps6.404213@ursa-nb00s0.nbnet.nb.ca>
Source record: 26092

Is anyone aware if this have been converted/available in english?

4112. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 11:34:14 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3ef98574$0$59952$c30e37c6@lon-reader.news.telstra.net>
Source record: 26091

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.06.24.18.40.17.929604@removenoaspam.atari-source.com...
> On Tue, 24 Jun 2003 19:40:47 +0800, Clockmeister wrote:
>
> >> Do you guys want me to drive down to Toad Computers and get permission
to
> >> settle this odd debate? They DUMPED their Atari stock. They WON'T
care.
> >> Trust me. Just ask and they'll probably tell you they don't care.
> >>
> >
> > And Commodore died in 1994, I didn't think they would care either... but
> > someone did!
>
> Commodore may be a different story. As a company they may lose certain
> rights by not fighting to stop someone from posting their IP. IIRC that's
> the way the laws work in SOME instances. As a result, commodore may have
> a blanket policy that disallows all use, or perhaps they would just really
> care about having permission. The chance of Toad computers moving from
> their profitable business position now back to retail atari sales would be
> laughable. The situation is different, there's good intentions involved
> and no defamation. I know the law is the law but still.
>

It's not likely to be a problem with an outdated manual, but why not ask
them if for no other reason then to be courteous? Amiga Inc. gave me
permission to put the information online but requested that I ask them
specifically for each additional copyrighted manual want to put on my
website.
That is a reasonable request IMO.

4113. Re: Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 12:27:35 UTC
From: jonk <jonk@atari.org>
Message-ID: <bdc4fnpso0@65.17.187.166>
Source record: 26093

You WD,

You're an idiot and I hope the fleas of a thousand camels infest your
armpits.

My 2 cents.
jonk

World Domination wrote:
> Haha, the best of Atarian elite stepped out. A good citizen of helpful
> community. No wonder no one is interested in Atari machines in Toronto. No
> matter how good the platform is, if community sucks, the whole platform
> doesn't make any sence.
>
> New Falcons? Oh, please! Don't do so much crack, you silly hippie ;)
>
> I'll sell it on eBay, if no one here will come up with good offer. So, go
> jerk off, lonely boy ;)
>
> BTW: I don't think Uwe should give away anything. It's just surprising that
> the whole community is so gay, it didn't even produced freeware IDE driver.
> Best Falcon coders made a couple of inferior and uber-cliche demos. And
> those are the best. All the other just use the computer! WAY TO GO!
>
>
>>>PS: I'm in Toronto, Canada
>>
>
>>I'm sure you'll find everyone else here is a greedy bastard as well.
>>Falcons can still be purchased new, so either post your price or
>>go on to ebay. No one really cares how such and such suites you
>>better. Dump the machine.
>>It amazes me how many jerks have hard disk problems, and
>>think that Uwe should give away his software to help them out.
>>If there is one niche left in the TOS market, it's keeping them
>>connected to modern hardware, and Uwe has done an excellent job.
>>Mike
>
>
>

4114. Re: Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 12:37:57 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bdc582$34h$1@reader11.wxs.nl>
Source record: 26094

John Garone wrote:

> Since your Falcon is of no use to you and you feel it is crap then
> I'll gladly pay postage for it !!!!

Hee hee, yeah that would be a good deal. :) And about the best deal that troll can expect.. trying to sell something by first slagging off the entire scene that holds your potential buyers.. that's even worse marketing than Atari Corp ever did! ;)

"You guys all suck! Now buy my computer.. it sucks just as bad as you do". Nice one. :)

Maurits.

4115. CT60 WEB SITE update with FITTING DOCUMENTATIONS

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 13:15:08 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ef9a058$0$11514$626a54ce@news.free.fr>
Source record: 26095

Want to see the prototype of the CT60 ?

Click the 'historical' area.

Want to download the JTAG download cable schematics and the ABE & SDR codes
?

Click the 'updates' area.

Want to read the fitting of the CT60 with photos and choose between with or
without solders fitting ?

Click the new 'Fitting' area. And give me your suggestions...

Regards

4116. Re: Hack a PC P/S to 520ST?

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 13:16:52 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <%ghKa.269$%a.4276@newsfep4-glfd.server.ntli.net>
Source record: 25996
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello.

"Tim" <tjlazer@nospammail.com> wrote in message
news:vfim2noigh5354@corp.supernews.com...
> Can someone provide some guidance on how to adapt a PC Power Supply to
> connect to a Atari 520ST?

Is there an origionalist reason to continue with this old machine?

Surely moving on to an STE would be an advantage.

4117. Re: Hack a PC P/S to 520ST?

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 14:22:36 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vfjc1dav0iji98@corp.supernews.com>
Source record: 25998
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:%ghKa.269$%a.4276@newsfep4-glfd.server.ntli.net...
> Hello.
>
> "Tim" <tjlazer@nospammail.com> wrote in message
> news:vfim2noigh5354@corp.supernews.com...
> > Can someone provide some guidance on how to adapt a PC Power Supply to
> > connect to a Atari 520ST?
>
> Is there an origionalist reason to continue with this old machine?
>
> Surely moving on to an STE would be an advantage.
>
>

Yes purely Nostalgic! ;

I have a 1040STe and 4160STe already ;)

Tim

4118. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 16:13:20 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.25.16.13.20.322443@removenoaspam.atari-source.com>
Source record: 25999

On Wed, 25 Jun 2003 19:34:14 +0800, Clockmeister wrote:
>
> It's not likely to be a problem with an outdated manual, but why not ask
> them if for no other reason then to be courteous? Amiga Inc. gave me
> permission to put the information online but requested that I ask them
> specifically for each additional copyrighted manual want to put on my
> website.
> That is a reasonable request IMO.

This is very true. I was more stating that they have no reason and really
no excuse to care and I guess my thoughts got twisted. At very least
there should be some notification of intent.

Mark
http://atari-source.com

4119. A future of the CT60 and its extensions

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 16:56:11 UTC
From: Fr&#65533;d&#65533;ric P&#65533;court <fpecourt@invalid-ifrance.com>
Message-ID: <1056560847.206564@quito.magic.fr>
Source record: 26002
Cross-posted to: fr.comp.sys.atari,comp.sys.atari.st

On behalf and request of Rodolphe who wanted an english translation for his
today's communication on the french newsgroup, I am glad to share with you
the following message. I tried to stick to his text as much as I
could but please forgive my mistakes in translating (I am only a french
frog, no native english speaker!),
and possible misunderstanding. Here it starts:

I have recently seen (mainly on the french newsgroup) loads of discussions
about the new SuperVidel or a PCI bus for the Falcon.

Some have even stated, that I had given up the PCI bridge. They are wrong.
For the time being, I have been thinking about numerous solutions including
:
- a DSP 56002 card on the CT060 slot
- a SuperVidel card with onboard PCI and DSP
- a CT62 card (second version of the CT 60). (I guess 68060 + 56002)
- an ATX motherboard including CT60 + DSP + PCI + USB + SUPERVIDEL

Clearly, a micro-atx motherboard would be much more attractive in
terms of cost than 3 or 4 small ones stacked on top of each other. In this
case, it is of primary importance to think about the targeted market for
such a mother board...because according to me there are not enough potential
customers among the Atari community itself.

The world of integrated and embedded solutions is the best choice for a
68060 which can evolve wether towards the Coldfire processor for which not
much
rewriting of code is required, or towards the PowerPC for which the work for
rewriting the OS would be tremendous but very worthy on the long term once
done!

I want to remind you that most of the companies who dealt with the 68K
processor are gradualy moving to the Coldfire which code is more or less
compatible (Motorola offers a free and open-source code parser AND emulator
meaning that not much would be required for code translation)

There are nevertheless numerous companies still using 040 and 060 processor
based solutions and a 68060 motherboard including modern peripherals such as
SDRAM could have a chance.
With a small 68k-family based motherboard, one can make a lot and this for a
lot of
customers because once an application is developped, one simply needs to put
it in flash memory and sell !! Clearly, the Coldfire would be a much better
solution than a nowadays very expensive 68060. Since the bus protocol is

identical between a 68060 and a Coldfire, one can easily imagine a daughter card for the CPU! Or even start with an onboard 68060 and plug a Coldfire on a daughter board.

I want to give now a few more details about the CT60:

I spent the two last days of development of the ABE on modifying the system in order to allow the adjunction of a 060 Slot card at addresses already used on the Falcon!

Why that?

In order to be able to replace the hardware of the Falcon with a much more powerful one. I can give two immediate examples :

- SuperVidel replaces the Videl whil remaing 100% compatible with the other addresses. No single patch is required for the softwares! The only thing is to change the address of the VIDEO RAM which because of its size larger than 14MB may not live in the ST-RAM anymore. One can otherwise limit the ST-RAM to 4MB and give the SuperVidel a memory allocation of 8MB.
- Same thing for the DSP56002 !

One can also make a new SDMA running 32bits - 66 MHz instead of its actual poor 16bits 16/25MHz.

The mechanism which allows such a hardware emulation is not magic, it is indeed fairly simple : a the beginning of an access of the 060 at a Falcon address, a time window of 7 cycles of the 060 Clock is available for a slot card to acknowledge.

Once the 8th cycle is reached, it's too late and the access is processed as on a normal Falcon. If the slot 060 answers (TA), then the Falcon access does not occur. Quite easy!

Why these 7 cyles ?
Because 4+1+1+1 = 7. These are the required cycles for accessing the SDRAM in read mode at 66MHz. For example, an access from SDRAM to the Supervidel requires a write sequence which lasts at most 2-1-1-1 = 5 cycles.
I am about to add all these informations to the change log.

I would like to conclude with these words : EVERYTHING IS OPEN. I am expecting from you guys any "smart" proposal for a look in the future!!

Thanks for having paid attention....
Rodolphe Czuba

"Rodolphe Czuba" <rczuba@free.fr> a &#65533;crit dans le message de news:3ef9b261$0$5438$626a54ce@news.free.fr...
> Merci de traduire en ENG et le poster la bas !
>
> Je vois pas mal de discutions autour de la carte SuperVidel et PCI...
>
> Certains ont m&#65533;me d&#65533;cid&#65533; &#65533; ma place que je laissais tomber la carte PCI...

> C'est faux !
> Pour l'instant je r�fl�chi � pas mal de choses et solutions possibles...ca
> va de la carte DSP 56002 sur le slot 060 pour acc�der � 66 MHz que DSP, �
la
> carte Supervidel avec dessus le PCI et le DSP, en passant pas la CT62
(CT60
> Version 2) et la carte m�re ATX qui comprendrait la CT60 + DSP + PCI + USB
+
> SUPERVIDEL.
>
> Soyons clair : refaire une carte m�re MICRO-ATX serait interesant en terme
> de co�t plut�t que 3 ou 4 cartes empill�es !
> Dans ce cas il est primordial de r�fl�chir � ce � quoi pourrait �tre
destin�
> une telle carte m�re....parce que le nombre d'ataristes acheteurs n'est
pas
> suffisants � mon avis ...
> Le monde de l'int�gr� et embarqu�....(y a plein plein de monde !) est le
> meilleur choix pour du 060 pouvant �voluer en COLDFIRE....si on veut ps
trop
> se faire chier au niveau code, ou en PPC si on se fait gravement chier
mais
> une bonne fois pour toute !
> Je rappelle que la plupart des boites qui faisaient des produits avec du
68K
> sont en train peu � peu de passer au COLDFIRE pour les histoires de code
> plus ou moins compatible (il ne l'est pas � 100 % mais motorola propose
une
> moulinette de code PLUS un emulateur live en source libre = au niveau
soft
> y a pas grand chose � faire !).
> Ceci dit il existe encore pas mal de boites qui ont du hard avec 040 et
> 060....et l� une carte m�re � base de 060 et avec des p�riph MODERNES
(dont
> la SDRAM !) peut avoir sa chance...
> Et puis avec une petite carte m�re � base de 68K on peut faire plein de
> choses pour plein de clients....suffit de d�velopper une appli, de la
> mettrre dans la flash et hop c'est vendu ! Il est clair que ceci est plus
> possible avec le Coldfire qu'avec un 060 hors de prix !
> Mais quand on voit que le bus et le protocole de bus est le m�me sur 060
et
> Coldfire, il est facile d'imaginner une carte CPU fille sur la carte m�re
!
> Ou encore mettre un 060 au depart puis venir plugger � c�t� un
> coldfire...pas dur !
>
> Petite pr�cision hard sur la CT60 :
> J'ai pass� 2 jours vers la fin du d�veloppement de ABE pour modifier le
> syst�me permettant d'ajouter une carte sur le SLOT 060 a des adresses d�ja

> utilis&#65533;es sur le Falcon !
> Pourquoi ?
> Pour pouvoir REMPLACER le hard du Falcon par du hard plus puissant !
> 2 exemples imm&#65533;diats :
> - Super Videl remplace Videl et reste 100 % compatible avec les m&#65533;me
> adresses ! Il n'y a aucun patch &#65533; faire dans les softs ! Seule chose :
> changer l'adresse dela RAM VIDEO car elle (&#65533; cause de sa taille de plus de
> 14 Mo) ne peut pas &#65533;tre aux m&#65533;me adresses que la ST-RAM. Sinon il est
facile
> de restreindre la ST-RAM &#65533; 4 Mo et placer une fenetre de 8 Mo aux adresses
> ST-RAM sur la carte SuperVidel...
> - M&#65533;me chose pour une carte DSP56002 !!
> On peut aussi refaire un SDMA et le placer en 32 bits - 66 MHz au lieu des
> pauvres 16 bit - 16 MHz (ou 25).
> Bref , morceaux par morceaux on arrive &#65533; un FALCON 060 ... ;-)
>
> Le m&#65533;canisme qui permet cette magie d'emulation hard est assez simple : au
> d&#65533;but d'un acc&#65533;s du 060 &#65533; une adresse Falcon, une fenetre de temps de 7
> cycles CLK 060 est dispo pour qu'une carte sur le slot 060 puisse r&#65533;pondre
!
> Au 8 ieme cycle, c'est trop tard et l'acc&#65533;s continue sur le Falcon comme
un
> acc&#65533;s normal !
> Si la carte SLOT 060 r&#65533;pond (TA) alors l'acc&#65533;s au Falcon n'a pas lieu !
Tout
> simplement. Pourquoi 7 ccyles ?
> Parce 4 + 1+1+1 = 7 ! Ce sont les cycles necessaires pour acc&#65533;der &#65533; de la
> SDRAM en lecture &#65533; 66 MHz . Par exemple de la SDRAM sur SuperVidel.
> L'&#65533;criture se faisant au max en 2-1-1-1 = 5 cycles.
> Je vais rajouter ces infos dans le CHG.
>
> Pour conclure, je suis ouvert &#65533; toutes suggestions mais 'intelligentes'
qui
> permettent de regarder vers l'avenir...
>
> Merci de votre attention...
>

4120. Re: NG Abuse!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 17:06:45 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdckr0$he4$1@hercules.btinternet.com>
Source record: 26001

Hi John

> >> I regularly get a 218k EXE file supposedly a Microlimp anti-virus!
> >> Tha last one included a mailing list of approxinately 75 addresses of
> >> which I recognize many grom this NG. Although it has'nt effected my
Falcon
> >> it looks like I'll be using a bad return address to avoid the crap
(very
> >> strongly suggested to non-Atari posters!!!).
> >
> >I get about 3 of these big barstards a day and 6 or seven of the smaller
> >one's, pain in the arse, my VK always stops them. SO far!.
> >
>
> I think you're safer with a change in your return address! Note also
> that I should have mentioned that I get those "anti-virus" files after
> posting to this NG ! Don't know about other groups.

I'd rather stick with a full, proper email address, the crap is easily dealt
with

> P.S. Stay away from the sheep unless you want a Mad Sheep disease named
> after you :)

You're asking a Welshman to stay away from sheep!!!, you'd get better
results selling bacon butties to Jews.

--

Regards Steve

Rope me a sheep and I'll make it smile.

4121. Re: NG Abuse!

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 17:06:53 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdckr8$he4$2@hercules.btinternet.com>
Source record: 26000

Hi Guy

> There's more than one newsgroup? Well I'll be blowed! Off at a tangent,
> people will put you in their outlook address book (the buggers) and
> when they get the inevitable infection, so do all their close, and not
> so close, friends. Even complete strangers may need to be contacted and
> made aware of suitable anti-viral measures.
>
> > John G.
> > P.S. Stay away from the sheep unless you want a Mad Sheep disease
> > named after you :)
>
> Too late! ;)

I'm hooked!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

4122. Re: A future of the CT60 and its extensions

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 18:03:59 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbfjo9p.j8e.atari@core.preferuje.luzik.pl>
Source record: 26003
Cross-posted to: fr.comp.sys.atari,comp.sys.atari.st

On Wed, 25 Jun 2003 18:56:11 +0200, Frďż˝dďż˝ric Pďż˝court <fpecourt@invalid-ifrance.com>
had a noticeable pleasure while writting:
> - a SuperVidel card with onboard PCI and DSP

First: this is a followup to a crospost, so I leave it crossposting. Excuse
me french readers, I do not speak french/

I left only one line from the original message. It is an option that would
by chosen by me. With 3 ideas:

1. DSP is not critical (there is Desse) but could be usefull. Due to
compatibility reasons I would leave old DSP on ond addreses and add new DSP
on new addreses.
2. Why no USB?
3. Fast IDE controller could be nice too.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4123. Re: Hack a PC P/S to 520ST?

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 18:24:48 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdcpdgnmh1@sparta.btinternet.com>
Source record: 26004
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tim <tjlazer@nospammail.com> wrote in message
news:vfim2noigh5354@corp.supernews.com...
> Can someone provide some guidance on how to adapt a PC Power Supply to
> connect to a Atari 520ST? The one with no Disk drive that requires a
> external PS! I know it needs +12, -12, +5, and -5 and Ground, is that
> right? Can I just splice up a cable and connect it to the 520? Not
really
> qualified on this type of thing but am willing to try!
>

Does the 520ST need -12 and -5V? Im asking cos the 520STFM/E doesnt. If not
then its a simple question of using the reds on the PSU for 5, the yellows
for 12, and the blacks for 0.

Smeg.

4124. Re: A future of the CT60 and its extensions

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 18:30:36 UTC
From: Frédéric Pécourt <fpecourt@ifrance.com.invalid>
Message-ID: <3EF9EA4C.8030409@ifrance.com.invalid>
Source record: 26005
Cross-posted to: fr.comp.sys.atari,comp.sys.atari.st

Adam Klobukowski a dż˝crit:
> On Wed, 25 Jun 2003 18:56:11 +0200, Frdż˝dż˝ric Pdż˝court
<fpecourt@invalid-ifrance.com> had a noticeable pleasure while writting:
>
>>- a SuperVidel card with onboard PCI and DSP
>
>
> First: this is a followup to a crospost, so I leave it crossposting. Excuse
> me french readers, I do not speak french/
>

Sorry for that, it' s a lapse of memory. I hadn' t noticed having let
the french newsgroup in copy.

Dż˝soldż˝, c' est un oubli. Je n' avais pas vu que j' avais laissdż˝ le
newsgroup francais en copie.

Fred.

4125. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 18:41:33 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdcqcsiva1@titan.btinternet.com>
Source record: 26006

Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov> wrote in message
news:bdbqnq$ql5$1@reader11.wxs.nl...
>
> > Had a feeling you might say something like that. Bloody predictable.
>
> If you predicted I was a producer, I wonder why you made the silly
> remark in the first place.

I didnt predict you were a producer, I predidcted you were an idiot.

Smeg.

4126. Re: Hack a PC P/S to 520ST?

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 20:25:01 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vfk18vr8k0k3e7@corp.supernews.com>
Source record: 26007
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bdcpdg$nmh$1@sparta.btinternet.com...
>
> Tim <tjlazer@nospammail.com> wrote in message
> news:vfim2noigh5354@corp.supernews.com...
> > Can someone provide some guidance on how to adapt a PC Power Supply to
> > connect to a Atari 520ST? The one with no Disk drive that requires a
> > external PS! I know it needs +12, -12, +5, and -5 and Ground, is that
> > right? Can I just splice up a cable and connect it to the 520? Not
> really
> > qualified on this type of thing but am willing to try!
> >
>
> Does the 520ST need -12 and -5V? Im asking cos the 520STFM/E doesnt. If
not
> then its a simple question of using the reds on the PSU for 5, the yellows
> for 12, and the blacks for 0.
>
> Smeg.
>

I think it does as it is stated on the bottom of the supply.

Tim
```

4127. Re: A future of the CT60 and its extensions

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 21:31:07 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1056558238-493098AEicMi@adelphia.net>
Source record: 26008

Rudolfe,
I would say there is many important features that
should be implemented into a Falcon predecessor. If
using the STOCK falcon motherboard (RECASED of course)
I think these would be features most wanted.

SuperVIDEL
DSP 56002 / why not the 56301 like the Dessee card??
Speed or compatibility issues??
I aggree with Semper that a faster IDE controller
would be very nice on the Falcon even adding 2
channels to allow for 4 devices to be hooked to the
Falcon. This would allow people to do away with
slower and more expensive SCSI devices as the Falcon
cannot handle very fast IDE CD Burners.

Now what about a whole new Falcon with an ATX type
Motherboard with lots of connectivity.

USB 1.1, 2.0
Firewire
Coldfire Processor
SuperVIDEL
DSP
Super fast IDE bus

Make the Firewire and USB on a card/DSP on a card and
SuperVidel also on a card all seperated. Reason you
dont want these all integrated into the motherboard in
case one component goes bad it could be easily fixed.
Just my two cents.

Thanks,
Carey Christenson

--

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
Ethernet card for Cartridge port
56K CNET modem NOT IN USE
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

4128. Re: A future of the CT60 and its extensions

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 21:44:17 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.25.21.44.17.844004@removenoaspam.atari-source.com>
Source record: 26009

On Wed, 25 Jun 2003 21:31:07 +0000, Carey Christenson wrote:

> Rudolfe,
> I would say there is many important features that
> should be implemented into a Falcon predecessor. If
> using the STOCK falcon motherboard (RECASED of course)
> I think these would be features most wanted.
>
> SuperVIDEL
> DSP 56002 / why not the 56301 like the Dessee card??
> Speed or compatibility issues??
> I aggree with Semper that a faster IDE controller
> would be very nice on the Falcon even adding 2
> channels to allow for 4 devices to be hooked to the
> Falcon. This would allow people to do away with
> slower and more expensive SCSI devices as the Falcon
> cannot handle very fast IDE CD Burners.
>
> Now what about a whole new Falcon with an ATX type
> Motherboard with lots of connectivity.
>
> USB 1.1, 2.0
> Firewire
> Coldfire Processor
> SuperVIDEL
> DSP
> Super fast IDE bus
>
> Make the Firewire and USB on a card/DSP on a card and
> SuperVidel also on a card all seperated. Reason you
> dont want these all integrated into the motherboard in
> case one component goes bad it could be easily fixed.
> Just my two cents.
>
> Thanks,
> Carey Christenson

Now we're getting somewhat into the goals of the ACP project. Certainly we shouldn't duplicate any efforts. I can offer with relative certainty that I will buy an Atari coldfire machine and all related accessories when they arrive. Maybe Rodolphe should consolidate efforts with this and since it is a new machine it should be faster to complete then something like the CT60 which has to work around problems with the Falcon. What do you think Rodolphe?

Thanks
Mark
http://atari-source.com

4129. Re: A future of the CT60 and its extensions

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 21:53:04 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3efa19bc$0$5431$626a54ce@news.free.fr>
Source record: 26010

"Carey Christenson" <falcon060@adelphia.net> a crit dans le message de
news: 1056558238-493098AEicMi@adelphia.net...
> Rudolfe,
> I would say there is many important features that
> should be implemented into a Falcon predecessor.

You mean SUCCESSOR ?

If
> using the STOCK falcon motherboard (RECASED of course)
> I think these would be features most wanted.
>
> SuperVIDEL
> DSP 56002 / why not the 56301 like the Dessee card??
> Speed or compatibility issues??

Compatibility issues because the 56301 is not 100 % comptaible with the
56001 !
You need to write an emulator to be sure the register accesses of the old
programs will match the new registers of the 301.

> I aggree with Semper that a faster IDE controller
> would be very nice on the Falcon even adding 2
> channels to allow for 4 devices to be hooked to the
> Falcon. This would allow people to do away with
> slower and more expensive SCSI devices as the Falcon
> cannot handle very fast IDE CD Burners.

OK

> Now what about a whole new Falcon with an ATX type
> Motherboard with lots of connectivity.
>
> USB 1.1, 2.0
> Firewire
> Coldfire Processor
> SuperVIDEL
> DSP
> Super fast IDE bus
>
> Make the Firewire and USB on a card/DSP on a card and
> SuperVidel also on a card all seperated. Reason you
> dont want these all integrated into the motherboard in
> case one component goes bad it could be easily fixed.
> Just my two cents.
>

> Thanks,
> Carey Christenson
>
> --
>
> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
> Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
> CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
> Eclipse, 4 meg ATI Graphic Card
>
> Coming 64 meg DDR SDRam GC by NATURE for CT60
> Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP
>
> 84 meg Conner Hard Drive
> 40 GB IDE Maxtor 7200 RPM Hard Drive
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> 24 X Cyberdrive CD-Rom
> 10x4x32x Sony CD-Burner
> Ethernet card for Cartridge port
> 56K CNET modem NOT IN USE
> 19 inch Samsung 955DF VGA monitor
> Epson Stylus color 880 Printer
>
> Atari 1040STf with 2.5 megs of RAM
> 80 meg IBM Hard Drive
> 1.1 GB Conner Hard Drive
> 14.4 US Robotics Modem
> SC1224 color monitor
>
> Atari 130XE with 128K of RAM
> 20 meg Atari Hard Drive
> 120 meg Quantum Hard Drive
> 2 5 1/4" 1050's with US Doubler upgrades
> Blackbox unit
> 2 Panasonic Dot Matrix Printers
> Color Monitor
>
>

4130. Re: A future of the CT60 and its extensions

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 21:54:35 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3efa1a17$0$5396$626a54ce@news.free.fr>
Source record: 26011

> Now we're getting somewhat into the goals of the ACP project. Certainly
> we shouldn't duplicate any efforts. I can offer with relative certainty
> that I will buy an Atari coldfire machine and all related accessories when
> they arrive. Maybe Rodolphe should consolidate efforts with this and
> since it is a new machine it should be faster to complete then something
> like the CT60 which has to work around problems with the Falcon. What do
> you think Rodolphe?

Nothing this time, but I will think ;-)

4131. Re: CT60 WEB SITE update with FITTING DOCUMENTATIONS

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 22:47:08 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdd8pa$np8$1@hercules.btinternet.com>
Source record: 26012

Hi "Rodolphe Czuba"

> Want to see the prototype of the CT60 ?
>
> Click the 'historical' area.
>
> Want to download the JTAG download cable schematics and the ABE & SDR
codes
> ?
>
> Click the 'updates' area.
>
> Want to read the fitting of the CT60 with photos and choose between with
or
> without solders fitting ?
>
> Click the new 'Fitting' area. And give me your suggestions...

How about supplying the URL, or even using it as a personal sig?.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.492 / Virus Database: 291 - Release Date: 24/06/2003

4132. Re: Hack a PC P/S to 520ST?

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 23:12:20 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306251512.7663c881@posting.google.com>
Source record: 26013
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Tim" <tjlazer@nospammail.com> wrote in message
news:<vfim2noigh5354@corp.supernews.com>...
> Can someone provide some guidance on how to adapt a PC Power Supply to
> connect to a Atari 520ST? The one with no Disk drive that requires a
> external PS! I know it needs +12, -12, +5, and -5 and Ground, is that
> right? Can I just splice up a cable and connect it to the 520? Not really
> qualified on this type of thing but am willing to try!

Assuming the PC supply provides sufficient amperage (and I'd suspect
it does) it really is just a matter of connecting the proper wires.
The PC supply may need the +5V "always on" line connected to a ground
line depending on the model, but that's the only real difficulty. Try
to find a PC supply with an on/off switch if you can.

Galen

4133. Re: Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 23:45:45 UTC
From: swampfax1@atlantic.net
Message-ID: <JuqKa.2444$Ry3.1650761@monger.newsread.com>
Source record: 26014

On 25 Jun 2003 14:37:57 , Maurits van de Kamp wrote:
>John Garone wrote:
>
>
>> Since your Falcon is of no use to you and you feel it is crap then
>> I'll gladly pay postage for it !!!!
>
>Hee hee, yeah that would be a good deal. :) And about the best deal that
>troll can expect.. trying to sell something by first slagging off the
>entire scene that holds your potential buyers.. that's even worse
>marketing than Atari Corp ever did! ;)
>
>"You guys all suck! Now buy my computer.. it sucks just as bad as you
>do". Nice one. :)
>
>Maurits.
>
>.
Well, I guess I took the bait from whoever it really is at suppsedly
"dot r u" who may or may not have a Falcon to sell!!! Sounds more like a
disruptor, maby due to the CT60's advancementm which is excellant for a
"legendary" computer :)

John G.

4134. Re: Hack a PC P/S to 520ST?

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 23:52:28 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0306251552.5edd084b@posting.google.com>
Source record: 26015
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:<bdcpdgnmh1@sparta.btinternet.com>...
> Tim <tjlazer@nospammail.com> wrote in message
> news:vfim2noigh5354@corp.supernews.com...
> > Can someone provide some guidance on how to adapt a PC Power Supply to
> > connect to a Atari 520ST? The one with no Disk drive that requires a
> > external PS! I know it needs +12, -12, +5, and -5 and Ground, is that
> > right? Can I just splice up a cable and connect it to the 520? Not
> really
> > qualified on this type of thing but am willing to try!
> >
>
> Does the 520ST need -12 and -5V? Im asking cos the 520STFM/E doesnt. If not
> then its a simple question of using the reds on the PSU for 5, the yellows
> for 12, and the blacks for 0.
>
> Smeg.

I'd wager that they don't need the -12 or -5. I know the MegaST
doesn't. Our computer club is going to be doing away with a bunch of
STs (the type with the external power supply). We could make you a
real good deal on a power supply and even an extra ST.

I won't be able to get to the computers until our next meeting though.
They are stored at the church where we have our meetings.

dave

4135. Re: A future of the CT60 and its extensions

Newsgroup: comp.sys.atari.st
Date: 2003-06-25 23:52:49 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1056566742-193501AEicMi@adelphia.net>
Source record: 26016

Rudolphe,
Sorry about that... I meant successor. Typing
slower than I was thinking. LOL. Thanks for the info
on the DSP 56301. I was not sure if there were
compatibility issues with the 56301 compared to the
56001 and 56002. How much faster is the 56002 than
the 56001??? My biggest problem with the Falcon is
its limitations on amount of MEMORY RAM (wont be to
much of an issue with the CT60) , lack of CONNECTIVITY
to newer devices ex. USB 1.1, 2.0 and Firewire, need
for a faster Graphic Card with better compatibility, a
faster DSP to help with MPEG decoding and MP3 decoding
as well and lastly the fact that there is not enough
IDE channels that are fast enough to do CD burning at
40X or faster preferably 52X!!!! If all of this would
be possible that would be great!!!!

thanks,

Carey Christenson

--

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
Ethernet card for Cartridge port
56K CNET modem NOT IN USE
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive

1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

4136. Re: A future of the CT60 and its extensions

Newsgroup: comp.sys.atari.st
Date: 2003-06-26 06:30:34 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bde3pveil1@news2.tilbu1.nb.home.nl>
Source record: 26017
Cross-posted to: fr.comp.sys.atari,comp.sys.atari.st

Hello Rodolphe,

First congratulations with your CT60!

Regarding your thoughts:
I would love to have a new Atari Falcon with DSP soundcard, PCI and USB (Cartridge port, Midi and SCSI too of course). For the normal consumer the CT60 board looks far too complicated. What we want to have is a modern computer, ready to work straight out of the box. With a modern OS (Mint or MagiC), sinle TOS (emulator?) and all the applications to get you started. Read the open letter to ACP in MyAtari magazine.

For me it has to work with older programs, since new programs aren't there. I want it to work with Cubase Audio Falcon, it's the best program for that purpose available on the Atari. Once the new Atari Falcon Coldfire is there, a new audio/midi program should be developped, because CAF isn't new anymore. It can't do what Cubase VST/ SX can. It hasn't plugins and virtual instruments.

I want to buy this new Atari and don't mind to pay more for a machine.

Regards

Jos van de Gruiter

4137. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-26 06:31:43 UTC
From: Rhindle The Red <Not@This.Time>
Message-ID: <bde4er$8av$1@slb4.atl.mindspring.net>
Source record: 26018
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:250620030535542371%macsvolume@yahoo.com...
> In article <bdbj05$d1q$1@slb6.atl.mindspring.net>, Rhindle The Red
> <Not@This.Time> wrote:
>
> > I'm sorry, did you think it was a philanthropic organization? Of course
it
> > wasn't *just* a game company, it was the *best* game company. But
still, a
> > game company.
>
> I really don't think you're getting the point, or you simply choose to
> ignore it because it doesn't support your opinion.

You're going to have to start actually making a point if you want me to get
it. You say the name change is "hype". You don't explain why. You say
there won't be a "Joystick II", but give no justification. I can't say I've
noticed any point to ignore.

> I think Curt Vendel
> would have something to say about the issue, and it would probably be
> closer to my point of view than yours.

I'm sorry, am I supposed to feel bad about that, if true? Has Curt Vendel
become the end-all be-all of Atari? If so, I didn't get the memo. I
respect him for all he's done, but his opinion is still just one man's
opinion, like yours or mine. And please don't throw someone else's weight
around unless you know what his opinion is.

> Regardless, if you're just
> gonna do games, you might as well call it Syzygy, because that was just
> a game company, and while their best games were made under the ATARI
> name, "ATARI" grew to be much more than just a game company, in spite
> of the fact that all they're remembered for now is games.

You're really going to have to explain this point of view sometime. Atari
is and was a video game company. What makes you think it was something
more?

> Similarly,
> Ed Wood is only remembered for making bad movies, and I think you'd
> have a problem with anyone who said that's all he was.

Again, I don't see how your analogy works. Ed isn't *only* remembered for
making bad movies. Especially thanks to the movie, he's also remembered as

a maverick, heart-felt filmmaker. Of course, he's *mostly* remembered for making bad movies, but that's not nearly the same thing. And, no, I wouldn't have a "problem" with anyone who said that's all he was. If I did, I'd have a "problem" with most of his fans! I may disagree and I may try to educate, but I realize that Ed's fans (like Atari's) all come at it from their own angle.

> Call Infogrames "ATARI Lite" or "ATARI stage one", hell, even "ATARI
> Games" (Grames?), but the ATARI of today is but a lingering shadow of
> what ATARI once was.

Well, obviously. But the Atari of 1996 was too, and nobody acted like they weren't Atari.

> I should point out that I'm glad that shadow is
> still there, but I think there's a very good reason some people are
> expecting them to go into the hardware field, which I doubt will ever
> happen again, much like poor SEGA.

Why poor Sega? Do you realize the company is profitable for the first time in years? It *is* too bad they had to get out of hardware, but that's just the way it goes. At least now, Sega will continue to make games, which is what they are really all about. Remember, Sega made games for the 2600 and other systems before they got into consoles.

What you don't seem to get is that companies change. Sometimes they have to. Atari went through a strange period before rising from the ashes. Sega had a bit of a harder road, in some ways. It had to go through it's painful transition under the glaring spotlight of an industry it once dominated. Atari did it in the dim shadow of obscurity.

Anyway, I really am tiring of this. Unless you've got something substantial and new to add, I'm off.

--
-
Philip R. Frey
a.k.a. 'Rhindle The Red'
Founder/Editor
The Hunt For Edward D. Wood, Jr.
www.angelfire.com/film/ed_wood/MAIN.html
http://groups.yahoo.com/group/Hunt_for_Ed/

4138. Re: CT60 WEB SITE update with FITTING DOCUMENTATIONS

Newsgroup: comp.sys.atari.st
Date: 2003-06-26 09:33:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3efabdc8$0$11530$626a54ce@news.free.fr>
Source record: 26019

Sorry, I was thinking everybody know my web site ;-))

www.czuba-tech.com

"Steve Sweet" <steve.sweet@btopenworld.com> a crit dans le message de news:
bdd8pa$np8$1@hercules.btinternet.com...
> Hi "Rodolphe Czuba"
>
> > Want to see the prototype of the CT60 ?
> >
> > Click the 'historical' area.
> >
> > Want to download the JTAG download cable schematics and the ABE & SDR
> codes
> > ?
> >
> > Click the 'updates' area.
> >
> > Want to read the fitting of the CT60 with photos and choose between with
> or
> > without solders fitting ?
> >
> > Click the new 'Fitting' area. And give me your suggestions...
>
> How about supplying the URL, or even using it as a personal sig?.
>
>
> --
>
> Regards Steve
>
> Rope me a sheep and I'll make it smile.
>
>
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.492 / Virus Database: 291 - Release Date: 24/06/2003
>
>

4139. Re: A future of the CT60 and its extensions

Newsgroup: comp.sys.atari.st
Date: 2003-06-26 09:37:57 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3efabef1$0$11517$626a54ce@news.free.fr>
Source record: 26020
Cross-posted to: fr.comp.sys.atari,comp.sys.atari.st

"J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> a crit dans le
message de news: bde3pveil1@news2.tilbu1.nb.home.nl...
> Hello Rodolphe,
>
> First congratulations with your CT60!
>
> Regarding your thoughts:
> I would love to have a new Atari Falcon with DSP soundcard, PCI and USB
> (Cartridge port, Midi and SCSI too of course). For the normal consumer the
> CT60 board looks far too complicated.

??? complicated ?
You can fit the CT60 without solders like a simple PCI card into a PC !
It's difficult to de simpler...

What we want to have is a modern
> computer, ready to work straight out of the box. With a modern OS (Mint or
> MagiC), sinle TOS (emulator?) and all the applications to get you started.
> Read the open letter to ACP in MyAtari magazine.
>
> For me it has to work with older programs, since new programs aren't
there.
> I want it to work with Cubase Audio Falcon, it's the best program for that
> purpose available on the Atari. Once the new Atari Falcon Coldfire is
there,
> a new audio/midi program should be developped, because CAF isn't new
> anymore. It can't do what Cubase VST/ SX can. It hasn't plugins and
virtual
> instruments.
>
> I want to buy this new Atari and don't mind to pay more for a machine.
>
>
> Regards
>
> Jos van de Gruiter
>
>

4140. Re: A future of the CT60 and its extensions

Newsgroup: comp.sys.atari.st
Date: 2003-06-26 09:41:37 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3efabfce$0$11518$626a54ce@news.free.fr>
Source record: 26021

About the DSP56002, some 80 and 100 MHz versions were available if I well remember..
The big other differenc is that the host port may be acceded directly by the 66 MHz buis of the CT60 !
So with have 66 instead of 16 to 25 and 100 instead of 32 to 50 ....this gives a ratio of 5.28...
Not extraordinary but surely enought to give new importance to the DSP for anyplayer...
The last anyplayer on CT60 does no more use the DSP for MPEG because the HOST transfers are too slow...
The DSP in only use for MP3.

"Carey Christenson" <falcon060@adelphia.net> a &#65533;crit dans le message de news: 1056566742-193501AEicMi@adelphia.net...
> Rudolphe,
> Sorry about that... I meant successor. Typing
> slower than I was thinking. LOL. Thanks for the info
> on the DSP 56301. I was not sure if there were
> compatibility issues with the 56301 compared to the
> 56001 and 56002. How much faster is the 56002 than
> the 56001??? My biggest problem with the Falcon is
> its limitations on amount of MEMORY RAM (wont be to
> much of an issue with the CT60) , lack of CONNECTIVITY
> to newer devices ex. USB 1.1, 2.0 and Firewire, need
> for a faster Graphic Card with better compatibility, a
> faster DSP to help with MPEG decoding and MP3 decoding
> as well and lastly the fact that there is not enough
> IDE channels that are fast enough to do CD burning at
> 40X or faster preferably 52X!!!! If all of this would
> be possible that would be great!!!!
>
> thanks,
>
> Carey Christenson
>
> --
>
> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
> Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
> CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam

> Eclipse, 4 meg ATI Graphic Card
>
> Coming 64 meg DDR SDRam GC by NATURE for CT60
> Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP
>
> 84 meg Conner Hard Drive
> 40 GB IDE Maxtor 7200 RPM Hard Drive
> 4.5 GB SCSI Seagate 7200 RPM Hard Drive
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> Ethernet card for Cartridge port
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>
> Atari 1040STf with 2.5 megs of RAM
> 80 meg IBM Hard Drive
> 1.1 GB Conner Hard Drive
> 14.4 US Robotics Modem
> SC1224 color monitor
>
> Atari 130XE with 128K of RAM
> 20 meg Atari Hard Drive
> 120 meg Quantum Hard Drive
> 2 5 1/4" 1050's with US Doubler upgrades
> Blackbox unit
> 2 Panasonic Dot Matrix Printers
> Color Monitor
>
>

4141. Re: 520ST no power!

Newsgroup: comp.sys.atari.st
Date: 2003-06-26 15:24:23 UTC
From: DJPsymiley <amplitude@MAPSSPAMkoloth.co.uk>
Message-ID: <3efb102f$0$10630$cc9e4d1f@news.dial.pipex.com>
Source record: 26022
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

test the fuses

There maybe one in the plug (depends on your country)
and theres likely to be one inside the supply.

replace with same type.

Dan

4142. Re: 520ST no power!

Newsgroup: comp.sys.atari.st
Date: 2003-06-26 16:06:44 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vfm6gnt6s6tfe4@corp.supernews.com>
Source record: 26023
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"DJPsymiley" <amplitude@MAPSSPAMkoloth.co.uk> wrote in message
news:3efb102f$0$10630$cc9e4d1f@news.dial.pipex.com...
> test the fuses
>
> There maybe one in the plug (depends on your country)
> and theres likely to be one inside the supply.
>
> replace with same type.
>
> Dan

Thanks Dan. I checked the Supply and there is no fuse. I will check the 520. It is a US model. I had it open the day before and put in TOS 1.0 and did not see a fuse but I will check.

It is weird as the ST hs getting no power so I suspect the Supply being bad. I might have a lead to a working one that does not exceed the price of the Computer! LOL

Thanks
Tim

4143. Re: Hack a PC P/S to 520ST?

Newsgroup: comp.sys.atari.st
Date: 2003-06-26 17:13:33 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bdf9jtnln1@nets3.rz.RWTH-Aachen.DE>
Source record: 26024
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <50cabf78.0306251552.5edd084b@posting.google.com>,
Dave Glish <dglish@milwpc.com> wrote:
>
>I'd wager that they don't need the -12 or -5. I know the MegaST
>doesn't. Our computer club is going to be doing away with a bunch of

The MegaST has an internal DC/DC converter for the RS232 voltages, the 520ST
doesn't (if memory serves me right), so it probably needs the -12V.

cu
Michael

4144. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-26 20:08:18 UTC
From: l.k.seitz@hiwaay.net
Message-ID: <vfmklif6oej081@corp.supernews.com>
Source record: 26025
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <bdbj05$d1q$1@slb6.atl.mindspring.net>,
Rhindle The Red <Not@This.Time> wrote:
>And now Atari is reborn. The new Atari is what, at heart, the original
>Atari was: a video game company.

The one thing everyone in this thread seems to keep missing is that Atari was founded as a coin-op company. I've never read anything saying Nolan Bushnell ever had any idea of getting into the barely existent home video game market when he founded Atari. IIRC (and I may not), it was one of his employees that came forward with the idea to create a home Pong console. Atari had to have backing by Sears to do that. Then they needed the capital of Warner Communications to get the 2600 out the door.

So which Atari do you mourn for?

a) Atari, Inc., founded as a coin-op manufacturer, but later getting involved in pinball machines and dedicated home consoles.

b) Atari, Inc., a subsidiary of Warner Communications, which took the Atari 2600 unprecedented heights and brought us the Atari home computer line while continuing to create top-notch coin-ops.

c) Atari Corp., bought by Jack Tramiel and intended to be mainly a computer company, but grudgingly made home consoles because that's where they money was.

d) Atari Games, which continued creating innovative coin-ops while owned primarily by Warner, Namco, Warner, Time-Warner (became part of Time-Warner Interactive), WMS, and finally Midway. Midway eventually renamed it Midway Games West before exiting the coin-op business.

e) Atari, a label of Hasbro Interactive. (Rescued from JTS after JTS and Atari Corp.'s "reverse merger.")

On r.g.v.c, the predominant opionion seems to be b. It may be c on the comp.sys.atari.* newsgroups.

--
Lee K. Seitz * l.k.seitz@hiwaay.net * Remove dots in user name to reply!
"Gone are the simple home video games of the 1970's. Current machines have microprocessor 'brains' that endow them with computer-like speed and sophistication." -- Consumer Reports on home video games (1984)

4145. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-26 20:49:42 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <h%IKa.83404$Pc5.39503@fed1read01>
Source record: 26026
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

I mourn for c. Most *DEFINATELY* c.

Luposian

"Lee K. Seitz" <l.k.seitz@hiwaay.net> wrote in message
news:vfmklif6oej081@corp.supernews.com...
> In article <bdbj05$d1q$1@slb6.atl.mindspring.net>,
> Rhindle The Red <Not@This.Time> wrote:
> >And now Atari is reborn. The new Atari is what, at heart, the original
> >Atari was: a video game company.
>
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> Atari was founded as a coin-op company. I've never read anything
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>
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> computer line while continuing to create top-notch coin-ops.
>
> c) Atari Corp., bought by Jack Tramiel and intended to be mainly a
> computer company, but grudgingly made home consoles because that's
> where they money was.
>
> d) Atari Games, which continued creating innovative coin-ops while
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> business.
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> On r.g.v.c, the predominant opionion seems to be b. It may be c on

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> Lee K. Seitz * l.k.seitz@hiwaay.net * Remove dots in user name to reply!
> "Gone are the simple home video games of the 1970's. Current machines
> have microprocessor 'brains' that endow them with computer-like speed
> and sophistication." -- Consumer Reports on home video games (1984)

4146. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-06-26 21:07:53 UTC
From: Lonny <lp060@coazter.com>
Message-ID: <Pine.SGI.4.10.10306261604470.28941-100000@www.coazter.com>
Source record: 26033

On Sat, 7 Jun 2003, Dennis Vermeire wrote:

> From: lp <gfa@basic.net>
> Date: Tue, 03 Jun 2003 20:15:44 -0400
>
> >I also would suggest it be a pci card and first be developed for the hades
> >and milan, as they already have a pci bios for such things. Then if a
> >functional driver ever came out of the project it could be adapted to other
> >machines. It's already been proven you can hang an isa card off the rom
> >port.
>
> This is like trying to reinvent the wheel (why ain't I surprised). The PCI
> bios only comes in play when one uses a PCI card. For the Atari platform
> IMO a SCSI => USB adaptor would be the best bet. These are widely available
> from several manufacturers, they cost a little more, but the advantage is
> that users of a Falcon, TT, Hades and Milan (with SCSI card) can use them.
> People using ST's and STE's possibly will be able to use the adaptor with
> the Link97.
> All (?) what's needed is someone developing a OHCI compatible master driver,
> the device specific drivers (mass storage, printers, MIDI) can be supplied
> with/when the appropriate software/hardware is released/updated.
>
> >Before anyone has a tizzy, mint IS the most robust OS and open OS we have.
> >It's the best point of entry, and the quickest point of entry into the world
> >of USB.
>
> If it's so open then why doesn't it come with a OHCI driver and USB support as
> standard? Once again someone needs to reinvent the wheel because the OS lacks
> the IMO necessary support. With the direct result that before we know it, there
> will be several incompatible drivers floating around....
>
> And before anyone has a tizzy <grin>, I'm not having a go at MiNT this time, I
> really mean it. Support for USB should be part of the OS, just like support for
> the serial, parallel or even joystick is considered a must. USB is not going to
> go away. If the commercial and closed OS is updated I wouldn't expect anything
> less. The advantage is that developers don't have to reinvent the wheel, and
> that all the drivers will be compatible. The programmers will be kept busy at
> writing specific drivers (printers, scanners, cd-rw, DSL etc).
> If for once the developers of the open OS *and* the developer of the closed OS
> follow the standard without adding bells and whistles, then these drivers
> should work on both OS's.... even Microsoft and Apple managed not to screw it
> up.
>
> It's time we learn from our mistakes. The multitude of incompatible internet

> stacks with their large number of incompatible clients was caused because the
> open and closed OS *both* didn't support it. If they would have done, then we
> would have had better clients now. Remember Opera not wanting to port the
> browser because there's no universal stack on Atari?

Sure there is, it's called mintnet.
And you didn't grasp one bit of the USB thread... and you have no concept
about the pci bios, or what the message was about. Not suprised.

4147. New on TAMW: DX7 page updated with new stuff

Newsgroup: comp.sys.atari.st
Date: 2003-06-26 22:43:05 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0306261443.702fcd49@posting.google.com>
Source record: 26027

Hi all

Updated my DX7 page with some new stuff.

1.The ULTIMATE DX-HEAVEN LIBRARY
2. New version of DX Convert. Used to create the above.
3.Screen shots and more info on SynLib
4.A section on Tims Sounds, including some new banks.
5.Organized it a bit more.

http://tamw.atari-users.net/dx7.htm

Have fun
Comments welcome.

TimC

****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

4148. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-26 23:49:58 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <260620031951043913%macsvolume@yahoo.com>
Source record: 26028
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <bde4er$8av$1@slb4.atl.mindspring.net>, Rhindle The Red
<Not@This.Time> wrote:

> You're going to have to start actually making a point if you want me to get
> it. You say the name change is "hype". You don't explain why. You say
> there won't be a "Joystick II", but give no justification. I can't say I've
> noticed any point to ignore.

Simple. Because this new "ATARI" is a software company, not a hardware
company. THAT is the difference I'm trying to point out to you.

> I'm sorry, am I supposed to feel bad about that, if true? Has Curt Vendel
> become the end-all be-all of Atari? If so, I didn't get the memo. I
> respect him for all he's done, but his opinion is still just one man's
> opinion, like yours or mine. And please don't throw someone else's weight
> around unless you know what his opinion is.

I'm just saying that he seems to respect the legacy of ATARI, and that
included a lot more than just games. The consoles themselves and even
the computers are not unnecessary parts of the company that can easily
be overlooked, but that's just what you're choosing to do.

> You're really going to have to explain this point of view sometime. Atari
> is and was a video game company. What makes you think it was something
> more?

I think I've sufficiently explained above, but at the most basic level,
it's that ATARI wasn't just a software company like Infogrames is/was.
Pardon me for confusing you, but to me, a video game is software.

> Again, I don't see how your analogy works. Ed isn't *only* remembered for
> making bad movies. Especially thanks to the movie, he's also remembered as
> a maverick, heart-felt filmmaker. Of course, he's *mostly* remembered for
> making bad movies, but that's not nearly the same thing. And, no, I
> wouldn't have a "problem" with anyone who said that's all he was. If I did,
> I'd have a "problem" with most of his fans! I may disagree and I may try to
> educate, but I realize that Ed's fans (like Atari's) all come at it from
> their own angle.

Well, you obviously don't really care much about the man's legacy. In
other words, it's like saying that George Washington was that dude who
chopped down the cherry tree, Abraham Lincoln was an avid theatre-goer,
and that Bill Clinton was just Monica Lewinsky's boyfriend. For a
software-only company to assume the mantle of ATARI is an insult to all
the great hardware that bore the name, whether it was developed
in-house or not.

> Well, obviously. But the Atari of 1996 was too, and nobody acted like they
> weren't Atari.

And who was the ATARI of 1996? I don't recall there being a company
with that name then, only that Hasbro stuck the name on their "classic"
releases. I don't have a problem with that, because Hasbro didn't try
to change their name to ATARI.

> Why poor Sega? Do you realize the company is profitable for the first time
> in years? It *is* too bad they had to get out of hardware, but that's just
> the way it goes. At least now, Sega will continue to make games, which is
> what they are really all about. Remember, Sega made games for the 2600 and
> other systems before they got into consoles.

Wow, I learn more about you with every post. If the 2600 and those
other systems weren't consoles, what the fuck were they???

> What you don't seem to get is that companies change. Sometimes they have
> to. Atari went through a strange period before rising from the ashes. Sega
> had a bit of a harder road, in some ways. It had to go through it's painful
> transition under the glaring spotlight of an industry it once dominated.
> Atari did it in the dim shadow of obscurity.

To my knowledge, SEGA is still SEGA. ATARI all but died, yet
Infogrames is now pretending to *be* ATARI simply because they own the
trademark. I'm sure they're counting on no-one having any idea that
they aren't the company that produced the 2600. It's like someone
putting out a line of PCs under the AMIGA name. Sure, Gateway owns the
name (or at least they did at one point), but it wouldn't really be an
AMIGA.

> Anyway, I really am tiring of this. Unless you've got something substantial
> and new to add, I'm off.

Done with our trolling, are we? Well, I'm sure you won't consider my
clarifications above to be substantial, so feel free to be on your way.

4149. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-26 23:58:44 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <260620031959505459%macsvolume@yahoo.com>
Source record: 26029
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <vfmklif6oej081@corp.supernews.com>, Lee K. Seitz
<l.k.seitz@hiwaay.net> wrote:

> In article <bdbj05$d1q$1@slb6.atl.mindspring.net>,
> Rhindle The Red <Not@This.Time> wrote:

> The one thing everyone in this thread seems to keep missing is that
> Atari was founded as a coin-op company.

Okay, so when is the next "ATARI" coin-op coming out?

> e) Atari, a label of Hasbro Interactive.

Exactly. A *label* of Hasbro Interactive, which was itself a division
of Hasbro. Up until now, ATARI has been a *label* of Infogrames. Now
they want to name the *company* "ATARI". THAT is my definition of
hype.

4150. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 00:21:01 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <q5MKa.83436$Pc5.15503@fed1read01>
Source record: 26030
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:260620031951043913%macsvolume@yahoo.com...
> To my knowledge, SEGA is still SEGA. ATARI all but died, yet
> Infogrames is now pretending to *be* ATARI simply because they own the
> trademark. I'm sure they're counting on no-one having any idea that
> they aren't the company that produced the 2600. It's like someone
> putting out a line of PCs under the AMIGA name. Sure, Gateway owns the
> name (or at least they did at one point), but it wouldn't really be an
> AMIGA.

Sega is still Sega, but do I really care? Not much. I liked their games, but I liked their platforms more.

Like it or not, "Atari" is whoever owns the rights to the name and trademarks and all. It's no longer a "pick up where the other's left off" game, like it was with the Tramiel's. It's a "we want the namesake and to build it back to popularity" game. But... Infogrames, having changed their name TO Atari is now *fully and entirely responsible* to all that name has ever meant, as well, what little it means today. This is why I think that they have put themselves in a much more potential position than ever before. I am reasonably certain, with a little bit of prep-work and planning, and team work, we might well be able to "coerce" Atari, Inc. into selling computers again... but, if nothing else, writing software for their new computers would be a natural move, since they already do software, games, and such.

We do all the prototype work FOR them and then present it TO them, with a suitable business plan and strategy. It's money we'd have to spend to get it done, but if they said yes... wouldn't the end result actually be worth it? It would be for me.

A wee bit behind the "Amiga Times", are we? "Amiga" (and all it represented) was sold to some people, who now call themselves "Amiga, Inc.". The AmigaOne (the new PowerPC-based motherboard/system) is available, but AmigaOS 4 (based on the AmigaOS 3.x sourcecode, but rewritten for PowerPC) is still being worked on. Amiga, Inc. is having some rough times financially, but the AmigaOne and AmigaOS 4 were farmed out to 3rd party companies, so that, if anything happens to Amiga, Inc. (many predict doom, as Amiga's legacy seems to be nothing but, since the day Commodore went belly-up), it won't affect the AOne and AmigaOS4 directly. This is, quite simply, the smartest move by ANYONE who has taken on the Amiga mantle since Commodore's demise. I applaud them for looking ahead (prepare for the worst, but hope for the best) and thinking of the user's for once.

Go to: www.amiga.com (main company), www.amiga.org (enthusiast site), or some other sites for the latest...

Luposian

4151. Re: Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 00:39:54 UTC
From: World Domination <support@microsoft.com>
Message-ID: <znMKa.1106$K47.420314359@news.nnrp.ca>
Source record: 26031

Folks, since I didn't seen any reasonable feedback (except one e-mail, no real offer anyway) I guess I'll put my fully loaded Falcon in closet until I'll need cash urgently.

Until then, enjoy your wonderful self, and please, carry on your successful mission to insult all the newcomers. This way you will keep your little society totally superior.

BTW: I sublitted a piece of code to Allegro gamedev library six years ago. Open source. No strings attached. And what about you, loud mouths? :)

4152. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 00:50:12 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdg4c4$3jd$1@sparta.btinternet.com>
Source record: 26032
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Luposian <luposian@lycos.com> wrote in message
news:q5MKa.83436$Pc5.15503@fed1read01...
>
> Like it or not, "Atari" is whoever owns the rights to the name and
> trademarks and all. It's no longer a "pick up where the other's left off"
> game, like it was with the Tramiel's. It's a "we want the namesake and to
> build it back to popularity" game. But... Infogrames, having changed
their
> name TO Atari is now *fully and entirely responsible* to all that name has
> ever meant, as well, what little it means today. This is why I think that
> they have put themselves in a much more potential position than ever
before.
> I am reasonably certain, with a little bit of prep-work and planning, and
> team work, we might well be able to "coerce" Atari, Inc. into selling
> computers again... but, if nothing else, writing software for their new

Reasonably certain???? HAHAHAHAHAHA. What computer is this then? even long established computer manufacturers have gone tits up, or had to merge with other large companies just to stay alive. Compaq and HP anyone? Where the hell is some 2-bit software house like infrogrammes gonna get the money or backing to even re-sell a re-badged PC?

I think its time you took the pink sunglasses off.

> computers would be a natural move, since the
y already do software, games,
> and such.
>
> We do all the prototype work FOR them and then present it TO them, with a
> suitable business plan and strategy. It's money we'd have to spend to get
> it done, but if they said yes... wouldn't the end result actually be worth
> it? It would be for me.

Just buy a cheap PC, put aranym on it and stop talking shite.

Smeg.

4153. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 01:06:54 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <qMMKa.83439$Pc5.62912@fed1read01>
Source record: 26034
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:260620031959505459%macsvolume@yahoo.com...
> Okay, so when is the next "ATARI" coin-op coming out?

Not sure if... if ever. If "Atari, Inc." owns (or somehow reaquired) the arcade rights to the Atari Games division, then I think it might be possible. What if we designed a new arcade system and had "Atari, Inc." write the games for it? Hmm...

> > e) Atari, a label of Hasbro Interactive.
>
> Exactly. A *label* of Hasbro Interactive, which was itself a division
> of Hasbro. Up until now, ATARI has been a *label* of Infogrames. Now
> they want to name the *company* "ATARI". THAT is my definition of
> hype.

The Atari *label* within the company ("Infogrames sells 'Atari' games"), has now been taken on as the *banner* that the company now trumpets under ("Atari, Inc. sells games"). Unfortunately, the box for Enter the Matrix doesn't reflect this namechange, but I imagine the next ones will.

It does bring some sense of satisfaction that Infogrames saw fit to restore Atari as a business (never would've expected such a drastic change as this, but...), even if that business is just writing games for PC's and home consoles.

They are now going to be responsible for what they do and how they do it. "Atari" is no longer just a trinket in their pocket (or anyone elses) to try and make some money. THEY are now the trinket and, in so transforming INTO the trinket... make the trinket into a substantial PRIZE!

Think about it... it they sell out... the next owner are merging with/buying Atari, Inc.! It holds more weight and water than if Infogrames just tosses a buying company the "Atari assets". Or, if Infogrames were to go belly up, the Atari assets might well be the only thing the buyers want, leaving Infogrames to rot in their misfortune, while the new looters take the only "name" really worth much... And the cycle of doom and gloom goes on. I think Infogrames wants/wanted to break the cycle of "whoring off the bitch" as just a singular "asset" within a company. "Atari" means less to EVERYONE when it's just a name passed around like so much unwanted pocket change. They've now increased the value of "Atari" substancially. "You wanna buy "Atari"? You gotta buy EVERYTHING!" And that's gonna be a whole lotta hundred millions now!

No one can predict what may happen in the future, but this may be a subtle (but drastic) manuver to insure Atari's survival as a company! As Amiga, Inc. has insured the safety of the assets of the "Amiga", by farming out the techologies to 3rd party companies, so Infogrames saw fit to *become* Atari, Inc. to insure that, should anything happen, Atari would be not only worth more, since it's now an entire, vast company, but also MIGHT be put back into the hardware business someday!

Infogrames may have actually had the desire TO make Atari a hardware company again, but have not the finances nor facilities to do so. Thus, they change their name (and all underlying branches, subsidiaries, etc.) TO Atari, Inc. and, in so doing, make the name well known again (in time; the name *has* languished and whithered a good long while) and, should finances permit or a buyout be emminant, the likelihood of making Atari, Inc. into a hardware company again might well be far more possible! Were I in Infogrames position (with the money and ownership of the Atari rights, I'd do the same thing, in the hopes of achieving a higher goal than just selling more software titles). Stick "Atari" far enough out into the sunlight, and EVERYONE is gonna see it eventually. Fathers will tell of the good old days. And children will play/use the older things of by-gone days. And, possibly... just possibly... what is old will be new again!

Let's hope that Infogrames is doing the "namechange thing" for more noble reasons than just to milk the namesake into their coffers.

The namechange we've witnessed could well be but the first big step towards a new beginning of Atari, since the end of the "Tramiel Squander Age"! It's something to hope for, isn't it?

Luposian

4154. Re: A future of the CT60 and its extensions

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 01:10:02 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3efb9966$0$11568$626a54ce@news.free.fr>
Source record: 26035

I just saw on motorola site that the 56002 is obsolet since july 2002 !

eh eh the 56000 is dead !
Only 56300 familly is yet available...

"Carey Christenson" <falcon060@adelphia.net> a crit dans le message de
news: 1056558238-493098AEicMi@adelphia.net...
> Rudolfe,
> I would say there is many important features that
> should be implemented into a Falcon predecessor. If
> using the STOCK falcon motherboard (RECASED of course)
> I think these would be features most wanted.
>
> SuperVIDEL
> DSP 56002 / why not the 56301 like the Dessee card??
> Speed or compatibility issues??
> I aggree with Semper that a faster IDE controller
> would be very nice on the Falcon even adding 2
> channels to allow for 4 devices to be hooked to the
> Falcon. This would allow people to do away with
> slower and more expensive SCSI devices as the Falcon
> cannot handle very fast IDE CD Burners.
>
> Now what about a whole new Falcon with an ATX type
> Motherboard with lots of connectivity.
>
> USB 1.1, 2.0
> Firewire
> Coldfire Processor
> SuperVIDEL
> DSP
> Super fast IDE bus
>
> Make the Firewire and USB on a card/DSP on a card and
> SuperVidel also on a card all seperated. Reason you
> dont want these all integrated into the motherboard in
> case one component goes bad it could be easily fixed.
> Just my two cents.
>
> Thanks,
> Carey Christenson
>
> --
>

> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
> Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
> CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
> Eclipse, 4 meg ATI Graphic Card
>
> Coming 64 meg DDR SDRam GC by NATURE for CT60
> Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP
>
> 84 meg Conner Hard Drive
> 40 GB IDE Maxtor 7200 RPM Hard Drive
> 4.5 GB SCSI Seagate 7200 RPM Hard Drive
> 24 X Cyberdrive CD-Rom
> 10x4x32x Sony CD-Burner
> Ethernet card for Cartridge port
> 56K CNET modem NOT IN USE
> 19 inch Samsung 955DF VGA monitor
> Epson Stylus color 880 Printer
>
> Atari 1040STf with 2.5 megs of RAM
> 80 meg IBM Hard Drive
> 1.1 GB Conner Hard Drive
> 14.4 US Robotics Modem
> SC1224 color monitor
>
> Atari 130XE with 128K of RAM
> 20 meg Atari Hard Drive
> 120 meg Quantum Hard Drive
> 2 5 1/4" 1050's with US Doubler upgrades
> Blackbox unit
> 2 Panasonic Dot Matrix Printers
> Color Monitor
>
>

4155. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 01:23:00 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <260620032124078882%macsvolume@yahoo.com>
Source record: 26036
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <q5MKa.83436$Pc5.15503@fed1read01>, Luposian
<luposian@lycos.com> wrote:

> Sega is still Sega, but do I really care? Not much. I liked their games,
> but I liked their platforms more.

Exactly. Such is the case with ATARI in a lot of people's minds,
myself included.

> Like it or not, "Atari" is whoever owns the rights to the name and
> trademarks and all. It's no longer a "pick up where the other's left off"
> game, like it was with the Tramiel's.

Well, the thing is, the Tramiels bought the company, moved in, fired
80% of the workforce, and kept going. However, ATARI was nothing more
than a brand name for years, so while Infogrames has every right to the
name, I'm just saying that it's pretty hollow.

> This is why I think that
> they have put themselves in a much more potential position than ever
> before.

Er, what exactly is a "potential position"?

> I am reasonably certain, with a little bit of prep-work and planning,
> and
> team work, we might well be able to "coerce" Atari, Inc. into selling
> computers again... but, if nothing else, writing software for their new
> computers would be a natural move, since they already do software,
> games,
> and such.

Wow, you are beyond delusional. I wonder if this is the reaction
Infogrames was counting on, or even expected. Right now, the Mac and
the PC are the only two personal computer platforms, and I don't see
that changing. As much shit as Mac users get for not using Windows, I
really don't think the market would support a third platform. Hell,
even Linux is just an OS that runs on existing hardware, not a whole
new platform. Forget about the days when there were five different
computer platforms, those days are over. Besides, all we ever wished
for back then was to be able to run each other's software on our
different machines, anyway. Now that Windows dominates the
marketplace, compatibility is now a non-issue. We got our wish, but I
dare say we didn't exactly get the best possible outcome.

> A wee bit behind the "Amiga Times", are we?

Yeah, well, after a brief flirtation with PCs (more like a torture session), I switched to Macs after my A1200 wouldn't cut it anymore (basically I discovered MAME, and 28MHz wasn't even fast enough to run older games under the Amiga version). I do remember hearing about AmigaOne, etc., but never seriously considered keeping up with these new Amigas. From what I saw before everyone around here stopped carrying Amiga magazines, every complaint PC users had about the price of Macs vs. what you get was actually true of the new Amiga machines.

I'll check out the site and see what they're up to.

4156. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 01:39:32 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <260620032140398387%macsvolume@yahoo.com>
Source record: 26037
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <qMMKa.83439$Pc5.62912@fed1read01>, Luposian
<luposian@lycos.com> wrote:

> Let's hope that Infogrames is doing the "namechange thing" for more noble
> reasons than just to milk the namesake into their coffers.

Dude, you really need to wake up. Even if Infogrames does decide to
sell the ATARI properties (and they WILL if they are hurting enough
financially), I'm pretty sure they'd change their name again and keep
on going rather than allowing the entire company to be bought out.

Look at how much skepticism Microsoft's attempt to enter the console
wars was met with -- and that was MICROSOFT! However, the Xbox has
proven successful enough that it might be possible for ATARI to
introduce another console. My opinion is that they don't have anywhere
near the resources to do that, and if there is ever another ATARI
console, it will most likely be a "licensed" product like the LYNX
rather than an in-house thing like the 2600. You never know, maybe
when Bill Gates tires of the Xbox, he might sell the rights to ATARI.
It already kinda looks like an ATARI product, doesn't it?

4157. Atari Portfolio

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 02:35:53 UTC
From: Alan Brennan <not@so.fast.buddy>
Message-ID: <MPG.196674b52960b9de989680@news.paradise.net.nz>
Source record: 26038

I recently acquired an Atari Portfolio. It goes but it is in a little less than pristine condition. In particular, it lacks covers for the port and the bttery. If anyone has either of these, or portolio software or cards, I would be willing to negotiate a price.

I am in New Zealand btw.

4158. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 05:03:30 UTC
From: l.k.seitz@hiwaay.net
Message-ID: <vfnk12amm8s9b0@corp.supernews.com>
Source record: 26039
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <260620031959505459%macsvolume@yahoo.com>,
Max Volume <macsvolume@yahoo.com> wrote:
>In article <vfmklif6oej081@corp.supernews.com>, Lee K. Seitz
><l.k.seitz@hiwaay.net> wrote:
>
>> In article <bdbj05$d1q$1@slb6.atl.mindspring.net>,
>> Rhindle The Red <Not@This.Time> wrote:
>
>> The one thing everyone in this thread seems to keep missing is that
>> Atari was founded as a coin-op company.
>
>Okay, so when is the next "ATARI" coin-op coming out?

Never. (Or whenever Midway either decides to start using the Atari
name in arcades again or sells those assets to someone else who does.)
What's your point? Mine was that many here are bemoaning the loss
of Atari consoles and computers, but that's not what Atari was
originally founded for.

And if Atari as a (PC) software company bothers you, I have four
words for you: AtariSoft and Atari Interactive. The former was
Atari's mid-80s effort to primarily cash in on the home computer
market. The latter was Atari Corp.'s last gasp before the
reverse-merger with JTS.

--
Lee K. Seitz * l.k.seitz@hiwaay.net * Remove dots in user name to reply!
"They that can give up essential liberty to obtain a little temporary
safety deserve neither liberty nor safety."
-- Ben Franklin

4159. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 08:38:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306270121470.13008-100000@shell1.aracnet.com>
Source record: 26041
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://www.aracnet.com/~atari/specials.htm My Latest Specials!
Overstock Sale! Atari ST Games/Software 20% off the Top Sale!
I've just updated 5 of my Atari Catalogs covering Games/Software, Books/
References and Hardware/Accessories for Classic Atari 8 Bit and Atari ST
Computer Lines! I've sold some and added some like DooM for the Jaguar!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari
Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari
Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods!
So not only do I sell NEW Atari Goods at a competitive price, I also sell
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Or http://BenSells.Atari.org or Call Ben@(503)256-9974! I'm not asking a
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order goes out the same day. Customers love the speedy service! I have
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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4160. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 08:42:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306270138580.13008-100000@shell1.aracnet.com>
Source record: 26040
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4161. ADV: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 08:47:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306270142300.13008-100000@shell1.aracnet.com>
Source record: 26042
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently having a Christmas in July Sale! This is how it works. Buy the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with Games/SoftWare and/or Books/References. You be good to me and I'll be good to you! The more you spend on HardWare/Accessories, the better I outfit your system. The more HardWare you buy for your system, the more Games/Software and/or Books/References you receive! You choose the Atari Hardware you want to buy and we choose the Books/References and/or Games/Software I'll include in your Order.This will be a good opportunity to renew lost interest in collecting Atari or building a New Atari system for the first time. ReLive your Atari Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:

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http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4162. OGG replay on 68000?

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 10:42:22 UTC
From: George Nakos <ggn@atarirocks.org>
Message-ID: <oprre9cwtq0mms9a@news.ntua.gr>
Source record: 26043
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello,

I have been pondering on the matter of poritng the Ogg Vorbis replaying routine to 68000. I have downloaded all the sources from xiph.org, including a player which uses integers only, but I have some problems.

Mainly, the integer only routine is 64-bit only and I can't modify anything since my C knowledge is quite bad. On the other hand, I have quite some skill in 68000 assembly.

Now, a weird thought crept into my mind one night. Why not compiling the Ogg sources on a standard Atari Compiler, and then reverse engineer the executable to see what happens? I'm not talking about real-time performance here, just loading and unpacking the file into memory. But my absymal C knowledge (see above) restricts me from doing that.

Hence this post. Is anybody out there willing to assist me? All that he needs to do (which is indeed a Herculian task for me) is to modify the sources a bit so that they will do what I described above (just load/unpack file), and then send me the executable (the modified sources would be nice too), so I can reverse engineer it and code it a bit better (if possible).

Any help would be appreciated. (please note that the minimum target machine is a standard 4mb ste - it will be of course upwards compatible).

--

George Nakos AKA ggn/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet-trained. oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.

To reply, remove the ROCKS from the address shown. That's g g n a t a t a r i d o t o r g

4163. Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 11:24:23 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3efc37668e8d6d0@tripnet.se>
Source record: 26044
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In comp.sys.atari.st <oprre9cwtq0mms9a@news.ntua.gr>
George Nakos wrote on Fri 27-06-2003 13:42 (+0300):

> I have been pondering on the matter of poritng the Ogg Vorbis replaying
>routine to 68000. I have downloaded all the sources from xiph.org,
>including a player which uses integers only, but I have some problems.
>
> Mainly, the integer only routine is 64-bit only and I can't modify
>anything since my C knowledge is quite bad. On the other hand, I have quite
>some skill in 68000 assembly.
>
> Now, a weird thought crept into my mind one night. Why not compiling the
>Ogg sources on a standard Atari Compiler, and then reverse engineer the
>executable to see what happens? I'm not talking about real-time performance

Aniplayer at http://aniplay.atari.org/ will decode (and encode) Ogg files
on a 68020. Maybe you could go on from there.

From the Aniplayer package:

Ogg Vorbis 'Tremor' integer playback codec library, version 1.0.0.
http://www.xiph.org/

Here's a shared library of libvorbis-1.0rc2. It has been compiled with
Gcc 2.95.2 with -m68020-60 and works only under MiNT 1.15.3 or more and
MagiC 6. TOS cannot load .SLB, but an SLB loader exist with MetaDOS:
ftp://ftp.uni-muenster.de/pub/atari/Utilities/slbld028.lzh
http://www.muenster.de/~reschke/soft_e.html

Requirements:
- 68020 or higher
- MiNT 1.15.3 or MagiC 6 or MetaDOS 2.74.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4164. Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 14:20:53 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.27.14.20.53.71070@removenoaspam.atari-source.com>
Source record: 26045
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Fri, 27 Jun 2003 13:42:22 +0300, George Nakos wrote:

> Hello,
>
> I have been pondering on the matter of poritng the Ogg Vorbis replaying
> routine to 68000. I have downloaded all the sources from xiph.org,
> including a player which uses integers only, but I have some problems.
>
> Mainly, the integer only routine is 64-bit only and I can't modify
> anything since my C knowledge is quite bad. On the other hand, I have quite
> some skill in 68000 assembly.
>
> Now, a weird thought crept into my mind one night. Why not compiling the
> Ogg sources on a standard Atari Compiler, and then reverse engineer the
> executable to see what happens? I'm not talking about real-time performance
> here, just loading and unpacking the file into memory. But my absymal C
> knowledge (see above) restricts me from doing that.
>
> Hence this post. Is anybody out there willing to assist me? All that he
> needs to do (which is indeed a Herculian task for me) is to modify the
> sources a bit so that they will do what I described above (just load/unpack
> file), and then send me the executable (the modified sources would be nice
> too), so I can reverse engineer it and code it a bit better (if possible).
>
> Any help would be appreciated. (please note that the minimum target
> machine is a standard 4mb ste - it will be of course upwards compatible).

You're asking for an awful lot. I hope you don't expect real-time
decoding and playing without specialized hardware as a typical 68000
processor isn't enough. Even a 68030 just isn't fast enough hence the
Falcon must use DSP support. But actually AFAIK there is no OGG vorbis
DSP support yet in Aniplayer so mp3 is the way to go for real time
playback on the Falcon. The 68060 however I suspect will not even burp at
playing back an MP3/vorbis file.

If you simply just want to decode and don't care how long it takes,
Kenneth's suggestion of Aniplayer is the way to go and I'm sure the vorbis
stuff could be compiled for 68000.

Mark
http://atari-source.com

4165. Re: Atari Portfolio

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 15:00:23 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.27.15.00.23.592945@removenoaspam.atari-source.com>
Source record: 25946

On Fri, 27 Jun 2003 14:35:53 +1200, Alan Brennan wrote:

> I recently acquired an Atari Portfolio. It goes but it is in a little
> less than pristine condition. In particular, it lacks covers for the
> port and the bttery. If anyone has either of these, or portolio software
> or cards, I would be willing to negotiate a price.
>
> I am in New Zealand btw.

I too am in need of 2 battery covers. These things have a disappearing
problem.

Mark
http://atari-source.com

4166. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 17:02:48 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <BM_Ka.84287$Pc5.54167@fed1read01>
Source record: 25947
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Can I ask you a question?

If so many deride you for advertising on this newsgroup and call you gay and such, why do you advertise here?

Are you recieving sufficient orders for stuff to warrant the "personal war" against you that goes on? If so, then, great. But if not, seems a bit of a waste of time and energy.

Just a thought.

By the way... if you have an empty 1040ST case (with power supply and keyboard only), let me know what you want for it, plus shipping to 85635. I'm looking to create an interesting project later on down the road.

Luposian

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0306270142300.13008-100000@shell1.aracnet.com...
> I'm currently having a Christmas in July Sale! This is how it works. Buy
> the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit
> Atari ST System and I'll outfit your system with Games/SoftWare and/or
> Books/References. You be good to me and I'll be good to you! The more you
> spend on HardWare/Accessories, the better I outfit your system. The more
> HardWare you buy for your system, the more Games/Software and/or Books/
> References you receive! You choose the Atari Hardware you want to buy and
> we choose the Books/References and/or Games/Software I'll include in your
> Order.This will be a good opportunity to renew lost interest in collecting
> Atari or building a New Atari system for the first time. ReLive your Atari
> Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or
> Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:
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> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
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> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
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at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

4167. Re: Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 18:56:37 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0306271056.ae49bb0@posting.google.com>
Source record: 25948

"World Domination" <support@microsoft.com> wrote in message
news:<znMKa.1106$K47.420314359@news.nnrp.ca>...

> Folks, since I didn't seen any reasonable feedback (except one e-mail, no
> real offer anyway) I guess I'll put my fully loaded Falcon in closet until
> I'll need cash urgently.

Though it was going on Ebay....

>
> Until then, enjoy your wonderful self, and please, carry on your successful
> mission to insult all the newcomers. This way you will keep your little
> society totally superior.

Don't let the door hit you in the ass....

>
> BTW: I sublitted a piece of code to Allegro gamedev library six years ago.
> Open source. No strings attached. And what about you, loud mouths? :)

Pay for the software we use.

4168. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 18:58:45 UTC
From: Don Schmidt <RetiredEngr@BabyBell.com>
Message-ID: <vfp4v512amvo4a@corp.supernews.com>
Source record: 25949
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Do you think Ben should back down from the cowards?
Most folks see the harassers for what they are.

Ben provides a service to those who use the Atari Computers of which sources
for hardware and software are getting pretty scarce these days.

--
Don
Vancouver, USA, a great city in one of the 45+ countries in America!

"Luposian" <luposian@lycos.com> wrote in message
news:BM_Ka.84287$Pc5.54167@fed1read01...
> Can I ask you a question?
>
> If so many deride you for advertising on this newsgroup and call you gay
and
> such, why do you advertise here?
>
> Are you recieving sufficient orders for stuff to warrant the "personal
war"
> against you that goes on? If so, then, great. But if not, seems a bit of
a
> waste of time and energy.
>
> Just a thought.
>
> By the way... if you have an empty 1040ST case (with power supply and
> keyboard only), let me know what you want for it, plus shipping to 85635.
> I'm looking to create an interesting project later on down the road.
>
> Luposian
> ------------
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0306270142300.13008-100000@shell1.aracnet.com...
> > I'm currently having a Christmas in July Sale! This is how it works. Buy
> > the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit
> > Atari ST System and I'll outfit your system with Games/SoftWare and/or
> > Books/References. You be good to me and I'll be good to you! The more
you
> > spend on HardWare/Accessories, the better I outfit your system. The more
> > HardWare you buy for your system, the more Games/Software and/or Books/
> > References you receive! You choose the Atari Hardware you want to buy
and

> > we choose the Books/References and/or Games/Software I'll include in
your
> > Order.This will be a good opportunity to renew lost interest in
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> > Atari or building a New Atari system for the first time. ReLive your
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> Specify
> > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
> >
>
>

4169. Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 19:47:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bdi712$u5$1@thorium.cix.co.uk>
Source record: 25950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In message <3efc37668e8d6d0@tripnet.se>, kennethm@tripnet.se said:

>Aniplayer at http://aniplay.atari.org/ will decode (and encode) Ogg files
>on a 68020. Maybe you could go on from there.

I recently tried to play an Ogg file from the last ST Computer CD in
Aniplayer, but it could not be started - the dialogbox came up OK
but clicking on the play arrow did nothing at all! Any ideas? his
is on a Falcon and MagiC 6.01, witth VORBIS.SLB and VORB_ENC.SLB in
the MAGIC\XTENSION folder.

Regards, /Peter/

4170. Re: A future of the CT60 and its extensions

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 19:56:40 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1056725366-233232AEicMi@adelphia.net>
Source record: 25951

Rudolfe,
Aaaahhhhhh, that is bad news. So if we are to have
a new DSP it seems the 56300 series is the only way to
go??? Well, I believe this is the future of our
platform. Which is to maintain this multi-processor
computer that can have apps that use both processor
and DSP at the same time.

Thanks,
Carey Christenson

--

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
Eclipse, 4 meg ATI Graphic Card

Coming 64 meg DDR SDRam GC by NATURE for CT60
Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
Ethernet card for Cartridge port
56K CNET modem NOT IN USE
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers

Color Monitor

4171. Ogg no play Was: Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 21:23:02 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3efcc3b6fc2cf50@tripnet.se>
Source record: 25952
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In comp.sys.atari.st <bdi712$u5$1@thorium.cix.co.uk>
xlator@cix.compulink.co.uk wrote on Fri 27-06-2003 19:47 (GMT):

>In message <3efc37668e8d6d0@tripnet.se>, kennethm@tripnet.se said:
>
>>Aniplayer at http://aniplay.atari.org/ will decode (and encode) Ogg files
>>on a 68020. Maybe you could go on from there.
>
>I recently tried to play an Ogg file from the last ST Computer CD in
>Aniplayer, but it could not be started - the dialogbox came up OK
>but clicking on the play arrow did nothing at all! Any ideas? his
>is on a Falcon and MagiC 6.01, witth VORBIS.SLB and VORB_ENC.SLB in
>the MAGIC\XTENSION folder.

FPU?

Ogg works fine here on a TT, both encoding and decoding. But slow...
Magic 6.20

FUT: comp.sys.atari.st

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4172. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 23:19:57 UTC
From: BonnyBum <bonny@bum.com>
Message-ID: <bdijrrvpi1@newsg4.svr.pol.co.uk>
Source record: 25954

I Have a DIGITAL TELESCOPE that can SEE people on MARS it is only the S I Z
E of a BIRO so just watch OUT you bAD peoplE
>
>

4173. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-27 23:45:38 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <270620031946444274%macsvolume@yahoo.com>
Source record: 25955
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <vfnk12amm8s9b0@corp.supernews.com>, Lee K. Seitz
<l.k.seitz@hiwaay.net> wrote:

> Never.
> What's your point?

That *IS* my point.

4174. Atari Online News, Etc. #05-26

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 00:21:14 UTC
From: danap8@aol.comno-spam
Message-ID: <20030627202114.02065.00001372@mb-m07.aol.com>
Source record: 25956

```
A-ONE #0526 06/27/03

~ Google Adds Gadgets! ~ People Are Talking! ~ OpenOffice 1.0 Out!
~ Web Privacy Confusing! ~ Gates Going After Spam ~ Kazaa 2.5 Ships!
~ Sneak Peek at AOL 9.0! ~ MS Employees Busted! ~ Filtering FAQ
~ Apple Releases Safari! ~ RIAA To Sue Swappers! ~ Torvalds Speaks Out!

-* Microsoft Wins Java Appeal! *-
-* Some Libraries Will Avoid Filters! *-
-* Supreme Court Upholds Web Library Filters! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4175. Apple serial port on Atari TT

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 01:54:20 UTC
From: Bill Clinton <Nospam@aol.com>
Message-ID: <3efcf554$0$23098$5a62ac22@freenews.iinet.net.au>
Source record: 25957

the apple serial port on the TT allows connection of Apple compatible printers, such as the HP LaserJet 6Mp.

I have it all here and the plugs fit, just wondering if there are any drivers or such to get graphics printing ability.

I'm quite certain i could print to serial port #4 (apple port) but this would be text only i'm sure.

anyone done this before?

4176. Re: Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 07:38:49 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB21CBB3.2A2D%derryck@nospam.cix.co.uk.invalid>
Source record: 25958

In article znMKa.1106$K47.420314359@news.nnrp.ca, World Domination at
support@microsoft.com wrote on 27/6/03 01:39:

> Until then, enjoy your wonderful self, and please, carry on your successful
> mission to insult all the newcomers. This way you will keep your little
> society totally superior.

Another poster who starts off by throwing insults at all and sundry, and
then wonders why no-one falls in behind him.

> BTW: I sublitted a piece of code to Allegro gamedev library six years ago.
> Open source. No strings attached. And what about you, loud mouths? :)

I don't have to prove myself, neither does Uwe Seimet.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4177. Re: A future of the CT60 and its extensions

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 10:00:22 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3efd6733$0$11554$626a54ce@news.free.fr>
Source record: 25959

OK,
First the DSP has no sense with a G4 because of the Altivec !
Second, the TI DSP are so better than the old 56300 !!

SO, I don't think I will one day use a 56300....

"Carey Christenson" <falcon060@adelphia.net> a crit dans le message de
news: 1056725366-233232AEicMi@adelphia.net...
> Rudolfe,
> Aaaahhhhhh, that is bad news. So if we are to have
> a new DSP it seems the 56300 series is the only way to
> go??? Well, I believe this is the future of our
> platform. Which is to maintain this multi-processor
> computer that can have apps that use both processor
> and DSP at the same time.
>
> Thanks,
> Carey Christenson
>
> --
>
> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
> Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
> CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
> Eclipse, 4 meg ATI Graphic Card
>
> Coming 64 meg DDR SDRam GC by NATURE for CT60
> Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP
>
> 84 meg Conner Hard Drive
> 40 GB IDE Maxtor 7200 RPM Hard Drive
> 4.5 GB SCSI Seagate 7200 RPM Hard Drive
> 24 X Cyberdrive CD-Rom
> 10x4x32x Sony CD-Burner
> Ethernet card for Cartridge port
> 56K CNET modem NOT IN USE
> 19 inch Samsung 955DF VGA monitor
> Epson Stylus color 880 Printer
>
> Atari 1040STf with 2.5 megs of RAM

> 80 meg IBM Hard Drive
> 1.1 GB Conner Hard Drive
> 14.4 US Robotics Modem
> SC1224 color monitor
>
> Atari 130XE with 128K of RAM
> 20 meg Atari Hard Drive
> 120 meg Quantum Hard Drive
> 2 5 1/4" 1050's with US Doubler upgrades
> Blackbox unit
> 2 Panasonic Dot Matrix Printers
> Color Monitor
>
>

4178. Cookies with Cab problems

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 12:37:46 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3efd8c18$0$192$4c56ba96@master.news.zetnet.net>
Source record: 25960

Hi All!

Can someone help me with Cab 2.7c?

Many sites these days use cookies. I have got them enabled in Cab,
currently using the "Always Accept" selection.

However many sites complain that cookies aren't being accepted. I know
that these do work on some sites though!

Why?

Is there nothing else I can do?

I am using Sting v1.26 for TCP/IP and Dan Ackerman's CAB OVL v1.4401,
under MagiC v6.01 on my Falcon030.

Cheers,

James

--

James Haslam

Email: jfhaslam@zetnet.co.uk ICQ UIN: 37135025

Atari Pages: http://jfhaslam.atari.org
Homepages: http://www.users.zetnet.co.uk/jfhaslam

Chairman, Cheshunt Computer Club. For more info see
the Club's website: http://www.cix.co.uk/~derryck

4179. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 12:49:51 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdk2te$6sl$1@titan.btinternet.com>
Source record: 25961

Rustynutt <rustynuttspamblock@hotmail.com> wrote in message
news:qutpfvknv165ldtnrjdu5jrov3ijegtoej@4ax.com...
> On Sat, 28 Jun 2003 00:19:57 +0100, "BonnyBum" <bonny@bum.com> wrote:
>
> >
> >I Have a DIGITAL TELESCOPE that can SEE people on MARS it is only the S I
Z
> >E of a BIRO so just watch OUT you bAD peoplE
> >>
> >>
> >
> Look closer, can you see me looking back? :)\
>

This a quote from Dune perchance??? ;-)

Smeg.

4180. Re: A future of the CT60 and its extensions

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 12:54:16 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdk35nhvm1@sparta.btinternet.com>
Source record: 25962

Dude with the enormous sig....

Carey Christenson <falcon060@adelphia.net> wrote in message
news:1056725366-233232AEicMi@adelphia.net...
> Rudolfe,

^^^^^^^^^ His name is actually Rodolphe. I dont think he has a red nose
either... though I may be wrong here, it depends on whether he drinks or not
I guess...

Smeg.

4181. Re: 1040STF Disc Drive help

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 12:59:00 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdk3ejigh1@sparta.btinternet.com>
Source record: 25963

Jean-Luc CECCOLI <wdwd@wd.com> wrote in message
news:WS3.e54440e0.6b785aa2.wdwd@wd.com...
> Dans le message <bd4i3d$930$1@sparta.btinternet.com>
> Smeg a crit:
>
> Hello,
>
> >Ok lets get the ball rolling.
> >And as far as I am aware there is no issue with disks getting wiped. At
> >least I have never seen it, on any TOS machine.
>
> Maybe were the heads very dirty - as to become abrasive - and
> destroyed one ore many tracks on the disk ?
> It used to happen many times wit PCs at work, so now, everytime
> I have to use a floppy, I first clean the heads!
>
> J.-Luc
>

Bonjour,

Oui c'est possible, mais je le pense refering au d tecteur de changement de
m dias.

Smeg.

4182. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 13:08:58 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdk419$91j$1@titan.btinternet.com>
Source record: 25964
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Hi "Luposian"

> I mourn for c. Most *DEFINATELY* c.

Its spelt ' m a s t u r b a t e ' actually

> > c) Atari Corp., bought by Jack Tramiel and intended to be mainly a
> > computer company, but grudgingly made home consoles because that's
> > where they money was.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.493 / Virus Database: 292 - Release Date: 25/06/2003

4183. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 13:08:59 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdk41a$91j$2@titan.btinternet.com>
Source record: 25965

Hi "Rustynutt"

> >I Have a DIGITAL TELESCOPE that can SEE people on MARS it is only the S I
Z
> >E of a BIRO so just watch OUT you bAD peoplE

> Look closer, can you see me looking back? :)\

Jesus you is ugly boy!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.493 / Virus Database: 292 - Release Date: 25/06/2003

4184. Gemdos error...

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 13:58:26 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1056812760-625446AEicMi@xs4all.nl>
Source record: 25966

Can somebody help me with a recurring problem: i
still get Gemdos errors memory and sometimes
stack overflow messages when i go to the menubar.
Is it something between the Novadriver and
Jinnee? It happens the most frequent times
working in Papyrus when i try to save or load. I
cancelled the working of Boxkite, threw Stewart
out of my system but still it's happening. It is
kinda frightening because if i do not save very
regularly large portions of new written texts are
lost....

Thanks,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

4185. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 14:00:02 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1056812766-626146AEicMi@xs4all.nl>
Source record: 25967

>I Have a DIGITAL TELESCOPE that can SEE people
>on MARS it is only the S I Z
>E of a BIRO so just watch OUT you bAD peoplE

Made by Microsoft i presume?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

4186. Re: 520ST no power!

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 14:11:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3efd4d5213ac305@attbi.com>
Source record: 25968
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>My 520ST seems to be dead! It was running and when I came back into the
>room the computer looked turned off. But was switched on. Black screen
>and no leds on. It seems to be not getting any power! Can the PS be dead?
>It is the large Atari external PS. It is a 7 pin female connector.
>
>Is there a way I can test to see if the PS is bad before I shell out $40 for
>a new one? I noticed that the SF 354 had a similar connector but only 5
>pins, the 520 PS has an extra +5 and Ground, so I plugged it into a old
>SF354 and the drive made a weird noise, just like a bad SF354 PS I had!
>Should th drive work with the 520ST PS? This would be a good test since I
>have no volt meters or the knowledge to test the PS at this point!
>
>Any help would be great.
>
>Atari ST forever!
>Tim

Could it be your power supply is dead??? I would look at the ST's
motherboard and see if everything is ok.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4187. Re: Parallel port reading

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 14:11:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3efd4d5213ac306@attbi.com>
Source record: 25969
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
>In comp.sys.atari.st <3ef3f8bec9e556@attbi.com>
>Edward S. Baiz Jr. wrote on Sat 21-06-2003 12:19 (GMT):
>
>>>In comp.sys.atari.st <3eecfa164daadd0@tripnet.se>
>>>Kenneth Medin wrote on Sun 15-06-2003 21:58 (GMT):
>
>>>However... The reason for writing this program was to be able to transfer
>>>files from my old Casio PB-770 pocket computer but that does not work so
>>>well...
>
>>>Anyone with an idea of what could be wrong?
>>
>>Not sure really, but I would use PARCP which does file transfer
>>through the Parallel printer ports quite nicely.
>
>Well, there is no PARCP client that runs on a Casio PB-770... :-)
>
>But, If there were a "One way printer emulation" mode in PARCP... I have
>only read the online documentation for PARCP and can't find anything
>about such a mode.

I believe in the docs that comes with the program there is a
section that talks about using PARCP with ports that are only one
way.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

4188. Re: Troubleshooting a dead 1040STf

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 14:11:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3efd4d5213ac309@attbi.com>
Source record: 25970
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Hi,
>
>I have a 1040STf that is dead. I get two bombs on screen with a beep when
>turned on. I found that TOS chips not seated can cause this so I took the
>system apart and reseated the chips to no avail. I also tried this: I
>removed the 6 TOS chips and powered up the ST and I got a blank white
>screen. Can this be a indication that the TOS chips were causing the two
>bombs? If it was something else wouldn't I still get bombs on screen?
>
>Tim

I have a 1040ST with the same problem. When I re-seat the TOS
chips, it works fine for awhile. That may be your problem.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4189. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 15:21:57 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <1oiLa.84672$Pc5.11929@fed1read01>
Source record: 25971
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bdk419$91j$1@titan.btinternet.com...
> Hi "Luposian"
>
> > I mourn for c. Most *DEFINATELY* c.
>
> Its spelt ' m a s t u r b a t e ' actually

No, I'm sorry, you're wrong. "Spelt" is a type of grain (like wheat, rice, etc.). "Spelled" is a word.

I try to be nice. You like to be mean. But, in the end... I will catch and squash you, like the tiny insect you are, on EVERY MISTAKE YOU MAKE!

So, who's the smarter one, hmm?

Oh, and you want another nugget of wisdom? Type in "Vitamin B17", "Wheatgrass", or "Apricot kernel" into Google and learn that there is a natural *CURE* to many types of cancer that the FDA and outside world don't want you to know about, because they can't make any money from it.

Off-topic, I know, but... just like I helping people wake up (just as I did a few days ago) to the knowledge that the "governed world" is NOT our friend, but the plants in it, ARE!

Luposian

4190. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 17:36:41 UTC
From: World Domination <support@microsoft.com>
Message-ID: <MmkLa.1207$pi1.169793736@news.nnrp.ca>
Source record: 25972

Oh my goodness! Now my days are over! Please, kind Sir, don't use your
almighty program. And more then that! Please do not report me to AUTORITAZ!
My life is now fully in your hands, oh Master of the Internet!

Holly mainframe! My, my. I hope you're joking, because if you're serious,
you're totally lost to society, opposite sex, and most probably even to your
own sex :)

> Hey everybody,
> I was watching The Screensavers tonight and they had
> a program available for the PC I believe that all you
> had to do is type in an IP address and it gave a MAP
> description of where a Anonymous poster lives. It
> also gives TONS of information about the poster and
> then you can report that person to the proper
> authorities. IF you think for moment ANONYMOUS POSTER
> that I wont use something like this. THINK AGIAN!!!!
> I am tired of seeing your CRAP in this newsgroup and
> it wont be tolerated ANYMORE!!!!
>
> Come on everybody download this it is called NEOTRACE
> do a google search or goto
> http://www.thescreensavers.com
>
> Thanks,
> Carey Christenson
>
> --
>
> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
> Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
> CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
> Eclipse, 4 meg ATI Graphic Card
>
> Coming 64 meg DDR SDRam GC by NATURE for CT60
> Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP
>
> 84 meg Conner Hard Drive
> 40 GB IDE Maxtor 7200 RPM Hard Drive
> 4.5 GB SCSI Seagate 7200 RPM Hard Drive
> 24 X Cyberdrive CD-Rom

> 10x4x32x Sony CD-Burner
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> 56K CNET modem NOT IN USE
> 19 inch Samsung 955DF VGA monitor
> Epson Stylus color 880 Printer
>
> Atari 1040STf with 2.5 megs of RAM
> 80 meg IBM Hard Drive
> 1.1 GB Conner Hard Drive
> 14.4 US Robotics Modem
> SC1224 color monitor
>
> Atari 130XE with 128K of RAM
> 20 meg Atari Hard Drive
> 120 meg Quantum Hard Drive
> 2 5 1/4" 1050's with US Doubler upgrades
> Blackbox unit
> 2 Panasonic Dot Matrix Printers
> Color Monitor
>
>

4191. Re: Ogg no play Was: Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 20:00:59 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bdks5r$87u$1@thorium.cix.co.uk>
Source record: 25973

In message <3efcc3b6fc2cf50@tripnet.se>, kennethm@tripnet.se said:

>>I recently tried to play an Ogg file from the last ST Computer CD in
>>Aniplayer, but it could not be started - the dialogbox came up OK
>>but clicking on the play arrow did nothing at all! Any ideas? his
>>is on a Falcon and MagiC 6.01, witth VORBIS.SLB and VORB_ENC.SLB in
>>the MAGIC\XTENSION folder.
>
>FPU?

Yes, MC68882 fitted.

>Ogg works fine here on a TT, both encoding and decoding. But slow...
>Magic 6.20

My MagiC 6.20 is not yet installed as I am having some problems
with printing - IdeaList for instance won't print with my present
setup. I'll have to try disabling some of the other running
apps/accs ... when I get time. At present I'm still using 6.01.
Oh, and my Aniplayer is not registered (yet). Should that make a
difference? Alternatively, perhaps it's slow reading off the CD?
I'll attempt transferring the file to a hard or RAM disk and try
again.

Regards, /Peter/

4192. Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 20:01:20 UTC
From: fartfart@yahoo.com
Message-ID: <3efdf40f$0$5435$626a54ce@news.free.fr>
Source record: 25974

On 27 Jun 2003 19:47:46 , xlator@cix.compulink.co.uk wrote:
>Aniplayer at http://aniplay.atari.org/ will decode (and encode) Ogg files
>on a 68020. Maybe you could go on from there.
I recently tried to play an Ogg file from the last ST Computer CD in
Aniplayer, but it could not be started - the dialogbox came up OK
but clicking on the play arrow did nothing at all! Any ideas? his
is on a Falcon and MagiC 6.01, witth VORBIS.SLB and VORB_ENC.SLB in
the MAGIC\XTENSION folder.

You should write to Didier Mequignon on fr.comp.sys.atari to get help
for OGG.

I play OGG under TOS in rom with slb loader of spin in my AUTO folder and the
previous Vorbis slb in the auto folder too. Beware, I think that the latest
vorbis slb were compiled for 68060 only.

Anyway a 68060 seems minimal to do the job, maybe that a 68030+68882 can do it
too but Didier clearly wrote that a math coprocessor is necessary.
So I'm sorry but a 16/32 bits at 8 Mhz is definately not enough.

Regards

4193. Re: Ogg no play Was: Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 20:50:27 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3efe0d94260cfe0@tripnet.se>
Source record: 25976

In comp.sys.atari.st <bdks5r$87u$1@thorium.cix.co.uk>
xlator@cix.compulink.co.uk wrote on Sat 28-06-2003 20:00 (GMT):

>In message <3efcc3b6fc2cf50@tripnet.se>, kennethm@tripnet.se said:
>
>>>I recently tried to play an Ogg file from the last ST Computer CD in
>>>Aniplayer, but it could not be started - the dialogbox came up OK
>>>but clicking on the play arrow did nothing at all! Any ideas? his
>>>is on a Falcon and MagiC 6.01, witth VORBIS.SLB and VORB_ENC.SLB in
>>>the MAGIC\XTENSION folder.
>>
>>FPU?
>
>Yes, MC68882 fitted.

>Oh, and my Aniplayer is not registered (yet). Should that make a
>difference? Alternatively, perhaps it's slow reading off the CD?

Registering should make no difference. The only difference I got when
registering was no delay on start.

I have converted Ogg files direct from CD at 4* (Extendos) and it works
fine. Note that converting is not a realtime process so you made a really
long shot...

I would check up carefully that all Aniplayer files are from the same
version and that you are using the right SLB for your hardware.

I like to think of myself as someone who knows all about setting up
STinG, but sat here and could not get it going. Turned out to be one file
that I had forgot to exchange...

Btw I'm right now converting a long 30 frames/sec 352*232 divX film to
RLE MOV at quality 1 and a keyframe of 8. Some test show that this
produces an almost viewable film with sound. Lots of frames gets skipped
but this has the advantage that you see the errors that quality 1 produces

A tip is to turn off "Direct display" and keep "Good Quality" on. I'm
doing this in 256 colours and then when viewing the film the switches
goes the other way round. This makes the film rasterized so "Good
Quality" makes no difference.

I do miss two things in Aniplayer:

A possibility to reduce "frames/sec" and to reduce picture size by half.
Would be very usefull when trying to make a film viewable on a slow TT...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4194. Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 20:50:29 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3efe0d94260cfe1@tripnet.se>
Source record: 25977

In comp.sys.atari.st <3efdf40f$0$5435$626a54ce@news.free.fr>
don't uses this one wrote on Sat 28-06-2003 20:01 (GMT):

>On 27 Jun 2003 19:47:46 , xlator@cix.compulink.co.uk wrote:
>ï¿½>Aniplayer at http://aniplay.atari.org/ will decode (and encode) Ogg files
>ï¿½>on a 68020. Maybe you could go on from there.
>ï¿½I recently tried to play an Ogg file from the last ST Computer CD in
>ï¿½Aniplayer, but it could not be started - the dialogbox came up OK
>ï¿½but clicking on the play arrow did nothing at all! Any ideas? his
>ï¿½is on a Falcon and MagiC 6.01, witth VORBIS.SLB and VORB_ENC.SLB in
>ï¿½the MAGIC\XTENSION folder.
>
>You should write to Didier Mequignon on fr.comp.sys.atari to get help
>for OGG.

A very good idea.

>I play OGG under TOS in rom with slb loader of spin in my AUTO folder and the
>previous Vorbis slb in the auto folder too. Beware, I think that the latest
>vorbis slb were compiled for 68060 only.
>
>Anyway a 68060 seems minimal to do the job, maybe that a 68030+68882 can do it
>too but Didier clearly wrote that a math coprocessor is necessary.

The Aniplayer SLB's are C compilations. This guy is an assembler coder
who (if he likes a lot of work and has the skill) might be able to write
faster code.

>So I'm sorry but a 16/32 bits at 8 Mhz is definately not enough.

That's only true for the C SLB's. In assembler you could let the 68000 do
the job instead. It will be very slow but possible.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4195. Re: HD Partition and Thing

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 20:57:41 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbfrvh1.9sf.atari@core.preferuje.luzik.pl>
Source record: 25978

On 28 Jun 2003 21:40:24 -0100, Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk>
had a noticeable pleasure while writting:
> A while ago I installed a 20Gb hard disk in my Milan alongside the 2Gb.
>
> I had problems using it as a boot drive so I ordered the latest version
> of HD Driver and I now have Vn 8.11
>
> I have partitioned it as follows:
>
> H : BGM : 381.9
> I : BGM : 954.6
> J : BGM : 954.6
> K : BGM : 1909.3
> L : F32 : 5537
> M : F32 : 5537
> N : LNX : 3818.6
>
> Using Mint/NAES/Thing I can access the partitions ok but if I open a
> window on I, J or K, select all and do Ctrl-I for Info then I get an
> error from Thing saying "block_IO.c abort, no free unit in cache!
> (cache to small?)"

This is message from MiNT kernel, not from Thing.

You can quite safely ignore it.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4196. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 21:06:44 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <280620031707517116%macsvolume@yahoo.com>
Source record: 25979
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <1oiLa.84672$Pc5.11929@fed1read01>, Luposian
<luposian@lycos.com> wrote:

> So, who's the smarter one, hmm?

The one who doesn't split hairs over meaningless shit.

> Off-topic, I know, but... just like I helping people wake up (just as I did
> a few days ago) to the knowledge that the "governed world" is NOT our
> friend, but the plants in it, ARE!

Yes, and apparently your best friend goes by many names, but prefers to
be called CANNABIS.

4197. HD Partition and Thing

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 22:40:24 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3efdfd38.0@entanet>
Source record: 25975

A while ago I installed a 20Gb hard disk in my Milan alongside the 2Gb.

I had problems using it as a boot drive so I ordered the latest version of HD Driver and I now have Vn 8.11

I have partitioned it as follows:

H : BGM : 381.9
I : BGM : 954.6
J : BGM : 954.6
K : BGM : 1909.3
L : F32 : 5537
M : F32 : 5537
N : LNX : 3818.6

Using Mint/NAES/Thing I can access the partitions ok but if I open a window on I, J or K, select all and do Ctrl-I for Info then I get an error from Thing saying "block_IO.c abort, no free unit in cache! (cache to small?)"

I started with 2Gb partitions but I keep making them smaller but keep getting the error message. I suspect that the error will only disappear when I get to 500Mb (the same as D and E)

I don't think it is a HD Driver error, is this a known bug in Thing ?

Regards,

Peter

4198. The Nordic ATARI Show

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 23:18:12 UTC
From: Mille Babic <mille@REMOVE.telenordia.se>
Message-ID: <1056845956-62670AEicMi@REMOVE.telenordia.se>
Source record: 25980

The Swedish ATARI Users Association (SAK)
The Nordic Atari Computer Show (NAS) 2003

Dear Atari friends, now it is only a week to NAS03.

It's once again time for the Nordic Atari Show, the annual get together
which has rapidly become a fixture for all Atari users.

We arrange the show for the eight straight year we hope to fulfill
everyone's expectations and that this will result in the best possible
atmosphere.

INFORMATION ABOUT NAS 2003

Where?
Bï¿½ltgatan 2-10 (Corner Stampgatan 15).
Gothenburg, Sweden. A part of a school called
Nya (New) Samskolan.

When?
5th - 6th of July 2003

Opens Saturday July 5 1000 and closes
Sunday July 6 at 1600.

How?
10-15 walking minutes from the main Railroad station.
Just follow the tram on direction New Ullevi. The tram
station at NAS is called Stampgatan.

What?
The main thema is Networking and ct60. We have at least six ct60
at NAS. ATARI original och compatible computers,
like Hades060 and Milan. A ethernet based network with a Internet
connectivity is available to use with own computers, at this
school called "samskolan".

Entrace:
40 SEK, visitors outside Sweden free entarce.

Info:
Information available at our homepage http://www.sak.nu/

Accomodation:
You can spend the night at NAS, just bring something to make the
floor comfortable. For youth hostels and hotels http://www.sak.nu/nas/hotels.htm

E-mail:
info@sak.nu (Svenska Atariklubben),
mille@ebox.tninet.se (Mille Babic)
mrfuture@home.se (Andreas Sjï¿½ï¿½)

Take part:
For enthusiasts that cannot visit us have some possibilities to
interact with folx at NAS through a webcam, photos and videos.
http://212.214.15.116/~mille/nas.html
A IRC-channel is open at IRCnet, called #atarisak

Our members and other enthusiasts of the ATARI platform will bring their
ATARI Portfolio, STacy, STF, STE, Falcon030 & MkX and TT030.
ATARI Jaguar64 connected with each other, games and demo. Most 16/32-bit
computers are enhanced with CenTurbo 2 and 60, eXtender, Nemesis and
memory upgrades. Solutions for ethernet, CD-Burn, D2D, Backup, storage
and other periph is to be seen.

Network solutions is common, most with LAN Pocket Adaptors and
Ethernec ROM-port-adaptor and serial connections aswell with either STinG,
MagiCNet or MiNTnet.

We know that at least seven users will bring their ct60 to NAS and we hope
that the other swe users will do the same. At NAS they can configure, enhance
and share knowledge.

Svenska Atariklubben
Mille Babic

4199. Re: The Nordic ATARI Show

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 23:31:42 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.06.28.23.31.40.887104@pandora.be>
Source record: 25981

Op Sat, 28 Jun 2003 23:18:12 +0000, schreef Mille Babic:

> The Swedish ATARI Users Association (SAK)
> The Nordic Atari Computer Show (NAS) 2003
>
>
> Dear Atari friends, now it is only a week to NAS03.
>
> It's once again time for the Nordic Atari Show, the annual get together
> which has rapidly become a fixture for all Atari users.

I really wanted to visite the NAS but unfortunately once more I can't make
me free so ...

Good luck with the NAS,

Martin

4200. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 23:52:28 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <FSpLa.84837$Pc5.58991@fed1read01>
Source record: 25982
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:280620031707517116%macsvolume@yahoo.com...
> In article <1oiLa.84672$Pc5.11929@fed1read01>, Luposian
> <luposian@lycos.com> wrote:
>
> > So, who's the smarter one, hmm?
>
> The one who doesn't split hairs over meaningless shit.

"But... but... he's the one who started it!"

> > Off-topic, I know, but... just like I helping people wake up (just as I
did
> > a few days ago) to the knowledge that the "governed world" is NOT our
> > friend, but the plants in it, ARE!
>
> Yes, and apparently your best friend goes by many names, but prefers to
> be called CANNABIS.

Thanks for the laugh, M...M...Max H... H... Head... room!

Luposian

4201. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-28 23:58:53 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdla3t$3b4$1@sparta.btinternet.com>
Source record: 25983
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Max Volume <macsvolume@yahoo.com> wrote in message
news:280620031707517116%macsvolume@yahoo.com...
> In article <1oiLa.84672$Pc5.11929@fed1read01>, Luposian
> <luposian@lycos.com> wrote:
>
> > So, who's the smarter one, hmm?
>
> The one who doesn't split hairs over meaningless shit.
>
> > Off-topic, I know, but... just like I helping people wake up (just as I
did
> > a few days ago) to the knowledge that the "governed world" is NOT our
> > friend, but the plants in it, ARE!
>
> Yes, and apparently your best friend goes by many names, but prefers to
> be called CANNABIS.

ROTFL.

Smeg.

4202. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 01:57:10 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3efe46c2$0$59956$c30e37c6@lon-reader.news.telstra.net>
Source record: 25984
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Don Schmidt" <RetiredEngr@BabyBell.com> wrote in message
news:vfp4v512amvo4a@corp.supernews.com...
> Do you think Ben should back down from the cowards?
> Most folks see the harassers for what they are.
>
> Ben provides a service to those who use the Atari Computers of which
sources
> for hardware and software are getting pretty scarce these days.
>

If he put up a webpage with his rambling idiocy and just posted a link to it everyone would be happy. But no, he doesn't listen to his potential customers, puts them offside and is quite happy to lose potential business in the process.

Regards,

Clockmeister.

4203. Re: 520ST no power!

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 04:13:36 UTC
From: Bill Clinton <Nospam@aol.com>
Message-ID: <3efe677c$0$23098$5a62ac22@freenews.iinet.net.au>
Source record: 25985
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

these power supply's die all the time, but can be repaired easily if your an electronics enthusiast. Failing that. an old pc power supply can be made up to use externaly. and works perfectly.

"Tim" <tjlazer@nospammail.com> wrote in message news:vfiku3noqs2vfa@corp.supernews.com...
> My 520ST seems to be dead! It was running and when I came back into the
> room the computer looked turned off. But was switched on. Black screen
> and no leds on. It seems to be not getting any power! Can the PS be dead?
> It is the large Atari external PS. It is a 7 pin female connector.
>
> Is there a way I can test to see if the PS is bad before I shell out $40 for
> a new one? I noticed that the SF 354 had a similar connector but only 5
> pins, the 520 PS has an extra +5 and Ground, so I plugged it into a old
> SF354 and the drive made a weird noise, just like a bad SF354 PS I had!
> Should th drive work with the 520ST PS? This would be a good test since I
> have no volt meters or the knowledge to test the PS at this point!
>
> Any help would be great.
>
> Atari ST forever!
> Tim
>
>

4204. whats going on?

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 05:16:06 UTC
From: John West <dragnet@seaquest.dsv>
Message-ID: <3efe7621$0$23104$5a62ac22@freenews.iinet.net.au>
Source record: 25986

are there any websites listing new 3rd party hardware devices suitable for Atari computers? specifically TT's?

anything??

4205. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 05:26:08 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns93A94BA2AB5CCtos4ever@195.130.132.65>
Source record: 25987
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**docs**
ftp://chapelie.rma.ac.be/atari/docs/hypertext/tos_hyp.zip
(1.392.571 bytes) a hypertext about TOS. German only

**midi**
ftp://chapelie.rma.ac.be/atari/midi/musicedd-78.zip
(402.694 bytes) a notation prg with MIDI in-/output. Runs on all Atari's and Atari-cloon.
Runs under plain-TOS, N_AES, Magic>4, Geneva. At this moment German only

Have Fun,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>
```

4206. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 07:59:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306290029140.16664-100000@shell1.aracnet.com>
Source record: 25988
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Fri, 27 Jun 2003, Luposian wrote:

> Can I ask you a question?
>
> If so many deride you for advertising on this newsgroup and call you gay and
> such, why do you advertise here?

Despite the few who attack me, trying to hurt me. All they succeed in
doing is draw more attention to my Atari Sales and Services. Most of my
potential, current and repeat customers read these Newsgroups and are
happy to find me and my Ads. Even though they dont post to avoid Flames!
As far as the personal attacks and why do I advertise here? Mr Anonymous's
continued attacks are the best Avertising I get for free. And the guy is
try to put me out of Business. All I have to do is ignore the troll and
the Madness drives him deeper into his insanity!

> Are you recieving sufficient orders for stuff to warrant the "personal war"
> against you that goes on? If so, then, great. But if not, seems a bit of a
> waste of time and energy.
>
> Just a thought.
>
> By the way... if you have an empty 1040ST case (with power supply and
> keyboard only), let me know what you want for it, plus shipping to 85635.
> I'm looking to create an interesting project later on down the road.

I may have a 1040ST with a bad drive I can sell you for parts. E-Mail me
if your interested.

> Luposian
> ------------

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4207. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 08:07:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306290100350.16664-100000@shell1.aracnet.com>
Source record: 25989
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Sun, 29 Jun 2003, Clockmeister wrote:

> "Don Schmidt" <RetiredEngr@BabyBell.com> wrote in message
> news:vfp4v512amvo4a@corp.supernews.com...
> > Do you think Ben should back down from the cowards?
> > Most folks see the harassers for what they are.
> >
> > Ben provides a service to those who use the Atari Computers of which
> sources
> > for hardware and software are getting pretty scarce these days.
> >
>
> If he put up a webpage with his rambling idiocy and just posted a link to it
> everyone would be happy.

It does not matter what a person does, you can't make everyone happy!
By the way, who made you the spokesperson for everyone?

> But no, he doesn't listen to his potential customers, puts them offside
> and is quite happy to lose potential business in the process.
>
> Regards,
>
> Clockmeister.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4208. Atari 1040ST Wanted....

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 12:01:54 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0306290401.34cfb762@posting.google.com>
Source record: 25990

Hey all...

I'm looking into getting a decent (not abused) Atari ST 1040 System in the U.S.
for a good price. A buddy of mine is also looking to get one as well.

Please email me if you have any ST gear for sale!

Thanks,

Clint Thompson

e-mail me at: adistortions@aol.com

Thanks again!

4209. Atari Falcon Case Wanted..

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 12:08:09 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0306290408.435e58b7@posting.google.com>
Source record: 25991

Hi,

If anyone has stripped their original Atari Falcon
case and put it in a tower, etc. etc.
I'm interested in your original case to replace one I have.

Please email me at: adistortions@aol.com

Thanks,

Clint

4210. Marpet and Power Computing Memory Upgrades?

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 12:52:10 UTC
From: Thomas Wellicome <tjw@zetnet.co.uk>
Message-ID: <3efee126$0$198$4c56ba96@master.news.zetnet.net>
Source record: 25992

Hi all,

Can anyone out there supply me with a copy of the installation manuals for the Marpet Xtra Ram upgrade and the Power Computing 4mb upgrades for the ST. Or point me to a website with details of how to install them. I did it on a ST years ago but the chips are different in the two machines I now want to upgrade (I think the soldering irons going to have to come out). Thanks for any help...

Thomas

4211. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 14:33:03 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <cMCLa.84964$Pc5.9568@fed1read01>
Source record: 25993
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

It's nice to see that the people that seem to hate you, are so ineffective at doing do. If you can pick a few pearls (sales) out of an otherwise stinky trashcan of garbage (flames and hate replies from anonymous cowards and other "believers of the lies"), why not endure the stench to do so, I figure. :-)

BTW, assuming you've been reading any of my posts, if Atari, Inc. decided to start selling computers again, would you be interested in selling them? In other words, are you just trying to get rid of current inventory and get out of the Atari business or would you continue to "sell Atari" if more, new stuff arrived? Just curious.

Luposian

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0306290029140.16664-100000@shell1.aracnet.com...
> On Fri, 27 Jun 2003, Luposian wrote:
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> Despite the few who attack me, trying to hurt me. All they succeed in
> doing is draw more attention to my Atari Sales and Services. Most of my
> potential, current and repeat customers read these Newsgroups and are
> happy to find me and my Ads. Even though they dont post to avoid Flames!
> As far as the personal attacks and why do I advertise here? Mr Anonymous's
> continued attacks are the best Avertising I get for free. And the guy is
> try to put me out of Business. All I have to do is ignore the troll and
> the Madness drives him deeper into his insanity!
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> > Are you recieving sufficient orders for stuff to warrant the "personal war"
> > against you that goes on? If so, then, great. But if not, seems a bit of a
> > waste of time and energy.
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> > Just a thought.
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85635.
> > I'm looking to create an interesting project later on down the road.
>
> I may have a 1040ST with a bad drive I can sell you for parts. E-Mail me
> if your interested.
>
> > Luposian
> > ------------
>
>
> ==Thanx==
> ===Ben===
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>
>

4212. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 14:35:20 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.29.14.35.19.898774@removenoaspam.atari-source.com>
Source record: 25994

On Sun, 29 Jun 2003 00:59:07 -0700, Bravo Sierra Computers wrote:

Ahem, Can you say... ASSHOLE? He's in it for the free ride.. The
mooching, the don't be friends with anyone who could help you advertise
legitimately, lets bombard the newsgroups. Sounds more fun that way!

Mark
http://atari-source.com

4213. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 15:44:49 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3eff08be$0$59957$c30e37c6@lon-reader.news.telstra.net>
Source record: 25995
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0306290029140.16664-100000@shell1.aracnet.com...
> On Fri, 27 Jun 2003, Luposian wrote:
>
> > Can I ask you a question?
> >
> > If so many deride you for advertising on this newsgroup and call you gay
and
> > such, why do you advertise here?
>
> Despite the few who attack me, trying to hurt me. All they succeed in
> doing is draw more attention to my Atari Sales and Services.

Negative attention. Positive attention can be attained by posting a link to
your ads. That keeps everybody happy, it minimizes the amount of spam in
this group to those who are not interested and yet makes it easy for people
to find you should they need something. Which part of this don't you
understand?

Most of my
> potential, current and repeat customers read these Newsgroups and are
> happy to find me and my Ads. Even though they dont post to avoid Flames!
> As far as the personal attacks and why do I advertise here? Mr Anonymous's
> continued attacks are the best Avertising I get for free. And the guy is
> try to put me out of Business. All I have to do is ignore the troll and
> the Madness drives him deeper into his insanity!

All you are doing is dividing your potential customer base. Not a very smart
move from a "businessperson" attempting to make some money from a niche
market.

Regards,

Clockmeister.

4214. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 16:30:59 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <LuELa.84970$Pc5.49767@fed1read01>
Source record: 25897
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:3eff08be$0$59957$c30e37c6@lon-reader.news.telstra.net...
> Negative attention. Positive attention can be attained by posting a link
to
> your ads. That keeps everybody happy, it minimizes the amount of spam in
> this group to those who are not interested and yet makes it easy for
people
> to find you should they need something. Which part of this don't you
> understand?

It's not so much what I don't understand about Ben... it's what I don't understand about why there are people using SLANDER to drive him off. They claim Ben is gay... akin to some huge, 800lb. male gorilla-humping homosexual, when it is more than 100% likely that they are simply clueless about him personally and doing ANYTHING they can to drive him off, because they are tired of his repeated advertizing posts.

I think the device is known as a "kill file" (not sure how you use one or what they are exactly), but the offended people should just use them, so the messages he posts simply don't appear on their end.

Think of this (or any other newsgroup) as a TV. You advertise X number of times on TV to try and get your product into the eyes and minds of potential customers. Advertising here is free, so in encourages him to post more often.

Can you image what Atari's business success rate might have been like if they had been able to advertise as cheaply as they could today, across the Internet?

Do we rant and rave everytime we see a Procter & Gamble commerical selling Crest or whatever and say "Yeah, those guys at P&G are all a bunch of 800lb HOMOSEXUAL FAGGOTS, THAT HUMP GORILLAS ALL DAY LONG!" No. We either IGNORE the commerical, tune the volumn down./off, change channels, or, at the very least, walk out of the room!

Personally, I have little to no interest in what Brovao (wha... huh? What typo monster typed THAT? I mean Bravo) Sierra is pitching to sell. Why? I'm out of the Atari arena. Atari doesn't sell hardware anymore, so I'm not buying anything Atari anymore. The only reason I want an Atari 1040ST case is for my own strange ideas of possibly creating a pseudo-prototype of some whacky Atari PC I want to see happen.. Nothing more. Nothing less.

But I kinda like seeing someone... ANYONE... selling (or trying to sell) Atari stuff. It shows that there is still someone in the vast desert known as Ataridom, trying to keep the spirit alive... or at least get rid of what they've got so they can close their doors forever! :-)

> All you are doing is dividing your potential customer base. Not a very smart
> move from a "businessperson" attempting to make some money from a niche
> market.

At least he has product to sell. Look at me... I get attacked because I'm pitching nothing but a DREAM! An IDEA! I've got Steve Sweet going after me like I'm some sheep he wants to rope and make happy! At least Ben's trying to sell something tangible!

'Tis easy enough to ignore or avoid him, if ye like. Why waste effort and energy attacking him?

Luposian

4215. Re: HD Partition and Thing

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 16:44:51 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3efefb63.0@entanet>
Source record: 25896

On 28 Jun 2003 20:57:41 , Adam Klobukowski wrote:
>On 28 Jun 2003 21:40:24 -0100, Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk>
had a noti>ceable pleasure while writting:
>> A while ago I installed a 20Gb hard disk in my Milan alongside the 2Gb.
>>
>> I had problems using it as a boot drive so I ordered the latest version
>> of HD Driver and I now have Vn 8.11
>>
>> I have partitioned it as follows:
>>
>> H : BGM : 381.9
>> I : BGM : 954.6
>> J : BGM : 954.6
>> K : BGM : 1909.3
>> L : F32 : 5537
>> M : F32 : 5537
>> N : LNX : 3818.6
>>
>> Using Mint/NAES/Thing I can access the partitions ok but if I open a
>> window on I, J or K, select all and do Ctrl-I for Info then I get an
>> error from Thing saying "block_IO.c abort, no free unit in cache!
>> (cache to small?)"
>
>This is message from MiNT kernel, not from Thing.
>
>You can quite safely ignore it.

But it stops lots of processes from working properly. For instance, if I
do a search of one of these partitions with Suji it displays lots of these
dialogs and some corrupted ones as well.

It creates problems when copying files as well.

Regards,

Peter

4216. Re: HD Partition and Thing

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 17:23:55 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns93A9C55446AC3tos4ever@195.130.132.65>
Source record: 25898

on zo, 29 jun 2003 16:44:51 GMT ?Peter Slegg wrote:

> On 28 Jun 2003 20:57:41 , Adam Klobukowski wrote:

>>> Using Mint/NAES/Thing I can access the partitions ok but if I open a
>>> window on I, J or K, select all and do Ctrl-I for Info then I get an
>>> error from Thing saying "block_IO.c abort, no free unit in cache!
>>> (cache to small?)"
>>
>>This is message from MiNT kernel, not from Thing.
>>
>>You can quite safely ignore it.
>
> But it stops lots of processes from working properly. For instance, if
> I do a search of one of these partitions with Suji it displays lots of
> these dialogs and some corrupted ones as well.

Suji isn't that a search program primairly designed for Magic as
replacement for MGSEARCH? I never have used it myself mainly because it
required Wdialog (latest version can work without I believe), but I can
imagine it can give some troubles when used with MiNT/N_AES.
For search I use Parafin or find

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

4217. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 19:59:20 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdngen$q9$1@sparta.btinternet.com>
Source record: 25899
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0306290100350.16664-100000@shell1.aracnet.com...
> On Sun, 29 Jun 2003, Clockmeister wrote:
>
> > "Don Schmidt" <RetiredEngr@BabyBell.com> wrote in message
> > news:vfp4v512amvo4a@corp.supernews.com...
> > > Do you think Ben should back down from the cowards?
> > > Most folks see the harassers for what they are.
> > >
> > > Ben provides a service to those who use the Atari Computers of which
> > sources
> > > for hardware and software are getting pretty scarce these days.
> > >
> >
> > If he put up a webpage with his rambling idiocy and just posted a link
to it
> > everyone would be happy.
>
> It does not matter what a person does, you can't make everyone happy!
> By the way, who made you the spokesperson for everyone?

I think he speaks for a lot of us. I certainly resent your relentless
advertising crap on this board and as youre reading this thread im taking
the opportunity of telling you (Again).

Smeg.

4218. Re: Ogg no play Was: Re: OGG replay on

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 20:01:25 UTC
From: don't@use.com
Message-ID: <pAHLa.937$aD4.579@nntpserver.swip.net>
Source record: 25900

Hello,

On 28 Jun 2003 20:50:27 , "Kenneth Medin" wrote:
>Btw I'm right now converting a long 30 frames/sec 352*232 divX film to
>RLE MOV at quality 1 and a keyframe of 8. Some test show that this
>produces an almost viewable film with sound. Lots of frames gets skipped
>but this has the advantage that you see the errors that quality 1 produces

I've heard that higher speed is got in converting to AVI, but size will be x4
I think.

regards

4219. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 20:08:44 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdnh0c$h6m$1@titan.btinternet.com>
Source record: 25901
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Luposian <luposian@lycos.com> wrote in message
news:LuELa.84970$Pc5.49767@fed1read01...

SNIP
> At least he has product to sell. Look at me... I get attacked because I'm
> pitching nothing but a DREAM! An IDEA! I've got Steve Sweet going after
me
> like I'm some sheep he wants to rope and make happy! At least Ben's
trying
> to sell something tangible!

The reason why people like myself, and Steve S dont like your shit is I
guess is because weve had this "I had a dream" crap for like nearly the past
10 years. All you do is succeed in opening old wounds in people who have
seen thier beloved Atari platform flatline on the operating table, and
everybody has come along and stripped out the organs and just raped it of
what little was left, and then f**ked off to look for another target.
Infrogrammes is just the next in a long line...

Smeg.

4220. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 20:28:56 UTC
From: Don Schmidt <RetiredEngr@BabyBell.fake_address>
Message-ID: <vfuj03hck7un85@corp.supernews.com>
Source record: 25902
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Are you people retarded? If you don't like it, don't read it. It's not your
internet or news group.

--
Don
Vancouver, USA, a great city in one of the 45+ countries in America!

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bdngen$q9$1@sparta.btinternet.com...
>
> Bravo Sierra Computers <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0306290100350.16664-100000@shell1.aracnet.com...
> > On Sun, 29 Jun 2003, Clockmeister wrote:
> >
> > > "Don Schmidt" <RetiredEngr@BabyBell.com> wrote in message
> > > news:vfp4v512amvo4a@corp.supernews.com...
> > > > Do you think Ben should back down from the cowards?
> > > > Most folks see the harassers for what they are.
> > > >
> > > > Ben provides a service to those who use the Atari Computers of which
> > > sources
> > > > for hardware and software are getting pretty scarce these days.
> > > >
> > >
> > > If he put up a webpage with his rambling idiocy and just posted a link
> to it
> > > everyone would be happy.
> >
> > It does not matter what a person does, you can't make everyone happy!
> > By the way, who made you the spokesperson for everyone?
>
> I think he speaks for a lot of us. I certainly resent your relentless
> advertising crap on this board and as youre reading this thread im taking
> the opportunity of telling you (Again).
>
> Smeg.
>
>

4221. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 20:48:30 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <01kufvg2ngabifcqdvd222s89pf21nlh3b@4ax.com>
Source record: 25903
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Sun, 29 Jun 2003 20:08:44 +0000 (UTC), "Smeg"
<smeg_007@NOSPAM.hotmail.com> wrote:

>The reason why people like myself, and Steve S dont like your shit is I
>guess is because weve had this "I had a dream" crap for like nearly the past
>10 years. All you do is succeed in opening old wounds in people who have
>seen thier beloved Atari platform flatline on the operating table, and
>everybody has come along and stripped out the organs and just raped it of
>what little was left, and then f**ked off to look for another target.
>Infrogrammes is just the next in a long line...

What a load of cobblers....Sorry but it is..

Steve does not like the adverts because of frequency & spamming I
think you'll find...
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

4222. Atari ST Logo?

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 21:16:17 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vfulp31ghb3g43@corp.supernews.com>
Source record: 25904
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a Atari ST Logo Handbook but can't find my disk. Does anyone have the prg they can email me?

Thanks
Tim

4223. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 22:01:13 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdnnj8$29i$2@titan.btinternet.com>
Source record: 25906
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why its...

"Luposian"

> It's not so much what I don't understand about Ben... it's what I don't
> understand about why there are people using SLANDER to drive him off.
They
> claim Ben is gay... akin to some huge, 800lb. male gorilla-humping
> homosexual,

So you've met him.

> when it is more than 100% likely that they are simply clueless
> about him personally and doing ANYTHING they can to drive him off, because
> they are tired of his repeated advertizing posts.

I hate having to agree with you, but... < choke, gag>

> I think the device is known as a "kill file" (not sure how you use one or
> what they are exactly), but the offended people should just use them, so
the
> messages he posts simply don't appear on their end.

The shitte shouldnt be here to have to kill.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.493 / Virus Database: 292 - Release Date: 25/06/2003

4224. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 22:01:15 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdnnj9$29i$3@titan.btinternet.com>
Source record: 25905
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi Smeg

> > At least he has product to sell. Look at me... I get attacked because
I'm
> > pitching nothing but a DREAM! An IDEA! I've got Steve Sweet going
after me
> > like I'm some sheep he wants to rope and make happy! At least Ben's
trying
> > to sell something tangible!

Refurbished sex aids for 800lb gorilla's??.

> The reason why people like myself, and Steve S dont like your shit is I
> guess is because weve had this "I had a dream" crap for like nearly the
past
> 10 years. All you do is succeed in opening old wounds in people who have
> seen thier beloved Atari platform flatline on the operating table, and
> everybody has come along and stripped out the organs and just raped it of
> what little was left, and then f**ked off to look for another target.
> Infrogrammes is just the next in a long line...

You keep cruising dude, I'll kick back and pop the tinnies..

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.493 / Virus Database: 292 - Release Date: 25/06/2003

4225. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 22:01:16 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdnnjb$29i$4@titan.btinternet.com>
Source record: 25907
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi Paul

> >The reason why people like myself, and Steve S dont like your shit is I
> >guess is because weve had this "I had a dream" crap for like nearly the
past
> >10 years. All you do is succeed in opening old wounds in people who have
> >seen thier beloved Atari platform flatline on the operating table, and
> >everybody has come along and stripped out the organs and just raped it of
> >what little was left, and then f**ked off to look for another target.
> >Infrogrammes is just the next in a long line...
>
> What a load of cobblers....Sorry but it is..
>
> Steve does not like the adverts because of frequency & spamming I
> think you'll find...

Yes to that statement, but also yes to Smeg's comment re Luposuctions
resurrecting Atari ramblings as well.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.493 / Virus Database: 292 - Release Date: 25/06/2003

4226. Boot problems with MagiC / & more

Newsgroup: comp.sys.atari.st
Date: 2003-06-29 23:39:06 UTC
From: THOMAS RICHARD JORDAN <tom-jor@tiscali.co.uk>
Message-ID: <3eff6c42_1@mk-nntp-2.news.uk.tiscali.com>
Source record: 25908

Just recently I have experienced a directory crash on the root drive.

At the moment having severe problems in getting a reliable MagiC set-up up & running.

With MagXboot set up to run as the 1st auto prg, computer fails to boot into MagiC instead goes to the TOS desktop. I have to use the Maxbo32.prg found in the extra folder of MagiC.

This is useable until the Mag.inf is replaced with an alternative Mag.inf which loads up Jinnee. At this point the computer is most likely to crash, 2 or more bombs.

Reverting back to the previous inf file does not always enable MagiC to work.

Over the last week have lost count of the times MagiC, NVDI or Jinnee has been reinstalled.

For example got a working NVDI system yesterday. " Xboot, Extendos, NVDI ". Yet when I came back to try again tonight 2 bombs are displayed. There has not been any change to NVDI. Although MagiC has been reinstalled at least twice. I know that this should not have effected NVDI.

Maybe its time to start from scratch & repartition the drive ? or buy an alternative drive ?

Any help would be welcome

regards

Thomas

.....
F30 14mb, 240 mb HD, HDDrive 7.79, Extendos Gold 3.4, NVDI 5.03, Jinnee 2.5

4227. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 00:12:16 UTC
From: wgungfu@alpha2.csd.uwm.edu
Message-ID: <bdnv90$2iq$1@uwm.edu>
Source record: 25909
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

l.k.seitz@hiwaay.net (Lee K. Seitz) says:
>Max Volume <macsvolume@yahoo.com> wrote:
>
>Okay, so when is the next "ATARI" coin-op coming out?
>
>Never. (Or whenever Midway either decides to start using the Atari
>name in arcades again or sells those assets to someone else who does.)

Actually, that's not true. The Atari 3-in-1 from last year (Centipede, Millipede, Missile Command) was an officialy released Atari coin-op released through cooperation between Midway and Infogrames, and manufactured through Team Play, Inc. The original deal was for a coordinated US (Midway, Team Play) and European release (through Infogrames' coin-op subsidiary). However it was released here before the deal went through - consequently the Atari name (which Ingrames fully ownes) didn't go directly on the coin-op. Instead Team Play put the Infogrames name to cover all bases. On a side note - the Atari copyright in the roms were replaced with a Midway copyright when the roms were delivered. Hence they were to change them back to an Atari copyright, but instead did Infogrames because of the same previously mentioned problem.

Marty
Atari Gaming Headquarters
www.atarihq.com

4228. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 01:07:10 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <F2MLa.85275$Pc5.12654@fed1read01>
Source record: 25910
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bdnnj8$29i$2@titan.btinternet.com...
> So you've met him.

No, I haven't, but I dare *ANYONE* to PROVE he is the gay, butt-humping 300lb. monstrocity they portray him to be. That, to me, is nothing but pure, vile SLANDER! And, all just to try and get rid of him. Obviously, he's far above any of those slanderous remarks and continues posting. I guess he practices the addage "Sticks and stones may break my bones, but words will never hurt me." (to put it one way), but if he WERE gay and overweight, you make yourselves no more than worms to ridicule him so cruelly on those two points.

> > when it is more than 100% likely that they are simply clueless
> > about him personally and doing ANYTHING they can to drive him off, because
> > they are tired of his repeated advertizing posts.
>
> I hate having to agree with you, but... < choke, gag>

Hey, Steve broke his mold... he agrees with me! Yay! I am thus verily vindicated! My life has purpose now! I am happy!

> > I think the device is known as a "kill file" (not sure how you use one or
> > what they are exactly), but the offended people should just use them, so
> the
> > messages he posts simply don't appear on their end.
>
> The shitte shouldnt be here to have to kill.

This is a public newsgroup. Not some private clique! As long as he follows newsgroup protocol and any rules therein, he has just as much right to be here as any of us. Do as I do (though I'm sure you'll avoid that as much as possible, for personal reasons)... ignore what you don't need or want and read what you do, if present.

I "read" very few posts here. Mostly ones relating to threads I've posted in and expect replies in. I know how to randomly search and find what material I'm looking for. I don't "batch read" (nor am I forced to) every single message and reply. That's stupid!

You, of all Atari newsgroup denizens, should know that, if a low-life, scum-sucking, pork bladder, lice-infested nobody like me (dang... I'm soooo

good at self-depreciative comments! I should demand money for doing this!)
can do it, surely you can, too.

Or are you admitting that you're lower than I am on the evolutionary scale?
:-)

> Regards Steve
>
> Rope me a sheep and I'll make it smile.

... and what do *YOUR* children look like, Steve? Little, white afro-haired
kids that go "Baaaaa"?

Luposian

4229. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 01:10:15 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <x5MLa.85276$Pc5.29638@fed1read01>
Source record: 25911
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Don Schmidt" <RetiredEngr@BabyBell.fake_address> wrote in message
news:vfuj03hck7un85@corp.supernews.com...
> Are you people retarded? If you don't like it, don't read it. It's not
your
> internet or news group.

AMEN!

Or, as Steve Sweet likes to say... "BAAAAAAA... MEN!!!" (he has *SUCH* an
ungulate fetish, don'tcha know!) :-)

Luposian

4230. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 01:44:21 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <vBMLa.85280$Pc5.21885@fed1read01>
Source record: 25912
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bdnnj9$29i$3@titan.btinternet.com...
> Refurbished sex aids for 800lb gorilla's??.

No, remanufacturered artificial vaginas for Sheep Molesters like you! What
do you think? :-)

> > The reason why people like myself, and Steve S dont like your shit is I
> > guess is because weve had this "I had a dream" crap for like nearly the
> past
> > 10 years. All you do is succeed in opening old wounds in people who have
> > seen thier beloved Atari platform flatline on the operating table, and
> > everybody has come along and stripped out the organs and just raped it
of
> > what little was left, and then f**ked off to look for another target.
> > Infrogrammes is just the next in a long line...
>
> You keep cruising dude, I'll kick back and pop the tinnies..

Kick back and pop the... whats? You've been inhaling too much lanolin from
all those poor sheep... it's given you sheep mold on the brain!

> Regards Steve
>
> Rope me a sheep and I'll make it smile.

"... I'm BAAAAAAAAD, you're BAAAAAAAAAD, we're so very BAAAAA....AAAAH...was
it as good for you as it was for me, my little lambchop?"

Luposian

4231. Prospective New ST Owner

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 01:46:51 UTC
From: terrancedrith@yahoo.com
Message-ID: <47b04fe2.0306291746.33232a71@posting.google.com>
Source record: 25913

I've always wanted an ST for my collection, but I know not much about the line. My only requirement so far is a model that will allow me to have a nice 256 color background for the desktop. Which models would fit that criteria?

Thanks!

-Alexander

4232. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 01:55:25 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <TLMLa.85282$Pc5.3708@fed1read01>
Source record: 25914
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bdnnjb$29i$4@titan.btinternet.com...
> Yes to that statement, but also yes to Smeg's comment re Luposuctions
> resurrecting Atari ramblings as well.

If I don't SPAM this newsgroup with my posts of how to bring Atari back...
what purpose do I have on this earth?

Oh, wait... Atari IS back... uh, excuse me...

[BANG!]

Drat, I missed! No, actually, my skull is too thick! Rats! Oh, but
wait... Atari doesn't make hardware...

I HAVE PURPOSE AGAIN!!!

WHEEEEEEE!

> Regards Steve
>
> Rope me a sheep and I'll make it smile.

Don't rope 'em so fast, Steve! That's not a smile on it's face... you just
roped it's testicles! It's grimacing in agony! Poor thing is gonna be
sterile forever, now, you cruel bugger! :-)

Luposian

4233. Re: Prospective New ST Owner

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 03:28:33 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <a7OLa.85289$Pc5.16216@fed1read01>
Source record: 25915

The only models that would "fit the bill", as the saying goes, would be the Atari TT030 and the Falcon030, which both have the ability to display 256 colors (640x480 resolution, I believe) on the desktop. The Falcon030, is able to display "true color" (32,000 colors if I recall correctly) at 320x200 resolution. The TT030, however, due to it's VME expansion capability, may be able to do better than this with a VME video card.

The Falcon030, however, has DSP capabilities (mainly for audio use), but only has a 16MHz 68030 vs. the TT030's 32MHz 68030. Other details exist which I am less definite on and will not comment. Both computers are still pricey (a few hundred dollars or so) and somewhat rare to come by.

Luposian

"Terrance Drith" <terrancedrith@yahoo.com> wrote in message news:47b04fe2.0306291746.33232a71@posting.google.com...
> I've always wanted an ST for my collection, but I know not much about
> the line. My only requirement so far is a model that will allow me to
> have a nice 256 color background for the desktop. Which models would
> fit that criteria?
>
> Thanks!
>
> -Alexander

4234. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 07:04:15 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bdonjq$1e3$1@reader08.wxs.nl>
Source record: 25916

>>>Had a feeling you might say something like that. Bloody predictable.
>>
>>If you predicted I was a producer, I wonder why you made the silly
>>remark in the first place.
>
>
> I didnt predict you were a producer, I predidcted you were an idiot.

What's your problem anyway? First of all, what's your remark that I don't know anything about the music business based on? And what did I ever do to you that makes you so angry after one single 2-line post from me? Did I miss something? Did I hit your mother or steal your girlfriend or what?

Hmm, reading your other posts, I see you have a habit of getting irrationally mad when someone doesn't agree with you. I can draw my own conclusions from that. Seeing that, me and others will know who is the real idiot. ;)

Maurits.

4235. [UPD] July Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 09:18:13 UTC
From: Francois LE COAT <lecoat@lutece.net>
Message-ID: <3F000055.8090402@lutece.net>
Source record: 25917

Hi,

The software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka307.zip
That is the Complete Common Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny044.zip
Is the OpenGL Extension (requires previous package)

The main update in this release is the ability to build
demonstrations of the software in all its parts, using
the RECORD.ACC accessory. A new "3D.REC" demo file has
been added to show this new ability in 3D.
Be aware that this month, lib_dgem.zip and tiny044.zip
has also been updated.

I wish you big fun with all this new STuff !

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12
http://eureka.atari.org
mailto:lecoat@atari.org

4236. Re: Boot problems with MagiC / & more

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 09:57:40 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f001fcc18c5f70@europe-shareware.org>
Source record: 25920

Hello,

in article <3eff6c42_1@mk-nntp-2.news.uk.tiscali.com> (comp.sys.atari.st),
Thomas Richard Jordan wrote on Mon 30-06-2003 00:39 (+0100):

> Just recently I have experienced a directory crash on the root drive.
>
> At the moment having severe problems in getting a reliable MagiC set-up up &
> running.

(...)

> Maybe its time to start from scratch & repartition the drive ? or buy an
> alternative drive ?

I think so. Most probably your HD has got some bad sectors.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

4237. Re: Cookies with Cab problems

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 10:01:22 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f001fcc18c5f71@europe-shareware.org>
Source record: 25921

Hello,

in article <3efd8c18$0$192$4c56ba96@master.news.zetnet.net> (comp.sys.atari.st),
James Haslam wrote on Sat 28-06-2003 12:37 (GMT):

> However many sites complain that cookies aren't being accepted. I know
> that these do work on some sites though!
>
> Why?

Sometimes Dan's OVL is better, sometimes it's Oliver's one. But some
sites send/check cookies with JavaScript and you cannot do anything in
this case with Cab. Even if JavaScript is not used, Dan's and Oliver's
OVLs do not always cope with cookies.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

4238. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 10:03:43 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f0018f0a809e0@tripnet.se>
Source record: 25918

In comp.sys.atari.st <bdonjq$1e3$1@reader08.wxs.nl>
Maurits van de Kamp wrote on Mon 30-06-2003 09:04 (+0200):

>>>>Had a feeling you might say something like that. Bloody predictable.
>>>
>>>If you predicted I was a producer, I wonder why you made the silly
>>>remark in the first place.

>> I didnt predict you were a producer, I predidcted you were an idiot.
>
>What's your problem anyway? First of all, what's your remark that I

It might be worth noting the theory that some people who suffer from
Asperger's Syndrome or similar tend to get into computers and become real
experts because of there ability to focus hard on a specific subject.

They normally behave a bit strange in social terms but that is something
you have to live with and instead try to benefit from there often deep
knowledge on specific subjects.

I'm not saying Smeg suffers from Asperger's Syndrome, only that someone
who does might write in the same manner.

People with bad manners but deep knowledge about our subject should be
honoured. A combination of harsh behaviour and little knowledge is
another thing...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4239. Request: Pendragon's Lightning Demo

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 10:24:33 UTC
From: James.Collett@Paxar.co.uk
Message-ID: <867ae271.0306300224.4c77305@posting.google.com>
Source record: 25919

Hello,

I am looking for a copy of Pendragon's Lightning Demo, preferably in MSA or similar format?

Does anyone know where I can download it from, or does anyone have a copy to hand they would be willing to Email?

Thanks!!
James

4240. Re: Boot problems with MagiC / & more

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 10:59:52 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB25B5DD.2C3C%derryck@nospam.cix.co.uk.invalid>
Source record: 25922

In article 3eff6c42_1@mk-nntp-2.news.uk.tiscali.com, THOMAS RICHARD JORDAN
at tom-jor@tiscali.co.uk wrote on 30/6/03 00:39:

> With MagXboot set up to run as the 1st auto prg, computer fails to boot into
> MagiC instead goes to the TOS desktop. I have to use the Maxbo32.prg found

Use a directory sorting utility to ensure that XBoot is indeed the FIRST
program in the list. I think that version of the booter is the correct one
for a Falcon. IIRC it write-protects the area of RAM that holds the MagiC
kernel.

> This is useable until the Mag.inf is replaced with an alternative Mag.inf
> which loads up Jinnee. At this point the computer is most likely to crash,

I'd suggest using an exact duplicate, with only the Shell line changed to
point to jinnee for a test.

> Reverting back to the previous inf file does not always enable MagiC to
> work.

Then check for corruption in one or other inf files.

> Over the last week have lost count of the times MagiC, NVDI or Jinnee has
> been reinstalled.

Get a working system without XBoot first. You can use the batch file feature
of MagiC to load whatever progs you would normally use if you don't want to
move unwanted stuff out of the Auto folder.

> Maybe its time to start from scratch & repartition the drive ? or buy an
> alternative drive ?

I don't think that's necessary. It does sound that something is being
corrupted, at the moment I'd put XBoot to one side as I suggest.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk

http://www.cix.co.uk/~derryck/index.htm

4241. Re: Cookies with Cab problems

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 10:59:52 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB25B651.2C3D%derryck@nospam.cix.co.uk.invalid>
Source record: 25924

In article 3efd8c18$0$192$4c56ba96@master.news.zetnet.net, James Haslam at jfhaslam@zetnet.co.uk wrote on 28/6/03 13:37:

> Many sites these days use cookies. I have got them enabled in Cab,
> currently using the "Always Accept" selection.
>
> However many sites complain that cookies aren't being accepted. I know
> that these do work on some sites though!

It's really annoying :-(

> Why?

All part of life's rich travesty :-)

(Steve is allowed to groan, but only in the privacy of his own home).

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4242. Re: Gemdos error...

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 10:59:52 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB25B884.2C3E%derryck@nospam.cix.co.uk.invalid>
Source record: 25925

In article 1056812760-625446AEicMi@xs4all.nl, Raoul Teulings at rt@xs4all.nl wrote on 28/6/03 14:58:

> Can somebody help me with a recurring problem: i
> still get Gemdos errors memory and sometimes
> stack overflow messages when i go to the menubar.

The only way you're going to be able to sort this out is by disabling progs and accs one by one I'm afraid :-(

BTW is it only when you visit the menu bar that you get the problem, or do you still get crashes if you use the "Save as" keyboard shortcut? That might help you narrow the cause down, maybe.

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4243. Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 11:02:29 UTC
From: NOSPAMS@MAMADOO.fr
Message-ID: <1fxd96d.nl6ge3fvnn5yN%NOSPAMS@MAMADOO.fr>
Source record: 25923
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

George Nakos <ggn@atarirocks.org> wrote:

> Hello,
>
> I have been pondering on the matter of poritng the Ogg Vorbis replaying
> routine to 68000. I have downloaded all the sources from xiph.org,
> including a player which uses integers only, but I have some problems.
>
> Mainly, the integer only routine is 64-bit only and I can't modify
> anything since my C knowledge is quite bad. On the other hand, I have quite
> some skill in 68000 assembly.
>
> Now, a weird thought crept into my mind one night. Why not compiling the
> Ogg sources on a standard Atari Compiler, and then reverse engineer the
> executable to see what happens? I'm not talking about real-time performance
> here, just loading and unpacking the file into memory. But my absymal C
> knowledge (see above) restricts me from doing that.
>
> Hence this post. Is anybody out there willing to assist me? All that he
> needs to do (which is indeed a Herculian task for me) is to modify the
> sources a bit so that they will do what I described above (just load/unpack
> file), and then send me the executable (the modified sources would be nice
> too), so I can reverse engineer it and code it a bit better (if possible).
>
> Any help would be appreciated. (please note that the minimum target
> machine is a standard 4mb ste - it will be of course upwards compatible).

Humm...
You need lot of power for ogg vorbis, more than mpeg audio layer 3.
I have compiled the vorbis integer library (with Gcc 2.95), I obtain 50%
of load under MagiCMac and a PPC G3 500 MHz.
I have compiled the normal vorbis library for the 68060 (with Gcc 2.95),
I obtain 80% of load under my Falcon/CT60 (68060 66 MHz).
I cannot rewrite the library for the DSP because Ogg Vorbis need lot of
memory.

I don't know if you can overclock the 68000 to 500 Mhz.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE

Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4244. Re: Gemdos error...

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 11:19:36 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1056979304-794568AEicMi@xs4all.nl>
Source record: 25929

Hi Derryck,

Thanks for the help. Well, it has also to do with
the order of programs in the autofolder i
guess...Because sometimes a strange and very
little square field emerges on the screen and
causes the same gemdos error. AFAIK that has to
do with the Nova driver and i placed it on
another spot in the autofolder; maybe that
that'll help...

Has Trapper.prg to do with it? That's the last
proggie i installed.

>BTW is it only when you visit the menu bar that
>you get the problem, or do
>you still get crashes if you use the "Save as"
>keyboard shortcut?

Most of the time it does, strangely not when i
use the normal (control-S) saveoption...I think
that Boxkite performs a great deal to this
problem but i am not sure. It is hard to get rid
of it 'cause it is very convenient compared to
the standard MagiC fileselector. I'll keep going
on with my 'try and error' quest...

See you,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

4245. Re: About Atari Inc.

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 11:52:17 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bdp8g0$d7t$1@reader08.wxs.nl>
Source record: 25926

Kenneth Medin wrote:

> I'm not saying Smeg suffers from Asperger's Syndrome, only that someone
> who does might write in the same manner.

Hee hee :)

That clears up a lot.. I'll keep this in mind while reading this newsgroup, and since half of the readers of this group enjoy flaming the other half (as they did when I left it several years ago) I'll need it.

I'll just ignore any comments like "you obviously don't know anything about.." and "you are an idiot" as long as they aren't accompanied by solid arguments. However, if anyone can provide those arguments, I'll certainly consider them seriously. :)

Maurits.

4246. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 11:55:46 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f002489$0$59959$c30e37c6@lon-reader.news.telstra.net>
Source record: 25927
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Don Schmidt" <RetiredEngr@BabyBell.fake_address> wrote in message
news:vfuj03hck7un85@corp.supernews.com...
> Are you people retarded? If you don't like it, don't read it. It's not
your
> internet or news group.
>

It's OUR newsgroup and as such it's perfectly acceptable for anyone to
express their opinion on the subject. This would be obvious unless you have
some retarded view on freedom of speech.

This is not however a trading forum and Benny's posts are completely OT, in
fact SPAM.

Regards,

Clockmeister.

4247. Re: Atari ST Logo?

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 12:07:10 UTC
From: Benoit Morrissette <benoitmorrissetteNOSPAM@hotmail.com>
Message-ID: <ht90gvke57h0pb1tcr8q9m8qpsc28eiqih@4ax.com>
Source record: 25928

On Sun, 29 Jun 2003 14:16:17 -0700, "Tim" <tjlazer@nospammail.com> wrote:

>I have a Atari ST Logo Handbook but can't find my disk. Does anyone have
>the prg they can email me?
>
>Thanks
>Tim
>
Got it right here... It is about 100kb. Do you want a zip file instead?

4248. WTB: Colour Monitor (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 13:15:02 UTC
From: tsunamibluewave@hotmail.com
Message-ID: <c874ea8f.0306300515.7887d1a5@posting.google.com>
Source record: 25930

Looking for a colour monitor either the original
Atari or anything which is compatible with an
ST/STE. Cheers!

4249. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 13:23:19 UTC
From: Don Schmidt <RetiredEngr@BabyBell.fake_address>
Message-ID: <vg0ee73hov4s78@corp.supernews.com>
Source record: 25931
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

It would appear the criticism of Ben's ads is spam for they far out number
his ads.

Anyone who can't bypass messages that are obliviously of no value to them
has a serious mental health problem.

--
Don
Egad! The Earth is Alive!... People are its fleas.

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:3f002489$0$59959$c30e37c6@lon-reader.news.telstra.net...
>
> "Don Schmidt" <RetiredEngr@BabyBell.fake_address> wrote in message
> news:vfuj03hck7un85@corp.supernews.com...
> > Are you people retarded? If you don't like it, don't read it. It's not
> your
> > internet or news group.
> >
>
> It's OUR newsgroup and as such it's perfectly acceptable for anyone to
> express their opinion on the subject. This would be obvious unless you
have
> some retarded view on freedom of speech.
>
> This is not however a trading forum and Benny's posts are completely OT,
in
> fact SPAM.
>
> Regards,
>
> Clockmeister.
>
>
>
>

4250. Re: Atari ST Logo?

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 14:18:58 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vg0hmjmihakofa@corp.supernews.com>
Source record: 25932

"Benoit Morrissette" <benoitmorrissetteNOSPAM@hotmail.com> wrote in message
news:ht90gvke57h0pb1tcr8q9m8qpsc28eiqih@4ax.com...
> On Sun, 29 Jun 2003 14:16:17 -0700, "Tim" <tjlazer@nospammail.com> wrote:
>
> >I have a Atari ST Logo Handbook but can't find my disk. Does anyone have
> >the prg they can email me?
> >
> >Thanks
> >Tim
> >
> Got it right here... It is about 100kb. Do you want a zip file instead?

Sure! Use the email here but remove the nospam part.

Thx
Tim

4251. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 16:24:16 UTC
From: Calagan <calagan@NOSPAMbeer.com>
Message-ID: <3f00642e@shknews01>
Source record: 25933
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Microsoft proved that it was technically very easy to build a console: put the latest PC hardware in a fat green box, build a proprietary SDK and you've got an Xbox! The rest is all about the cash and marketing.

It takes skills and inspiration to design beautiful and compact systems like the Sega Dreamcast or the Atari 800XL, but the success of consoles will always depend on the quality of the software for them, which is Infogrames's specialty.

I'd like to point out that Bruno Bonnell and Infogrames have been around for a long time and have a long list of quality classic games developped for french and british platforms like the Thomson, Sinclair, Oric and Amstrad (and later the Atari ST). Needless to say the Atari name is in better hands with Infogrammes than with Hasbro or even the Tramiels and that if they keep afloat with their finances, they might as well come up with some decent Atari hardware in the next few years.

Calagan

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:260620032140398387%macsvolume@yahoo.com...
> In article <qMMKa.83439$Pc5.62912@fed1read01>, Luposian
> <luposian@lycos.com> wrote:
>
> > Let's hope that Infogrames is doing the "namechange thing" for more
noble
> > reasons than just to milk the namesake into their coffers.
>
> Dude, you really need to wake up. Even if Infogrames does decide to
> sell the ATARI properties (and they WILL if they are hurting enough
> financially), I'm pretty sure they'd change their name again and keep
> on going rather than allowing the entire company to be bought out.
>
> Look at how much skepticism Microsoft's attempt to enter the console
> wars was met with -- and that was MICROSOFT! However, the Xbox has
> proven successful enough that it might be possible for ATARI to
> introduce another console. My opinion is that they don't have anywhere
> near the resources to do that, and if there is ever another ATARI
> console, it will most likely be a "licensed" product like the LYNX
> rather than an in-house thing like the 2600. You never know, maybe
> when Bill Gates tires of the Xbox, he might sell the rights to ATARI.
> It already kinda looks like an ATARI product, doesn't it?

4252. Bravo Sierra's website...

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 18:16:15 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <s7%La.85354$Pc5.28868@fed1read01>
Source record: 25934

In going over to the website, itself, I am struck by just how unprofessional it really looks! Of my list of complaints:

1) Ben rages on about how horrible auctions are (I happen to use and like eBay).
2) Refers to himself as "a grumpy Benny Bear" on his contact page (quoted below)

>You never know when I'll be awake. If I'm asleep, I won't hear it. No worries about a grumpy Benny Bear answering.

3) Apparently, he has no secure credit card ordering option.
4) Page layout is poor, with run-on sentences, and such.

The list goes on. To me, the Bravo Sierra website (if you're gonna run a one-man show under a business name, don't let your buyers know that!) is, without a doubt, ENTIRELY unprofessional to let your buying public in on your personal sleeping habits, the way you live your life, and what kind of person you are, if you are awakened at a certain time.

Note, that *NONE* of what I am stating makes any reference to him being GAY or FAT. I am speaking only pure fact from what I've seen myself and feel others should know. Sure, one could somehow deduce, in a twisted way, that his mentioned sleeping habits and comment of calling himself "Benny Bear" (eeeew!) was *possibly* linked to being overweight and *possibly* a little "strange", but I don't think that really holds any water.

I think the guy just hasn't a clue about website design and is too "friendly" concerning his personal habits and life.

If you want to deride him for posting endless ads in a newgroup that isn't meant for it (is there an atari.forsale newsgroup? I don't recall), then fine. But, if he has nowhere else to advertise, what's he supposed to do? NOT advertise? He's got stuff to sell. Maybe it's filling up his closet space or getting shipped in from people who don't want their Atari stuff anymore. I dunno.

All I know is that, unless he is willing to deal with me via eBay, PayPal, or secure credit card transaction, the guy isn't gonna get my money or business, plain and simple. I'd like to give it to him, but I simply can't.

I think, the best thing for him to do right now is to seriously examine his website, have a web site designer examine it (or just buy a "do-it-yourself" web site design program, and fix it up in a hurry.

He's only hurting his own business leaving his website in the condition it's in and saying some of the stuff that he does.

Rules I like to live by:

1) Don't "tear down" (talk bad about) other business avenues (ways of doing business) or people.
2) Don't talk about yourself. You're selling product, not an expose' of your own life.
3) Offer several ways to get people's business. Use PayPal (or other secure service) to handle credit card orders.
4) Don't brag about how you do business. Facts and references speak louder than self-pride.
5) Present web pages and links that are straight-forward, simple, and to the point. A little "snazz" might help, too.

Agreed, the Atari arena isn't much to look at these days (few businesses still selling anything "Atari"), but if Bravo Sierra presented itself with a clean-cut, professional, image and none of the personal fluff that makes it look so unkempt, I think his ads posted here would hold a lot more weight, if/when people clicked on a link to his website.

Benjamin... do yourself a favor... take down your website, do some serious analysis of the content therein, and find a way to present it better. I can offer no better advice. As for your catalogs... keep 'em simple, clean, up-to-date, HTML.

Unfortunately, looks like my siding with "Benny" to the degree I have, has also brought out that yellow, pork bladder, known as "Anonymous" from under his moldy rock, calling *ME* a gay homosexual! I'd really love to show him my wedding ring and my wife of 5 years and our 4.5 yr. old son. That'd put a smelly sock in his mouth for good!

Latre!

Luposian

4253. Re: Bravo Sierra's website...

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 20:00:14 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.30.20.00.13.781232@removenoaspam.atari-source.com>
Source record: 25935

On Mon, 30 Jun 2003 11:16:15 -0700, Luposian wrote:
> Latre!
>
> Luposian

I had a nice response to post to this. Than I realized I already said it
3 times before. So in short, Ben is an ignorant ass. give it up and
ignore him.

Mark
http://atari-source.com

4254. Re: CT60 : and the winners are ...

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 20:06:35 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.30.20.06.35.259617@removenoaspam.atari-source.com>
Source record: 25936

On Fri, 20 Jun 2003 12:14:34 +0200, Rodolphe Czuba wrote:

> 25 boards are expediting this day !
>
> Who are the lucky guys ??
> hum, I let them to tell you ...
>

Rodolphe,

How about a status update? It would be lovely to know the rate you are shipping CT60's out. I'd really love to get mine.

Thanks
Mark
http://atari-source.com

4255. Re: CT60 : and the winners are ...

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 20:14:40 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f009a2a$0$11545$626a54ce@news.free.fr>
Source record: 25937

We wait for a delay of 15 days before continuing shipping cards.

This delay is used by developers to send bug reports...
And we received bug reports about HDD problems, boot problems & DIMM problems...

We are working hard to find solutions.

For boot and HDD, I think it will be ok tomorrow.
For DIMM, it is a bit more complex because some DIMM are working and some are not working...and we are not yet sure why ...

Let us time to finish the product and send you a free bug product..

Regards

"Mark D" <mducksub@removenoaspam.atari-source.com> a crit dans le message de news: pan.2003.06.30.20.06.35.259617@removenoaspam.atari-source.com...
> On Fri, 20 Jun 2003 12:14:34 +0200, Rodolphe Czuba wrote:
>
> > 25 boards are expediting this day !
> >
> > Who are the lucky guys ??
> > hum, I let them to tell you ...
> >
>
> Rodolphe,
>
> How about a status update? It would be lovely to know the rate you are
> shipping CT60's out. I'd really love to get mine.
>
> Thanks
> Mark
> http://atari-source.com
>

4256. Re: Bravo Sierra's website...

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 20:18:19 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <fW0Ma.366$ol5.216@read3.inet.fi>
Source record: 25938

Very childlike of you to go attacking Ben in such a manner. If you have a problem with him, deal with it in private with him. No need to drag us into this mess. So what if his website looks crap? It's his problem, not yours. You don't have to visit it...

Joshua.

4257. Re: Cookies with Cab problems

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 20:29:43 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdq6jm$t4b$1@titan.btinternet.com>
Source record: 25942

Yo!, Delboy

> > Many sites these days use cookies. I have got them enabled in Cab,
> > currently using the "Always Accept" selection.
> >
> > However many sites complain that cookies aren't being accepted. I know
> > that these do work on some sites though!
>
> It's really annoying :-(
>
> > Why?
>
> All part of life's rich travesty :-)
>
> (Steve is allowed to groan, but only in the privacy of his own home).

}8 ~ { ' }

--

Regards Steve

Rope me a sheep and I'll make it smile.

4258. Re: Bravo Sierra's website...

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 20:29:45 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdq6jo$t4b$2@titan.btinternet.com>
Source record: 25940

Hi

> In going over to the website, itself, I am struck by just how
unprofessional
> it really looks! Of my list of complaints:

> Benjamin... do yourself a favor... take down your website, do some serious
> analysis of the content therein, and find a way to present it better. I
can
> offer no better advice. As for your catalogs... keep 'em simple, clean,
> up-to-date, HTML.

I'm gonna find it real hard getting to like you!, so i wont, but i agree
with all your points and add some sugar frosting, his website seems to
reflect his attitude.

> Unfortunately, looks like my siding with "Benny" to the degree I have, has
> also brought out that yellow, pork bladder, known as "Anonymous" from
under
> his moldy rock, calling *ME* a gay homosexual! I'd really love to show
him
> my wedding ring and my wife of 5 years and our 4.5 yr. old son. That'd
put
> a smelly sock in his mouth for good!

Now now, Who's son!!. 8~)

--

Regards Steve

Rope me a sheep and I'll make it smile.

4259. Re: Prospective New ST Owner

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 20:29:46 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdq6jp$t4b$3@titan.btinternet.com>
Source record: 25939

Hi "Terrance Drith"

> I've always wanted an ST for my collection, but I know not much about
> the line. My only requirement so far is a model that will allow me to
> have a nice 256 color background for the desktop. Which models would
> fit that criteria?

Things like high colour desktop are always processor cycle munchers, if you just want a machine to have a colour then go buy a Nokia phone.

If you post back with some ideas of Applications you'd think you'd use, or hobbies you'd like to computerise then we could point you at some software, possibly free even, to do what you want to achieve.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4260. Re: Boot problems with MagiC / & more

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 20:29:48 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdq6jr$t4b$4@titan.btinternet.com>
Source record: 25941

Hi Thomas

> Just recently I have experienced a directory crash on the root drive.
>
> At the moment having severe problems in getting a reliable MagiC set-up up
&
> running.

What hard disk driver are you using, if it is HDdriver then switch of the magic features and reboot. Do you have your hard drive correctly terminated?.

I suggest that you boot into TOS,

Delete NVDI.fif in your fonts folder and reboot,

find some software that will run a diagnostic on your hard drive, correct any problems highlighted by this step,

reboot, play around under magxdsk until you confirm the system is stable,

Enable Jinnee via the shell line in magx.inf, test jinnee.

> With MagXboot set up to run as the 1st auto prg, computer fails to boot
into
> MagiC instead goes to the TOS desktop. I have to use the Maxbo32.prg
found
> in the extra folder of MagiC.

Xboot should be the first app running so that you get control early.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4261. Newbie question about Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 20:38:17 UTC
From: mikhol@tiscali.se
Message-ID: <5d166f51.0306301238.263c05ee@posting.google.com>
Source record: 25943

Hi,

Yesterday I picked up a Atari 520ST at a flea-market for a couple of Euros (10)... I'm a total newbie to Atari, TOS, GEM and all this nice stuff... Is there any nice sites with info on how I use the thing? It came with a grand total of three games, and a wordprocessor. And I couldn't get the basic to start (disk error) so I probably need a good working version of the Atari ST Language disk?

I've been using my TV as monitor for the computer, but I would like to try out the high resolution mode, so I probably need a good monitor. Would any old RGB or RGBI monitor work? And if so where can I get a suitable cable?
I have a Commodore 1901 monitor with a RGBI input and Chroma/Luma input. Can i use this old thing with my 520?

Regards,
Mikael Holm

4262. New Email Address for me

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 21:53:25 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f005cc0cb90a1@comcast.net>
Source record: 25944

Hello,

I wanted to mention that since AT&T was bought out by ComCast, my email address changed from edbaizjr@attbi.com to edbaizjr@comcast.net. The old address will work until the end of this year. If you have me in your email address book, please make this change. Thank you....
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4263. Re: New Email Address for me

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 22:07:15 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdqca2$s8k$1@sparta.btinternet.com>
Source record: 25945

Hi Edward

You should have spam trapped that dude, you're open to your first new batch
of spam already!.

> I wanted to mention that since AT&T was bought out by ComCast, my
> email address changed from e d b a i z j r @ a t t b i . c o m to
> e d b a i z j r @ c o m c a s t . n e t .

The old address will work until the end of
> this year. If you have me in your email address book, please make
> this change. Thank you....

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.495 / Virus Database: 294 - Release Date: 30/06/2003

4264. Re: Bravo Sierra's website...

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 22:43:12 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdqedv$49a$1@hercules.btinternet.com>
Source record: 25796

Luposian <luposian@lycos.com> wrote in message
news:s7%La.85354$Pc5.28868@fed1read01...

SNIP.

LOL you are one funny guy. Tell me, is "Luposian" an extension of "lupo"
like "Loco" as in loony or mental?

ROTFL.

Smeg.

4265. Re: Bravo Sierra's website...

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 22:52:11 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <8a3Ma.85584$Pc5.7064@fed1read01>
Source record: 25797

"Joshua Kaijankoski" <lord_gaiyan@hotmail.com> wrote in message
news:fW0Ma.366$ol5.216@read3.inet.fi...
> Very childlike of you to go attacking Ben in such a manner. If you have a
> problem with him, deal with it in private with him. No need to drag us
into
> this mess. So what if his website looks crap? It's his problem, not yours.
> You don't have to visit it...

I was NOT attacking him. I was simply stating a few facts based on what I saw on his website. I figure, with all the FAT GAY FAG HOMO trash being thrown at him, I might as well throw in a bit of TRUTH! Seems everyone hates him anyways, so what actual harm is a little truth going to do?

I was simply trying to put some honest perspective on things from someone who *doesn't* already hate him for no good reason, other than forcing themselves to read his ads (which shows what stupid primates the complainers are) and then rant later on about it.

No, it's not my problem, but... I decided to report on what I found, based on a curious exploration of his website. A little honest criticism never hurt anyone... as long as it's offered from the perspective of helpful and not hateful.

Luposian

4266. Re: Bravo Sierra's website...

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 22:58:24 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <Zf3Ma.85588$Pc5.80627@fed1read01>
Source record: 25798

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bdq6jo$t4b$2@titan.btinternet.com...
>> I'm gonna find it real hard getting to like you!, so i wont, but i agree
> with all your points and add some sugar frosting, his website seems to
> reflect his attitude.

Dang... I almost wanna give you a hug! But, you know what kinda rumors that would spread... besides, you're married to your sheepies (bestial polygamy... eeeew!)

> Now now, Who's son!!. 8~)

Hey, this kid might not look entirely like me, but at least he ain't some little, white afro-haired kid that goes "BAAAAAA". :-) You can't claim ALL the kids on the block as your own... otherwise, people will start calling you Michael Jackson! :-D

Luposian

4267. Re: New Email Address for me

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 23:03:23 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <Dk3Ma.85590$Pc5.34758@fed1read01>
Source record: 25799

Notice my reply address? It's pointed to Lycos.com. NO ONE has my REAL Inbox address, except a very few specific online businesses I deal with and a close friend of mine (No, Steve... it's not you... as much as I know you'd like it to be). And I'm STILL getting a couple pieces of SPAM once in a while. RATS!

Luposian

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message news:bdqca2$s8k$1@sparta.btinternet.com...
> Hi Edward
>
> You should have spam trapped that dude, you're open to your first new batch
> of spam already!.
>
> > I wanted to mention that since AT&T was bought out by ComCast, my
> > email address changed from e d b a i z j r @ a t t b i . c o m to
> > e d b a i z j r @ c o m c a s t . n e t .
>
> The old address will work until the end of
> > this year. If you have me in your email address book, please make
> > this change. Thank you....
>
> --
>
> Regards Steve
>
> Rope me a sheep and I'll make it smile.
>
>
>
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.495 / Virus Database: 294 - Release Date: 30/06/2003
>
>

4268. Re: Bravo Sierra's website...

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 23:23:42 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <GD3Ma.85595$Pc5.26147@fed1read01>
Source record: 25801

Glad I'm good for a few chuckles, Smeg.

"Luposian" is a fictional first name, based on the Italian word "Lupo" (Wolf). The "sian" portion was just added to finish it out and make it sound cool. I happen to have a great love of wolves (I suppose my tagline quote might be something along the lines of "Rope me a wolf and I'll make it smile."). So much so, that my fictional character (Luposian) and I are basically one and the same. He is, as I term it, my alter-persona. He is a bi-pedal canid species, known as Homosa Lupus ("Homosa" from HOMO SApiens and "Lupus" from Canis LUPUS; which is their scientific name. "Human Wolf" is their common name). Once human, but genetically transformed to lupine, by an unknown force. Having the same mentality and stature as a human, but possessing the wolf appearance (head, fur, hind paws, and tail), instinct, and supernatural abilities. Do I sound crazy enough to you, yet? Good!

I am, what some might to refer to as, a "fur". I enjoy reading/viewing "furotica" and furry art.

Here's an URL you can visit to get better insight to this facinating realm of interest:

http://www.yerf.com

Just remember... YOU asked! :-D

Luposian

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bdqedv$49a$1@hercules.btinternet.com...
>
> Luposian <luposian@lycos.com> wrote in message
> news:s7%La.85354$Pc5.28868@fed1read01...
>
> SNIP.
>
> LOL you are one funny guy. Tell me, is "Luposian" an extension of "lupo"
> like "Loco" as in loony or mental?
>
> ROTFL.
>
> Smeg.
>
>

4269. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 23:23:56 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f00c5d4$0$59950$c30e37c6@lon-reader.news.telstra.net>
Source record: 25800
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Don Schmidt" <RetiredEngr@BabyBell.fake_address> wrote in message
news:vg0ee73hov4s78@corp.supernews.com...
> It would appear the criticism of Ben's ads is spam for they far out number
> his ads.
>
> Anyone who can't bypass messages that are obliviously of no value to them
> has a serious mental health problem.
>

Spam has no place in this group, which part of that don't you understand?

4270. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-06-30 23:29:33 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <9J3Ma.85598$Pc5.84170@fed1read01>
Source record: 25802
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:3f00c5d4$0$59950$c30e37c6@lon-reader.news.telstra.net...
> Spam has no place in this group, which part of that don't you understand?

Probably the part that says, "[Getting] *some* SPAM is unavoidable, but
[ignoring] *all* SPAM is entirely possible".

I do it all the time.

Luposian

4271. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 02:13:27 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <3006200322143525 91%macsvolume@yahoo.com>
Source record: 25803
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <3f00642e@shknews01>, Calagan <calagan@NOSPAMbeer.com> wrote:

> It takes skills and inspiration to design beautiful and compact systems

...and the inclination to do so, which Infogrames lacks.

> they might as well come up with some decent
> Atari hardware in the next few years.

Yeah, you just keep thinking that.

4272. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 02:41:29 UTC
From: Don Schmidt <RetiredEngr@BabyBell.fake_address>
Message-ID: <vg1t6ocmgv1j90@corp.supernews.com>
Source record: 25804
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Spam is unsolicited e-mail. But the continued criticism of an individual's
ad comes close to spam.

--
Don
Egad! The Earth is Alive!... People are its fleas.

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:3f00c5d4$0$59950$c30e37c6@lon-reader.news.telstra.net...
>
> "Don Schmidt" <RetiredEngr@BabyBell.fake_address> wrote in message
> news:vg0ee73hov4s78@corp.supernews.com...
> > It would appear the criticism of Ben's ads is spam for they far out
number
> > his ads.
> >
> > Anyone who can't bypass messages that are obliviously of no value to
them
> > has a serious mental health problem.
> >
>
> Spam has no place in this group, which part of that don't you understand?
>
>

4273. Help with external CD for Falcon...

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 03:52:00 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0306301952.46af0be2@posting.google.com>
Source record: 25805

Hi Guys... well, I finally got my cable in for my SCSI external CD rom drive.

Now.... is there anything specific I have to do to get the Falcon to recognise it?
It has AHDI 6.05 and see's the internal IDE drive (of course) and says SCSI unit 0 not responding, though it looks like it accesses the CD drive for a second...

I'm guessing I need some sort of driver maybe?
It's an external APS 4x2x6 CD-RW and well, I'm ready to go now all I need to figure out is how!? :)

Any and all help/advice is very much appreciated!!

Thanks,

Clint Thompson

4274. Re: Help with external CD for Falcon...

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 05:18:16 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bdr5io$101420$1@ID-27442.news.dfncis.de>
Source record: 25806

JagCube wrote:

> Now.... is there anything specific I have to do to get the Falcon to
> recognise it?

Yes, you need a CD-ROM driver, e.g. SPIN! or Extendos pro.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4275. Re: HD Partition and Thing

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 06:54:00 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbg2b7k.26e.atari@core.preferuje.luzik.pl>
Source record: 25807

On 29 Jun 2003 15:44:51 -0100, Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk>
had a noticeable pleasure while writting:
> On 28 Jun 2003 20:57:41 , Adam Klobukowski wrote:
>>On 28 Jun 2003 21:40:24 -0100, Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk>
had a noti>ceable pleasure while writting:
>>> A while ago I installed a 20Gb hard disk in my Milan alongside the 2Gb.
>>>
>>> I had problems using it as a boot drive so I ordered the latest version
>>> of HD Driver and I now have Vn 8.11
>>>
>>> I have partitioned it as follows:
>>>
>>> H : BGM : 381.9
>>> I : BGM : 954.6
>>> J : BGM : 954.6
>>> K : BGM : 1909.3
>>> L : F32 : 5537
>>> M : F32 : 5537
>>> N : LNX : 3818.6
>>>
>>> Using Mint/NAES/Thing I can access the partitions ok but if I open a
>>> window on I, J or K, select all and do Ctrl-I for Info then I get an
>>> error from Thing saying "block_IO.c abort, no free unit in cache!
>>> (cache to small?)"
>>
>>This is message from MiNT kernel, not from Thing.
>>
>>You can quite safely ignore it.
>
> But it stops lots of processes from working properly. For instance, if I
> do a search of one of these partitions with Suji it displays lots of these
> dialogs and some corrupted ones as well.
>
> It creates problems when copying files as well.

Increase your cache size (in MINT.CNF) then.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4276. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 07:16:20 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0306302316.373b3e28@posting.google.com>
Source record: 25808

Bring it on.

sinclap!
"Who needs 64 bits, thats why I love my Atari!"

Carey Christenson <falcon060@adelphia.net> wrote in message
news:<1055271210-176064AEicMi@adelphia.net>...
> Hey everybody,
> I was watching The Screensavers tonight and they had
> a program available for the PC I believe that all you
> had to do is type in an IP address and it gave a MAP
> description of where a Anonymous poster lives. It
> also gives TONS of information about the poster and
> then you can report that person to the proper
> authorities. IF you think for moment ANONYMOUS POSTER
> that I wont use something like this. THINK AGIAN!!!!
> I am tired of seeing your CRAP in this newsgroup and
> it wont be tolerated ANYMORE!!!!
>
> Come on everybody download this it is called NEOTRACE
> do a google search or goto
> http://www.thescreensavers.com
>
> Thanks,
> Carey Christenson
>
> --
>
> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
> Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
> CT60, 68060RC66 @ 72 mhz., 512 megs PC133 SDRam
> Eclipse, 4 meg ATI Graphic Card
>
> Coming 64 meg DDR SDRam GC by NATURE for CT60
> Coming DEESSE sound card, 100mhz. 56301 DSP 6X faster than stock DSP
>
> 84 meg Conner Hard Drive
> 40 GB IDE Maxtor 7200 RPM Hard Drive
> 4.5 GB SCSI Seagate 7200 RPM Hard Drive
> 24 X Cyberdrive CD-Rom
> 10x4x32x Sony CD-Burner

> Ethernet card for Cartridge port
> 56K CNET modem NOT IN USE
> 19 inch Samsung 955DF VGA monitor
> Epson Stylus color 880 Printer
>
> Atari 1040STf with 2.5 megs of RAM
> 80 meg IBM Hard Drive
> 1.1 GB Conner Hard Drive
> 14.4 US Robotics Modem
> SC1224 color monitor
>
> Atari 130XE with 128K of RAM
> 20 meg Atari Hard Drive
> 120 meg Quantum Hard Drive
> 2 5 1/4" 1050's with US Doubler upgrades
> Blackbox unit
> 2 Panasonic Dot Matrix Printers
> Color Monitor

4277. Zcontrol out of control?

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 07:28:42 UTC
From: dziewon@xs4all.nl
Message-ID: <3f013829$0$49099$e4fe514c@news.xs4all.nl>
Source record: 25809

for no reason at all today appears to be
the
31.06.03

according to the Zcontrol acc...

Can I expect tomorrow to be 32.06.03???

gtx, Rein

4278. Re: Newbie question about Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 07:54:56 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <bdrejh$5li$1@pegasus.csx.cam.ac.uk>
Source record: 25810

"Mikael Holm" <mikhol@tiscali.se> wrote in message
news:5d166f51.0306301238.263c05ee@posting.google.com...
> Hi,
>
> Yesterday I picked up a Atari 520ST at a flea-market for a couple of
> Euros (10)... I'm a total newbie to Atari, TOS, GEM and all this
nice
> stuff... Is there any nice sites with info on how I use the thing?
It
> came with a grand total of three games, and a wordprocessor. And I
> couldn't get the basic to start (disk error) so I probably need a
good
> working version of the Atari ST Language disk?

Welcome to the world of Atari, its not unknown for old disks to go bad
and if its the original (Metacombo) Atari basic its not really all
that useful as there is no complier, therefore you to have basic
running (which consumes precious memory) in order to run any of the
basic programs you write. There are other basics around, most Atari
users that programme(d) in basic tended to use STOS, it does have a
compiler so that you can create stand alone programs and although
designed for writing games you can write applications with it.
There never really was a Language disk although there was an
"Explorer" disk that had a couple of useful programs on it one of
which was a self running visual tutorial that actually shows you how
to open folders, move and resize windows and stuff like that -
althouhg its not comprehencive its a reasonable place to start and I
could e-mail you a copy if you want.
If you do a web search for "Atari ST Manual" you will probably be able
to find web sites that contain scanned copies of the user manual,
alternatively I have been writing a program that is a sort of
interactive user manual that contains a representation of the Desktop
and its menus where selecting a icon or menu option displayes a text
file explaining that that item does and how to use it, its not quite
as I would like it yet but it is a a stage where it is useable, I can
e-mail you a copy if you want.

> I've been using my TV as monitor for the computer, but I would like
to
> try out the high resolution mode, so I probably need a good monitor.
> Would any old RGB or RGBI monitor work? And if so where can I get a
> suitable cable?
> I have a Commodore 1901 monitor with a RGBI input and Chroma/Luma
> input. Can i use this old thing with my 520?

Not sure about the Commodore monitor however as it is RGB that would tend to indicate that it is a colour monitor and although they can display mono images they are generally not suited to being used as mono monitors for two reasons.
First, I beleive I am correct in saying that the mono resolution requires a higher frequency than colour and so the monitor is just not capable of displaying it.
Second the monitor socket on the ST has a mono detect pin which is set by its connection to the monitor and the ST will only enter high resolution when it detects the correct input on this pin.
Your best bet if you do not want to purchase a mono monitor is to use a mono emulator such as "serbra" you can probably down load it from several archives and web site (look under emulators) try the UMICH archive at http://www.umich.edu/~archive/atari/ or the Ultimate TOS Software index, failing that try a web search for it, however you should not that in my opinion it does not look that great on a colour monitor and you probably should not try using it on a TV unless you have a fancy multi sync TV.
As for monitor cables/adaptors it depends on where you are but Keychange (www.keychange.co.uk) or Atari Workshop (www.atari-workshop.co.uk) will probably have what your looking for.

Stephen Moss

4279. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 07:59:53 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB26AA75.524C%drclu@swbell.net>
Source record: 25811

Tonight we (Chris Martin & I) managed to make further progress.

Ordered a Ajax drive controller chip from Best Electronics. We put that in, but in the end, the drives worked worse with it in. We are wondering if something is wring with the drive (maybe serial port.. not sure). We put the WD-1772 chip back in just so the drives wouldn't error out as bad.

One thing is for certain.. after repopulating the SCSI terminators on the board, we were able to connect a SCSI drive (one gig) and that part worked great. It was beautiful seeing what a TT030 could do. Especially this one that was once sold to be a parts machine.

We know the midi port works because we hooked up a midi keyboard and played the Archon theme with it.

I'm elated the 030 has come this far, and I would love to find out how to get the ajax chip and floppy drives working and test for sure to see if the serial port works (we tried some null modem work with Chris' "Atari Floppy Firewall" making networking at 115200 through a null modem link possible) or if those ports do not.

Something to test this week. But definately coming along.

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> I | | | \|
```

```
> I `-. | | |
> I `-| '
>
> (original art from http://www.ascii-art.de/ascii/my/ )
>
>
>
```

4280. Re: Gemdos error...

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 08:51:02 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB26FCB3.2D48%derryck@nospam.cix.co.uk.invalid>
Source record: 25812

In article 1056979304-794568AEicMi@xs4all.nl, Raoul Teulings at rt@xs4all.nl
wrote on 30/6/03 12:19:

> Thanks for the help. Well, it has also to do with
> the order of programs in the autofolder i

Sure, you know how to continue in this case...

> Has Trapper.prg to do with it? That's the last
> proggie i installed.

Again, there's only one way to find out ;-)

>> BTW is it only when you visit the menu bar that
>> you get the problem, or do

> Most of the time it does, strangely not when i
> use the normal (control-S) saveoption...I think
> that Boxkite performs a great deal to this
> problem but i am not sure. It is hard to get rid

Hmm, have you thought about using some other fileselector such as Freedom?

With that one you can disable it on a per-program basis.

Perhaps there's something about the way that Boxkite draws itself on screen
that your graphics card driver doesn't like.

> of it 'cause it is very convenient compared to
> the standard MagiC fileselector. I'll keep going

Better use that than lose a lot of work.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4281. Re: Help with external CD for Falcon...

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 08:51:02 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB26FDF8.2D4A%derryck@nospam.cix.co.uk.invalid>
Source record: 25813

In article bdr5io$101420$1@ID-27442.news.dfncis.de, Uwe Seimet at
Uwe.Seimet@seimet.de wrote on 1/7/03 06:18:

>> Now.... is there anything specific I have to do to get the Falcon to
>> recognise it?
>
> Yes, you need a CD-ROM driver, e.g. SPIN! or Extendos pro.

For JagCube's benefit Spin! can be downloaded from
<http://www.muenster.de/~reschke/soft_e.html>

English docs are available from a link at the same location or from the
"Misc" section of my web site.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4282. Re: Bravo Sierra's website...

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 09:48:22 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f01582b$0$59952$c30e37c6@lon-reader.news.telstra.net>
Source record: 25814

"Luposian" <luposian@lycos.com> wrote in message
news:GD3Ma.85595$Pc5.26147@fed1read01...
> Glad I'm good for a few chuckles, Smeg.
>
> "Luposian" is a fictional first name, based on the Italian word "Lupo"
> (Wolf). The "sian" portion was just added to finish it out and make it
> sound cool. I happen to have a great love of wolves (I suppose my tagline
> quote might be something along the lines of "Rope me a wolf and I'll make
it
> smile."). So much so, that my fictional character (Luposian) and I are
> basically one and the same. He is, as I term it, my alter-persona. He is
a
> bi-pedal canid species, known as Homosa Lupus ("Homosa" from HOMO SApiens
> and "Lupus" from Canis LUPUS; which is their scientific name. "Human
Wolf"
> is their common name). Once human, but genetically transformed to lupine,
> by an unknown force. Having the same mentality and stature as a human,
but
> possessing the wolf appearance (head, fur, hind paws, and tail), instinct,
> and supernatural abilities. Do I sound crazy enough to you, yet? Good!
>
> I am, what some might to refer to as, a "fur". I enjoy reading/viewing
> "furotica" and furry art.
>
> Here's an URL you can visit to get better insight to this facinating realm
> of interest:
>
> http://www.yerf.com
>
> Just remember... YOU asked! :-D
>

Whatever blows your hair back I guess...

Regards,

Clockmeister.

4283. Re: Help with external CD for Falcon...

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 09:52:24 UTC
From: swampfax1@atlantic.net
Message-ID: <sRcMa.2870$Ry3.1886599@monger.newsread.com>
Source record: 25815

On 30 Jun 2003 20:52:00 , JagCube wrote:
>Hi Guys... well, I finally got my cable in for my SCSI external CD rom
>drive.
>
>Now.... is there anything specific I have to do to get the Falcon to
>recognise it?
>It has AHDI 6.05 and see's the internal IDE drive (of course) and says
>SCSI unit 0 not responding, though it looks like it accesses the CD
>drive for a second...
>
>I'm guessing I need some sort of driver maybe?
>It's an external APS 4x2x6 CD-RW and well, I'm ready to go now all I
>need to figure out is how!? :)
>
>Any and all help/advice is very much appreciated!!
>
>Thanks,
>
>Clint Thompson
>.
Hi Clint,
My Falcon/Yamaha R/W SCSI external is set up with the following:
--- Uwe Seimet's HDDriver
--- To read a CD only : Extendos Gold (Anodyne Software)
--- To Read/Write : CDWriter Package (Anodyne Software)

Have fun,
John G.

4284. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 09:55:35 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f0159dc$0$59954$c30e37c6@lon-reader.news.telstra.net>
Source record: 25816
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Don Schmidt" <RetiredEngr@BabyBell.fake_address> wrote in message
news:vg1t6ocmgv1j90@corp.supernews.com...
> Spam is unsolicited e-mail. But the continued criticism of an individual's
> ad comes close to spam.
>

Rubbish. Benny's crap is as on topic as the fat homo (or whatever) posts but
they do have one thing in common, they don't belong in this group.

4285. Re: Newbie question about Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 10:31:02 UTC
From: Jan Heitkoetter <usenet-reply@heitkoetter.net>
Message-ID: <6tnrdb.9m1.ln@ID-129874.user.dfncis.de>
Source record: 25817

Mikael Holm schrieb:

[...]
> I've been using my TV as monitor for the computer, but I would like to
> try out the high resolution mode, so I probably need a good monitor.

You might be able to get a cheap old Atari SM124 on eBay. Small, but
brilliant display.

Regards,
Jan

4286. Re: Zcontrol out of control?

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 11:44:57 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns93AB8BDD05Btos4ever@195.130.132.65>
Source record: 25818

on di, 01 jul 2003 07:28:42 GMT ♦Rein Bakhuizen van den Brink wrote:

> for no reason at all today appears to be
> the
> 31.06.03
>
> according to the Zcontrol acc...
>
>
> Can I expect tomorrow to be 32.06.03???

What version of Zcontrol are you using? On the TT030 running freeMiNT
Zcontrol v 0.25a displays as expected 01/07/03.

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

4287. PTC1426 color monitor for sale

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 11:49:24 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3F017544.4010404@greeleynet.com>
Source record: 25819

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2739629766&ssPageName=ADME:B:LC:US:1

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

4288. Re: Bravo Sierra's website...

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 12:29:31 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdrura$cf6$1@hercules.btinternet.com>
Source record: 25820

Luposian <luposian@lycos.com> wrote in message
news:GD3Ma.85595$Pc5.26147@fed1read01...
> Glad I'm good for a few chuckles, Smeg.

SNIP

> Just remember... YOU asked! :-D

Yes and im truly sorry.

Smeg.

4289. Re: Newbie question about Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 13:52:47 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f01a032831480@tripnet.se>
Source record: 25821

In comp.sys.atari.st <6tnrdb.9m1.ln@ID-129874.user.dfncis.de>
Jan Heitkoetter wrote on Tue 01-07-2003 12:31 (+0200):

>Mikael Holm schrieb:
>
>[...]
>> I've been using my TV as monitor for the computer, but I would like to
>> try out the high resolution mode, so I probably need a good monitor.
>
>You might be able to get a cheap old Atari SM124 on eBay. Small, but
>brilliant display.

Or just buy a second hand one locally...

Where are you? Your .se indicates you are in Sweden. A guy in Norrkï¿½ping usually have SM124 monitors for sale.

This weekend there will be an Atari Computer show (Nordic Atari Show) where you might buy one. (Preivious years there were plenty on sale, but you never know...)

At this show you will be able to ask (and get good answers) any questions you can think of... A lot of Atari experts at one place.

And of course we would like to see you as a member of SAK (Svenska Atariklubben, Swedish Atari club) for a modest 175 kr/year. You will get a printed magazine published quarterly. Sometimes we are behind but we try our best...

Check out http://sak.nu/ for details!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4290. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 14:19:47 UTC
From: Lonny <lp060@coazter.com>
Message-ID: <Pine.SGI.4.10.10307010916320.5124-100000@www.coazter.com>
Source record: 25829

On 1 Jul 2003 sinclap@yahoo.com wrote:

> Bring it on.
>
> sinclap!
> "Who needs 64 bits, thats why I love my Atari!"

hehe, now you are talking. Why pay 3 grand when you can post on usenet
for much less with an Atari.

4291. Re: Help with external CD for Falcon...

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 15:26:34 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0307010726.4271f59c@posting.google.com>
Source record: 25822

swampfax1@atlantic.net (John Garone) wrote in message
news:<sRcMa.2870$Ry3.1886599@monger.newsread.com>...
> On 30 Jun 2003 20:52:00 , JagCube wrote:
> >Hi Guys... well, I finally got my cable in for my SCSI external CD rom
> >drive.
> >
> >Now.... is there anything specific I have to do to get the Falcon to
> >recognise it?
> >It has AHDI 6.05 and see's the internal IDE drive (of course) and says
> >SCSI unit 0 not responding, though it looks like it accesses the CD
> >drive for a second...
> >
> >I'm guessing I need some sort of driver maybe?
> >It's an external APS 4x2x6 CD-RW and well, I'm ready to go now all I
> >need to figure out is how!? :)
> >
> >Any and all help/advice is very much appreciated!!
> >
> >Thanks,
> >
> >Clint Thompson
> >.
> Hi Clint,
> My Falcon/Yamaha R/W SCSI external is set up with the following:
> --- Uwe Seimet's HDDriver
> --- To read a CD only : Extendos Gold (Anodyne Software)
> --- To Read/Write : CDWriter Package (Anodyne Software)
>
> Have fun,
> John G.

Thanks guys for the Feedback/Responses etc.

I've got my CD rom to work after many hours of hassle with different
stuff. =)
Now that I have a CD attatched... I got to burn many games and demos
off the net to load
on there. :)

However, still lacking NVDI.... (which, is that freely available or
what?)

Thanks!

Clint Thompson

4292. Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 16:47:08 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.07.01.16.47.08.871567@removenoaspam.atari-source.com>
Source record: 25823
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Mon, 30 Jun 2003 13:02:29 +0200, Didier MEQUIGNON wrote:

> Humm...
> You need lot of power for ogg vorbis, more than mpeg audio layer 3.
> I have compiled the vorbis integer library (with Gcc 2.95), I obtain 50%
> of load under MagiCMac and a PPC G3 500 MHz.
> I have compiled the normal vorbis library for the 68060 (with Gcc 2.95),
> I obtain 80% of load under my Falcon/CT60 (68060 66 MHz).
> I cannot rewrite the library for the DSP because Ogg Vorbis need lot of
> memory.
>
> I don't know if you can overclock the 68000 to 500 Mhz.
>
> Regards,
>
> Didier.

Didier,

Using more advanced DSP's like 563xx and such would you be able to do it
on those? I would imagine that those have more on chip memory available
inside the DSP.

Thanks
Mark
http://atari-source.com

4293. ATARI 520STfm, dead floppydrive

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 17:02:46 UTC
From: Jouni Kaukonen <jok.er@excite.roskaa.com>
Message-ID: <F7jMa.231$Wk5.15@reader1.news.jippii.net>
Source record: 25824

Well, i found a totally awesome atari 520stfm from the garbage of the "company" i work for. It's in hell of a good condition, original package, no scrathes or dirt on the keyboard, all manuals and floppoies + plus a game with original package and manual, all wires. It's almost like bought from the shop, except there's one pencil mark, and the package has suffered, but the machine is great. Anyway, there has to be a BUT. The but in here is taht the floppydrive seems to be dead. It won't read the game disks(original, in very good condition outside) (didn't try with the original atari disks, cause i don't want to ruin them). I tried using a PC 1.44 meg disk (cause i don't have 720k) and format it, but it won't do taht. I opened the case and the floppydrive and used air to clean it (yes, the machine had been onpened before), no luck. So, cna i use a PC floppydrive instead? Anyway to make a PC floppydrvie working through the external connector (with PIC or something)? Any ideas?

4294. national holiday

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 17:14:34 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0307010914.5b1ba8e8@posting.google.com>
Source record: 25825

Happy Canada day to everyone!
Mark

4295. Soundpool Programs

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 17:18:59 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0307010918.5f1ce982@posting.google.com>
Source record: 25826

Does anyone know where to get the Soundpool audio programs like,
Audiomaster, Audiotracker, etc?
I am interested in getting the de-noiser, as I am trying to convert
some old records to CD.

Thanks, Mark

4296. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 17:45:24 UTC
From: Don Schmidt <RetiredEngr@BabyBell.fake_address>
Message-ID: <vg3i5khkodlee8@corp.supernews.com>
Source record: 25827
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Well, I'm going to let you go now. I'll return to my secret government work in my Buzz Lightyear uniform and you can get on with your policing the internet in your Andy cowboy outfit with the little tin Sheriff's badge. I know it will be a safer Internet with your dedication and perseverance.

--
Don
Egad! The Earth is Alive!... People are its fleas.

P.S. Ben your ads are always welcome on that portion of the Internet that serves the other six continents. It's been O.K.'s by Space Command.

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:3f0159dc$0$59954$c30e37c6@lon-reader.news.telstra.net...
>
> "Don Schmidt" <RetiredEngr@BabyBell.fake_address> wrote in message
> news:vg1t6ocmgv1j90@corp.supernews.com...
> > Spam is unsolicited e-mail. But the continued criticism of an
individual's
> > ad comes close to spam.
> >
>
> Rubbish. Benny's crap is as on topic as the fat homo (or whatever) posts
but
> they do have one thing in common, they don't belong in this group.
>
>

4297. Re: ATARI 520STfm, dead floppydrive

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 17:50:15 UTC
From: Jouni Kaukonen <jok.er@excite.roskaa.com>
Message-ID: <aQjMa.242$Wk5.212@reader1.news.jippii.net>
Source record: 25828

OK, found some intructions, have to get a floppydrive from somewhere now
and try.

Jouni Kaukonen wrote:
> Well, i found a totally awesome atari 520stfm from the garbage of the
> "company" i work for. It's in hell of a good condition, original
> package, no scrathes or dirt on the keyboard, all manuals and floppoies
> + plus a game with original package and manual, all wires. It's almost
> like bought from the shop, except there's one pencil mark, and the
> package has suffered, but the machine is great. Anyway, there has to be
> a BUT. The but in here is taht the floppydrive seems to be dead. It
> won't read the game disks(original, in very good condition outside)
> (didn't try with the original atari disks, cause i don't want to ruin
> them). I tried using a PC 1.44 meg disk (cause i don't have 720k) and
> format it, but it won't do taht. I opened the case and the floppydrive
> and used air to clean it (yes, the machine had been onpened before), no
> luck. So, cna i use a PC floppydrive instead? Anyway to make a PC
> floppydrvie working through the external connector (with PIC or
> something)? Any ideas?
>

4298. Re: ATARI 520STfm, dead floppydrive

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 18:10:16 UTC
From: DJPsymiley <amplitude@MAPSSPAMkoloth.co.uk>
Message-ID: <3f01ce8d$0$10625$cc9e4d1f@news.dial.pipex.com>
Source record: 25830

>So, cna i use a PC floppydrive instead?

Yup, just change the switch/jumper/solder spot on the back of the PC floppy
to channel 0

>Anyway to make a PC
> floppydrvie working through the external connector (with PIC or
> something)? Any ideas?

Yup, I did that - its direct wiring (where one pin may say 'side 0' and the
drive may have 'side 1' pin - i believe thats an old typo - because all
disks read fine). Only trouble you may have is finding a 14 pin plug to fit
the ST.
And power.

I fabricated a plug by pushing large bits of wire in and putting lots of
hot-melt glue on it, works a treat!

I got power by adding another floppy power connector from inside the ST.

Dan.

4299. Re: 520ST no power!

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 18:43:08 UTC
From: DJPsymiley <amplitude@MAPSSPAMkoloth.co.uk>
Message-ID: <3f01d640$0$10623$cc9e4d1f@news.dial.pipex.com>
Source record: 25831
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Thanks Dan. I checked the Supply and there is no fuse. I will check the
> 520. It is a US model. I had it open the day before and put in TOS 1.0
and
> did not see a fuse but I will check.

I'll be suprised if there is no internal fuse. But then again, over
here -there kinda picky on that - 'everything' needs a fuse!

Check the capacitors on the supply too - if any are even slighty raised,
then its usually a gonna (and sometimes causes the fuses to blow). If the
caps are bad - just replace them with same type (the voltage can be higher,
but the fahrad rating must match as close as humanly possable)

Dan.

4300. Re: 520ST no power!

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 18:52:02 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vg3m2l3bmprkba@corp.supernews.com>
Source record: 25832
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"DJPsymiley" <amplitude@MAPSSPAMkoloth.co.uk> wrote in message
news:3f01d640$0$10623$cc9e4d1f@news.dial.pipex.com...
>
> > Thanks Dan. I checked the Supply and there is no fuse. I will check
the
> > 520. It is a US model. I had it open the day before and put in TOS 1.0
> and
> > did not see a fuse but I will check.
>
> I'll be suprised if there is no internal fuse. But then again, over
> here -there kinda picky on that - 'everything' needs a fuse!
>
> Check the capacitors on the supply too - if any are even slighty raised,
> then its usually a gonna (and sometimes causes the fuses to blow). If the
> caps are bad - just replace them with same type (the voltage can be
higher,
> but the fahrad rating must match as close as humanly possable)
>
> Dan.
>
Ok I checked and there is a fuse in the P/S. It looks fine. The keyboard
does not have a fuse at all. I really hope it is the PS that is bad. I
ordered a new PS it should be here any day. Normally if a computer like
Atari/Commodore shows no signs of life it is the PS right? (ie no power
leds, etc)

Tim

4301. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 19:16:59 UTC
From: doidy1@juno.com
Message-ID: <3a26ea1.0307011116.41fb36d5@posting.google.com>
Source record: 25833
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Doctor Clu <drclu@swbell.net> wrote in message news:<BB115158.3006%drclu@swbell.net>...
> Can someone answer me on who Ben Smith is?

I am probably one of the few people on this newsgroup who has actually
met Ben. Actually I am not a reader of this newsgroup but one of his
ads was crossposted on another group and I followed over here.

I went to his home probably like 3 or 4 years ago to buy a computer
monitor and I had and still have no real interest in Atari beyond just
general interest and am not a collector. My first impression of Ben
was of a very eccentric person, maybe even a bit "slow" as in learing
impaired or however you want to put it. He lives (lived) in a small
home that was in pretty bad disrepair and was frankly pretty filthy
with Atari stuff virtually in every nook and cranny, with a small
office setup in his kitchen.

He was proffesional as far as the deal went and while the product
seemed a bit overpriced it worked fine so I have no complaints there.
The only thing I really remember was wanting to get out of there
fairly quick because of the condition of the house.

So there...a real unbiased opinion on who Ben Smith really is.

lp

4302. Re: Soundpool Programs

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 19:29:05 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bdsn99$h79$1@news3.tilbu1.nb.home.nl>
Source record: 25834

Try www.soundpool.de. They still sell.

Jos
"Mark" <fried.man@sympatico.ca> schreef in bericht
news:2b61dc2b.0307010918.5f1ce982@posting.google.com...
> Does anyone know where to get the Soundpool audio programs like,
> Audiomaster, Audiotracker, etc?
> I am interested in getting the de-noiser, as I am trying to convert
> some old records to CD.
>
>
> Thanks, Mark

4303. Re: Newbie question about Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 19:36:01 UTC
From: mikhol@tiscali.se
Message-ID: <5d166f51.0307011136.236208cc@posting.google.com>
Source record: 25835

Hej,

I'm located in Linkï¿½ping, Sweden.

I've replied to you in a private e-mail...

// Mikael
"Kenneth Medin" <kennethm@tripnet.se> wrote in message news:<3f01a032831480@tripnet.se>...
> In comp.sys.atari.st <6tnrdb.9m1.ln@ID-129874.user.dfncis.de>
> Jan Heitkoetter wrote on Tue 01-07-2003 12:31 (+0200):
>
> >Mikael Holm schrieb:
> >
[...]
>
> Check out http://sak.nu/ for details!

4304. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 21:05:57 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <jqt3gvor7rkvgg26torgd162bhj6ubng8u@4ax.com>
Source record: 25836
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 1 Jul 2003 12:16:59 -0700, doidy1@juno.com (Luke Perry) wrote:

>So there...a real unbiased opinion on who Ben Smith really is.
>
Perhaps one that was best not posted to the Net imho...

Describing a person's home as filthy was not one I'd have posted
myself regardless of what I thought.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

4305. Re: Help with external CD for Falcon...

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 21:46:33 UTC
From: swampfax1@atlantic.net
Message-ID: <ZinMa.2724$x35.1663784@newshog.newsread.com>
Source record: 25837

On 1 Jul 2003 08:26:34 -, JagCube wrote:
>swampfax1@atlantic.net (John Garone) wrote in message
news:<sRcMa.2870$Ry3.1886599@monger.newsread.>com>...
SNIP
>> >.
>> Hi Clint,
>> My Falcon/Yamaha R/W SCSI external is set up with the following:
>> --- Uwe Seimet's HDDriver
>> --- To read a CD only : Extendos Gold (Anodyne Software)
>> --- To Read/Write : CDWriter Package (Anodyne Software)
>>
>> Have fun,
>> John G.

one note for my set-up, Extendos is still needed for writing to CD with
CDWriter.

John G.

4306. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 23:26:31 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f0217ec$0$59957$c30e37c6@lon-reader.news.telstra.net>
Source record: 25838
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Don Schmidt" <RetiredEngr@BabyBell.fake_address> wrote in message
news:vg3i5khkodlee8@corp.supernews.com...
> Well, I'm going to let you go now. I'll return to my secret government
work
> in my Buzz Lightyear uniform and you can get on with your policing the
> internet in your Andy cowboy outfit with the little tin Sheriff's badge. I
> know it will be a safer Internet with your dedication and perseverance.
>
> --
> Don
> Egad! The Earth is Alive!... People are its fleas.
>
> P.S. Ben your ads are always welcome on that portion of the Internet that
> serves the other six continents. It's been O.K.'s by Space Command.
>

You are only speaking for yourself, his ads do not belong in this forum. No
amount of rhetoric on your part will change that fact any time soon.

Regards,

Clockmeister.

4307. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.st
Date: 2003-07-01 23:35:27 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdt5rm$9e$1@hercules.btinternet.com>
Source record: 25839
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Luke

> > Can someone answer me on who Ben Smith is?

> I am probably one of the few people on this newsgroup who has actually
> met Ben. Actually I am not a reader of this newsgroup but one of his
> ads was crossposted on another group and I followed over here.
>
> I went to his home probably like 3 or 4 years ago to buy a computer
> monitor and I had and still have no real interest in Atari beyond just
> general interest and am not a collector. My first impression of Ben
> was of a very eccentric person, maybe even a bit "slow" as in learing
> impaired or however you want to put it.

Its called 'Retarded'

> He lives (lived) in a small home that was in pretty bad disrepair and was
frankly pretty filthy
> with Atari stuff virtually in every nook and cranny, with a small office
setup in his kitchen.

Thats similar to the mental picture i get from his ads and his website.

> He was proffesional as far as the deal went and while the product
> seemed a bit overpriced it worked fine so I have no complaints there.
> The only thing I really remember was wanting to get out of there
> fairly quick because of the condition of the house.
>
> So there...a real unbiased opinion on who Ben Smith really is.

<Flame bait> i hope you have an asbestos suit, people don't like facts
around here!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.495 / Virus Database: 294 - Release Date: 01/07/2003

4308. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 00:03:21 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdt7g8$2f6$1@hercules.btinternet.com>
Source record: 25840
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why, no, its Lyposuction

"Luposian" <luposian@lycos.com> wrote in message
news:TLMLa.85282$Pc5.3708@fed1read01...

> > Rope me a sheep and I'll make it smile.
>
> Don't rope 'em so fast, Steve! That's not a smile on it's face... you
just
> roped it's testicles! It's grimacing in agony! Poor thing is gonna be
> sterile forever, now, you cruel bugger! :-)

If i was fussy i wouldn't be porking your missus would i.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.495 / Virus Database: 294 - Release Date: 01/07/2003

4309. Re: 520ST no power!

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 00:30:45 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vg49tlfl8efuaf@corp.supernews.com>
Source record: 25841
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Tim" <tjlazer@nospammail.com> wrote in message
news:vfiku3noqs2vfa@corp.supernews.com...
> My 520ST seems to be dead!

Ok I ordered a NEW PS and it works!!! Yay the 520 is alive! ;)

Tim

4310. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 01:54:39 UTC
From: doidy1@juno.com
Message-ID: <3a26ea1.0307011754.62d09888@posting.google.com>
Source record: 25842
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:<jqt3gvor7rkvgg26torgd162bhj6ubng8u@4ax.com>...
> On 1 Jul 2003 12:16:59 -0700, doidy1@juno.com (Luke Perry) wrote:
>
>
> >So there...a real unbiased opinion on who Ben Smith really is.
> >
> Perhaps one that was best not posted to the Net imho...
>
> Describing a person's home as filthy was not one I'd have posted
> myself regardless of what I thought.

Hey, first off I had no idea that there was that much discussion about
Ben in the first place on these groups. Like I said, I came here from
a message that was crossposted and saw all of the discussions about
Ben and thought to myself "hey, I know that guy". And then I saw the
thread that I replied to.

What I wrote was just what I recalled about my dealings with him. I
did not go into calling him names like a lot of other people here
have, I strictly wrote what I remember of the encounter of 4 years
ago. Would I buy something again from him if I was interested in
Atari hardware? Probably. Would I go to his house again like I did
to buy it in person like I did before? Most likely not. So therefore
what I wrote is relevant.

lp

4311. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 02:38:17 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-F8FB19.22381601072003@nr-tor02.bellnexxia.net>
Source record: 25844

The iDiot Forever Known As Sinclap wrote:

> > Bring it on.
> >
> > sinclap!
> > "Who needs 64 bits, thats why I love my Atari!"

remember, this is the idiot who lost all credibility when he stated emphatically that if Steve Jobs ever came back to Apple he would "destroy it before he even got started" and called Jobs an "arrogant bonehead" - and the moment Jobs DID come back to Apple, ol' TiFKAS began applying his tongue to Steve's boots.

This is also the idiot who stated, when Connectix came out with a program that emulated a Sony Playstation, TiFKAS triumphantly predicted that Sony would be licensing it real soon. Reality: Sony's army of humourless lawyers basically crushed, killed and destroyed Connectix's defense, forcing them to give Sony the code, and Sony placed in deep in Davy Jones' locker - and left a large smoking hole where TiFKAS' ego was.

Or let's not forget another of TiFKAS' "triumphs" - when he stated that, at a Macworld Expo, he saw some incredible new MIDI programs from Adobe. Which he will still whine and stamp his little foot about, first claiming he "never said it" and then when presented with the evidence he did, then claimed it was a typo....

No, TiFKAS, you may have once been a big bad troll once, but now you're simply sitting there waiting for someone to stick a fork in you to see if you're done. Just think, all these years and he's still wasting his time trolling Atari newsgroups just to get attention - and yet still too chicken to post in comp.sys.mac.advocacy, because he knows if he goes in there he'll be reduced to onion rings in seconds. Too bad, because there are some great Wintrolls there who are TiFKAS' own IQ to play with :)

The only real claim to fame TiFKAS has ever had was when Jeff Minter called him a "wanker, a toss-pot and a turd" - and he was right on all three counts :)

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
song #5 - "Cranked Old Man" - now available
http://www.mp3.com/dan_dreibelbis

4312. STE and Seagate Hard Drive Difficulties

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 02:38:31 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <j4g4gvk5valoqivund9qhgruf4mssb03m9@4ax.com>
Source record: 25843

I've recently set up a 2.1 gig Seagate hard drive in an external enclosure, to use with my STE. The drive is model # ST32155N. I've installed SCSI hard drives in cases before, so I am familiar with the procedures involved.

Anyway, after I first set it up, I did the formatting and testing on my Falcon, since at the time, I was still waiting to receive a used ICD Link 1 so I could connect the drive to my STE. The drive works fine on my Falcon, however, when connected to my STE through the Link 1, it is not recognized at all.

The Link1 works fine with another SCSI drive I have (a SyQuest EZ135), but there's something about the Seagate that it doesn't like. I know that it's not a termination issue, as the internal termination of the drive is disabled (and it is terminated externally). So the only thing I can think is that it's a parity issue, or perhaps the drive requires termination power? (something the Link 1 can't provide, right?)

I do notice that even with the Falcon, the drive won't really spin up _until_ the computer is powered up.

So, any thoughts on what might be causing the trouble? Do I need a Link 2 instead?

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

4313. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 02:56:42 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <jRrMa.86429$Pc5.31275@fed1read01>
Source record: 25845
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bdt7g8$2f6$1@hercules.btinternet.com...
> If i was fussy i wouldn't be porking your missus would i.

If you were even telling a nanoparticle of truth, you'd know what state, city/town, and address you were at while "porking my missus" (I know EXACTLY where I live... do you?). Sadly, however, the degenerate primate testicle, you call a brain, can't even fathom anything less than a stupid, endlessly repeated insult.

How many times have you defaulted to insults concerning my family? When you can't think of something original (which is most of the time), you go right back to insulting my family. Gee, how original. You're worse than a broken record. No, in fact, your brainpan is so flat, they stick a stylus on your head and spin you in circles to play music! But, unfortunately, you're so full of ovine lust and stupid thoughts, all they hear is backwards masking of bad rap music!

You see, no matter what you say, I will *ALWAYS* have an original insult to come back with. You, on the otherhand, haven't a chance of such advanced thought processes... but you're welcome to try.

Don't worry, I'll try to catch the fortune cookie fragments, if your head explodes from the effort. See? Another ORIGINAL insult! How many does this make? I'm losing track... 20:1? 50:0? Eh, who cares... I'm winning.

Luposian
"Specializing in Steve Sweat... er, Sweet... Insults."

4314. Re: STE and Seagate Hard Drive Difficulties

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 03:10:00 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bdtie8cei1@reader1.panix.com>
Source record: 25846

For a moment, I thought I had a manual on that drive. The "N" on the end
is suspicious although I do not remember what it means. But there are two
jumper points named "enable motor start" and "delay motor start". You my
need to jumper "enable motor start" and un-jumper "delay motor start".

So, you need to look at the Seagate web site for that number, find out
what the suffix means, and where are the motor jumpers. I vaguely remember
some suffixes caused problems.

I do not have a falcon, but for anything else, the drive has to spin up
first.

Jim

Paul Nurminen <visit_my_site@nurmix.com> writes:

: I've recently set up a 2.1 gig Seagate hard drive in an external
: enclosure, to use with my STE. The drive is model # ST32155N. I've
: installed SCSI hard drives in cases before, so I am familiar with the
: procedures involved.

: Anyway, after I first set it up, I did the formatting and testing on
: my Falcon, since at the time, I was still waiting to receive a used
: ICD Link 1 so I could connect the drive to my STE. The drive works
: fine on my Falcon, however, when connected to my STE through the Link
: 1, it is not recognized at all.

: The Link1 works fine with another SCSI drive I have (a SyQuest EZ135),
: but there's something about the Seagate that it doesn't like. I know
: that it's not a termination issue, as the internal termination of the
: drive is disabled (and it is terminated externally). So the only
: thing I can think is that it's a parity issue, or perhaps the drive
: requires termination power? (something the Link 1 can't provide,
: right?)

: I do notice that even with the Falcon, the drive won't really spin up
: _until_ the computer is powered up.

: So, any thoughts on what might be causing the trouble? Do I need a
: Link 2 instead?

: -Paul

: --

: Paul Nurminen - California (USA)

: http://www.nurmix.com
: ^Atari computing, electronic music, '80s Club Music

: http://www.mp3.com/nurvis
: http://www.mp3.com/varactor
: ^My original electronic music MP3s

: E-mail: (visit my site to e-mail me)

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4315. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 03:50:22 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0307011950.b2c0a6@posting.google.com>
Source record: 25847
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:<jqt3gvor7rkvgg26torgd162bhj6ubng8u@4ax.com>...
> On 1 Jul 2003 12:16:59 -0700, doidy1@juno.com (Luke Perry) wrote:
>
>
> >So there...a real unbiased opinion on who Ben Smith really is.
> >
> Perhaps one that was best not posted to the Net imho...
>
> Describing a person's home as filthy was not one I'd have posted
> myself regardless of what I thought.

Your intentions are good but the truth should be known kind sir,
Ben does live amoung his inventory and he can be called 'special'
if you get the meaning in its full intent without being cruel.
His life IS second hand Atari equipment - PERIOD. Without his
Atari business he might lose his home and without his home, he
would easily fit amoung the 'homeless'. Who amoung us would
openly laugh at a homeless person? There, but for the grace of
God, go I.

To call him a faggot or otherwise belittle him is to show one
of the ugliest sides of human behavior. And to those who claim
'Oh, But I didn't know...' I say sure, like that would have
mattered a bit to an ankle bitting troll. Can we please kill
file the flamers NOW?!

4316. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 06:11:13 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0307012211.5f7ece99@posting.google.com>
Source record: 25848

Lonny <lp060@coazter.com> wrote in message
news:<Pine.SGI.4.10.10307010916320.5124-100000@www.coazter.com>...
> On 1 Jul 2003 sinclap@yahoo.com wrote:
>
> > Bring it on.
> >
> > sinclap!
> > "Who needs 64 bits, thats why I love my Atari!"
>
> hehe, now you are talking. Why pay 3 grand when you can post on usenet
> for much less with an Atari.

Yep..

sinclap!
"Who needs cutting edge apps, thats why I love my Atari!"

4317. Re: Soundpool Programs

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 06:13:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3F0277EC.9E88C7C@siemens.at>
Source record: 25849

Mark wrote:
>
> Does anyone know where to get the Soundpool audio programs like,
> Audiomaster, Audiotracker, etc?
> I am interested in getting the de-noiser, as I am trying to convert
> some old records to CD.

If you don't get it directly from soundpool I could sell you mine.
I also could offer the analyser and equalizer modules for Audiomaster.
But you'd have to be patient since I'll be away from tomorrow for
three weeks.

Gerhard

4318. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 06:23:54 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0307012223.3701c17b@posting.google.com>
Source record: 25850

Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:<dreibel-F8FB19.22381601072003@nr-tor02.bellnexxia.net>...
> The iDiot Forever Known As Sinclap wrote:
>
> > > Bring it on.
> > >
> > > sinclap!
> > > "Who needs 64 bits, thats why I love my Atari!"
>
> remember, this is the idiot who lost all credibility when he stated
> emphatically that if Steve Jobs ever came back to Apple he would
> "destroy it before he even got started" and called Jobs an "arrogant
> bonehead" - and the moment Jobs DID come back to Apple, ol' TiFKAS began
> applying his tongue to Steve's boots.

oops...

>
> This is also the idiot who stated, when Connectix came out with a
> program that emulated a Sony Playstation, TiFKAS triumphantly predicted
> that Sony would be licensing it real soon. Reality: Sony's army of
> humourless lawyers basically crushed, killed and destroyed Connectix's
> defense, forcing them to give Sony the code, and Sony placed in deep in
> Davy Jones' locker - and left a large smoking hole where TiFKAS' ego was.
>
> Or let's not forget another of TiFKAS' "triumphs" - when he stated
> that, at a Macworld Expo, he saw some incredible new MIDI programs from
> Adobe. Which he will still whine and stamp his little foot about, first
> claiming he "never said it" and then when presented with the evidence he
> did, then claimed it was a typo....

Nope..I stated Roland, with their USB midi hardware and third party
software. I wasn't aware Adobe was invlved with midi, must of been a
short era.

> No, TiFKAS, you may have once been a big bad troll once, but now
> you're simply sitting there waiting for someone to stick a fork in you
> to see if you're done. Just think, all these years and he's still
> wasting his time trolling Atari newsgroups just to get attention - and
> yet still too chicken to post in comp.sys.mac.advocacy, because he knows
> if he goes in there he'll be reduced to onion rings in seconds. Too bad,
> because there are some great Wintrolls there who are TiFKAS' own IQ to
> play with :)
>

Well, I am hanging out where aapl is discussed as an investment via
long term and or day trading.

> The only real claim to fame TiFKAS has ever had was when Jeff Minter
> called him a "wanker, a toss-pot and a turd" - and he was right on all
> three counts :)

What ever happened to him? Last I heard he was involved in another
failed start up called something Labs..These ex Atarians have had
miserable track records..

--
>Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
>song #5 - "Cranked Old Man" - now available
>http://www.mp3.com/dan_dreibelbis

Keep your day job..Still selling wood? I see that Taf is kaput(?) and
did not reach the top position as prez.

sinclap!
"Who needs a cutting edge and modern web browser, thats why I love
Atari!"

4319. Re: Dead 1040ST wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 08:21:20 UTC
From: dtravis <dtravis7@sbcglobal.net>
Message-ID: <4CwMa.124$Zw7.17085676@newssvr14.news.prodigy.com>
Source record: 25851

I have a 1040ST but won't part with it no matter what. As you know I worship it, bow down to it in worship of the Atari God along with my Atari 8Bits you are so eager for me to sell off. Never. The god of Atari would zap me down!!!! :-)Grin

Sorry Luposian.

"Luposian" <luposian@lycos.com> wrote in message news:TbNJa.75435$Pc5.61217@fed1read01...
> I'm looking for the 1040STf version (the 1040STf was the first ST to have a
> built-in floppy and power supply...)
>
> I want just the case and built-in keyboard... no power supply, motherboard
> or floppy drive necessary or wanted.
>
> How much you want for it + shipping to 85635?
>
> Luposian
> ------------
> "Dave Glish" <dglish@milwpc.com> wrote in message
> news:50cabf78.0306231440.2bc68da4@posting.google.com...
> > Are you looking for an Atari ST (old style without the built in drive
> > and power supply or a STf with the power supply and drive built in? I
> > have a couple of both types. I also have the cake-box type Mega case
> > without a motherboard (put the MB in a PC type case). I'm in the
> > Milwaukee area.
> >
> > dave
>
>

4320. Re: STE and Seagate Hard Drive Difficulties

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 10:41:25 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bducsk$h7v$1@sparta.btinternet.com>
Source record: 25852

The N suffix on seagate drives means SCSI. ('A' is for IDE).
I would also suggest looking for the motor start jumper, but I dont think thats your problem with the ST. The fact that the drive is not recognized on the ST is probably due to an incompatibility between the link1 and the drive. Something in the back of my head is saying "Parity", but I cant be sure. Try searching comp.sys.atari on google groups.

Smeg.

Jim DeClercq <jimd@panix1.panix.com> wrote in message news:bdtie8cei1@reader1.panix.com...
> For a moment, I thought I had a manual on that drive. The "N" on the end
> is suspicious although I do not remember what it means. But there are two
> jumper points named "enable motor start" and "delay motor start". You my
> need to jumper "enable motor start" and un-jumper "delay motor start".
>
> So, you need to look at the Seagate web site for that number, find out
> what the suffix means, and where are the motor jumpers. I vaguely remember
> some suffixes caused problems.
>
> I do not have a falcon, but for anything else, the drive has to spin up
> first.
>
> Jim
>
> Paul Nurminen <visit_my_site@nurmix.com> writes:
>
> : I've recently set up a 2.1 gig Seagate hard drive in an external
> : enclosure, to use with my STE. The drive is model # ST32155N. I've
> : installed SCSI hard drives in cases before, so I am familiar with the
> : procedures involved.
>
> : Anyway, after I first set it up, I did the formatting and testing on
> : my Falcon, since at the time, I was still waiting to receive a used
> : ICD Link 1 so I could connect the drive to my STE. The drive works
> : fine on my Falcon, however, when connected to my STE through the Link
> : 1, it is not recognized at all.
>
> : The Link1 works fine with another SCSI drive I have (a SyQuest EZ135),
> : but there's something about the Seagate that it doesn't like. I know
> : that it's not a termination issue, as the internal termination of the
> : drive is disabled (and it is terminated externally). So the only
> : thing I can think is that it's a parity issue, or perhaps the drive
> : requires termination power? (something the Link 1 can't provide,
> : right?)

>
> : I do notice that even with the Falcon, the drive won't really spin up
> : _until_ the computer is powered up.
>
> : So, any thoughts on what might be causing the trouble? Do I need a
> : Link 2 instead?
>
>
>
>
> : -Paul
>
>
> : --
>
> : Paul Nurminen - California (USA)
>
> : http://www.nurmix.com
> : ^Atari computing, electronic music, '80s Club Music
>
> : http://www.mp3.com/nurvis
> : http://www.mp3.com/varactor
> : ^My original electronic music MP3s
>
> : E-mail: (visit my site to e-mail me)
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

4321. WTD Tos 206 for Mega Ste

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 13:28:04 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0307020528.620dcf15@posting.google.com>
Source record: 25853

Hi,

Anyone have a copy of TOS 2.0.6 in English
for a Mega STe (2 chips I think). I've got TOS 2.0.6
in French fitted - but this seems to require an AZERTY
keyboard.

Cheers

Bob.

4322. Re: WTD Tos 206 for Mega Ste

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 14:32:41 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.07.02.14.32.41.18447@removenoaspam.atari-source.com>
Source record: 25855

On Wed, 02 Jul 2003 06:28:04 -0700, purpleT3K wrote:

> Hi,
>
> Anyone have a copy of TOS 2.0.6 in English
> for a Mega STe (2 chips I think). I've got TOS 2.0.6
> in French fitted - but this seems to require an AZERTY
> keyboard.
>
> Cheers
>
> Bob.

I'm not sure what "WTD" means, but I'd love to purchase that English TOS 2.06 from you.

Thanks
Mark

PS: Are they tested working?

4323. Re: ATARI 520STfm, dead floppydrive

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 14:33:36 UTC
From: Jouni Kaukonen <jok.er@excite.roskaa.com>
Message-ID: <H1CMa.54$r76.47@reader1.news.jippii.net>
Source record: 25854

DJPsymiley wrote:

>(where one pin may say 'side 0' and the
> drive may have 'side 1' pin - i believe thats an old typo - because all
> disks read fine).

What exactly do you mean by this?

4324. Re: WTD Tos 206 for Mega Ste

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 15:16:34 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bdut0l$v9o$1@news-reader2.wanadoo.fr>
Source record: 25856

You can find 2.06UK Roms on the net.
Juste use google with atari 2.06 roms

> Hi,
>
> Anyone have a copy of TOS 2.0.6 in English
> for a Mega STe (2 chips I think). I've got TOS 2.0.6
> in French fitted - but this seems to require an AZERTY
> keyboard.
>
> Cheers
>
> Bob.

4325. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 15:32:56 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f02fa6c$0$59955$c30e37c6@lon-reader.news.telstra.net>
Source record: 25857
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Luposian" <luposian@lycos.com> wrote in message
news:jRrMa.86429$Pc5.31275@fed1read01...
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:bdt7g8$2f6$1@hercules.btinternet.com...
> > If i was fussy i wouldn't be porking your missus would i.
>
> If you were even telling a nanoparticle of truth, you'd know what state,
> city/town, and address you were at while "porking my missus" (I know
EXACTLY
> where I live... do you?). Sadly, however, the degenerate primate
testicle,
> you call a brain, can't even fathom anything less than a stupid, endlessly
> repeated insult.
>
> How many times have you defaulted to insults concerning my family? When
you
> can't think of something original (which is most of the time), you go
right
> back to insulting my family. Gee, how original. You're worse than a
broken
> record. No, in fact, your brainpan is so flat, they stick a stylus on
your
> head and spin you in circles to play music! But, unfortunately, you're so
> full of ovine lust and stupid thoughts, all they hear is backwards masking
> of bad rap music!
>
> You see, no matter what you say, I will *ALWAYS* have an original insult
to
> come back with. You, on the otherhand, haven't a chance of such advanced
> thought processes... but you're welcome to try.
>
> Don't worry, I'll try to catch the fortune cookie fragments, if your head
> explodes from the effort. See? Another ORIGINAL insult! How many does
> this make? I'm losing track... 20:1? 50:0? Eh, who cares... I'm
winning.
>

You are clearly going for quantity instead of quality with that lot...

Regards,

Clockmeister.

4326. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 16:20:52 UTC
From: Lonny <lp060@coazter.com>
Message-ID: <Pine.SGI.4.10.10307021117520.6520-100000@www.coazter.com>
Source record: 25861

On 1 Jul 2003 sinclap@yahoo.com wrote:

> Well, I am hanging out where aapl is discussed as an investment via
> long term and or day trading.

Is this 'aapl' some new company? Never heard of it, or are you in serious
need of a spell checker?

lp
"The faster your pc goes the faster it crashes"

4327. Re: WTD Tos 206 for Mega Ste

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 16:43:32 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.07.02.16.43.32.41328@removenoaspam.atari-source.com>
Source record: 25858

On Wed, 02 Jul 2003 10:32:41 -0400, Mark D wrote:

>
> I'm not sure what "WTD" means, but I'd love to purchase that English TOS
> 2.06 from you.
>
> Thanks
> Mark
>
> PS: Are they tested working?

Ah, my retardedness, I thought you were selling. Perhaps I should have
read it better.

Mark
http://atari-source.com

4328. Re: WTD Tos 206 for Mega Ste

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 17:26:21 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bdv4ke$o7r$1@newsg3.svr.pol.co.uk>
Source record: 25859

Be careful if you're going to split the image onto two eproms. Some of the file splitters I've tried were only designed to work with earlier TOS versions, and stop before reaching the end of the larger 2.06 file, producing incomplete eprom images.

Tom

"NSPIRIT" <nspirit@wanadoo.fr> wrote in message news:bdut0l$v9o$1@news-reader2.wanadoo.fr...
> You can find 2.06UK Roms on the net.
> Juste use google with atari 2.06 roms
>
> > Hi,
> >
> > Anyone have a copy of TOS 2.0.6 in English
> > for a Mega STe (2 chips I think). I've got TOS 2.0.6
> > in French fitted - but this seems to require an AZERTY
> > keyboard.
> >
> > Cheers
> >
> > Bob.
>
>

4329. Re: WTD Tos 206 for Mega Ste

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 18:54:01 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3f032870$0$23986$626a54ce@news.free.fr>
Source record: 25860

> Hi,
>
> Anyone have a copy of TOS 2.0.6 in English
> for a Mega STe (2 chips I think). I've got TOS 2.0.6
> in French fitted - but this seems to require an AZERTY
> keyboard.

Hu, I'm sorry I don't have a TOS 2.06 in english, but I would be very
interested by that french Tos 2.06 !
Do you think some deal is possible ?

Dbug (that have a Tos 2.05 in his French MSTE)

4330. Re: STE and Seagate Hard Drive Difficulties

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 20:19:40 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <abf6gvoek63s8khr0j9q0839j1ce3frg54@4ax.com>
Source record: 25862

On Wed, 2 Jul 2003 10:41:25 +0000 (UTC), "Smeg"
<smeg_007@NOSPAM.hotmail.com> wrote:

>I would also suggest looking for the motor start jumper, but I dont think
>thats your problem with the ST. The fact that the drive is not recognized on
>the ST is probably due to an incompatibility between the link1 and the
>drive. Something in the back of my head is saying "Parity", but I cant be
>sure.

Thanks for the tips guys.

I believe I've figured it out, and I don't think it's the start delay,
as I've noticed that when connected to the Falcon, it will spin up
without the computer being ON as long as it is also connected to
another terminated drive. When it's connected to the Falcon alone,
with a terminator plug connected, it waits for the Falcon to power up
before the BUSY light will go out and the drive will spin up. In
other words, I believe it's waiting for terminator power to come over
the SCSI bus before it gets going.

Anyway, I opened the drive up again today, the first time since
putting it together a couple months ago. I think I must have misread
the Seagate install guide/manual back when I first got the drive and
installed it in the external case, because I thought by default, that
both parity and "terminal power from SCSI bus" were disabled. Looking
at it again now, with the drive in front of me, I see that I need to
jumper the connections to set both of these:

- a jumper to "disable parity"

- a jumper to enable "terminal power FROM drive", as opposed to from
the SCSI bus - although I think it's only the parity issue that's
causing the STE to choke.

The only problem now is that I don't have the right size jumpers to do
the job (the drive was bought used, and didn't come with any)! I have
several in a bag in my "PC/Atari spare parts box", but the pins on the
drive are too short for any of them to work. I know I could jumper
them with just about anything metal, or solder them, but in case I
want to use the drive elsewhere in the future, I'll keep my options
open, and pick up the right jumpers at the store as soon as I get the
chance.

I'll let you know if it's working after this.

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

4331. What's the difference between a 520 ST and a 520 STe?

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 21:19:05 UTC
From: mikhol@tiscali.se
Message-ID: <5d166f51.0307021319.7782bf4d@posting.google.com>
Source record: 25863

Hi,

I posted the other day about my newest addition to my computer park, a Atari 520 ST I thought. Well it was a 520 STe... There was a microscopic 'E' beside the T in ST.

Now I'm just wondering what the differnce the 'E' does make?

// Mikael

4332. Programming utilities and docs suitable for a 520 STe?

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 21:24:52 UTC
From: mikhol@tiscali.se
Message-ID: <5d166f51.0307021324.7b524c0a@posting.google.com>
Source record: 25864

Hi all,

I'm searching for some programming tool for my new 520 STe.
Assembler, C, C++, BASIC, Pascal etc... Almost anything goes. Any
recommendations from you guys?

Is there any nice freeware tools? I guess that GNU C (gcc) if ported
to the Atari? Does it work with my computer?

And I've heard that STOS is freeware nowadays. Is it so? All I could
find was the ASM-source. I need the binaries as I dont have any
assembler yet. And even if I had one, I wouldn't quite know how to
make the runable STOS Interpreter
and Compiler. Does anyone have assebled it successfully?

Regards,
Mikael Holm

4333. Re: What's the difference between a 520 ST and a 520 STe?

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 21:36:37 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3f034e69$0$23995$626a54ce@news.free.fr>
Source record: 25865

> I posted the other day about my newest addition to my computer park, a
> Atari 520 ST I thought. Well it was a 520 STe... There was a
> microscopic 'E' beside the T in ST.
>
> Now I'm just wondering what the differnce the 'E' does make?

The STE add the following to the old machines of STF/STFM kind:
- Memory can be upgraded using SIMM modules instead of require soldering
- Two new analogique joystick ports on the left side, that can support
Jaguar pads or light guns
- Tos 1.6x instead of 1.1/1.2
- Blitter in standard to accelerate drawing
- Digital DMA sound that can play a 8bit stereo sample up to 50khz +
treeble/bass microwire controller
- 4096 colors palette instead of 512
- Support for smooth hardware scrolling and multiple splitted screen modes

I suppose that's all :)

Dbug

4334. FA: Gasteiner Hard Drive and PC-SPEED

Newsgroup: comp.sys.atari.st
Date: 2003-07-02 22:22:33 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0307021422.6898de3a@posting.google.com>
Source record: 25866

For Auction

Gasteiner Hard Drive. External mains powered unit
with 2 x 82M hard disk units. Tested and working. No reserve.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3033646476&category=38597

PC-SPEED DOS emulator for Atari ST, Mega ST or Atari STe.
Untested. No reserve.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3033648663&category=38597

4335. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 00:23:15 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdvt1i$186$1@sparta.btinternet.com>
Source record: 25867

Hi "Lonny"

> > Well, I am hanging out where aapl is discussed as an investment via
> > long term and or day trading.
>
> Is this 'aapl' some new company? Never heard of it, or are you in serious
> need of a spell checker?

He's in serious need of an enema.

How's the probe?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.495 / Virus Database: 294 - Release Date: 30/06/2003

4336. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 00:23:17 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdvt1j$186$2@sparta.btinternet.com>
Source record: 25868
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi Liposuction

> > If i was fussy i wouldn't be porking your missus would i.
>
> If you were even telling a nanoparticle of truth, you'd know what state,
> city/town, and address you were at while "porking my missus" (I know
EXACTLY
> where I live... do you?). Sadly, however, the degenerate primate
testicle,
> you call a brain, can't even fathom anything less than a stupid, endlessly
> repeated insult.

Its not for me to prove as truth, its for you to disprove as lies!!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.495 / Virus Database: 294 - Release Date: 30/06/2003

4337. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 00:23:18 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdvt1l$186$3@sparta.btinternet.com>
Source record: 25869
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why its every woman's friend, Liposuction

> > If i was fussy i wouldn't be porking your missus would i.

> You see, no matter what you say, I will *ALWAYS* have an original insult
to
> come back with. You, on the otherhand, haven't a chance of such advanced
> thought processes... but you're welcome to try.

Yeah your right, you've really got me in a spin, i dont know what whitty
retort to come out with next!.

> Don't worry, I'll try to catch the fortune cookie fragments, if your head
> explodes from the effort. See? Another ORIGINAL insult! How many does
> this make? I'm losing track... 20:1? 50:0? Eh, who cares... I'm
winning.

Shit youre right, 1 more to you!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.495 / Virus Database: 294 - Release Date: 30/06/2003

4338. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 00:23:20 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdvt1m$186$4@sparta.btinternet.com>
Source record: 25870
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi "Clockmeister"

> > > If i was fussy i wouldn't be porking your missus would i.

> > If you were even telling a nanoparticle of truth, you'd know what state,
> > city/town, and address you were at while "porking my missus" (I know
EXACTLY
> > where I live... do you?). Sadly, however, the degenerate primate
testicle,
> > you call a brain, can't even fathom anything less than a stupid,
endlessly
> > repeated insult.

> You are clearly going for quantity instead of quality with that lot...

He's got me on the retreat!, he said so!. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.495 / Virus Database: 294 - Release Date: 30/06/2003

4339. Re: STE and Seagate Hard Drive Difficulties

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 00:31:48 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdvthjfcj1@titan.btinternet.com>
Source record: 25871

Hi "Paul Nurminen"

<visit_my_site@nurmix.com> wrote in message
news:j4g4gvk5valoqivund9qhgruf4mssb03m9@4ax.com...
> I've recently set up a 2.1 gig Seagate hard drive in an external
> enclosure, to use with my STE. The drive is model # ST32155N. I've
> installed SCSI hard drives in cases before, so I am familiar with the
> procedures involved.

You will find some light reading here.

Home page

http://www.seagate.com/

Drive specs

http://www.seagate.com/support/disc/scsi/st32155n.html

Installation Guide

http://www.seagate.com/support/disc/iguides/scsi/67490_c.pdf

Product manual

http://www.seagate.com/support/disc/manuals/scsi/77767489.pdf

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.495 / Virus Database: 294 - Release Date: 30/06/2003

4340. Re: Gasteiner Hard Drive and PC-SPEED

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 00:38:45 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdvtujfrh1@titan.btinternet.com>
Source record: 25872

Hi Guys

> For Auction
>
> Gasteiner Hard Drive. External mains powered unit

Luckily you missed the 'Mega' word! 8~)

> with 2 x 82M hard disk units. Tested and working. No reserve.

Blimey, i remember when i had trouble filling a 52Meg Hard drive, now a
80Gig is tearing at the seams.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.495 / Virus Database: 294 - Release Date: 30/06/2003

4341. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 00:56:07 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <haLMa.87017$Pc5.41750@fed1read01>
Source record: 25873
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bdvt1j$186$2@sparta.btinternet.com...
> Its not for me to prove as truth, its for you to disprove as lies!!.

You practice an old tactic of evolutionists, known as "switching the burden of proof". But I say, since you're the one MAKING the claim of having sex with my wife, you should be the one required to PROVE it!

Afterall, I already DON'T believe you, so why don't you show me how much of a "missus porker" you are and tell me where she and I live, eh?

Luposian

4342. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 00:58:17 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <icLMa.87018$Pc5.22349@fed1read01>
Source record: 25874
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bdvt1l$186$3@sparta.btinternet.com...
> Yeah your right, you've really got me in a spin, i dont know what whitty
> retort to come out with next!.

That's what I like about you, Steve... you and I have such fun smacking each
other arouned with NERF bats!

> > Don't worry, I'll try to catch the fortune cookie fragments, if your
head
> > explodes from the effort. See? Another ORIGINAL insult! How many does
> > this make? I'm losing track... 20:1? 50:0? Eh, who cares... I'm
> winning.
>
> Shit youre right, 1 more to you!.

WHOMP! There it is! :-)

Luposian

4343. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 01:38:59 UTC
From: Lonny <lp060@coazter.com>
Message-ID: <Pine.SGI.4.10.10307022031430.7017-100000@www.coazter.com>
Source record: 25878

On Wed, 2 Jul 2003, Luposian wrote:

> You guys are all drivelling idiots!
>
> AAPL is the stock market symbol for APPLE! Type in "AAPL" in the NASDAQ
> symbol search field.
>
> Sinclap is correct in this. I checked.

Never heard of sarcasm?
Speaking of drivelling idiots, I ain't the one pushing the moronic idea
that the 'new atari' will or would ever make new machines. That idea
is uttery stupid. Comedy at it's finest.

4344. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 02:44:06 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-F05432.22440602072003@news21.bellnet.ca>
Source record: 25875

In article <bdvt1i$186$1@sparta.btinternet.com>,
"Steve Sweet" <steve.sweet@btopenworld.com> wrote:

> Hi "Lonny"

> > >The iDiot Forever Known As Sinclap wrote
>
> > > Well, I am hanging out where aapl is discussed as an investment via
> > > long term and or day trading.
> >
> > Is this 'aapl' some new company? Never heard of it, or are you in serious
> > need of a spell checker?
>
> He's in serious need of an enema.

applied to his cranium. Wait a minute, no - TiFKAS' head would cave
in :)

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
song #5 - "Cranked Old Man" - now available
http://www.mp3.com/dan_dreibelbis

4345. Re: STE and Seagate Hard Drive Difficulties

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 03:55:24 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0307021955.55b6c2c5@posting.google.com>
Source record: 25876

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:<bducsk$h7v$1@sparta.btinternet.com>...
> The N suffix on seagate drives means SCSI. ('A' is for IDE).

Specifically, "N" stands for "Narrow", the 50 pin SCSI connector.

Look at http://www.seagate.com/cgi-bin/view.cgi?/scsi/st32155n.txt for
your jumper needs. Offhand, I think you'll need to jumper 1, 4, and
6, but I seem to recall working on a Seagate drive where the "motor
start" pin was really the "no motor start" pin.

Best of luck,

Galen

4346. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 04:32:46 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <mlOMa.87050$Pc5.36524@fed1read01>
Source record: 25877

You guys are all drivelling idiots!

AAPL is the stock market symbol for APPLE! Type in "AAPL" in the NASDAQ
symbol search field.

Sinclap is correct in this. I checked.

Luposian

"Daniel Dreibelbis" <dreibel@sympatico.ca> wrote in message
news:dreibel-F05432.22440602072003@news21.bellnet.ca...
> In article <bdvt1i$186$1@sparta.btinternet.com>,
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote:
>
> > Hi "Lonny"
>
> > > >The iDiot Forever Known As Sinclap wrote
> >
> > > > > Well, I am hanging out where aapl is discussed as an investment via
> > > > > long term and or day trading.
> > >
> > > Is this 'aapl' some new company? Never heard of it, or are you in
serious
> > > need of a spell checker?
> >
> > He's in serious need of an enema.
>
> applied to his cranium. Wait a minute, no - TiFKAS' head would cave
> in :)
>
> --
> Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
> song #5 - "Cranked Old Man" - now available
> http://www.mp3.com/dan_dreibelbis

4347. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 05:52:03 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0307022152.58019b64@posting.google.com>
Source record: 25879

Lonny <lp060@coazter.com> wrote in message
news:<Pine.SGI.4.10.10307021117520.6520-100000@www.coazter.com>...
> On 1 Jul 2003 sinclap@yahoo.com wrote:
>
> > Well, I am hanging out where aapl is discussed as an investment via
> > long term and or day trading.
>
> Is this 'aapl' some new company? Never heard of it, or are you in serious
> need of a spell checker?

I suppose you never traded shares of stock have you? aapl is the
stock symbol of a company that will unleash the G5!

> lp
> "The faster your pc goes the faster it crashes"

True for wintel..

sinclap!
"Who needs modern hardware, thats why I love the CT60!"

4348. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 05:54:07 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0307022154.44a8f556@posting.google.com>
Source record: 25880

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:<bdvt1i$186$1@sparta.btinternet.com>...
> Hi "Lonny"
>
> > > Well, I am hanging out where aapl is discussed as an investment via
> > > long term and or day trading.
> >
> > Is this 'aapl' some new company? Never heard of it, or are you in serious
> > need of a spell checker?
>
> He's in serious need of an enema.
>
> How's the probe?.

No. How is your ma ma!

>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.495 / Virus Database: 294 - Release Date: 30/06/2003

sinclap!
"Who needs a modern OS, thats why I love my Atari!"

4349. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 06:08:53 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <jutct-f4g.ln1@sd.swampdog>
Source record: 25881

sinclap@yahoo.com wrote:

> Lonny <lp060@coazter.com> wrote in message
> news:<Pine.SGI.4.10.10307021117520.6520-100000@www.coazter.com>...
>> On 1 Jul 2003 sinclap@yahoo.com wrote:
>>
>> > Well, I am hanging out where aapl is discussed as an investment via
>> > long term and or day trading.
>>
>> Is this 'aapl' some new company? Never heard of it, or are you in
>> serious need of a spell checker?
>
> I suppose you never traded shares of stock have you? aapl is the
> stock symbol of a company that will unleash the G5!

Sinclair C5? Oh, perhaps I need a better font. Then again, perhaps not.

>> lp
>> "The faster your pc goes the faster it crashes"
>
> True for wintel..
>
> sinclap!
> "Who needs modern hardware, thats why I love the CT60!"

--
Guy Harrison

4350. Re: Programming utilities and docs suitable for a 520 STe?

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 07:15:21 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <be0l68$su5$1@sparta.btinternet.com>
Source record: 25882

Mikael Holm <mikhol@tiscali.se> wrote in message
news:5d166f51.0307021324.7b524c0a@posting.google.com...
> Hi all,
>
> I'm searching for some programming tool for my new 520 STe.
> Assembler, C, C++, BASIC, Pascal etc... Almost anything goes. Any
> recommendations from you guys?
>
> Is there any nice freeware tools? I guess that GNU C (gcc) if ported
> to the Atari? Does it work with my computer?
>
> And I've heard that STOS is freeware nowadays. Is it so? All I could
> find was the ASM-source. I need the binaries as I dont have any
> assembler yet. And even if I had one, I wouldn't quite know how to
> make the runable STOS Interpreter
> and Compiler. Does anyone have assebled it successfully?
>
Hi,

Im not sure what you actually intend to write, but I used or have come
across:

GFA BASIC - Excellent general purpose (mostly Apps) basic interpreter with
compiler. This worked great on my STE, and I managed to write a few apps,
mostly to test hardware I built. (STE Lightpen anyone? :-)
STOS - Same as above but geared more towards gaming. AFAIK it is freeware
and is downloadable somewhere... I used to have the original which didnt
work properly on my STE, but I managed to half finish a Manic Miner clone.
Lattice C. - Didnt use it much, wouldnt compile stuff never found out why -
just about managed the "Hello World/n/n/" bit.
Devpac ST V2 and V3 - Best 68K000/30 assemblers with debuggers. Great for
writing games, apps, anything you like, I used to use this all the time, and
even cracked stuff with it. There is Devpac DSP aswell, for the Falcons DSP
(obviously), and there are loads of CPU/DSP
assemblers/disassemblers/debuggers available that are shareware.
Hisoft C. - Got it but havent used it yet.
Pascal - Eurgh I wouldnt touch it with *your* keyboard. :-)

As far as I know, most of this stuff is still commercial (but unsuported)
only STOS to my knowledge is free. I think Hisoft (Last time I spoke to them
was 2001) is still selling (or offering for sale) Devpac.

Smeg.

(I have lots of stuff on my hard disk, if you want anything just email me).

4351. Re: What's the difference between a 520 ST and a 520 STe?

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 07:22:49 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <be0lk8bf1@sparta.btinternet.com>
Source record: 25883

Mickael Pointier <sorry@but.i.hate.spam.net> wrote in message
news:3f034e69$0$23995$626a54ce@news.free.fr...
> > I posted the other day about my newest addition to my computer park, a
> > Atari 520 ST I thought. Well it was a 520 STe... There was a
> > microscopic 'E' beside the T in ST.
> >
> > Now I'm just wondering what the differnce the 'E' does make?

Apart from making the machine incompatible with about 30% of existing games
and a *few* apps...

> The STE add the following to the old machines of STF/STFM kind:
> - Memory can be upgraded using SIMM modules instead of require soldering

Some of the later STe's came with SIPP modules, which are SIMMS with little
soldered legs, you would have to solder these in.

> - Two new analogique joystick ports on the left side, that can support
> Jaguar pads or light guns

Or analog joysticks

> - Tos 1.6x instead of 1.1/1.2
> - Blitter in standard to accelerate drawing
> - Digital DMA sound that can play a 8bit stereo sample up to 50khz +
> treeble/bass microwire controller
> - 4096 colors palette instead of 512
> - Support for smooth hardware scrolling and multiple splitted screen modes
>
> I suppose that's all :)

There were also stereo phono (cinch) sockets on the back, and the first
model STe's had a faulty DMA chip that could corrupt your hard drive IIRC.

Smeg.

4352. Re: STE and Seagate Hard Drive Difficulties

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 07:29:27 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <be0m0m$ck6$1@titan.btinternet.com>
Source record: 25884

Galen <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0307021955.55b6c2c5@posting.google.com...
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:<bducsk$h7v$1@sparta.btinternet.com>...
> > The N suffix on seagate drives means SCSI. ('A' is for IDE).
>
> Specifically, "N" stands for "Narrow", the 50 pin SCSI connector.
>

Interesting, but are you sure about this? Im thought Seagate been labelled thier SCSI drives with an 'N' well before SCSI Wide was even invented, even though they do use the 'W' label for wide 68pin. At least I remember seeing seagate SCSI drives in the early 90's that were suffixed 'N' and it wasnt till a lot later on that we saw Wide SCSI.

Smeg.

4353. Re: STE and Seagate Hard Drive Difficulties

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 07:58:44 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB28538F.2E7F%derryck@nospam.cix.co.uk.invalid>
Source record: 25885

In article j4g4gvk5valoqivund9qhgruf4mssb03m9@4ax.com, Paul Nurminen at visit_my_site@nurmix.com wrote on 2/7/03 03:38:

> The Link1 works fine with another SCSI drive I have (a SyQuest EZ135),
> but there's something about the Seagate that it doesn't like. I know

The Link gets its power from the drive(s) that are attached to it. For this to happen at least one must have the jumper set to provide TERMPWR to the SCSI bus. You will have to get the drive docs from the mfr. website to determine which one.

Have you tried the Syquest in the chain at the same time as the problem drive? Be careful about the usual termimation and SCSI ID issues.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4354. Re: Programming utilities and docs suitable for a 520 STe?

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 08:31:33 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <be0pl5$11v90l$1@ID-40235.news.dfncis.de>
Source record: 25886

"Mikael Holm" <mikhol@tiscali.se> wrote in message
news:5d166f51.0307021324.7b524c0a@posting.google.com...
> Hi all,
>
> I'm searching for some programming tool for my new 520 STe.
> Assembler, C, C++, BASIC, Pascal etc... Almost anything goes. Any
> recommendations from you guys?
>

If you only have a single disk drive consider getting Sozobon "C" and the
GULAM CLI. This has a built in micro EMACS and will all fit on a single
floppy. There are ports of GNU but you must upgrade to 4Meg (just pop in 4 x
1 meg 32 pin sims) and its hard to cram it all onto a single floppy so you
probably need a hard drive upgrade. You can just about squash a 2.5 IDE and
interface into the STE. Look at Mario Becroft's site.
http://gem.win.co.nz/mb/ he has agents around the world. Alternatively
Keychange (www.keychange.co.uk) do one.

> Is there any nice freeware tools? I guess that GNU C (gcc) if ported
> to the Atari? Does it work with my computer?
>

There are older versions of GNU at http://www.umich.edu/~archive/atari/.
which are smaller and will therefore fit on a single floppy.

> And I've heard that STOS is freeware nowadays. Is it so? All I could
> find was the ASM-source. I need the binaries as I dont have any
> assembler yet. And even if I had one, I wouldn't quite know how to
> make the runable STOS Interpreter
> and Compiler. Does anyone have assebled it successfully?

Never tried. I always used GFA which I think is available free....

>
> Regards,
> Mikael Holm

4355. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 10:14:50 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f040159$0$59959$c30e37c6@lon-reader.news.telstra.net>
Source record: 25887
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Luposian" <luposian@lycos.com> wrote in message
news:haLMa.87017$Pc5.41750@fed1read01...
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:bdvt1j$186$2@sparta.btinternet.com...
> > Its not for me to prove as truth, its for you to disprove as lies!!.
>
> You practice an old tactic of evolutionists, known as "switching the
burden
> of proof". But I say, since you're the one MAKING the claim of having sex
> with my wife, you should be the one required to PROVE it!
>
> Afterall, I already DON'T believe you, so why don't you show me how much
of
> a "missus porker" you are and tell me where she and I live, eh?
>

He doesn't need to know if your Mrs knows where Steve lives.

Ask her!

Regards,

Clockmeister.

4356. ADV: Atari Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 10:36:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0307030333230.24015-100000@shell1.aracnet.com>
Source record: 25888
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently having a Christmas in July Sale! This is how it works. Buy the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with Games/SoftWare and/or Books/References. You be good to me and I'll be good to you! The more you spend on HardWare/Accessories, the better I outfit your system. The more HardWare you buy for your system, the more Games/Software and/or Books/References you receive! You choose the Atari Hardware you want to buy and we choose the Books/References and/or Games/Software I'll include in your Order.This will be a good opportunity to renew lost interest in collecting Atari or building a New Atari system for the first time. ReLive your Atari Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:

http://www.aracnet.com/~atari/specials.htm Atari Specials!
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http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4357. Re: New Email Address for me

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 13:01:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f03d46a591b80@comcast.net>
Source record: 25889

>Hi Edward
>
>You should have spam trapped that dude, you're open to your first new batch
>of spam already!.
>
>> I wanted to mention that since AT&T was bought out by ComCast, my
>> email address changed from e d b a i z j r @ a t t b i . c o m to
>> e d b a i z j r @ c o m c a s t . n e t .
>
>The old address will work until the end of
>> this year. If you have me in your email address book, please make
>> this change. Thank you....
>
>--
>
>Regards Steve

Yeah, I know. I am used it. I do not get that much, but that is
what I have Popwatch for. Thanks for the warning though...
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4358. Re: Prospective New ST Owner

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 13:01:09 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f03d46a591b82@comcast.net>
Source record: 25890

>I've always wanted an ST for my collection, but I know not much about
>the line. My only requirement so far is a model that will allow me to
>have a nice 256 color background for the desktop. Which models would
>fit that criteria?
>
>Thanks!
>
>-Alexander

The ST does not give a 256 color display (only 16, 4 and mono).
Now an Atari Falcon would do that. Nice machine...
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4359. Re: Newbie question about Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 13:01:09 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f03d46a591b81@comcast.net>
Source record: 25891

>Hi,
>
>Yesterday I picked up a Atari 520ST at a flea-market for a couple of
>Euros (10)... I'm a total newbie to Atari, TOS, GEM and all this nice
>stuff... Is there any nice sites with info on how I use the thing? It
>came with a grand total of three games, and a wordprocessor. And I
>couldn't get the basic to start (disk error) so I probably need a good
>working version of the Atari ST Language disk?
>
>I've been using my TV as monitor for the computer, but I would like to
>try out the high resolution mode, so I probably need a good monitor.
>Would any old RGB or RGBI monitor work? And if so where can I get a
>suitable cable?
>I have a Commodore 1901 monitor with a RGBI input and Chroma/Luma
>input. Can i use this old thing with my 520?
>
>Regards,
>Mikael Holm

I am not sure you can do this. If you want a high resolution
display you can either buy an Atari Mono monitor or else get a VGA
adapter which will allow you to use most any PC monitor for high
res. If you were to get a piece of Atari hardware called a Video
Key and a video converter, you could also use the PC monitor for
low or med resolution display.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4360. Re: STE and Seagate Hard Drive Difficulties

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 13:01:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f03d46a591b83@comcast.net>
Source record: 25892

>I've recently set up a 2.1 gig Seagate hard drive in an external
>enclosure, to use with my STE. The drive is model # ST32155N. I've
>installed SCSI hard drives in cases before, so I am familiar with the
>procedures involved.
>
>Anyway, after I first set it up, I did the formatting and testing on
>my Falcon, since at the time, I was still waiting to receive a used
>ICD Link 1 so I could connect the drive to my STE. The drive works
>fine on my Falcon, however, when connected to my STE through the Link
>1, it is not recognized at all.

I have a Link2 in my STe and it recognizes everything just fine. I
also use HDDriver as my hard drive software. The old ICD software
was starting to give me problems.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4361. Atari Laser Printer

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 13:39:43 UTC
From: progster@iname.com
Message-ID: <030720030647031032%progster@iname.com>
Source record: 25893
Cross-posted to: dc.forsale.misc,comp.sys.atari.st

For Sale:

Yup, an ancient Atari laser printer, SLM 804. It's been unused for a long time, but was working perfectly when last unplugged. If you have any interest, and can pick it up in the Washington, DC metro area, please email or call. 301-345-1548

4362. Re: Programming utilities and docs suitable for a 520 STe?

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 14:18:50 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <be1dr6$as9$1@pegasus.csx.cam.ac.uk>
Source record: 25894

"Mikael Holm" <mikhol@tiscali.se> wrote in message
news:5d166f51.0307021324.7b524c0a@posting.google.com...
> Hi all,

< cut >

> And I've heard that STOS is freeware nowadays. Is it so? All I could
> find was the ASM-source. I need the binaries as I dont have any
> assembler yet. And even if I had one, I wouldn't quite know how to
> make the runable STOS Interpreter
> and Compiler. Does anyone have assebled it successfully?

The source code was made freeware for the purpose of allowing people
to develope it further, I'm not sure how this affects commersial
copies of STOS though as it may be considered as a seperate entity as
it is possible from software to be made freely available (eg freeware)
while still being covered by copywrite as it is free and not Public
Domain.
If you were to search the internet you could probably find working
copies for download or you could support one of the few remaining
Atari retailers (thus ensuring there continued presence) by purchasing
a copy.
IIRC B&C in the US, 16/32 Systems in the UK still stock copies, you
could also try Bravo Sierra Computers (US) and Trade in Post (UK) for
slightly cheaper second hand copies - WARNING: last time I tried
accessing the Trade in Post web site I was prevented by an alert
informing me of a virus on the main web page so enusre your virus
checker is up to date and opperational.

Stephen Moss

4363. Re: Gasteiner Hard Drive and PC-SPEED

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 14:19:53 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.07.03.14.19.53.902171@removenoaspam.atari-source.com>
Source record: 25895

On Thu, 03 Jul 2003 00:38:45 +0000, Steve Sweet wrote:

> Hi Guys
>
>> For Auction
>>
>> Gasteiner Hard Drive. External mains powered unit
>
> Luckily you missed the 'Mega' word! 8~)
>
>> with 2 x 82M hard disk units. Tested and working. No reserve.
>
> Blimey, i remember when i had trouble filling a 52Meg Hard drive, now a
> 80Gig is tearing at the seams.
>
>

80 gig? Heh. I've got half a terabyte that's tearing at the seams.

Mark
http://atari-source.com

4364. Re: Newbie question about Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 15:50:56 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <be1jd1$8tcl$1@ID-40235.news.dfncis.de>
Source record: 25746

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:3f03d46a591b81@comcast.net...
> >Hi,
> >
> >Yesterday I picked up a Atari 520ST at a flea-market for a couple of
> >Euros (10)... I'm a total newbie to Atari, TOS, GEM and all this nice
> >stuff... Is there any nice sites with info on how I use the thing? It
> >came with a grand total of three games, and a wordprocessor. And I
> >couldn't get the basic to start (disk error) so I probably need a good
> >working version of the Atari ST Language disk?
> >
> >I've been using my TV as monitor for the computer, but I would like to
> >try out the high resolution mode, so I probably need a good monitor.
> >Would any old RGB or RGBI monitor work? And if so where can I get a
> >suitable cable?

Not for high res. However if you have been just feeding the TV via the arial
socket then using an good RGB interface instead will significantly improve
things. I found that on my TV text in medium res was unreadable. On an RGB
monitor it was fine. You must get an analogue RGB monitor not TTL.

> >I have a Commodore 1901 monitor with a RGBI input and Chroma/Luma
> >input. Can i use this old thing with my 520?
> >

Probably in low and medium res, with improvments but not for high res, see
below...

> >Regards,
> >Mikael Holm
>
> I am not sure you can do this. If you want a high resolution
> display you can either buy an Atari Mono monitor or else get a VGA
> adapter which will allow you to use most any PC monitor for high
> res. If you were to get a piece of Atari hardware called a Video
> Key and a video converter, you could also use the PC monitor for
> low or med resolution display.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,

> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4365. Re: Gasteiner Hard Drive and PC-SPEED

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 15:52:28 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <be1jfs$8qsr$1@ID-40235.news.dfncis.de>
Source record: 25747

Any body ever find the software for the Gasteiner. I gather it won't work
with HDDriver or AHDI...

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.07.03.14.19.53.902171@removenoaspam.atari-source.com...
> On Thu, 03 Jul 2003 00:38:45 +0000, Steve Sweet wrote:
>
> > Hi Guys
> >
> >> For Auction
> >>
> >> Gasteiner Hard Drive. External mains powered unit
> >
> > Luckily you missed the 'Mega' word! 8~)
> >
> >> with 2 x 82M hard disk units. Tested and working. No reserve.
> >
> > Blimey, i remember when i had trouble filling a 52Meg Hard drive, now a
> > 80Gig is tearing at the seams.
> >
> >
>
> 80 gig? Heh. I've got half a terabyte that's tearing at the seams.
>
> Mark
> http://atari-source.com

4366. For sale: A copy of Thomas & Thomas: ☐The Complete Beginner's Guide to the Atari Portfolio'

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 16:08:09 UTC
From: r.purves_usenet@ntlworld.com
Message-ID: <6f9bddfd.0307030808.10de0848@posting.google.com>
Source record: 25748

For sale: Paperback copy of Thomas, B & Thomas, A (1989) ï¿½The Complete Beginner's Guide to the Atari Portfolio', (Derbyshire: Thomas Technical Publications)

I have an ex-library, well-read copy of the above book for sale. It is covered in a protective plastic film and the front cover is somewhat creased. A previous owner has annotated the odd page with pencil marks.

I really want to see this book go to a good home. The price is 4 UK pounds or 6 euros, depending on the buyer's location. The buyer would also pay for postage from the United Kingdom. I am very happy to send this book anywhere in the world.

For more information, please get in touch at r.purves_usenet@ntlworld.com.

Many thanks
Ross Purves

4367. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 18:07:53 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <zh_Ma.87221$Pc5.49643@fed1read01>
Source record: 25749
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:3f040159$0$59959$c30e37c6@lon-reader.news.telstra.net...
> > Afterall, I already DON'T believe you, so why don't you show me how much
> of
> > a "missus porker" you are and tell me where she and I live, eh?
> >
>
> He doesn't need to know if your Mrs knows where Steve lives.

You attempts at "slight of hand" are futile. The statement is to have HIM
(Steve Sweet) PROVE (provide overwhelming or undeniable evidence) that he
knows where I and my wife live. But maybe you don't know how to read
English (or suffer from some variation of dyslexia) and thus are lead to
believe I meant something else entirely different.

Luposian

4368. Re: Atari Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 18:14:28 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <Kn_Ma.87223$Pc5.5437@fed1read01>
Source record: 25750
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

You know, Ben, not to be mean or anything, but...

Didn't you just post this exact advertisement last week or so?

Hyper-repetition is not going to win any converts/buyers over any faster.
And I think upgrading and repairing your site and providing an URL to it
would yield far better results.

But, if you're doing it just to annoy the blazes out of all the lamers here
that are attacking me... go right on ahead. ANNOY THE SHIT OUT OF THEM!!!
WHA-HOOOO!

Oh, and send a few dozen ads to "Anonymous"... just to put a few more fleas
in his hair and annoy him tremendously!

Jus' my $0.02.

Luposian

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0307030333230.24015-100000@shell1.aracnet.com...
> I'm currently having a Christmas in July Sale! This is how it works. Buy
> the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit
> Atari ST System and I'll outfit your system with Games/SoftWare and/or
> Books/References. You be good to me and I'll be good to you! The more you
> spend on HardWare/Accessories, the better I outfit your system. The more
> HardWare you buy for your system, the more Games/Software and/or Books/
> References you receive! You choose the Atari Hardware you want to buy and
> we choose the Books/References and/or Games/Software I'll include in your
> Order.This will be a good opportunity to renew lost interest in collecting
> Atari or building a New Atari system for the first time. ReLive your Atari
> Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or
> Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:
>
> http://www.aracnet.com/~atari/specials.htm Atari Specials!
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> http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
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> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>

> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

4369. Re: STE and Seagate Hard Drive Difficulties

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 18:20:42 UTC
From: RED <redodd@comcast.net>
Message-ID: <QOacnR8Uc4Rq7pmiXTWJjw@comcast.com>
Source record: 25751

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:be0m0m$ck6$1@titan.btinternet.com...
>
> Galen <ekaljuma@mtsac.edu> wrote in message
> news:926a9946.0307021955.55b6c2c5@posting.google.com...
> > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:<bducsk$h7v$1@sparta.btinternet.com>...
> > > The N suffix on seagate drives means SCSI. ('A' is for IDE).
> > >
> > > Specifically, "N" stands for "Narrow", the 50 pin SCSI connector.
> > >
> >
> > Interesting, but are you sure about this? Im thought Seagate been labelled
> > thier SCSI drives with an 'N' well before SCSI Wide was even invented,
even
> > though they do use the 'W' label for wide 68pin. At least I remember
seeing
> > seagate SCSI drives in the early 90's that were suffixed 'N' and it wasnt
> > till a lot later on that we saw Wide SCSI.
> >
> > Smeg.

Smeg,

Here's how to interpret the drive numbers.

http://www.seagate.com/support/kb/disc/howto/interpret_model.html

Ralph

4370. Re: Gasteiner Hard Drive and PC-SPEED

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 20:16:16 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0307031216.7c3abb33@posting.google.com>
Source record: 25752

The Gasteiner Mega Drive seems to work fine
with AHDI 6 on my ST and Mega STe. I dont have
the Gasteiner driver disk either - although
I've got the manual.

4371. Re: Gasteiner Hard Drive and PC-SPEED

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 21:16:58 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be26g7pfc1@sparta.btinternet.com>
Source record: 25753

Hi "David Wade"

> Any body ever find the software for the Gasteiner. I gather it won't work
> with HDDriver or AHDI...

That was one of the first things i dumped, i went to ICD untill i discovered
HdDriver.

--

Regards Steve

Rope me a sheep and I'll make it smile.

4372. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 21:17:04 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be26gbpfc2@sparta.btinternet.com>
Source record: 25754
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi "Clockmeister"

> > > Its not for me to prove as truth, its for you to disprove as lies!!.
> >
> > You practice an old tactic of evolutionists, known as "switching the
> burden
> > of proof". But I say, since you're the one MAKING the claim of having
sex
> > with my wife, you should be the one required to PROVE it!
> >
> > Afterall, I already DON'T believe you, so why don't you show me how much
> of
> > a "missus porker" you are and tell me where she and I live, eh?
> >
>
> He doesn't need to know if your Mrs knows where Steve lives.
>
> Ask her!

8~)

There's not much point, her mouth is usually full when I'm about 8~)

--

Regards Steve

Rope me a sheep and I'll make it smile.

4373. Re: Atarigay Xmas in July! Gay sex aids reduced

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 21:17:06 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be26ggpfc3@sparta.btinternet.com>
Source record: 25755
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi Liposuction

> You know, Ben, not to be mean or anything, but...
>
> Didn't you just post this exact advertisement last week or so?
>
> Hyper-repetition is not going to win any converts/buyers over any faster.
> And I think upgrading and repairing your site and providing an URL to it
> would yield far better results.
>
> But, if you're doing it just to annoy the blazes out of all the lamers
here
> that are attacking me... go right on ahead. ANNOY THE SHIT OUT OF THEM!!!
> WHA-HOOOO!
>
> Oh, and send a few dozen ads to "Anonymous"... just to put a few more
fleas
> in his hair and annoy him tremendously!
>
> Jus' my $0.02.

That explains why your missus $0.02 charged me this time, its normally free.

--

Regards Steve

Rope me a sheep and I'll make it smile.

4374. Re: What's the difference between a 520 ST and a 520 STe?

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 22:06:29 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3f04a707$0$5388$626a54ce@news.free.fr>
Source record: 25756

> > > I posted the other day about my newest addition to my computer park, a
> > > Atari 520 ST I thought. Well it was a 520 STe... There was a
> > > microscopic 'E' beside the T in ST.
> > >
> > > Now I'm just wondering what the differnce the 'E' does make?
>
> Apart from making the machine incompatible with about 30% of existing
games
> and a *few* apps...

Actually the incompatiblity was mostly with the badly written applications,
the protections, and also the intro of the cracking groups that were coded
by pigs...

> > The STE add the following to the old machines of STF/STFM kind:
> > - Memory can be upgraded using SIMM modules instead of require soldering
>
> Some of the later STe's came with SIPP modules, which are SIMMS with
little
> soldered legs, you would have to solder these in.

You mean "some of the first batches of STE", no ???

> > - Two new analogique joystick ports on the left side, that can support
> > Jaguar pads or light guns
>
> Or analog joysticks

Is it not what I wrote ?
==> "two new analogique joystick ports" <==
Seems obvious you can also plug an analogique joystick into the port, no :)
?

> > - Tos 1.6x instead of 1.1/1.2
> > - Blitter in standard to accelerate drawing
> > - Digital DMA sound that can play a 8bit stereo sample up to 50khz +
> > treeble/bass microwire controller
> > - 4096 colors palette instead of 512
> > - Support for smooth hardware scrolling and multiple splitted screen
modes
> >
> > I suppose that's all :)
>
> There were also stereo phono (cinch) sockets on the back, and the first
> model STe's had a faulty DMA chip that could corrupt your hard drive IIRC.

Didn't know that. Some falcons have that problem, sure, but didn't know for the STE.

Also can signal the bug of the pre 1.62 TOS (1.60 and 1.61) that are not able to correctly save the middle resolution desktop settings, and that ask "do you want to view that document" when double clicking on a PRG program from time to time.

Dbug

4375. Re: Atari Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 22:29:18 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vg9bi0qg8mnq6c@corp.supernews.com>
Source record: 25757
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Luposian" <luposian@lycos.com> wrote in message
news:Kn_Ma.87223$Pc5.5437@fed1read01...
> You know, Ben, not to be mean or anything, but...
>
> And I think upgrading and repairing your site and providing an URL to it
> would yield far better results.
>
> Jus' my $0.02.
>
> Luposian

I agree that the site needs some work. But I think the problem is that
"Bravo Sierra Computers LLC" needs to hire some more people and maybe
actually incorporate for that to happen! ;) LOL

Tim

4376. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-03 22:57:56 UTC
From: BonnyBum <bonny@bum.com>
Message-ID: <be2cqi$3bn$1@news8.svr.pol.co.uk>
Source record: 25758

>
> Regards Steve
>
> Rope me a sheep and I'll make it smile.

Why the rope? you kinky or summat?, I like my sheep willing and able!

4377. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 00:27:14 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be2hl0$el6$1@sparta.btinternet.com>
Source record: 25759

Hi "BonnyBum"

> > Rope me a sheep and I'll make it smile.
>
> Why the rope? you kinky or summat?, I like my sheep willing and able!

I refer you to the article in sheep shagers weekly, August 2002 edition, i describe in great detail the benefits, of course the alternative is a mountain goat facing up hill.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.496 / Virus Database: 295 - Release Date: 04/07/2003

4378. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 02:10:11 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <HI5Na.87287$Pc5.80057@fed1read01>
Source record: 25760
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:be26gbpfc2@sparta.btinternet.com...
> There's not much point, her mouth is usually full when I'm about 8~)

Ok, that's enough... now you're just being plain disgusting! Besides, this is my wife you're talking about. Trust me, if I were anywhere near you when you said this stuff, you'd be likely taken down... seriously. You aready know I consider my "furry" character to be my alter-persona. What you don't realize is how deeply integrated that persona really is.

Be me crazy or not... dealing with an angry wolf is no laughing matter.

Luposian

4379. Re: Atarigay Xmas in July! Gay sex aids reduced

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 02:15:16 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <tq5Na.87289$Pc5.77883@fed1read01>
Source record: 25761
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

You know... it's SOOOOOO good that you're SOOOOOO far away (not even in the USA) and I have no clue where you live. A bloody lip and broken nose would likely be the FIRST things you'd get from me.

Lay off the meantalk, will ya?
"Mr. McGee... don't make me angry... you wouldn't like me when I'm angry."

Luposian

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:be26ggpfc3@sparta.btinternet.com...
> That explains why your missus $0.02 charged me this time, its normally
free.

4380. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 02:36:35 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <vK5Na.87291$Pc5.44116@fed1read01>
Source record: 25762

"BonnyBum" <bonny@bum.com> wrote in message
news:be2cqi$3bn$1@news8.svr.pol.co.uk...
>
> >
> > Regards Steve
> >
> > Rope me a sheep and I'll make it smile.
>
> Why the rope? you kinky or summat?, I like my sheep willing and able!

Oh, THAT'S funny! LOL! Of course, Steve being the type of [we haven't been able to classify the species] he is, never mentions the sex of the sheep he's trying to make smile... one can only wonder...

Luposian

4381. Re: big o loser boy benny

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 03:43:22 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <2J6Na.87300$Pc5.34245@fed1read01>
Source record: 25763
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

OH, FOR JOY! I MADE THE LIST! I AM SO HAPPY! MY LIFE IS COMPLETE!

Now, let's see here... who can I tell this wonderful news to!

Steve Sweet? No... he's too busy porking my wife and sheep (hey, I don't recall owning any sheep!)
Clockmeister? No... he's too busy agreeing with Steve.
Anonymous? No... he's too busy trying to convince the entire atari.st newsgroup that Benjamin Smith is a 400lb GAY salesman.
Everyone else on this newsgroup? No... they all think I'm crazy for trying to get Atari to make hardware again.

Rats... can't think of anyone... guess I'll just have to keep this wonderful news to myself... :-(

Luposian

"Anonymous" <nobody@mail.jmbcv.net> wrote in message news:e58663fc5a9a4232f2d2fa94ff147d0c@mail.jmbcv.net...
> Hello, some of you may know me as Fagboy Benny. I'm that big fat 400lb
> shiteating pedophile fagot with shit for brains! Actually, I'm the biggest
> dumbest fagot in Oregon. I sell new & used sex toys to the masses! Why do
> I do this? I have shit for brains, I don't listen to anyone, and I just LOVE
> making assholes so much larger than usual! I want your business so badly that
> I'm spamming the newsgroups and gonna offer a big 30% off for repeat customers
> and for all gays with large assholes. I don't get enough business as it is
> and my ISP let's me spam all I want cuz I'm such a big gaylord.
>
> Now, let's meet all of my bum buddy friends! These people are true
> fagots and fuck me up the ass daily! I love fucking their loose
> assholes too.
>
> The Bravo Sierra Bum Buddy and true Gaylords Team:
> We have fagboy Don Schmidt. Yet another of my faggy spammers.
> Rustynutt (we call him fagboy fucknut). A true fagot he is!
> Iain Laskey. Our fagot and loser of the day.
> Mikey Freeman. Dumbest fuck in the world. A true fagot.
> Bill Freeman. Just another stupid shit eating loser.

> Xao-Ming: A deep fried shrimp from outta town. Gaylord Gook!
> Richard Cranium. Loves to fuck his daddy, brothers and babies!
> Nick Harlow. Another of my big faggy chums.
> Richard Cortese. I love Richard just cuz he's such a loser!
> Boris AKA Wef Dinaini. A fucked in the head gaylord!
> Holmes. The one and only big fagboy of the 8bit world!
> TXG: Another of my sexy fagboys
> Martin Byttebier: A big old fagot fucker in the Nether regions!
> Joey JoJo: Loves eating spicey shit with little nuts.
> Luposian: A shit for brains loser but his wife has a nice ass and we love
> double teaming her ;-)
>
> and the newest shit eating fagfucker and little boy molester on my team
is:
>
> Fagboy shiteater Francis Yarra and his text books from failing psych 101
>
> This list is always growing folks! Over time, it'll become the biggest
> list ever. Bigger than my well fucked asshole! A big faggy smooch to
> all these fagots for being true gaylords in the true style of Bravo
> Sierra Computers.
>
> I love ya guys so much! Bend over for me and let's keep spamming these
> newsgroups with my faggy sex toys!
>
> Big smooch to y'all!
> From your fat 400lb anal wonder of the world,
>
> ===Fagboy & Pedophile Benny Smith===
>
> --

>
> try these boyz... donny wants to hear from all of benny's fags! donny has
> a big fudge packed asshole and wanted lots of big hard fresh meat stuffed
inside
> his colon! open wide baybee!
>
> Don Schmidt
> (360) 573-3333
> 11111 NE 30 Ave
> Vancouver, WA 98686
>
> and for those wishing to file complaints against big ole fagboy benny and
his
> shit eaters, we have the better business bureau
>
> http://complaints.bbb.org/Welcome.asp
>
> according the registered business listings, shit eating fagboy benny does

not
> have a legitimate and registered business.
>
> time to get super fucked over benny! and your team of fags! down ya go!
>

4382. Re: Gasteiner Hard Drive and PC-SPEED

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 05:15:32 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <be32hk$n591$2@ID-27442.news.dfncis.de>
Source record: 25764

David Wade wrote:

> Any body ever find the software for the Gasteiner. I gather it won't work
> with HDDriver or AHDI...

Give it a try with the HDDRIVER demo version:
http://www.seimet.de/hddriver_english.html

You cannot break anything, even if it does not work.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4383. Ghostscript?

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 05:50:56 UTC
From: Something <*****@*****.***>
Message-ID: <*****-6D2024.01505404072003@news.indiana.edu>
Source record: 25765

Hi

Although I am a longtime Mac user I still own three STs and use them occassionally to print out Postscript files. This is done by Ghostscript and so far has worked nicely with files created on the Mac.

Now I switched to InDesign 2 and the PS files created won't render on the ST in Ghostscript.

Is there a website for Ghostscript ST? Ghostscript is even used to print under Max OS X. Anyway, it's a silly question but this has been the only justification to leave my MegaSTe set up on my desk.

Thanks

Peter Kienle

--
www.acmerecords.com/oddgitjazz.html

4384. Re: Zcontrol out of control?

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 07:51:16 UTC
From: dziewon@xs4all.nl
Message-ID: <3f0531f2$0$49104$e4fe514c@news.xs4all.nl>
Source record: 25766

Hello, Martin

I'm using the same Zcontrol v0.25a on my TT030.

You can't enter 30.06.03 in Zcontrol, but when I enter

23.59.45
29.02.02

then after midnight it will show:

00.00.01
30.02.03

and I'm sure you can do the same with the dates of
30.06.03, 30.11.03 etc. just before midnight....

gtx, Rein

On 1 Jul 2003 11:44:57 G, "Martin \"Nightowl\" Byttebier" wrote:
>on di, 01 jul 2003 07:28:42 GMT ?Rein Bakhuizen van den Brink wrote:
>
>> for no reason at all today appears to be
>> the
>> 31.06.03
>>
>> according to the Zcontrol acc...
>>
>>
>> Can I expect tomorrow to be 32.06.03???
>
>What version of Zcontrol are you using? On the TT030 running freeMiNT
>Zcontrol v 0.25a displays as expected 01/07/03.
>
>CU,
>Martin
>
>

4385. FA: Complete set of ST Format magazines + disks

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 09:33:16 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0307040133.541804b4@posting.google.com>
Source record: 25767

For Auction, complete set of ST Format
magazines from issue 1 through to 86.
All cover disks except for the second
cover disk on issue 33, and a cassette which
was apparantly on issue 12 (never did see
that). Low reserve.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3033896726

4386. Re: Newbie question about Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 10:02:45 UTC
From: jAnO! <j.groot@donotspam.kpn.com>
Message-ID: <be3je2tst1@hdxl22.telecom.ptt.nl>
Source record: 25768

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:bdrejh$5li$1@pegasus.csx.cam.ac.uk...
>
. There are other basics around, most Atari
> users that programme(d) in basic tended to use STOS, it does have a
> compiler so that you can create stand alone programs and although
> designed for writing games you can write applications with it.
>

GFA-Basic was my personal cup of tea.! It was great.. Allthough i was more of a functional designer and my buddy the engineer. We
actually made a vector based drawing program with it.

jAnO!

4387. Re: Newbie question about Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 10:02:45 UTC
From: jAnO! <j.groot@donotspam.kpn.com>
Message-ID: <be3l6e$2b6$1@hdxl22.telecom.ptt.nl>
Source record: 25769

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:bdrejh$5li$1@pegasus.csx.cam.ac.uk...
>
. There are other basics around, most Atari
> users that programme(d) in basic tended to use STOS, it does have a
> compiler so that you can create stand alone programs and although
> designed for writing games you can write applications with it.
>

GFA-Basic was my personal cup of tea.! It was great.. Allthough i was more of a functional designer and my buddy the engineer. We
actually made a vector based drawing program with it.

jAnO!

4388. Re: Newbie question about Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 10:02:45 UTC
From: jAnO! <j.groot@donotspam.kpn.com>
Message-ID: <be3mum$6fh$1@hdxl22.telecom.ptt.nl>
Source record: 25771

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:bdrejh$5li$1@pegasus.csx.cam.ac.uk...
>
. There are other basics around, most Atari
> users that programme(d) in basic tended to use STOS, it does have a
> compiler so that you can create stand alone programs and although
> designed for writing games you can write applications with it.
>

GFA-Basic was my personal cup of tea.! It was great.. Allthough i was more of a functional designer and my buddy the engineer. We
actually made a vector based drawing program with it.

jAnO!

4389. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 10:59:51 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f055d64$0$59952$c30e37c6@lon-reader.news.telstra.net>
Source record: 25770
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Luposian" <luposian@lycos.com> wrote in message
news:zh_Ma.87221$Pc5.49643@fed1read01...
> "Clockmeister" <gerryvdb@tnet.com.au> wrote in message
> news:3f040159$0$59959$c30e37c6@lon-reader.news.telstra.net...
> > > Afterall, I already DON'T believe you, so why don't you show me how
much
> > of
> > > a "missus porker" you are and tell me where she and I live, eh?
> > >
> >
> > He doesn't need to know if your Mrs knows where Steve lives.
>
> You attempts at "slight of hand" are futile. The statement is to have HIM
> (Steve Sweet) PROVE (provide overwhelming or undeniable evidence) that he
> knows where I and my wife live. But maybe you don't know how to read
> English (or suffer from some variation of dyslexia) and thus are lead to
> believe I meant something else entirely different.
>

Actually, it was a witticism, not that I expected you to understand...

Regards,

Clockmeister.

4390. Re: What's the difference between a 520 ST and a 520 STe?

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 11:55:34 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <be3pvlasu1@hercules.btinternet.com>
Source record: 25772

Mickael Pointier <sorry@but.i.hate.spam.net> wrote in message
news:3f04a707$0$5388$626a54ce@news.free.fr...
> > > > I posted the other day about my newest addition to my computer park,
a
> > > > Atari 520 ST I thought. Well it was a 520 STe... There was a
> > > > microscopic 'E' beside the T in ST.
> > > >
> > > > Now I'm just wondering what the differnce the 'E' does make?
> >
> > Apart from making the machine incompatible with about 30% of existing
> games
> > and a *few* apps...
>
> Actually the incompatiblity was mostly with the badly written
applications,
> the protections, and also the intro of the cracking groups that were coded
> by pigs...

You mean Automation? :-)

> > > The STE add the following to the old machines of STF/STFM kind:
> > > - Memory can be upgraded using SIMM modules instead of require
soldering
> >
> > Some of the later STe's came with SIPP modules, which are SIMMS with
> little
> > soldered legs, you would have to solder these in.
>
> You mean "some of the first batches of STE", no ???

No the later ones. Atari decided to try and sell thier own RAM upgrades
through the dealerships so they put sipps in, instead of simm sockets. It
didnt work obviously.

> > > - Two new analogique joystick ports on the left side, that can support
> > > Jaguar pads or light guns
> >
> > Or analog joysticks
>
> Is it not what I wrote ?
> ==> "two new analogique joystick ports" <==
> Seems obvious you can also plug an analogique joystick into the port, no
:)

Sorry it was late when I read it, and obviously didnt read it properly.

> > > - Tos 1.6x instead of 1.1/1.2
> > > - Blitter in standard to accelerate drawing
> > > - Digital DMA sound that can play a 8bit stereo sample up to 50khz +
> > > treeble/bass microwire controller
> > > - 4096 colors palette instead of 512
> > > - Support for smooth hardware scrolling and multiple splitted screen
> modes
> > >
> > > I suppose that's all :)
> >
> > There were also stereo phono (cinch) sockets on the back, and the first
> > model STe's had a faulty DMA chip that could corrupt your hard drive
IIRC.
>
> Didn't know that. Some falcons have that problem, sure, but didn't know
for
> the STE.
>
> Also can signal the bug of the pre 1.62 TOS (1.60 and 1.61) that are not
> able to correctly save the middle resolution desktop settings, and that
ask
> "do you want to view that document" when double clicking on a PRG program
> from time to time.
>

Yeah I had TOS 1.60 so I had this bug, but as I never had a hard drive I cant recall it (or the DMA bug actually) affecting me. I never heard of TOS 1.61. I thought it went from 1.60 to 1.62 (at least in the UK).

Smeg.

4391. Re: big o loser boy benny

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 12:51:02 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-0EB498.08510204072003@nr-ott01.bellnexxia.net>
Source record: 25773
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <e58663fc5a9a4232f2d2fa94ff147d0c@mail.jmbcv.net>,
Anonymous <nobody@mail.jmbcv.net> wrote:

(ranting from an abusive little homophobe deleted)

so it appears that our "anonymous" is using a new remailer to post
his drooling rants. It looks like complaining IS making a difference in
shutting him down.

To stop this cancer, here's where to complain:

abuse@mail.jmbcv.net
postmaster@nym.alias.net

4392. Re: Ghostscript?

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 13:29:00 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <sev3eb-4so.ln@speaker.rodsbooks.com>
Source record: 25774

In article <*****-6D2024.01505404072003@news.indiana.edu>,
Something <*****@*****.***> writes:
>
> Although I am a longtime Mac user I still own three STs and use them
> occassionally to print out Postscript files. This is done by Ghostscript
> and so far has worked nicely with files created on the Mac.
>
> Now I switched to InDesign 2 and the PS files created won't render on
> the ST in Ghostscript.
>
> Is there a website for Ghostscript ST?

I don't know of a Web site for Ghostscript ST specifically, but the main
Ghostscript Web site is http://www.cs.wisc.edu/~ghost/. You don't say
what version of Ghostscript you're using, and I've never used it on an
Atari, but my hunch is it's probably fairly old. If so, there's a good
chance that InDesign is using a more recent version of PostScript than
your version of Ghostscript can handle. I suggest you look for
PostScript-generation options and try disabling the more advanced
options. If necessary, set it to generate plain Level 1 PostScript.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

4393. Creating drop down list boxes in GEM

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 14:02:54 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <iOfNa.760$jL2.61702@ursa-nb00s0.nbnet.nb.ca>
Source record: 25775

Any way to do this, simulated or otherwise using 'C' (LaserC) or is there an add on lib that I could get?

4394. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 15:31:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1057374186-85519AEicMi@gmx.net>
Source record: 25789

From: Lonny <lp060@coazter.com>
Date: Thu, 26 Jun 2003 16:07:53 -0500

>And you have no concept about the pci bios, or what the message was about.

Could someone here explain what the pci bios possibly has to do with a USB driver for the Atari ST, TT & Falcon platform? Lonny obviously knows but he's too lame to explain...

>And you didn't grasp one bit of the USB thread...

I didn't follow *your drivel* that's true... you don't seem to have grasped a lot either from that thread, your contribution consisted mostly out of disinformation and lots of bullshit.

>>Remember Opera not wanting to port the browser because there's no
>>universal stack on Atari?
>
>Sure there is, it's called mintnet.

No way mate! You're not going to drive me in yet another pointless and meaningless discussion.
For what its worth: my newsreader which is *not* a mintnet client *never* slips ups, unlike yours obviously does. When someone is in my killfile, he remains there....

>Not suprised.

Me neither.... but then it takes one to know one, I'll take a quarter of whatever you're on.

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4395. "Anonymous" neutered - for now

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 16:46:03 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-82FFF0.12460204072003@nr-tor02.bellnexxia.net>
Source record: 25776

just to let you know - the latest anonymous remailer which our troll from ALF has been using has now effectively blocked him from using this service to utilize his attacks.

We now return to talking about STs, STes, TTs and Falcons like this NG was intended for.

4396. Re: "Anonymous" neutered - for now

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 17:17:21 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <aEiNa.87908$Pc5.22651@fed1read01>
Source record: 25777

YEA!!!

"Joey Jojo Junior Shabadoo" <moestavern@springfield.org> wrote in message
news:moestavern-82FFF0.12460204072003@nr-tor02.bellnexxia.net...
> just to let you know - the latest anonymous remailer which our troll
> from ALF has been using has now effectively blocked him from using this
> service to utilize his attacks.
>
> We now return to talking about STs, STes, TTs and Falcons like this
> NG was intended for.

4397. Re: big o loser boy benny

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 19:12:48 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be4jjdqqb2@hercules.btinternet.com>
Source record: 25779
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Oy!, Liposuction

> OH, FOR JOY! I MADE THE LIST! I AM SO HAPPY! MY LIFE IS COMPLETE!

> Now, let's see here... who can I tell this wonderful news to!
>
> Steve Sweet? No... he's too busy porking my wife and sheep (hey, I don't
> recall owning any sheep!)
> Clockmeister? No... he's too busy agreeing with Steve.
> Anonymous? No... he's too busy trying to convince the entire atari.st
> newsgroup that Benjamin Smith is a 400lb GAY salesman.
> Everyone else on this newsgroup? No... they all think I'm crazy for
trying
> to get Atari to make hardware again.
>
> Rats... can't think of anyone... guess I'll just have to keep this
wonderful
> news to myself... :-(

You asshole!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

4398. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 19:12:53 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be4jjiqqb3@hercules.btinternet.com>
Source record: 25780
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Yo!, Liposuction

> > There's not much point, her mouth is usually full when I'm about 8~)
>
> Ok, that's enough... now you're just being plain disgusting! Besides,
this
> is my wife you're talking about. Trust me, if I were anywhere near you
when
> you said this stuff, you'd be likely taken down... seriously. You aready
> know I consider my "furry" character to be my alter-persona. What you
don't
> realize is how deeply integrated that persona really is.
>
> Be me crazy or not... dealing with an angry wolf is no laughing matter.

Screw yourself asshole!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

4399. Re: "Anonymous" neutered - for now

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 19:12:56 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be4jjmqqb4@hercules.btinternet.com>
Source record: 25778

Hey assholes

"Joey Jojo Junior Shabadoo" <moestavern@springfield.org> wrote in message
news:moestavern-82FFF0.12460204072003@nr-tor02.bellnexxia.net...
> just to let you know - the latest anonymous remailer which our troll
> from ALF has been using has now effectively blocked him from using this
> service to utilize his attacks.

Remailers are 2 a penny, just sit back for 10 mins, he's be along soon.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4400. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 19:12:58 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be4jjpqqb5@hercules.btinternet.com>
Source record: 25781
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Yo!, "Clockmeister"

> > > > Afterall, I already DON'T believe you, so why don't you show me how
much of
> > > > a "missus porker" you are and tell me where she and I live, eh?
> > > >
> > >
> > > He doesn't need to know if your Mrs knows where Steve lives.
> >
> > You attempts at "slight of hand" are futile. The statement is to have
HIM
> > (Steve Sweet) PROVE (provide overwhelming or undeniable evidence) that
he
> > knows where I and my wife live. But maybe you don't know how to read
> > English (or suffer from some variation of dyslexia) and thus are lead to
> > believe I meant something else entirely different.
> >
>
> Actually, it was a witticism, not that I expected you to understand...

His missus tells me he lets the neighbours dog lick his 'brains'.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4401. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 19:13:01 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be4jjrqqb6@hercules.btinternet.com>
Source record: 25782

Yo!, Liposuction

> > > Rope me a sheep and I'll make it smile.
> >
> > Why the rope? you kinky or summat?, I like my sheep willing and able!
>
> Oh, THAT'S funny! LOL! Of course, Steve being the type of [we haven't
been
> able to classify the species] he is, never mentions the sex of the sheep
> he's trying to make smile... one can only wonder...

And when did i mention i was fussy, i mean look at my taste in women!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4402. Re: big o loser boy benny

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 19:29:46 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <iAkNa.88061$Pc5.29057@fed1read01>
Source record: 25783
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:be4jjdqqb2@hercules.btinternet.com...
> > Rats... can't think of anyone... guess I'll just have to keep this
> wonderful
> > news to myself... :-(
>
> You asshole!.

"Look me straight in the eye as I fart in your face!" (this statement makes
sense given the above insult)

Luposian

4403. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 19:40:44 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <AKkNa.88079$Pc5.28235@fed1read01>
Source record: 25784
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:be4jjiqqb3@hercules.btinternet.com...
> > Be me crazy or not... dealing with an angry wolf is no laughing matter.
>
> Screw yourself asshole!.

"An 'asshole' is the mere sphincter portion of the whole "bottom" (rear-end)
of an animal, having no genitalia with which to penetrate itself. If it is
apart from the entirely which gives it name, it has no life and, therefore,
is dead flesh laying on the ground."

You statement is invalid... please rephrase.

Luposian

4404. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 20:44:03 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <XFlNa.88169$Pc5.29396@fed1read01>
Source record: 25785

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:be4jjrqqb6@hercules.btinternet.com...
> And when did i mention i was fussy, i mean look at my taste in women!.

Yeah... they're all sheep! But then, again, beggars can't be choosers. :-)

Luposian

4405. FA.380mb Hard drive/Link 2 --->CD ROM connectivity.

Newsgroup: comp.sys.atari.st
Date: 2003-07-04 21:56:19 UTC
From: onetime <bwiltsdropthis@blueyonder.co.uk>
Message-ID: <9ptbgvs3rvidjon92ral2255j4nbufq470@4ax.com>
Source record: 25786

See here
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2739681900&ssPageName=ADME:B:LC:UK:1

4406. Atari 800 and ST Software for Sale

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 00:18:13 UTC
From: swmoretp@aol.com
Message-ID: <20030704201813.05220.00000078@mb-m14.aol.com>
Source record: 25787

We have these games for sale on eBay. They end July 9.

Atari ST: Questron II by SSI
3534296471
Atari ST: OGRE by Origin Systems - NEW
3534297229

Atari 800: Panzer-Jagd by Avalon Hill
Item # 3534287462
Desert Falcon for the Atari 800 - NEW
3534288806
Ft. Apocalypse by Synapse, 1982 - Atari 800
3534289642
Dimension X by Synapse, 1983 - Atari 800
3534290229
Atari 800: JawBreaker by On-Line Systems
3534291155 $9.99
Atari 800: Ulysses & Golden Fleece, On-Line Systems
3534292092
Atari 800: Crossfire by Sierra On-Line
3534292662
Atari 800, Commodore 64 Guderian by Avalon Hill - NEW
3534294191
Atari 800: VC by Avalon Hill - NEW
3534294769
Shootout at the OK Galaxy by Avalon Hill for Atari 800, TRS-80, Commodore VIC-20, Commodore 64
3534295515

OTHERS
Bard's Tale II: The Destiny Knight Clue Book
3534281920
ON-LINE Systems Catalog, 1980-81
3534283129
Alien Legacy by Sierra On-line for IBM
3534284720
Carriers at War by SSG for IBM
3534285703
Great Naval Battles, Guadalcanal by SSI, IBM
3534286319

4407. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 01:17:20 UTC
From: swampfax1@atlantic.net
Message-ID: <AGpNa.3067$Ry3.2012845@monger.newsread.com>
Source record: 25788

On 24 Jun 2003 16:33:46 , Galen wrote:
>swampfax1@atlantic.net (John Garone) wrote in message
news:<59dJa.2101$x35.1282355@newshog.newsread>.com>...
>> Hi All,
>> Anyone know if there's an english version of Ballerburg?
>
>I've never seen one. As a temporary measure, is there anyone willing
>to make a text glossary of the terms? Once I refresh my memory as to
>what's what, the game is a lot of fun, but if I don't play it for a
>while I find myself selecting the wrong items for a while.
>
>Galen
>.

Ok! This is as far as I could get:

Ballerburg (2)

Some words' translations are somewhat obvious to me and some are not!
(note that accent marks are missing).

Words found in my German/English dictionary that are most clear:

Spieler - player
Konig - King
Fertig - finished
Weiter - next
Auswahlen - select
Einkaufen - shopping
Geld - money
Geschutze - gun
Pulver - gun powder
Windfahne - weathervane
Kugeln - bullets/shells
Kunstliche - artificial
Linken - left
Rechten - right
Dummel - stupid
Optionen - options
Winkelsl - angle
Maus - mouse
Echtzeitwind - realtime (contstant wind change?)

Words that may need clarification of intent or use in the game:

Fordenturme - looks like an oil drilling rig
Steuren - stearing
Regelen - regulate/rule/settle
Volk - nation/people
Anbauen - grow
Erlaubt - able
Springendes - bounce/dive/hop
Spielstarke - play strength
Verkehrt - unsound/upside
Spieldauer - # of rounds
Kapitulieren - surrender?

These I could'nt find (names, maby?):

Ubernommen
Tolpel
Brubbel
Wusel
Brosel
Toffel
Rupel

Also needed: the king's comments and game instructions!

John G.

4408. Re: joey j.o.j.o the big l.a.m.e.r

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 02:30:17 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vgce1sfkfnus54@corp.supernews.com>
Source record: 25790
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Notice that all these posts are usually around holidays and such? This guy clearly has no friggin life. What a pathetic loser.

Tim

4409. Re: Ghostscript?

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 06:51:48 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0307050843590.167-100000@UNI_MANiac>
Source record: 25792

On Fri, 4 Jul 2003, Something wrote:

> Now I switched to InDesign 2 and the PS files created won't render on
> the ST in Ghostscript.
>
> Is there a website for Ghostscript ST? Ghostscript is even used to print

The GemGS 1.3 version, based on Aladdin Ghostscript 6.01, is not actively supported or updated by Chistian Felsch anymore, but everything (binaries, sources, fonts, docs) is still available here:

http://www.tu-harburg.de/~aluminfc/amua/download/atari/gemgs/

For FreeMiNT there is a rpm package of Ghostscript-6.50 available on the SpareMiNT site.

I use Ghostscript a lot to print out music scores, made with my Atari port of abcm2ps. Looking great.

It would be nice to have an update of both GemGS and SpareMiNT Ghostscript though.

Martin Tarenskeen

4410. Re: Ghostscript?

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 06:52:54 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB2AFBE5.2FD5%derryck@nospam.cix.co.uk.invalid>
Source record: 25791

In article *****-6D2024.01505404072003@news.indiana.edu, Something at
*****@*****.*** wrote on 4/7/03 06:50:

> Hi
>
> Although I am a longtime Mac user I still own three STs and use them
> occassionally to print out Postscript files. This is done by Ghostscript
> and so far has worked nicely with files created on the Mac.
>
> Now I switched to InDesign 2 and the PS files created won't render on
> the ST in Ghostscript.

There's no web site for the Atari version of GhostScript, and I believe that
it's safe to say that it won't be updated any more.

It might be worth your while investigating Porthos though, this is still
being updated and a demo version can be downloaded via the Calamus web site
(link is via the Newsticker page).

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4411. Re: "Anonymous" neutered - for now

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 07:46:36 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f068196$0$59959$c30e37c6@lon-reader.news.telstra.net>
Source record: 25793

"Joey Jojo Junior Shabadoo" <moestavern@springfield.org> wrote in message
news:moestavern-82FFF0.12460204072003@nr-tor02.bellnexxia.net...
> just to let you know - the latest anonymous remailer which our troll
> from ALF has been using has now effectively blocked him from using this
> service to utilize his attacks.
>
> We now return to talking about STs, STes, TTs and Falcons like this
> NG was intended for.

Naive aren't you.

You can spend a lifetime getting banned from remailers and still not run out
of them...

Regards,

Clockmeister.

4412. Re: Warning to ALL anonymous POSTERS!!

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 10:23:39 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be68va$8jv$1@titan.btinternet.com>
Source record: 25795

Why its Liposuction

> > And when did i mention i was fussy, i mean look at my taste in women!.
>
> Yeah... they're all sheep! But then, again, beggars can't be choosers.
:-)

I forgot to thank your missus for that session last night, we kept falling
off the boxes and crushed most of the flowers, but hey, did i have to pay,
not for the flowers anyway.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.497 / Virus Database: 296 - Release Date: 04/07/2003

4413. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 10:23:40 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be68vb$8jv$2@titan.btinternet.com>
Source record: 25794
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hey Nomen

> ---
> Heya Steve, are ya done with Liposuction's wife yet? It's our turn to
> gang bang her! We took our 2 cents and gave it to her instead of paying
> for another remailer!
> ---

You stay in the queue a bit longer, i've got 20 cents to work off, come back
about October, you'l not have much longer to wait then.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.497 / Virus Database: 296 - Release Date: 04/07/2003

4414. Re: big o loser boy benny

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 10:23:42 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be68vd$8jv$3@titan.btinternet.com>
Source record: 25696
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Liposuction

> > > Rats... can't think of anyone... guess I'll just have to keep this
> > wonderful news to myself... :-(
> >
> > You asshole!.
>
> "Look me straight in the eye as I fart in your face!" (this statement
makes
> sense given the above insult)

That bitch of yours is into that lately, next time she leaves for the gym
(yeah right 8~)) make sure she's not had another 10 cheeseburgers or I'm
gonna smack here up the face again, and i wont be charged for it as an
extra..

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.497 / Virus Database: 296 - Release Date: 04/07/2003

4415. Re: Ghostscript?

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 11:17:34 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0307051305150.180-100000@UNI_MANiac>
Source record: 25697

On Sat, 5 Jul 2003, Derryck Croker wrote:

> There's no web site for the Atari version of GhostScript, and I believe that

Christian Felsch has updated his website, including a download section for his 1.3 version of GemGS. See my previous message of the URL.

> it's safe to say that it won't be updated any more.

I wouldn't be sure about that. On a FreeMiNT system it shouldn't be such a problem to compile a newer version. On a fast Aranym machine or using a cross-compiler on a fast Linux PC it doesn't take many hours anymore.

The sources for the special GEM version - that doesn't need MiNT - are also available, and someone may pick them up and integrate them with a new Ghostscript version.

After some more studying, I may even consider trying it myself.

Martin Tarenskeen

4416. Re: Ghostscript?

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 11:24:17 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0307051319030.180-100000@UNI_MANiac>
Source record: 25698

On Sat, 5 Jul 2003, Derryck Croker wrote:

> It might be worth your while investigating Porthos though, this is still
> being updated and a demo version can be downloaded via the Calamus web site

Porthos doesn't handle PS files. It also will not handle PS files in
future (I asked the author). But for PDF files it is great and getting
even better. The demo only displays one page. I recommend to pay those few
Euro to get a full licence.

Martin Tarenskeen

4417. CT60 VITAL HARDWARE UPDATE

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 12:14:54 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f06c136$0$13194$626a54ce@news.free.fr>
Source record: 25699

PLEASE SEE NOW THE FOLLOWING PAGES ON MY WEB SITE :
- HISTORICAL for last news.
- UPDATE to get the last ABE & SDR files and PLEASE, CUT THE TRACE (you will understand reading the pages and READ-ME file !).

Regards

4418. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 12:18:58 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <urfdgv4igai5ksar21j80urkv2gf9g4ho1@4ax.com>
Source record: 25700
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Tue, 1 Jul 2003 23:35:27 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

Hi Steve

><Flame bait> i hope you have an asbestos suit, people don't like facts
>around here!.

I don't mind facts but what I was saying to Luke is that he went, he
purchased and he got what he wanted. But then to describe the persons
house in that way isn't stunningly nice whatever you think about the
person.

It's like you coming round to my house, buying an item, being happy
and then writing on the net "Oh I got what I wanted but he's a bit of
a mong and his place is a shit hole".

Both untrue I might add ;-)

What I was saying to Luke is that he wasn't actually answering the
question in the subject, he was making observations about his
belongings. His comments re his thoughts on Ben's mental state are not
the deal, that's his opinion of Ben and I've never met him myself so
it's not for me to say what he's like although his adverts don't
exactly do him proud.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

4419. Re: Ghostscript?

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 12:26:23 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0307051422590.163-100000@UNI_MANiac>
Source record: 25701

On Sat, 5 Jul 2003, Martin Tarenskeen wrote:

> http://www.tu-harburg.de/~aluminfc/amua/download/atari/gemgs/

Oops, typo. The correct address for Atari GemGS Ghostscript is:

http://www.tu-harburg/~alumnifc/amua/download/atari/gemgs/

For the sparemint version go to http://sparemint.atariforge.net

Martin Tarenskeen

4420. Re: Ghostscript?

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 12:29:16 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0307051427130.163-100000@UNI_MANiac>
Source record: 25702

On Sat, 5 Jul 2003, Martin Tarenskeen wrote:

> http://www.tu-harburg.de/~aluminfc/amua/download/atari/gemgs/

Oops, typo. The correct URL for Atari GemGS Ghostscript is

http://www.tu-harburg.de/~alumnifc/amua/download/atari/gemgs/

For the SpareMiNT version go to http://sparemint.atariforge.net

Martin Tarenskeen

4421. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 12:45:00 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0307051430180.446-100000@feanor.schunter.etc.tu-bs.de>
Source record: 25703

Hi, John!

Some "corrections" - I hope my english is understandable...

JG> Fordenturme - looks like an oil drilling rig

Förderturm - "tower" for lifting mining products

JG> Steuren - stearing

Steuern - taxes/fees

JG> Regelen - regulate/rule/settle

Regeln - rules

JG> Anbauen - grow

Anbauen - in this case: repair your castle (place additional bricks on
your walls)

JG> Erlaubt - able

erlaubt - enabled (not sure about the context...)

JG> Springendes - bounce/dive/hop

springend - bouncing (not sure about the context...)

JG> Verkehrt - unsound/upside

verkehrt - wrong (not sure about the context...)

JG> Spieldauer - # of rounds

Spieldauer - elapsed game time, well "# of rounds" is the same idea

JG> Kapitulieren - surrender?

yes.

JG> Ubernommen

übernommen - to have overestimated ones abilities

JG> Tolpel
JG> Brubbel
JG> Wusel
JG> Brosel
JG> Toffel
JG> Rupel

This is a set of names for the computer opponents. The names' sounds or associations give an impression about the way they behave.

Regards,

Alexander

4422. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 13:19:31 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-5D1935.09193105072003@nr-ott01.bellnexxia.net>
Source record: 25704
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <41bb93979ddac5d97c06086138dd8fc2@dizum.com>,
Nomen Nescio <nobody@dizum.com> wrote:

(homophobic rantings from a brain-dead troll deleted)

it appears that the little fart is realizing the jig is up.

remember, folks, he's now been kicked off at least a few remailers,
so let's continue and remove him from this one.

just remember, he can continue doing this, but eventually he's going
to make a mistake and leave evidence that will reveal himself for who he
is. And when he does, I will be contacting the proper authorities to
arrest him for threatening death and GBH. Let's see how tough he is when
he's being led handcuffed to a police car by officers in front of his
family and neighbors.

But for now, if you wish to complain about this loser's attempts to
disrupt this newsgroup, here's where you send the complaints. Remember
to include the whole message and all headers:

abuse@dizum.com
mail2news@dizum.com

4423. FreeTos

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 14:33:17 UTC
From: Piergiorgio d' Errico <pgde8@libero.it>
Message-ID: <NkBNa.148659$Ny5.4181739@twister2.libero.it>
Source record: 25705

Hello to Everyone.

I have heard of one or two free, open-source implementation of the ST TOS, one seem to me called FreeTos or something like, and another whose I can't recall the name.
Hope that there are somenthing kind enough to give me the links to their sites.

I'm from Italy, and I hope that I have written in a good english ;)

Best regards from Italy,

Dott. Piergiorgio d' Errico.

4424. Re: FreeTos

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 15:13:55 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <1376607.KkFNUZqvXK@jll.heim7.tu-clausthal.de>
Source record: 25706

On Samstag, 5. Juli 2003 16:33, Piergiorgio d' Errico wrote:
> Hello to Everyone.
>
> I have heard of one or two free, open-source implementation of the ST TOS,
> one seem to me called FreeTos or something like, and another whose I can't
> recall the name.
> Hope that there are somenthing kind enough to give me the links to their
> sites.

EmuTOS is what you seek: http://emutos.sourceforge.net/

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

4425. Re: FreeTos

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 15:15:48 UTC
From: Piergiorgio d' Errico <pgde8@libero.it>
Message-ID: <EYBNa.148757$Ny5.4185482@twister2.libero.it>
Source record: 25707

Matthias Arndt wrote:

> EmuTOS is what you seek: http://emutos.sourceforge.net/

Thanks !

Best regards from Italy.

Dott. Piergiorgio d' Errico.

4426. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 16:18:50 UTC
From: Lonny <lp060@coazter.com>
Message-ID: <Pine.SGI.4.10.10307051109140.10475-100000@www.coazter.com>
Source record: 25709

On Fri, 4 Jul 2003, Dennis Vermeire wrote:

> From: Lonny <lp060@coazter.com>
> Date: Thu, 26 Jun 2003 16:07:53 -0500
>
> >And you have no concept about the pci bios, or what the message was about.
>
> Could someone here explain what the pci bios possibly has to do with a USB
> driver for the Atari ST, TT & Falcon platform? Lonny obviously knows but
> he's too lame to explain...

You have the entire internet at your finger tips and you have to have
someone explain it to you. Why should I waste my time explaining it
to someone who doesn't wish to lift a finger to discover anything on
their own. It's been out for some quite some time, ever try google?
Find the page and read it yourself.

> >And you didn't grasp one bit of the USB thread...
>
> I didn't follow *your drivel* that's true... you don't seem to have grasped
> a lot either from that thread, your contribution consisted mostly out of
> disinformation and lots of bullshit.

You should know, you are an expert at it.

> >>Remember Opera not wanting to port the browser because there's no
> >>universal stack on Atari?
> >
> >Sure there is, it's called mintnet.
>
> No way mate! You're not going to drive me in yet another pointless and
> meaningless discussion.
> For what its worth: my newsreader which is *not* a mintnet client *never*
> slips ups, unlike yours obviously does. When someone is in my killfile, he
> remains there....

Better update it then. hehe

> >Not suprised.
>
> Me neither.... but then it takes one to know one, I'll take a quarter of
> whatever you're on.

A chair. I don't do drugs, but obviosuly you into it that scene.

4427. Re: big o loser boy benny

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 16:26:14 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <g_CNa.88889$Pc5.78344@fed1read01>
Source record: 25708
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:be68vd$8jv$3@titan.btinternet.com...
> > "Look me straight in the eye as I fart in your face!" (this statement
> makes
> > sense given the above insult)
>
> That bitch of yours...

Wha... you're calling my wife a female canid? Oh, I am so honored! I just
KNEW my alter-persona would have an effect on her sooner or later!
GRRRRUFF!! Maybe we can try having puppies this time, instead of a son!

ARRROOOOOOOOOOOOOOOOOOOOOOOOOOOOO!

Luposian

4428. Re: s.h.i.t.e.a.t.i.n.g. joey jo.jo the big super g.a.y.l.o.r.d.

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 20:13:24 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-701F7A.16132405072003@nr-tor02.bellnexxia.net>
Source record: 25710
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <cf1fccf8b1d9fff73ef1ee497c809612@remailer.metacolo.com>,
Anonymous Sender <anonymous@remailer.metacolo.com> wrote:

(rantings from a hateful little homophobe deleted)

well well, Mr. Anonymous wants to try to intimidate me - HE PICKED
THE WRONG GUY.

just keep it up, you're going to make that mistake sooner or later
that will identify you to law enforcement. I believe that a session with
your cellmate Bubba asking you to "squeal for his daddy" will have you
warbling a different tune in falsetto :)

here's some new addresses that will allow you to stop Loser Boy from
abusing remailers:

abuse@zedz.net

abuse@remailer.metacolo.com

abuse@dizum.com

mail2news@dizum.com

remember, full text, with full headers.

4429. Re: Who is Ben Smith? [Was: Do as I say

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 22:36:36 UTC
From: swampfax1@atlantic.net
Message-ID: <UpINa.3113$Ry3.2056400@monger.newsread.com>
Source record: 25711

Hi All,
Whatever has been said (true or not) I must add that I've found him not only honest in his business dealings but will go the extra mile to make sure you get what you order! He's gone out of his way (at his cost) to contact me via long distance to clarify an E-mail I sent him. Smart or not, tidy or not, takes suggestions about his ads here or not, gay or not, the man is honest!

John G.

4430. Ahh, the good old days

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 22:42:13 UTC
From: Dan Phillips <dp@not.com>
Message-ID: <9vINa.80678$98.2729206@twister.socal.rr.com>
Source record: 25712

Well, well, well. As one of the "diehards" (I only lasted until about February 1999, owned two Falcons (broke one with a FalconSpeed, damn!) and a CaTTamaran with Nova), I can't say I'm all that surprised there's a bunch of you that make me look like a lightweight! :^) Still have 4 MB ST w/ 2.06 for games (not that I've touched it in 4 years).

Anywho, cleaning out the garage I found ST Formats #2 thru the bitter end with disks (and some other assorted mags), a RAMGizmo that I'm 99% sure works, and a 13 pin ST monitor cable with exposed leads (for repairing the newer monitors).

If anyone's interested, speak now or forever hold your peace. I imagine the mags would have to be picked up in San Diego, due to weight.

Ehh, and lay off Ben. Jeez, there's so few of you guys left, you shouldn't be growling at anyone, unless maybe they ripped you off.

Fuji forever,

Dan

4431. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 22:51:28 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.07.05.22.51.27.910168@pandora.be>
Source record: 25713

Op Fri, 04 Jul 2003 17:31:10 +0200, schreef Dennis Vermeire:

> From: Lonny <lp060@coazter.com>
> Date: Thu, 26 Jun 2003 16:07:53 -0500
>
>>>Remember Opera not wanting to port the browser because there's no
>>>universal stack on Atari?
>>
>>Sure there is, it's called mintnet.
>
> No way mate! You're not going to drive me in yet another pointless and
> meaningless discussion.

Hmm, you still refuse to see the truth it seems. MiNT-net is indeed the
only Universial Stack on Atari. IIRC Iconnect is not a stack at all so ...
It's about time you face the fact Magic is a dead end. It's only because a
kind Greec soul who make networking possible by means of magicnet (would
this be possible without MiNT-net?) magic is still around here and there.
The future is FreeMiNT with or without Aranym.

And if you like it or not the day you will use one of another Unix variant
is coming nearer and nearer. AFAIK the developement of programs for MacOS
9 or earlier is nihil. Everyone programs under MacOS X nowadays and
suprisently lots of new stuff is coming from the world you regard as an evil
world.

> For what its worth: my newsreader which is *not* a mintnet client *never*
> slips ups, unlike yours obviously does. When someone is in my killfile, he
> remains there....

Not always true. People can change e-mail addresses very easily noadays.

CU,
Martin

4432. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 22:52:10 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1057427066-889702AEicMi@adelphia.net>
Source record: 25723

Dennis,
I would have to say that Dennis is right on the
concept of a SCSI adapter for USB. Could be done
relatively easy I would think. The only problem that
remains would be suitable drivers to run various USB
devices. BTW, Dennis have you been able to recieve
any of my past e-mails?? Let me know via this group
or the one that I listed in my e-mail to you.

Talk more later,
Thanks,

4433. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 23:03:30 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1057427746-025817AEicMi@adelphia.net>
Source record: 25714

Martin,
I love your web-site and I visit it quite often.
But to say that Mint and MintNET are the only options
for the Atari is very short sighted. I myself have
used regular TOS 4.0 and 1.6 and for the last 3 years
have been using Magic 6.x and Jinnee 2.5 with my
Falcon quite happily. Yes, I believe we should thank
that guy from Greece (THANKS Vassillis P.) for all his
hard work. Without it we as Magic users would not
have ethernet capabilities and cable modem access. I
personally love Magic and Jinnee because of its
extreme flexibility. I guess this is just one of
those debates that will go on till the end of time.
BUT, I believe we should channel this debate into
something constructive, like how to make Atari as
platform be more recognized than it is??? Think about
that for awhile before responding with hot-headedness
and sayings that MINT is the ONLY OS for Atari.

Just my two cents.

4434. Falcon IDE dead.

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 23:12:44 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <be7m1bdmc1@hercules.btinternet.com>
Source record: 25715

Hi all.

I have received a Rev B falcon motherboard, which otherwise works fine, but when I attach my 2.5" IDE drive from my working falcon, the drive will not spin up on booting. If I dont attach a drive, the hard disk driver reports an IDE device on both ID's, of course its wrong and it gives rubbish characters like: "������������������" for the device name.

Can anyone give me a few pointers, or a few things to check? What usually is the first thing that causes this?

BTW, i think someone installed a 2.5" to 3.5" adapter at some point in the past because the large cap next to the modulator (C24) has been desoldered and raised at one end.....

Regards,
Smeg.

4435. 1040 STFMs available

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 23:15:48 UTC
From: Mat Smith <fishpoohazymat@yahoo.co.uk>
Message-ID: <oprru1klk4xfjvt6@news.btinternet.com>
Source record: 25716

Hi all

I have 2 1040 STFMs to get rid of here in the UK.

Also, one monitor as well.

Any offers?

Please mail me, but remove the fishpoo from the address.

Mat

4436. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 23:29:54 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1057429326-120581AEicMi@adelphia.net>
Source record: 25717

Dennis,
I would have to say that Dennis's idea of a SCSI to USB adapter would be quite doable and easily done by alot of our talented Atari enthusiasts. The only problem would be drivers for the tons of USB devices. BTW, Dennis have you recieved those e-mails that I have sent you??? Let me know via this group or the one that I had told you about in one of my e-mails. I did have my ISP turn off my spam filter for now. How about sending messages via fiffi or FTP??

Let me know.

Thanks,

4437. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-05 23:50:58 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.07.05.23.50.58.68921@pandora.be>
Source record: 25718

Op Sat, 05 Jul 2003 23:03:30 +0000, schreef Carey Christenson:

> Martin,

> But to say that Mint and MintNET are the only options for the Atari is
> very short sighted.

Not very short sighted, its simply the truth. Unless Magic author release
his brainchild as freeware, Magic is dead. Tell me who wants to buy a dead
OS. I surely not. I prefer a OS which is constantly under construction and
which opens a window to lots of exiting things once we'll have fast
machines which runs natively Freemint. I'm playing around with Linux since
a few days and I can tell you there are lots of very good items there.

> love Magic and Jinnee because of its extreme flexibility. I guess this is
> just one of those debates that will go on till the end of time.

Indeed once in a while such debates comes up and dies out. It's always
better then those Benny debates from that anonymous brainless guy.
I've MagicMac/Jinnee. On the 300 MHz G3 it's fast indeed, even faster then
my Hades but I must say I really don't like it. In my eyes
it's an OS without a soul. It give me a feeling of the OS is telling me
what to do. With MiNT (with or without MiNT-net) I have the opposite
feeling. I'm telling the OS what to do. I'm the boss not the OS.

> BUT I believe we should channel this debate into something constructive, like
> how to make Atari as platform be more recognized than it is??? Think
> about that for awhile before responding with hot-headedness and sayings
> that MINT is the ONLY OS for Atari.

Hmm, I don't think I've said that so extremely. I only said MiNT-net is
the Standard TCP/IP stack, which it is as Iconnect is strictly speaking
not a TCP/IP stack. The development of Magic seems to be halted, which
can't be said of MiNT, XaAES, Terra ...

Ok, I'll close my mouth now. I've said what I had to say.

Take care,
Martin

4438. Atari Online News. Etc. #05-27

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 00:05:53 UTC
From: danap8@aol.comno-spam
Message-ID: <20030705200553.20056.00000152@mb-m18.aol.com>
Source record: 25719

```
A-ONE #0527 07/04/03

~ Hacked-Account Alert! ~ People Are Talking! ~ Intel Spam Case!
~ Atari Roots On the Web ~ Happy 4th of July!! ~ Defacement Contest?
~ MS Still Not Compliant ~ MJJ Prod Slideshow! ~ Murder Cases Help!
~ Spam Victims Get Money ~ Aimster Still Offline! ~ History Lessons!

-* Pols Declare War On Spam! *-
-* CT60 Falcon Accelerator Shipping! *-
-* Video Games Ratings System Set to Change! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
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4439. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 00:21:59 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1057432428-512593AEicMi@adelphia.net>
Source record: 25722

Martin,
I did not mean to come across as bitchy or anything
of the sort. Matter of fact when these debates heated
or calm either way, come up. It kinda makes me wonder
why we dont channel the discussion towards some sort
of solution. You, Dennis, me and many,many, many
others all want one thing for our beloved Atari
Machines. To be useful and productive well into the
future. I am not a close minded person but I would
have to say that I have never used FreeMint or any
Mint deritive. Not to say that I would not, BUT I
would have to do alot more reading on it before
attempting to install MINT. I have heard horror
stories. But I believe with as much talented atari
users out there we could come up with some sort or
MULTI-OS computer that could run both OS's at the same
time without rebooting. Would this be possible??? We
have proven that multiple TCP/IP stacks can be used at
the same time. I use Iconnect and STING clients at
the same time thanks to MagicNet and Downloads are
very fast on my Falcon. At least 50 K/sec to 75 K/sec
on average. But it would seem that this debate would
go on for years unless we were all sitting around a
table drinking a brew an dicussing how this could be
done.

Just my two cents,
Thanks,

4440. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 00:23:14 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f076b2c$0$59959$c30e37c6@lon-reader.news.telstra.net>
Source record: 25720
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Joey Jojo Junior Shabadoo" <moestavern@springfield.org> wrote in message
news:moestavern-5D1935.09193105072003@nr-ott01.bellnexxia.net...
> In article <41bb93979ddac5d97c06086138dd8fc2@dizum.com>,
> Nomen Nescio <nobody@dizum.com> wrote:
>
> (homophobic rantings from a brain-dead troll deleted)
>
> it appears that the little fart is realizing the jig is up.
>
> remember, folks, he's now been kicked off at least a few remailers,
> so let's continue and remove him from this one.
>
> just remember, he can continue doing this, but eventually he's going
> to make a mistake and leave evidence that will reveal himself for who he
> is. And when he does, I will be contacting the proper authorities to
> arrest him for threatening death and GBH. Let's see how tough he is when
> he's being led handcuffed to a police car by officers in front of his
> family and neighbors.
>
> But for now, if you wish to complain about this loser's attempts to
> disrupt this newsgroup, here's where you send the complaints. Remember
> to include the whole message and all headers:
>

I think he will stop when Benny stops his spam, although at this point it is
more annoying then anything Benny has posted. Maybe if he changed his
material to something new, witty and funnier???

4441. Re: big o loser boy benny

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 00:24:44 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f076b85$0$59959$c30e37c6@lon-reader.news.telstra.net>
Source record: 25721
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Luposian" <luposian@lycos.com> wrote in message
news:g_CNa.88889$Pc5.78344@fed1read01...
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:be68vd$8jv$3@titan.btinternet.com...
> > > "Look me straight in the eye as I fart in your face!" (this statement
> > makes
> > > sense given the above insult)
> >
> > That bitch of yours...
>
> Wha... you're calling my wife a female canid? Oh, I am so honored! I
just
> KNEW my alter-persona would have an effect on her sooner or later!
> GRRRRUFF!! Maybe we can try having puppies this time, instead of a son!
>
> ARRROOOOOOOOOOOOOOOOOOOOOOOOOOOO!
>

Did you get picked on a lot at school?

Regards,

Clockmeister.

4442. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 03:26:45 UTC
From: Pitfall Harry <Pitfall_Harry65@hotmail.com>
Message-ID: <3F0796F4.1271D9A9@hotmail.com>
Source record: 25724
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Feedback on Bravo Sierras (Ben Smith's) sales.

Bravo Sierra Computers wrote:

> Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari
> Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari

You've seen his adds and sometimes referred to SPAM.
I'm a recent customer.
Sorry, not a regular poster here and don't have time to catch up on all the posts either.

Here's my feedback for you about Ben's sales - some good some bad.

Negatives:
Advertises too often, possibly considered spam to the newsgroups.
The information on his site makes him seem to be less reliable than a typical dealer.
- ie typos and poor grammar etc.
The same goes for his business emails to customers - a bit confusing at times.
Does not always reply back to the question or questions you ask.
- possibly just too busy with orders and emails.
Does not have a great system for keeping his inventory, but not too bad - he'll work it out eventually.
Does not accept personal checks, takes US postal service money orders only.
- this adds extra cost to each customer.

Positives:
There are not that many folks selling (trading/buying) Atari computer merchandise.
- so one has to factor in that into your search for Atari computer products.
Prices are not too bad, and he has a decent variety. Some loose and some NIB etc.
Also carries a bit of C64 and other computers from that era - not just Atari.
Usually replies back within a day, and will eventually figure out what you want.
He did not have a reference list or email addresses for his previous customers
- but he does now have some as I checked him out in advance.
- I didn't check his online site to see if he revised that.
He emailed the status of my payment and order being sent out.
Packaging was fine. Shipment arrived quickly.
Merchandise as expected and fine.
Shipping costs minimized if you want media mail.
He will insure and use priority mail if you do want it.

Other considerations:
I purchased from within the US.
I am somewhat well known to the classic gaming community and so perhaps he made more effort
and care to my order than the average customer.

Recommendation:
Yes, place and order.
It would be worth your effort - but perhaps make it smaller (< $50) at first.
Make sure to go over every detail and do not assume anything.
Verify all items to be purchased and price and shipping and totals.
Save your email messages and his.

I hope that this helps potential customers.
His service may not be as good as other reputable dealers, and a bit confusing in communicating with him, but my experience was good.

Alan, "Pitfall Harry" Hewston
Reply at: Pitfall_HarryNOSPAM65@hotmail.com delete NOSPAM

4443. Re: s.h.i.t.e.a.t.i.n.g. joey jo.jo the big super g.a.y.l.o.r.d.

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 05:45:17 UTC
From: rsmac@t-online.de
Message-ID: <1fxnzfb.1gi59spww8hoaN%rsmac@t-online.de>
Source record: 25725
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Anonymous Sender <anonymous@remailer.metacolo.com> wrote:

> Hello, some of you may know me as Fagboy Benny. I'm that big fat 400lb

193.111.87.9 | remailer.metacolo.com |Cyprus MetaColo Global Network |

4444. Cable or DSL

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 08:46:14 UTC
From: jdplace@prodigy.net
Message-ID: <qlRNa.1958$9v6.961@newssvr19.news.prodigy.com>
Source record: 25731

Anyone using the DaynaPort SCSI/Link T to connect to an ISP with
cable or DSL modem? I'd like to pursue this if possible, but I've
never used anything but dialup, so I'm not sure what's involved. TIA!

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

4445. Composite video and SC1224

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 09:34:52 UTC
From: Joakim Nordlander <jonord@nospam.pinky2.itv.se>
Message-ID: <03SNa.21291$GK.32@news2.bredband.com>
Source record: 25726
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a Atari colour monitor in the attic (a SC1224?, the one with same case as SM124). I'm wondering if it has a composite video input or if it's possible to build a circuit that gives it composite video so I can use it when I'm editing video.

Any pointers, ideas anyone?

/Jocke

4446. Re: OGG replay on 68000?

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 11:53:11 UTC
From: George Nakos <ggn@atarirocks.org>
Message-ID: <oprrv0mxh20mms9a@news.ntua.gr>
Source record: 25727
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Mon, 30 Jun 2003 13:02:29 +0200, Didier MEQUIGNON <NOSPAMS@MAMADOO.fr> wrote:

>
> Humm...
> You need lot of power for ogg vorbis, more than mpeg audio layer 3.

Thanks for replying (and sorry for my late reply), but I just need an off-line unpacker, not a realtime streaming application.

All I need are sources for ogg that a) can compile to standard 68000. b) A (very small) routine to load & call the ogg "depack" routine. Could anyone direct me to such sources? (that was kind of my original request)

Thank you...

--

George Nakos AKA ggn/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet-trained. oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

4447. Re: FreeTos

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 12:14:04 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be93ptlka1@sparta.btinternet.com>
Source record: 25729

Hi "Piergiorgio d' Errico"

> I have heard of one or two free, open-source implementation of the ST TOS,
> one seem to me called FreeTos or something like, and another whose I can't
> recall the name.
> Hope that there are somenthing kind enough to give me the links to their
> sites.
>
> I'm from Italy, and I hope that I have written in a good english ;)

Up until this sentence i couldnt tell either way, so i think you dont need
to add this line in future. 8~)

> Best regards from Italy,

And the same from the UK.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.497 / Virus Database: 296 - Release Date: 04/07/2003

4448. Re: big o loser boy benny

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 12:14:20 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be93qhlka2@sparta.btinternet.com>
Source record: 25728
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi "Clockmeister"

> > > > "Look me straight in the eye as I fart in your face!" (this
statement
> > > makes
> > > > sense given the above insult)
> > >
> > > That bitch of yours...
> >
> > Wha... you're calling my wife a female canid? Oh, I am so honored! I
> just
> > KNEW my alter-persona would have an effect on her sooner or later!
> > GRRRRUFF!! Maybe we can try having puppies this time, instead of a son!
> >
> > ARRROOOOOOOOOOOOOOOOOOOOOOOOOOOOO!
> >
>
> Did you get picked on a lot at school?

And at nursery, and at work, he's OK in here though, I'll look out for him!.

His gym teacher used to have him soap him up in the showers after games.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.497 / Virus Database: 296 - Release Date: 04/07/2003

4449. Re: CT60 VITAL HARDWARE UPDATE

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 12:14:34 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be93r2lka3@sparta.btinternet.com>
Source record: 25730

Hi "Rodolphe Czuba"

> PLEASE SEE NOW THE FOLLOWING PAGES ON MY WEB SITE :
> - HISTORICAL for last news.
> - UPDATE to get the last ABE & SDR files and PLEASE, CUT THE TRACE (you
will
> understand reading the pages and READ-ME file !).

Will you be making these updates to boards shipped in the future?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.497 / Virus Database: 296 - Release Date: 04/07/2003

4450. Re: FreeTos

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 13:24:23 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <OpVNa.89990$Pc5.33327@fed1read01>
Source record: 25732

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:be93pt$1ka$1@sparta.btinternet.com...> > Best regards from Italy,
>
> And the same from the UK.

Well, you've just proven, beyond any shadow of a doubt, that you are a liar.

I and my "missus" live in the USA. You live in the UK.

Now, unless, you rack up a WHOLE LOT of frequent flyer miles, travelling to and from the USA (in under a few hours on any given day), there is NO POSSIBLE WAY you could be "porking" my wife unbeknownst by me.

Oh, and unless she can rack up a WHOLE LOT of frequent flyer miles, travelling to and from the UK, there is NO POSSIBLE WAY she could be getting "porked" by you, unbeknownst by me... unless she can get there and back in under a few hours on any given day.

Lear Jet, anyone? Uh, I don't think so... unless you or she are VERY rich individuals. Not too likely, with the kinda debts she's saddled on my hind to take care of.

People suffer from personality disorders, not cloning disorders...

I find the defendant guilty of sheep porking and gross visions of sexual grandeur with a non-ovine species. Keep it to your own sheep, you pervert! Case closed... court dismissed.

Luposian

4451. Re: CT60 VITAL HARDWARE UPDATE

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 14:10:03 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <be9ak0tgt1@news-reader4.wanadoo.fr>
Source record: 25733

> > PLEASE SEE NOW THE FOLLOWING PAGES ON MY WEB SITE :
> > - HISTORICAL for last news.
> > - UPDATE to get the last ABE & SDR files and PLEASE, CUT THE TRACE
(you
> will
> > understand reading the pages and READ-ME file !).
>
> Will you be making these updates to boards shipped in the future?.

Reading on his web site: "A TRACE MUST BE CUT ON THE CT60 : IF you get the
CT60 BEFORE July 5th, 2003 !"

4452. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 16:12:13 UTC
From: Lonny <lp060@coazter.com>
Message-ID: <Pine.SGI.4.10.10307061021230.11694-100000@www.coazter.com>
Source record: 25736

On Sat, 5 Jul 2003, Carey Christenson wrote:

> Dennis,
> I would have to say that Dennis is right on the
> concept of a SCSI adapter for USB. Could be done
> relatively easy I would think. The only problem that
> remains would be suitable drivers to run various USB
> devices. BTW, Dennis have you been able to recieve
> any of my past e-mails?? Let me know via this group
> or the one that I listed in my e-mail to you.

If you go back and read the start of the thread the only thing
I originally suggested was that mint combined with a clone
was a fast track to usb support, in that sources already exist
in the linux world, and the pci bios is a huge head start as
it handles the low level i/o stuff with the pci cards. Then
adapt the idea to other atari's when it works.

A scsi adapter might work, but those are not very popular
and standard and I would bet a lot harder to find source code
for. Also you run the risk of data loss on your HD if something
should go wrong inside the driver. I repeat, I am not dismissing
the idea as crap, just that it would be harder and take longer to
implement. I personally would avoid a SCSI solution, but that is me.

The problem is people like dennis. I presented a perfectly
legit idea, and rather than contribute any solid logical comments
he'd rather call everything I say bullshit. Unlike dennis I do
contribute back to the community, with software, mailing lists, docs,
tips, see my website. Dennis on the other hand has made up his mind
mint is evil, unix is evil, and anyone who uses such things.
He refuses to listen to anything that makes sense. Everyone here
has the ability to look up old posts and see for yourself that
is the case. Seriously, what does Opera have to do with USB?
Absolutely nothing, dennis just likes to avoid the real issues
and cloud everything to the point where the original idea is lost.

As Martin has said, magic is a closed door, and without a 3rd party
hack it would be hopelessly lost. Development should not focus on
such an OS, that's simply a logical conclusion. No OS is perfect,
however since magic has been retro fitted to be mintnet compatible
you can conclude only one thing. Development should start with mint
and trickle the other direction. It's painfully obvious mintnet has set
the standard for networking or magicnet would not exist.

I still am willing to send ozk a pci usb card if someone could help me research the best one to go with, but it looks as if this is not the place for real discussions. I can see I need to move this to the Atari clone mailing list. I don't think I'll bother with this thread again and maybe down the road the 20+ users on the clone list will have usb at least. Then later someone can port that maybe. Certain people here are more concerned with beating down people and ideas for no reason.

I fully expect dennis to go off, that is his prefered nature for I am evil cause I speak the truth. If anyone has a real discussion about usb as I proposed then drop me a line via my e-mail box.

4453. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 17:54:55 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns93B0CA96E229Etos4ever@195.130.132.65>
Source record: 25734
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

on zo, 06 jul 2003 00:23:14 GMT ?Clockmeister wrote:

> I think he will stop when Benny stops his spam, although at this point
> it is more annoying then anything Benny has posted. Maybe if he
> changed his material to something new, witty and funnier???

Which spam? I haven't seem any spam from Ben in comp.sys.atari.st since
months.
That brainless troll will never stops his postings at all. That man needs
very urgently a headshrinker. It's very clear to me he belongs in a mental
home.

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

4454. Re: CT60 VITAL HARDWARE UPDATE

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 18:26:14 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f0869bb$0$13196$626a54ce@news.free.fr>
Source record: 25735

That's evidence !

"Steve Sweet" <steve.sweet@btopenworld.com> a crit dans le message de news:
be93r2lka3@sparta.btinternet.com...
> Hi "Rodolphe Czuba"
>
> > PLEASE SEE NOW THE FOLLOWING PAGES ON MY WEB SITE :
> > - HISTORICAL for last news.
> > - UPDATE to get the last ABE & SDR files and PLEASE, CUT THE TRACE (you
> will
> > understand reading the pages and READ-ME file !).
>
> Will you be making these updates to boards shipped in the future?.
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.497 / Virus Database: 296 - Release Date: 04/07/2003
>
>

4455. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 23:10:40 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f08aba6$0$59958$c30e37c6@lon-reader.news.telstra.net>
Source record: 25737
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Martin "Nightowl" Byttebier" <donotusethisaddress@pandora.be> wrote in
message news:Xns93B0CA96E229Etos4ever@195.130.132.65...
> on zo, 06 jul 2003 00:23:14 GMT Clockmeister wrote:
>
> > I think he will stop when Benny stops his spam, although at this point
> > it is more annoying then anything Benny has posted. Maybe if he
> > changed his material to something new, witty and funnier???
>
> Which spam? I haven't seem any spam from Ben in comp.sys.atari.st since
> months.
> That brainless troll will never stops his postings at all. That man needs
> very urgently a headshrinker. It's very clear to me he belongs in a mental
> home.
>

He certainly has issues that need to be resolved.

4456. Re: big o loser boy benny

Newsgroup: comp.sys.atari.st
Date: 2003-07-06 23:13:05 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f08ac37$0$59954$c30e37c6@lon-reader.news.telstra.net>
Source record: 25738
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:be93qh$1ka$2@sparta.btinternet.com...
> Hi "Clockmeister"
>
> > > > > "Look me straight in the eye as I fart in your face!" (this
> statement
> > > > makes
> > > > > sense given the above insult)
> > > >
> > > > That bitch of yours...
> > >
> > > Wha... you're calling my wife a female canid? Oh, I am so honored! I
> > just
> > > KNEW my alter-persona would have an effect on her sooner or later!
> > > GRRRRUFF!! Maybe we can try having puppies this time, instead of a
son!
> > >
> > > ARRROOOOOOOOOOOOOOOOOOOOOOOOOOOO!
> > >
> >
> > Did you get picked on a lot at school?
>
> And at nursery, and at work, he's OK in here though, I'll look out for
him!.
>
> His gym teacher used to have him soap him up in the showers after games.
>

I used to dream of soaping up my gym teacher too... she was HOT!

Regards,

Clockmeister.

4457. Re: Cable or DSL

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 00:59:54 UTC
From: lp <gfa@basic.net>
Message-ID: <BB2E3E4A.C7E%gfa@basic.net>
Source record: 25739

in article qlRNa.1958$9v6.961@newssvr19.news.prodigy.com, Joseph D. Place at jdplace@prodigy.net wrote on 7/6/03 4:46 AM:

> Anyone using the DaynaPort SCSI/Link T to connect to an ISP with
> cable or DSL modem? I'd like to pursue this if possible, but I've
> never used anything but dialup, so I'm not sure what's involved. TIA!

If you have MiNT I recommend this:
http://hardware.atari.org/ether/index.htm
I have this and it works great on my TT, setup time under MiNT, only a few minutes.

Otherwise you need the STing inet stack and of course a broadband inet connection. If you have some other platform at home that you can connect to via ethernet, I would suggest getting the DaynaPort and doing some testing before you jump into broadband. I found the DaynaPort to be unstable and STing far to complex to setup correctly in a LAN.
I dinked around with the route.tab file for some hours and never got outside my LAN onto the internet. It should not be that hard.

Anyway, you might need a router, Atari's don't deal with dynamic IP's so well, and a router can solve this. A static IP is preferable and a lot easier to setup.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4458. Re: ATARI 520STfm, dead floppydrive

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 02:09:05 UTC
From: DJPsymiley <amplitude@MAPSSPAMkoloth.co.uk>
Message-ID: <3f08d646$0$18497$cc9e4d1f@news.dial.pipex.com>
Source record: 25740

> >(where one pin may say 'side 0' and the
> > drive may have 'side 1' pin - i believe thats an old typo - because all
> > disks read fine).
>
> What exactly do you mean by this?
>

iirc - the drives have a 'Side select pin' selecting the side of the disk to write to. On pinouts, the internal drive is Side select 0, whereas the external drive pinout, this was Side select 1.

The last thing you want is for the drive to write inverted over the disk, so my initial thought was to put an inverter on the pin, but luckily - after just directly hooking up the pin, found the disks written and read worked fine on any drive.

Thus why I concluded that the fact the external pin labled as Side select 1 must be a typo.

BTW - dont get this confused with Drive select 0 and 1.

So to wire up an external drive - its just pin for pin wiring.

Dan.

4459. Re: Falcon IDE dead.

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 06:28:23 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbgi3uj.3o5.atari@core.preferuje.luzik.pl>
Source record: 25741

On Sat, 5 Jul 2003 23:12:44 +0000 (UTC), Smeg <smeg_007@NOSPAM.hotmail.com> had a noticeable pleasure while writting:
> Hi all.
>
> I have received a Rev B falcon motherboard, which otherwise works fine, but
> when I attach my 2.5" IDE drive from my working falcon, the drive will not
> spin up on booting. If I dont attach a drive, the hard disk driver reports
> an IDE device on both ID's, of course its wrong and it gives rubbish
> characters like: "ďż˝ďż˝ďż˝ďż˝ďż˝ďż˝ďż˝ďż˝ďż˝ďż˝ďż˝ďż˝ďż˝ďż˝ďż˝ďż˝ďż˝ďż˝ďż˝" for the device name.
>
> Can anyone give me a few pointers, or a few things to check? What usually is
> the first thing that causes this?

Check the cable.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4460. Re: WTD Tos 206 for Mega Ste

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 07:59:36 UTC
From: Craig Hart <no@spam.thanks>
Message-ID: <IL9Oa.522$Xx6.11177@news-server.bigpond.net.au>
Source record: 25742

Hi..

I have UK English TOS 2.06 files (2 files - one for each ROM chip). Can email to anyone who wants them - mail chart at datafast dot net dot au with your request. include a statement to the effect that you own an original machine and are thus entitled to a legal copy (just to cover my arse!). I can erase/burn chips for you if you supply me with chips; while-u-wait service available in Melbourne Australia :-) Email for details.

Some of the ROM images available on the web are corrupt - beware!

"Mickael Pointier" <sorry@but.i.hate.spam.net> wrote in message news:3f032870$0$23986$626a54ce@news.free.fr...
> > Hi,
> >
> > Anyone have a copy of TOS 2.0.6 in English
> > for a Mega STe (2 chips I think). I've got TOS 2.0.6
> > in French fitted - but this seems to require an AZERTY
> > keyboard.
>
> Hu, I'm sorry I don't have a TOS 2.06 in english, but I would be very
> interested by that french Tos 2.06 !
> Do you think some deal is possible ?
>
> Dbug (that have a Tos 2.05 in his French MSTE)
>
>
>

4461. Atari STe - Bad floppy

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 08:06:44 UTC
From: ulf.andersson@odata.se
Message-ID: <e6768403.0307070006.7232bd30@posting.google.com>
Source record: 25743

After 8 years without a Atari I just bought a 520 STe.
When I (in a hurry) came home with my new machine the floppy was not booting.

If I leave a disk on boot up it fails to boot and says error with disk.
If I boot and try to read disk it says error with disk or no disk in drive.
If I try to format a disk it seems to go through the format process little bar moves all the way across the screen but on verifying format it gives error with disk or no disk in drive.

I tried replacing the drive with a pc high density one (modified like sony_144.zip). This didn't work either. Same errors recieved.

I need some help figure out what is wrong or at least some tips on where to go now.

Thanks in advance for any responses.

Ulf Andersson
Simrishamn, Sweden
ulf.andersson@odata.se

4462. Re: Falcon IDE dead.

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 10:19:33 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f094928$0$13223$626a54ce@news.free.fr>
Source record: 25744

```
If you have no power on the 2.5 IDE HDD :
- check cable.
- check 5V on the connector ! A classic problem is somebody wrongly
connecting the cable and burn the 5V trace in the PCB.
You can see this burnt trace, not directly but you may see a bad vernished
zone (vernish that was too hot !) near the HDD connector on the mb.
```

"Smeg" <smeg_007@NOSPAM.hotmail.com> a crit dans le message de news:
be7m1bdmc1@hercules.btinternet.com...
> Hi all.
>
> I have received a Rev B falcon motherboard, which otherwise works fine,
but
> when I attach my 2.5" IDE drive from my working falcon, the drive will not
> spin up on booting. If I dont attach a drive, the hard disk driver reports
> an IDE device on both ID's, of course its wrong and it gives rubbish
> characters like: "" for the device name.
>
> Can anyone give me a few pointers, or a few things to check? What usually
is
> the first thing that causes this?
>
> BTW, i think someone installed a 2.5" to 3.5" adapter at some point in the
> past because the large cap next to the modulator (C24) has been desoldered
> and raised at one end.....
>
> Regards,
> Smeg.
>
>

4463. Re: joey still the big joke jojo - loserboy!

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 12:43:15 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-3644ED.08431407072003@nr-tor02.bellnexxia.net>
Source record: 25745
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <21e0136e24f04cb2e72350d9e11bcdbf@remailer.metacolo.com>,
Anonymous Sender <anonymous@remailer.metacolo.com> wrote:

> yep, still a big loser and joke you are!

hee hee hee, it appears that I'm wearing Loser Boy down - notice that
he hasn't posted any of his usual verbal diarhhea, for fear of making
the mistake that will get him arrested for his previous threats. And it
appears that he's feeling the heat after getting kicked off at least two
anonymous remailers!

As usual, folks, here's the addresses to send any more of his troll
spam:

abuse@remailer.metacolo.com

abuse@zedz.net

abuse@remailer.privacy.at

4464. Preloading alternative TOS

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 14:22:36 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0307070622.aee2e60@posting.google.com>
Source record: 25646

Hi,

Is it possible to automatically load a
different version of TOS when you boot
a ST? I've seen SELTOS but this seems
to insist on you selecting the image
before booting. Ive heard of something
called TOSBOOT.PRG - but cant find this.

Cheers

PT.

4465. Atari Falcon Questions... TOS/Name Badges, etc.

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 14:42:47 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0307070642.437713aa@posting.google.com>
Source record: 25647

Hi,

Here's a few questions I'm hoping to get answered here.

First,

What's the main differences between TOS 4.02 vs. 4.04 vs 4.92/5.00
(beta)
and does anyone here use or know of someone who uses the 4.95/5.00
(beta) and is it stable, etc. etc.

Second,

Is there some place I can buy a replacement (atari falcon030) inline
sticker?
Just curious?! :) Mine isn't perfect ;)

I know there's more questions I have but just can't think of them,
I'll be back! ;)

Clint Thompson

4466. Re: Cable or DSL

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 17:43:41 UTC
From: jdplace@prodigy.net
Message-ID: <hjiOa.141$le6.9@newssvr16.news.prodigy.com>
Source record: 25648

On 6 Jul 2003 20:59:54 -, lp wrote:
>in article qlRNa.1958$9v6.961@newssvr19.news.prodigy.com, Joseph D. Place at
>jdplace@prodigy.net wrote on 7/6/03 4:46 AM:
>
>> Anyone using the DaynaPort SCSI/Link T to connect to an ISP with
>> cable or DSL modem? I'd like to pursue this if possible, but I've
>> never used anything but dialup, so I'm not sure what's involved. TIA!
>
>If you have MiNT I recommend this:
>http://hardware.atari.org/ether/index.htm
>I have this and it works great on my TT, setup time under MiNT, only a few
>minutes.
>
>Otherwise you need the STing inet stack and of course a broadband inet
>connection. If you have some other platform at home that you can connect
>to via ethernet, I would suggest getting the DaynaPort and doing some
>testing before you jump into broadband. I found the DaynaPort to be
>unstable and STing far to complex to setup correctly in a LAN.
>I dinked around with the route.tab file for some hours and never got
>outside my LAN onto the internet. It should not be that hard.
>
>Anyway, you might need a router, Atari's don't deal with dynamic
>IP's so well, and a router can solve this. A static IP is preferable
>and a lot easier to setup.
>
>--
>Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>
>.
Thanks,
I'm working on connecting to my Mac Powerbook with Sting, and then
I'll see where I go from there. I haven't found any information for
setting up the Mac end, so I'm having to experiment.

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

4467. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 18:35:02 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <becegl$272$2@sparta.btinternet.com>
Source record: 25649
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Martin

> > I think he will stop when Benny stops his spam, although at this point
> > it is more annoying then anything Benny has posted. Maybe if he
> > changed his material to something new, witty and funnier???
>
> Which spam? I haven't seem any spam from Ben in comp.sys.atari.st since
> months.
> That brainless troll will never stops his postings at all. That man needs
> very urgently a headshrinker. It's very clear to me he belongs in a mental
> home.

You need to check with your IP in that case, you're missing some traffic!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.497 / Virus Database: 296 - Release Date: 04/07/2003

4468. Re: big o loser boy benny

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 18:35:04 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <becegm$272$3@sparta.btinternet.com>
Source record: 25651
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi "Clockmeister"

> > > > > > "Look me straight in the eye as I fart in your face!" (this
> > statement
> > > > > > makes
> > > > > > > sense given the above insult)
> > > > > >
> > > > > > That bitch of yours...
> > > > >
> > > > > Wha... you're calling my wife a female canid? Oh, I am so honored!
I
> > > just
> > > > > KNEW my alter-persona would have an effect on her sooner or later!
> > > > > GRRRRUFF!! Maybe we can try having puppies this time, instead of a
> son!
> > > >
> > > > ARRROOOOOOOOOOOOOOOOOOOOOOOOOOOO!
> > > >
> > >
> > > Did you get picked on a lot at school?
> >
> > And at nursery, and at work, he's OK in here though, I'll look out for
> him!.
> >
> > His gym teacher used to have him soap him up in the showers after games.
> >
>
> I used to dream of soaping up my gym teacher too... she was HOT!

His was only a she years later following the operation.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.497 / Virus Database: 296 - Release Date: 04/07/2003

4469. Re: FreeTos

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 18:35:05 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <becego$272$4@sparta.btinternet.com>
Source record: 25650

Why its Liposuction

> > And the same from the UK.
>
> Well, you've just proven, beyond any shadow of a doubt, that you are a
liar.

And how?

> I and my "missus" live in the USA. You live in the UK.

I'm not welded to it.

> Now, unless, you rack up a WHOLE LOT of frequent flyer miles, travelling
to
> and from the USA (in under a few hours on any given day), there is NO
> POSSIBLE WAY you could be "porking" my wife unbeknownst by me.

And you base that on the 'proof' stated above.

> Oh, and unless she can rack up a WHOLE LOT of frequent flyer miles,
> travelling to and from the UK, there is NO POSSIBLE WAY she could be
getting
> "porked" by you, unbeknownst by me... unless she can get there and back in
> under a few hours on any given day.

You've got a stutter, are you nervous.

> Lear Jet, anyone? Uh, I don't think so... unless you or she are VERY rich
> individuals. Not too likely, with the kinda debts she's saddled on my
hind
> to take care of.

I smack the bitch up and pay here what she's worth, thats got no bearing on
my wealth or otherwise.

> People suffer from personality disorders, not cloning disorders...

That seems like a qualified opinuion.

> I find the defendant guilty of sheep porking and gross visions of sexual
> grandeur with a non-ovine species.

Cant argue with that.

> Keep it to your own sheep, you pervert!

That wont be difficult.

> Case closed... court dismissed.

Youre just a witness, the judge does the hammer banging so piss off, you are remanded in custody.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.497 / Virus Database: 296 - Release Date: 04/07/2003

4470. Re: CT60 VITAL HARDWARE UPDATE

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 18:35:07 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <becegq$272$5@sparta.btinternet.com>
Source record: 25652

Hi "NSPIRIT"

> > > PLEASE SEE NOW THE FOLLOWING PAGES ON MY WEB SITE :
> > > - HISTORICAL for last news.
> > > - UPDATE to get the last ABE & SDR files and PLEASE, CUT THE TRACE
> (you
> > will
> > > understand reading the pages and READ-ME file !).
> >
> > Will you be making these updates to boards shipped in the future?.
>
> Reading on his web site: "A TRACE MUST BE CUT ON THE CT60 : IF you get the
> CT60 BEFORE July 5th, 2003 !"

I missed that, thanks for highlighting.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.497 / Virus Database: 296 - Release Date: 04/07/2003

4471. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 19:38:34 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f09ca6224b5c1@tripnet.se>
Source record: 25653
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.st <Xns93B0CA96E229Etos4ever@195.130.132.65>
Martin "Nightowl" Byttebier wrote on Sun 06-07-2003 17:54 (GMT):

>on zo, 06 jul 2003 00:23:14 GMT ï¿½Clockmeister wrote:
>
>> I think he will stop when Benny stops his spam, although at this point
>> it is more annoying then anything Benny has posted. Maybe if he
>> changed his material to something new, witty and funnier???
>
>Which spam? I haven't seem any spam from Ben in comp.sys.atari.st since
>months.
>That brainless troll will never stops his postings at all. That man needs
>very urgently a headshrinker. It's very clear to me he belongs in a mental
>home.

I simply don't understand this...:

1. Ben Smith's posts are cleary marked as ads, and very easy to filter
out if you don't want to recieve them.

2. He uses a real return mail addres so any complaints can be sent to him
direct. As he actually has stated that he does not read this group
regulary a followup to the group is simply stupid.

The only logical conclusion is that these people (Clockmeister, Mark D,
smeg, etc..) tries to form a mob against Ben Smith among the readers of
the group.

This behaviour is against all usenet netiquette and a far more serious
violation compared to posting any amount of ads. I personally find it
disgusting to watch and would like to meet any of you in person to take
proper actions!!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4472. Re: Best ST-compatible system today ?

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 19:42:57 UTC
From: mstepansky@aol.com
Message-ID: <20030707154257.19846.00000231@mb-m18.aol.com>
Source record: 25654

Hi Edward,

Are you saying that Falcon/030 (or is it 040?) will run MOST - say 90% - of the ST games, correct?

I thought Falcon will have "problem" running any ST games due to clock differences. And also I thought that - to get around to that problem - one needs a "clock" degrader to slow down the clock of the Falcon to match up the speed of the ST 8 mhz. Am I correct?

Does the Falcon have an internal floppy disk drive and internal HD simulataneously?

Otherwise, MegaST4 is my only ST-compatible to run ST games on the living room floor connecting a big TV screen. :o)

Mike

4473. Re: Ct60 news

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 19:44:46 UTC
From: mstepansky@aol.com
Message-ID: <20030707154446.19846.00000232@mb-m18.aol.com>
Source record: 25655

CT60 ?? Same as Hades060? New to me.

Mike

4474. Re: Using Atari Classic CX-40 joystick for PC?

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 19:54:28 UTC
From: mstepansky@aol.com
Message-ID: <20030707155428.19846.00000233@mb-m18.aol.com>
Source record: 25656

Now, it has been about a month ago that I last post this question "Using Atari Classic CX-40 joystick for PC?".

Does anyone of you were able to make the CX40 joystick (9-pins) compatible to PC's serial port yet?

(I don't see 15-pins port - just the 9-pins serial port here on back of PC. The other 15-pins are just for monitor.)

I want to buy it. $$$ will go to the creator's solutions. I dont know how to make one and I really WANT to use my timeless, die-hard joystick because I am good at playing games with it.

"Simple writing job"? (read earlier posting) How is that done?

Mike

4475. Re: Atari Falcon game titles - how many?

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 19:57:59 UTC
From: mstepansky@aol.com
Message-ID: <20030707155759.19846.00000234@mb-m18.aol.com>
Source record: 25657

Thank you for the links to see the game titles for the Falcon/030 and such.
This is what I need to look at the list.

mike

4476. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 20:11:16 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns93B1E1B554008tos4ever@195.130.132.65>
Source record: 25658
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

on ma, 07 jul 2003 18:35:02 GMT ?Steve Sweet wrote:

```
>>
>> Which spam? I haven't seem any spam from Ben in comp.sys.atari.st
>> since months.
>> That brainless troll will never stops his postings at all. That man
>> needs very urgently a headshrinker. It's very clear to me he belongs
>> in a mental home.
>
> You need to check with your IP in that case, you're missing some
> traffic!.

I surely doesn't need to check my ISP. I get all the traffic I want to
have, that's for sure.

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>
```

4477. Re: Turn *.STs into real atari disks

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 20:18:31 UTC
From: mstepansky@aol.com
Message-ID: <20030707161831.19846.00000236@mb-m18.aol.com>
Source record: 25659

I have questions, similiar to earlier postings here:

I have some .ST image files already BURNED on a CDR disc on a PC.

How do I convert it to a "regular" Atari disk format on PC's floppy A: drive?
(possible?)

So, that way, converting .ST image file from this CDR disc to the PC's floppy
disk (as "Atari format" disk).

Then, I would take that PC disk out and put in the STe to play games.

Will that work? If not, I need instructions.

Mike

4478. Re: Cable or DSL

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 20:19:55 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f09ca6224b5c2@tripnet.se>
Source record: 25660

In comp.sys.atari.st <BB2E3E4A.C7E%gfa@basic.net>
lp wrote on Sun 06-07-2003 20:59 (-0400):

>in article qlRNa.1958$9v6.961@newssvr19.news.prodigy.com, Joseph D. Place at
>jdplace@prodigy.net wrote on 7/6/03 4:46 AM:
>
>> Anyone using the DaynaPort SCSI/Link T to connect to an ISP with
>> cable or DSL modem? I'd like to pursue this if possible, but I've
>> never used anything but dialup, so I'm not sure what's involved. TIA!

>testing before you jump into broadband. I found the DaynaPort to be
>unstable and STing far to complex to setup correctly in a LAN.

I actually tried to help a guy to setup STinG with a DaynaPorton his
Falcon yesterday at the Nordic Atari Show but did not make it work. The
STinG kernel reported that the .STX could not find the DaynaPort.
Unfortunately this guy showed up when we were about to close so I did not
have time investigate any further.

>I dinked around with the route.tab file for some hours and never got
>outside my LAN onto the internet. It should not be that hard.

Hm the STinG routing table is extremly simple. For Ethernet you only need
a single line with:

0.0.0.0 0.0.0.0 EtherNet 192.168.0.1

If the default gateway is 192.168.0.1 . Add to that a route to another
subnet (192.168.4.0/24) that can be reached from 192.168.0.7 and you get:

192.168.4.0 255.255.255.0 EtherNet 192.168.0.7
0.0.0.0 0.0.0.0 EtherNet 192.168.0.1

And if you also have a subnet attached to your own MIDI port:

192.168.3.0 255.255.255.224 Midi 0.0.0.0
192.168.4.0 255.255.255.0 EtherNet 192.168.0.7
0.0.0.0 0.0.0.0 EtherNet 192.168.0.1

Then simply enter the IP-addresses in STinG Ports Setup and you are ready
to go. Takes a few minutes and all done with a graphic gui except the
routing table itself.

These routes were actually in use at the show yesterday with great
success. The only bad thing was that we never got any of the computers on
the subnets to receive packets from the Internet outside of the NAT
router. I did put in the proper routes in the NAT-box but no luck
(possibly a bug in the box).

Last year we used a Linux box for NAT and had no problems.

I tried to solve this by using the STinG built in NAT (Masquerade module) but could not find out if this is possible. It seems that STinG is only capable of using NAT if you are connected via serial port through a standard modem and does not understand Ethernet?

>Anyway, you might need a router, Atari's don't deal with dynamic
>IP's so well, and a router can solve this. A static IP is preferable
>and a lot easier to setup.

I'd say a a NAT router is a must for broadband and Atari. You will have at least another computer for streaming media, ActiveX or whatever so you will need a switch and NAT (if you only get one public IP, dynamic or static). A Netgear, DLink, etc will do this for you and also provide some firewall functions to keep the nasty guys out.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4479. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 20:19:56 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f09ca6224b5c3@tripnet.se>
Source record: 25661

In comp.sys.atari.st <pan.2003.07.05.23.50.58.68921@pandora.be>
Martin Byttebier wrote on Sat 05-07-2003 23:50 (GMT):

>Op Sat, 05 Jul 2003 23:03:30 +0000, schreef Carey Christenson:

>> But to say that Mint and MintNET are the only options for the Atari is
>> very short sighted.

>Hmm, I don't think I've said that so extremely. I only said MiNT-net is
>the Standard TCP/IP stack, which it is as Iconnect is strictly speaking

That simply is wrong. I just talked to Erik Hï¿½ll yesterday about
implementing spam filters in his MyMail. The only problem he has got is
that _GlueSTiK_ does not implement a _STinG_ (STiK?) call for reverse
resolving of numeric IP addresses.

Note that Erik is a MinTNET user himself on his Hades but because there
is no standard IP stack has problems with his program. As there are too
many STinG/STiK users he just can't make it a native MinTNET client.

This is a bad situation with more than one stack on the Atari but to deny
it's existence will not make it any better.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4480. Re: Turn *.STs into real atari disks

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 20:34:22 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <4701797.qAYcvbTd1n@jll.heim7.tu-clausthal.de>
Source record: 25662

On Montag, 7. Juli 2003 22:18, MStepansky wrote:
> How do I convert it to a "regular" Atari disk format on PC's floppy A:
> drive? (possible?)

See the Makedisk Tutorial at http://home.tu-clausthal.de/~ifmar/
exactly what you seek.

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

4481. Re: Newbie question about Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 20:35:18 UTC
From: mstepansky@aol.com
Message-ID: <20030707163518.19846.00000237@mb-m18.aol.com>
Source record: 25663

Similiar to GFABasic on an ST...

What would be a good "graphics power" BASIC programming language for today's PC?

Sorry if it sounds off-topics, but I am hoping ST programmers might have BASIC programming on PC. No time to learn C right now.

Mike

4482. Re: What's the difference between a 520 ST and a 520 STe?

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 20:44:26 UTC
From: mstepansky@aol.com
Message-ID: <20030707164426.19846.00000238@mb-m18.aol.com>
Source record: 25664

ST - original ST, like 520ST
STe - enhanced ST, mainly 4096 pallettes instead of 512. (like the later STE version thereafter).

STf - what's that? "F"loppy drive internal?
STfm - now what's that? "FM" modulation, with TV video outport?

Strangely, my original 520ST did have video output (composite signal) for regular TV - but it looks terrible. Thats why it is bettter to use RGB monitor.

Now what does ST "fm" and "f" stands for again?

Mike

4483. Re: Turn *.STs into real atari disks

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 20:49:46 UTC
From: mstepansky@aol.com
Message-ID: <20030707164946.19846.00000239@mb-m18.aol.com>
Source record: 25665

Well, I clicked http://home.tu-clausthal.de/~ifmar/ and I see

"The Atari ST Applications Center". Then click that and popped up:
--

The Atari ST Applications Center is currently down.
We plan to open it again as soon as possible.

The Atari Mafia

Am I in the right direction, Matthias?

Mike

4484. Trying to read old ST disk on PC's drive

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 21:05:47 UTC
From: mstepansky@aol.com
Message-ID: <20030707170547.19846.00000244@mb-m18.aol.com>
Source record: 25666

Lost and Found!

I found a dusty box full of numerous DS/DD (320KB?) and SS/DD (720KB) floppy diskettes from my college days. :o)

I dusted them off and then took one disk, for example, ".TNY graphics files". I put it in PC's 3.5" floppy disk drive. I got a partially garbled, gibberish files directorys displayed on my screen (ie. &^#*mikeys0, #$heyme$*#) but I can read some of the files directory as cleared as "lady.tny", "corvette.tny", "juggle.spc".

Some are Spectrum format files, TNY format files, and .NEOchrome file format. I remember most of the diskettes might have been formatted with higher tracks than normal using non-standard ST formatter.

By the way, I use "Gemulator.exe" to be able to read non-DOS disk (such as ST disk) in PC drive. I need another solution.

Questions:

1) Using this old ST disk in the PC floppy drive, is there a way for me to copy it off to PC's HD so I can use graphics converter on a PC to display the graphics? Is there such "actual ST-disk" drive emulator for PC?

2) Is there such SPECTRUM, NEO, Tiny, Degas, etc. graphics viewer for PC?

Mike

4485. Re: Cable or DSL

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 21:15:50 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0307071315.5028069e@posting.google.com>
Source record: 25667

DSL would be out unless you have a router, to my knowledge no internet stack on the platform supports the pppoe protocol. Cable might be tough also without a router. I have a linux box running as a router on my lan using the Dayna scsi ethernet adaptor on my TT030.

I've tried the Sting Dayna drivers, like LP I was never able to get out of my LAN.. until I installed a Proxy server on my linux box. It was very stable, but I was only able to surf the web. I wasn't able to use AtarIRC or AtarICQ.

I've also been lucky enough to test the Stik 2 version of the drivers, the Stik version allowed me to surf the web without a proxy. AtariICQ and HighWire worked great with the Stik version also! BUT.. the only problem is the drivers still unstable. The system would freeze.

You might want to try the etherNEC LP mentioned, but you will still need a router in my opinion.

Rob
webmaster@atari-users.net
http://www.atari-users.net

jdplace@prodigy.net (Joseph D. Place) wrote in message news:<qlRNa.1958$9v6.961@newssvr19.news.prodigy.com>...
> Anyone using the DaynaPort SCSI/Link T to connect to an ISP with
> cable or DSL modem? I'd like to pursue this if possible, but I've
> never used anything but dialup, so I'm not sure what's involved. TIA!

4486. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 21:16:48 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1057594118-365762AEicMi@adelphia.net>
Source record: 25668

Kenneth,
I could not agree with you more on that issue. We definetly DO NOT need more TCP/IP stacks for the atari platform. What we need is a program that brings ALL of these TCP/IP stacks together under one client which is what MagicNet is capable of doing. Now I am unsure if MagicNet can be used under MintNet to use STING and Iconnect and Draconis clients. But it does work under Magic and Jinnee for sure as I use both STING and Iconnect clients on a daily basis. As stated earlier it would be nice if MintNet users did have a bridge for there OS so that they can use other clients as well.

Just my two cents,

Thanks,

4487. Landover BBS

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 22:26:35 UTC
From: Blacklord <llyon@nospam.intas.net.au>
Message-ID: <3f09fcea@dnews.tpgi.com.au>
Source record: 25671

Landover Amiga BBS is in the process of swapping to a web based system.
What's this got to do with ST's ?

Well, back in the 80's & 90's, Landover had a fairly active ST area.
Although no longer actively supported (at this point), I've restored my old
Atari filebase (around 300mb) & made it available, although mostly older
stuff, it may be of use to someone :-) And if interest warrants it, I'll
probably re-develop the areas again.

Anyway, Landover's on http://commodore.thebbs.org - help yourselves :-)

4488. Re: Help save this family Please

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 22:42:20 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-00E940.18422007072003@nr-tor02.bellnexxia.net>
Source record: 25670

In article <bthOa.19447$Ab1.34108@newscontent-01.sprint.ca>,
"Andy Peters" <savethesheffs@otwebdesign.com> wrote:

> Donna Sheffer, 3216 Eglinton ave. east, Scarborough, Ontario, Canada, M1J 2H6
> Your generous donation $1, $2, $5, $10, $20 whatever would be greatly
> appreciated.
> Help restore a little faith and save a real family.
> God Bless
> See the angioplasty image here. http://www.otwebdesign.com/apimage.jpg
>
> This is no scam
> Please help!!

a search of Canada 411 notes no one of that surname living at that
address - neither in Toronto or Scarborough. Caveat Emptor.

4489. Re: Cable or DSL

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 22:47:25 UTC
From: lp <gfa@basic.net>
Message-ID: <BB2F70BD.DB5%gfa@basic.net>
Source record: 25669

in article 3f09ca6224b5c2@tripnet.se, Kenneth Medin at kennethm@tripnet.se
wrote on 7/7/03 4:19 PM:

> I actually tried to help a guy to setup STinG with a DaynaPorton his
> Falcon yesterday at the Nordic Atari Show but did not make it work. The
> STinG kernel reported that the .STX could not find the DaynaPort.
> Unfortunately this guy showed up when we were about to close so I did not
> have time investigate any further.

Glad you mentioned that, anyone thinking of getting a DaynaPort should
be aware that it requires bus arbitration or the system doesn't see it.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4490. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 23:22:37 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f09ffef$0$59954$c30e37c6@lon-reader.news.telstra.net>
Source record: 25672
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3f09ca6224b5c1@tripnet.se...
> In comp.sys.atari.st <Xns93B0CA96E229Etos4ever@195.130.132.65>
> Martin "Nightowl" Byttebier wrote on Sun 06-07-2003 17:54 (GMT):
>
> >on zo, 06 jul 2003 00:23:14 GMT ?Clockmeister wrote:
> >
> >> I think he will stop when Benny stops his spam, although at this point
> >> it is more annoying then anything Benny has posted. Maybe if he
> >> changed his material to something new, witty and funnier???
> >
> >Which spam? I haven't seem any spam from Ben in comp.sys.atari.st since
> >months.
> >That brainless troll will never stops his postings at all. That man needs
> >very urgently a headshrinker. It's very clear to me he belongs in a
mental
> >home.
>
> I simply don't understand this...:
>
> 1. Ben Smith's posts are cleary marked as ads, and very easy to filter
> out if you don't want to recieve them.
>
> 2. He uses a real return mail addres so any complaints can be sent to him
> direct. As he actually has stated that he does not read this group
> regulary a followup to the group is simply stupid.
>
> The only logical conclusion is that these people (Clockmeister, Mark D,
> smeg, etc..) tries to form a mob against Ben Smith among the readers of
> the group.

Your mob is trying to lynch us for expressing our opinions. If Ben employed
proper netiquette we wouldn't be having this discussion in the first place.

> This behaviour is against all usenet netiquette and a far more serious
> violation compared to posting any amount of ads.

How so? At least we are on topic when complaining about spam in this
newsgroup.

I personally find it
> disgusting to watch and would like to meet any of you in person to take
> proper actions!!
>

So don't watch. You are free to express your opinion on the subject of spam in this newsgroup as we are to express ours.

4491. Re: Composite video and SC1224

Newsgroup: comp.sys.atari.st
Date: 2003-07-07 23:43:30 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vgk1d1ceavak65@corp.supernews.com>
Source record: 25673

"Rustynutt" <rustynuttspamblock@hotmail.com> wrote in message
news:uh7igv0ffpi5o8pf1nv8ihdon2lrcp59ju@4ax.com...
> On Sun, 06 Jul 2003 11:34:52 +0200, Joakim Nordlander
> <jonord@nospam.pinky2.itv.se> wrote:
>
> > I have a Atari colour monitor in the attic (a SC1224?, the one with
> >same case as SM124). I'm wondering if it has a composite video input or
> >if it's possible to build a circuit that gives it composite video so I
> >can use it when I'm editing video.
> >
> > Any pointers, ideas anyone?
> >
> > /Jocke
>
> Sure, check out DoitF030 for instructions. If you can find a copy of
> the SC1224 manual (just a couple of pages) the pin-outs will tell you
> which pin to use. Someone more verse than I should be able to help
> here, or give me a day or two to dig up the docs.
> Mike

If you could post them here that would be great! Can a Atari 8-bit be
hooked up to it?

Tim

4492. Re: Help save this family Please

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 00:44:35 UTC
From: BonnyBum <bonny@bum.com>
Message-ID: <bed4ik$92d$1@newsg4.svr.pol.co.uk>
Source record: 25674

looks just like mine and I live in greater Manchester send me a fiver!!,
SHEESHHHHHHH!!!!!!!!

4493. Re: Falcon IDE dead.

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 00:46:07 UTC
From: BonnyBum <bonny@bum.com>
Message-ID: <bed4lg$8p3$1@newsg1.svr.pol.co.uk>
Source record: 25675

looks like it is broken

4494. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 05:29:50 UTC
From: swampfax1@atlantic.net
Message-ID: <iFsOa.3079$x35.1906185@newshog.newsread.com>
Source record: 25676

sorry if this posted twice!

Hi Alexander,
Thanks for shedding some light on the game! Could you elaborate more
on the names below?
Can anyone say why my king runs out of people even though it looks
like I'm winning the battle? (if I translated right)

John G.

On 5 Jul 2003 14:45:00 +, Alexander Beuscher wrote:
>
>=09Hi, John!
>
>Some "corrections" - I hope my english is understandable...
>
SNIP
>
>JG> Tolpel
>JG> Brubbel
>JG> Wusel
>JG> Brosel
>JG> Toffel
>JG> Rupel
>
>This is a set of names for the computer opponents. The names' sounds or
>associations give an impression about the way they behave.
>
>
>
>=09Regards,
>
>=09=09Alexander
>
>.

On 5 Jul 2003 14:45:00 +, Alexander Beuscher wrote:
>
>=09Hi, John!
>
>Some "corrections" - I hope my english is understandable...
>
>JG> Fordenturme - looks like an oil drilling rig
>
>F=F6rderturm - "tower" for lifting mining products

>
>JG> Steuren - stearing
>
>Steuern - taxes/fees
>
>JG> Regelen - regulate/rule/settle
>
>Regeln - rules
>
>JG> Anbauen - grow
>
>Anbauen - in this case: repair your castle (place additional bricks on
> your walls)
>
>JG> Erlaubt - able
>
>erlaubt - enabled (not sure about the context...)
>
>JG> Springendes - bounce/dive/hop
>
>springend - bouncing (not sure about the context...)
>
>JG> Verkehrt - unsound/upside
>
>verkehrt - wrong (not sure about the context...)
>
>JG> Spieldauer - # of rounds
>
>Spieldauer - elapsed game time, well "# of rounds" is the same idea
>
>JG> Kapitulieren - surrender?
>
>yes.
>
>JG> Ubernommen
>
>=FCbernommen - to have overestimated ones abilities
>
>JG> Tolpel
>JG> Brubbel
>JG> Wusel
>JG> Brosel
>JG> Toffel
>JG> Rupel
>
>This is a set of names for the computer opponents. The names' sounds or
>associations give an impression about the way they behave.
>
>
>

>=09Regards,
>
>=09=09Alexander
>
>.

4495. Re: Trying to read old ST disk on PC's drive

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 05:50:17 UTC
From: Ian Kings <thefreezergeezer@hotmail.com>
Message-ID: <Xns93B2453C9DEE4serialthrilla@195.92.193.157>
Source record: 25677

mstepansky@aol.com (MStepansky) wrote in
news:20030707170547.19846.00000244@mb-m18.aol.com:

> Lost and Found!
>
> I found a dusty box full of numerous DS/DD (320KB?) and SS/DD (720KB)
> floppy diskettes from my college days. :o)
>
<snip!>
>
> Questions:
>
> 1) Using this old ST disk in the PC floppy drive, is there a way for
> me to copy it off to PC's HD so I can use graphics converter on a PC
> to display the graphics? Is there such "actual ST-disk" drive
> emulator for PC?
>
> 2) Is there such SPECTRUM, NEO, Tiny, Degas, etc. graphics viewer for
> PC?

XnView - http://www.xnview.com/

>
> Mike
>

--
Ian
-- ////
(^|^)
___ooo &#65533; ooo___
|___|___|___|___|
|_|___|___|___|_| - What's the speed of dark?
|___|___|___|___|
|_|___|___|___|_|
--

4496. Re: Falcon IDE dead.

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 06:20:19 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bednr2$1of$1@hercules.btinternet.com>
Source record: 25678

Hi Rodolphe,

Cable is good because I used it on my other falc. There is 5V both on pin 41 and 42. I have looked for evidence of burnt traces (in between layers I guess), but I cant see any, though it looks like someone replaced R43 before, there are burnt varnish marks around the resistor, and it hasnt been soldered very well, but it does measure about 4K.

Im going to have to get the circuit diagrams out, and trace the lines to the combel I think.

Regards,
Smeg.

Rodolphe Czuba <rczuba@free.fr> wrote in message
news:3f094928$0$13223$626a54ce@news.free.fr...
> If you have no power on the 2.5 IDE HDD :
> - check cable.
> - check 5V on the connector ! A classic problem is somebody wrongly
> connecting the cable and burn the 5V trace in the PCB.
> You can see this burnt trace, not directly but you may see a bad vernished
> zone (vernish that was too hot !) near the HDD connector on the mb.
>
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> a crit dans le message de news:
> be7m1bdmc1@hercules.btinternet.com...
> > Hi all.
> >
> > I have received a Rev B falcon motherboard, which otherwise works fine,
> but
> > when I attach my 2.5" IDE drive from my working falcon, the drive will
not
> > spin up on booting. If I dont attach a drive, the hard disk driver
reports
> > an IDE device on both ID's, of course its wrong and it gives rubbish
> > characters like: "" for the device name.
> >
> > Can anyone give me a few pointers, or a few things to check? What
usually
> is
> > the first thing that causes this?
> >
> > BTW, i think someone installed a 2.5" to 3.5" adapter at some point in
the
> > past because the large cap next to the modulator (C24) has been

desoldered
> > and raised at one end.....
> >
> > Regards,
> > Smeg.
> >
> >
>
>

4497. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 06:24:35 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bedo32$7bn$1@sparta.btinternet.com>
Source record: 25680
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Kenneth Medin <kennethm@tripnet.se> wrote in message
news:3f09ca6224b5c1@tripnet.se...
> In comp.sys.atari.st <Xns93B0CA96E229Etos4ever@195.130.132.65>
> Martin "Nightowl" Byttebier wrote on Sun 06-07-2003 17:54 (GMT):
>
> >on zo, 06 jul 2003 00:23:14 GMT ?Clockmeister wrote:
> >
> >> I think he will stop when Benny stops his spam, although at this point
> >> it is more annoying then anything Benny has posted. Maybe if he
> >> changed his material to something new, witty and funnier???
> >
> >Which spam? I haven't seem any spam from Ben in comp.sys.atari.st since
> >months.
> >That brainless troll will never stops his postings at all. That man needs
> >very urgently a headshrinker. It's very clear to me he belongs in a
mental
> >home.
>
> I simply don't understand this...:
>
> 1. Ben Smith's posts are cleary marked as ads, and very easy to filter
> out if you don't want to recieve them.
>
> 2. He uses a real return mail addres so any complaints can be sent to him
> direct. As he actually has stated that he does not read this group
> regulary a followup to the group is simply stupid.
>
> The only logical conclusion is that these people (Clockmeister, Mark D,
> smeg, etc..) tries to form a mob against Ben Smith among the readers of
> the group.

I am not part of any mob, and since when did I throw an insult in Ben's direction? I simply asked him to stop SPAMMING this newsgroup.

I think you forget that I also have a right to express my opinions here, like it or not.

Smeg.

4498. Re: Turn *.STs into real atari disks

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 06:25:45 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <1101294.BXZH6V3jaQ@jll.heim7.tu-clausthal.de>
Source record: 25679

On Montag, 7. Juli 2003 22:49, MStepansky wrote:

> Well, I clicked http://home.tu-clausthal.de/~ifmar/ and I see

Oups, wrong directory. http://home.tu-clausthal.de/~ifmar/makedisk/
is the full URL, my fault, I'm sorry.

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

4499. Re: What's the difference between a 520 ST and a 520 STe?

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 06:26:00 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bedo5o$7g1$1@sparta.btinternet.com>
Source record: 25681

MStepansky <mstepansky@aol.com> wrote in message
news:20030707164426.19846.00000238@mb-m18.aol.com...
> ST - original ST, like 520ST
> STe - enhanced ST, mainly 4096 pallettes instead of 512. (like the later
STE
> version thereafter).
>
> STf - what's that? "F"loppy drive internal?
> STfm - now what's that? "FM" modulation, with TV video outport?
>
> Strangely, my original 520ST did have video output (composite signal) for
> regular TV - but it looks terrible. Thats why it is bettter to use RGB
> monitor.
>
> Now what does ST "fm" and "f" stands for again?
>
> Mike
>

You were right the first time. Floppy, and Modulator.

Smeg.

4500. Re: Cable or DSL

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 06:57:56 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <bedq1k$3auls$1@ID-40235.news.dfncis.de>
Source record: 25682

"Joseph D. Place" <jdplace@prodigy.net> wrote in message
news:qlRNa.1958$9v6.961@newssvr19.news.prodigy.com...
> Anyone using the DaynaPort SCSI/Link T to connect to an ISP with
> cable or DSL modem? I'd like to pursue this if possible, but I've
> never used anything but dialup, so I'm not sure what's involved. TIA!
>

Joe,

I use the solution from http://hardware.atari.org/ to connect my STE to the net using DSL. You can find details of my setup at

http://www.dwade.freeserve.co.uk/atari/main.html

You should be able to do the same things with the DynaPort card, but may need to modify some of the entries. Basically the main challenge is that you can't use DHCP to automatically configure an Atari adaptor, you have to set it up manually. However once this is done there should be no problems.

Dave.

> --
> Joseph D. Place
> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>

4501. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 07:29:36 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB2EE32E.315C%derryck@nospam.cix.co.uk.invalid>
Source record: 25683

In article
Pine.LNX.4.44.0307051430180.446-100000@feanor.schunter.etc.tu-bs.de,
Alexander Beuscher at alexb@feanor.schunter.etc.tu-bs.de wrote on 5/7/03
13:45:

>
> Hi, John!
>
> Some "corrections" - I hope my english is understandable...

If John would care to make an English version of this game (if it doesn't
have a resource file) he might find RGF's "eed" utility very helpful to
extract text strings from the binary - translate them and use the same
utility to place the translated text back into the binary.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4502. Re: Composite video and SC1224

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 07:45:45 UTC
From: Joakim Nordlander <jonord@nospam.pinky2.itv.se>
Message-ID: <KEuOa.22943$GK.92@news2.bredband.com>
Source record: 25684

Rustynutt wrote:

> Sure, check out DoitF030 for instructions. If you can find a copy of
> the SC1224 manual (just a couple of pages) the pin-outs will tell you
> which pin to use. Someone more verse than I should be able to help
> here, or give me a day or two to dig up the docs.

I do have the pinouts for the monitor (still have all the docs I got
with my first ST ;)). But from what I can tell (from a search on the
net) is that it only has RGB and sync on the connector.

Where can I find DoitF030 on the web? Google?

/J

4503. Re: Cable or DSL

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 08:18:31 UTC
From: jdplace@prodigy.net
Message-ID: <r7vOa.220$m11.127@newssvr31.news.prodigy.com>
Source record: 25685

On 8 Jul 2003 07:57:56 +, "David Wade" wrote:
>"Joseph D. Place" <jdplace@prodigy.net> wrote in message
>news:qlRNa.1958$9v6.961@newssvr19.news.prodigy.com...
>> Anyone using the DaynaPort SCSI/Link T to connect to an ISP with
>> cable or DSL modem? I'd like to pursue this if possible, but I've
>> never used anything but dialup, so I'm not sure what's involved. TIA!
>>
>
>Joe,
>
> I use the solution from http://hardware.atari.org/ to connect my STE to the
>net using DSL. You can find details of my setup at
>
>http://www.dwade.freeserve.co.uk/atari/main.html
>
>You should be able to do the same things with the DynaPort card, but may
>need to modify some of the entries. Basically the main challenge is that you
>can't use DHCP to automatically configure an Atari adaptor, you have to set
>it up manually. However once this is done there should be no problems.
>
>Dave.
>
>> --
>> Joseph D. Place
>> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>>
>
>
>.
I have been able to connect with an analogue modem using my MAC as a
gateway (IPNetRouter software). I can browse the web (much faster
than with the 28,800 modem attached to my Falcon), but Newsie and
Mymail lock up (CAB did occasionally too). AFTP works, but it
choked in 256 colors. Two colors worked fine. At least it is
working, but I'm not sure if I feel confident about trying a cable or
DSL modem.

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

4504. Re: Using Atari Classic CX-40 joystick for PC?

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 09:52:50 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB3049C8.32A3%derryck@nospam.cix.co.uk.invalid>
Source record: 25686

In article 20030707155428.19846.00000233@mb-m18.aol.com, MStepansky at mstepansky@aol.com wrote on 7/7/03 20:54:

> Now, it has been about a month ago that I last post this question "Using Atari
> Classic CX-40 joystick for PC?".
>
> Does anyone of you were able to make the CX40 joystick (9-pins) compatible to
> PC's serial port yet?

Take a PIC processor and write for it a program that will read the Atari's simple button interface and convert to serial - send that out to your PC's port.

> I want to buy it. $$$ will go to the creator's solutions. I dont know how to

I'll charge you a mere 5 UKP for that information ;-)

> make one and I really WANT to use my timeless, die-hard joystick because I am
> good at playing games with it.

Sure.

> "Simple writing job"? (read earlier posting) How is that done?

You need a hardware interface, and the PIC is suited for this sort of job.
You will need to find the protocol for your PC's game port.

--

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4505. Re: Atari STe - Bad floppy

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 10:05:26 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0307081153520.443-100000@feanor.schunter.etc.tu-bs.de>
Source record: 25687

Hi, Ulf!

I'm not sure if I understood you correctly:

Your "new" 520STe has problems with the floppy. Clear.

UA> If I leave a disk on boot up it fails to boot and says error with
UA> disk.

So you switch your STe on with a floppy disc in the floppy?

UA> If I boot and try to read disk it says error with disk or no disk in
UA> drive.

You switch your STe on without a disc in the floppy (which takes longer
than with floppy btw.) and when the STe has booted up, then you enter a
disc into your floppy - which is not recognized properly?

UA> If I try to format a disk it seems to go through the format process
UA> little bar moves all the way across the screen but on verifying format
UA> it gives error with disk or no disk in drive.

Clear

UA> I tried replacing the drive with a pc high density one (modified like
UA> sony_144.zip). This didn't work either. Same errors recieved.

Did you check the connectors and cables? They might be faulty.

Maybe your floppy disc controller IC is damaged - best way to check this
is to replace it with a "borrowed" one from another ST, but this becomes
difficult if it has no socket.

There is a faint chance that your DMA controller is damaged, but I'd check
the floppy controller first. (It's the WD1772)

Good Luck!

Alexander

4506. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 10:24:08 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0307081208420.443-100000@feanor.schunter.etc.tu-bs.de>
Source record: 25688

Hi, John!

JG> Can anyone say why my king runs out of people even though it looks
JG> like I'm winning the battle? (if I translated right)

Well, you're running out of people if you set too high taxes...

And now for the names:

Tölpel

Someone who is known for not being very clever in many circumstances. I found these translations: booby, dolt, galoot

Brubbel

Sounds childish, has no clear meaning.

Wusel

German "wuseln" is to incompletely do unnecessary things in inconsequent order (in this context)

Brösel

Associates with small, weak and anxious

Toffel

probably short for "Stoffel" - found "boor" as translation. Someone who did/said something not very intelligent, but without bad consequences. Not his reputation.

Rüpel

Someone who does not behave very civilized to archieve her goals, reckless. Found "lout" as translation.

Regards,

Alexander

4507. Re: Falcon IDE dead.

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 11:53:48 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0307080353.5632c7b7@posting.google.com>
Source record: 25689

Smeg,

If all else fails with getting the internals of the Falcon working
because it has a glitch or whatever,
couldn't you just resort to an external SCSI 2 HD (something like
,2-4gigs in a nice case)
Probably wouldn't have a problem getting all what is needed for
roughly around $40 on eBay.

Just an idea if in the case your M.B. ide is fried on your Falcon.
.... bummer if so...
but, there's always other ways right?

Clint Thompson

4508. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 14:58:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1057690124-88235AEicMi@gmx.net>
Source record: 25691

From: Martin Byttebier <donotusethisaddress@pandora.be>
Date: Sat, 05 Jul 2003 22:51:28 GMT

Hi Martin,

Long time, no see...

>Hmm, you still refuse to see the truth it seems. MiNT-net is indeed the
>only Universial Stack on Atari. IIRC Iconnect is not a stack at all so ...
>It's about time you face the fact Magic is a dead end. It's only because a
>kind Greec soul who make networking possible by means of magicnet (would
>this be possible without MiNT-net?)

Hmm, I'll try not to upset anyone...
I presume you know what "universal" means? If you do, then surely there's no
way you can call MiNT-Net the universal Atari stack...

>magic is still around here and there.
>The future is FreeMiNT with or without Aranym.

We've had this discussion before and it's obvious we both have a different
vision, to say that MagiC is still around "here and there" is like projecting
your dreams into reality, I put it to you that the largest group of Atarians
is still using MagiC. Not that it's of any importance really, MS Windows has
the largest market share while being the biggest crap...

>And if you like it or not the day you will use one of another Unix variant
>is coming nearer and nearer.

Anodyne has ported Mkisofs some time ago and proved that it is possible to
make a user friendly program that originates from the "other side". However,
they are the exception. Almost 99% of the so-called ported software needs a
big overhaul, you may feel happy using that crap, but I don't. Now, If it was
only me, you could say "who cares", but it must be obvious by now that there
are a lot more people out there who share my vision. You can deny this and
call all these people ignorant and dumb like our good friend Frederic Fouchet
once did, but that won't do, to make them switch...

>>AFAIK the developement of programs for MacOS 9 or earlier is nihil.
>>Everyone programs under MacOS X nowadays and suprisently lots of new stuff
>>is coming from the world you regard as an evil world.

When have I ever said it's an evil world? What I did say was that the "ports"
are crap, and I **do not** retract a word of it...
As for MaxOS X, does it surprise you to hear that I don't use it? Sure, I've
installed it, tried it, and then I trashed it :-)
Take a look at http://www.versiontracker.com to see how nihil the development

of OS9 apps really is.... when it comes to creating marketing hype, Apple doesn't have to learn lessons, IMO they're masters at it. There are more or less 25 million Mac users, according to Apple there are now 6 million OS-X users, in my book that's less then 25%. A softwarehouse or developer who's stupid enough to ignore those 18 million "stubbern" OS9 users needs his head examined.

>> For what its worth: my newsreader which is *not* a mintnet client *never*
>> slips ups, unlike yours obviously does. When someone is in my killfile, he
>> remains there....
>
>Not always true. People can change e-mail addresses very easily noadays.

True, but I haven't changed my address in at least three years. Let's say that the above quote was to tease Lonny. He publicly announced that he has put me in his killfile (obviously he doesn't seem to like the right to free speech, different opinions and visions), but whenever it suits him he replies to my posts, in my book that's hypocritical.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4509. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 15:21:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1057690128-89191AEicMi@gmx.net>
Source record: 25692

From: Martin Byttebier <donotusethisaddress@pandora.be>
Date: Sat, 05 Jul 2003 23:50:58 GMT

Hi Martin,

>> But to say that Mint and MintNET are the only options for the Atari is
>> very short sighted.
>
>Not very short sighted, its simply the truth. Unless Magic author release
>his brainchild as freeware, Magic is dead. Tell me who wants to buy a dead
>OS. I surely not.

Hmm, when is a OS truly dead? Following your logic it's dead when development is halted... I haven't seen a official statement so far from neither ASH nor from the author declaring it's dead. You assume it's dead, but that ofcourse could turn out to be wishfull thinking... but for the sake of this discussion let's assume that it's truly dead, so what? Me and a number of other people enjoy using it. Once it's installed and properly configured, one never has to bother and/or even look at it again. Knowing that it's running and doing its thing is all I care about really. Except for some MiNT-specific stuff which doesn't run under TOS either I can run everything you run, not bad for an OS which is declared dead by a bunch of people, hey ?
TOS died some 10 years ago, so what? Except for multitasking specific apps it will run almost all our software. IMO a OS is dead when there's no one out there using it anymore, and that won't happen overnight.

>I prefer a OS which is constantly under construction and which opens a
>window to lots of exiting things once we'll have fast machines which runs
>natively Freemint.

"once we'll have fast machines".... don't tell me you are in the same corner as Jared Falvo and all of a sudden are a "believer" also !!! The Milan040 was the last clone, and we all know the reason why it failed... only a very small portion of the Atari users spend money on hardware, the biggest group however doesn't want to and probably never will. It's always been like that and it is also one of the many reasons Atari went down....
And yes, I prefer using a OS which is still being developed also, how could anyone possibly not agree? The author of MagiC is working hard on MagiC X, let us assume for a moment that development for the Atari version has not come to an end, then I'm 100% convinced that the next version will benefit from the development of the OS X version, and that is a good thing... right?

>I've MagicMac/Jinnee. On the 300 MHz G3 it's fast indeed, even faster then
>my Hades but I must say I really don't like it. In my eyes
>it's an OS without a soul. It give me a feeling of the OS is telling me
>what to do. With MiNT (with or without MiNT-net) I have the opposite

>feeling. I'm telling the OS what to do. I'm the boss not the OS.

Oh boy....
The reason why you don't like MagiC is exactly the same reason why I don't like MiNT. Whenever I run MiNT I have the impression that I spend more time fiddling with the OS then actually doing something usefull. We both seem to have a different perception about working with an OS. I like using an OS which does whatever it's supposed to do and let me get on with whatever it is I wanna do, while you on the other hand like to control the OS and know exactly what it's doing...

>I only said MiNT-net is the Standard TCP/IP stack, which it is as Iconnect
>is strictly speaking not a TCP/IP stack. The development of Magic seems to
>be halted, which can't be said of MiNT, XaAES, Terra ...

.... If Iconnect is not a stack, then what on earth is it? And how do I manage to get online without using a stack? But let's not argue about it, I'm convinced that someone else will <grin>.
I never said that Iconnect is the standard stack on Atari, there are simply not enough people using it... STiK/STiNG is the most widely used stack on this platform, it's also the only one which can run on *all* the OS's, so if a stack deserves to be called the standard I presume that's the one... Don't interprete this the wrong way: I'm not saying that STiK/STiNG is the best stack on this platform, but then something doesn't have to be superior to be a standard.... Betamax vs VHS, USB vs Firewire, MS vs Apple or MagiC vs MiNT are shiny examples. When the majority prefers or is forced to use a certain brand, system or whatever it automatically becomes a standard...

>> love Magic and Jinnee because of its extreme flexibility. I guess this is
>> just one of those debates that will go on till the end of time.
>
>Indeed once in a while such debates comes up and dies out. It's always
>better then those Benny debates from that anonymous brainless guy.

This reminds me of the "good times", I know some people here hated the so-called OS wars, but compared to the posts I've been downloading the last couple of months, I would say, give me a OS-war tomorrow :-)
Anything is better then this!! Most of the posts in the OS-thread contained at least a couple of lines with info, now I have to be content reading stuff about a guy who doesn't trust his wife and thinks he's the recarnation of a Wolf!! Talking about being on topic in a Atari newsgroup...

About Ben Smith.... I always objected to his spam in this newsgroup, whatever is happening now, IMO he had it coming ...
IIRC then the anonymous poster made it very clear that he would stop posting when the weekly spam stops. So it's very simple really, Ben stops posting his weekly rubbish here, the anonymous poster stops posting also.... it's a win - win situation for everyone...

>Ok, I'll close my mouth now. I've said what I had to say.

Oh, but I haven't
In fact, I can go on for hours on end :-)

You wrote:
>I prefer a OS which is constantly under construction and which opens a window
>to lots of exiting things

This little sentence should be good enough to have a discussion that lasts at least the whole summer long :-)

Let's take MiNT as an example... I always have to read that it's still under development. I would expect from such an OS that new versions come with stuff that sets it apart from the competition (MagiC), two years have passed since the last update of MagiC, in that time MiNT has been upgraded twice. You'll probably say that I'm biased but what on earth have the MiNT-developers been doing? AFAIK nothing significant has been added to it...
IMO a modern OS should come with drivers, drivers for USB, ethernet, graphics etc... this has two advantages: the drivers will automatically be the standard to follow and the programmers don't have to reinvent the wheel. This thread originally was about a USB driver for this platform, since both MiNT nor MagiC support USB natively, individual programmers have to cater for it... and the same applies to stuff like ethernet, graphic cards or even a hard disk driver, our OS's don't support them, so programmers developed custom drivers, and we the users now have a choice between a multitude of incompatible drivers. Surely, this is a situation which is not recommendable...
MiNT may have a window to lots of exiting things, but until now, that window has been kept firmly shut by the developers. It's about time they open it...

Well Martin, if the above isn't good enough to spark of a lot of posts and start at least a little war, then I'll come back next week and use some stronger words :-)
"Trolling" is the correct expression IIRC....

CU

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4510. Re: Falcon IDE dead.

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 16:26:49 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <beerc8$pr5$1@hercules.btinternet.com>
Source record: 25690

JagCube <JagCube@yahoo.com> wrote in message
news:83fbea98.0307080353.5632c7b7@posting.google.com...
> Smeg,
>
> If all else fails with getting the internals of the Falcon working
> because it has a glitch or whatever,
> couldn't you just resort to an external SCSI 2 HD (something like
> ,2-4gigs in a nice case)
> Probably wouldn't have a problem getting all what is needed for
> roughly around $40 on eBay.
>
> Just an idea if in the case your M.B. ide is fried on your Falcon.
> .... bummer if so...
> but, there's always other ways right?
>

You are absolutely correct, this isnt my main falcon, so I could just accelerate the shit out of it, and use it for Cubase audio, I can still use my main falcon with Audiotracker, which needs the IDE if im not mistaken. I use a 1GB JAZ disk on my falcon for Cubase Audio, I could just move this over to the other falc, then put it in the studio, and connect both computers via the SCSI so I can transfer files between the two.

The only problem is, being an electronics engineer and a computer genius :P I couldnt just let this one go, I would have to repair it even if I have to buy another Combel from someone like Best Electronics (Anyone in Europe that has a spare COMBEL, let me know OK!?!?!).

Smeg.

4511. Re: Landover BBS

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 18:51:00 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bef3qj$bl7$1@hercules.btinternet.com>
Source record: 25693

Hi Blacklord

> Landover Amiga BBS is in the process of swapping to a web based system.
> What's this got to do with ST's ?
>
> Well, back in the 80's & 90's, Landover had a fairly active ST area.
> Although no longer actively supported (at this point), I've restored my
old
> Atari filebase (around 300mb) & made it available, although mostly older
> stuff, it may be of use to someone :-) And if interest warrants it, I'll
> probably re-develop the areas again.

I still have a full backup of the UK Final Atari Net (FAN)file database,
left over from my FAN, NeST, FIDO -node days!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4512. Re: Falcon IDE dead.

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 18:51:01 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bef3qk$bl7$2@hercules.btinternet.com>
Source record: 25695

Hi Smeg

> The only problem is, being an electronics engineer and a computer genius
:P
> I couldnt just let this one go, I would have to repair it even if I have
to
> buy another Combel from someone like Best Electronics (Anyone in Europe
that
> has a spare COMBEL, let me know OK!?!?!).

You any where near Dulwich or Windsor?

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4513. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 18:51:03 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bef3qm$bl7$3@hercules.btinternet.com>
Source record: 25694

Hi "Dennis Vermeire"

> >> But to say that Mint and MintNET are the only options for the Atari is
> >> very short sighted.
> >
> >Not very short sighted, its simply the truth. Unless Magic author release
> >his brainchild as freeware, Magic is dead. Tell me who wants to buy a
dead
> >OS. I surely not.
>
> Hmm, when is a OS truly dead? Following your logic it's dead when
development
> is halted... I haven't seen a official statement so far from neither ASH
nor
> from the author declaring it's dead.

I'd call an OS dead when its released in to the public domain or GPL..

Oh yeah!, i just described MiNT

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4514. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 19:30:11 UTC
From: swampfax1@atlantic.net
Message-ID: <7ZEOa.3276$Ry3.2172479@monger.newsread.com>
Source record: 25596

On 8 Jul 2003 08:29:36 +, Derryck Croker wrote:
>In article
>Pine.LNX.4.44.0307051430180.446-100000@feanor.schunter.etc.tu-bs.de,
>Alexander Beuscher at alexb@feanor.schunter.etc.tu-bs.de wrote on 5/7/03
>13:45:
>
>>
>> Hi, John!
>>
>> Some "corrections" - I hope my english is understandable...
>
>If John would care to make an English version of this game (if it doesn't
>have a resource file) he might find RGF's "eed" utility very helpful to
>extract text strings from the binary - translate them and use the same
>utility to place the translated text back into the binary.
>
>--
>
>Cheers
>
>Derryck

Hi Derryck,
I don't feel too confident translating languages I'm not familier with
(meaning all of them) since I only speek US English and I'm still working
on that! :)
However, the RGF utility sounds interesting. Where can it be found?

John G.

4515. Re: Atari Falcon Questions... TOS/Name Badges, etc.

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 20:38:22 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0307081238.7920e001@posting.google.com>
Source record: 25597

JagCube@yahoo.com (JagCube) wrote in message
news:<83fbea98.0307070642.437713aa@posting.google.com>...
> Hi,
>
> Here's a few questions I'm hoping to get answered here.
>
> First,
>
> What's the main differences between TOS 4.02 vs. 4.04 vs 4.92/5.00

4.04 fixes a serious bug -- 4.02 can write past the end of a partition
into the directory of the next partition! If you have 4.02, never
fill a partition 100%.

4.92 is a minor upgrade of 4.04, but is buggy from most accounts.

> Second,
>
> Is there some place I can buy a replacement (atari falcon030) inline
> sticker?

Best Electronics would be your most likely source.

Galen

4516. Re: Best ST-compatible system today ?

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 20:42:42 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0307081242.4d0f6059@posting.google.com>
Source record: 25598

mstepansky@aol.com (MStepansky) wrote in message
news:<20030707154257.19846.00000231@mb-m18.aol.com>...
> Hi Edward,
>
> Are you saying that Falcon/030 (or is it 040?) will run MOST - say 90% - of
> the ST games, correct?
>
It's an 030 and it will run about 2/3 as near as I can tell.

> I thought Falcon will have "problem" running any ST games due to clock
> differences. And also I thought that - to get around to that problem - one
> needs a "clock" degrader to slow down the clock of the Falcon to match up the
> speed of the ST 8 mhz. Am I correct?

Yep, though just running the Falcon at 8 MHz doesn't solve all the problems.
>
> Does the Falcon have an internal floppy disk drive and internal HD
> simulataneously?

It can.

Galen

4517. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 21:01:53 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <befbga$f9p$1@news-reader5.wanadoo.fr>
Source record: 25599

> > >> But to say that Mint and MintNET are the only options for the Atari
is
> > >> very short sighted.
> > >
> > >Not very short sighted, its simply the truth. Unless Magic author
release
> > >his brainchild as freeware, Magic is dead. Tell me who wants to buy a
> dead
> > >OS. I surely not.
> >
> > Hmm, when is a OS truly dead? Following your logic it's dead when
> development
> > is halted... I haven't seen a official statement so far from neither
ASH
> nor
> > from the author declaring it's dead.
>
> I'd call an OS dead when its released in to the public domain or GPL..
>
> Oh yeah!, i just described MiNT

Oups, somebody lieed to me ?
Linux was dead from the start ? :P

4518. Falcon I/O problems

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 21:06:36 UTC
From: jdplace@prodigy.net
Message-ID: <wnGOa.12$Qg.57401@newssvr15.news.prodigy.com>
Source record: 25600

I posted some time ago about the SCSI problems I was having with my Falcon (hard disk locking when running any type of resolution enhancement software, i.e. Videlity, Screenblaster, etc.). It was suggested that I change my DMA buffer patch, which I did, but the problem continued. I did find that I could use Screenblaster in 2 or 16 colors without the problems. The problem mainly occurs in 256 colors. Now I have added an Ethernet (DaynaPort SCSI/Link T) to my Falcon, with my MAC as a Gateway to the internet. I am finding that some applications (AFTP, Newsie, Mymail) are locking up, like they can't handle all the data that is coming at them. AFTP will work fine in 2 colors, but locks in 256 colors. I'm sure it is unrelated, as the disk is not locking, but I am curious about it, and was wondering if any hardware wizzards here may have any ideas. Does this sound like a Falcon hardware problem in a specific component that I could replace?

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

4519. Atari Times Update - 7-8-2003

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 21:24:47 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3F0B36EF.78E3CDDE@tampabay.rr.com>
Source record: 25601
Cross-posted to: rec.games.video.classic,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

LOTS of new articles and such over at TAT since the last update! Geez, I
don't even remember when that was! Stuff like:

* NEW (and FULL, not those dinky 3 or 4 line reviews like at
other sites) Lynx reviews from David Sherwin and Dan Loosen,
including Centipede, Loopz, Daemon's Gate, Lemmings, and more!

* More complete and in-depth 2600 reviews from star author
Ethan C. Nobles!

* New never before seen articles from the 2002 Year End Issue!

* New Interviews with Ian Chadwick and Greg Omi!

* Reviews of homebrew games like Qb and Space Instigators
with more on the way!

* Lynx programming contest, waiting for your entry!

* Coverage of new games from Sunmark including Rampage for
the Atari 8-bit line!

* Reviews for Atari ST, 8-bit, Jaguar, 2600, 5200, 7800 games!

Remember to check out TAT everyday! http://www.ataritimes.com

--
Gregory D. George

Email me at http://www.ataritimes.com/email

```
=-=-=-
```

4520. Re: Falcon IDE dead.

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 22:50:30 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <befhrm$6p2$1@hercules.btinternet.com>
Source record: 25602

Steve Sweet <steve.sweet@btopenworld.com> wrote in message
news:bef3qk$bl7$2@hercules.btinternet.com...
> Hi Smeg
>
> > The only problem is, being an electronics engineer and a computer genius
> :P
> > I couldnt just let this one go, I would have to repair it even if I have
> to
> > buy another Combel from someone like Best Electronics (Anyone in Europe
> that
> > has a spare COMBEL, let me know OK!?!?!).
>
> You any where near Dulwich or Windsor?
>
>

I could be. I drive down to London every Tuesday night (leaving in 10 mins
actually).

Whats on your mind?

Smeg.

4521. Re: Falcon I/O problems

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 23:08:49 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <befiu1$gj2$1@titan.btinternet.com>
Source record: 25603

Are you getting screen corruption, especially when running higher colour depths, like 800x600 in 256 colours?

You probably have a bad memory card/simms. If you have old 30pin Simms then its highly likely.

Smeg.

Joseph D. Place <jdplace@prodigy.net> wrote in message news:wnGOa.12$Qg.57401@newssvr15.news.prodigy.com...
> I posted some time ago about the SCSI problems I was having with my
> Falcon (hard disk locking when running any type of resolution
> enhancement software, i.e. Videlity, Screenblaster, etc.). It was
> suggested that I change my DMA buffer patch, which I did, but the
> problem continued. I did find that I could use Screenblaster in 2 or
> 16 colors without the problems. The problem mainly occurs in 256
> colors. Now I have added an Ethernet (DaynaPort SCSI/Link T) to my
> Falcon, with my MAC as a Gateway to the internet. I am finding that
> some applications (AFTP, Newsie, Mymail) are locking up, like they
> can't handle all the data that is coming at them. AFTP will work
> fine in 2 colors, but locks in 256 colors. I'm sure it is unrelated,
> as the disk is not locking, but I am curious about it, and was
> wondering if any hardware wizzards here may have any ideas. Does
> this sound like a Falcon hardware problem in a specific component
> that I could replace?
>
>
> --
> Joseph D. Place
> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>
>
> --
> Joseph D. Place
> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>

4522. Re: Falcon IDE dead.

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 23:44:40 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <befl16$cd6$1@hercules.btinternet.com>
Source record: 25604

Hi Smeg

> > > The only problem is, being an electronics engineer and a computer
genius :P
> > > I couldnt just let this one go, I would have to repair it even if I
have to
> > > buy another Combel from someone like Best Electronics (Anyone in
Europe that
> > > has a spare COMBEL, let me know OK!?!?!).
> >
> > You any where near Dulwich or Windsor?

> I could be. I drive down to London every Tuesday night (leaving in 10 mins
> actually).

System Solutions is located in Dulwich.

> Whats on your mind?

Alcohol, Porn, sheep, Liposuction's entrails.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.498 / Virus Database: 297 - Release Date: 09/07/2003

4523. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 23:44:42 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <befl18$cd6$2@hercules.btinternet.com>
Source record: 25605

Hi "NSPIRIT"

> > > >> But to say that Mint and MintNET are the only options for the Atari
is
> > > >> very short sighted.
> > > >
> > > >Not very short sighted, its simply the truth. Unless Magic author
release
> > > >his brainchild as freeware, Magic is dead. Tell me who wants to buy a
dead
> > > >OS. I surely not.
> > >
> > > Hmm, when is a OS truly dead? Following your logic it's dead when
development
> > > is halted... I haven't seen a official statement so far from neither
ASH nor
> > > from the author declaring it's dead.
> >
> > I'd call an OS dead when its released in to the public domain or GPL..
> >
> > Oh yeah!, i just described MiNT
>
> Oups, somebody lieed to me ?
> Linux was dead from the start ? :P

8~)

I love a flame war, oh the smell of napalm in the morning!. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.498 / Virus Database: 297 - Release Date: 09/07/2003

4524. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-08 23:58:35 UTC
From: lp <gfa@basic.net>
Message-ID: <BB30D2EB.E3E%gfa@basic.net>
Source record: 25606

in article befbga$f9p$1@news-reader5.wanadoo.fr, NSPIRIT at
nspirit@wanadoo.fr wrote on 7/8/03 5:01 PM:

>> I'd call an OS dead when its released in to the public domain or GPL..
>>
>> Oh yeah!, i just described MiNT

Due to poor quoting I am not sure who made this comment.
I suspect dennis. rotfl!!!!
This is like the comedy channel, no wonder sinflap gets a kick
reading this stuff. hehe

<disclaimer>
That comment does not reflect the views of the rest of this group,
only the individual that wrote it.
</disclaimer>

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4525. Re: STE and Seagate Hard Drive Difficulties

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 00:43:32 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <okomgvs6ltg7acipoq4crdl9hsme152ear@4ax.com>
Source record: 25607

On Thu, 3 Jul 2003 00:31:48 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>Hi "Paul Nurminen"

>You will find some light reading here.
>
>Home page
>
>http://www.seagate.com/
>
>
>Drive specs
>
>http://www.seagate.com/support/disc/scsi/st32155n.html
>
>Installation Guide
>
>http://www.seagate.com/support/disc/iguides/scsi/67490_c.pdf
>
>Product manual
>
>http://www.seagate.com/support/disc/manuals/scsi/77767489.pdf

Thanks for the links Steve (I actually found the docs on my own a
while back, but I appreciate the effort).

Anyway, I got it all figured out. I only needed to jumper the
"disable parity" option of the drive, and it now works like a charm
with both my Falcon and STE.

It was nice to see my STE alive with a hard drive again. It hasn't
had one since the mid nineties, shortly after I got my Falcon. The
STE's original drive ended up being connected to my Ensoniq EPS
(sampling keyboard).

But back then, before I took it's drive away, I made a backup of most
of the partitions, and eventually burned them to CD-ROM. Since
getting this new drive working, I copied all the partitions back to it
from my old backup, and once I booted the STE, it was like stepping
back in time 8 years or so, with everything as it was when I last used
it - my X-Boot configurations, Hotwire/Maxifile, Warp 9, View II, and
all the games and demos. Very cool!

My STE and I would like to thank everyone who offered their help!
;-)

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

4526. Re: STE and Seagate Hard Drive Difficulties

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 00:44:55 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <62pmgvcn7dgmm1a99qn5qh9qco87sl3h0n@4ax.com>
Source record: 25608

On Thu, 03 Jul 2003 08:58:44 +0100, Derryck Croker
<derryck@nospam.cix.co.uk.invalid> wrote:

>The Link gets its power from the drive(s) that are attached to it. For this
>to happen at least one must have the jumper set to provide TERMPWR to the
>SCSI bus. You will have to get the drive docs from the mfr. website to
>determine which one.

That makes sense.

>Have you tried the Syquest in the chain at the same time as the problem
>drive? Be careful about the usual termimation and SCSI ID issues.

They both work together fine now, since I jumpered the "disable
parity" option of the Seagate.

Thanks Derryck.

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

4527. How to convert ST "game images" back into useable ST files?

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 00:46:26 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <1bpmgvgea9938tdmu0i4rsqfb10psne18p@4ax.com>
Source record: 25609

Now that my STE is back up and running with it's new hard drive, I'd like start adding to my ST game collection from all the sites that have ST "game images" for use in ST emulators.

Is there a utility (for PC or the ST/Falcon) that can take these game image files (usually ending in ".ST") and convert them back into useable ST native files or bootdisks?

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

4528. Looking for G 'N G!

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 01:48:04 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vgmt2lpahvvm2d@corp.supernews.com>
Source record: 25610

I am looking for Ghosts 'N Goblins for the ST. Stand alone version! Not on a menu or anything! Anyone have it they can email?

Tim

4529. Re: How to convert ST "game images" back into useable ST files?

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 01:51:07 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vgmt8cqk0h4ja5@corp.supernews.com>
Source record: 25611

"Paul Nurminen" <visit_my_site@nurmix.com> wrote in message
news:1bpmgvgea9938tdmu0i4rsqfb10psne18p@4ax.com...
> Now that my STE is back up and running with it's new hard drive, I'd
> like start adding to my ST game collection from all the sites that
> have ST "game images" for use in ST emulators.
>
> Is there a utility (for PC or the ST/Falcon) that can take these game
> image files (usually ending in ".ST") and convert them back into
> useable ST native files or bootdisks?
>

Yes get STDISK for the PC among others. This will convert the ST format to DSDD disk! You may have to boot to a DOS boot disk to get images that are larger than 720k to copy to disk due to the DOS Emulation on Windows. Do a google for details on how to do it, I just talked about it a few months ago.

Tim

4530. Re: Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 02:35:37 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <qpvmgvoqthe0su2k4t2njrvd2flf0iahfh@4ax.com>
Source record: 25612

On Mon, 23 Jun 2003 20:08:11 -0400, "World Domination"
<support@microsoft.com> wrote:

You do come accros as an ill-informed idiot, insulting and alientating
your potential buyers here in the group. But I must commend you on
your "spoofed" e-mail address used for newsgroup posts:
("support@microsoft.com").

That's funny.
;-)

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

4531. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 04:10:59 UTC
From: swampfax1@atlantic.net
Message-ID: <nBMOa.3140$x35.1938638@newshog.newsread.com>
Source record: 25613

Sorry if this posted twice.

On 8 Jul 2003 08:29:36 +, Derryck Croker wrote:
>In article
>Pine.LNX.4.44.0307051430180.446-100000@feanor.schunter.etc.tu-bs.de,
>Alexander Beuscher at alexb@feanor.schunter.etc.tu-bs.de wrote on 5/7/03
>13:45:
>
>>
>> Hi, John!
>>
>> Some "corrections" - I hope my english is understandable...
>
>If John would care to make an English version of this game (if it doesn't
>have a resource file) he might find RGF's "eed" utility very helpful to
>extract text strings from the binary - translate them and use the same
>utility to place the translated text back into the binary.
>
>--
>
>Cheers
>
>Derryck

Hi Derryck,
I don't feel too confident translating languages I'm not familier with
(meaning all of them) since I only speek US English and I'm still working
on that! :)
However, the RGF utility sounds interesting. Where can it be found?

John G.

4532. Re: Falcon I/O problems

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 05:25:33 UTC
From: jdplace@prodigy.net
Message-ID: <hHNOa.408$1U.36@newssvr16.news.prodigy.com>
Source record: 25614

On 8 Jul 2003 23:08:49 +, "Smeg" wrote:
>Are you getting screen corruption, especially when running higher colour
>depths, like 800x600 in 256 colours?
>
>You probably have a bad memory card/simms. If you have old 30pin Simms then
>its highly likely.
>
>Smeg.
>
>Joseph D. Place <jdplace@prodigy.net> wrote in message
>news:wnGOa.12$Qg.57401@newssvr15.news.prodigy.com...
>> I posted some time ago about the SCSI problems I was having with my
>> Falcon (hard disk locking when running any type of resolution
>> enhancement software, i.e. Videlity, Screenblaster, etc.). It was
>> suggested that I change my DMA buffer patch, which I did, but the
>> problem continued. I did find that I could use Screenblaster in 2 or
>> 16 colors without the problems. The problem mainly occurs in 256
>> colors. Now I have added an Ethernet (DaynaPort SCSI/Link T) to my
>> Falcon, with my MAC as a Gateway to the internet. I am finding that
>> some applications (AFTP, Newsie, Mymail) are locking up, like they
>> can't handle all the data that is coming at them. AFTP will work
>> fine in 2 colors, but locks in 256 colors. I'm sure it is unrelated,
>> as the disk is not locking, but I am curious about it, and was
>> wondering if any hardware wizzards here may have any ideas. Does
>> this sound like a Falcon hardware problem in a specific component
>> that I could replace?
>>
>>
>> --
>> Joseph D. Place
>> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

No screen corruption. Either the disk locks (light glows solid) or
the application I'm running locks. I do think I have the old 30 pin
simms though. I have a Wizztronics 14MB upgrade. I think they have
a newer one that uses 72 pin simms.

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

4533. Re: Falcon I/O problems

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 06:17:58 UTC
From: jdplace@prodigy.net
Message-ID: <qsOOa.411$e62.405@newssvr31.news.prodigy.com>
Source record: 25615

On 9 Jul 2003 03:28:52 G, Rustynutt wrote:
>On Tue, 08 Jul 2003 21:06:36 GMT, jdplace@prodigy.net (Joseph D.
>Place) wrote:
>
>>I posted some time ago about the SCSI problems I was having with my
>>Falcon (hard disk locking when running any type of resolution
>>enhancement software, i.e. Videlity, Screenblaster, etc.). It was
>>suggested that I change my DMA buffer patch, which I did, but the
>>problem continued. I did find that I could use Screenblaster in 2 or
>>16 colors without the problems. The problem mainly occurs in 256
>> colors. Now I have added an Ethernet (DaynaPort SCSI/Link T) to my
>>Falcon, with my MAC as a Gateway to the internet. I am finding that
>>some applications (AFTP, Newsie, Mymail) are locking up, like they
>>can't handle all the data that is coming at them. AFTP will work
>>fine in 2 colors, but locks in 256 colors. I'm sure it is unrelated,
>>as the disk is not locking, but I am curious about it, and was
>>wondering if any hardware wizzards here may have any ideas. Does
>>this sound like a Falcon hardware problem in a specific component
>>that I could replace?
>>
>>
>Which DMA patch did you install?
>I've found (on my Falcons anyway) that SDMA performance can be made
>more stable by running a shielded wire to the SDMA clock in pin
>instead of utilizing the trace on the motherboard from the resistor
>network near the COMBEL chip. There is a spot on the trace near the
>SDMA clock in pin that "dog legs". Carefully cut the trace after the
>"dog leg", scrape away the coating and carefully solder the new SDMA
>clock wire there, it should be about 10 millimeters away from the pin.
>If your really slick, you could stick it right on the pin, if your
>really slick. Of course you'll have to know the pin out of the SDMA.
>If you put a meter across the clock lines for the SDMA and FPU, you'll
>notice they are tied somewhat. Anyway, isolating the clock will allow
>at least 20Mhz on the motherboard at 256 colors without problems. Mr
>Cubza announced that he discovered a problem with the COMBEL loosing
>some data during SDMA transfers, and has patched his software for the
>CT060 for a fix. The SDMA clock patch, as I understand it, delays the
>clock to the SDMA, allowing a bit more room for timing errors. Not
>perfect, but it works most of the time. Some accelerator installations
>recommend adding a resistor or capacitor tied to the ground leg of a
>near by chip to the clock line in where you'll make the connection. My
>Mighty Sonic Falcon 20 Mhz bus, 40 Mhz CPU works without the
>cap/resistor mod, but my Afterburner required a resistor tied in to
>work properly. I don't know if it's differences in the motherboard, or

>Nemesis/Afterburner hardware.
>My two unmodified Falcons work well with the 74F04 mod, no trace
>modifications. If yours is basically stock, recheck the installation,
>it looks easy to do, but a bad solder joint can really mess things up
>like you are stating.
>Mike
>>--
>>Joseph D. Place
>>ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>
>.
I installed the 7F408 patch with no trace modifications. I'll digest
what you have written and look at the patch again. Thanks!

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

4534. Re: How to convert ST "game images" back into useable ST files?

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 06:36:20 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <9198409.ZBBirYyrj8@jll.heim7.tu-clausthal.de>
Source record: 25616

On Mittwoch, 9. Juli 2003 02:46, Paul Nurminen wrote:
> Is there a utility (for PC or the ST/Falcon) that can take these game
> image files (usually ending in ".ST") and convert them back into
> useable ST native files or bootdisks?

http://home.tu-clausthal.de/~ifmar/makedisk/ is a little tutorial describing
what you seek.

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

4535. Re: Composite video and SC1224

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 07:43:43 UTC
From: Joakim Nordlander <jonord@nospam.pinky2.itv.se>
Message-ID: <3F0BC7AF.7000109@nospam.pinky2.itv.se>
Source record: 25617

Rustynutt wrote:
> Abacus Atari ST Internals book says pin 2 on an ST is composite video
> out. Depending on your ST,this may or may not work, but the SC1224
> should support it no matter the model. Sometimes pin 2 on the monitor
> connector is called sync, but it's still the composite video line.
> Some SC1224's use it for RGB sync, others used Hsync.
> Should only need pin 2 and ground. From what I recall, composite on
> the SC1224 is very sharp.

So what you saying are that by connecting just the sync signal on the
monitor to a composite output, it will work?
As I remember the guy that I got this monitor from tried to use it as
a composite colour monitor, but he never got it to work. I have an STF
as well, and an Philips monocrome monitor with composite sync, and for
that one I had to build a simple circuit in order to get composite sync.
Consist of just a couple of resistors, as I recall.

Anyway, I'll try this and report back later.

/Jocke

4536. PSU for CT60

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 09:47:19 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f0be4a6$0$4628$626a54ce@news.free.fr>
Source record: 25618

One guy recently asked me which type of PSU he could find to get inside the origin f30 case with the CT60.

The FLEX ATX norm is what we need !

It's a very small PSU that can be put between the CT60 and the rear border in the vertical position and you just need to cut a rectangular opening in the plastic cover to let a part of the PSU pass...

FLEX ATX is available in good PC shops like FLEX CASES....

I think the FLEX ATX PSU can offer enough space in the ATX TOWER to put the falcon mb in a medium ATX tower...
No need for a BIG TOWER...

4537. Re: Composite video and SC1224

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 11:03:41 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3f0bf559$0$31276$afc38c87@news.optusnet.com.au>
Source record: 25619

Sorry guy's, you can't use the SC1224. It dosen't use comp sync. Only 7 pins are used. Audio, Red, green, blue, vertical sync, Horizontal sync, and ground. The SC1224, as with all ST montors do not use composite. You can have either but not both, i.e. RGB kill's composite and no ST monitor's were built to use it for that reason. Even the SC1435 (which was a philips CM8833/Commondore1084s in Atari clothing), had the chroma luma, and comp sync removed to save cost. I have been toying with the idea of fitting a commondore 1084s pcb into a SC1435 chassis just to have the Atari badge on my 800XL's monitor, tho.

Mark

"Joakim Nordlander" <jonord@nospam.pinky2.itv.se> wrote in message news:3F0BC7AF.7000109@nospam.pinky2.itv.se...
> Rustynutt wrote:
> > Abacus Atari ST Internals book says pin 2 on an ST is composite video
> > out. Depending on your ST,this may or may not work, but the SC1224
> > should support it no matter the model. Sometimes pin 2 on the monitor
> > connector is called sync, but it's still the composite video line.
> > Some SC1224's use it for RGB sync, others used Hsync.
> > Should only need pin 2 and ground. From what I recall, composite on
> > the SC1224 is very sharp.
>
> So what you saying are that by connecting just the sync signal on the
> monitor to a composite output, it will work?
> As I remember the guy that I got this monitor from tried to use it as
> a composite colour monitor, but he never got it to work. I have an STF
> as well, and an Philips monocrome monitor with composite sync, and for
> that one I had to build a simple circuit in order to get composite sync.
> Consist of just a couple of resistors, as I recall.
>
> Anyway, I'll try this and report back later.
>
> /Jocke
>

4538. Falcon NVRAM Battery : end of life = 7 to 10 years !

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 11:12:09 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f0bf888$0$4635$626a54ce@news.free.fr>
Source record: 25620

Here is the answer from BEST :

Q. It's now 10 years for F030 and some NVRAM blocks have battery failure...

A. Yes, we do have the Atari Falcon MK48T87B clock Modules in stock.
Cost for the C398170 Falcon Clock Modules is U$D 11.95 each.

Regards

4539. Re: Ahh, the good old days

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 11:23:42 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB31656E.6409%drclu@swbell.net>
Source record: 25621

So all you have now is the 4 MD ST? I'm sure there are places that could
fix the Falconspeed.

Would find the mags interesting but live in Texas. Oh well.

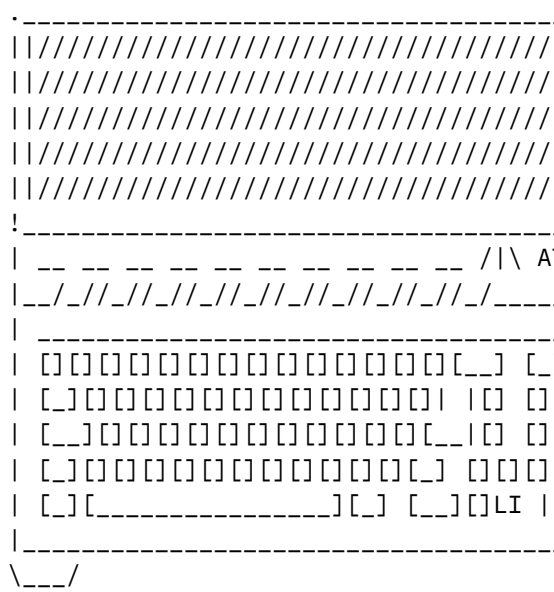
Check out the Atari hangout chatroom sometime...

http://www.geocities.com/doctor_clu/JYBOLACFAQ.html

(That website will tell you all about the chatroom and how to get to it.)

Take care!

>octor <lu



(Original art: valkyrie http://www.ascii-art.de/ascii/ab/atari.txt)

For vintage computing in the Dallas/Fort Worth area, and the Atari
Hangout Chatroom, go to http://jybolac.atari.org

in article 9vINa.80678$98.2729206@twister.socal.rr.com, Dan Phillips at
dp@not.com wrote on 7/5/03 5:42 PM:

> Well, well, well. As one of the "diehards" (I only lasted until about
> February 1999, owned two Falcons (broke one with a FalconSpeed, damn!) and a
> CaTTamaran with Nova), I can't say I'm all that surprised there's a bunch of
> you that make me look like a lightweight! :^) Still have 4 MB ST w/ 2.06 for
> games (not that I've touched it in 4 years).
>
> Anywho, cleaning out the garage I found ST Formats #2 thru the bitter end

> with disks (and some other assorted mags), a RAMGizmo that I'm 99% sure
> works, and a 13 pin ST monitor cable with exposed leads (for repairing the
> newer monitors).
>
> If anyone's interested, speak now or forever hold your peace. I imagine the
> mags would have to be picked up in San Diego, due to weight.
>
> Ehh, and lay off Ben. Jeez, there's so few of you guys left, you shouldn't
> be growling at anyone, unless maybe they ripped you off.
>
> Fuji forever,
>
> Dan
>
>

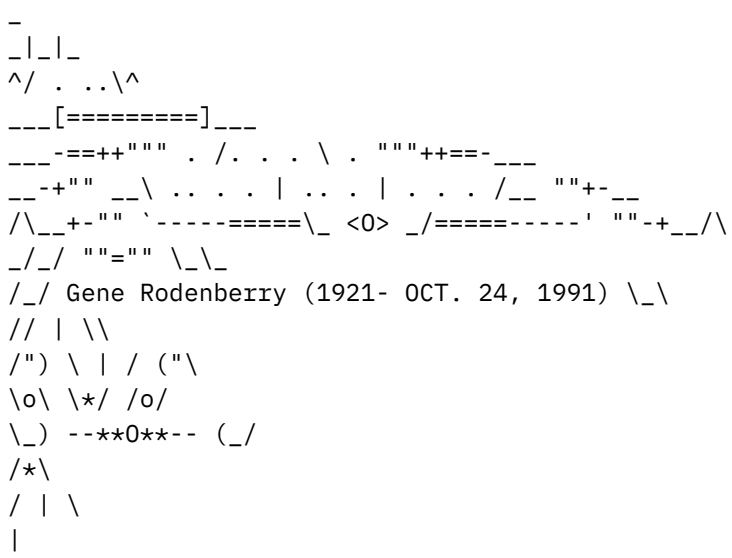
4540. Atari TT030 games that rock?

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 11:28:08 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB316678.640A%drclu@swbell.net>
Source record: 25622

For you Atari TT030 owners, I imagine that you mostly use applications.
However, what games do you find work best on the TT030? (or work period.)
;)

So far I have seen and had fun with the latest version of Solitare by
Kent Cordes, Starball, Battle of Britian: their Finest Hour (Lucasfilm),
Civilization, and a few Asteriods versions. Other suggestions?

>octor <lu



4541. Re: Falcon IDE dead.

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 11:46:55 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <begvbf$lh7$1@sparta.btinternet.com>
Source record: 25623

Steve Sweet <steve.sweet@btopenworld.com> wrote in message
news:befl16$cd6$1@hercules.btinternet.com...
> Hi Smeg
>
> > > > The only problem is, being an electronics engineer and a computer
> genius :P
> > > > I couldnt just let this one go, I would have to repair it even if I
> have to
> > > > buy another Combel from someone like Best Electronics (Anyone in
> Europe that
> > > > has a spare COMBEL, let me know OK!?!?!).
> > >
> > > You any where near Dulwich or Windsor?
>
> > I could be. I drive down to London every Tuesday night (leaving in 10
mins
> > actually).
>
> System Solutions is located in Dulwich.

Oh man, I thought you were gonna say something useful like "Hey I have a
combel, come and get it".
I wouldnt go anywhere near SS/Atari Wripshop.

> > Whats on your mind?
>
> Alcohol, Porn, sheep, Liposuction's entrails.

I know I shouldnt have asked.

Smeg.

4542. Trace Route for STIK

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 12:25:20 UTC
From: swampfax1@atlantic.net
Message-ID: <QQTOa.3453$Ry3.2198420@monger.newsread.com>
Source record: 25624

Hi All,
Anyone know of a Trace Route program that works with STIK/QDialer
under single TOS 4.04?

John G.

4543. Re: Composite video and SC1224

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 14:17:48 UTC
From: Joakim Nordlander <jonord@nospam.pinky2.itv.se>
Message-ID: <huVOa.19629$zL.65@news1.bredband.com>
Source record: 25625

Mark Bedingfield wrote:
> Sorry guy's, you can't use the SC1224. It dosen't use comp sync. Only 7 pins
> are used. Audio, Red, green, blue, vertical sync, Horizontal sync, and
> ground. The SC1224, as with all ST montors do not use composite. You can
> have either but not both, i.e. RGB kill's composite and no ST monitor's were
> built to use it for that reason. Even the SC1435 (which was a philips
> CM8833/Commondore1084s in Atari clothing), had the chroma luma, and comp
> sync removed to save cost. I have been toying with the idea of fitting a
> commondore 1084s pcb into a SC1435 chassis just to have the Atari badge on
> my 800XL's monitor, tho.

Well, then, how hard would it be to build a circuit that splits the
composite signal to RGB+Sync? How much would such a circuit cost?

/J

4544. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 18:16:54 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.07.09.18.16.54.748458@pandora.be>
Source record: 25626

Op Tue, 08 Jul 2003 18:51:03 +0000, schreef Steve Sweet:

First of all, please adjust your newsreader. It managed to break down the quotes into something unreadable.

Secondly, adjust your signature separator. It's broken.
See <URL:http://www.meen.co.uk/oefix/>

> I'd call an OS dead when its released in to the public domain or GPL..
>
> Oh yeah!, i just described MiNT

Hmm, you described not only MiNT but also Linux, NetBSD, FreeBSD, Unix, etc.. used by millions. Not bad for dead OS's.

CU,
Martin

4545. Re: STE and Seagate Hard Drive Difficulties

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 18:59:54 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <behon8seb1@hercules.btinternet.com>
Source record: 25627

Hi Paul

> >Home page
> >
> >http://www.seagate.com/

> Thanks for the links Steve (I actually found the docs on my own a
> while back, but I appreciate the effort).
>
> Anyway, I got it all figured out. I only needed to jumper the
> "disable parity" option of the drive, and it now works like a charm
> with both my Falcon and STE.

Glad you're up and running again.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.498 / Virus Database: 297 - Release Date: 08/07/2003

4546. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 20:28:07 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <behtsl$eu6$1@titan.btinternet.com>
Source record: 25628

"lp" <gfa@basic.net> wrote in message news:BB30D2EB.E3E%gfa@basic.net...
> in article befbga$f9p$1@news-reader5.wanadoo.fr, NSPIRIT at
> nspirit@wanadoo.fr wrote on 7/8/03 5:01 PM:
>
> >> I'd call an OS dead when its released in to the public domain or GPL..
> >>
> >> Oh yeah!, i just described MiNT

> Due to poor quoting I am not sure who made this comment.
> I suspect dennis. rotfl!!!!

Due to your being brain dead you didnt realise it was me!, doh!, i think i
can safely say that dennis does not accept your apology!

> This is like the comedy channel, no wonder sinflap gets a kick
> reading this stuff. hehe

Yeah right, what with all them idiots that cant read!!. Doh!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.498 / Virus Database: 297 - Release Date: 08/07/2003

4547. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 21:49:29 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bei2l8$on3$1@titan.btinternet.com>
Source record: 25629

Hi "Martin Byttebier"

> Op Tue, 08 Jul 2003 18:51:03 +0000, schreef Steve Sweet:
>
>
> First of all, please adjust your newsreader. It managed to break down the
> quotes into something unreadable.

It left here just fine.

> Secondly, adjust your signature separator. It's broken.
> See <URL:http://www.meen.co.uk/oefix/>

Er!, in what way

> > I'd call an OS dead when its released in to the public domain or GPL..
> >
> > Oh yeah!, i just described MiNT
>
> Hmm, you described not only MiNT but also Linux, NetBSD, FreeBSD, Unix,
> etc.. used by millions. Not bad for dead OS's.

8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.498 / Virus Database: 297 - Release Date: 08/07/2003

4548. Re: Falcon NVRAM Battery : end of life = 7

Newsgroup: comp.sys.atari.st
Date: 2003-07-09 23:24:59 UTC
From: swampfax1@atlantic.net
Message-ID: <fv1Pa.3178$x35.1963664@newshog.newsread.com>
Source record: 25630

On 9 Jul 2003 13:12:09 +, "Rodolphe Czuba" wrote:
>Here is the answer from BEST :
>
>Q. It's now 10 years for F030 and some NVRAM blocks have battery failure...
>
>A. Yes, we do have the Atari Falcon MK48T87B clock Modules in stock.
> Cost for the C398170 Falcon Clock Modules is U$D 11.95 each.
>
>Regards

Hi Rudolphe,
2 questions (please excuse my ignorance):

Why 2 numbers? Is one a stock # ?

Is there a more common clock used for other computers that is
currently in production that can be adapted in it's place?

John G.

4549. SM124 image adjustments

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 07:32:35 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vgq5kjf1jfid7b@corp.supernews.com>
Source record: 25631

Can this be done somehow like internally? There are no adjustments.

Thanks
Tim

4550. Re: Composite video and SC1224

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 07:43:58 UTC
From: Joakim Nordlander <jonord@nospam.pinky2.itv.se>
Message-ID: <2P8Pa.20633$zL.190@news1.bredband.com>
Source record: 25632

Rustynutt wrote:

>> Well, then, how hard would it be to build a circuit that splits the
>>composite signal to RGB+Sync? How much would such a circuit cost?
> Photo of Expose NTSC/PAL to RGB splitter located at
>
> http://12.219.240.78/rgb.jpg

Hmmm, seems like a much too complicated circuit to build on your own.
I'm not that good on building or constructing. :(Oh, well, guess it
would just be cheaper trying to dig up some old Philips monitor or
buying a 14" TV new....

Thanks for the help though.

/j

4551. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 07:53:22 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB318E37.3359%derryck@nospam.cix.co.uk.invalid>
Source record: 25634

In article 7ZEOa.3276$Ry3.2172479@monger.newsread.com, John Garone at swampfax1@atlantic.net wrote on 8/7/03 20:30:

>> If John would care to make an English version of this game (if it doesn't
>> have a resource file) he might find RGF's "eed" utility very helpful to

> I don't feel too confident translating languages I'm not familier with
> (meaning all of them) since I only speek US English and I'm still working

Shouldn't be hard to at least do the menu entries, makes it easier to use. I can't make this game work on my system so I'm not going to attempt it myself.

> on that! :)

Yers, I can see that you might need a spell chucker ;-)

> However, the RGF utility sounds interesting. Where can it be found?

<http://www.rgfsoft.com/>

Click on the arrow icon to enter the main page; the downloads link is in the top bar. EED is in English, thanks to us ;-)

It's also worth grabbing some of Richard's other stuff, Luna is a very neat WP and there's more...

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4552. Re: STE and Seagate Hard Drive Difficulties

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 07:53:23 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB3195AB.335A%derryck@nospam.cix.co.uk.invalid>
Source record: 25633

In article 62pmgvcn7dgmm1a99qn5qh9qco87sl3h0n@4ax.com, Paul Nurminen at visit_my_site@nurmix.com wrote on 9/7/03 01:44:

>> Have you tried the Syquest in the chain at the same time as the problem
>> drive? Be careful about the usual termimation and SCSI ID issues.
>
> They both work together fine now, since I jumpered the "disable
> parity" option of the Seagate.

It's always the simple things that trip us up :-)

> Thanks Derryck.

You're very welcome, not that I helped much :-)

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4553. Simple Falcon TOS question

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 08:30:02 UTC
From: jamesdier@yahoo.co.uk
Message-ID: <8a14620.0307100030.7850ff7e@posting.google.com>
Source record: 25635

I currently have TOS4.01 in my falcon, i have a copy of TOS 4.04 as an image file. Can I use an old st bootsector loader (such as in UVK) to load the TOS.img file. I know there are many TOS loaders for ST machines but none seem to cater for TOS 4.xx.

I do NOT want to upgrade the ROMs - i have my reasons. So basically my question is - Is disk loading TOS4.04 possible on a falcon.

Thanks in advance

James

4554. Atari Hangout Chatroom

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 08:52:14 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00218955@fmlynet.org>
Source record: 25644

FamilyNet Newsgate

Just wanted to invite everyone to the Atari Hangout Chatroom which has been going on for three years now! (And which seems to be mainly Jag and ST users these days... though we also like our 8-bits as well)

Hope to see you there, tonight at 8pm CST.

http://www.geocities.com/doctor_clu/JYBOLACFAQ.html

>octor <lu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4555. Misc ST Items FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 11:10:58 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3F0D49C2.6C84FA19@netzero.net>
Source record: 25636

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmh@netzero.net for
more info.

Last updated 05-26-03

HARDWARE

Atari 520ST Computer System. Unit is upgraded to 1 Meg of RAM.
Unit comes with mouse, power supply, floppy drive, and manuals
all in the original boxes!
$50.00

Atari SC1224 Color Monitor.
$30.00

Atari SM124 Mono Monitor.
$30.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor
$250.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual.
$25.00

Syquest 44 Meg Cartridges. These will be Atari HDX formatted

with no bad sectors.
$10.00

Syquest EZ-135 Cartridges. These will be IBM DOS formatted with
with no bad sectors.
$10.00

Syquest EZ-230 Cartridges. These will be IBM DOS formatted with
with no bad sectors.
$10.00

SC 1224 monitor cover by Classic Covers. This is a brown cover
with the Fuji logo and underneath "Atari SC 1224 Color Monitor".
Perfect to protect your monitor from dust and have it look cool
too.
$5.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $10.00 each.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Annex by D. Pritchard. An DOOM Alien shootem up game.
Docs, disk
$5.00

Bridge 4.0 by Artworx. A comphrehensive contract bridge-playing
program. Box, docs, disk
$5.00

Captain Blood by InfoGrames. An involved space game of exploration.
Box, docs, disks.
$5.00

Decimal Dungeon by Unicorn Software. An education program for

5th graders to Junior High. Uses a variety of decimal related math problems to help you escape the evil dungeon and caves. Color or mono. Box, docs, disks.
$5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room castle in this huge adventure game. Comes on 5 floppies. Comes with box, docs, and disks $10.00

Little Computer People by Activision. There are really little people living inside your computer. And one of them is waiting for you to give him a home...and be his friend. Box, docs, disk
$5.00

Magical Math by Atari. The scholastic series math tutor program starring Bentley Bear. Box, Docs, Disk
$5.00

Mickey Mouse The Computer Game by Gremlin. Help Mickey rescue Merlin's Magic Wand in the enchanted Disney Castle.
Box, docs, disk.
$5.00

NightBreed by Ocean. A game based on a Clive Barker book/movie.
Box, docs, disks.
$5.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in one and two player modes. Comes with box, docs, and disks
$5.00

Plan 9 From Outer Space by Gremlin. Complete with box, docs, and disks.
$5.00

Planetarium by Atari. The scholastic series observitory in your own house. One of the better if not best scholastic programs by Atari. Comes with box, docs, and disk.
$5.00

Quartet Gold by Red Rat Software. 4 games in this box, Pengy, Cosmos, Screaming Wings, The Secret of Steel. Pengo clone, Galaxian Clone, 1942 Clone, and a graphical adventure.
Box, docs, disks.
$5.00

Renegade by Mastertronic. A Star Raiders type space shooter type game. Manual and disk.
$4.00

S.D.I. by Mindscape. Complete with box, docs, and disks.
$5.00

Sinbad and the Throne of the Falcon by Cinemaware. Docs and disks
$5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks.
$5.00

Their Finest Hour by LucasFilm Games. The Battle of Britain
flight sim. Box, docs, and disks.
$10.00

Transartica by Silmarils. A Falcon030 game where you are
the captain of the a Train on the frozen planet. Docs, Disks.
$15.00

MISC SOFTWARE

DC Shower by Double Click Software. Replaces the TOS "Show" button
when double clicking on a file from TOS. Many different types of files
can be manipulated like graphics, compressed files, and HEX.
Docs and disk
$5.00

Degas by Batteries Included. The classic graphics and drawing
program for the Atari ST platform. Comes with book and disk
$5.00

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.
For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope.
$30.00

Flash by Antic Software. Complete Gem based telecomunications program.
Has VT-100, CIS, Vidtex Graphics capabilities and more.
Box, docs, and disk.
$3.00

Geneva by Gribnif Software. A mulitasking operating system for
the ST/TT/Falcon. Now run more than one application at a time
and have up to 256 windows open at a time. Best thing is Geneva

is very fast and stable. Box, docs, disks.
$15.00

Image CAT by Wiz Works. The complete graphics cataloging system
for all Atari computers. Print a catalog of image files that you
have on your Atari or view the images on your screen. Docs and disk
$5.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
This is a boxed Atari version and not the pack in with the Falcon.
Comes complete with binder, manual, and on 720K floppies
$15.00

PrintMaster Plus by Unison World. The ultimate designing program
for the ST to create banners, cards, posters, calendars and more!
Box, disks, and docs
$5.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Box and disk
$3.00

Stalker 3 by Gribnif Software. A great GEM based telecomunications
package. The most complete telecomunications and terminal program
produced for the Atari. Can be run as a desktop accessory which then
allows background downloading and more. Box, docs, disk
$5.00

STraTOS2 CD. This is a CD Magazine covering the Atari line of
computers.
It is dated 1997 and is mostly in French but many of the programs are
in English. It covers and contains software for MINT, Linux, Games
including DOOM, Internet and more. It has a program that runs the
magazine
and gets you to the software for automatic installation
$10.00

Thunder by Batteries Included. Sophisticated writing tools including
spell checker, speed-typing word expander & corrector, and statistics
on your document like the number or words, lines and more.
Manual and disk
$5.00

Time Link by Batteries Included. A time management software package.
Keep track of appointments and see them by the day, week, month,
or year. Manual and disk.
$5.00

Ultimate Virus Killer by Oregon Research. Protect your ST and repair

progarms that were infected. Manual and disk
$5.00

Universal Item Selector III by AD&D Software. Full Utility functions
from your item selector. Besides adding much need funtionality to TOS's

item selector you get to see available RAM, format floppies, print
directories
set file paths, set file attributes and much more. Docs and disk
$5.00

WANTED

MagiC Mac Ver 6.XX or MagiCMac OSX
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere

OTHER Platforms

I also have lists of software for other platforms like IBM DOS or
Windows,
OS/2, Mac, BeOS, NeXT, and Amiga. If interested please request a list.

4556. Re: Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 11:35:35 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bejj8tfjt1@reader08.wxs.nl>
Source record: 25637

Paul Nurminen wrote:
> But I must commend you on
> your "spoofed" e-mail address used for newsgroup posts:
> ("support@microsoft.com").
>
> That's funny.
> ;-)

It is indeed! If M$ really uses that address, they will be getting loads of spam by now which is funny because 90% of all spam is being brought into the world thanks to lame open-relay-by-default Microsoft Exchange servers. Maybe support can take a look at that. ;)

Maurits.

4557. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 11:41:11 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bejjjdftn1@reader08.wxs.nl>
Source record: 25638

Carey Christenson wrote:

> is what MagicNet is capable of doing. Now I am unsure
> if MagicNet can be used under MintNet to use STING and
> Iconnect and Draconis clients.

Draconis and Sting clients can run under MiNTnet without using Iconnect in between them. And I think that there was also an Iconnect bridge but I'm not sure because all Iconnect clients happen to be programs I try to stay away from. ;)

Apart from that, keep in mind that MiNTnet is also a standard in that it has a unix based network interface which makes porting internet software from other platforms easier. This is why MiNTnet had NFS and Samba before Sting did. :)

Maurits.

4558. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 11:46:50 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bejju0$g17$1@reader08.wxs.nl>
Source record: 25639

Steve Sweet wrote:

> I'd call an OS dead when its released in to the public domain or GPL..
>
> Oh yeah!, i just described MiNT

Funny, MiNT has gone through most of it's major developments while being dead according to your definition (from 1.12.4 on), and also got the largest userbase after "dying". Linux is also dead according to this definition, and has been from the start. Looking at its success, I'd say you're free to have your own definitions of a dead os but it doesn't look like a very useful definition.

Maurits.

4559. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 11:49:42 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bejk3c$g3r$1@reader08.wxs.nl>
Source record: 25640

Steve Sweet wrote:

> I'd call an OS dead when its released in to the public domain or GPL..
>
> Oh yeah!, i just described MiNT

I forgot to mention one thing in my previous post: What do you think is more dead:

1. An OS released to GPL which has an active group of volunteers working on it (is any one of you anti-mint-flamers actually aware of recent developments or are you basing your opinions on a multitos disk you got with your Falcon?)

or:

2. An OS which can and may only be developped by one commercial company who seems to have no intention of doing so.

Personally I'd say Magic could only become less dead by becoming GPL'ed.

Maurits.

4560. For sale: Atari Mega ST4 +HDD +external floppy

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 12:51:15 UTC
From: cax <borus@bigfoot.com>
Message-ID: <3F0D6143.D3C4E2F6@bigfoot.com>
Source record: 25641

I sell it on eBay. Hope it's a correct forum for such an ad.

Link: http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3034555568

Here are the components of this Atari Mega ST4 system:

Atari Mega 4 ST (4MB memory) with internal floppy drive, keyboard and
mouse
Mobitor: Atari SM125 monochrome monitor
External floppy: Atari SF314 with power adaptor
External harddisk: Atari SH204 (20MB)

The hard drive contains a MiNT OS distribution (a UNIX flavor) with a
gcc compiler.
This computer was mostly used as an internet workstation (with external
modem),
and was connected to my Linux PC to form an internal subnet.

Link: http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3034555568

4561. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 15:36:24 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.07.10.15.36.25.679901@pandora.be>
Source record: 25642

Op Wed, 09 Jul 2003 21:49:29 +0000, schreef Steve Sweet:

> Hi "Martin Byttebier"
>
>> Op Tue, 08 Jul 2003 18:51:03 +0000, schreef Steve Sweet:
>>
>>
>> First of all, please adjust your newsreader. It managed to break down
>> the quotes into something unreadable.
>
> It left here just fine.

Because you use non RFC-compliant newsreader it looks fine for you but for those who use a good reader your messages are sometimes very hard to read. Drop Outlook Express in the dustbin (where it belongs) and get a good reader. You will do others and yourself a good favour.

>
>> Secondly, adjust your signature separator. It's broken. See
>> <URL:http://www.meen.co.uk/oefix/>
>
> Er!, in what way

Read the pages I mentioned. It's all explained.

CU,
Martin

4562. Re: Falcon NVRAM Battery : end of life = 7

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 16:16:42 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bek3ha$eh7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25643

In article <bej6rrnji1@news-reader3.wanadoo.fr>,
NSPIRIT <nspirit@wanadoo.fr> wrote:
>
>> Is there a more common clock used for other computers that is
>> currently in production that can be adapted in it's place?
>
>Yes, there is :
>DS1287

DS1287A or DS12887 should also work, also compatible chips from benchmarq
and others (bq3287 etc.). You can often get them from old PC boards of
486 - 586 era.

>MC146818A
>MCCS146818BM

IIRC, these are register-compatible, but do not have the integrated
battery/crystal, so they will not work in the falcon.

cu
Michael

4563. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 18:38:07 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bekbqd$jo1$1@titan.btinternet.com>
Source record: 25645

Hi Martin

> >> First of all, please adjust your newsreader. It managed to break down
> >> the quotes into something unreadable.
> >
> > It left here just fine.
>
> Because you use non RFC-compliant newsreader it looks fine for you but for
> those who use a good reader your messages are sometimes very hard to read.
> Drop Outlook Express in the dustbin (where it belongs) and get a good
> reader. You will do others and yourself a good favour.

I suggest you take up this complaint with Billy boy gates.

> >> Secondly, adjust your signature separator. It's broken. See
> >> <URL:http://www.meen.co.uk/oefix/>
> >
> > Er!, in what way
>
> Read the pages I mentioned. It's all explained.

I'll skip that thankyou, its compliant with a few billion other like users.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4564. Re: SM124 image adjustments

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 20:29:38 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vgrj5rgichr3ba@corp.supernews.com>
Source record: 25546

"Tim" <tjlazer@nospammail.com> wrote in message
news:vgq5kjf1jfid7b@corp.supernews.com...
> Can this be done somehow like internally? There are no adjustments.
>
> Thanks
> Tim
>
If I would of done a little Goopoogling I would of found out! Yes it can,
there are adjustments inside I can tinker with.

Tim

4565. GFA-Basic available for PC?

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 20:33:47 UTC
From: mstepansky@aol.com
Message-ID: <20030710163347.29903.00000187@mb-m03.aol.com>
Source record: 25547

Looking for programming app similiar to GFABasic on an ST...but is there one for PC? (win xp)

What would be a good "graphics power" BASIC programming language for today's PC?

Sorry if it sounds off-topics, but I am hoping ST programmers might have BASIC programming on both ST and PC. No time to learn C right now.

Mike

4566. Connect Mega ST4 to a Dell 17" monitor?

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 20:44:41 UTC
From: mstepansky@aol.com
Message-ID: <20030710164441.29903.00000188@mb-m03.aol.com>
Source record: 25548

I am planning on getting a used MegaST4 over the ebay, hopefully.

Is it possible to hook up a MegaST4 to a Dell M782 (?) Flat-Trinitron, 17" monitor? Do I need special adapter? Where to buy?

It has a DB-15 serial adapter which go into the PC's nvidia card. I only want to play ST games on the MegaST4 to be displayable on this Dell monitor (low-res ST graphics mode) - and be able to hear sound somehow. I don't think this Dell has audio speaker internally. But...

I just found a dusty box "VideoKey" purchased in 1989. I only see regular ST RGB video output, composite video output with mono audio output, and RF tv output. There is no DB-15 output, obviously.

So, is there such VGA adapter that will connect between MegaST4 and this Dell monitor?

Mike

4567. Re: Trying to read old ST disk on PC's drive

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 21:07:24 UTC
From: mstepansky@aol.com
Message-ID: <20030710170724.29903.00000192@mb-m03.aol.com>
Source record: 25549

Thank you for answering to my question #2.

Now, I need someone to answer question #1.

Is it possible to insert ST disk in PC floppy drive and open it up and then copy them off to PC's HD?

I am getting a gibberish files/directories from ST disk when I open it up on ST drive, using GEMulator.exe (a non-PC disk reader). Why is that?

Any fix to it? I dont have a MegaST4 yet and in case I lost the bid in the ebay.com

Mike

4568. Re: Turn *.STs into real atari disks

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 21:22:16 UTC
From: mstepansky@aol.com
Message-ID: <20030710172216.29903.00000195@mb-m03.aol.com>
Source record: 25551

Ah, that's should do. Thanks for your help. I will review past topics related to "Converting *.ST image disk into a real disk" as I printed them.

But still having problem the OTHER way around...

trying to read ST disk in a PC's drive...some gibberish and some legible filenames on the screen. I wonder why.

Is it because I format those ST disk "illegal" (non-standardly) rather than "720KB" format?

Is there a solution to that problem? It would be nice to get a better problem than gemulator.exe for a real-ST-disk emulation to read _any_ ST disk on a PC.

Mike

4569. Re: Composite video and SC1224

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 21:23:04 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vgrm9qtj3nom11@corp.supernews.com>
Source record: 25550

"rustynutt" <rustynutt@hotmail.com> wrote in message
news:fc53daf3.0307091006.3ebadf47@posting.google.com...
> Joakim Nordlander <jonord@nospam.pinky2.itv.se> wrote in message
news:<huVOa.19629$zL.65@news1.bredband.com>...
> > Mark Bedingfield wrote:
> > > Sorry guy's, you can't use the SC1224. It dosen't use comp sync. Only
7 pins
>
> >
> > Well, then, how hard would it be to build a circuit that splits the
> > composite signal to RGB+Sync? How much would such a circuit cost?
> >
> > /J
>
> Just tell me when to stop:)
>

Don't stop! This is great info! I want one! Hey I thought up an idea. I
have a 1435 monitor. If i take a older Commodore 1084D2 monitor which is
just like it, and ripped the guts out can I use it in the St and use that as
ST/Composite? That would be cool!

Tim

4570. Re: Turn *.STs into real atari disks

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 21:46:48 UTC
From: mstepansky@aol.com
Message-ID: <20030710174648.29903.00000197@mb-m03.aol.com>
Source record: 25552

Matthias,

I just read your helpful instructions from
http://home.tu-clausthal.de/~ifmar/makedisk/

which stated:

"This one is for Makedisk to read a disk to image.

Insert the ST disk into the PC floppy drive. Type:

>makedisk /read diskname.st /auto

Makedisk should fireup and create a image file out of the disks"

So, therefore, this lead me to believe that there is NO WAY for me to open up ST disk in PC's floppy drive and select file(s) in Windows and copy them to HD. Right?

If so, then I guess "converting from real ST disk in PC floppy drive to an ST image" is the only way, right?

ok, Catch22 here...suppose I have:

ST disk#1 with Spectrum512
ST disk#2 has all kinds of graphic viewers applications for the ST.
ST disk#3 has the graphic files, tny, neo, spc, etc.

How will I be able to use all 3 (or more) disks into an single .ST image file, so I can run and view them in an ST emulator (STeem for PC)?

I will have to test out STeem to see if I can take one "load" .ST image disk on at a time and copy to the HD or another virtual disk (?) - not sure about that method or features in STeem.

But, I did test out an .st image file one at a time and it runs great in STeem - even in XP.

Mike

4571. Connecting MegaST4 to a larger TV projector?

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 21:57:47 UTC
From: mstepansky@aol.com
Message-ID: <20030710175747.29903.00000198@mb-m03.aol.com>
Source record: 25554

So, it is unlikely to find such MegaST4fm - the little "m" for TV modulator output and "f" for internal floppy drive (which comes with it anyway).

Right?

If so, then VideoKey is probably the only way if anyone want to see ST games on a larger TV projector screen, and if ST doesn't come with "tv" output.

Mike

4572. Re: Atari TT030 games that rock?

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 21:57:52 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0307101357.228daf6b@posting.google.com>
Source record: 25553

Doc Clu,

Do you have a Falcon? Just curious, how would you compare the Falcon
and TT against each other?
Do you have the 32mhz version?

Also, I always see TT's running in B&W... they obviously have to do
color too, so what kind
of monitor do you have hooked up to it? :)

Interested..... :)

> For you Atari TT030 owners, I imagine that you mostly use applications.
> However, what games do you find work best on the TT030? (or work period.)
> ;)
>
> So far I have seen and had fun with the latest version of Solitare by
> Kent Cordes, Starball, Battle of Britian: their Finest Hour (Lucasfilm),
> Civilization, and a few Asteriods versions. Other suggestions?
>
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> _/_/ ""="" __
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4573. Re: GFA-Basic available for PC?

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 21:59:37 UTC
From: lp <gfa@basic.net>
Message-ID: <BB335A09.EC1%gfa@basic.net>
Source record: 25555

in article 20030710163347.29903.00000187@mb-m03.aol.com, MStepansky at mstepansky@aol.com wrote on 7/10/03 4:33 PM:

> Looking for programming app similiar to GFABasic on an ST...but is there one
> for PC? (win xp)
>
> What would be a good "graphics power" BASIC programming language for today's
> PC?
>
> Sorry if it sounds off-topics, but I am hoping ST programmers might have BASIC
> programming on both ST and PC. No time to learn C right now.

There is a version of gfa for most major windows flavors, 16bit versus 32bit windows, even a dos version, however it's my understanding the current gfa release, gfa-basic32 for windows chokes under XP, rendering it useless. Far as I know, no fix in sight either, appears to be dead.

Outside of that I cannot recommend anything for the PC as I only use gfa on the Atari. ;-)

Maybe somebody else has other suggestions...

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4574. Where can I find PD software for the ST?

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 22:05:56 UTC
From: mstepansky@aol.com
Message-ID: <20030710180556.29903.00000199@mb-m03.aol.com>
Source record: 25556

Sorry - I posted too many questions. I will quiet down for a while.

Is there ftp site similiar to Genie's download ST library area? (is UnivMich the only site?)

Looking for some ST and Falcon (if any) demos to show the graphics capability of the ST, in terms of sounds and motions (ie. boink, fujiboinks, sphere animation, juggler are all I can remember in old days).

And of course, useful PD application - ie. astronomy, Eliza (talking psychologist), etc other explorative software.

Mike
Former ST user (1986-1992)
and now loving STeem emu.

4575. Re: GFA-Basic available for PC?

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 22:08:26 UTC
From: mstepansky@aol.com
Message-ID: <20030710180826.29903.00000200@mb-m03.aol.com>
Source record: 25557

Fine, if GFA Basics choke in WinXP, then what other "BASIC" programming favor are available for today's PC?

There is one called CHipMunks BASIC only for PowerMacs. (would be funny to see how raw speed goes in raw programming in PowerMac with G5 cpu)

Mike

4576. Re: Atari TT030 games that rock?

Newsgroup: comp.sys.atari.st
Date: 2003-07-10 22:23:54 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-E2B719.18235410072003@news21.bellnet.ca>
Source record: 25558

> > For you Atari TT030 owners, I imagine that you mostly use applications.
> > However, what games do you find work best on the TT030? (or work period.)
> > ;)
> >
> > So far I have seen and had fun with the latest version of Solitare by
> > Kent Cordes, Starball, Battle of Britian: their Finest Hour (Lucasfilm),
> > Civilization, and a few Asteriods versions. Other suggestions?

when I last had my TT hooked up, I was able to play Populous 2 on it,
as well as Monty Python:The Game. You know, maybe I should hook it up
again and check it out, it may mean a bit o' fun :)

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
song #5 - "Cranked Old Man" - now available
http://www.mp3.com/dan_dreibelbis

4577. Re: Composite video and SC1224

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 02:36:59 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <fppPa.997$Uz3.66@news-server.bigpond.net.au>
Source record: 25559

Yes you can. This is my intention:-) Be cool to run an SC1435 with a 130XE.
You will have to modify the back of the monitor case tho.

Mark

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vgrm9qtj3nom11@corp.supernews.com...
>
> "rustynutt" <rustynutt@hotmail.com> wrote in message
> news:fc53daf3.0307091006.3ebadf47@posting.google.com...
> > Joakim Nordlander <jonord@nospam.pinky2.itv.se> wrote in message
> news:<huVOa.19629$zL.65@news1.bredband.com>...
> > > Mark Bedingfield wrote:
> > > > Sorry guy's, you can't use the SC1224. It dosen't use comp sync.
Only
> 7 pins
> >
> > >
> > > Well, then, how hard would it be to build a circuit that splits the
> > > composite signal to RGB+Sync? How much would such a circuit cost?
> > >
> > > /J
> >
> > Just tell me when to stop:)
> >
>
> Don't stop! This is great info! I want one! Hey I thought up an idea.
I
> have a 1435 monitor. If i take a older Commodore 1084D2 monitor which is
> just like it, and ripped the guts out can I use it in the St and use that
as
> ST/Composite? That would be cool!
>
> Tim
>
>

4578. Desktop Configuration F-Key Settings...

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 04:00:58 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1030711005841.15033a-100000@halifax.chebucto.ns.ca>
Source record: 25560

How do I set up my function keys to call up programs with one keypress?

The keys are now set to call up games (by the original owner years ago)
and I'd like to change them over to call up applications instead.

Clicking on the F-key settings doesn't seem to do anything in desktop
configuration.

Thanks...

4579. Re: Atari TT030 games that rock?

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 08:50:22 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1057917116-708161AEicMi@xs4all.nl>
Source record: 25561

Hi Doctor Clu,

I've played for years with great pleasure
Proflight. It's a little bit sensitive: certain
applications from the autofolder had to be
disabled but that was then not such a job
compared to now. Mainly because of the simple
reason there wasn't as many....:-)

And there was a version of a boulderdash game
which was very addictive. I'll look in my stuff
and try to find the title for you...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

4580. Gemdos error....

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 10:04:50 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1057921590-603128AEicMi@xs4all.nl>
Source record: 25563

Does somebody recognize this problem: almost every time i want to open a file in Papyrus i get the message: gemdos error system halted. The strange thing is that in other programs there is no such a problem. Is there another handling of files in Papyrus or is it maybe something else? It seems to have increased after installing MaigiC 6.20 but i am not sure. When my vacation starts i will 'clean' my autofolder and reinstall everything one after another but because of alck of time i propose this question if anyone might recognize something..

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

4581. Repost: Trace Route for STIK?

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 10:06:16 UTC
From: swampfax1@atlantic.net
Message-ID: <s_vPa.13830$Ry3.2275295@monger.newsread.com>
Source record: 25562

Hi All,
It seems my post either disappeared or isn't showing in my article
list!

Is there a Trace Route program for STIK?

John G.

4582. Disappearing Posts!

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 10:11:11 UTC
From: swampfax1@atlantic.net
Message-ID: <33wPa.13897$Ry3.2275297@monger.newsread.com>
Source record: 25564

Hi All,
Can posts be deleted from the news server? If so, can a person who
did'nt make the post delete it?

John G.

4583. Re: Desktop Configuration F-Key Settings...

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 10:24:04 UTC
From: swampfax1@atlantic.net
Message-ID: <8fwPa.14068$Ry3.2275694@monger.newsread.com>
Source record: 25565

On 11 Jul 2003 01:00:58 , Tony Cianfaglione wrote:
>
>How do I set up my function keys to call up programs with one keypress?
>
>The keys are now set to call up games (by the original owner years ago)
>and I'd like to change them over to call up applications instead.
>
>Clicking on the F-key settings doesn't seem to do anything in desktop
>configuration.
>
>Thanks...
>
>.
Hi Tony,
If your referring to a Falcon, first highlight the program then click
on "Install Application" from the drop down menu and go from there.

John G.

4584. Re: GFA-Basic available for PC?

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 11:18:57 UTC
From: Benoit Morrissette <benoitmorrissetteNOSPAM@hotmail.com>
Message-ID: <u77tgvk70fa5p9h0onvbjbhv5d9g55923b@4ax.com>
Source record: 25566

On 10 Jul 2003 20:33:47 GMT, mstepansky@aol.com (MStepansky) wrote:

>Looking for programming app similiar to GFABasic on an ST...but is there one
>for PC? (win xp)
>
>What would be a good "graphics power" BASIC programming language for today's
>PC?
>
>Sorry if it sounds off-topics, but I am hoping ST programmers might have BASIC
>programming on both ST and PC. No time to learn C right now.
>
>Mike

I use the RapidQ Basic compiler available at

http://www.basicguru.com/

4585. Re: Disappearing Posts!

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 11:27:19 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bem6um$p20$1@sparta.btinternet.com>
Source record: 25567

John Garone <swampfax1@atlantic.net> wrote in message
news:33wPa.13897$Ry3.2275297@monger.newsread.com...
> Hi All,
> Can posts be deleted from the news server? If so, can a person who
> did'nt make the post delete it?
>

No not really, because news messages propagate thru the internet from one
news server to another. Thats why if you post a msg to your news server,
someone on the other side of the world may not see it for hours, or even
weeks if they use google :P

If someone who had access at the ISP to the news server deleted the message,
then you would be able to read it on another news server more than likely.

Smeg.

4586. Re: Falcon NVRAM Battery : end of life = 7

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 11:57:32 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <3f0ea52d$0$4597$626a54ce@news.free.fr>
Source record: 25568

"Michael Schwingen" <michaels@ccac.rwth-aachen.de> a �crit dans le message
news: bek3ha$eh7$1@nets3.rz.RWTH-Aachen.DE...
> In article <bej6rrnji1@news-reader3.wanadoo.fr>,
> NSPIRIT <nspirit@wanadoo.fr> wrote:
> >
> >> Is there a more common clock used for other computers that is
> >> currently in production that can be adapted in it's place?
> >
> >Yes, there is :
> >DS1287

I don't think the DS1287 is still in production.
Seems that the DS12887 still is, but Dallas (now Maxim) mentions
compatibility issues on their websites.

> DS1287A or DS12887 should also work, also compatible chips from benchmarq
> and others (bq3287 etc.). You can often get them from old PC boards of
> 486 - 586 era.

I wouldn't recommend getting a used chip to replace a used chip.

> >MC146818A
> >MCCS146818BM
>
> IIRC, these are register-compatible, but do not have the integrated
> battery/crystal, so they will not work in the falcon.

Some Falcons were built with MCCS146818BM, so it seems to work :-)
The 146818A does not have a battery and crystal.
However, these two are no longer in production.

--

J�r�me

4587. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 12:51:07 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0307110451.5535e4e2@posting.google.com>
Source record: 25569

Well, going from the 1st message as original post....
You state using the DSP port for a USB.... how about make a cart that uses that NOT used
cart-slot that's always sitting there :) (unless of course you have a NIC card plugged into it)
Which in that case, I don't see why you couldn't get some sort of multi-cart bay or something and do both?!

Maybe that's a stupid idea, but? Just an idea regardless.
Also, does the cart not have access to CPU takeover and possible memory takeover as well?
I always thought it would be more ideal to have a new processor and maybe more ram (laptop ram?) in a cart and you could just plug it in the side of your Falcon (for us Original users!)
Hades and Milan would disagree, but there's always a solution that could be made for both
right?

Just my opS!

Clint Thompson

4588. CT60 : STATUS & RECALL

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 13:08:46 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f0eb6d8$0$11569$626a54ce@news.free.fr>
Source record: 25570

Some of you (31) received their CT60 and I want to thank all ones that help
us to find some vicious bugs and debug....
With ABE 5E/F and SDR 5A last versions, I could consider that CT60 is now
really stable and ready to be shipped anywhere on any motherboard...
But the last motherboards I received let me see that some vicious things
happen some times in certain conditions and may crash the falcon...

So, I prefer to not yet start again shipping and past some few days to find
the real cause of this hazardous instability....I want a perfect product.
We are not far of that, but we are not !

Sorry for the new delay.

Some of you never send me infos about their CT60 !
I so consider all is running fine....but if not the case, they have to keep
in mind that ALL informations (I compare them) are good to help me to find
some explanations about the hardware problems I try to kill !

Regards

4589. CT60 : FLEX ATX PSU Link

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 13:10:22 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f0eb739$0$11516$626a54ce@news.free.fr>
Source record: 25571

Link to a FLEX ATX PSU for CT60 :

http://www.shuttle.com/new/product/barebone/specs_a.asp?A_id=23

4590. Re: Desktop Configuration F-Key Settings...

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 13:44:10 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bemeq8$9hi$1@news3.tilbu1.nb.home.nl>
Source record: 25572

> If your referring to a Falcon, first highlight the program then click
> on "Install Application" from the drop down menu and go from there.

And don't forget to 'save desktop', otherwise the configuration will be
lost.

Jos

4591. Re: Connect Mega ST4 to a Dell 17" monitor?

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 14:36:41 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bemhsnoqh1@news3.tilbu1.nb.home.nl>
Source record: 25573

You need an adapter. Contact Peter Denk, Atari Fachmarkt in Germany,
info@atari-fachmarkt.de. They'll cost 19 Euro + shipping etc.

Jos van de Gruiter

"MStepansky" <mstepansky@aol.com> schreef in bericht
news:20030710164441.29903.00000188@mb-m03.aol.com...
> I am planning on getting a used MegaST4 over the ebay, hopefully.
>
> Is it possible to hook up a MegaST4 to a Dell M782 (?) Flat-Trinitron, 17"
> monitor? Do I need special adapter? Where to buy?
>
> It has a DB-15 serial adapter which go into the PC's nvidia card. I only
want
> to play ST games on the MegaST4 to be displayable on this Dell monitor
(low-res
> ST graphics mode) - and be able to hear sound somehow. I don't think this
Dell
> has audio speaker internally. But...
>
> I just found a dusty box "VideoKey" purchased in 1989. I only see regular
ST
> RGB video output, composite video output with mono audio output, and RF tv
> output. There is no DB-15 output, obviously.
>
> So, is there such VGA adapter that will connect between MegaST4 and this
Dell
> monitor?
>
> Mike

4592. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 16:26:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058029940-66147AEicMi@gmx.net>
Source record: 25498

From: Lonny <lp060@coazter.com>
Date: Sun, 6 Jul 2003 11:12:13 -0500

>I still am willing to send ozk a pci usb card if someone could help
>me research the best one to go with, but it looks as if this is not the
>place for real discussions. I can see I need to move this to the Atari
>clone mailing list.

Since you're the self proclaimed USB expert and I am the moron I won't bother explaining that there is no such thing as the "best USB" card, as long as it's OHCI compatible (which 99.99 % of the cards are) ozk should be just fine. Ozk if you are reading this.... get in touch with me. I have a obsolete PCI-USB 1.1 card right here, you can have it. Lonny doesn't need to do any "research" at all and on top of that we save him from making a fool of himself in that mailing list. So it's clearly a win-win situation for everyone.

BTW Lonny: I have a clone gathering dust here, before you know it, I might bring it back to live and join that famous list. Kicking some life into it and having long, sensible and heated discussions with you.
Now, if that isn't something to look foreward to.... ;-)

>As Martin has said, magic is a closed door, and without a 3rd party
>hack it would be hopelessly lost.

Here we go again.... hopelessly lost at what? One single feature which me and a lot of other users do not use and need in the first place. Vasillis didn't want to reinvent the wheel, unlike some people. He simply "ported" MiNTNet improving it a little. You seem to forget that MiNT is hopelessly lost also without MiNTNet coming to the rescue.
Tell me, is MiNTNet an original from scratch developed application or just another port with some specific bells and whistles added? In my book your precious MiNTNet is a ported program. I've just learned that ported stuff is now being referred to as " a hack" here...
So here's the new definition of MagiCNet: it's an improved 3th party hack based on a 2nd party hack. You do realise that calling MagiCNet a 3th party hack doesn't do much justice to MiNTNet either I hope?

Vassilis or someone else for that matter could have reinvented the wheel and wrote a MiNTNet clone from scratch, he's done the sensible thing if you ask me and brought the two OS's a step closer. Let's put it this way: thanks to MagiCNet some people who would have turned their back on this platform, are still here, and in my book that's a good thing. You on the other hand aren't bothered by this ofcourse, these people are MagiC users, and we all know how you feel about people using MagiC don't we?

>I presented a perfectly legit idea, and rather than contribute any solid
>logical comments he'd rather call everything I say bullshit.

I call a horse a horse, and almost everything you "contributed" to that particular thread is bullshit... I suggest to read my contribution again, but this time unbiased and with an open mind. I presented a IMO perfect legit idea also, which you've dismissed purely on the basis that it came from me. But don't worry, I'll toss it up again sometime.

>Development should not focus on such an OS, that's simply a logical
>conclusion.

Logical? Sorry but I don't see any logic in that statement.
You want logic? Here's some logic to chew on:
If anyone out there ever succeeds at bringing USB to this platform he/she should do all he possibly can to ensure that the drivers work on all the OS's. USB on Atari should enable us to use mouses, scanners, printers and other goodies.... and I strongly believe that USB should be available for people using a 1040 under TOS as well. USB on Atari should *NOT* be OS specific to begin with. And don't come telling us that this is impossible. USB is coming to the Atari 8bit computers soon, is that ancient hardware superior to ours ?

>No OS is perfect, however since magic has been retro fitted to be mintnet
>compatible you can conclude only one thing. Development should start
>with mint and trickle the other direction. It's painfully obvious
>mintnet has set the standard for networking or magicnet would not exist.

I thought we were talking about a USB driver? I don't know what you have in mind but as the self proclaimed USB expert perhaps you could enlighten us a little? What on earth has MiNTNet got to do with USB ? And believe it or not but there are more people out there "networking" with STiNG then with your precious MiNTNet.
BTW: MagiC hasn't been retro fitted in any way. Someone developed a MiNTNet compatible hack for it, that's not quite the same thing is it?

>Seriously, what does Opera have to do with USB?
>Absolutely nothing, dennis just likes to avoid the real issues
>and cloud everything to the point where the original idea is lost.

Oh boy.... you take one sentence from my post, pull it completely out of context and then start nagging about it. Surely you can do better then that? Opera hasn't got anything to do with USB, just like MiNTNet hasn't got anything to do with USB...

Oh, and talking about clouding things: the original idea was to bring USB to the Atari platform, after you spoke your peace, the idea all of a sudden changed into bringing USB to a PCI based clone running under MiNT. And to sweeten it up a little, all the morons using a different OS and /or holding on to original Atari hardware could look forward to *perhaps* "someone" porting it over to their system....
Tell me Lonny, who's the real expert here in clouding things?

You know very well that there isn't a "someone" here that might "perhaps" port it over. I've been waiting for years to see the first non-commercial printer, scanner, CD-RW, graphic tablet, etc... driver appear ported by "someone"... why would it be any different with USB?

>The problem is people like dennis.

I made promotion !!!
I used to be just a pain in the ****, but all of a sudden I've moved on, I'm a problem now....
"people like dennis"... do you mean there are more like me in here? That's the most refreshing news I've heard in a long time !!

>Unlike dennis I do contribute back to the community, with software,
>mailing lists, docs, tips, see my website.

I propose we start up a Lonny P. foundation, if everyone chips in a couple of dollars, we might just have enough for a statue !!
But coming to think of it, we would have to start up a lot of foundations, erecting statues all over the place. I know at least a dozen people in this group who deserve a statue... In less then a year you're the second guy in here who tells me he's special.... don't trip over your ego Lonny.

You really must hate me, am I on some sort of 10 most wanted people list? You don't have the faintest clue about what I might do or not do for this platform but that doesn't stop you to feel superior? I'm not a programmer so my contributions are somewhat different to yours, let's put it this way: I know who and how I helped people out over the years, and they know it as well. The difference is that I don't come bragging about it in here. But if everyone I helped out would send me a dollar, I could erect a statue for myself :-)

But by all means keep on coding and contributing, you're doing very nice things, just learn to be a little more modest... I know people who don't participate in this group but do follow it. Some of these have done and still do more for this community then the two of us put together. These people who shall reamin anonymous deserve a statue, and sorry Lonny compared to them your contributions are peanuts, you're not in the same leage (yet), keep on trying...
Oh and the people regularly posting in CSAST are not the only remaining Atari users, they are just a *small* part of the Atari community. There are more or less 30 people on the atari clone list, some 1750 clones have been sold.... think and chew on this for a minute, where are these users and what is their preferred OS? Have you idea how many versions of MagiCHades and MagiCMilan were sold? Who these people are and what they use the clones for? These users aren't helped by your contributions at all, but they do value my input from time to time.... but don't worry, in here you're still mr.special.

>I fully expect dennis to go off, that is his prefered nature for I am
>evil cause I speak the truth.

You've made a study of my old postings, one thing you should have learned from these is that I'm fairly consistent...

Your so-called thruth stretches as far as your nose. Take a very deep breath and look around you. What I see depresses me deeply, and postings like yours who try to devide whatever there's left of this platform into good and evil are ridiculous. Forget the good old OS-wars, there aren't enough soldiers left to fight anymore. All what's left are a couple of generals, a few traitors, a dozen prisoners and one or two deserters.... like I said not enough to start a new war... sorry.

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4593. Re: Disappearing Posts!

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 17:21:43 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns93B5C4F6F559Etos4ever@195.130.132.65>
Source record: 25574

on vr, 11 jul 2003 10:11:11 GMT ?John Garone wrote:

> Hi All,
> Can posts be deleted from the news server? If so, can a person who
> did'nt make the post delete it?

Yes one can. It's called cancel a message. But AFAIK, the original poster
is the only one (with a few excetions) who can cancel a message.

See <URL:http://www.mp3-faq.org/tips/cancel.html>
<URL:http://www.uwasa.fi/~ts/http/cancel.html>
<URL:http://www.faqs.org/faqs/usenet/cancel-faq/part1/>

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

4594. Re: Falcon NVRAM Battery : end of life = 7

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 17:57:47 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bemtqr$2oq$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25575

In article <3f0ea52d$0$4597$626a54ce@news.free.fr>,
J�r�me Ginestet <ginesj@free.fr> wrote:
>
>> DS1287A or DS12887 should also work, also compatible chips from benchmarq
>> and others (bq3287 etc.). You can often get them from old PC boards of
>> 486 - 586 era.
>
>I wouldn't recommend getting a used chip to replace a used chip.

It depends - if it's basically free, why not?

At least if you can socket the new chip, there is no risk in using a used one. If space is tight and you have to solder the new chip to the board, then I agree using a new one is better (and make sure you really get a recent chip and not one that has been on the shelve somewhere for several years ...).

cu
Michael

4595. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 18:00:51 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bemu0h$699$1@sparta.btinternet.com>
Source record: 25576

Yo!, Delboy

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BB318E37.3359%derryck@nospam.cix.co.uk.invalid...

> Shouldn't be hard to at least do the menu entries, makes it easier to use.
I
> can't make this game work on my system so I'm not going to attempt it
> myself.
>
> > on that! :)
>
> Yers, I can see that you might need a spell chucker ;-)

You just made a funny, now go to your room and hang your head in shame.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4596. Re: Where can I find PD software for the ST?

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 20:14:04 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ben5qb$d07$1@hercules.btinternet.com>
Source record: 25577

Hi "MStepansky"

<mstepansky@aol.com> wrote in message
news:20030710180556.29903.00000199@mb-m03.aol.com...
> Sorry - I posted too many questions. I will quiet down for a while.
>
> Is there ftp site similiar to Genie's download ST library area? (is
UnivMich
> the only site?)

193.190.204.128 will get you to the Chapellie server.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4597. Re: Ahh, the good old days

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 20:35:14 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <ro7ugvkvgisoiej9dpo2fvibp78hf3728p@4ax.com>
Source record: 25578

On Sat, 05 Jul 2003 22:42:13 GMT, "Dan Phillips" <dp@not.com> wrote:

>Anywho, cleaning out the garage I found ST Formats #2 thru the bitter end
>with disks (and some other assorted mags), a RAMGizmo that I'm 99% sure
>works, and a 13 pin ST monitor cable with exposed leads (for repairing the
>newer monitors).
>
>If anyone's interested, speak now or forever hold your peace. I imagine the
>mags would have to be picked up in San Diego, due to weight.

I might be interested in the magazines if you still have them. I live
in Southern California (in the Los Angeles area), so a pickup could be
arranged.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

4598. Ghosts 'N Goblins

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 20:42:31 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vgu89pi4g1p51c@corp.supernews.com>
Source record: 25579

I am looking for Ghosts 'N Goblins for the ST. Stand alone version! Not on a menu or anything! Anyone have it they can email? Not interested in buying a Copy Protected one that I cannot backup!

Tim

4599. Re: Cable or DSL

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 21:41:09 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f0eda1ea786f1@comcast.net>
Source record: 25581

>Anyone using the DaynaPort SCSI/Link T to connect to an ISP with
>cable or DSL modem? I'd like to pursue this if possible, but I've
>never used anything but dialup, so I'm not sure what's involved. TIA!

I am using the EtherNEC by Lyndon Amsdon. Works great with
great with my STe. Got a nice connection to my cable modem.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4600. Re: Connect Mega ST4 to a Dell 17" monitor?

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 21:41:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f0eda1ea786f2@comcast.net>
Source record: 25580

>I am planning on getting a used MegaST4 over the ebay, hopefully.
>
>Is it possible to hook up a MegaST4 to a Dell M782 (?) Flat-Trinitron, 17"
>monitor? Do I need special adapter? Where to buy?
>
>It has a DB-15 serial adapter which go into the PC's nvidia card. I only want
>to play ST games on the MegaST4 to be displayable on this Dell monitor (low-res
>ST graphics mode) - and be able to hear sound somehow. I don't think this Dell
>has audio speaker internally. But...
>
>I just found a dusty box "VideoKey" purchased in 1989. I only see regular ST
>RGB video output, composite video output with mono audio output, and RF tv
>output. There is no DB-15 output, obviously.
>
>So, is there such VGA adapter that will connect between MegaST4 and this Dell
>monitor?
>
>Mike

There is an adapter that will works, but you can only get mono on
the monitor. However, using the Video Key and a video converter,
you should be able to get a low color resolution just fine. I used
that method with my STe, a video converter, a Video Key and a
Compaq SVGA monitor.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4601. Re: Desktop Configuration F-Key Settings...

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 21:41:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f0eda1ea786f3@comcast.net>
Source record: 25582

>
>How do I set up my function keys to call up programs with one keypress?
>
>The keys are now set to call up games (by the original owner years ago)
>and I'd like to change them over to call up applications instead.
>
>Clicking on the F-key settings doesn't seem to do anything in desktop
>configuration.
>
>Thanks...

I can do that easily using the Jinnee Desktop. There are programs
that will do this, but using Jinnee is better....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4602. Re: Gemdos error....

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 21:41:11 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f0eda1ea786f4@comcast.net>
Source record: 25583

>Does somebody recognize this problem: almost
>every time i want to open a file in Papyrus i
>get the message: gemdos error system halted. The
>strange thing is that in other programs there is
>no such a problem. Is there another handling of
>files in Papyrus or is it maybe something else?
>It seems to have increased after installing
>MaigiC 6.20 but i am not sure. When my vacation
>starts i will 'clean' my autofolder and
>reinstall everything one after another but
>because of alck of time i propose this question
>if anyone might recognize something..
>
>Raoul Teulings

Yes, I get that same problem on my Hades under Magic. It started happening after the last upgrade and ROM has no idea what the problem is. I solve it by turning off the caches. Papyrus loads fine and after it does boot, I turn the caches back on. That, however, may not be your problem, but it is worth a try.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4603. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 22:24:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058029956-69487AEicMi@gmx.net>
Source record: 25499

From: Carey Christenson <falcon060@adelphia.net>
Date: Sat, 05 Jul 2003 23:29:54 GMT

Hi Carey,

>I would have to say that Dennis's idea of a SCSI to USB adapter would
>be quite doable and easily done by alot of our talented Atari
>enthusiasts.

It's a logical choice... that kind of adapter is for sale at this very moment. And it can be connected easily to every Atari ranging from the modest ST to the TT model, it can be connected to the Hades also, but the Milan users will have to fit a SCSI card, so they are the only ones who don't benefit from this solution. I propose the Adaptec SCSI ==> USB kit. The biggest advantage of this solution is that no additional ROMport to PCI interface needs to be developed, we all know how long it takes before a proposed development actually materializes on this platform, don't we ?

Another option which is worth thinking about is the printer port, there are adapters for this port readily available also, but these are even less popular...

>The only problem would be drivers for the tons of USB devices.

True, but these drivers will need to be written anyway, regardless of what kind of USB interface is used. As a matter of fact it doesn't make one cent difference how a USB device is connected to the computer for these drivers... those drivers are the so-called USB device drivers.

Explained very simply it comes down to this: the very first thing that needs to be developed is a OHCI compatible master driver, call it some sort of BIOS or even a library if you will. It's a software standard, that is very well documented and also adopted by Microsoft and Apple. And for once these two didn't screw it up, anyone calling himself a programmer and who's worth his salt should be able to port the sources and turn them into something workable for this platform.

The next thing that needs to be developed is the so called low level driver (that's the driver Lonny is on about), and that driver is the important factor in this discussion, it's the one that accesses the interface... so before one can start developing the driver he/she has to decide first what kind of USB interface is going to be used. I can understand Lonny his logic.... he has a computer with PCI interface, there are heaps of sources on internet regarding this subject and like he pointed out there's a open source driver available for the PCI-card interface waiting to be ported. So far, so good....

So why am I so against it? Let's say that I'm the realistic type and have quite a good idea of the state this platform is in. Well, forget all the hype and talk we've waded through the last couple of years and look at what has actually been developed. There's a group of people here that try to tell us that all the problems are going to be solved by open source software, MiNT is the gateway to all this beauty.... the truth however is somewhat different, because for some reason all that wonderfull stuff doesn't really make it onto this platform. MinTNet for example still hasn't got a DSL driver, although popoEthernet is very well documented and the open source lies there ready to be ported... that's just one example of things we're missing out on. Keeping this in mind it'll be a small miracle if that low level driver for PCI cards ever arrive onto this platform. We will need at leats a dozen miracles before someone stands up and develops a *second* low level driver that can talk to the interface used on the regular Atari hardware. Suppose Lonny wouldn't have a computer with a PCI-interface, do you think he would still be so much in favour to develop a driver for that one first? I think not....
He's a programmer, he knows very well what's involved to accomplish such a task, ask him what's going to happen if there doesn't stand up someone who's capable to bringing that task to a good end... it's not like this platform is flooded with talented programmers anymore, who writes some code when they get bored on a long hot summer night....

Lonny is right when he says that with the SCSI based adaptor there's a risk of data loss on the HD, but at least it's a universal adapter, and *if* it ever gets written then the whole community can benefit from it straight away. But let's see what he has to say about the printer port adaptor.... that one shouldn't cause problems on the HD.

Anyway, once that the low level driver is written, you'll have a USB bus connected that's recognised by the computer and ready to receive input/output. And then it's time for stage three, the development of USB specific drivers. You can't just attach a printer, scanner, CD-RW etc to the bus and expect them to work. I have no idea who is capable of providing these, but let's be optimistic, a miracle might happen after all.

One last thing....
PCI has been around for a very long time... ever wondered why nobody ever produced such an interface already? Ask NOVA why they stopped the production of their graphic cards when ATI switched to PCI. I recollect long threads about this subject in the German maus newsgroups... In a nutshell: it's virtually impossible, call it another miracle if that card ever makes it.
I'm not a religious inspired person, I don't believe in miracles.....

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4604. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 22:30:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058029926-63471AEicMi@gmx.net>
Source record: 25496

From: lp <gfa@basic.net>
Date: Tue, 08 Jul 2003 19:58:35 -0400

>Due to poor quoting I am not sure who made this comment.

You really are a fine piece of art Lonny. You haven't got the faintest idea of how to quote properly yourself, every single posting from you defies the RFC rules, and then you got the nerves to come in here and complain!!! And don't blame it on your precious newsreader, that would really make my day....

>I suspect dennis. rotfl!!!!

Sorry, it wasn't me :-(
In fact it was my brother in arms Steve. I've pointed out to Steve that he mixed up some facts and set the record straight concerning MiNT (see other post). You are a pityfull person Lonny, if you would put the same energy into programming as you do in trying to provoke me, this platform would benefit enormously.

>This is like the comedy channel, no wonder sinflap gets a kick
>reading this stuff. hehe

True, but then sinflap is an idiot who thinks this comedy channel is the only one available on his Dell computer. Nobody is forcing you to watch this channel, take your zapper and tune into:

alt.hipcrime.periphs.usb
alt.i-love.you-all.so-much
alt.i-think.therefore.i-dont.use.linux
alt.i-think.therefore.i-dont.listen-to.the-voices-in-my-head
uwo.comp.pine
alt.www.stupid-idiots.com
alt.my-ass-iza-itchy
alt.idiot.laughing-boy
comp.sources.unix
comp.sources.wanted
comp.software.extreme-programming
alt.wee.goaway.goaway.goaway
muc.lists.mint
alt.oldfarts
hannet.ml.pci
alt.why-is-this-shit-happening.to-my-ng
alt.support.troll-acceptance
alt.i.hate.myself.and.want.to.die
alt.idiots

alt.morons
alt.anyone.can.make.a.group

Unfortunately alt.sack.full.of.shit has been taken of air, but then I'm convinced you'll be welcomed in the other channels with open arms just the same. No need to thank me, I'm always on standby here to help a valued member of this community.... :-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4605. The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 22:39:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058029932-64495AEicMi@gmx.net>
Source record: 25497

From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Date: Thu, 10 Jul 2003 13:41:11 +0200

Hi Maurits,

>This is why MiNTnet had NFS and Samba before Sting did. :)

Yes
MiNTNet was ahead of it's time, it had superior drivers and some amazing clients when it was released, and then the music stopped all of a sudden. In 2003 one would expect that MinTNet would have evolved further but what has been improved and added to it the last couple of years?
You do know why STiNG was developed I presume?

>I'm not sure because all Iconnect clients happen to be programs I try to
>stay away from. ;)

You realise that CAB happens to be a Iconnect client I hope? I wish you lots of luck and fun with Draconis or the beta Highwire while surfing the web.

>Funny, MiNT has gone through most of it's major developments while being
>dead according to your definition (from 1.12.4 on), and also got the
>largest userbase after "dying". Linux is also dead according to this
>definition, and has been from the start. Looking at its success,

Success is very relative. What is the market share of Linux? You still wanna call it a success?
Oh and another thing: there's a big difference between having Linux installed on a computer and actually being a Linux user. Take me for example: I have a full blown MiNT installed on the TT, but I don't think anyone here would dare to call me a MiNT-user :-)

>I'd say you're free to have your own definitions of a dead os but it
>doesn't look like a very useful definition.

Indeed!! this ridiculous definition came about when someone took his dreams for thruth and declared MagiC dead. I'd say that a OS is truly dead when it's not used anymore. As long as there is a bunch of people using a OS it's alive and kicking.

>I forgot to mention one thing in my previous post: What do you think is
>more dead:
>
>1. An OS released to GPL which has an active group of volunteers working
>on it (is any one of you anti-mint-flamers actually aware of recent
>developments or are you basing your opinions on a multitos disk you got

>with your Falcon?)

Just like success is very relative, so is a group of volunteers. It's not the size of the group that is important but their input and knowledge. I put it to you that one talented programmer can achieve more in one single month then a group of volunteers in a whole year. At the risk of being flamed indefinitely here I'll make an even more bold statement:

****
After having to read here for years about all that wonderfull GPL stuff that would come to this platform warping us foreward I think it's about time someone asks the 10 million dollar question...
WHERE THE HELL IS IT? Why is it that a bunch of socalled selfproclaimed programmers after brainstorming for more then three years can't even manage to port a lousy scanner or cd-rw driver? Do you truly expect me to believe that all that hype is going to materialize on a blue monday? Sorry Maurits, I don't believe in dreamers dreaming up dreams for other dreamers....

Enjoy reading the specs of a certain GPL'ed source, that's about all you can do, the chances that that particular source ever becomes a usable application on this platform are nihil.
Shit, the more I think of it, the more angrier and upset I get.. This community has been split and teared apart by a group of people that publicly announced that we had to move on. I have always questioned their motives, and have been flamed for it many times. Well here we are at the point of no return: that group of nitwits is still making lots of noise and shoving a lot of hype down our throats. After almost three years I think it's quite safe to stand up and declare the following: *NONE* of those morons have the knowledge, capabilities and competence to bring the dreams they've been dreaming up here to a good end. And yes they have the right to defend themselves... but not with words anymore. The best way to defend themselves and make a fool of me is to release all that wonderfull stuff they've been promising for years on end. Am I really the only person in this group who questions all their bullshit? Are Atari users really just a bunch of dumb sheep dancing on the tunes some idiots with a distorted reality view are making?

****

Here you have it Maurits.... my personal view and opinion :-) Considering you are one of the 'believers" also I look foreward to the long list of GPL'ed stuff that has been ported over and is used by the majority of Atari users saying a thankfull prayer everyday. Oh, I'm even happy with a list of native Atari apps that now have the GPL status and which are under constant development, take QED for example, I can hardly believe my eyes seeing how the development of that application is moving on.... it's difficult to keep up with the never ending stream of updates, not to mention the overwhelming lot of new features is has now...
Wish it was true, alas the thruth is somewhat different. It's just as dead under GPL status as it was before. And I put it to you that's the case with almost all the apps that now carry that status. When will the majority of Atari users come to their senses and realise that GPL doesn't work for this

platform.
This is not the Linux platform, it would surprise me if there are more then 10.000 active Atari users left. Make a calculation and tell me, out of that number of users, statistically speaking what is the number of programmers we can expect. On almost every platform an estimated guess is 1 in 500. So statistically speaking we should be glad with 20 competent programmers. These 20 programmers are present, but where the hell do those odd other 150 come from? I have the impression that some people who can read a source file and know how to use a compiler "think" they can stick the label programmer on their heads as well... It's all fine by me, I don't judge someone by what he says, what he contributes is the standard, unfortunately all I see are words, nothing actually vapourizes, except for a lot more bullshit and even more promises. Sorry Maurits that's not good enough...

>2. An OS which can and may only be developped by one commercial company
>who seems to have no intention of doing so.

They're not in a hurry, why would they be? The competition is still playing catch up. None of the recent developments are earth shattering...

>Personally I'd say Magic could only become less dead by becoming GPL'ed.

You have the right to express your opinion, just like I have the right to disagree with it. So here's another bold statement :

You seem to think that MagiC is being developed by a commercial company who has a gang of fulltime programmers? The thruth is that MagiC is programmed by one man, ASH happens to commercialise the OS, nothing more nothing less. Think about what that single individual has achieved all on his own, now take your precious group of volunteers and compare.... imagine a group of volunteers who all have the abilities and competence of Andreas Kromke, then you would have the right to brag about it. As it is now, I put it to you that the developer of MagiC can, has and will achieve more on his own then a group of hundred of your volunteers.... and yes I'm willing to pay for Andreas Kromke his efforts. Paying for MagiC means I'm rewarding his efforts, he's about the last CAPABLE programmer left on this platform, and to me he's worth millions... the "other" side managed to get rid and/or scare of almost all the commercial programmers, and what good did it do us? Do you really think we moved on? I don't.... on the contrary.
Oh, one last thing: MagiC isn't dead, so don't look foreward to a funural, I would suggest to prepare yourself for a party. You and some others might get the surprise of your lives...

Let's hope nobody choked to death while reading this post, this community is small enough as it is. And to anyone out there thinking of replying, may I advise to read the post a couple of times and reflect on it? Is this a troll instegated post? Or is it a post from someone who's been shouting the same thing for years on end? Up until today hardly anyone wanted to listen, when will the shells finally fall from their eyes, when will the misleaded users finally come to their senses and realise they have little or nothing to expect from the "wonderboys".

To all MiNT-users who think I have a go at them, I honestly don't. I'm not targetting MiNT and MiNTNet at all, I'm targetting that group of losers in here who feel superior and think they are special. I'm sick to death of their bragging while they've got nothing to show for it. And rest assured, I'm not the only one with these views, but unfortunately I'm about the only one who can afford to express them in here.
I've been declared enemy number one in here a long time ago, I've tried to be reasonable for quite some time, but reasoning doesn't work ....it can't get any worser then this :-)

Cheers from Belgium
Dennis

4606. Looking for STE MOD File Player called "CDPLAYER.PRG"

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 23:25:36 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <3jhugvgcnu2fju0hj8p5gf3mpp28fgm84n@4ax.com>
Source record: 25584

Having recently gotten my my STE back up and running with a new hard drive, I decdied I wanted to listen to some of my old MOD files.

Well, looking through my old backup disks, I can't seem to locate a cool little MOD file player I used to use. I don't recall the name of the program, but the program's filename (deduced by looking at my old Hotwire menus) is "CDPLAYER.PRG".

Does anyone remember this, and if so, know where I might be able to find a copy?

Thanks!

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

4607. Re: Disappearing Posts!

Newsgroup: comp.sys.atari.st
Date: 2003-07-11 23:48:41 UTC
From: swampfax1@atlantic.net
Message-ID: <t1IPa.18033$Ry3.2301939@monger.newsread.com>
Source record: 25585

On 11 Jul 2003 11:27:19 , "Smeg" wrote:
>
>John Garone <swampfax1@atlantic.net> wrote in message
>news:33wPa.13897$Ry3.2275297@monger.newsread.com...
>> Hi All,
>> Can posts be deleted from the news server? If so, can a person who
>> did'nt make the post delete it?
>>
>
>No not really, because news messages propagate thru the internet from one
>news server to another. Thats why if you post a msg to your news server,
>someone on the other side of the world may not see it for hours, or even
>weeks if they use google :P
>
>If someone who had access at the ISP to the news server deleted the message,
>then you would be able to read it on another news server more than likely.
>
>Smeg.

Hi Smeg,
Are you saying that posts are shared between news servers from a main
server?
John G.

4608. Re: Desktop Configuration F-Key Setting

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 00:00:53 UTC
From: swampfax1@atlantic.net
Message-ID: <VcIPa.7712$x35.2023030@newshog.newsread.com>
Source record: 25586

```
On 11 Jul 2003 15:44:10 , "J.J.van de Gruiter" wrote:
>
>> If your referring to a Falcon, first highlight the program then click
>> on "Install Application" from the drop down menu and go from there.
>
>And don't forget to 'save desktop', otherwise the configuration will be
>lost.
>
>Jos
>

good point!

John G.
```

4609. Atari Online News, Etc. #05-28

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 01:13:10 UTC
From: danap8@aol.comno-spam
Message-ID: <20030711211310.03267.00000169@mb-m12.aol.com>
Source record: 25587

```
A-ONE #0528 07/11/03

~ Send Spammers To Jail! ~ People Are Talking! ~ Steem 2.5 News!
~ Violent Game Law Block ~ Video Gamer Stereotype ~ Dave Ahl Interview
~ Spam Gets Dangerous! ~ CU: Tougher Spam Bill! ~ Anti-Spam Bills!
~ Top 10 Spam Subjects! ~ PayPal Spoof Site Scam ~ Test Drive Lindows!

-* Hacker Challenge Fizzles Out *-
-* Judge: Kazaa Cannot Pursue Lawsuit! *-
-* Massachusetts Probes Potential MS Breaches *-

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/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
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-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4610. Re: Desktop Configuration F-Key Settings...

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 04:11:53 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1030712011033.27739A-100000@halifax.chebucto.ns.ca>
Source record: 25588

Thanks for the replies, everyone. I'm using both a Falcon and a MegaSTe
and noticed the F-Keys were set on other things. I'll give it a go with
your suggestions.

Thanks again...

On Fri, 11 Jul 2003, John Garone wrote:

> If your referring to a Falcon, first highlight the program then click
> on "Install Application" from the drop down menu and go from there.

4611. Re: Atari TT030 games that rock?

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 06:38:46 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB3517E2.67EB%drclu@swbell.net>
Source record: 25589

in article 83fbea98.0307101357.228daf6b@posting.google.com, JagCube at JagCube@yahoo.com wrote on 7/10/03 4:57 PM:

> Doc Clu,
>
> Do you have a Falcon? Just curious, how would you compare the Falcon
> and TT against each other?
> Do you have the 32mhz version?

No Falcon here. I got to see a beautiful Falcon once... C/Lab with Afterburner 040 and Nova card running Mint. Now that was nice. He had the Falcon hooked up a high speed network, so it was just awesome. I think I will always strive to build an Atari machine like that. ;)

But alas, the Falcon does not run Spectre GCR, so I went with the TT 030.

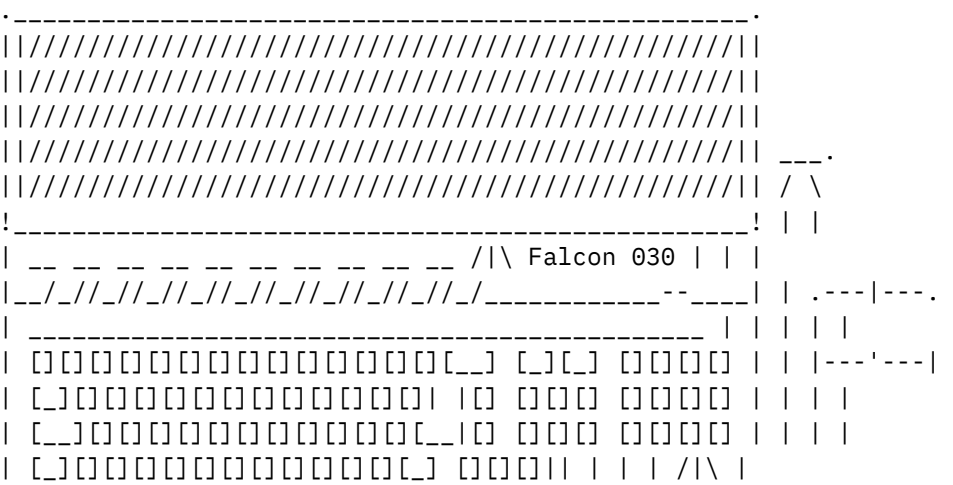
> Also, I always see TT's running in B&W... they obviously have to do
> color too, so what kind
> of monitor do you have hooked up to it? :)
>
> Interested..... :)

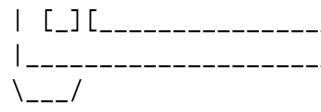
I believe you always see the TT running in TT High, which, BTW, I have yet to see it in. As far as I know that required a special monitor, which of course I don't have.

No, actually the TT 030 runs in ST low, medium, and high, as well as TT low medium and high. ST-Medium makes for a great 16 color desktop with small icons! That is usually what my 030 runs in.

I use a typical SVGA monitor. So I take it you are a Falcon user?

>octor <lu





(Original art: valkyrie http://www.ascii-art.de/ascii/ab/atari.txt)

For vintage computing in the Dallas/Fort Worth area, and the Atari Hangout Chatroom, go to http://jybolac.atari.org

4612. Re: Atari TT030 games that rock?

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 06:39:40 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB351835.67EC%drclu@swbell.net>
Source record: 25590

I didn't know that Monty Python the game was made for the ST! That is so
cool!!

>octor <lu

in article dreibel-E2B719.18235410072003@news21.bellnet.ca, Daniel
Dreibelbis at dreibel@sympatico.ca wrote on 7/10/03 5:23 PM:

>
>>> For you Atari TT030 owners, I imagine that you mostly use applications.
>>> However, what games do you find work best on the TT030? (or work period.)
>>> ;)
>>>
>>> So far I have seen and had fun with the latest version of Solitare by
>>> Kent Cordes, Starball, Battle of Britian: their Finest Hour (Lucasfilm),
>>> Civilization, and a few Asteriods versions. Other suggestions?
>
>
> when I last had my TT hooked up, I was able to play Populous 2 on it,
> as well as Monty Python:The Game. You know, maybe I should hook it up
> again and check it out, it may mean a bit o' fun :)

4613. Re: Turn *.STs into real atari disks

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 06:42:05 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB34266B.34A7%derryck@nospam.cix.co.uk.invalid>
Source record: 25591

In article 20030710172216.29903.00000195@mb-m03.aol.com, MStepansky at mstepansky@aol.com wrote on 10/7/03 22:22:

> trying to read ST disk in a PC's drive...some gibberish and some legible
> filenames on the screen. I wonder why.
>
> Is it because I format those ST disk "illegal" (non-standardly) rather than
> "720KB" format?

You've answered your own question, in case you haven't already found out for yourself.

> Is there a solution to that problem? It would be nice to get a better

Format a disk under Windows and then copy your files onto this standard format disk.

There are other ways to transfer files from an Atari to another computer which will be faster if there are a few to do; look for PARCP on the web.

--

Cheers

Derryck

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4614. ADV: Atari Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 06:53:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0307112343590.5223-100000@shell1.aracnet.com>
Source record: 25593
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently having a Christmas in July Sale! This is how it works. Buy the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with Games/SoftWare and/or Books/References. You be good to me and I'll be good to you! The more you spend on HardWare/Accessories, the better I outfit your system. The more HardWare you buy for your system, the more Games/Software and/or Books/References you receive! You choose the Atari Hardware you want to buy and we choose the Books/References and/or Games/Software I'll include in your Order.This will be a good opportunity to renew lost interest in collecting Atari or building a New Atari system for the first time. ReLive your Atari Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:

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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4615. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 06:59:25 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB351CD5.67EE%drclu@swbell.net>
Source record: 25592

The ongoing saga of rebuilding a TT 030...

Managed to get from a friend for a good price a 4 meg TT-ram
daughterboard and a AlberTT 1.2 video card.

First off, TT-ram is awesome! I think it is funny how I "doubled my
ram!!" and only added... er.. 4 meg. :) But wow! So I wonder when the
TT-ram is actually used?
The 4-meg TT ram card is a fit of engineering that I will never
understand. Rather than simply making a daughterboard with simm slots, they
actually soddered FOUR - ONE MEG SIMS standing up. Strikes me as a dumb and
more difficult manuver personally. But I can see where sim slots could be
added later when I get really bored one day. Expand that puppy to 16 meg.

That is one thing I am enjoying about the TT 030... you can keep adding
upgrades to it. Amazes me.

And then this AlberTT card...

Who is the hell uses nine pin video connectors? Didn't that go out in
like 1986 or something? Here is this video card from 1991 that uses a nine
pin video connector. I have to admit, I didn't see that one coming. So now
I have it in my TT030, and have yet to try it out.

Once I find some nine pin to fifteen pin solution, of a REALLY old RGB
monitor, I'll let everyone know what I think of this. Heheh..

Take care everyone... oh, and check out the BBS ran on an Atari
computer through telnet... jybolac.homelinux.org 800

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4616. Re: Atari TT030 games that rock?

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 09:02:59 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <beois3$44e$1@tyfon.itea.ntnu.no>
Source record: 25594

Doctor Clu <drclu@swbell.net> wrote:

> No Falcon here. I got to see a beautiful Falcon once... C/Lab with
> Afterburner 040 and Nova card running Mint. Now that was nice. He had the
> Falcon hooked up a high speed network, so it was just awesome. I think I
> will always strive to build an Atari machine like that. ;)

Well, if you can find a Falcon, I still have an Afterburner and an Eclipse
graphics card for sale ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4617. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 10:52:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058029922-62528AEicMi@gmx.net>
Source record: 25595

From: "Steve Sweet" <steve.sweet@btopenworld.com>
Date: Wed, 9 Jul 2003 20:28:07 +0000 (UTC)

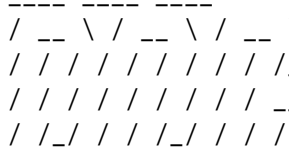
Hi Steve,

>> Due to poor quoting I am not sure who made this comment.
>> I suspect dennis. rotfl!!!!
>
>Due to your being brain dead you didnt realise it was me!, doh!, i
>think i can safely say that dennis does not accept your apology!

Spot on.... now how shall we punish that idiot? My first thoughts were
to send the troops in, but reflecting on the idea I dismissed it in
favour for a more suitable punishment. I think it's best if we send him
to the ASH reform bootcamp. Where he will receive a completely free full
MagiCal brainwash... once that he stopped rolling on the floor laughing
ofcourse.
After that brainwash hopefully he'll have learned that Outlook Express is
not an Iconnect client and in addition he also will have learned that ASH
Mailer always quotes correctly. It wouldn't even surprise me if they
teach him the proper way to quote according to the RFC rules, that's
something he hasn't grasped either so far. And they might even let him in
on a secret concerning a certain low level USB shared library that's in the
pipeline.

BTW Steve...
I was very surprised that you got away with your statement about MiNT,
it's incorrect. How does one call a piece of code that needs native TOS
to run and even uses some routines of it? An application, right? Oops I
just described MiNT...
MiNT is not just another day to day application ofcourse, technically
speaking I suppose we should call it a TOS-extension. Remember those long
threads about that other TOS-extension called NVDI? IIRC some of the most
"valued" members of this community went to great lengths explaining us that
a TOS extension is just a different word for dirty hack.
So here you have it: it's not a OS at all, but only a dirty hack. To be more
precise: an open source dirty hack. :-)

Cheers from Belgium
Dennis
--



/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4618. Re: FreeTos

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 14:41:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058029962-70683AEicMi@gmx.net>
Source record: 25500

From: "Luposian" <luposian@lycos.com>
Date: Sun, 6 Jul 2003 06:24:23 -0700

>>And the same from the UK.
>
>Well, you've just proven, beyond any shadow of a doubt, that you are a liar.
>
>I and my "missus" live in the USA. You live in the UK.

So what? Steve happens to have mastered the art of time warping a long time ago. What it boils down to is this: he warps from the UK right into your living room, bangs your wife a couple of times , drinks a couple of your beers, gets payed and warps back. Because of the space time curve lap he arrives back before he actually left, so technically speaking he could be banging your wife indefinitely. And once that his PAK'd powered Atari has calculated how to circumvent the axioms of Euclidean geometry he should be able to time warp in the past. What on earth is so difficult to understand about it?

I think the least you can do is apologize to Steve.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4619. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 17:31:39 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bepglhiae1@hercules.btinternet.com>
Source record: 25501

Yo!, "Dennis Vermeire"

> BTW Steve...
> I was very surprised that you got away with your statement about MiNT,
> it's incorrect. How does one call a piece of code that needs native TOS
> to run and even uses some routines of it? An application, right? Oops I
> just described MiNT...
> MiNT is not just another day to day application ofcourse, technically
> speaking I suppose we should call it a TOS-extension. Remember those long
> threads about that other TOS-extension called NVDI? IIRC some of the most
> "valued" members of this community went to great lengths explaining us
that
> a TOS extension is just a different word for dirty hack.
> So here you have it: it's not a OS at all, but only a dirty hack. To be
more
> precise: an open source dirty hack. :-)

SO if its a TOS extension, and TOS is crap, then based on the weakest link
theory, MiNT is crap as its only as strong as the weakest link in the chain.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4620. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 17:31:59 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bepgm1iae2@hercules.btinternet.com>
Source record: 25502

Hi "Dennis Vermeire"

> BTW Lonny: I have a clone gathering dust here, before you know it, I might
> bring it back to live and join that famous list. Kicking some life into it
> and having long, sensible and heated discussions with you.
> Now, if that isn't something to look foreward to.... ;-)

If you had a clone you'd have to turn into an arrogant self-righteous
asshole, and then you wouldn't talk to any of us humans anymore.

Repeat after me 'Killfile', you'll need this phrase if your a clone-owner.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4621. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 19:49:29 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1058020868-969470AEicMi@adelphia.net>
Source record: 25503

Dennis,
Long time NO hear from. Wondering what you been up to and such. I agree with you 100 percent the SCSI idea is probably the easiest solution for our platform. So I guess Lonny would have to go out and buy a SCSI card if he does not all ready have one in his HADES. And as stated before there may be a risk of DATA loss but if a good programmer made solid Low Level drivers for the cards they may be able to put precautionary code into the program that would protect ALL hard drives attached to the system INCLUDING IDE just in case it went that far. You dont have to explain the Magic and Jinnee thing. I think from what I have seen from Andreas K. is great so far and I think people who think this OS is DEAD will be sadly mistaken in due time. Dont pull out the kleenex tissues yet people. Keep in touch, are you recieving my e-mails OK???? I have recieved a few of yours but not since the end of MAY. Let me know what you want to do!!

Thanks,

4622. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 20:36:08 UTC
From: swampfax1@atlantic.net
Message-ID: <Yi_Pa.20638$Ry3.2339350@monger.newsread.com>
Source record: 25504

On 11 Jul 2003 18:00:51 , "Steve Sweet" wrote:
>Yo!, Delboy
>
>"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
>news:BB318E37.3359%derryck@nospam.cix.co.uk.invalid...
>
>> Shouldn't be hard to at least do the menu entries, makes it easier to use.
>I
>> can't make this game work on my system so I'm not going to attempt it
>> myself.
>>
>> > on that! :)
>>
>> Yers, I can see that you might need a spell chucker ;-)
>
>You just made a funny, now go to your room and hang your head in shame.
>
>--
>
>Regards, Steve. S.
>
>Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
Hey Steve,
Where did Derryck's post (above) come from? Don't see the original!
One of your sheep make the post with a remailer? :)

John G.

4623. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 21:13:04 UTC
From: lp <gfa@basic.net>
Message-ID: <BB35F220.F22%gfa@basic.net>
Source record: 25505

in article 1058020868-969470AEicMi@adelphia.net, Carey Christenson at falcon060@adelphia.net wrote on 7/12/03 3:49 PM:

> So I guess Lonny would have to go out and
> buy a SCSI card if he does not all ready have one in
> his HADES.

The Hades has a SCSI on the motherboard as well as EIDE.
No cards required. Don't forget scsi tends to be more troublesome,
with bus arbitration, and termination issues.
Good luck with that path if you can find someone
to do it.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4624. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 21:41:03 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bepv9d$kg3$1@titan.btinternet.com>
Source record: 25506

Why its the one and only...

"Dennis Vermeire"

> Unfortunately alt.sack.full.of.shit has been taken of air, but then I'm
> convinced you'll be welcomed in the other channels with open arms just the
> same. No need to thank me, I'm always on standby here to help a valued
> member of this community.... :-)

Valued member 'and' Lonny?.

--

Regards Steve

Rope me a sheep and I'll make it smile.

4625. Re: FreeTos

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 21:41:04 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bepv9f$kg3$2@titan.btinternet.com>
Source record: 25507

Hey Dennis

> >>And the same from the UK.
> >
> >Well, you've just proven, beyond any shadow of a doubt, that you are a
liar.
> >
> >I and my "missus" live in the USA. You live in the UK.
>
> So what? Steve happens to have mastered the art of time warping a long
time
> ago. What it boils down to is this: he warps from the UK right into your
> living room, bangs your wife a couple of times , drinks a couple of your
> beers, gets payed and warps back. Because of the space time curve lap he
> arrives back before he actually left, so technically speaking he could be
> banging your wife indefinitely. And once that his PAK'd powered Atari has
> calculated how to circumvent the axioms of Euclidean geometry he should be
> able to time warp in the past. What on earth is so difficult to understand
> about it?
>
> I think the least you can do is apologize to Steve.

No need for that, I'll piss in some more of his beers and smack his woman up
some more.

Some of his flowers may look odd, i took a whiz in the buckets, i suppose
they'll sell still though.

--

Sincerely yours, Steve S.

4626. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 22:17:14 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <beq1d8$oh4$1@sparta.btinternet.com>
Source record: 25508

Hi John

> >> Shouldn't be hard to at least do the menu entries, makes it easier to use.
> >I can't make this game work on my system so I'm not going to attempt it myself.
> >>
> >> > on that! :)
> >>
> >> Yers, I can see that you might need a spell chucker ;-)
> >
> >You just made a funny, now go to your room and hang your head in shame.
> >

> Hey Steve,

> Where did Derryck's post (above) come from? Don't see the original!

It was right in front of this one, its strange you mention that becasue a short while ago i mentioned to someone the possibility of his server loosing mail, he's adamant its ok though!>

> One of your sheep make the post with a remailer? :)

That's also a possibility!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4627. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 23:01:40 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.07.12.23.01.41.196855@pandora.be>
Source record: 25509

Op Sat, 12 Jul 2003 21:41:03 +0000, schreef Steve Sweet:

> Why its the one and only...
>
> "Dennis Vermeire"
>
>> Unfortunately alt.sack.full.of.shit has been taken of air, but then I'm
>> convinced you'll be welcomed in the other channels with open arms just
>> the same. No need to thank me, I'm always on standby here to help a
>> valued member of this community.... :-)
>
> Valued member 'and' Lonny?.

LP is indeed a valued member of this group. Lonny do some useful things
for the Atari community which you and thelikes can't say at all. Lots of
blabla but that's all you (and soul mates) have to offer to this group.
For heaven sakes, try at least to say something useful instead of the
mindless words you usualy spit out.

TTFN,
Martin

4628. Re: Ghosts 'N Goblins

Newsgroup: comp.sys.atari.st
Date: 2003-07-12 23:58:58 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <beq7c1psp1@hercules.btinternet.com>
Source record: 25510

Tim <tjlazer@nospam.mail.com> wrote in message
news:vgu89pi4g1p51c@corp.supernews.com...
> I am looking for Ghosts 'N Goblins for the ST. Stand alone version! Not
on
> a menu or anything! Anyone have it they can email? Not interested in
> buying a Copy Protected one that I cannot backup!
>

Do you really think that some ego tripper hacker is gonna crack it, and NOT put it on a menu with pictures, dancing scroller bars with loads of greetz???? LOL.

You will either have to put up with the menu, or crack it yourself....

Smeg.

4629. Re: Ghosts 'N Goblins

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 00:11:41 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <beq83s$5jo$1@titan.btinternet.com>
Source record: 25511

Smeg <smeg_007@NOSPAM.hotmail.com> wrote in message
news:beq7c1psp1@hercules.btinternet.com...
> Tim <tjlazer@nospam.mail.com> wrote in message
> news:vgu89pi4g1p51c@corp.supernews.com...
> > I am looking for Ghosts 'N Goblins for the ST. Stand alone version!
Not
> on
> > a menu or anything! Anyone have it they can email? Not interested in
> > buying a Copy Protected one that I cannot backup!
> >
>
> Do you really think that some ego tripper hacker is gonna crack it, and
NOT
> put it on a menu with pictures, dancing scroller bars with loads of
> greetz???? LOL.
>
> You will either have to put up with the menu, or crack it yourself....

Or I tell you what, you find it and send it to me, and I'll crack the
protection, and I wont even put a scrolling ....EG SMEG SMEG SMEG SM.....on
it anywhere, I promise....;-)

Smeg.

4630. Cartridge port (was Re: USB (was Re: DSP port on the Falcon))

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 00:33:38 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <beq9d1$78i$1@titan.btinternet.com>
Source record: 25512

JagCube <JagCube@yahoo.com> wrote in message
news:83fbea98.0307110451.5535e4e2@posting.google.com...
> Well, going from the 1st message as original post....
> You state using the DSP port for a USB.... how about make a cart that
> uses that NOT used
> cart-slot that's always sitting there :) (unless of course you have a
> NIC card plugged into it)
> Which in that case, I don't see why you couldn't get some sort of
> multi-cart bay or something and do both?!
>
> Maybe that's a stupid idea, but? Just an idea regardless.
> Also, does the cart not have access to CPU takeover and possible
> memory takeover as well?
> I always thought it would be more ideal to have a new processor and
> maybe more ram (laptop ram?) in a cart and you could just plug it in
> the side of your Falcon (for us Original users!)
> Hades and Milan would disagree, but there's always a solution that
> could be made for both
> right?

Theres no problem with putting multiple memory mapped devices in the cart port, as long as they all use different addresses so they can all play nicely together. Also, they have to have very low power requirments or have a seperate power supply.

I wouldnt bother with using it for CPU or memory expansion though, as the cart port isnt a proper expansion bus, but rather a sub set of it. IIRC there is only 64K or 128K of address space there, I cant remember exactly but its not a lot, which makes it useless for that type of application. They are useful for (small) ROM cartridges though, or you could theoretically burn a different OS (a heavily modified TOS, or your own hash up ;-)) because TOS actually checks the cart port on boot up and can jump into code thats contained there, or you can put several progams on the cart that can be accessed from GEM as a virtual drive 'c' (lower case 'c').

An interesting hybrid would be to have a memory mapped USB chip here with an Eprom mapped into the cart address space which would contain the executable code to add new XBIOS routines for the USB host to whatever TOS version you were running. That would be an almost universal driver from a low level perspective. Then it would be a matter of some high level code that could run under magic/mint/multitos/singletos whatever to use the hardware thats actually plugged into the USB port.

Smeg.

4631. Re: Ghosts 'N Goblins

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 00:37:03 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vh1adfi73768f0@corp.supernews.com>
Source record: 25513

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:beq7c1psp1@hercules.btinternet.com...
> Tim <tjlazer@nospam.mail.com> wrote in message
> news:vgu89pi4g1p51c@corp.supernews.com...
> > I am looking for Ghosts 'N Goblins for the ST. Stand alone version!
Not
> on
> > a menu or anything! Anyone have it they can email? Not interested in
> > buying a Copy Protected one that I cannot backup!
> >
>
> Do you really think that some ego tripper hacker is gonna crack it, and
NOT
> put it on a menu with pictures, dancing scroller bars with loads of
> greetz???? LOL.
>
> You will either have to put up with the menu, or crack it yourself....
>
> Smeg.

Well I have seen hundreds of broken games that are not on a menu, some 1
filed, so it has been done... Actually I have seen only 2 versions of this
game and they have sprite problems so I am looking for a working one at this
point!

Thanks,
Tim

4632. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 03:23:21 UTC
From: lp <gfa@basic.net>
Message-ID: <BB3648E9.F30%gfa@basic.net>
Source record: 25514

in article pan.2003.07.12.23.01.41.196855@pandora.be, Martin Byttebier at donotusethisaddress@pandora.be wrote on 7/12/03 7:01 PM:

> Op Sat, 12 Jul 2003 21:41:03 +0000, schreef Steve Sweet:
>
>> Why its the one and only...
>>
>> "Dennis Vermeire"
>>
>>> Unfortunately alt.sack.full.of.shit has been taken of air, but then I'm
>>> convinced you'll be welcomed in the other channels with open arms just
>>> the same. No need to thank me, I'm always on standby here to help a
>>> valued member of this community.... :-)
>>
>> Valued member 'and' Lonny?.
>
> LP is indeed a valued member of this group. Lonny do some useful things
> for the Atari community which you and thelikes can't say at all. Lots of
> blabla but that's all you (and soul mates) have to offer to this group.
> For heaven sakes, try at least to say something useful instead of the
> mindless words you usualy spit out.

I had some usenet problems and ended up reading usenet with PINE via telnet on a friends sgi minus the normal filters. I must say the number of foul mouth posts from certain people was staggering. Needless to say I'm back to my usually reader. They think it is funny or such but in reality everyone I've ever discussed this with on IRC or ICQ thinks these people are complete losers. I guess if that is their goal to be interpreted that way, it is a forum perfect for that. They wouldn't last 5 minutes on an IRC channel or in a mailing-list. Anyway thanks for the kind words.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4633. CD-ROM & Atari TT with FreeMiNT

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 04:24:11 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <btmqeb-gv3.ln@speaker.rodsbooks.com>
Source record: 25520

Hi,

I've recently spent a bit of time getting FreeMiNT (version 1.15.12) running on a TT030. I've also been trying to get a SCSI CD-ROM (a Sony CDU-76S) working on this system, but with little success. The system is currently using some ICD SCSI drivers, and the package includes a SCSI ID scanning tool that shows the CD-ROM drive on SCSI ID 1. (The ICD tools also show a "9" shadowed out for this, and based on the IDs reported for my hard disks when the system boots, I suspect this is what they're using for the CD-ROM drive.)

I've tried the only CD-ROM driver I can find for MiNT, something called CDROM.XFS version 0.7. The documentation is in German, and appears to say that the file should be placed in the root of the C: drive or in the C:\MULTITOS directory and renamed CDROMab.XFS, where a is the drive letter and b is the SCSI ID. I've tried naming the file both CDROMQ1.XFS and CDROMQ9.XFS (and lots of other things), but whenever I boot, it says the name is unacceptable and the drive doesn't show up under the chosen (or any other, as far as I can tell) drive letter.

I've never tried hard to get the CD-ROM working under single-tasking TOS, but I've tested it on another system, and it works OK there. Does anybody have any suggestions? Is there another driver I can try? (If so, where?) Would changing my underlying SCSI drivers help? (If so, what should I try, and where can I find it?)

Thanks for any pointers!

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

4634. alternate reality ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 06:18:20 UTC
From: Buckiboy <jens-lippmann@t-online.de>
Message-ID: <beqtii$7rpll$1@ID-166930.news.uni-berlin.de>
Source record: 25515

Hi
I'm looking for a game called Alternate Reality (ST Version).
It's like Bard's Tale, you move around in a city in 3D view.
If someone could help me out that'd be great.

regards
Buckiboy

4635. Re: Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 06:35:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200307130835.a25424@b.maus.de>
Source record: 25521

S> IIRC there is only 64K or 128K of address space there,

128 KByte

But there was a project in the magazin ST-Computer with have 1,5 MByte EPROM
and 384 KBybte RAM.

S> would be to have a memory mapped USB chip here with an Eprom mapped

The USBN9603 have a Seriel Interface Engine. This chip is used in the 8-Bit
USB Cartrige.
<http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart>

Gerhard

4636. Re: Trying to read old ST disk on PC's drive

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 06:37:22 UTC
From: Buckiboy <jens-lippmann@t-online.de>
Message-ID: <bequm7$85v6p$1@ID-166930.news.uni-berlin.de>
Source record: 25516

Try out this:
http://home.tu-clausthal.de/~ifmar/makedisk/

> Thank you for answering to my question #2.
>
> Now, I need someone to answer question #1.
>
> Is it possible to insert ST disk in PC floppy drive and open it up and
then
> copy them off to PC's HD?

regards
Buckiboy

4637. Re: Best ST-compatible system today ?

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 06:53:47 UTC
From: Buckiboy <jens-lippmann@t-online.de>
Message-ID: <beqvl0$80kp9$1@ID-166930.news.uni-berlin.de>
Source record: 25517

If you want to go sure about compatibility and have a PC and a
large color TV, then why don't you get WinSTon and play your
favorite games with your TV plugged to your PC graphics card?
There are roughly a dozen ST TOS versions and you can never
be sure that a certain TOS will support all your favorite games.
So get WinSTon and a couple of TOSes and make your PC rock
the goodies.

bb

4638. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 08:42:08 UTC
From: lp <gfa@basic.net>
Message-ID: <BB3693A0.F8A%gfa@basic.net>
Source record: 25519

in article Cd8Qa.218$2B6.43982@news.siol.net, swe@atari.org at swe@atari.org wrote on 7/13/03 4:53 AM:

>
>> To all MiNT-users who think I have a go at them, I honestly don't. I'm not
>> targetting MiNT and MiNTNet at all, I'm targetting that group of losers in
>> here who feel superior and think they are special. I'm sick to death of
>> their bragging while they've got nothing to show for it. And rest assured,
>> I'm not the only one with these views, but unfortunately I'm about the
>> only one who can afford to express them in here.
>> I've been declared enemy number one in here a long time ago, I've tried to
>> be reasonable for quite some time, but reasoning doesn't work ....it can't
>> get any worser then this :-)
>
>
> Dennis, u are idiot.. Now, u are certified idiot....

hehe

Suggestion: If you have a problem with specific individuals then don't read the posts or filter them out. Everyone here has the ability control what they see to some degree. I understand newsie doesn't allow news filtering.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4639. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 08:53:14 UTC
From: swe@atari.org
Message-ID: <Cd8Qa.218$2B6.43982@news.siol.net>
Source record: 25518

> To all MiNT-users who think I have a go at them, I honestly don't. I'm not
> targetting MiNT and MiNTNet at all, I'm targetting that group of losers in
> here who feel superior and think they are special. I'm sick to death of
> their bragging while they've got nothing to show for it. And rest assured,
> I'm not the only one with these views, but unfortunately I'm about the
> only one who can afford to express them in here.
> I've been declared enemy number one in here a long time ago, I've tried to
> be reasonable for quite some time, but reasoning doesn't work ....it can't
> get any worser then this :-)

Dennis, u are idiot.. Now, u are certified idiot....

4640. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 12:16:37 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <berij4$79d$1@sparta.btinternet.com>
Source record: 25522

Hi Dennis

> To all MiNT-users who think I have a go at them, I honestly don't. I'm not
> targetting MiNT and MiNTNet at all, I'm targetting that group of losers in
> here who feel superior and think they are special. I'm sick to death of
> their bragging while they've got nothing to show for it. And rest assured,
> I'm not the only one with these views, but unfortunately I'm about the
only
> one who can afford to express them in here.

Thats coz your dog can type and take dictation.

> I've been declared enemy number one in here a long time ago, I've tried to
> be reasonable for quite some time, but reasoning doesn't work ....it can't
> get any worser then this :-)

I'm sure we can take it down a peg or two.

How many Commercial app's are available off the shelf that specify TOS and
Magic as an OS platform, and how many for Mint and Linux.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4641. Re: Bravo Sierra Wants You!

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 13:21:36 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-9B73A4.09213613072003@news21.bellnet.ca>
Source record: 25523
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <a5c72a193eb980a254b73e07566254f1@remailer.metacolo.com>,
Anonymous Sender <anonymous@remailer.metacolo.com> wrote:

<homophobic rantings from Loser Boy deleted>

again, folks, to show Loser Boy the what-for, please send copies of
his loser rantings (complete with headers) to:

abuse@remailer.metacolo.com
postmaster@remailer.metacolo.com
abuse@dizum.com
abuse@zedz.net

And to Loser Boy. You're still going to make that mistake eventually
that will reveal you to be who you are, and when you do, well, we'll see
how tough you are when the cops bust you for making death threats
online. Do you want to take that chance, punk?

4642. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 14:28:05 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0307122249.612936fd@posting.google.com>
Source record: 25524

Martin Byttebier <donotusethisaddress@pandora.be> wrote in message
news:<pan.2003.07.12.23.01.41.196855@pandora.be>...
> Op Sat, 12 Jul 2003 21:41:03 +0000, schreef Steve Sweet:

> > Valued member 'and' Lonny?.
>
> LP is indeed a valued member of this group. Lonny do some useful things
> for the Atari

I can think of very few people that would not second that.

/Joakim

4643. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 14:58:32 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <IxeQa.429$oE7.379@news.inreach.com>
Source record: 25525

I forget just how to do it, but I remember setting my TT up and using something to set which types of programs would use which ram. That's been a long time ago and I've forgotten just which program did it.

I've got 4 meg ST & 4 meg TT ram in mine.

--
"In this universe the night was falling,the shadows were lengthening
towards an east that would not know another dawn.
But elsewhere the stars were still young and the light of morning
lingered: and along the path he once had followed, man would one day go
again."

Arthur C. Clarke, The City & The Stars

SIAR
www.starlords.org
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Freelance Writers Shop
http://www.freelancewrittersshop.netfirms.com

"Doctor Clu" <drclu@swbell.net> wrote in message
news:BB351CD5.67EE%drclu@swbell.net...
> The ongoing saga of rebuilding a TT 030...
>
> Managed to get from a friend for a good price a 4 meg TT-ram
> daughterboard and a AlberTT 1.2 video card.
>
> First off, TT-ram is awesome! I think it is funny how I "doubled my
> ram!!" and only added... er.. 4 meg. :) But wow! So I wonder when the
> TT-ram is actually used?

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.500 / Virus Database: 298 - Release Date: 7/10/03

4644. Re: Desktop Configuration F-Key Settings...

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 18:29:01 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bes8ddiam1@thorium.cix.co.uk>
Source record: 25526

In message <Pine.GSO.3.95.iB1.0.1030712011033.27739A-100000@halifax.chebucto.ns.ca>,
ab616@chebucto.ns.ca said:

>Thanks for the replies, everyone. I'm using both a Falcon and a MegaSTe
>and noticed the F-Keys were set on other things. I'll give it a go with
>your suggestions.

With the Thing desktop, you can also install up to 9 applications
to start with Alt+1 to Alt+9 keypresses. It's done with the dialog
in the Extras/Applications menu.

Regards, /Peter/

4645. Re: CD-ROM & Atari TT with FreeMiNT

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 18:55:23 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0307132049560.171-100000@UNI_MANiac>
Source record: 25527

On Sun, 13 Jul 2003, Rod Smith wrote:

> Hi,
>
> I've never tried hard to get the CD-ROM working under single-tasking TOS,
Try that first. You'll need Metados or Betados. If you have this working
make the next step to make it work with FreeMiNT.

You should get the SPIN package (http://www.muenster.de/~reschke/spin.html)

Maybe you also need another HD driver - HDDRIVER is the best.

Martin Tarenskeen

4646. Re: How to convert ST "game images" back into useable ST files?

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 19:31:18 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <rmc3hvogcvoimgdets310f7ls0iq9r3sm0@4ax.com>
Source record: 25528

Thanks for the tips guys. MAKEDISK seems to do the trick, although it's choked on a couple of .ST images that are larger than standard. It tells me the image seems to be corrupt or invalid (words to that effect), even though the image file itself will work fine with STeem on my PC.

???

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

4647. Re: Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 19:37:43 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <besce7$1a7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25529

In article <200307130835.a25424@b.maus.de>,
Gerhard Stoll <Gerhard_Stoll@b.maus.de> wrote:
>
>The USBN9603 have a Seriel Interface Engine. This chip is used in the 8-Bit
>USB Cartrige.
><http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart>

That chip is only a USB node device, unless someone did some really neat tricks, it can not be used as a USB host controller (which you need if you want to attach mice, disks, etc.). If you want to attach the ST as a USB device to a PC which is used as the host, then that chip would be fine.

If you really want USB host support, better get a chip that is designed to be used as a USB host and that handles some of the tasks in hardware.

cu
Michael

4648. Re: How to convert ST "game images" back into useable ST files?

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 22:27:52 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <besmd8$cj7$1@sparta.btinternet.com>
Source record: 25530

This is probably because PC's dont like anything other than 9 sectors, 80 tracks. Its touch and go whether you can format a disk larger than this on a PC. I use vgacopy 6.25 to do all my wierd formatting. Try it, it works like fastcopy pro, even looks similar and accesses the Floppy Drive controller directly.

Smeg.

Paul Nurminen <visit_my_site@nurmix.com> wrote in message news:rmc3hvogcvoimgdets310f7ls0iq9r3sm0@4ax.com...
>
> Thanks for the tips guys. MAKEDISK seems to do the trick, although
> it's choked on a couple of .ST images that are larger than standard.
> It tells me the image seems to be corrupt or invalid (words to that
> effect), even though the image file itself will work fine with STeem
> on my PC.
>
> ???
>
>
>
> --
>
> Paul Nurminen - California (USA)
>
> http://www.nurmix.com
> ^Atari computing, electronic music, '80s Club Music
>
> http://www.mp3.com/nurvis
> http://www.mp3.com/varactor
> ^My original electronic music MP3s
>
> E-mail: (visit my site to e-mail me)

4649. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 22:47:56 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <besniqemq1@sparta.btinternet.com>
Source record: 25532

Hi Martin

> > Why its the one and only...
> >
> > "Dennis Vermeire"
> >
> >> Unfortunately alt.sack.full.of.shit has been taken of air, but then I'm
> >> convinced you'll be welcomed in the other channels with open arms just
> >> the same. No need to thank me, I'm always on standby here to help a
> >> valued member of this community.... :-)
> >
> > Valued member 'and' Lonny?.
>
> LP is indeed a valued member of this group.

He's a snivelling twat who only sticks his head up to killfile people.

> Lonny do some useful things for the Atari community which you and thelikes
can't say at all.

So perhaps you'd like to list my Atari community efforts and give them
score.

> Lots of blabla but that's all you (and soul mates) have to offer to this
group.
> For heaven sakes, try at least to say something useful instead of the
> mindless words you usualy spit out.

Where its warranted i will.
I've made efforts to chat with him on another common subject and got totally
blanked, How is your Probe Lonny?.
--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4650. Re: Trying to read old ST disk on PC's drive

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 22:48:07 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <besnj7$291$2@reader1.panix.com>
Source record: 25531

That depends partly on what is running on the PC. If it has a separate DOS, it has a help file on how to imitate a different floppy format, for any disk format you can think of. Windows 95 will read anything, because Microslop had to follow their standard in order to do a floppy disk distribution of Windows 95, on 1.62 meg disks.

And it depends partly on what is running on the ST. If it is TOS 1.4, that writes a compatible boot sector on the disk. If you are not, there are programs which will do that.

That all being said, if eveything else is OK, Windows Explorer will read disks that the various applications will not, and call those applications. If there is a better explanation, I do not have it.

So yes, it is possible, depending one other things.

Jim

Buckiboy <jens-lippmann@t-online.de> writes:

: Try out this:
: http://home.tu-clausthal.de/~ifmar/makedisk/

: > Thank you for answering to my question #2.
: >
: > Now, I need someone to answer question #1.
: >
: > Is it possible to insert ST disk in PC floppy drive and open it up and
: then
: > copy them off to PC's HD?

: regards
: Buckiboy

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4651. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-13 23:58:34 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307131839430.21449-100000@www.coazter.com>
Source record: 25534

On Sat, 12 Jul 2003, Dennis Vermeire wrote:

> >I'm not sure because all Iconnect clients happen to be programs I try to
> >stay away from. ;)
>
> You realise that CAB happens to be a Iconnect client I hope? I wish you
> lots of luck and fun with Draconis or the beta Highwire while surfing the
> web.

CAB is not a "Iconnect" client per se.
CAB is a html browser/reader, with option to have plugin for connectivity.
Happens to work with mintnet, iconnect, stik whatever.

> Success is very relative. What is the market share of Linux? You still
> wanna call it a success?

ouch, please check your numbers before talking about linux market share.

>
> Enjoy reading the specs of a certain GPL'ed source, that's about all you
> can do, the chances that that particular source ever becomes a usable
> application on this platform are nihil.

hm did you check what extra apps are available on atari because of
GPL/open src?
few example:

mp3 players
gcc!
POV
doom
perl
samba
ghostscript
etc. (the list is indeed very long)

If it wasn't for GPL, we wouldn't have half of the progs available on
atari (any OS).

Either ungrateful or ignorant.

> number of users, statistically speaking what is the number of programmers we
> can expect. On almost every platform an estimated guess is 1 in 500. So
> statistically speaking we should be glad with 20 competent programmers.
> These 20 programmers are present, but where the hell do those odd other 150
> come from? I have the impression that some people who can read a source file
> and know how to use a compiler "think" they can stick the label programmer

> on their heads as well... It's all fine by me, I don't judge someone by what
> he says, what he contributes is the standard, unfortunately all I see are
> words, nothing actually vapourizes, except for a lot more bullshit and even
> more promises. Sorry Maurits that's not good enough...

You have your own definition of programmer.
Some people writing a few html line are also considered programmers.
Irrelevant.

> >2. An OS which can and may only be developped by one commercial company
> >who seems to have no intention of doing so.
>
> They're not in a hurry, why would they be? The competition is still playing
> catch up. None of the recent developments are earth shattering...

hmmm beg your pardon?

Playing catch up?
You're kidding right?

where's the security in magic? where's the file locking capability?
Where's the multiuser experience? where's the memory protection?
Where's the remote display? where's everything?
Where's process prioritization?
I believe there's a lot of work still, and you have the balls to say "the
competition is still playing catch up".
Dang! ignorance, or mental retardation?

4652. Re: alternate reality ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-14 00:21:45 UTC
From: Bruno Padinha <bpadinha@netvisao.pt>
Message-ID: <newscache$xnnzhh$wam$1@newsfront4.netvisao.pt>
Source record: 25533

You can get it (for instance) from Alex Pepper's FTP, it's (incorrectly)
labeled "Alternative Reality".

"Buckiboy" <jens-lippmann@t-online.de> wrote in message
news:beqtii$7rpll$1@ID-166930.news.uni-berlin.de...
> Hi
> I'm looking for a game called Alternate Reality (ST Version).
> It's like Bard's Tale, you move around in a city in 3D view.
> If someone could help me out that'd be great.
>
> regards
> Buckiboy
>
>
>
>

4653. Re: CD-ROM & Atari TT with FreeMiNT

Newsgroup: comp.sys.atari.st
Date: 2003-07-14 04:30:37 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <dlbteb-bf8.ln@speaker.rodsbooks.com>
Source record: 25540

In article <Pine.MNT.4.31.0307132049560.171-100000@uni_maniac>,
Martin Tarenskeen <nospam@zonnet.nl> writes:
>
> On Sun, 13 Jul 2003, Rod Smith wrote:
>
>> I've never tried hard to get the CD-ROM working under single-tasking TOS,
> Try that first. You'll need Metados or Betados. If you have this working
> make the next step to make it work with FreeMiNT.
>
> You should get the SPIN package (http://www.muenster.de/~reschke/spin.html)
>
> Maybe you also need another HD driver - HDDRIVER is the best.

Thanks for your pointers. I've finally gotten it working. Much of the
problem I had was that all the documentation (for both the CDROM.XFS
driver I tried originally and the SPIN package you mention) is in German,
which I don't speak. A Babelfish translation helps, but leaves big gaping
holes. I finally tracked down a decent English translation of the SPIN
documentation, and that set me on the right path, in terms of what files
I needed installed where.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

4654. Re: Gemdos error....

Newsgroup: comp.sys.atari.st
Date: 2003-07-14 08:10:33 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB357251.357E%derryck@nospam.cix.co.uk.invalid>
Source record: 25535

In article 1057921590-603128AEicMi@xs4all.nl, Raoul Teulings at rt@xs4all.nl
wrote on 11/7/03 11:04:

> Does somebody recognize this problem: almost
> every time i want to open a file in Papyrus i
> get the message: gemdos error system halted. The

Perhaps worth checking the various options in Papyrus for compatibilty,
screen driver, etc etc.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4655. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-14 08:37:40 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <betqbh$7u0$1@reader08.wxs.nl>
Source record: 25536

Hi Dennis,

Sorry your enourmously long rant was so full of stuff that didn't even remotely have anything to do with what I said that I can't be bothered to quote it all and reply to every detail that sparks a reaction in me, because I'd end up with a posting twice as long and I doubt anyone would read it. :)

Just a few points to clear out the biggest misunderstandings.

1. I am not denouncing Andreas Kromke for his great work on Magic and the fact that he wants money for it. I'm just saying that in a community as small as it is (as you rightfully point out), an os that is developed by volunteers has more of a chance than an os that needs commercial backing.

2. I'm not flaming you for using Magic. I'm getting tired myself of MiNT being portraied as a difficult-to-use silly knot of obscure software only used by freaks. It's clear that you haven't been watching for a while, which also answers your other question "what has been developped lately"? Well, the thing that mostly needed development in MiNT: Easy installment. RPM handling was a great step, and now with several easy bootstrappers around, installing and configuring MiNTos to a fullblown Unix setup is a breeze even for newbies. Sure development of MiNT itself is slow but we did move on a few versions. Has Magic been so busy developping? What new functionality has been added in recent years? As far as I can see, only stability improvements, something that MiNT+N.AES hardly needed in the first place.

Still, loads of smaller updates have taken place in the MiNT kernel, if you want to know what read the changelog, and if you want to keep up to date join the MiNT list.

3. Remember I left the Atari-NL mailinglist after a discussion like this with you? :) As you (and apparantly only you) know, I didn't leave because of the discussion itself (which I enjoyed because most of it was quite in-depth) but because other people of the list who were telling both of us that an Atari list shouldn't be about modern stuff, only about tos 1.00 issues and how to copy st games. So, I just wanted to add I'm glad we can talk about modern-day st use, and I still consider you a friend :)

Maurits.

4656. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-14 08:42:59 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <betqlg$80u$1@reader08.wxs.nl>
Source record: 25537

>>>I'm not sure because all Iconnect clients happen to be programs I try to
>>>stay away from. ;)
>>
>>You realise that CAB happens to be a Iconnect client I hope? I wish you
>>lots of luck and fun with Draconis or the beta Highwire while surfing the
>>web.
>
>
> CAB is not a "Iconnect" client per se.
> CAB is a html browser/reader, with option to have plugin for connectivity.
> Happens to work with mintnet, iconnect, stik whatever.

Correct. In fact, CAB started as offline browser. The first network
layer it supported was STiK. Then came MiNTnet(!!), and iConnect was the
last layer it supported.

Apart from that, yes Dennis I'm staying away from CAB because it sucks
mammoths. In its bug/functionality-ratio it's even worse than Explorer
and Netscape, which is quite bad. So I use my Mac for browsing (Chimera).

Highwire is quite promising and actually still under active development.
It is incomplete, but everything that IS complete works way better than
CAB. Just a bit more development and I might start using it seriously.

Maurits.

4657. Daylight Robbery

Newsgroup: comp.sys.atari.st
Date: 2003-07-14 09:31:02 UTC
From: Andrew Perry <amp41@cam.ac.uk>
Message-ID: <bett8b$so0$1@pegasus.csx.cam.ac.uk>
Source record: 25538

Did they ever release a full version of Daylight Robbery? The demo was
pretty cool but didn't take long to complete.

--
Regards,

-Andrew Perry

4658. Re: CD-ROM & Atari TT with FreeMiNT

Newsgroup: comp.sys.atari.st
Date: 2003-07-14 10:07:13 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.53.0307141206120.18737@wh58-508.st.uni-magdeburg.de>
Source record: 25539

Hello!

> I've tried the only CD-ROM driver I can find for MiNT, something called
> CDROM.XFS version 0.7. The documentation is in German, and appears to say
> that the file should be placed in the root of the C: drive or in the

You can try out spin from Julian Reschke. I think this driver is much
better:

http://www.muenster.de/~reschke/soft_e.html

Ciao
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4659. Re: Newbie question about Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-14 12:46:47 UTC
From: Benoit Morrissette <benoitmorrissetteNOSPAM@hotmail.com>
Message-ID: <4595hvs5bk36eg9jdq2eeiqp9s9k0tcvu5@4ax.com>
Source record: 25541

On 07 Jul 2003 20:35:18 GMT, mstepansky@aol.com (MStepansky) wrote:

>Similiar to GFABasic on an ST...
>
>What would be a good "graphics power" BASIC programming language for today's
>PC?
>
>Sorry if it sounds off-topics, but I am hoping ST programmers might have BASIC
>programming on PC. No time to learn C right now.
>
>Mike

I've tried them all and again, it is RapidQ Basic http://www.basicguru.com/
That's the best. It has very good modularity, it has access to all Windows DLLs
and it has libraries for easy DirectX and OpenGL programming!!

Of course, it also have support for TCP/IP sockets and it comes with good
documentation and over 150 examples.

Best of all, it is free!

Benoï¿½t Morrissette

4660. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-14 14:43:40 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB387B7B.364A%derryck@nospam.cix.co.uk.invalid>
Source record: 25449

In article beq1d8$oh4$1@sparta.btinternet.com, Steve Sweet at
steve.sweet@btopenworld.com wrote on 12/7/03 23:17:

Hi John and Steve,
>
>> Where did Derryck's post (above) come from? Don't see the original!
>
> It was right in front of this one, its strange you mention that becasue a
> short while ago i mentioned to someone the possibility of his server loosing
> mail, he's adamant its ok though!>

I'm still Adam Ant, both postings I'd made in this thread are present and
correct in Google Groups.

John emailed me over the weekend to ask for the URL for EED, so it's likely
that he's not getting some usenet postings?

--

Cheers

Derryck


```
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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4661. A new ST platform?

Newsgroup: comp.sys.atari.st
Date: 2003-07-14 17:06:06 UTC
From: Sinclair QL <ql@dokos-gr.net>
Message-ID: <oprsa8giss6zy5e1@nntp>
Source record: 25542

Hi all,
anybody have the time to assist with porting EmuTOS to the Q40/Q60
hardware? <URL:http://www.q40.de/>
Caution this is NOT Vapourware but actual available machines (for anyone
that doesn't know ;-)

I have made some progress with EmuTOS, but I am way over my head due to
lack of time :-(

Phoebus

--
One Motorola a day, makes the doctor go away :-)
For mail remove the obvious crap from the email below:
mailto:ql@dokos-grCHOKEONTHIS=SPAMMER.net

4662. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-07-14 17:37:26 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.07.14.17.37.25.514533@pandora.be>
Source record: 25543
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-160.zip
(1.132.769 bytes) Nice and powerful GEM based mail client for
STiK/STing/Gluestik

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka307.zip
(837.125 bytes) 2D Graph Describer, 3D Modeller, complete version. To
use Eureka to its full extend one need the updated tiny044.zip and
lib_dgem

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka307-020.zip
(848.276 bytes) 68020 version. To use Eureka to its full extend
one need the updated tiny044.zip and lib_dgem

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka307-fpu.zip
(806.809 bytes) fpu version. To use Eureka to its full extend
one need the updated tiny044.zip and lib_dgem

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka307-lite.zip
(232.480 bytes) light version which can run on ST with 780 kb floppy
drive

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/lib_dgem.zip
(123.867 bytes) Dynamical GEM library used by Eureka. Updated. Eureka
307 needs the updated lib.

**programming**

ftp://chapelie.rma.ac.be/atari/programming/open_gl/tiny044.zip
(278.488 bytes) TinyGL is intended to be a very small implementation
```

of a subset of OpenGL* for embedded systems or games. It is a
software only implementation.

Have Fun,
Martin

4663. Re: Newbie question about Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-14 18:03:15 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <beur93kcv1@hercules.btinternet.com>
Source record: 25544

Benoit Morrissette <benoitmorrissetteNOSPAM@hotmail.com> wrote in message
news:4595hvs5bk36eg9jdq2eeiqp9s9k0tcvu5@4ax.com...
> On 07 Jul 2003 20:35:18 GMT, mstepansky@aol.com (MStepansky) wrote:
>
> >Similiar to GFABasic on an ST...
> >
> >What would be a good "graphics power" BASIC programming language for
today's
> >PC?
> >
> >Sorry if it sounds off-topics, but I am hoping ST programmers might have
BASIC
> >programming on PC. No time to learn C right now.
> >
> >Mike
>
> I've tried them all and again, it is RapidQ Basic
http://www.basicguru.com/
> That's the best. It has very good modularity, it has access to all
Windows DLLs
> and it has libraries for easy DirectX and OpenGL programming!!

Sounds like they wrote XP with it.

> Of course, it also have support for TCP/IP sockets and it comes with good
> documentation and over 150 examples.
>
> Best of all, it is free!

Ok maybe not :P

Smeg.

4664. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-14 20:21:56 UTC
From: swampfax1@atlantic.net
Message-ID: <EhEQa.20774$Ry3.2425119@monger.newsread.com>
Source record: 25545

Ok! RGF's EED program works nicely! I limited the extraction to a
minimum of 5 characters to get text strings so the file size is about 38k.
If I knew different languages I'd be having fun now but, as I said, I'm
stuck with only my US English! So, a volunteer is needed :)
Anyone interested in translating the extracted file that I will re-enter
into the BALLER2.APP can either E-mail me (address above is good) or post
here. Not sure about the DAT file yet.

Regards,
John G.

4665. Re: alternate reality ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 05:08:27 UTC
From: Buckiboy <jens-lippmann@t-online.de>
Message-ID: <bf027c$8n2tr$1@ID-166930.news.uni-berlin.de>
Source record: 25446

Bruno wrote:
> You can get it (for instance) from Alex Pepper's FTP, it's (incorrectly)
> labeled "Alternative Reality".
>
> > Hi
> > I'm looking for a game called Alternate Reality (ST Version).

can you provide me with an URL? :)

regards
Buckiboy

4666. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 05:14:07 UTC
From: Buckiboy <jens-lippmann@t-online.de>
Message-ID: <bf02i0$9b0fs$1@ID-166930.news.uni-berlin.de>
Source record: 25447

Hi John!

you wrote:
> Ok! RGF's EED program works nicely! I limited the extraction to a
> minimum of 5 characters to get text strings so the file size is about 38k.
> If I knew different languages I'd be having fun now but, as I said, I'm
> stuck with only my US English! So, a volunteer is needed :)
> Anyone interested in translating the extracted file that I will
re-enter
> into the BALLER2.APP can either E-mail me (address above is good) or post
> here. Not sure about the DAT file yet.

I have translated the original Baller.prg/Baller.rsc into English.
I used a hex editor for baller.prg and Interface 233 for baller.rsc.
If you like I can send you the prog.
baller2.app didn't work on my system so - no translation - sorry.

best regards
Jens

4667. Re: ADV: Atari Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 06:44:35 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0307142244.14bef7a2@posting.google.com>
Source record: 25448
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0307112343590.5223-100000@shell1.aracnet.com>...
> I'm currently having a Christmas in July Sale! This is how it works. Buy
> the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit
> Atari ST System and I'll outfit your system with Games/SoftWare and/or
> Books/References. You be good to me and I'll be good to you! The more you
> spend on HardWare/Accessories, the better I outfit your system. The more
> HardWare you buy for your system, the more Games/Software and/or Books/
> References you receive! You choose the Atari Hardware you want to buy and
> we choose the Books/References and/or Games/Software I'll include in your
> Order.This will be a good opportunity to renew lost interest in collecting
> Atari or building a New Atari system for the first time. ReLive your Atari
> Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or
> Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:
>

Thats an awesome deal!!

sinclap!
"Who needs 32 bits, thats why I love my ST!"

4668. Ballerburg Partially Translated

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 09:20:50 UTC
From: swampfax1@atlantic.net
Message-ID: <SHPQa.20797$Ry3.2449326@monger.newsread.com>
Source record: 25450

Hi All,
I've succeeded in partially translating Ballerburg 2 with help
from Alexander (and Derryck's suggestion to use RGF's EED program).
There are still lines of text to be done that are out of my range to
translate so a German/English speaking volunteer is needed.
I thought it might be best to extract all the text strings instead of
using a minimum of 4 or 5 characters to make the resulting file smaller
but I can copy chunks with a text editor and send to any volunteer to
translate and then re-incorporate it back into the eed file for processing
if anyone cares to step up to the plate!

Later,
John G.

4669. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 11:06:46 UTC
From: swampfax1@atlantic.net
Message-ID: <afRQa.20802$Ry3.2451845@monger.newsread.com>
Source record: 25451

On 15 Jul 2003 07:14:07 , "Buckiboy" wrote:
>NNTP-Posting-Host: p3e9ba3ab.dip.t-dialin.net (62.155.163.171)
>X-Trace: news.uni-berlin.de 1058246016 9798140 62.155.163.171 (16 [166930])
>X-Priority: 3
>X-MSMail-Priority: Normal
>X-Newsreader: Microsoft Outlook Express 5.00.2615.200
>X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
>Xref: news-toy.newsread.com comp.sys.atari.st:266097
>
>Hi John!
>
>you wrote:
>> Ok! RGF's EED program works nicely! I limited the extraction to a
SNIP
>
>I have translated the original Baller.prg/Baller.rsc into English.
>I used a hex editor for baller.prg and Interface 233 for baller.rsc.
>If you like I can send you the prog.
>baller2.app didn't work on my system so - no translation - sorry.
>
>best regards
>Jens

Hi Jens,
Since others have contacted me and volunteered it would be the way to
go. Ballerburg2 has changes in appearance and function. Thanks for the
offer though. Note that both work on my Falcon. What system are you using?

Later,
John G.

4670. Re: Atari TT030 games that rock?

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 11:08:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058298016-70343AEicMi@gmx.net>
Source record: 25455

From: Doctor Clu <drclu@swbell.net>
Date: Wed, 09 Jul 2003 11:28:08 GMT

Hi,

>So far I have seen and had fun with the latest version of Solitare by
>Kent Cordes, Starball, Battle of Britian: their Finest Hour (Lucasfilm),
>Civilization, and a few Asteriods versions. Other suggestions?

Everything from Sierra Online (Larry, Police Quest, Kings Quest, Space Quest etc...) works just fine. And you shouldn't have any problems with anything coming from Lucasfilm either (Zak Mc Cracken, Indiana Jones, Monkey Island etc...).

>However, what games do you find work best on the TT030?

You'll be pleasantly surprised to see how many titles that actually run with no problems at all. Keep in mind that I'm talking about original software, a lot of the "cracked" software contains a splash screen or intro from the hackers, and that demo almost always causes the problems on a TT.

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4671. Re: Newbie question about Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 12:32:26 UTC
From: Benoit Morrissette <benoitmorrissetteNOSPAM@hotmail.com>
Message-ID: <42t7hv8ga68lekg1pe4nilmp909qbdb89e@4ax.com>
Source record: 25452

On Mon, 14 Jul 2003 18:03:15 +0000 (UTC), "Smeg" <smeg_007@NOSPAM.hotmail.com>
wrote:

>> Best of all, it is free!
>
>Ok maybe not :P
>
>Smeg.
>
It is: http://www.basicguru.com/rapidq/

4672. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 13:24:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058298046-76347AEicMi@gmx.net>
Source record: 25460

From: Frederic Fouche <g213778@coazter.com>
Date: Sun, 13 Jul 2003 18:58:34 -0500

Hi Frederic,

>>Success is very relative. What is the market share of Linux? You still
>>wanna call it a success?
>
>ouch, please check your numbers before talking about linux market share.

An estimated 7%.
And yes I realise that those 7% represent millions of users. I would not
want to feed them... but I certainly wouldn't want to feed those other 93%
ignorant people either.

>>Enjoy reading the specs of a certain GPL'ed source, that's about all you

>>can do, the chances that that particular source ever becomes a usable
>>application on this platform are nihil.
>
>hm did you check what extra apps are available on atari because of
>GPL/open src?
>few example:
>
>mp3 players
>gcc!
>POV
>doom
>perl
>samba
>ghostscript
>etc. (the list is indeed very long)

Here, we go again... from previous discussions you know very well what I
ment. Yet you always refer to same things. It's probably coincidence but
that list contains hardly anything which isn't already available for this
platform be it shareware, freeware or commercial ?

gcc! : are you gonna write the missing libs ? :-)
Mp3 players: yeah right, my TT just loves playing mp3's, AFAIK there's a
very good alternative available: Aniplayer.
POV: oh boy, this takes me back some years... I think it was ported before
both MagiC and MiNT existed... there are a couple of very good commercial
alternatives around.
Doom: I'm not into games anymore, and even if I was, I wouldn't really
call that example a Atari game. Just look at the hardware that's needed,

so like usual it's a port for the minority of the users.
perl: OK, I give you that one..., although I don't call that example
exactly something which will be used by the majority of people here.
samba: and that one as well :-)
ghostscript: AFAIK the development of ghostscript for Atari is dead. When
has it last been updated? *AND* it needs an update. Not that it matters
much really, Ultrascript is just as good and lots faster, but Ghostscript
is a good example that GPL isn't all you make it out to be. When no one
continues the development, it's as dead as software which doesn't carry
the GPL tag.

>You're kidding right?
>
>where's the security in magic? where's the file locking capability?
>Where's the multiuser experience? where's the memory protection?
>Where's the remote display? where's everything?
>Where's process prioritization?

No... I'm not kidding. I'm dead serious.

MagiC isn't ment to be used in a multi-users network. It's an Atari OS,
and the hardware concept doesn't allow networking without 3th parties
hacks. So keeping this in mind...

security: not needed on a one man, one computer system...
file locking: not needed at all
multi-user experience: I've answered that one already.
memory protection: it's missing and with a good reason. Memory protection
only works well with apps that were written with it in mind. Do I have to
list the endless list of apps that screw up memory protection? I could put
it differently and say: when an app is properly written it won't overwite
the other processes. With or without memory protection, a dirty written
program will always cause problems.
etc...

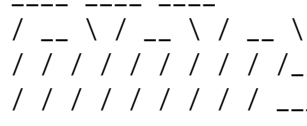
>I believe there's a lot of work still, and you have the balls to say "the
>competition is still playing catch up".

Oh yes, there is an enormous lot of work that still needs to be done, I
have a "wish list" here that's at least a mile long. But it does not
include the stuff which you seem to find important.

>Dang! ignorance, or mental retardation?

You've made your mind up a long time ago, remember?

Cheers from Belgium
Dennis
--



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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4673. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 13:25:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058298062-79339AEicMi@gmx.net>
Source record: 25462

From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Date: Mon, 14 Jul 2003 10:42:59 +0200

Hi Maurits,

>> CAB is not a "Iconnect" client per se.
>> CAB is a html browser/reader, with option to have plugin for
>connectivity.
>> Happens to work with mintnet, iconnect, stik whatever.
>
>Correct. In fact, CAB started as offline browser. The first network
>layer it supported was STiK. Then came MiNTnet(!!), and iConnect was the
>last layer it supported.

True, I should have put a winking smile behind that statement. There are
people here who's stomach gets upset when the words ASH or Iconnect are
mentioned.

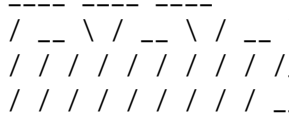
>Apart from that, yes Dennis I'm staying away from CAB because it sucks
>mammoths. In its bug/functionality-ratio it's even worse than Explorer
>and Netscape, which is quite bad. So I use my Mac for browsing (Chimera).

I agree, but CAB is the best from the rest of other awfull apps pretending
to be browsers. People who don't have anything else then a real Atari at
home have little choice. Don't forget that the development of CAB stopped
some odd five years ago, version 2.6, 2.7 and 2.8 consisted of additional
addons and improved iconnects, but the browser itself...
BTW: you should try out Safari... rumours have it that its a cute little
browser ;-), under OS 9.2.2 I think Opera is the best of the bunch, iCAB
just like on Atari doesn't quite cut it...

>Highwire is quite promising and actually still under active development.
>It is incomplete, but everything that IS complete works way better than
>CAB. Just a bit more development and I might start using it seriously.

I have to be very carefull and walk on eggshells now:
Since Highwire still carries the beta tag, it's not really fair to comment
on it. Not that there's a lot to comment on, I can only use it as a very
primitive offline browser since it's not an Iconnect client.

Cheers from Belgium
Dennis
--



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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4674. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 13:26:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058298042-75503AEicMi@gmx.net>
Source record: 25459

From: "Steve Sweet" <steve.sweet@btopenworld.com>
Date: Sat, 12 Jul 2003 17:31:59 +0000 (UTC)

Hi Steve,

>>BTW Lonny: I have a clone gathering dust here, before you know it, I might
>>bring it back to live and join that famous list. Kicking some life into it
>>and having long, sensible and heated discussions with you.
>>Now, if that isn't something to look foreward to.... ;-)
>
>If you had a clone you'd have to turn into an arrogant self-righteous
>asshole, and then you wouldn't talk to any of us humans anymore.

Well Steve, the problem is that I actually do have a clone... so it's a bit
of a dillemma. I can either bring it back to life and risk being turned into
something that resembles Lonny or just leave it like it is.
No... on second thoughts I rather stay human :-)

>Repeat after me 'Killfile', you'll need this phrase if your a clone-owner.

No way, I believe in free speech even tough I'm not an American.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4675. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 13:27:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058298032-73575AEicMi@gmx.net>
Source record: 25457

From: "NSPIRIT" <nspirit@wanadoo.fr>
Date: Tue, 8 Jul 2003 23:01:53 +0200

Hi,

>>I'd call an OS dead when its released in to the public domain or GPL..
>>
>>Oh yeah!, i just described MiNT
>
>Oups, somebody lieed to me ?
>Linux was dead from the start ? :P

Yes, they did. They threw away the baby and kept the afterbirth. It's very
difficult to put any form of live in that...

BTW: this is a Atari newsgroup, Linux is off topic here ;-)

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4676. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 13:27:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058298024-71623AEicMi@gmx.net>
Source record: 25456

From: Doctor Clu <drclu@swbell.net>
Date: Sat, 12 Jul 2003 06:59:25 GMT

Hi,

>First off, TT-ram is awesome! I think it is funny how I "doubled my
>ram!!" and only added... er.. 4 meg. :) But wow! So I wonder when the
>TT-ram is actually used?

Whenever it's present and the applications are told to use it. You can do this by changing the file it's flag to run in TT-RAM and /or use the TT-Malloc (memory allocation). With desktop programs like Jinnee or Thing you can change the flags on the fly. But when using the standard desktop however you need to use a configuration program to set the flags (take a peep in your mailbox...)
Almost all applications programmed after 1992 can run in TT-RAM, but be carefull with auto program files. The HS Modem drivers for example *must* run in ST-RAM.

>The 4-meg TT ram card is a fit of engineering that I will never
>understand. Rather than simply making a daughterboard with simm slots,
>they actually soddered FOUR - ONE MEG SIMS standing up. Strikes me as a
>dumb and more difficult manuver personally. But I can see where sim slots
>could be added later when I get really bored one day. Expand that puppy to
>16 meg.

This may sound a bit harch, but don't waste time and money upgrading that card. Instead go hunting on the German eBay site. Look for a AiXit TT or even better a Magnum TT expansion card. These cards can take two 72pin SIMM's and are expandable to either 64Mb (AiXit card) or a whopping 256Mb (Magnum card). The typical bidding price for these cards is 40-60 dollars on the German ebay site, don't go hunting for them on the international eBay, because you'll never obtain one without paying minimum $250 !! The price of 72pin SIMMs these days isn't worth discussing... just visit a Mac newsgroup, they are offered for free in there ;-)
And please don't say that you'll never need more then 20Mb of memory... if you take Atari computing a little serious then before you know it, you'll want to run a full blown MagiC or MiNT setup. Regardless of which OS you opt to use, they both need *LOTS* of memory. My TT for example garbles up nearly 16Mb when it boots....

>Once I find some nine pin to fifteen pin solution,

Radio Shack or a similar store should be able to sell you a 9 to 15 pins adaptor for a couple of dollars. I wouldn't be surprised if someone here offers you a suitable cable... these cables were quite common in the early

90's and came bundled with the monitor. I could send you one over, but sending a common stupid monitor cable to the other side of the world seems a bit pointless from where I'm sitting. If you can't get hold of it, then get in touch...

>And then this AlberTT card...

I've heard of it, but never seen one in action. IIRC technically speaking it's not really a graphic card, but don't let that bother you. Getting rid of that annoying black border justifies using one... when the day comes that you want more (and it will come), go hunting on the German eBay site for a Nova graphic card with Mach 32 or Mach 64 engine. Do not believe any tales from people telling you that a Crazy Dots card or ET-4000 card is just as good, they're not. Furthermore Nova cards have a VDI that is optimized to run with NVDI, and they perform equally well under MagiC, MiNT and singleTOS

>That is one thing I am enjoying about the TT 030... you can keep adding
>upgrades to it. Amazes me.

YES!!
It's the most expandable computer Atari ever made. If you are really lucky then perhaps you might even get hold of a CaTTamaran processor upgrade. If you can locate one do the following: get a 68030/50Mhz processor, fit the CaTTamaran, hack it and let the whole sh-bang run at 66Mhz. The regular processor isn't stable at that speed and overheats, but the 50Mhz version runs flawless... anyway, you'll have a TT which runs twice as fast and when a Nova card is fitted will even outrun a standard Milan 040 (I speak from experience).

But before I drive you completely crazy, let us focus at what you can do with it right now: I used to have three printers connected to the TT, a dot matrix printer on a serial port, an inktjet on the centronics port and the SLM 804 on the DMA port. I know it's overkill, but when you got the options why not use them? The word processor Tempus Word Pro can control the three ports at once, meaning that you can print three documents at the same time on the three different printers, but that's a feature one usally only uses when a friend or relative drops by who happens to use a Mac or PC, success is *allways* guaranteed :-)
So that leaves us with three more serial ports, hook a modem to the Serial port 2, in my experience that's the most reliable for internet, next hook a graphic tablet and a good mouse in the two reamining free ports.

In the Romport you can shove a Spectre GCR cartridge and turn your TT into a very fast Macintosh classic, there are heaps of software for it on abandon-ware websites, OS 6.xx is freeware now and can be downloaded from the Apple website.

In the SCSI port you probably want to connect a CD-R and CD-RW, don't pay good money for these, just like the SIMMs, they are offered for free also in the Mac newsgroups :-)
No computer setup is complete without a scanner, the choices here are rather limited because of the lack of suitable drivers. The GDPS protocol turns the

tedious job which scanning is into fun... the best driver I've come across is the Epson GDPS_SC driver, it's shareware and beats the commercial drivers for the Mustek and HP printers handsdown. If you happen to have an Epson colour inkjet then you can turn the TT into a relatively fast colour copier with a little help from PhotoTip. All Epson scanners up until the model 1200 are suitable. You should be able to find a GTxxxx model for $25 or less....

If you have a digital camera then a smartcard SCSI reader is a must, they're quite affordable and transferring pics to and from the TT is much faster then with the slow serial ports.
According to Murphy's law disaster happens when you least expect it, so be prepared and have a Zip or SyQuest connected to the TT, a backup is never far away....
If I counted correctly there's only one SCSI ID left now, I like to have a spare one.... if someone pops in with a piece of hardware to test or play with, you I have to reconfigure the whole lot....

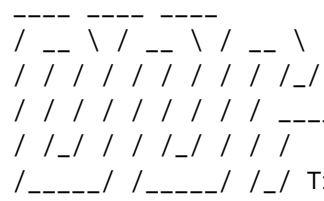
And last but not least we also have the DMA port to take care of: it's obvious that one should hang a SLM 605 on that port, if you're into boxes which can house a large dog then opt for the SLM 804. If you've got some spare hard disks left you can attach these also to the DMA port, or when using the Link2 interface you can attach some more SCSI based stuff. This machine is expandable beyond anyone's dreams... do you know a computer where up to 14 SCSI based devices can be connected without even opening up its case?

You can also attach a monochrome 19" Atari monitor to the TT, but these are getting old and worn out, repairing them is getting more difficult all the time not to mention the price... if you opt to use a Nova card then there's no need for that seperate 19" monitor. The Nova card can easily handle resolutions up to 1600*1200 in monochrome *AND* colour. Pay a little extra for a really good monitor, a Sony 19" for example will never let you down and the Trinitron tube guarantees a rock stable and very crisp display.

Oh and talking about never letting one down.... I have my TT 12 years now, because of a sticky hard disk I don't turn it off anymore, it's running approximately three years on end now. In those 12 years I've worn out two mices and a keyboard, but that's about it. The TT is build to withstand worldwar III :-)

I hope you have as much fun with your TT as I have had all these years, Falcon users will disagree, but IMO the TT was Atari's masterpiece.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4677. Atari Falcon for Sale&Bits

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 13:50:59 UTC
From: shinanagons@yahoo.co.uk
Message-ID: <f237d271.0307150550.33fe9695@posting.google.com>
Source record: 25453

Hi,
The increasing cost of higher education unfortunately leads to the
following for sale;

Atari Falcon 4mb, 310HD perfect working order. Key clicks. VGA
adapter.

Cubase 3.1 & dongle

Atari SM124

Phillips Color monitor (stereo for STe / falcon)

Also ST Format magazines 1-the end

Games and piles of disks, including ST Format cover disks. Has anyone
thought about making a CD with all of these disks on?!

Offers please to

shinanagonsREMOVETHIS@yahoo.co.uk

many thanks
shinanagons

4678. Re: Newbie question about Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 15:22:10 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bf1671$c1s$1@hercules.btinternet.com>
Source record: 25454

Benoit Morrissette <benoitmorrissetteNOSPAM@hotmail.com> wrote in message news:42t7hv8ga68lekg1pe4nilmp909qbdb89e@4ax.com...
> On Mon, 14 Jul 2003 18:03:15 +0000 (UTC), "Smeg" <smeg_007@NOSPAM.hotmail.com>
> wrote:
>
> >> Best of all, it is free!
> > >
> > >Ok maybe not :P
> > >
> > >Smeg.
> > >
> > It is: http://www.basicguru.com/rapidq/

No, the "OK maybe not :P" was in regards to: "Sounds like they wrote XP with it."

I wasnt disputing whether it was free or not.

Smeg.

4679. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 15:27:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058298038-74639AEicMi@gmx.net>
Source record: 25458

From: Carey Christenson <falcon060@adelphia.net>
Date: Sat, 12 Jul 2003 19:49:29 GMT

Hi Carey,

>Keep in touch, are you recieving my e-mails OK????

Yep, about 10 so far, in both mailboxes.
I've mailed several replies and they didn't bounce back...

>Let me know what you want to do!!

Get another ISP, the one you've got now clearly hasn't got a clue what
he's doing. Once that "super computer" arrives, you'll need to change
anyway... Ask them if they lifted the filter on *incoming* mails, I have
the impression that they overlooked this.

If all fails, I'll construct a new emailaddress, the same as usual but
without the "." 's. But hold on till wednesday evening, I need some time
to set it up and check if it works correctly ;-)

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4680. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 15:59:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058298054-77847AEicMi@gmx.net>
Source record: 25461

From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Date: Mon, 14 Jul 2003 10:37:40 +0200

Hi Maurits,

>Sorry your enourmously long rant was so full of stuff that didn't even
>remotely have anything to do with what I said that I can't be bothered
>to quote it all and reply to every detail that sparks a reaction in me,
>because I'd end up with a posting twice as long and I doubt anyone would
>read it. :)

I hope that at least you understand that it wasn't personal, your post got me going, but I could just as well replied to one of the seven others that day. I realise it was a long rant, I kept my mouth firlmly shut for months here while having to read the greatest crap. Let's say that a certain valued member who thinks he's special, constantly trying to provoke me sparked it of. I even received a mail from someone asking me if I'd gone berserk, but take note that I do not retract one single word of it. Unless proven wrong, the best way to show that I'm wrong is to start releasing all that stuff, even if it's a barely working beta. Then me and others here will at least know that something is cooking in the oven.

>1. I am not denouncing Andreas Kromke for his great work on Magic and
>the fact that he wants money for it. I'm just saying that in a community
>as small as it is (as you rightfully point out), an os that is developed
>by volunteers has more of a chance than an os that needs commercial
>backing.

I know that you're not denouncing Andreas Kromke, but that's about all I agree with. I think I made it quite clear in my previous post why I don't believe in a OS being developed by a group of volunteers, it might work on other platforms, but not on this one.

>Sure development of MiNT itself is slow but we did move on a few versions.
>Has Magic been so busy developping? What new functionality has been added
>in recent years?

No, the development is standing still at the moment. But then no one has claimed otherwise. There's a difference between being put on hold and being dead....

>As far as I can see, only stability improvements, something that MiNT+N.AES
>hardly needed in the first place.

Sorry but I disagree :-)
MINT itself is stable enough but are you serious about N.AES? If there's one piece of code that needs a large stability inprovement then IMO it's that

one. Apps which behaved very irratic run like they should with Xaess. As for MagiC, for me it's rock steady.... even MagiCMac behaves like I expect it to.
But yes, I can bring the whole lot down in less then 5 seconds, and I can bring MiNT down in 5 seconds also. All that one needs is one dirty app ;-)
And it doesn't matter on which OS it's running...

>Well, the thing that mostly needed development in MiNT: Easy
>installment. RPM handling was a great step, and now with several easy
>bootstrappers around, installing and configuring MiNTos to a fullblown
>Unix setup is a breeze even for newbies.

We have conflicting views again...
It's difficult enough for newbies to set up even an elementary MiNt setup and configure it correctly. I agree that the installation has improved compared to the mess from a couple of years ago, but to say that the full blown installation is a breeze even for newbies is putting it very mildly.

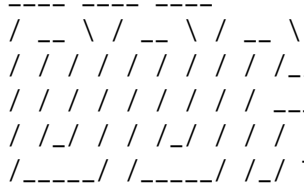
>3. Remember I left the Atari-NL mailinglist after a discussion like this
>with you? :) As you (and apparantly only you) know, I didn't leave
>because of the discussion itself (which I enjoyed because most of it was
>quite in-depth) but because other people of the list who were telling
>both of us that an Atari list shouldn't be about modern stuff, only
>about tos 1.00 issues and how to copy st games.

Yes, I remember. And I still get a dirty taste in my mouth when I think why and how you left the mailinglist. But I persevered and stayed on. The big issue in there is spam now... it seems that even a ST with TOS 1.00 isn't immune to it, if it's any consolation: the people who opposed you most, are long gone by now, enjoying their brandnew PC's ;-)

>So, I just wanted to add I'm glad we can talk about modern-day st use, and
>I still consider you a friend :)

Yes, but then we're exceptions on the rule. There was a time that in CSAST everyone could speak his peace, but these times are long gone. When one has a different view or opinion he better keeps them to himself. You should see the garbage which landed in my mailbox.... only two people had the guts to put their real name on the mails. They didn't agree with my views, but then I didn't expect them to either... But no matter what garbage one sends me, remember that I have the guts to post using my real name and address here. And rest assured... I'll keep on doing it :-)

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4681. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 17:40:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058298076-82143AEicMi@gmx.net>
Source record: 25465

From: Martin Byttebier <donotusethisaddress@pandora.be>
Date: Sat, 12 Jul 2003 23:01:40 GMT

Hi Martin,

>LP is indeed a valued member of this group. Lonny do some useful things
>for the Atari community which you and thelikes can't say at all. Lots of
>blabla but that's all you (and soul mates) have to offer to this group.
>For heaven sakes, try at least to say something useful instead of the
>mindless words you usualy spit out.

One usally gets back from me what they've put in. In Lonny's case I think that I've been very considerate, read the posts again. I know what he does and although I don't use his programs don't mean that I don't appreciate it.
BUT.... (there's always a but), for almost a year now he's had it in for me, it started when he announced that I was in his killfile. That doesn't bother me one little bit, I presume I'm in one then more filter. However you either decide you don't want to read ones postings and logically don't reply to these either... the manner he replies in is personal, for some reason that guy really hates my guts.

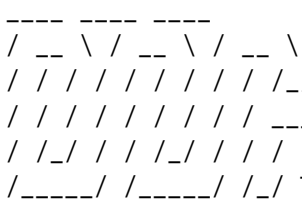
How many people do you HATE because they express their honest opinion? I don't hate anyone, I disagree yes, and don't always like what I read in here, but to actually hate a person, who I've never seen in real life and don't really know at all? Sorry.... but there's simply no one on my hate list.
Last tuesday was the final straw, he obviously wants a confrontation, well he got one now. And I urge him to stop it, whatever happens I'm not going to give in.... this whole stupid thing will hurt his reputation more then mine.

Let's be honest about this Martin. We've had lots of serious discussions and confrontations with each other in different groups, I think I know you a little.... if someone would write:

"Due to poor quoting I am not sure who made this comment.
I suspect martin. rotfl!!!!"

How would you react? I'm convinced there wouldn't be much difference with how reacted. I have no idea how Lonny thinks, maybe he thought that just because I'm in his killfile, he's in mine as well and I wouldn't read all the crap in which he mentions, targets or provokes me.
Anyway, it's very simple: he gets of my back and I'll return to be my usual self, if he persist in it however....
I've been the sensible one long enough, not anymore.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4682. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 17:41:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058298070-81123AEicMi@gmx.net>
Source record: 25464

From: lp <gfa@basic.net>
Date: Sat, 12 Jul 2003 23:23:21 -0400

>I had some usenet problems

Again????
You really should consider using a different stack and newsreader. Well,
not really, there are other people here using the same combination and
they seem to manage just fine....
If you don't understand something, just ask.

>I must say the number of foul mouth posts from certain people was
>staggering.

Do you mean that you've been reading your own posts? Gee... what for? Is
your short term memory on the blink ?

>Needless to say I'm back to my usually reader.

The one with the crappy killfilter?

>They think it is funny or such but in reality everyone I've ever
>discussed this with on IRC or ICQ thinks these people are complete
>losers.

That's what happens when one always talks to the same people, one risks
to loose his sense of reality and think his views are the only ones worth
persuing. If I would talk to a bunch of clones, well, I wouldn't expect
anything differently.

>They wouldn't last 5 minutes on an IRC channel or in a mailing-list.

Wanna bet?

Cheers from Belgium
Dennis
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http://www.cix.co.uk/~derryck/index.htm

4683. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 17:42:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058298066-80239AEicMi@gmx.net>
Source record: 25463

From: swe@atari.org
Date: Sun, 13 Jul 2003 10:53:14 +0200

>Dennis, u are idiot.. Now, u are certified idiot....

Hallelujah :-)

Cheers from Belgium
Dennis

4684. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 20:05:36 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307151421500.23896-100000@www.coazter.com>
Source record: 25469

On Tue, 15 Jul 2003, Dennis Vermeire wrote:

> From: Frederic Fouche <g213778@coazter.com>
> Date: Sun, 13 Jul 2003 18:58:34 -0500
>
> Hi Frederic,
>
> >>Success is very relative. What is the market share of Linux? You still
> >>wanna call it a success?
> > >
> >ouch, please check your numbers before talking about linux market share.
>
> An estimated 7%.
> And yes I realise that those 7% represent millions of users. I would not
> want to feed them... but I certainly wouldn't want to feed those other 93%
> ignorant people either.

That's about the Apple market share.
Compared to what on atari? 0.00000000000000001% market share.

> >hm did you check what extra apps are available on atari because of
> >GPL/open src?
> >few example:
> > >
> >mp3 players
> >gcc!
> >POV
> >doom
> >perl
> >samba
> >ghostscript
> >etc. (the list is indeed very long)
>
> Here, we go again... from previous discussions you know very well what I
> ment. Yet you always refer to same things. It's probably coincidence but
> that list contains hardly anything which isn't already available for this
> platform be it shareware, freeware or commercial ?

what?
You are doing this on purpose.
Where the hell do you think any mp3 player (freeware, aniplay, commercial
whatever) is coming from?
The developer HAD to GET specs, src based from somewhere.
You think they reversed engineered all the software we have?
Question for Didier, if you didn't have any open src/gpl starting source

code for mp3 or video, could you have written aniplay?

I would really like to see a jpeg viewer on atari that didn't use the code available. Anyone to name one?

Dennis, you obviously don't understand this thread. Either get a grasp on it, or drop it and admit it, you just don't get it.
I would hope you would make some effort to understand really what we are talking about, it would save us a lot of time and you won't have to be ashamed.

See Dennis, there's 1 more thing you need to know.
I don't know anything about "Acting and Theatre", I am NOT going to talk and pretend I know what I am talking about when I am surrounded by actors. When you don't know, don't pretend. That's probably why you are so annoying, and you claim "freedom of speech", well yeah, but sometimes just keep your mouth shut.

I don't know anything about cars either, I am not gonna start a deep conversation about who's a better driver, or what's the best car around and argue to death because my little cousin few weeks ago mentionned something.

Freedom of speech is all good, but man, sometimes you gotta know when to shut up when you're just spewing things for the hell of it.

>
> gcc! : are you gonna write the missing libs ? :-)

what missing libs exactly are you talking about?
anything vital we need?
For your information GTK+ is available for MiNT :)
I know you are a big GUI fan, if you don't know what GTK+ is, please do some research.

> Mp3 players: yeah right, my TT just loves playing mp3's, AFAIK there's a
> very good alternative available: Aniplayer.

why are you talking about your hardware?
I thought we were talking about OSS/GPL and OS on atari. what the HELL are you talking about your TT not being fast enough to process mp3?
Geez Dennis....
good alternative to what??
mp3 has been documented, has src code available, that Didier took, and implemented in aniplayer, then recoded some parts in asm for more speed as the atari couldn't deal with it, and recoded some parts to use the DSP, once again to get faster.

I believe Didier is fairly happy mp3 src were available, unless he really wanted to reverse engineer, or go through an MP3 file and start from scratch analyzing the bytes :) yeah right.

> POV: oh boy, this takes me back some years... I think it was ported before
> both MagiC and MiNT existed... there are a couple of very good commercial

> alternatives around.

hmmm I am talking about POV and you are talking about 3d software.
Kinda like talking between GIF and PIC1 images.
propriatory vs open standard.. Whatever.

> Doom: I'm not into games anymore, and even if I was, I wouldn't really
> call that example a Atari game. Just look at the hardware that's needed,
> so like usual it's a port for the minority of the users.

hm who cares what you like to do? who called it an atari game?
It is an example that GPL allowed atari platform (all OS mixed) to have an
extra game to its collection.
Your TT don't run it fast enough? that's your problem. Talking about
software again here. Boy, you like to warp things don't you?

> perl: OK, I give you that one..., although I don't call that example
> exactly something which will be used by the majority of people here.

Who talked about majority of people?

> samba: and that one as well :-)
whatever.

> ghostscript: AFAIK the development of ghostscript for Atari is dead. When
> has it last been updated? *AND* it needs an update. Not that it matters
> much really, Ultrascript is just as good and lots faster, but Ghostscript
> is a good example that GPL isn't all you make it out to be. When no one
> continues the development, it's as dead as software which doesn't carry
> the GPL tag.

Is Ultrascript based on Ghostscript?

Ghostscript is NOT an atari program. It happens to run on atari as long as
someone compiles the code.
Ghostscripts keeps on getting updated all the time.
When non-gpl/non OSS is dead, that's it. It's dead.
When GPL ports are getting out of sync. It is just a matter of grabbing
latest new src and do a fresh compile. The development is NOT made on
atari or FOR atari.

>
> >You're kidding right?
> >
> >where's the security in magic? where's the file locking capability?
> >Where's the multiuser experience? where's the memory protection?
> >Where's the remote display? where's everything?
> >Where's process prioritization?
>
> No... I'm not kidding. I'm dead serious.
>
> MagiC isn't ment to be used in a multi-users network. It's an Atari OS,
> and the hardware concept doesn't allow networking without 3th parties

> hacks. So keeping this in mind...

What a very good excuse.
Actually, let me rephrase that, what a poor excuse.

>
> security: not needed on a one man, one computer system...

Very good for you. And because you don't use your rearview mirror in your
car, you should ban them all as it is not really necessary.
Of course the automotive industry won't listen to you, so you'll go on
rampage that it is not really vital.

Magic works for you, great now just shut the hell up or be open-minded
enough to realize a LOT of people might have different requirements than
yours.

> file locking: not needed at all

Geez.

> multi-user experience: I've answered that one already.

yeah, and i'll give you the same answer.

> memory protection: it's missing and with a good reason. Memory protection
> only works well with apps that were written with it in mind. Do I have to
> list the endless list of apps that screw up memory protection? I could put
> it differently and say: when an app is properly written it won't overwite
> the other processes. With or without memory protection, a dirty written
> program will always cause problems.
> etc...

no comments.

>
> >I believe there's a lot of work still, and you have the balls to say "the
> >competition is still playing catch up".
>
> Oh yes, there is an enormous lot of work that still needs to be done, I
> have a "wish list" here that's at least a mile long. But it does not
> include the stuff which you seem to find important.

what's on top of your list?
Icons that talk to you when you go do a mouse-over?
Or wait, animated desktop background?
Oh no, I get it, mouse movement recognition?

Quote of the day.
"FATALER FEHLER IM GEMDOS!!!!"

4685. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 21:47:55 UTC
From: Buckiboy <jens-lippmann@t-online.de>
Message-ID: <bf1spb$ab35n$1@ID-166930.news.uni-berlin.de>
Source record: 25466

John Garone:
> Since others have contacted me and volunteered it would be the way to
> go. Ballerburg2 has changes in appearance and function. Thanks for the
> offer though.
>
you're welcome!

> Note that both work on my Falcon. What system are you using?
>
WinSTon, and TOS 1.04. The original should run on any ST.

If you finished the baller2 stuff we can pack both together.
I think that baller2 features the previous release, too (see folder
'original').
Hence I suggest to bundle the results and upload them to one of the PD
servers.

regards
Jens

4686. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 21:58:09 UTC
From: swampfax1@atlantic.net
Message-ID: <RN_Qa.20834$Ry3.2471131@monger.newsread.com>
Source record: 25467

On 14 Jul 2003 15:43:40 , Derryck Croker wrote:
>In article beq1d8$oh4$1@sparta.btinternet.com, Steve Sweet at
>steve.sweet@btopenworld.com wrote on 12/7/03 23:17:
>
>Hi John and Steve,
>>
>>> Where did Derryck's post (above) come from? Don't see the original!
>>
>> It was right in front of this one, its strange you mention that becasue a
>> short while ago i mentioned to someone the possibility of his server loosing
>> mail, he's adamant its ok though!>
>
>I'm still Adam Ant, both postings I'd made in this thread are present and
>correct in Google Groups.
>
>John emailed me over the weekend to ask for the URL for EED, so it's likely
>that he's not getting some usenet postings?
>
>--
>
>Cheers
>
>Derryck

Hi Derryck,
Guess I'll have to look closer at the problem and ask some questions to
my ISP. I've also noticed that my posts sometimes take even up to 24 hours
to show up (hence my notes of apologizing for possible double posts....
thinking it never got there!). Damn, I'm probably even missing some of
Steve's sheep training lessons :)

Later,
John G.

4687. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 22:26:34 UTC
From: Lonny <lp060@coazter.com>
Message-ID: <Pine.SGI.4.10.10307151705210.24114-100000@www.coazter.com>
Source record: 25472

On Tue, 8 Jul 2003, Dennis Vermeire wrote:

> True, but I haven't changed my address in at least three years. Let's say that
> the above quote was to tease Lonny. He publicly announced that he has put me
> in his killfile (obviously he doesn't seem to like the right to free speech,
> different opinions and visions), but whenever it suits him he replies to my
> posts, in my book that's hypocritical.

Well the situation is my news server keeps going down, so to get around
that I telnet to an SGI box and use PINE which happens to be too old to
support filtering. I have no real issues with free speech, I do have
issues however with people that cannot grasp even the simplest concepts.
At some point you have to decide is this worth it, does it have value, is
it true? Frankly you are so miss-informed that you ended up in the kill
file. So I may or may not read your posts, it depends purely on chance.
Not much different than filtering out ADVerts. Someone out to put an end
to free speech would terminate your inet connection, no you are confused
again. You still have your free speech, just don't expect everyone to
accept it as fact. In general I find that I'm not that interested in what
you have to say, apparently that bugs you, so you have to find something
to blame it on. I hold your IQ responsible, but if it makes you sleep
better you can pretend I'm trying to pull the phone cord from the jack on
the wall.

4688. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 22:35:56 UTC
From: Lonny <lp060@coazter.com>
Message-ID: <Pine.SGI.4.10.10307151734310.24114-100000@www.coazter.com>
Source record: 25473

On Sat, 12 Jul 2003, Dennis Vermeire wrote:

> From: lp <gfa@basic.net>
> Date: Tue, 08 Jul 2003 19:58:35 -0400
>
> >Due to poor quoting I am not sure who made this comment.
>
> You really are a fine piece of art Lonny. You haven't got the faintest
> idea of how to quote properly yourself, every single posting from you
> defies the RFC rules, and then you got the nerves to come in here and
> complain!!! And don't blame it on your precious newsreader, that would
> really make my day....

Cool.

> >I suspect dennis. rotfl!!!!
>
> Sorry, it wasn't me :-(
> In fact it was my brother in arms Steve. I've pointed out to Steve that
> he mixed up some facts and set the record straight concerning MiNT (see
> other post). You are a pityfull person Lonny, if you would put the same
> energy into programming as you do in trying to provoke me, this platform
> would benefit enormously.

Funny, comming from someone who contributes zero.

> >This is like the comedy channel, no wonder sinflap gets a kick
> >reading this stuff. hehe
>
> True, but then sinflap is an idiot who thinks this comedy channel is the
> only one available on his Dell computer. Nobody is forcing you to watch
> this channel, take your zapper and tune into:
>
> alt.hipcrime.periphs.usb
> alt.i-love.you-all.so-much
> alt.i-think.therefore.i-dont.use.linux
> alt.i-think.therefore.i-dont.listen-to.the-voices-in-my-head
> uwo.comp.pine
> alt.www.stupid-idiots.com
> alt.my-ass-iza-itchy
> alt.idiot.laughing-boy
> comp.sources.unix
> comp.sources.wanted
> comp.software.extreme-programming
> alt.wee.goaway.goaway.goaway
> muc.lists.mint

> alt.oldfarts
> hannet.ml.pci
> alt.why-is-this-shit-happening.to-my-ng
> alt.support.troll-acceptance
> alt.i.hate.myself.and.want.to.die
> alt.idiots
> alt.morons
> alt.anyone.can.make.a.group
>
> Unfortunately alt.sack.full.of.shit has been taken of air, but then I'm
> convinced you'll be welcomed in the other channels with open arms just the
> same. No need to thank me, I'm always on standby here to help a valued
> member of this community.... :-)
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>
>
>
ps. poor qouting is dedicated to whoever...

4689. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 23:00:30 UTC
From: Lonny <lp060@coazter.com>
Message-ID: <Pine.SGI.4.10.10307151738090.24114-100000@www.coazter.com>
Source record: 25474

On Fri, 11 Jul 2003, Dennis Vermeire wrote:

The more you go on the more you do a dis-service to yourself and
magic. Btw, don't bother dusting off the clone, you ain't getting in
with this sort of posting, finally you have showed your true colors
and it's the same as Steve. You merely wish to cause trouble for no
reason other than lack of respect and knowledge on your part.
Good luck with your usb/scsi solution, I never said it would never work
only that it might be harder. You really should take a step back
and decide if you wish to join ranks with the likes of Steve. Outside
of usenet the opinion of Steve is so low I can't even say the words it's
that bad. You make a good pair I guess, good luck to ya.
Sadly I think I won't be using PINE anymore, I will have to go 100%
filtering all the time, just to tolerate this place.
I also will consider wether it's worth supporting magic in the future,
if you guys are typical magic users it's not looking so good...
I would address every point here, but it's like a total waste of time
since from the onset it has become obvious you have issues with people
who can afford a clone, who use mint, who like unix, or show any general
insterst towards moving forward, rather than sitting here blabbing about
it. You have just as much oppertunity, I could call you the self
proclaimed scsi->usb adapter guru, but that's silly. Grow up.

was to bored to quote right, so sue me...

> From: Lonny <lp060@coazter.com>
> Date: Sun, 6 Jul 2003 11:12:13 -0500
>
> >I still am willing to send ozk a pci usb card if someone could help
> >me research the best one to go with, but it looks as if this is not the
> >place for real discussions. I can see I need to move this to the Atari
> >clone mailing list.
>
> Since you're the self proclaimed USB expert and I am the moron I won't
> bother explaining that there is no such thing as the "best USB" card, as
> long as it's OHCI compatible (which 99.99 % of the cards are) ozk should
> be just fine. Ozk if you are reading this.... get in touch with me. I have
> a obsolete PCI-USB 1.1 card right here, you can have it. Lonny doesn't need
> to do any "research" at all and on top of that we save him from making a
> fool of himself in that mailing list. So it's clearly a win-win situation
> for everyone.
>
> BTW Lonny: I have a clone gathering dust here, before you know it, I might
> bring it back to live and join that famous list. Kicking some life into it
> and having long, sensible and heated discussions with you.

> Now, if that isn't something to look foreward to.... ;-)
>
> >As Martin has said, magic is a closed door, and without a 3rd party
> >hack it would be hopelessly lost.
>
> Here we go again.... hopelessly lost at what? One single feature which me
> and a lot of other users do not use and need in the first place. Vasillis
> didn't want to reinvent the wheel, unlike some people. He simply "ported"
> MiNTNet improving it a little. You seem to forget that MiNT is hopelessly
> lost also without MiNTNet coming to the rescue.
> Tell me, is MiNTNet an original from scratch developed application or just
> another port with some specific bells and whistles added? In my book your
> precious MiNTNet is a ported program. I've just learned that ported stuff
> is now being referred to as " a hack" here...
> So here's the new definition of MagiCNet: it's an improved 3th party hack
> based on a 2nd party hack. You do realise that calling MagiCNet a 3th
> party hack doesn't do much justice to MiNTNet either I hope?
>
> Vassilis or someone else for that matter could have reinvented the wheel
> and wrote a MiNTNet clone from scratch, he's done the sensible thing if
> you ask me and brought the two OS's a step closer. Let's put it this way:
> thanks to MagiCNet some people who would have turned their back on this
> platform, are still here, and in my book that's a good thing. You on the
> other hand aren't bothered by this ofcourse, these people are MagiC users,
> and we all know how you feel about people using MagiC don't we?
>
>
> >I presented a perfectly legit idea, and rather than contribute any solid
> >logical comments he'd rather call everything I say bullshit.
>
> I call a horse a horse, and almost everything you "contributed" to that
> particular thread is bullshit... I suggest to read my contribution again,
> but this time unbiased and with an open mind. I presented a IMO perfect
> legit idea also, which you've dismissed purely on the basis that it came
> from me. But don't worry, I'll toss it up again sometime.
>
> >Development should not focus on such an OS, that's simply a logical
> >conclusion.
>
> Logical? Sorry but I don't see any logic in that statement.
> You want logic? Here's some logic to chew on:
> If anyone out there ever succeeds at bringing USB to this platform he/she
> should do all he possibly can to ensure that the drivers work on all the
> OS's. USB on Atari should enable us to use mouses, scanners, printers and
> other goodies.... and I strongly believe that USB should be available for
> people using a 1040 under TOS as well. USB on Atari should *NOT* be OS
> specific to begin with. And don't come telling us that this is impossible.
> USB is coming to the Atari 8bit computers soon, is that ancient hardware
> superior to ours ?
>

>
> >No OS is perfect, however since magic has been retro fitted to be mintnet
> >compatible you can conclude only one thing. Development should start
> >with mint and trickle the other direction. It's painfully obvious
> >mintnet has set the standard for networking or magicnet would not exist.
>
> I thought we were talking about a USB driver? I don't know what you have in
> mind but as the self proclaimed USB expert perhaps you could enlighten us a
> little? What on earth has MiNTNet got to do with USB ? And believe it or
> not but there are more people out there "networking" with STiNG then with
> your precious MiNTNet.
> BTW: MagiC hasn't been retro fitted in any way. Someone developed a MiNTNet
> compatible hack for it, that's not quite the same thing is it?
>
>
> >Seriously, what does Opera have to do with USB?
> >Absolutely nothing, dennis just likes to avoid the real issues
> >and cloud everything to the point where the original idea is lost.
>
> Oh boy.... you take one sentence from my post, pull it completely out of
> context and then start nagging about it. Surely you can do better then
> that? Opera hasn't got anything to do with USB, just like MiNTNet hasn't
> got anything to do with USB...
>
> Oh, and talking about clouding things: the original idea was to bring USB
> to the Atari platform, after you spoke your peace, the idea all of a sudden
> changed into bringing USB to a PCI based clone running under MiNT. And to
> sweeten it up a little, all the morons using a different OS and /or holding
> on to original Atari hardware could look forward to *perhaps* "someone"
> porting it over to their system....
> Tell me Lonny, who's the real expert here in clouding things?
>
> You know very well that there isn't a "someone" here that might "perhaps"
> port it over. I've been waiting for years to see the first non-commercial
> printer, scanner, CD-RW, graphic tablet, etc... driver appear ported by
> "someone"... why would it be any different with USB?
>
> >The problem is people like dennis.
>
> I made promotion !!!
> I used to be just a pain in the ****, but all of a sudden I've moved on,
> I'm a problem now....
> "people like dennis"... do you mean there are more like me in here? That's
> the most refreshing news I've heard in a long time !!
>
>
> >Unlike dennis I do contribute back to the community, with software,
> >mailing lists, docs, tips, see my website.
>
> I propose we start up a Lonny P. foundation, if everyone chips in a couple

> of dollars, we might just have enough for a statue !!
> But coming to think of it, we would have to start up a lot of foundations,
> erecting statues all over the place. I know at least a dozen people in this
> group who deserve a statue... In less then a year you're the second guy in
> here who tells me he's special.... don't trip over your ego Lonny.
>
> You really must hate me, am I on some sort of 10 most wanted people list?
> You don't have the faintest clue about what I might do or not do for this
> platform but that doesn't stop you to feel superior? I'm not a programmer
> so my contributions are somewhat different to yours, let's put it this way:
> I know who and how I helped people out over the years, and they know it as
> well. The difference is that I don't come bragging about it in here. But if
> everyone I helped out would send me a dollar, I could erect a statue for
> myself :-)
>
> But by all means keep on coding and contributing, you're doing very nice
> things, just learn to be a little more modest... I know people who don't
> participate in this group but do follow it. Some of these have done and
> still do more for this community then the two of us put together. These
> people who shall reamin anonymous deserve a statue, and sorry Lonny
> compared to them your contributions are peanuts, you're not in the same
> leage (yet), keep on trying...
> Oh and the people regularly posting in CSAST are not the only remaining
> Atari users, they are just a *small* part of the Atari community. There
> are more or less 30 people on the atari clone list, some 1750 clones have
> been sold.... think and chew on this for a minute, where are these users
> and what is their preferred OS? Have you idea how many versions of
> MagiCHades and MagiCMilan were sold? Who these people are and what they
> use the clones for? These users aren't helped by your contributions at
> all, but they do value my input from time to time.... but don't worry, in
> here you're still mr.special.
>
>
> >I fully expect dennis to go off, that is his prefered nature for I am
> >evil cause I speak the truth.
>
> You've made a study of my old postings, one thing you should have learned
> from these is that I'm fairly consistent...
> Your so-called thruth stretches as far as your nose. Take a very deep
> breath and look around you. What I see depresses me deeply, and postings
> like yours who try to devide whatever there's left of this platform into
> good and evil are ridiculous. Forget the good old OS-wars, there aren't
> enough soldiers left to fight anymore. All what's left are a couple of
> generals, a few traitors, a dozen prisoners and one or two deserters....
> like I said not enough to start a new war... sorry.
>
>
> Cheers from Belgium
> Dennis
> --

> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>
>
>

4690. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 23:06:42 UTC
From: Lonny <lp060@coazter.com>
Message-ID: <Pine.SGI.4.10.10307151802120.24114-100000@www.coazter.com>
Source record: 25476

On Sat, 12 Jul 2003, Steve Sweet wrote:

See exactly my point. Thanks Steve you once again prove your
pre-disposition for hatred towards those that saved for ages
to buy something that means a great deal to them.

> Hi "Dennis Vermeire"
>
> > BTW Lonny: I have a clone gathering dust here, before you know it, I might
> > bring it back to live and join that famous list. Kicking some life into it
> > and having long, sensible and heated discussions with you.
> > Now, if that isn't something to look foreward to.... ;-)
>
> If you had a clone you'd have to turn into an arrogant self-righteous
> asshole, and then you wouldn't talk to any of us humans anymore.
>
> Repeat after me 'Killfile', you'll need this phrase if your a clone-owner.
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>
>
>
>

4691. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 23:11:29 UTC
From: Lonny <lp060@coazter.com>
Message-ID: <Pine.SGI.4.10.10307151808360.24114-100000@www.coazter.com>
Source record: 25477

On 13 Jul 2003, [ISO-8859-1] Joakim H&#65533;gberg wrote:

```
If a list was taken as to who actually disrupts this group, quite alot
of people would have identical lists. Everyone at the top of this list
is also people who contribute zero back to the community. Sad really.

> Martin Byttebier <donotusethisaddress@pandora.be> wrote in message
news:<pan.2003.07.12.23.01.41.196855@pandora.be>...
> > Op Sat, 12 Jul 2003 21:41:03 +0000, schreef Steve Sweet:
>
> > > Valued member 'and' Lonny?.
> >
> > LP is indeed a valued member of this group. Lonny do some useful things
> > for the Atari
>
> I can think of very few people that would not second that.
>
>
> /Joakim
>
>
```

4692. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 23:22:01 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bf22al$9at$1@hercules.btinternet.com>
Source record: 25468

Yo!, Delboy

> >> Where did Derryck's post (above) come from? Don't see the original!
> >
> > It was right in front of this one, its strange you mention that becasue
a
> > short while ago i mentioned to someone the possibility of his server
loosing
> > mail, he's adamant its ok though!>
>
> I'm still Adam Ant, both postings I'd made in this thread are present and
> correct in Google Groups.

Obviously i saw them, i sent you to your room as a result of one you posted,
which brings me to why your here!!. 8~\

> John emailed me over the weekend to ask for the URL for EED, so it's
likely
> that he's not getting some usenet postings?

As long as he's found his way now.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4693. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 23:29:15 UTC
From: Lonny <lp060@coazter.com>
Message-ID: <Pine.SGI.4.10.10307151813330.24114-100000@www.coazter.com>
Source record: 25478

Part of the problem is interpretation I think. No one is trying to tell
anyone to switch to mint, if magic works for someone, cool. In that
situation magic is superior. Especially if you are happy.

However on a pure feature by feature comparison mint comes out on top,
hands down. For the power use that has a requirement for memory
protection or file locking, there is an option. Just cause magic falls
short in some areas doesn't mean it's not useful to someone else.
Neither is perfect.

No big deal, use what you need. For some reason people can't disassociate
the 2 points, and it's taken as a slam. Since the magic user went off
half cocked it all out of wack, and I don't see dennis spitting out
a "sorry i was wrong". He's rather argue all which way, jump around
all over the place, before ever uttering that. For a moment I thought
it could be worked out, but after seeing the post in here unfiltered
I can see it's hopeless.

Whatever the problem is, dennis won't admit to being wrong or confused.
Plenty of gem apps are based on unix open source, even AtarIRC although
I had to port "C" to GFA. ;-)

I also think the thread has simply grown to the point where dennis
is just arguing for the pure sport of arguing, otherwise I never
seen someone that out of touch.

On Mon, 14 Jul 2003, Maurits van de Kamp wrote:

> Hi Dennis,
>
> Sorry your enourmously long rant was so full of stuff that didn't even
> remotely have anything to do with what I said that I can't be bothered
> to quote it all and reply to every detail that sparks a reaction in me,
> because I'd end up with a posting twice as long and I doubt anyone would
> read it. :)
>
> Just a few points to clear out the biggest misunderstandings.
>
> 1. I am not denouncing Andreas Kromke for his great work on Magic and
> the fact that he wants money for it. I'm just saying that in a community
> as small as it is (as you rightfully point out), an os that is developed
> by volunteers has more of a chance than an os that needs commercial backing.
>
> 2. I'm not flaming you for using Magic. I'm getting tired myself of MiNT
> being portraied as a difficult-to-use silly knot of obscure software
> only used by freaks. It's clear that you haven't been watching for a

> while, which also answers your other question "what has been developped
> lately"? Well, the thing that mostly needed development in MiNT: Easy
> installment. RPM handling was a great step, and now with several easy
> bootstrappers around, installing and configuring MiNTos to a fullblown
> Unix setup is a breeze even for newbies. Sure development of MiNT itself
> is slow but we did move on a few versions. Has Magic been so busy
> developping? What new functionality has been added in recent years? As
> far as I can see, only stability improvements, something that MiNT+N.AES
> hardly needed in the first place.
>
> Still, loads of smaller updates have taken place in the MiNT kernel, if
> you want to know what read the changelog, and if you want to keep up to
> date join the MiNT list.
>
> 3. Remember I left the Atari-NL mailinglist after a discussion like this
> with you? :) As you (and apparantly only you) know, I didn't leave
> because of the discussion itself (which I enjoyed because most of it was
> quite in-depth) but because other people of the list who were telling
> both of us that an Atari list shouldn't be about modern stuff, only
> about tos 1.00 issues and how to copy st games. So, I just wanted to add
> I'm glad we can talk about modern-day st use, and I still consider you a
> friend :)
>
> Maurits.
>
>
>

4694. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 23:36:15 UTC
From: Lonny <lp060@coazter.com>
Message-ID: <Pine.SGI.4.10.10307151830270.24114-100000@www.coazter.com>
Source record: 25479

On Tue, 15 Jul 2003, Dennis Vermeire wrote:

> From: "Steve Sweet" <steve.sweet@btopenworld.com>
> Date: Sat, 12 Jul 2003 17:31:59 +0000 (UTC)
>
> Hi Steve,
>
> >>BTW Lonny: I have a clone gathering dust here, before you know it, I might
> >>bring it back to live and join that famous list. Kicking some life into it
> >>and having long, sensible and heated discussions with you.
> >>Now, if that isn't something to look foreward to.... ;-)
> >
> >If you had a clone you'd have to turn into an arrogant self-righteous
> >asshole, and then you wouldn't talk to any of us humans anymore.
>
> Well Steve, the problem is that I actually do have a clone... so it's a bit
> of a dillemma. I can either bring it back to life and risk being turned into
> something that resembles Lonny or just leave it like it is.
> No... on second thoughts I rather stay human :-)

Trust me you won't ressemble me at all, unless you pick up some coding
tools and start actually giving back to the community as I have.
If you feel magic is good, fine. Code some apps for it and stop with
the BS. That might require actually looking at open source GPL code
or heavy duty reverse engineering. Etheir way, I'd prefer to see some
new apps from you than a bunch of worthless posts. If you need some
coding tips, docs, see my website.

Just go to google type my name, you know it well... ;-)

> >Repeat after me 'Killfile', you'll need this phrase if your a clone-owner.
>
> No way, I believe in free speech even tough I'm not an American.

Free speech implies free hearing, you can't make someone listen or read.
That part is voluntary, lol

> Cheers from Belgium
> Dennis
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> /_____/ /_____/ /_/ Translations

> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>
>
>

4695. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 23:41:11 UTC
From: Lonny <lp060@coazter.com>
Message-ID: <Pine.SGI.4.10.10307151838010.24114-100000@www.coazter.com>
Source record: 25480

On Tue, 15 Jul 2003, Dennis Vermeire wrote:

> From: lp <gfa@basic.net>
> Date: Sat, 12 Jul 2003 23:23:21 -0400
>
> >I had some usenet problems
>
> Again????
> You really should consider using a different stack and newsreader. Well,
> not really, there are other people here using the same combination and
> they seem to manage just fine....
> If you don't understand something, just ask.
>
> >I must say the number of foul mouth posts from certain people was
> >staggering.
>
> Do you mean that you've been reading your own posts? Gee... what for? Is
> your short term memory on the blink ?
>
> >Needless to say I'm back to my usually reader.
>
> The one with the crappy killfilter?
>
> >They think it is funny or such but in reality everyone I've ever
> >discussed this with on IRC or ICQ thinks these people are complete
> >losers.
>
> That's what happens when one always talks to the same people, one risks
> to loose his sense of reality and think his views are the only ones worth
> persuing. If I would talk to a bunch of clones, well, I wouldn't expect
> anything differently.
>
>
> >They wouldn't last 5 minutes on an IRC channel or in a mailing-list.
>
> Wanna bet?

No, I don't take money from children.
See how easily you transformed into Steve, you got his rude,
pushy, BS format down real good now.
Excellant work.

>
> Cheers from Belgium
> Dennis

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> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>
>
>

4696. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-15 23:47:35 UTC
From: Lonny <lp060@coazter.com>
Message-ID: <Pine.SGI.4.10.10307151842000.24114-100000@www.coazter.com>
Source record: 25481

I don't have it in for anyone. I tried like hell to explain the
subtle difference between PINE and a CLI. Sorry but you didn't grasp
it or didn't want to grasp it. I don't even care anymore.
A killfile in not automated hatred, it's simply a choice to read
or not read posts from specific individuals or remove ads.
All I can say is the thread went wrong somewhere, I don't
care at which end it went wrong at either. It's long past.

On Tue, 15 Jul 2003, Dennis Vermeire wrote:

> From: Martin Byttebier <donotusethisaddress@pandora.be>
> Date: Sat, 12 Jul 2003 23:01:40 GMT
>
> Hi Martin,
>
> >LP is indeed a valued member of this group. Lonny do some useful things
> >for the Atari community which you and thelikes can't say at all. Lots of
> >blabla but that's all you (and soul mates) have to offer to this group.
> >For heaven sakes, try at least to say something useful instead of the
> >mindless words you usualy spit out.
>
> One usally gets back from me what they've put in. In Lonny's case I think
> that I've been very considerate, read the posts again. I know what he
> does and although I don't use his programs don't mean that I don't
> appreciate it.
> BUT.... (there's always a but), for almost a year now he's had it in for
> me, it started when he announced that I was in his killfile. That doesn't
> bother me one little bit, I presume I'm in one then more filter. However
> you either decide you don't want to read ones postings and logically
> don't reply to these either... the manner he replies in is personal, for
> some reason that guy really hates my guts.
>
> How many people do you HATE because they express their honest opinion? I
> don't hate anyone, I disagree yes, and don't always like what I read in
> here, but to actually hate a person, who I've never seen in real life and
> don't really know at all? Sorry.... but there's simply no one on my hate
> list.
> Last tuesday was the final straw, he obviously wants a confrontation,
> well he got one now. And I urge him to stop it, whatever happens I'm not
> going to give in.... this whole stupid thing will hurt his reputation
> more then mine.
>
> Let's be honest about this Martin. We've had lots of serious discussions
> and confrontations with each other in different groups, I think I know
> you a little.... if someone would write:

>
> "Due to poor quoting I am not sure who made this comment.
> I suspect martin. rotfl!!!!"
>
> How would you react? I'm convinced there wouldn't be much difference with
> how reacted. I have no idea how Lonny thinks, maybe he thought that just
> because I'm in his killfile, he's in mine as well and I wouldn't read all
> the crap in which he mentions, targets or provokes me.
> Anyway, it's very simple: he gets of my back and I'll return to be my
> usual self, if he persist in it however....
> I've been the sensible one long enough, not anymore.
>
> Cheers from Belgium
> Dennis
> --
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> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>
>
>

4697. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 00:17:00 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bf25hr$nv1$1@sparta.btinternet.com>
Source record: 25470

Hi Dennis

> >Dennis, u are idiot.. Now, u are certified idiot....
>
> Hallelujah :-)

You Muppet, now you can claim state benefits.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4698. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 00:21:02 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f14abf8f30c3@europe-shareware.org>
Source record: 25471

Hello,

in article <1058298062-79339AEicMi@gmx.net> (comp.sys.atari.st),
Dennis Vermeire wrote on Tue 15-07-2003 15:25 (+0200):

> Since Highwire still carries the beta tag, it's not really fair to comment
> on it. Not that there's a lot to comment on, I can only use it as a very
> primitive offline browser since it's not an Iconnect client.

Did you try it with iFusion?
(I didn't yet)

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

4699. Re: Rebuilding junker TT030

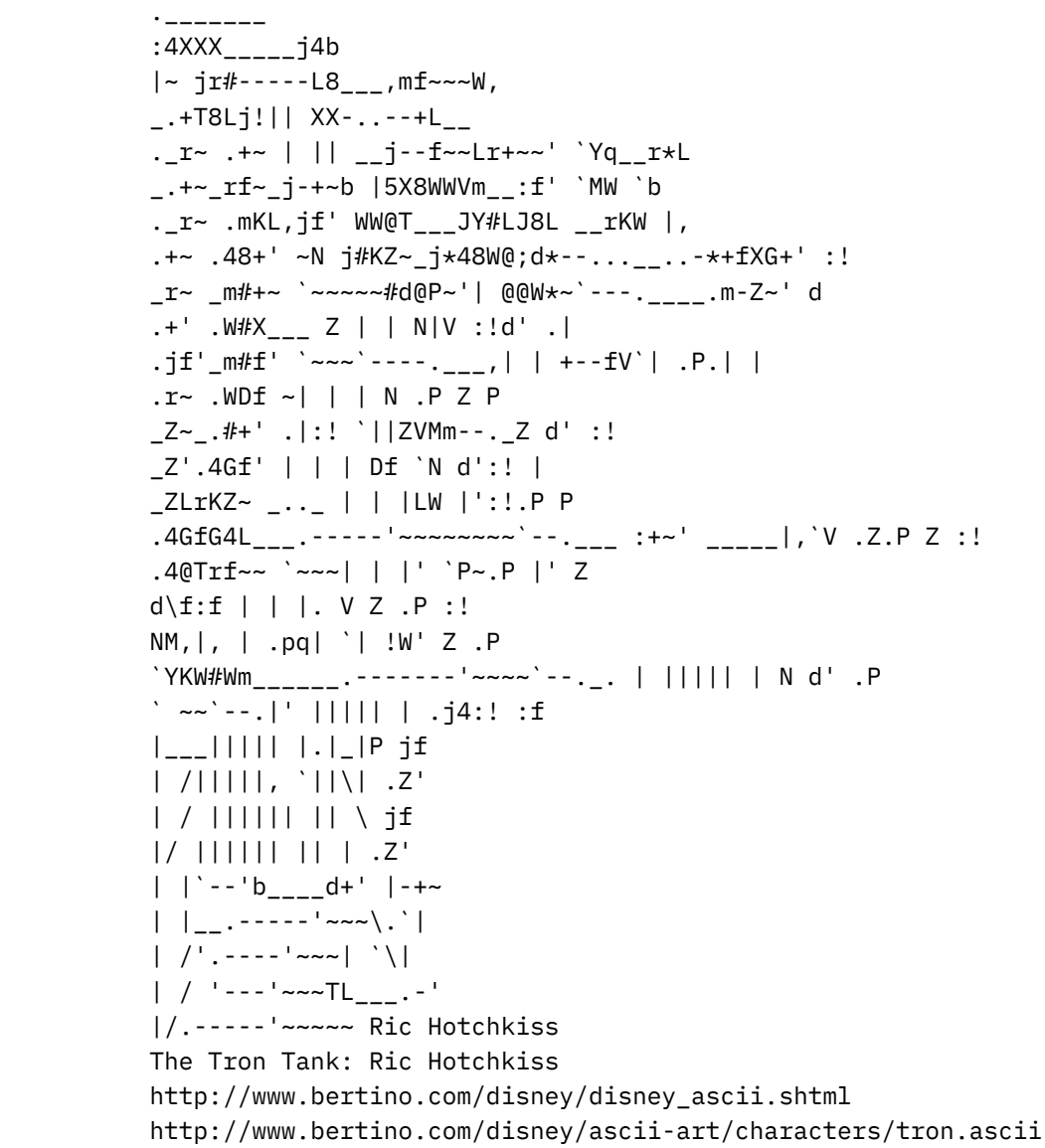
Newsgroup: comp.sys.atari.st
Date: 2003-07-16 02:48:30 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB3A280B.6B6F%drclu@swbell.net>
Source record: 25475

It's nice to know I have room to grow. I wanted to let you know that I really enjoyed all the suggestions! Part of me says I will never be bored with the TT 030, and the other part feels frustration because some options are drying up, or gone.

Oh well, and then some things are bought and then just reappear on the market again. Or new solutions come up.

Just awesome!

>octor <lu



in article 1058298024-71623AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 7/15/03 8:27 AM:

> From: Doctor Clu <drclu@swbell.net>
> Date: Sat, 12 Jul 2003 06:59:25 GMT
>
> Hi,
>
>> First off, TT-ram is awesome! I think it is funny how I "doubled my
>> ram!!" and only added... er.. 4 meg. :) But wow! So I wonder when the
>> TT-ram is actually used?
>
> Whenever it's present and the applications are told to use it. You can do
> this by changing the file it's flag to run in TT-RAM and /or use the TT-
> Malloc (memory allocation). With desktop programs like Jinnee or Thing you
> can change the flags on the fly. But when using the standard desktop however
> you need to use a configuration program to set the flags (take a peep in
> your mailbox...)
> Almost all applications programmed after 1992 can run in TT-RAM, but be
> carefull with auto program files. The HS Modem drivers for example *must*
> run in ST-RAM.
>
>> The 4-meg TT ram card is a fit of engineering that I will never
>> understand. Rather than simply making a daughterboard with simm slots,
>> they actually soddered FOUR - ONE MEG SIMS standing up. Strikes me as a
>> dumb and more difficult manuver personally. But I can see where sim slots
>> could be added later when I get really bored one day. Expand that puppy to
>> 16 meg.
>
> This may sound a bit harch, but don't waste time and money upgrading that
> card. Instead go hunting on the German eBay site. Look for a AiXit TT or
> even better a Magnum TT expansion card. These cards can take two 72pin
> SIMM's and are expandable to either 64Mb (AiXit card) or a whopping 256Mb
> (Magnum card). The typical bidding price for these cards is 40-60 dollars on
> the German ebay site, don't go hunting for them on the international eBay,
> because you'll never obtain one without paying minimum $250 !! The price of
> 72pin SIMMs these days isn't worth discussing... just visit a Mac newsgroup,
> they are offered for free in there ;-)
> And please don't say that you'll never need more then 20Mb of memory... if
> you take Atari computing a little serious then before you know it, you'll
> want to run a full blown MagiC or MiNT setup. Regardless of which OS you opt
> to use, they both need *LOTS* of memory. My TT for example garbles up nearly
> 16Mb when it boots....
>
>> Once I find some nine pin to fifteen pin solution,
>
> Radio Shack or a similar store should be able to sell you a 9 to 15 pins
> adaptor for a couple of dollars. I wouldn't be surprised if someone here
> offers you a suitable cable... these cables were quite common in the early
> 90's and came bundled with the monitor. I could send you one over, but
> sending a common stupid monitor cable to the other side of the world seems a

> bit pointless from where I'm sitting. If you can't get hold of it, then get
> in touch...
>
>> And then this AlberTT card...
>
> I've heard of it, but never seen one in action. IIRC technically speaking
> it's not really a graphic card, but don't let that bother you. Getting rid
> of that annoying black border justifies using one... when the day comes that
> you want more (and it will come), go hunting on the German eBay site for a
> Nova graphic card with Mach 32 or Mach 64 engine. Do not believe any tales
> from people telling you that a Crazy Dots card or ET-4000 card is just as
> good, they're not. Furthermore Nova cards have a VDI that is optimized to
> run with NVDI, and they perform equally well under MagiC, MiNT and singleTOS
>
>> That is one thing I am enjoying about the TT 030... you can keep adding
>> upgrades to it. Amazes me.
>
> YES!!
> It's the most expandable computer Atari ever made. If you are really lucky
> then perhaps you might even get hold of a CaTTamaran processor upgrade. If
> you can locate one do the following: get a 68030/50Mhz processor, fit the
> CaTTamaran, hack it and let the whole sh-bang run at 66Mhz. The regular
> processor isn't stable at that speed and overheats, but the 50Mhz version
> runs flawless... anyway, you'll have a TT which runs twice as fast and when
> a Nova card is fitted will even outrun a standard Milan 040 (I speak from
> experience).
>
> But before I drive you completely crazy, let us focus at what you can do
> with it right now: I used to have three printers connected to the TT, a dot
> matrix printer on a serial port, an inktjet on the centronics port and the
> SLM 804 on the DMA port. I know it's overkill, but when you got the options
> why not use them? The word processor Tempus Word Pro can control the three
> ports at once, meaning that you can print three documents at the same time
> on the three different printers, but that's a feature one usally only uses
> when a friend or relative drops by who happens to use a Mac or PC, success
> is *allways* guaranteed :-)
> So that leaves us with three more serial ports, hook a modem to the Serial
> port 2, in my experience that's the most reliable for internet, next hook a
> graphic tablet and a good mouse in the two reamining free ports.
>
> In the Romport you can shove a Spectre GCR cartridge and turn your TT into a
> very fast Macintosh classic, there are heaps of software for it on abandon-
> ware websites, OS 6.xx is freeware now and can be downloaded from the Apple
> website.
>
> In the SCSI port you probably want to connect a CD-R and CD-RW, don't pay
> good money for these, just like the SIMMs, they are offered for free also in
> the Mac newsgroups :-)
> No computer setup is complete without a scanner, the choices here are rather
> limited because of the lack of suitable drivers. The GDPS protocol turns the

> tedious job which scanning is into fun... the best driver I've come across
> is the Epson GDPS_SC driver, it's shareware and beats the commercial drivers
> for the Mustek and HP printers handsdown. If you happen to have an Epson
> colour inkjet then you can turn the TT into a relatively fast colour copier
> with a little help from PhotoTip. All Epson scanners up until the model 1200
> are suitable. You should be able to find a GTxxxx model for $25 or less....
>
> If you have a digital camera then a smartcard SCSI reader is a must, they're
> quite affordable and transferring pics to and from the TT is much faster
> then with the slow serial ports.
> According to Murphy's law disaster happens when you least expect it, so be
> prepared and have a Zip or SyQuest connected to the TT, a backup is never
> far away....
> If I counted correctly there's only one SCSI ID left now, I like to have a
> spare one.... if someone pops in with a piece of hardware to test or play
> with, you I have to reconfigure the whole lot....
>
> And last but not least we also have the DMA port to take care of: it's
> obvious that one should hang a SLM 605 on that port, if you're into boxes
> which can house a large dog then opt for the SLM 804. If you've got some
> spare hard disks left you can attach these also to the DMA port, or when
> using the Link2 interface you can attach some more SCSI based stuff. This
> machine is expandable beyond anyone's dreams... do you know a computer where
> up to 14 SCSI based devices can be connected without even opening up its
> case?
>
> You can also attach a monochrome 19" Atari monitor to the TT, but these are
> getting old and worn out, repairing them is getting more difficult all the
> time not to mention the price... if you opt to use a Nova card then there's
> no need for that seperate 19" monitor. The Nova card can easily handle
> resolutions up to 1600*1200 in monochrome *AND* colour. Pay a little extra
> for a really good monitor, a Sony 19" for example will never let you down
> and the Trinitron tube guarantees a rock stable and very crisp display.
>
> Oh and talking about never letting one down.... I have my TT 12 years now,
> because of a sticky hard disk I don't turn it off anymore, it's running
> approximately three years on end now. In those 12 years I've worn out two
> mices and a keyboard, but that's about it. The TT is build to withstand
> worldwar III :-)
>
> I hope you have as much fun with your TT as I have had all these years,
> Falcon users will disagree, but IMO the TT was Atari's masterpiece.
>
> Cheers from Belgium
> Dennis

4700. eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 04:24:58 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vh9kst9p0h5g02@corp.supernews.com>
Source record: 25482
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I am sick of ID10Ts on eBay. People trying to scam every cent off their vintage gear. I am glad there are still Atari dealers where I can spend decent money on quality gear at a fair price. One thing I hate is when people sell their crap for more than you can get it at the dealers! Especially with an opening bid! It's one thing to start the bid low and see where it ends...

Unbelievable!!!

Tim

4701. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 06:07:37 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <JY5Ra.18$Nr5.7@read3.inet.fi>
Source record: 25483
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

That's why I call it evilBay.

Joshua.

"Tim" <tjlazer@nospammail.com> wrote in message
news:vh9kst9p0h5g02@corp.supernews.com...
> I am sick of ID10Ts on eBay. People trying to scam every cent off their
> vintage gear. I am glad there are still Atari dealers where I can spend
> decent money on quality gear at a fair price. One thing I hate is when
> people sell their crap for more than you can get it at the dealers!
> Especially with an opening bid! It's one thing to start the bid low and
see
> where it ends...
>
> Unbelievable!!!
>
> Tim
>
>

4702. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 08:47:31 UTC
From: Buckiboy <jens-lippmann@t-online.de>
Message-ID: <bf33e3$ae4c9$1@ID-166930.news.uni-berlin.de>
Source record: 25484

Hi

John:
> Since others have contacted me and volunteered it would be the way to
> go. Ballerburg2 has changes in appearance and function. Thanks for the
> offer though. Note that both work on my Falcon. What system are you using?

winston and tos 1.04.
If you finished baller2 we could bundle both versions and put them on
one of the PD servers.

regards
Jens

4703. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 08:48:27 UTC
From: Jon-Paul <pockets@NO.SPAM.cix.co.uk>
Message-ID: <bf33graai1@thorium.cix.co.uk>
Source record: 25485
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
news:JY5Ra.18$Nr5.7@read3.inet.fi...
> That's why I call it evilBay.
>
> Joshua.
>

Hey, I'm old enough for 'E-Comerce' to still mean to me a dodgy bloke in a night club pushing pills

Yep, its an age thing, but still i have rarely dabled in e-bay, and then only auctions run by people i have heard a good rep from.

> "Tim" <tjlazer@nospammail.com> wrote in message
> news:vh9kst9p0h5g02@corp.supernews.com...
> > I am sick of ID10Ts on eBay. People trying to scam every cent off their
> > vintage gear. I am glad there are still Atari dealers where I can spend
> > decent money on quality gear at a fair price. One thing I hate is when
> > people sell their crap for more than you can get it at the dealers!
> > Especially with an opening bid! It's one thing to start the bid low and
> see
> > where it ends...
> >
> > Unbelievable!!!
> >
> > Tim
> >
> >
>
>

4704. FS ADVERT(UK) SCSI Flatbed Scanner hardware/software

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 12:01:36 UTC
From: Mike Kerslake <usenet@kerslake.plus.com>
Message-ID: <3o0htk8wa2nl.1lmo4o963k3tb.dlg@40tude.net>
Source record: 25486

For Sale
Microtek SCSI Scanmaker E3 flatbed scanner and Scan X software. Used successfully with my Falcon and ST. Bought new from Titan Designs some years ago. It's had approximately 100 hours use. Very Good Condition. Complete with Atari Scan X software and also a PC ISA card and software so you could use it with an older PC as I have done, or with a newer PC if you have a SCSI interface or a USB to SCSI connector. Complete with box and manuals etc.

Feel free to make a reasonable offer. I'm located in South West Wales if you want to see/collect.

If you're interested email me at:

mike@kerslake.plus.com

Best wishes
Mike Kerslake

4705. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 12:22:50 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bf3g63$f22$1@reader10.wxs.nl>
Source record: 25487

Hi Dennis,

> True, I should have put a winking smile behind that statement. There are
> people here who's stomach gets upset when the words ASH or Iconnect are
> mentioned.

Or "CAB" in my case. ;) Nah but considering the fact that STiK was actually written for CAB in the first place and that CAB had a MiNTnet overlay before Iconnect even existed, you're bound to upset some stomachs here. :)

> I agree, but CAB is the best from the rest of other awfull apps pretending
> to be browsers. People who don't have anything else then a real Atari at
> home have little choice.

True, because it's the most finished one. But that's really the best comment I can give it. :)

> BTW: you should try out Safari... rumours have it that its a cute little
> browser ;-),

Already using it, since os-x's auto-update stuffed it down my throat. :) (Well I could have deselected it, but I was curious). :) Haven't used it very much yet but it looks promising. At least it hasn't crashed on me yet. :)

It would be nice if Safari can cut down the number of browsers I have to use on my Mac.. so far I was using Chimera whenever possible (after getting annoyed with all the bugs and random crashes in msie and netscape), but needed msie for any site with bad javascript (since msie is the most "stupid html designer errors-compliant"), and needed netscape 6 because it's the only Mac browser in the world that will work with Girotel (internet banking).

Haven't tried Safari with Girotel yet. ;)

> under OS 9.2.2 I think Opera is the best of the bunch, iCAB
> just like on Atari doesn't quite cut it...

Heheh no I don't see Cab surviving the competition on the Mac platform. :)

> I have to be very carefull and walk on eggshells now:
> Since Highwire still carries the beta tag, it's not really fair to comment
> on it. Not that there's a lot to comment on, I can only use it as a very
> primitive offline browser since it's not an Iconnect client.

Well it's very unfinished but all the functionality that it *does* have, looks a lot better (especially faster) than Cab already. And since it's

still being developed, I'm keeping my hopes up. :)

Maurits.

4706. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 12:32:43 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bf3gok$f8g$1@reader10.wxs.nl>
Source record: 25488

Dennis Vermeire wrote:

>>ouch, please check your numbers before talking about linux market share.
>
> An estimated 7%.
> And yes I realise that those 7% represent millions of users. I would not
> want to feed them... but I certainly wouldn't want to feed those other 93%
> ignorant people either.

It's not just the number, it's the rise. Look at Microsoft's fears of
Linux. Look at major companies like Compaq/HP, IBM etc all starting up
serious Linux support. Philips has joined with several companies to
start up an Embedded Linux platform. Look at the city of Munich, who is
replacing Windows and m$-office with Linux and OpenOffice on the 14,000
PCs of their civil servants (when this was announced, Microsoft's stock
value decreased 1.5%).

This is all just the beginning. Unices and open source are the way to go. :)

Ok this kinda deviates from the topic, but the thought that linux is
just a toy and not a serious competitor is really a naivity of the past. :)

Maurits.

4707. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 12:49:10 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bf3hng$fi2$1@reader10.wxs.nl>
Source record: 25489

Hi Dennis,

> I hope that at least you understand that it wasn't personal, your post got
> me going, but I could just as well replied to one of the seven others that
> day.

Ok that explains something. :) Actually I just rejoined csas a few weeks
ago (looking for a solution of my Nova/VME probs). So I missed most of this.

> Sorry but I disagree :-)
> MINT itself is stable enough but are you serious about N.AES? If there's one
> piece of code that needs a large stability inprovement then IMO it's that
> one.

Hmm, I guess I'm lucky then. :) Even 1.0.0 was rock solid for me.

> Apps which behaved very irratic run like they should with Xaess.

You mean XaAES is more stable than n.aes? I doubt it, although I must
add that XaAES'es "instability" is mostly because of missing features
since it's not yet finished. I must also add that I haven't tried it for
a long time and a LOT of updates have been released since the last time.
(By volunteers..) ;)

> We have conflicting views again...
> It's difficult enough for newbies to set up even an elementary MiNt setup
> and configure it correctly. I agree that the installation has improved
> compared to the mess from a couple of years ago, but to say that the full
> blown installation is a breeze even for newbies is putting it very mildly.

Which is the last installer you've seen?

> Yes, I remember. And I still get a dirty taste in my mouth when I think why
> and how you left the mailinglist. But I persevered and stayed on. The big
> issue in there is spam now... it seems that even a ST with TOS 1.00 isn't
> immune to it,

Oh dear look what the world is coming to. :)

> if it's any consolation: the people who opposed you most, are
> long gone by now, enjoying their brandnew PC's ;-)

Hmm that was to be expected. :) I still see similar stuff happening in
atari-midi though, although slightly different.. when you speak there
about using an Atari for audio recording (not even promoting it, but for
example just asking a question about it) you'll get about 5 replies from
people who will tell you that you should (must) use a pc or mac for
audio because an Atari is completely unsuitable. When you disagree with

them and offer some defence for the Ataris (stability, no spyware, perfect timing..) you'll get mails varying from friendly remarks to downright flames saying you should be "open minded" about talking PC stuff on an atari list. The pot calling the kettle black. :)

In one of these discussions I was even called an "Atari-imaam" who wanted to "brainwash everyone", by someone who I think was also on atari-nl. :)

> Yes, but then we're exceptions on the rule. There was a time that in CSAST
> everyone could speak his peace, but these times are long gone.

Well I've only known csas as a place full of flamefights.. :) But at least Atari stuff is still considered on-topic here. :)

> I didn't expect them to either... But no matter what garbage one sends me,
> remember that I have the guts to post using my real name and address here.
> And rest assured... I'll keep on doing it :-)

Heh good for you :) Well my name is real but I'm using a fake email address only because of the enormous loads of spam I received after posting my email address in a newsgroup posting just once, years ago. So I'm hiding my new email address. :)

Maurits.

4708. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 15:50:24 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f1597645d72f10@europe-shareware.org>
Source record: 25407

Hello,

in article <BB3A280B.6B6F%drclu@swbell.net> (comp.sys.atari.st),
Doctor Clu wrote on Wed 16-07-2003 02:48 (GMT):

[snip the swinish quotage]

You have a cable/aDSL/permanent link, do you?
(this not just for you, some more people seems to suffer of the same
"problem")

Bye,
/Pascal/

4709. Re: Atari TT030 games that rock?

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 16:08:37 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <NTdRa.315$2B6.55104@news.siol.net>
Source record: 25490

Doctor Clu wrote:

>
> For you Atari TT030 owners, I imagine that you mostly use
> applications.
> However, what games do you find work best on the TT030? (or work period.)
> ;)
>
> So far I have seen and had fun with the latest version of Solitare by
> Kent Cordes, Starball, Battle of Britian: their Finest Hour (Lucasfilm),
> Civilization, and a few Asteriods versions. Other suggestions?

Hi,

Well try Capy... We did think on TT when developing it, but noone had TT, so it wasnt tested much. Later i got TT and i just briefly ran it and it was ok, with some minor musix glitches... Its puzzler, some kind of Oxyd/StoneAge/Sokoban mix.. U can get it on http://yescrew.atari.org in YC Product section... Otherwise i didnt play any games on TT, but i hear there is Vroom for it, and Vroom is great game! Maybe even StuntRacer works, as it work ok on Falcon as well...

Janez

P.S.: Capy only run on Shifter video (builtin) and in 640*480*16 mode....

4710. Re: Atari TT030 games that rock?

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 16:17:06 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <6UeRa.197$Nr5.13@read3.inet.fi>
Source record: 25492

Hey swe,

I did play Capy on my TT quite extensively back in the day so I can vouch
that it works.

Joshua.

"Janez Valant" <swe@atari.org> wrote in message
news:NTdRa.315$2B6.55104@news.siol.net...
> Doctor Clu wrote:
>
> >
> > For you Atari TT030 owners, I imagine that you mostly use
> > applications.
> > However, what games do you find work best on the TT030? (or work
period.)
> > ;)
> >
> > So far I have seen and had fun with the latest version of Solitare
by
> > Kent Cordes, Starball, Battle of Britian: their Finest Hour (Lucasfilm),
> > Civilization, and a few Asteriods versions. Other suggestions?
>
> Hi,
>
> Well try Capy... We did think on TT when developing it, but noone had
TT,
> so it wasnt tested much. Later i got TT and i just briefly ran it and it
> was ok, with some minor musix glitches... Its puzzler, some kind of
> Oxyd/StoneAge/Sokoban mix.. U can get it on http://yescrew.atari.org in
> YC Product section... Otherwise i didnt play any games on TT, but i hear
> there is Vroom for it, and Vroom is great game! Maybe even StuntRacer
> works, as it work ok on Falcon as well...
>
>
> Janez
>
> P.S.: Capy only run on Shifter video (builtin) and in 640*480*16 mode....

4711. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 16:19:20 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.07.16.16.19.19.489906@nossspamXXatari-source.com>
Source record: 25491

On Tue, 15 Jul 2003 21:24:58 -0700, Tim wrote:

> I am sick of ID10Ts on eBay. People trying to scam every cent off their
> vintage gear. I am glad there are still Atari dealers where I can spend
> decent money on quality gear at a fair price. One thing I hate is when
> people sell their crap for more than you can get it at the dealers!
> Especially with an opening bid! It's one thing to start the bid low and see
> where it ends...
>
> Unbelievable!!!
>
> Tim

Can't speak for the 8 bit crowd, but I've never ever paid too much or gotten a bad sale at all. In fact the guy who sold me my Falcon threw in so many extras it was absurd. Nothing but love for eBay atari sales. Don't be upset because YOU think they set their prices too high. If someone's bidding on it, then guess what, someone thinks it's worth more than you can/will pay. If nobody is, the item doesn't sell and the lister wasted their money? Who loses? Not you unless you buy it. I love it when people project buyer remorse and general consumer idiocy onto others as if it's not actually THEIR fault when they didn't read a scam artist's feedback properly, or when they received a dirty run down product (as listed). Don't push your dealer crap, because there's simply NO better source of good Atari deals on a national/international level then ebay. Of course stumbling upon a collection with 2 Falcons going for $5 at a garage sale is another matter entirely ;-) I consider most Atari dealers for the source of "I really want x part, I know the Atari dealers will have it. I know I will get good service, do I really want to pay x times more than this item is worth to get it?" 9 out of 10 times I choose no and patronize ebay. The whole problem with people that act like you is that they are mindless and don't understand the concept. It's about competition. The people that hate competition are usually lazy and get beaten. Hence, if someone likes the product more than you and bids more, it benefits BOTH the person that wanted it more, AND the seller. If it's overpriced, buy from the dealer? Nobody held a gun to your head and made you click "bid now".

WTF?!

I'm actually considering selling some of my Atari gear on eBay, but now I have to worry about people like you scaring away fence sitters from quality products.. *sigh*

The other week some guy gave me crap about selling a laptop with a buy it now price of $1350 and a reserve price of $1250. What's so hard to

understand about "I paid a lot for this laptop so I refuse to let it go for under $1250, but at the same time I'm not going to try to extort money out of my customer by posting a massively inflated by it now price". Some things will never cease to amaze me. The point of an auction listing is not always to start at $1. Sometimes it's just to get international viewing for your sale.

Mark
http://atari-source.com

4712. Re: How to convert ST "game images" back into useable ST files?

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 16:19:25 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <9huahv88vd64lj3knrms7i0apca20eb2tm@4ax.com>
Source record: 25493

On Sun, 13 Jul 2003 22:27:52 +0000 (UTC), "Smeg"
<smeg_007@NOSPAM.hotmail.com> wrote:

>This is probably because PC's dont like anything other than 9 sectors, 80
>tracks. Its touch and go whether you can format a disk larger than this on a
>PC. I use vgacopy 6.25 to do all my wierd formatting. Try it, it works like
>fastcopy pro, even looks similar and accesses the Floppy Drive controller
>directly.

Well, a couple of the .ST image files required 82 tracks / 10 sectors,
and my PC's floppy drive was able to correctly format and write to the
disks. And two of the image files that MAKEDISK claimed were
"corrupted" were the same size as the ones that worked. So who knows?
But thanks for the tip, I just downloaded a copy of vga copy 6.25, and
will give it a try.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

4713. Re: How to convert ST "game images" back into useable ST files?

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 17:08:33 UTC
From: Sinclair QL <ql@dokos-gr.net>
Message-ID: <oprsexwu1n6zy5e1@nntp>
Source record: 25495

oΩ½oΩ½oΩ½/On Wed, 16 Jul 2003 16:19:25 GMT,oΩ½(oΩ½) Paul Nurminen <visit_my_site@nurmix.com> oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½/wrote:

> On Sun, 13 Jul 2003 22:27:52 +0000 (UTC), "Smeg"
> <smeg_007@NOSPAM.hotmail.com> wrote:
>
>> This is probably because PC's dont like anything other than 9 sectors,
>> 80
>> tracks. Its touch and go whether you can format a disk larger than this
>> on a
>> PC. I use vgacopy 6.25 to do all my wierd formatting. Try it, it works
>> like
>> fastcopy pro, even looks similar and accesses the Floppy Drive
>> controller
>> directly.
>
> Well, a couple of the .ST image files required 82 tracks / 10 sectors,
> and my PC's floppy drive was able to correctly format and write to the
> disks. And two of the image files that MAKEDISK claimed were
> "corrupted" were the same size as the ones that worked. So who knows?
> But thanks for the tip, I just downloaded a copy of vga copy 6.25, and
> will give it a try.
>
>
>
> --
>
> Paul Nurminen - California (USA)
>
> http://www.nurmix.com
> ^Atari computing, electronic music, '80s Club Music
>
> http://www.mp3.com/nurvis
> http://www.mp3.com/varactor
> ^My original electronic music MP3s
>
> E-mail: (visit my site to e-mail me)
>

you could also use HD-copy 2 on the PeeCee :-) lot less fancy than vgacopy
but 10x more powerful. If you cannot find it I could send it over :-)

--
One Motorola a day, makes the doctor go away :-)
For mail remove the obvious crap from the email below:

mailto:ql@dokos-grCHOKEONTHIS=SPAMMER.net

4714. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 17:19:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200307161919.a43089@wun.maus.de>
Source record: 25415

Hallo Dennis!

DV>Not that there's a lot to comment on, I can only use it as a very
DV>primitive offline browser since it's not an Iconnect client.

Well, with MagiCNet, MiNT-Net and STinG it's already working online.
The public beta doesn't support pictures yet, though, and there's no support
for other image formats than GIF anyway, but things are progressing. The latest
non-public alpha is already capable of showing online GIFs, but there's no
cache yet. But things are improving all the time, and both stability and speed
are very good, especially if it comes to rendering large tables.

With best regards
Ekkehard

4715. Re: Ballerburg Partially Translated

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 17:19:32 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB3ADBC9.3818%derryck@nospam.cix.co.uk.invalid>
Source record: 25396

In article SHPQa.20797$Ry3.2449326@monger.newsread.com, John Garone at swampfax1@atlantic.net wrote on 15/7/03 10:20:

> I thought it might be best to extract all the text strings instead of
> using a minimum of 4 or 5 characters to make the resulting file smaller
> but I can copy chunks with a text editor and send to any volunteer to
> translate and then re-incorporate it back into the eed file for processing
> if anyone cares to step up to the plate!
>

In case you didn't realise it, you don't need the whole eed file once you've copied texts to be translated to another file. Just recombine your segments into a file with eed's header and footer, resave and patch with eed. It will take care of the non-contiguous text automatically.

--

Cheers

Derryck

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4716. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 17:19:32 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB3ADC79.3819%derryck@nospam.cix.co.uk.invalid>
Source record: 25397

In article afRQa.20802$Ry3.2451845@monger.newsread.com, John Garone at swampfax1@atlantic.net wrote on 15/7/03 12:06:

> On 15 Jul 2003 07:14:07 , "Buckiboy" wrote:

>> I have translated the original Baller.prg/Baller.rsc into English.
>> I used a hex editor for baller.prg and Interface 233 for baller.rsc.

> Since others have contacted me and volunteered it would be the way to
> go. Ballerburg2 has changes in appearance and function. Thanks for the

Can't you use this version as a basis for yours? I bet that much of the text is similar.

--

Cheers

Derryck


```
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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4717. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 17:19:32 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB3B4578.385F%derryck@nospam.cix.co.uk.invalid>
Source record: 25398

In article pan.2003.07.16.16.19.19.489906@nossspamXXatari-source.com, Mark D
at mducksub@nossspamXXatari-source.com wrote on 16/7/03 17:19:

> On Tue, 15 Jul 2003 21:24:58 -0700, Tim wrote:
>
>> I am sick of ID10Ts on eBay. People trying to scam every cent off their

> patronize ebay. The whole problem with people that act like you is that
> they are mindless and don't understand the concept. It's about
> competition. The people that hate competition are usually lazy and get
> beaten. Hence, if someone likes the product more than you and bids more,
> it benefits BOTH the person that wanted it more, AND the seller. If it's

A very sensible and well-considered response. I couldn't have put it better
myself :-)

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4718. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 17:19:32 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB3B47B0.3861%derryck@nospam.cix.co.uk.invalid>
Source record: 25399

In article Pine.SGI.4.10.10307151734310.24114-100000@www.coazter.com, Lonny at lp060@coazter.com wrote on 15/7/03 23:35:

>> other post). You are a pityfull person Lonny, if you would put the same
>> energy into programming as you do in trying to provoke me, this platform
>> would benefit enormously.
>
> Funny, comming from someone who contributes zero.

Dennis has contributed more than his fair share to the Atari community I think you'll find. Who do you think is a member of our translation group?

--

Cheers

Derryck

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4719. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 17:35:35 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <j9fRa.321$2B6.55264@news.siol.net>
Source record: 25494

Rustynutt wrote:

> On Wed, 16 Jul 2003 14:49:10 +0200, Maurits van de Kamp
> <james.t.kirk@enterprise.nasa.gov> wrote:
>
>>Hi Dennis,
>>
>
>>> Sorry but I disagree :-)
>>> MINT itself is stable enough but are you serious about N.AES? If there's
>>> one piece of code that needs a large stability inprovement then IMO it's
>>> that one.
>>
>>Hmm, I guess I'm lucky then. :) Even 1.0.0 was rock solid for me.
>>
>>> Apps which behaved very irratic run like they should with Xaess.
>>
>>You mean XaAES is more stable than n.aes? I doubt it, although I must
>>add that XaAES'es "instability" is mostly because of missing features
>>since it's not yet finished. I must also add that I haven't tried it for
>>a long time and a LOT of updates have been released since the last time.
>>(By volunteers..) ;)
>>
>
> I'll second that. NAES has been rock solid on both my Afterburner and
> Mighty Sonic machines. Xaess, at least the early versions, didn't
> fair to well in my book, but I could have botched the installations. I
> also have NOVA hardware installed and AIRC, not all of the video modes
> were supported in Xaess. I'm sure that Xaess does work, but just like
> some people can't get MiNT working properly (or to their liking) just
> didn't follow through with the testing as NAES works perfectly. Thanks
> to Doug Little for getting me going with it.
> Navair.Navy.Mil
> Mike

N.AES has been very stable here as well. There is smal catch, for gfx card owners, or guys with ct2/etc and big resolutions. U need to use bigger qsbchars, cqsbchars, mpipesize and sstacksize buffers, usualy doubling them helps... If some use extended res and experience odd freezes, thats the cause... I also use a trick for recovering from some realy bad applications, usualy games or demos.. I did install NCHRES to f9 key.. so when such app return with messed screen, i press f9, ret, ret and that is.

Janez

4720. Re: Atari TT030 games that rock?

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 20:46:49 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <BYhRa.330$2B6.55437@news.siol.net>
Source record: 25400

Joshua Kaijankoski wrote:

> Hey swe,
>
> I did play Capy on my TT quite extensively back in the day so I can vouch
> that it works.

Hi Joshua,

Great... I got some reports bout some music problems, and never succed to recreate them. Since i did use TT as server and ethernet machine without monitor, i didnt test it much.. Glad it works..

Thx, Janez

4721. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 21:18:22 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bf4fet$8ri$1@titan.btinternet.com>
Source record: 25401

Why its "Lonny"

> > >If you had a clone you'd have to turn into an arrogant self-righteous
> > >asshole, and then you wouldn't talk to any of us humans anymore.
> >
> > Well Steve, the problem is that I actually do have a clone... so it's a
bit
> > of a dillemma. I can either bring it back to life and risk being turned
into
> > something that resembles Lonny or just leave it like it is.
> > No... on second thoughts I rather stay human :-)
>
> Trust me you won't ressemble me at all, unless you pick up some coding
> tools and start actually giving back to the community as I have.
> If you feel magic is good, fine. Code some apps for it and stop with
> the BS. That might require actually looking at open source GPL code
> or heavy duty reverse engineering.

Ah!, this is the first time you have publicly addmitted to theft. Who's code
did you steal?

Lonny you suprise me.
--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4722. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 21:18:24 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bf4fev$8ri$2@titan.btinternet.com>
Source record: 25402

Hi Lonny

I do not hate people who have saved for what they have, i am one of those people myself, I've built my system up in affordable chunks to resemble a totally unwarranted squandering of cash that resembles my MegaSTe.

I don't 'hate' you at all, I've tried to get on with you elsewhere on another of our common grounds (Ford Probe), you chose to ignore that mail as well.

> See exactly my point. Thanks Steve you once again prove your
> pre-disposition for hatred towards those that saved for ages
> to buy something that means a great deal to them.
>
>
> > Hi "Dennis Vermeire"
> >
> > > BTW Lonny: I have a clone gathering dust here, before you know it, I might
> > > bring it back to live and join that famous list. Kicking some life into it
> > > and having long, sensible and heated discussions with you.
> > > Now, if that isn't something to look foreward to.... ;-)
> >
> > If you had a clone you'd have to turn into an arrogant self-righteous
> > asshole, and then you wouldn't talk to any of us humans anymore.
> >
> > Repeat after me 'Killfile', you'll need this phrase if your a clone-owner.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4723. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 22:04:01 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3f15cbd0$0$192$4c56ba96@master.news.zetnet.net>
Source record: 25403

On 12 Jul 2003 00:39:20 , Dennis Vermeire wrote:
>From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
>Date: Thu, 10 Jul 2003 13:41:11 +0200
>

>Hi Maurits,
>
>
>>This is why MiNTnet had NFS and Samba before Sting did. :)

<all snipped>

Hi Dennis,

I'm with you.

Charles.

4724. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 22:11:35 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vhbjcr54qgl7bb@corp.supernews.com>
Source record: 25404

"Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
news:pan.2003.07.16.16.19.19.489906@nossspamXXatari-source.com...
> On Tue, 15 Jul 2003 21:24:58 -0700, Tim wrote:
>
> > I am sick of ID10Ts on eBay. People trying to scam every cent off their
> > vintage gear. I am glad there are still Atari dealers where I can spend
> > decent money on quality gear at a fair price. One thing I hate is when
> > people sell their crap for more than you can get it at the dealers!
> > Especially with an opening bid! It's one thing to start the bid low and
see
> > where it ends...
> >
> > Unbelievable!!!
> >
> > Tim
>
> Can't speak for the 8 bit crowd, but I've never ever paid too much or
> gotten a bad sale at all. In fact the guy who sold me my Falcon threw in
> so many extras it was absurd. Nothing but love for eBay atari sales.
> Don't be upset because YOU think they set their prices too high.

Hi Mark D sure love to chat it up with you again ;) !

I guess I need to go back to school and relearn english. I am not bad
mouthing ebay at all. I love ebay. I buy a lot of stuff on there and most
at really good prices. And I will continue to browse ebay and buy off
there. What I was trying to say in my post was I hate it when an idiot trys
to sell something for the same price as I can get it at a dealer.

Again I quoted: "One thing I hate is when people sell their crap for more
than you can get it at the dealers!"

Was that not spelled out correctly? Maybe I need to retake English 101 I
don't know...

I don't know about you guys, but if someone lists a Atari 130XE NEW in the
box for $149.99 on ebay, I would rather buy it for one cent more at a
reputable Atari dealer!

Am I wrong for thinking that? Is it only ME that thinks these people set
their prices too high when the price is the same as the dealer???

If you disagree then YOU are the idiot!

Tim

4725. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 22:16:49 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vhbjmj5bc7qk7e@corp.supernews.com>
Source record: 25405

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BB3B4578.385F%derryck@nospam.cix.co.uk.invalid...
> In article pan.2003.07.16.16.19.19.489906@nossspamXXatari-source.com, Mark
D
> at mducksub@nossspamXXatari-source.com wrote on 16/7/03 17:19:
>
> > On Tue, 15 Jul 2003 21:24:58 -0700, Tim wrote:
> >
> >> I am sick of ID10Ts on eBay. People trying to scam every cent off
their
>
> > patronize ebay. The whole problem with people that act like you is that
> > they are mindless and don't understand the concept. It's about
> > competition. The people that hate competition are usually lazy and get
> > beaten. Hence, if someone likes the product more than you and bids
more,
> > it benefits BOTH the person that wanted it more, AND the seller. If
it's
>
> A very sensible and well-considered response. I couldn't have put it
better
> myself :-)
>
Actually the response was idiotic as he did not understand what I was trying
to say. I was not talking about the normal scheme of things on ebay, I was
talking about someone listing something at or near the retail cost of
getting it from a dealer.

Actually if people do not do their research and buy something for the same
or higher price than you can get it, they are the ones that are Mindless,
not me...

Tim

4726. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-07-16 22:24:27 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.07.16.22.24.27.383355@nossspamXXatari-source.com>
Source record: 25406

On Wed, 16 Jul 2003 15:11:35 -0700, Tim wrote:

> Hi Mark D sure love to chat it up with you again ;) !
>
> I guess I need to go back to school and relearn english. I am not bad
> mouthing ebay at all. I love ebay. I buy a lot of stuff on there and most
> at really good prices. And I will continue to browse ebay and buy off
> there. What I was trying to say in my post was I hate it when an idiot trys
> to sell something for the same price as I can get it at a dealer.
>
> Again I quoted: "One thing I hate is when people sell their crap for more
> than you can get it at the dealers!"
>
> Was that not spelled out correctly? Maybe I need to retake English 101 I
> don't know...
>
> I don't know about you guys, but if someone lists a Atari 130XE NEW in the
> box for $149.99 on ebay, I would rather buy it for one cent more at a
> reputable Atari dealer!
>
> Am I wrong for thinking that? Is it only ME that thinks these people set
> their prices too high when the price is the same as the dealer???
>
> If you disagree then YOU are the idiot!
>
> Tim

Tim,

You make too many blanket statements. Your comments will scare well intentioned cautious people away from eBay completely, based on a few auctions you have seen and haven't even purchased probably. In some circumstances, if the auction is for new in box item, the exact same price as dealer and the seller has reputable feedback, what makes them better or worse than a dealer working out of his basement? ;-)

You're insinuating that eBay is crap if the auction starts at $149 which is the same as dealer cost. The person simply won't accept less, just like a dealer, however they're opening to a national audience and other people might be willing to pay more simply because they dont' feel like doing research to find a still active dealer or don't LIKE the current selection of dealers ;-)

Mark
http://atari-source.com

4727. Re: English Ballerburg?

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 00:03:09 UTC
From: swampfax1@atlantic.net
Message-ID: <1JlRa.7952$x35.2185445@newshog.newsread.com>
Source record: 25408

On 16 Jul 2003 18:19:32 , Derryck Croker wrote:
>In article afRQa.20802$Ry3.2451845@monger.newsread.com, John Garone at
>swampfax1@atlantic.net wrote on 15/7/03 12:06:
>
>> On 15 Jul 2003 07:14:07 , "Buckiboy" wrote:
>
>>> I have translated the original Baller.prg/Baller.rsc into English.
>>> I used a hex editor for baller.prg and Interface 233 for baller.rsc.
>
>> Since others have contacted me and volunteered it would be the way to
>> go. Ballerburg2 has changes in appearance and function. Thanks for the
>
>Can't you use this version as a basis for yours? I bet that much of the text
>is similar.
>
>--
>
>Cheers
>
>Derryck

sounds like it may get confusing since the layout in Baller 1 is
different than Baller2. I'd be concerned that the lines of text might
not fit properly in both games fields although if the text is the same in
both then it probably will workm out. It seems simpler to stick with the
EED from the same version (cut/paste/done :)

John G.

4728. Re: Ballerburg Partially Translated

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 00:12:10 UTC
From: swampfax1@atlantic.net
Message-ID: <uRlRa.7954$x35.2185614@newshog.newsread.com>
Source record: 25409

On 16 Jul 2003 18:19:32 , Derryck Croker wrote:
>In article SHPQa.20797$Ry3.2449326@monger.newsread.com, John Garone at
>swampfax1@atlantic.net wrote on 15/7/03 10:20:
>
>> I thought it might be best to extract all the text strings instead of
>> using a minimum of 4 or 5 characters to make the resulting file smaller
>> but I can copy chunks with a text editor and send to any volunteer to
>> translate and then re-incorporate it back into the eed file for processing
>> if anyone cares to step up to the plate!
>>
>
>In case you didn't realise it, you don't need the whole eed file once you've
>copied texts to be translated to another file. Just recombine your segments
>into a file with eed's header and footer, resave and patch with eed. It will
>take care of the non-contiguous text automatically.
>
>--
>
>Cheers
>
>Derryck

are you saying that if I copied portions of the total 500k EED
(Ex: 3, 5k files of only what's needed to be translated) that EED.TTP will
re-insert those portions into their correct sections of the main file?

John G.

4729. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 01:11:23 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vhbttsnspra272@corp.supernews.com>
Source record: 25410

"Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
news:pan.2003.07.16.22.24.27.383355@nossspamXXatari-source.com...
> On Wed, 16 Jul 2003 15:11:35 -0700, Tim wrote:
>
> > Hi Mark D sure love to chat it up with you again ;) !

> > If you disagree then YOU are the idiot!
> >
> > Tim
>
> Tim,
>
> You make too many blanket statements. Your comments will scare well
> intentioned cautious people away from eBay completely, based on a few
> auctions you have seen and haven't even purchased probably. In some
> circumstances, if the auction is for new in box item, the exact same price
> as dealer and the seller has reputable feedback, what makes them better or
> worse than a dealer working out of his basement? ;-)
>
> You're insinuating that eBay is crap if the auction starts at $149 which
> is the same as dealer cost. The person simply won't accept less, just
> like a dealer, however they're opening to a national audience and other
> people might be willing to pay more simply because they dont' feel like
> doing research to find a still active dealer or don't LIKE the current
> selection of dealers ;-)
>
> Mark
> http://atari-source.com

Ah well see I see it differently. eBay is a Thrift store!!! Period. Items should be less than a dealer. Period. And that is where it has gotten out of hand. With a store or dealer you get a warantee or refund or other options. With individuals you normally get nothing. AS IS. Now *Some* people are honest and will give you a refund. I have had some excellent dealings with people on ebay. Don't get me wrong the magority of my time on ebay has been great. Only 1 bad experience out if hundreds. I even got a NEW in the box XF551 for like $140 recently! That was a fair price since you can't even get a new one anywhere and a unsed one sells for $175 at B & C. Now if they had a new one for $150 I would never pay more than about 80% of the cost on ebay. Why risk it?

The reason for my rant is that I see shit ending for more that you can get it at a store. (Like NEW stuff, ie DVD movies, TV's PC parts etc) The reason it is so is because of these idiots that have no life and will not tolerate someone out bidding them!!!!!!!!!! Or they are 400lbs and don't

want to get off their fat ass and buy it in the store. LOL

I thought I made it clear anout idiots on ebay and high prices, not the overall ebay experience...

Am I wrong???

Tim

4730. FS: Atari ST Mice

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 04:16:42 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vhc8pbabk776f4@corp.supernews.com>
Source record: 25411
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have several working, clean, not yellowed! Atari ST Original grey Mice for sale. Best offers on these? Not sure what a fair price is.

Tim

4731. Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 08:21:21 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <I7sRa.342$2B6.56658@news.siol.net>
Source record: 25412

To all who feels MiNT vs Megic debate went to far:

> If you feel magic is good, fine. Code some apps for it and stop with
> the BS. That might require actually looking at open source GPL code
> or heavy duty reverse engineering.

Id like to clear something here... There are actualy no Magic or MiNT apps, that may be the core of the problem.. Magic and MiNT are ATARI OSes, with AES, GEMDOS bla bla, so any application will run on both OSes. The only real problem is using non modular, exclusive inet stack..., but thats not OS problem. Any ATARI application will work in both systems. There may be some "look'n'feel" diferences etc, but imho thats not reason to declare any os as useless, stupid, or even stronger words, usualy used here... But, all apps which uses ATARI resources and conventions (bios, xbios, gemdos, vdi and so on) will work on both.. even more, a lot of cli apps, compiled on MiNT with gcc will also work on TOS/Magic as .ttp in any decent shell, preferably Mupfel. This is clear indication that even so hated MiNT developers does wana preserve Atari, and not make just another Unix clone. Mind u, those unix apps werent created with any of ATARI conventions in mind, yet they can be easily used on any ATARI. And for example, "split" and "cat" can be easily used for splitting and rejoining files if u need to migrate them on floppies via Ataris and Unices etc.. faster on our not so powerfull cpu machines as "arj" etc... All u need is to rename them from Unix style "xxxx" to "xxxx.ttp" and run in TOS or Magic.. or as better solution, copy it in Mupfel's bin directory.. Iwe used Mupfel a lot in Magic, and it did make my life easier..

What is Papyrus? Magic or MiNT app? Or AtackMail? Magic or MiNT? Use MiNTNet ovl and runs in MiNT, use Stik and use in Magic... All those are ATARI apps, useless to argue nout OSes. Personaly only bad thing i find in let say ASH emailer, is its Iconnect only nature... with Stik ability, im sure even MiNTers would buy it.. I dont dislike fact that Emailer is commercial, i dislike fact its bonded to one OS only... Thats the problem. But on other side. thats problem of ASH. They could sell lotsa copies more. Before AtackMail, there realy was no decent GEM mailer, and im sure many Stik users would buy Emailer.... Maybe even now... But i wont buy Emailer if i also need to buy Magic.. and then other apps....

THIS is the core of problem, not Magic/application being commercial. All hated MiNTers in here, bought N.AES and Thing, as well as many other applications, money or being anticommercialistic is not the problem, indeed.

>>That might require actually looking at open source GPL code
>> or heavy duty reverse engineering.
>

> Ah!, this is the first time you have publicly addmitted to theft. Who's
> code did you steal?

Where exactly Lonny said that? This is main problem, since u guys cant (wont) grasp that u MAY use GPLed code.. Thats legal way. Illegal way is reverse engineering.. And GPL code is source of all goodies lately introduced to us (Atari users)... Read Aniplayer docs and ull see what all Didier managed to add because of GPL! (he wouldnt be able that without). And here another core of the problem apears: fact that someone use GPL code, does NOT means he cant charge for his product! I gladly payed fee for Aniplayer, as i did for many apps. GPL means code is FREE to use or adopt, under some "regulations". Using GPL code also dont mean that application is not real Atari application. And last, but not least, if someone choosed to release his code as GPL or FREE, that by no means mean, that code is bad, or inferior. And by no means, that also mean that coder, using GPLed code is inferrior! Didier has done great work adopting the jpeg/mp3 (from mp123) into ASM/DSP and optimising it... And he didnt steal NOTHING. Ani would be a lot poorer without GPL, and also a lot worse, if Didier wouldnt do great job adopting and optimising the GPL code.. Just to mention, piece of GPL code, let say mp3 decoder, is not slow cause its coder is bad, but because main goal is portability... There is realy not much use to release mp3 decoder in i386 asm and heaviliy optimised to wide pulblic... Implementing that on any other platform, would realy be painfull...

4732. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 08:28:38 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <xesRa.343$2B6.56569@news.siol.net>
Source record: 25413

Steve Sweet wrote:

>> Trust me you won't ressemble me at all, unless you pick up some coding
>> tools and start actually giving back to the community as I have.

I must second that... Also, this is not programmers vs nonporgrammers crap! None say programeras are being more as plain users.. Also users are entitled and encouraged for remarks, criticism and opinions.. As long that is not the case of Dennis/Steve, which realy is insulting, and bashing and hatery...

>> If you feel magic is good, fine. Code some apps for it and stop with
>> the BS. That might require actually looking at open source GPL code
>> or heavy duty reverse engineering.
>
> Ah!, this is the first time you have publicly addmitted to theft. Who's
> code did you steal?

And this is an example what i meant above... (mild one this time, though)

Janez

4733. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 08:37:57 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <gnsRa.344$2B6.56616@news.siol.net>
Source record: 25414

> You're insinuating that eBay is crap if the auction starts at $149 which
> is the same as dealer cost. The person simply won't accept less, just
> like a dealer, however they're opening to a national audience and other
> people might be willing to pay more simply because they dont' feel like
> doing research to find a still active dealer or don't LIKE the current
> selection of dealers ;-)

I doubt ANY dealer would say no, if id offer $200 for product labeled
$149 :)))

On other hand, seeking for a dealer ouside .de or .uk or .us may be
futile job. In many cases, ebay with $149 price, esp if "buy it now" label,
with seller in local area is beter solution... On end, it comes down to
buyer anyway... if buyer accept "idiot" sellers price, "idiotism" migrate
from seller to buyer.. But as i said, i rather pay 150 in .si, as order 149
XE from .uk, and pay 40 or more for shiping....

4734. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 09:31:25 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bf5qddaa1@tyfon.itea.ntnu.no>
Source record: 25416

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>>And then this AlberTT card...

> I've heard of it, but never seen one in action. IIRC technically speaking
> it's not really a graphic card, but don't let that bother you. Getting rid
> of that annoying black border justifies using one... when the day comes that

Are you sure about this? Sounds like you're talking about Overscan
TT. I'm quite sure that the AlberTT card is a "real" graphics card. A
weird one, but real...

> you want more (and it will come), go hunting on the German eBay site for a
> Nova graphic card with Mach 32 or Mach 64 engine. Do not believe any tales
> from people telling you that a Crazy Dots card or ET-4000 card is just as
> good, they're not. Furthermore Nova cards have a VDI that is optimized to
> run with NVDI, and they perform equally well under MagiC, MiNT and singleTOS

I have a Crazy Dots in my TT and had a Nova/Mach64 in my Falcon for many
years. The Nova is faster and very compatible, the Crazy Dots (or any
other ET4000-based card for that matter) is not faster than standard TT
graphics, but it's even more compatible than Nova cards/VDI. I'd still
prefer a Nova card, but a Crazy Dots it's not a bad choice either.

> It's the most expandable computer Atari ever made. If you are really lucky
> then perhaps you might even get hold of a CaTTamaran processor upgrade. If
> you can locate one do the following: get a 68030/50Mhz processor, fit the

You can also easily speed up the TT the "Falcon way", by replacing the
original oscillator with a faster one and feed the ACIA's with 500Hz
clocks. I've tested this on my TT (40MHz, the only oscillator I had at the
time), and it works very well. The only problem is that you need a
graphics card as well.

> CaTTamaran, hack it and let the whole sh-bang run at 66Mhz. The regular

No, it won't. The CPU will, but not the rest.

> processor isn't stable at that speed and overheats, but the 50Mhz version
> runs flawless... anyway, you'll have a TT which runs twice as fast and when
> a Nova card is fitted will even outrun a standard Milan 040 (I speak from
> experience).

Hmm... An overclocked TT with a Nova card is fast, but not as fast as a
Milan040! The Milan still have faster RAM, faster disk, faster graphics
and a faster CPU...

> mices and a keyboard, but that's about it. The TT is build to withstand
> worldwar III :-)

Very true.

> I hope you have as much fun with your TT as I have had all these years,
> Falcon users will disagree, but IMO the TT was Atari's masterpiece.

I am (or *was*, as my Falcon is now sadly collecting dust with my other
Ataris and clone(s)) a Falcon user and will agree with you. Still think
the Falcon was more fun though, even though it's a poor design.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4735. Re: ADV: Atari Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 10:28:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0307170327260.18625-100000@shell1.aracnet.com>
Source record: 25418
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On 14 Jul 2003 sinclap@yahoo.com wrote:

> Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0307112343590.5223-100000@shell1.aracnet.com>...
> > I'm currently having a Christmas in July Sale! This is how it works. Buy
> > the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit
> > Atari ST System and I'll outfit your system with Games/SoftWare and/or
> > Books/References. You be good to me and I'll be good to you! The more you
> > spend on HardWare/Accessories, the better I outfit your system. The more
> > HardWare you buy for your system, the more Games/Software and/or Books/
> > References you receive! You choose the Atari Hardware you want to buy and
> > we choose the Books/References and/or Games/Software I'll include in your
> > Order.This will be a good opportunity to renew lost interest in collecting
> > Atari or building a New Atari system for the first time. ReLive your Atari
> > Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or
> > Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:
> >
>
>
> Thats an awesome deal!!
>
> sinclap!
> "Who needs 32 bits, thats why I love my ST!"

Thank You.

===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4736. ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 10:32:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0307170329490.18625-100000@shell1.aracnet.com>
Source record: 25419
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment!
Info: Ben at (503)256-9974 or Atari@aracnet.com

http://www.aracnet.com/~atari/adoption.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4737. ADV: Atari Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 10:36:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0307170332500.18625-100000@shell1.aracnet.com>
Source record: 25421
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently having a Christmas in July Sale! This is how it works. Buy the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with Games/SoftWare and/or Books/References. You be good to me and I'll be good to you! The more you spend on HardWare/Accessories, the better I outfit your system. The more HardWare you buy for your system, the more Games/Software and/or Books/References you receive! You choose the Atari Hardware you want to buy and we choose the Books/References and/or Games/Software I'll include in your Order.This will be a good opportunity to renew lost interest in collecting Atari or building a New Atari system for the first time. ReLive your Atari Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:

http://www.aracnet.com/~atari/specials.htm Atari Specials!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4738. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 10:38:56 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0307170336290.18625-100000@shell1.aracnet.com>
Source record: 25420
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4739. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 10:56:57 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <BpuRa.352$2B6.56857@news.siol.net>
Source record: 25417

Jo Even Skarstein wrote:

>> I've heard of it, but never seen one in action. IIRC technically speaking
>> it's not really a graphic card, but don't let that bother you. Getting
>> rid of that annoying black border justifies using one... when the day
>> comes that
>
> Are you sure about this? Sounds like you're talking about Overscan
> TT. I'm quite sure that the AlberTT card is a "real" graphics card. A
> weird one, but real...

It is real graphic card. I had one, and i sent it to Draco. He also did
better drivers for it and if i recall AlberTT can do 1024*768*4bit, not
sure for 8/16/24 bit.

Janez

4740. Linking a TT & Falcon via the lan port

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 15:43:24 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <mogdhvs7r032l8m09pust894ms5n5ghk2u@4ax.com>
Source record: 25422

I don't know if this can be done, so really I'm asking two
questions...

1) Can it simply be done by getting a cable and plugging into the lan
ports on both machines... What software would be required (does it act
like a network where you could see one's drives on the other's screen)

2) Are their any complications (they currently run at different speeds
etc...), or was the lan port only for use with apple computers (I've
heard it called apple talk)

Thanks for any thoughts on the subject... Rob

4741. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 16:38:05 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vhdk7gosjt8b6c@corp.supernews.com>
Source record: 25423

"Janez Valant" <swe@atari.org> wrote in message
news:gnsRa.344$2B6.56616@news.siol.net...
>
> > You're insinuating that eBay is crap if the auction starts at $149 which
> > is the same as dealer cost. The person simply won't accept less, just
> > like a dealer, however they're opening to a national audience and other
> > people might be willing to pay more simply because they dont' feel like
> > doing research to find a still active dealer or don't LIKE the current
> > selection of dealers ;-)
>
> I doubt ANY dealer would say no, if id offer $200 for product labeled
> $149 :)))
>
> On other hand, seeking for a dealer ouside .de or .uk or .us may be
> futile job. In many cases, ebay with $149 price, esp if "buy it now"
label,
> with seller in local area is beter solution... On end, it comes down to
> buyer anyway... if buyer accept "idiot" sellers price, "idiotism" migrate
> from seller to buyer.. But as i said, i rather pay 150 in .si, as order
149
> XE from .uk, and pay 40 or more for shiping....

Well if the item was in my town or close by I might go for it at the same
price, but if I can get it from a reputable dealer like B & C I'd rather
support the dealer! Now if the ebay seller wants to do me up a good deal
then thats a different story!

Tim

4742. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 17:25:39 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f16dd45$0$49116$e4fe514c@news.xs4all.nl>
Source record: 25424
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hmm I will do Atari adoption in Europe... :-)

TXG/MNX

(So contact me before you go to the dumpster)

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0307170329490.18625-100000@shell1.aracnet.com...
> Atari adoption agency: Does your Atari need a new home? We adopt! Give
> your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
> We can give your Atari a New Life and clean up the enviroment!
> Info: Ben at (503)256-9974 or Atari@aracnet.com
>
> http://www.aracnet.com/~atari/adoption.htm
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

4743. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-17 19:47:22 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307171444270.26732-100000@www.coazter.com>
Source record: 25425

On Wed, 16 Jul 2003, Didier MEQUIGNON wrote:

> Frederic Fouche <g213778@coazter.com> wrote:
>
> > > Question for Didier, if you didn't have any open src/gpl starting source
> > > code for mp3 or video, could you have written aniplay?
>
> No. The base was mpg123, totally rewrited in ASM 68K/DSP.

Thank you Didier to confirm.

Dennis won't read this post I am sure.

>
> > > Quote of the day.
> > > "FATALER FEHLER IM GEMDOS!!!!"
>
> You can lost data if you don't know MagiC's bug. For example you havn't
> a system error if you delete a file open and not closed by another
> program.

What???
That's impossible!

Someone here (I believe Dennis) said that file locking was useless.
He must know something we don't.

4744. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 00:41:33 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <bhgehvcn6l4aboa07b3n9kfb3b2p1h3sd1@4ax.com>
Source record: 25426
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Thu, 17 Jul 2003 19:25:39 +0200, "TXG" <txg01@xs4all.nl> wrote:

>Hmm I will do Atari adoption in Europe... :-)
>
Likewise in London :-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

4745. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 02:17:01 UTC
From: Blacklord <llyon@nospam.intas.net.au>
Message-ID: <3f17587b$1@dnews.tpgi.com.au>
Source record: 25427
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Paul Allen Panks" <ppanks@juno.com> wrote in message > Now all they need to do is bring back Commodore and the world will be right.

They just did :

http://www.tulip.com/aboutus/corp_article.asp?nid=109

cheers,

Lance

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.501 / Virus Database: 299 - Release Date: 16/07/2003

4746. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 02:42:38 UTC
From: Alex H <herbs64@spam.spam.spam.spam.yahoo.co.uk>
Message-ID: <bf7mqu$jd8$1@sparta.btinternet.com>
Source record: 25428
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Blacklord" <llyon@nospam.intas.net.au> wrote in message
news:3f17587b$1@dnews.tpgi.com.au...
>
> "Paul Allen Panks" <ppanks@juno.com> wrote in message > Now all they need
to
> do is bring back Commodore and the world will be right.
>
> They just did :
>
> http://www.tulip.com/aboutus/corp_article.asp?nid=109
>

Quote from above page:

"Currently there are about 300 commercial websites that use the name
Commodore or Commodore 64 without having a license from Tulip. Tulip will
not allow unauthorised use of the Commodore brand."

F'ing great. <sigh>

Alex

4747. Re: Who is Ben Smith? [Was: Do as I say

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 05:58:12 UTC
From: atari4evr@aol.com
Message-ID: <20030718015812.09604.00000078@mb-m11.aol.com>
Source record: 25429

Dear Atarians:

I completely agree! I have known Ben Smith for many years within the Atari community, and he has proven to be an honest person who has done a great deal for those who need software or hardware. Ben is a good man who can be trusted.

Sincerely, An Atarian Forever.

4748. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 07:26:35 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <8iNRa.5570$9f7.661048@news02.tsnz.net>
Source record: 25430
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

> >Hmm I will do Atari adoption in Europe... :-)
> >
> Likewise in London :-)

And if you are in the South Pacific... ;-)

4749. Re: Ballerburg Partially Translated

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 07:52:01 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB3C6805.3A36%derryck@nospam.cix.co.uk.invalid>
Source record: 25431

In article uRlRa.7954$x35.2185614@newshog.newsread.com, John Garone at swampfax1@atlantic.net wrote on 17/7/03 01:12:

>> In case you didn't realise it, you don't need the whole eed file once you've
>> copied texts to be translated to another file. Just recombine your segments

> are you saying that if I copied portions of the total 500k EED
> (Ex: 3, 5k files of only what's needed to be translated) that EED.TTP will
> re-insert those portions into their correct sections of the main file?

Exactly that. And as I said, don't lose the header or footer!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4750. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 08:53:06 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <SzORa.451$cU7.75@newssvr24.news.prodigy.com>
Source record: 25432
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

```
And I'll be happy with just Texas. ;^)

"Aaron" <holmesatari@hotmail.com> wrote in message
news:8iNRa.5570$9f7.661048@news02.tsnz.net...
> > >Hmm I will do Atari adoption in Europe... :-)
> > >
> > Likewise in London :-)
>
> And if you are in the South Pacific... ;-)
>
>
>
```

4751. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 09:28:38 UTC
From: Franti&#65533;ek Semeck&#65533; <semecky@saul-is.cz>
Message-ID: <bf8ecv$2097$1@news.nextra.cz>
Source record: 25433
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

```
And I with just Czech Republic, Prague, too. http://fanny.atari.org

"Tim Wilson" <timkel@swbell.net> wrote in message
news:SzORa.451$cU7.75@newssvr24.news.prodigy.com...
> And I'll be happy with just Texas. ;^)
>
>
> "Aaron" <holmesatari@hotmail.com> wrote in message
> news:8iNRa.5570$9f7.661048@news02.tsnz.net...
> > > > >Hmm I will do Atari adoption in Europe... :-)
> > > > >
> > > > Likewise in London :-)
> > >
> > > And if you are in the South Pacific... ;-)
> > >
> > >
> > >
> >
>
```

4752. Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 09:40:49 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <64gfhvkihmq2jnosavljt8u71kkd2169os@4ax.com>
Source record: 25434
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

The "Ultimate Virus Killer 2000" is the industry standard virus killer for the Atari ST/TT/Falcon platform. The program has been around for about 14 years, and turned shareware a while ago. The latest version, 8.2, was released October 10 2001.
There is now an official "UVK 2000" support site where you can download the program, find descriptions of all Atari TOS-platform computer viruses (and their symptoms) and more. It's located at http://www.uvk2000.com.
This message is being sent to three newsgroups. If you think this constitutes spam, or if you think this message does not belong in your particular newsgroup, please contact me via the website and I will refrain from posting to the newgroup in the future.
Thanks for your time.

4753. Atari 16-bit Scene Central + STNICCC 2015 Organisation site

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 09:43:15 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <g8gfhvgs0eggq9fpmgjju3rcsb6mqgj3tk@4ax.com>
Source record: 25435
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

Are you a member of the former 16-bit Atari 'scene'? Did you, perchance, visit the "ST News International Christmas Coding Convention", in Oss, Netherlands, December 1990? Or the reunion in December 2000? Or were you an otherwise active member of the aforementioned scene?

Then you should not wait a second longer and surf over to http://www.stniccc.com to discover that, in fact, there is a totally revamped site that covers these - and other - Atari scene events. It also contains Atari Scene Central, a repository of information on where all Atari 16-bit Scene people are now...

4754. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 09:58:23 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <23hfhvshsanapv129vvcpmse7fk5qjlib3@4ax.com>
Source record: 25436

On Fri, 18 Jul 2003 09:54:04 GMT, "Ian.H [dS]" <ian@WINDOZEdigiserv.net>
wrote:

>-----BEGIN PGP SIGNED MESSAGE-----
>Hash: SHA1
>
>Whilst lounging around on Fri, 18 Jul 2003 11:40:49 +0200, Richard
>Karsmakers <sorry@no.spam> amazingly managed to produce the following
>with their Etch-A-Sketch:
>
>> If you think this
>> constitutes spam, or if you think this message does not belong in
>> your particular newsgroup, please contact me via the website and I
>> will refrain from posting to the newgroup in the future.
>
>
>Yes, and has been reported as such.
>
>HAND.
>
>
>
>Regards,
>
> Ian

Thanks, dude. Pray explain why you think it's spam. Might be an interesting
discussion. Commercial? Not relevant to comp.sys.atari.st? I'd love to see
you defend your case...

4755. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 10:48:47 UTC
From: Jon-Paul <pockets@NO.SPAM.cix.co.uk>
Message-ID: <bf8jafior1@thorium.cix.co.uk>
Source record: 25437
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

"Aaron" <holmesatari@hotmail.com> wrote in message
news:8iNRa.5570$9f7.661048@news02.tsnz.net...
> > >Hmm I will do Atari adoption in Europe... :-)
> > >
> > Likewise in London :-)
>
> And if you are in the South Pacific... ;-)
>
>

There ain't nothing like a dame!

fetches coat

4756. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 10:52:16 UTC
From: Jon-Paul <pockets@NO.SPAM.cix.co.uk>
Message-ID: <bf8jh0iqk1@thorium.cix.co.uk>
Source record: 25438
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:bhgehvcn6l4aboa07b3n9kfb3b2p1h3sd1@4ax.com...
> On Thu, 17 Jul 2003 19:25:39 +0200, "TXG" <txg01@xs4all.nl> wrote:
>
> >Hmm I will do Atari adoption in Europe... :-)
> >
> Likewise in London :-)
> --

Hmm, i knew there was competition round here somewhere

XEGS, 130XE, 800XL, us doubled 1050 and a freinds collections to feed in the
Kingston/Surbiton area, Please give generously :)

>
> Paul...
>
> If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email
then it's removed already.

4757. Research DC Squish

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 11:12:32 UTC
From: LAFABRIE Florent <lafabrie@club-internet.fr>
Message-ID: <3F17D620.3030701@club-internet.fr>
Source record: 25439

Hello,

I'm research the program (compress/uncompress) DC Squish. Thank's for
your help.
Florent

LAFABRIE Florent
ICON Extract 1.40 et Hardware 2.0 pour Atari

Falcon 030 TOS 4.04 + CT60 Full (ABE5H-SDR5C) 14 Mo ST Ram - 256 Mo SDRAM
Falcon 030 TOS 4.02 + CT2B 14 Mo ST Ram - 32 Mo TT Ram
Falcon 030 TOS 4.01 4 Mo ST Ram
lafabrie@club-internet.fr
http://perso.club-internet.fr/lafabrie/

4758. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 11:47:28 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.07.18.11.47.29.527235@pandora.be>
Source record: 25440

Op Fri, 18 Jul 2003 11:58:23 +0200, schreef Richard Karsmakers:

> On Fri, 18 Jul 2003 09:54:04 GMT, "Ian.H [dS]" <ian@WINDOZEdigiserv.net>
> wrote:

>>Whilst lounging around on Fri, 18 Jul 2003 11:40:49 +0200, Richard
>>Karsmakers <sorry@no.spam> amazingly managed to produce the following
>>with their Etch-A-Sketch:
>>
>>> If you think this
>>> constitutes spam, or if you think this message does not belong in
>>> your particular newsgroup, please contact me via the website and I
>>> will refrain from posting to the newgroup in the future.
>>
>>
>>Yes, and has been reported as such.

> Thanks, dude. Pray explain why you think it's spam. Might be an interesting
> discussion. Commercial? Not relevant to comp.sys.atari.st? I'd love to see
> you defend your case...

Don't take this to personal Richard. You've done in the past a very good
job which the Atari community certainly very much appreciates.
Nowadays the danger of new Atari virus is almost non-existent but it's
great to know you're still around.

Thanks for supporting the Atari community for all these years,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4759. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 12:34:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058545572-48275AEicMi@gmx.net>
Source record: 25445

From: Frederic Fouche <g213778@coazter.com>
Date: Tue, 15 Jul 2003 15:05:36 -0500

Hi Frederic,

>I thought we were talking about OSS/GPL and OS on atari.

Sure we are, but that stuff needs hardware to run on, and you seem to think that every remaining Atari user has at least a Falcon with 68040 upgrade in front of him. And that's one of the main reasons that I doubt that MiNT and the ported stuff is used by the largest group of users. They might give it a go if their hardware was up to it, alas it isn't...

>what the HELL are you talking about your TT not being fast enough to process
>mp3?

Excuse me for being a TT user... but yes, unfortunately the TT is not fast enough, it can't play MP3's in real time, let alone process them. A TT user has to convert the MP3 files first into WAV or AIF. Note that I wrote "play", under processing I understand something different. Converting those MP3's take quite some time also, one must really be persistent to follow that route...

>hm who cares what you like to do? who called it an atari game?
>It is an example that GPL allowed atari platform (all OS mixed) to have an
>extra game to its collection.
>Your TT don't run it fast enough? that's your problem. Talking about
>software again here. Boy, you like to warp things don't you?

I can't believe I'm reading this !!!
So you find it normal that software is ported that most likely will only run on maximum 10% of our hardware? And then you are surprised that I object to this?

>> perl: OK, I give you that one..., although I don't call that example
>> exactly something which will be used by the majority of people here.
>
>Who talked about majority of people?

I did, and I started this thread, remember?
If someone ports perl, fine, I'm convinced that a couple of people will find it very usefull, but the majority of the users is not waiting on stuff like this being ported over.

>Is Ultrascript based on Ghostscript?

Absolutely not... it's 100% commercial.

>Ghostscript is NOT an atari program. It happens to run on atari as long as
>someone compiles the code.
>Ghostscripts keeps on getting updated all the time.
>When non-gpl/non OSS is dead, that's it. It's dead.
>When GPL ports are getting out of sync. It is just a matter of grabbing
>latest new src and do a fresh compile. The development is NOT made on
>atari or FOR atari.

Look, you can put it in ten different ways to me, the outcome will always be the same: the Atari Ghostscript port is out of sync (as you put it), are you going to deny that in practice the end result is just the same? People using Ghostscript know only one thing: it's outdated. I don't think they care much about the status of the application, be it commercial, shareware, freeware or open source.... they're stuck with what they've got.

>It is just a matter of grabbing latest new src and do a fresh compile.

Not that old cracked record again !!!
So, all I need to do is grab that source , compile it tonight, and tomorrow we'll have the latest version of Ghostscript running happily on our platform? If it's that bloody simple.... :-)

>>MagiC isn't ment to be used in a multi-users network. It's an Atari OS,
>>and the hardware concept doesn't allow networking without 3th parties
>>hacks. So keeping this in mind...
>
>What a very good excuse.
>Actually, let me rephrase that, what a poor excuse.

OK, call it whatever you want, blame it on Atari and their lack of vision if you like. The facts can't be changed, the concept of MagiC didn't envision networking.

>>security: not needed on a one man, one computer system...
>
>Very good for you. And because you don't use your rearview mirror in your
>car, you should ban them all as it is not really necessary.
>Of course the automotive industry won't listen to you, so you'll go on
>rampage that it is not really vital.

Oh come one, you know very well what I ment. Do I really have to explain everything in detail?

>Magic works for you, great now just shut the hell up or be open-minded
>enough to realize a LOT of people might have different requirements than
>yours.

That so-called LOT only exists in your dreams, the LARGEST LOT of Atari users have other requieremements then you and SOME OTHERS. You do know the difference between a "lot" and "some" I assume?

And that's what this thread is all about, people are leaving this platform because their requieremements aren't met (anymore) and there's no hope at all that they'll ever be. You and some other people in this group don't see the

problems, the stuff you need is available, so everything is just hunky dory.
The reality however is somewhat different...

>what's on top of your list?
>Icons that talk to you when you go do a mouse-over?
>Or wait, animated desktop background?
>Oh no, I get it, mouse movement recognition?

No not really, and these silly examples haven't got anything to do with the OS
either, an updated Jinnee or Thing would be enough... but then I expected such
a reply from you, after all, you're the guy who declared every MagiC user to be
a qualified retarded idiot.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4760. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 12:42:21 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <2oqfhvsvjpo90cvvj71qui808fhhok1i15@4ax.com>
Source record: 25441

On Fri, 18 Jul 2003 11:47:28 GMT, Martin Byttebier
<donotusethisaddress@pandora.be> wrote:

>Op Fri, 18 Jul 2003 11:58:23 +0200, schreef Richard Karsmakers:
>
>> On Fri, 18 Jul 2003 09:54:04 GMT, "Ian.H [dS]" <ian@WINDOZEdigiserv.net>
>> wrote:
>
>>>Whilst lounging around on Fri, 18 Jul 2003 11:40:49 +0200, Richard
>>>Karsmakers <sorry@no.spam> amazingly managed to produce the following
>>>with their Etch-A-Sketch:
>>>
>>>> If you think this
>>>> constitutes spam, or if you think this message does not belong in
>>>> your particular newsgroup, please contact me via the website and I
>>>> will refrain from posting to the newgroup in the future.
>>>
>>>
>>>Yes, and has been reported as such.
>
>> Thanks, dude. Pray explain why you think it's spam. Might be an interesting
>> discussion. Commercial? Not relevant to comp.sys.atari.st? I'd love to see
>> you defend your case...
>
>Don't take this to personal Richard. You've done in the past a very good
>job which the Atari community certainly very much appreciates.
>Nowadays the danger of new Atari virus is almost non-existent but it's
>great to know you're still around.
>
>Thanks for supporting the Atari community for all these years,
>Martin

Thanks for your kind words, supporting my support :-)
Still, I'd like to see Ian H. explain why my message is spam.

4761. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 13:18:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058545584-50555AEicMi@gmx.net>
Source record: 25347

From: Janez Valant <swe@atari.org>
Date: Thu, 17 Jul 2003 10:28:38 +0200

Hi Janez,

>>>Trust me you won't ressemble me at all, unless you pick up some coding
>>>tools and start actually giving back to the community as I have.
>
>>I must second that... Also, this is not programmers vs nonporgrammers
>>crap!

In less then a year I've had two confrontations here with programmers, and it wasn't because I criticised or questioned their efforts. And if I'm not carefull there's bound to be a confrontation with two more soon...

>None say programeras are being more as plain users..

Oh, but then you've missed a post !
In this particular case it's the programmer telling the plain user that he deserves special treatment and looking back at previous postings it's not the first time. He has a long standing record of telling us all that he deserves a higher ranking in here because he's a programmer... well Janez , you are absolutely right, people with such an attitude start me up. I do not accept such an attitude in the real world from anyone, so why should I accept it in here?
As for the bashing and insults: Lonny started it for whatever reason, I've ignored it a couple of times but there's a limit. True, Lonny did choose a more subtle way to express his feelings, but in the end the result is just the same. You're not going to tell me I hope that a programmer is allowed to insult and bash "ordinary" people? I don't expect apologies or whatever, I just expect it to stop, if it doesn't then I'll continue also. This is not a mailing list where he's in full control.

>As long that is not the case of Dennis/Steve, which realy is insulting,
>and bashing and hatery...

The people following and posting in this group have one thing in common, we all love using Atari apps running under a Atari OS, be it on the original hardware, the clones or even emulation, if we didn't we would have switched over a long time ago. We happen to use use different apps and different OS's to achieve the same thing. Do you honestly think that before helping someone out I inspect his credentials and if it so happens to be a MiNT user or a non-contributing member of this community I'll leave him standing in the cold? Read everything that I ever posted on Google, you won't find one single posting in which I even mention that I translate some stuff on a blue monday, and you won't find one single post in which I portrait to

deserve more respect either...
You have no idea of how many people in this group I've helped crack a problem, the mountain of mails with large attachments I've mailed years on end from a pay by the second dial up connection. If everyone who ever received disks, books, manuals, CD's, games, apps etc from me would come forward here (please don't), you would fall backwards. Oh and unlike some other people I never asked one single cent for it, not even the postage costs.
If somebody here has a hardware problem and it so happens that I happen to have a spare part laying around gathering dust, you can bet anthing you've got on it that there's a jiffy bag or parcel on the way from Belgium to help the guy out. I'm not Ben Smith who has to make a living. Knowing that I can help a fellow Atarian is good enough for me, and what kind of Atari or OS he uses doesn't make any difference at all...

Someone who shall remain anonymous mailed me last week accusing me of messing with other people their work, that's how he described in his own unique style my translation work, well Janez, that has hurt me much more then all the crap posted here the last couple of years. I've now reached the stage where I have to question if what I've been doing for the last fifteen years has been usefull to anyone and if I should continue doing it. Someone writing that I contribute zero back to this platform doesn't bother me one little bit, it's ment as an insult and that's how I regard it. But that "messing with other people their work" got to me somehow.... I've never made a translation public without the consent of the programmer or author, so I can comfort myself at least knowing that whatever I messed up had their blessing.

Have you any idea how difficult it is to produce a "good" translation? One only has to read the Ballerburg thread to realise that it involves more then switching words around. Once the code is translated the translator has the responsability to make sure that the app still works correctly. Any programmer which work has been translated should be able to tell you that there's no better betatester around then a translator. We not only have to translate the program but also test every feature out.... You have no idea how many bugs me and Derryck found in countless apps which otherwise would have slipped through unnoticed. Some 15 years ago I started translating German docs and manuals into Dutch (my native language) and English. As a non native German nor English speaking person this is not so easily done then it is said. If you knew how much sweat it costed me and how many times I started a translation all over again from scratch because when I looked at it in an objective manner I came to the conclusion that it was crap you would think that I'm a maniac. Anyway, after a couple of years I felt confident enough to give apps a go... and yes, looking back at what I produced doesn't really make me proud. If I could do it all over again today those translated apps would be of a much higher quality. Experience is the key word here... most of my earlier work needs to be rephrased not to mention that some even contain errors. But even if the standard is quite low compared to what we produce today, at least it allowed the English speaking community to enjoy the apps... have you any idea how many little German jewels there are out there? Unknown to the English community because

they never were translated?

A couple of years ago Derryck and me joined forces an D&D translations were born, from that moment on the quality of our work improved dramaticly, I usally make a rough initial translation and then Derryck refines it, weeds out spelling errors and rephrases a *lot*. A little later Peter joined us and DDP was born. Today, we are the only people on this platform devoting their valuable time translating apps, docs & manuals. We're not doing it for ourselves, there's a lot of translated stuff which we don't personally use, we do it for you, the community....
Take a look at your hard disk, almost any app that originates from Germany has been translated, only a very small minority of German programmers don't need a translator and are capable of producing an English version themself.

Try imagining how much fun you would have working with a German desktop program, getting back German error messages... I think it's safe to say that almost 80% of software originating from Germany has passed through the hands of Peter, Derryck or me.
Every avid Calamus user should thank Peter and Derryck on his bended knees for devoting 6 months of their life to it. Imagine working with a German Calamus & modules, not to mention the manuals, no one can grasp what has passed through Peter, Derryck and my hands the last 10 years. We don't come bragging about it in here or anywhere else for that matter, after all we don't create anything, we just mess up others their work...

Where does Steve fit in?
Well outside of usenet:
Steve happens to be the person who test out our work, if it wasn't for him a lot of apps would look different, not to mention contain bugs. Steve is a wizard when it comes down to finding bugs, typo's and errors. How d'you think he does it? He has spend countless hours of his valuable time turning apps upside down and inside out making sure that after our "treatment" they still work properly. Nobody asked him or forced him, he just volunteered to do it. The end result is that you the users benefit from it... And even if that would be "all" he does for this community, well, it's a hell of a lot more then some of the faul mouthed in here have ever done. But then you should talk to a member of the Cheshunt Atari computer club and hear their views on what Steve does for this community.... you'll find out that not everyone their opinion of Steve outside usenet is so low, that they can't even pronounce the words...

Oh and one more issue before I end this yet again long post:
When I state that the future of this platform is looking bleak it's more then just some unjustified rambling from my behalf.
For the very first time ever there's nothing in the pipeline... I have no beta version of a soon to be released in need of a translation program, no contact with one single German progammer working on something new... it's dead calm. It's like all the German programmers decided collectively to stop. That probably doesn't worry you one little bit, but it worries me, the last five years have shown me that except for a lot of blablabla not to expect a lot from the open source and GPL fans, and until this very day

they haven't shown that I'm wrong. *nothing* essential has materialized yet
from that part of the woods...

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4762. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 13:21:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058545578-49483AEicMi@gmx.net>
Source record: 25346

From: Lonny <lp060@coazter.com>
Date: Tue, 15 Jul 2003 18:00:30 -0500

>don't bother dusting off the clone, you ain't getting in
>with this sort of posting,

Why ain't I surprised.. I should have known that it's a closed and
moderated list. Nice Lonny, that way you ensure that you're the guru in
there and only allow your fans in.

>finally you have showed your true colors and it's the same as Steve.

Pink with large reflecting orange dots

>You merely wish to cause trouble for no reason other than lack of respect
>and knowledge on your part.

I'm not the one writing "people like dennis", "the likes of dennis", don't
play dumb, you knew very well that I would react to it one day.
You want respect? I give respect to people who deserve respect, respect is
something one has to earn. Before I give any respect to you....

>Good luck with your usb/scsi solution, I never said it would never work
>only that it might be harder.

It's not my solution, it's just a different proposal and view as the one
you came up with. You're solution involves developing the drivers twice, it
will be a bloody miracle if they are developed in the first place, I can
not see two miracles happening to this platform.

>You really should take a step back and decide if you wish to join ranks
>with the likes of Steve.

Steve is a Atari user, and a knowlegdable one when it comes down to it,
that's good enough for me.

>Outside of usenet the opinion of Steve is so low I can't even say the
>words it's that bad. You make a good pair I guess, good luck to ya.

Do you really think that bothers me one little bit? I'm convinced, in fact
I know for a fact that there are places outside of usenet where his input
and help is valued. You see Lonny, it all depends where you hang out, you
seem to visit the wrong places and listen to the wrong people.

>Sadly I think I won't be using PINE anymore, I will have to go 100%
>filtering all the time, just to tolerate this place.

Didn't I told you so a long time ago ? :-)

>I would address every point here, but it's like a total waste of time
>since from the onset it has become obvious you have issues with people
>who can afford a clone, who use mint, who like unix, or show any general
>insterst towards moving forward, rather than sitting here blabbing about
>it.

Sorry, wrong again... I have a clone, and my contacts with MiNT users are fine, I think I have more contact with MiNT users then you with Magic users for that matter. As for unix... it's my opinion that it doesn't belong on this platform. The native Atari hardware isn't suited for it. That's another large difference between the two of us... just because I happen to have a clone doesn't mean that I forgot that the majority of Atari users are sitting behind native machines. BTW: I've installed NetBDSD on the clone and I'm not impressed at all... even a 060 can't really cut it. And that Lonny is why I'm against unix on this platform, almost all the apps can't be ported over because this platform lacks the necessary power. Bits and pieces may be good enough for you. But *if* I needed to use Linux for whatever reason I would install it on the mac, that computer has the necessary power.

Last but not least: the moving forward joke, one must be stupid, deaf and blind not to realise that we're not going forward at all, I would say that the last couple of years this platform has moved backwards. Coincidence or not, but that's about the period where commercial developers packed it in, and shareware developers were being ridiculized.
Your so-called moving forward song doesn't cut it anymore, the open source software that would come to the rescue hasn't materialized. And no matter how you twist and turn it, people don't really care about the OS, we all have one... what we need are applications and drivers. So yes, everytime when one starts babbling about moving on I get on my chair...

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4763. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 13:23:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058545566-47047AEicMi@gmx.net>
Source record: 25444

From: NOSPAMS@MAMADOO.fr (Didier MEQUIGNON)
Date: Wed, 16 Jul 2003 10:17:42 +0200

Hi Didier,

>You can lost data if you don't know MagiC's bug. For example you havn't
>a system error if you delete a file open and not closed by another
>program.

Quite a while ago we had this very same discussion... I've just tried it again to be absolutely sure nothing changed in version 6.20. I've opened a text file and then tried to delete it.... all I get is an error from the desktop informing me that the file is in use and cannot be deleted. Opening that same *open* file with a different application isn't possible either... Unless I understood you incorrectly, I can't reproduce that "bug".

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4764. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 13:54:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058545590-51995AEicMi@gmx.net>
Source record: 25348

From: Lonny <lp060@coazter.com>
Date: Tue, 15 Jul 2003 18:11:29 -0500

>If a list was taken as to who actually disrupts this group, quite alot
>of people would have identical lists. Everyone at the top of this list
>is also people who contribute zero back to the community. Sad really.

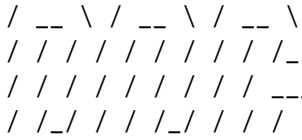
Contribute zero back? Chew on this mister gfa basic programmer:

You probably know it originates from Germany?
Rest assured, I did not translate the apps, you don't have to trash them.
But I would say that at least 50% of all the manuals and docs have been
translated by yours truly. In most of the printed stuff you'll see thanks
to DV for the translation in in the creditline. Who the hell d'you think
that DV is?

Reflect on this:
Considering that your knowledge of German is zilch, I put it to you that
if it wasn't for my work, you probably would be just one more bloke with
a powerfull tool that wouldn't have a clue how to extract the power and
make full use of it. Phrased differently: because of my contribution you
can work with gfa basic and the rest of the gfa apps, oh and I also took
care of a lot of omicron basic stuff, if it wasn't for people like me,
Derryck and Peter you would still be stuck with that wonderfull ST-Basic
and ST-Logo. My contribution ended where yours started, in a manner of
speaking you owe it all to me :-)

I've told you before to be a little more modest before you judge people
in here, You have absolutely no idea what some people here did and do for
this community. Just because they don't come in here bragging about it
doesn't mean they don't do anything.
Oh and another thing: before you put up you're show as mr know it all do
make sure you know who you're talking to, some 18 months ago you managed
to scare of one of the creators of the GFA stuff, that bloke has more
knowledge in his little toe then you in your whole body, knowledge where
you and others could have benefitted enormously from, he won't come back
in here....

Cheers from Belgium
Dennis
--



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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4765. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 14:09:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058545594-52715AEicMi@gmx.net>
Source record: 25349

From: Janez Valant <swe@atari.org>
Date: Thu, 17 Jul 2003 10:21:21 +0200

Hi Janez,

> What is Papyrus? Magic or MiNT app?

It's a TOS and MagiC application according to the docs supplied by ROM. As A matter of fact the word MiNT is not mentioned once. That doesn't mean that it won't work under MiNT ofcourse, but like almost all commercial developers ROM won't officially endorse it. Freeware, Shareware, Open Source or whatever standards are not supported, and if for some reason their software fails to perform adequately under MiNT, they're covered.
The only commercial app I've got here where MiNT is mentioned as compatible OS is Calamus, and only since version 99. And again, it doesn't mean that older version won't run properly, it just means that the developers cover their ass.

>I dont dislike fact that Emailer is commercial, i dislike fact its bonded to
>one OS only...

It isn't, it runs just fine under MiNT/N.AES since version 2.3

>Thats the problem. But on other side. thats problem of ASH. They could sell
>lotsa copies more.

That's bull, ASH is a software distributor, their main goal in life is to sell software, the more the better. You shouldn't be blaming them but the programmer, in this particular case however that's a bit difficult. It's the same guy who wrote iConnect...

>But i wont buy Emailer if i also need to buy Magic..

Like I just explained...
MagiC is not needed, under MiNT it will run just fine.

> Ah!, this is the first time you have publicly addmitted to theft. Who's
>> code did you steal?
>
>Where exactly Lonny said that? This is main problem, since u guys cant
>(wont) grasp that u MAY use GPLed code.. Thats legal way. Illegal way is
>reverse engineering..

He advised me to do some reverse engineering. It was only until Steve actually pointed it out that I realised he adviced me to go and steal someone's work !!
And then you are surprised that I'm upset? He even wants me to respect him !!

>Didier has done great work adopting the jpeg/mp3 (from mp123) into ASM/DSP and
>optimising it... And he didnt steal NOTHING. Ani would be a lot poorer without

>GPL, and also a lot worse, if Didier wouldnt do great job adopting and
>optimising the GPL code..

Has anyone ever suggested something different? No one is questioning Didier, on the contrary. But then Didier is a realistic person who knows the limitations set by the hardware. Aniplayer happens to run perfectly under both MagiC-PC and MagiC-Mac also, it's on these emulators that one can enjoy Aniplayer and the added goodies... And before you jump the gun: how low long does it take to convert an audio cd into mp3 files on a 060 clone, at what frame rate can you enjoy watching a DiVx movie on that same clone etc... sure it's possible, I can do it on a STF also, but is it acceptable?
And that's the core of the problem. I haven't got anything against GPL, but having to read claims here being made by people who sometimes forget that this is the Atari platform makes me just jump up and down. Why for example isn't there a port of for example Gimp or Mozilla? I'm sure that technically it's possible, according to Frederic it's just a matter of compiling the source... You know just as well as I do that these apps wouldn't run but at best only crawl forward on our hardware.
I think that I made it very clear that my post(ranting) was not against people using MiNT, I targetted the dreamers dreaming up dreams for other dreamers, and asked them to actually show something... as it happens these dreamers are using MiNT, it's not my fault that MagiC users obviously are more down to earth. Oh and I still haven't seen anything. Only Frederic managed to come up with a list, and as it happens, the only thing new to that list was an mp3 player, and as it happens, it only can run on one Atari computer, great we've all been waiting all these years just for this!!! and then you want me to believe in the slogan that we're moving on?
A long time ago I asked to someone who told me that we had to move on, in which direction, and added that his proposed route wasn't mine.... in a way it's sad but up until now, there's nothing showing me I was wrong.

Cheers from Belgium
Dennis
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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4766. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 14:25:09 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <tm0ghvo5tvsj77n6vod7ig6glu6jn9eb29@4ax.com>
Source record: 25442

On Fri, 18 Jul 2003 15:07:37 +0100, Malev <malev@selamer.com> wrote:

>On Fri, 18 Jul 2003 11:40:49 +0200, Richard Karsmakers <sorry@no.spam>
>wrote:
>
>> The "Ultimate Virus Killer 2000" is the industry standard virus killer for
>>the Atari ST/TT/Falcon platform.
>
><whatever>
>
>I had a much better virus killer.
>I threw my Atari in a skip about 10 years ago.
>Radical.

I couldn't resist rising to the challenge... What virus killer was that?

4767. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 14:32:12 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f1812f4185fb20@tripnet.se>
Source record: 25443

In comp.sys.atari.st <2oqfhvsvjpo90cvvj71qui808fhhok1i15@4ax.com>
Richard Karsmakers wrote on Fri 18-07-2003 14:42 (+0200):

>On Fri, 18 Jul 2003 11:47:28 GMT, Martin Byttebier
><donotusethisaddress@pandora.be> wrote:

>>Thanks for supporting the Atari community for all these years,
>>Martin

Not too hard to keep up with updated antivirus programs, though.

I've thought about how to make an email virus on Atari. I kind of envy
the thrill Windows users get by simply reading there mail :-)

Perhaps GEMScript and Emailer can be made to work together downloading
and installing a complete MinTNet installation, he, he...

> Thanks for your kind words, supporting my support :-)
> Still, I'd like to see Ian H. explain why my message is spam.

Same advice again:

Filter out all post with the header line:
X-No-Archive: yes

Makes your life happier with very little efforts. 99.9% of posts that
don't want to be archived do this because they are posting nonsense...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4768. Re: Research DC Squish

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 17:38:13 UTC
From: BMaedicke@t-online.de
Message-ID: <1fyb4z5.1uoua7b3yofimN%BMaedicke@t-online.de>
Source record: 25350

LAFABRIE Florent <lafabrie@club-internet.fr> wrote:

> I'm research the program (compress/uncompress) DC Squish. Thank's for
> your help.

Go here:

<http://home.t-online.de/home/BMaedicke/download/DCSQUISH_1_0.zip>

I have the other DC tools too ....

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

4769. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 18:04:59 UTC
From: Sinclair QL <ql@dokos-gr.net>
Message-ID: <oprsipulnr6zy5e1@nntp>
Source record: 25351

oΏ½oΏ½oΏ½/On Fri, 18 Jul 2003 16:09:22 +0200,oΏ½(oΏ½) Dennis Vermeire <dennis.vermeire@gmx.net> oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½/wrote:

```
<snip>
>
> He advised me to do some reverse engineering. It was only until Steve
> actually pointed it out that I realised he adviced me to go and steal
> someone's work !! And then you are surprised that I'm upset? He even
> wants me to respect him !!

Reverse engineering is not stealing per se. Understanding how something
works is in the interest of knowledge.
COPYING a reverse-engineer derived process on the other hand is bad (and
illegal). In contrast SIMULATING the OUTCOME/OUTPUT of any process by
avoiding techniques (and technologies) that you discovered during reverse-
engineering of said process, is perfectly legal and why-not should be
encouraged.

Cheers

--
One Motorola per day, makes the doctor go away :-)
For mail remove the obvious crap from the email below:
mailto:ql@dokos-grCHOKEONTHIS=SPAMMER.net
```

4770. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 19:22:19 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fyb8m7.qb5ve543onoyN%NOSPAMS@wanadoo.fr>
Source record: 25353

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> From: NOSPAMS@MAMADOO.fr (Didier MEQUIGNON)
> Date: Wed, 16 Jul 2003 10:17:42 +0200
>
> Hi Didier,
>
> >You can lost data if you don't know MagiC's bug. For example you havn't
> >a system error if you delete a file open and not closed by another
> >program.
>
> Quite a while ago we had this very same discussion... I've just tried it
> again to be absolutely sure nothing changed in version 6.20. I've opened a
> text file and then tried to delete it.... all I get is an error from the

No I'am sorry... it's a bad test, because "Open file.." and "Close
file.." in the menu is different than Gemdos Fopen() and Fclose() OS
call.
If you load a file with Everest or Qed, the text editor Open the file
Read the file, and Close the file because the file is inside the memory.
If the file is modified when you select "Close file", the text editor
Create a file, Write the file and Close the file.
So a good test is for example to delete the file during a download on
the net. Or delete the file created by a spooler before printing is
finished. You obtain the "FATALER FEHLER IM GEMDOS!!!!", and sometimes
you crash all the partition. Under MiNT, I'am sorry because I'am not a
MiNT user, you cannot delete the file.

> desktop informing me that the file is in use and cannot be deleted. Opening
> that same *open* file with a different application isn't possible either...
> Unless I understood you incorrectly, I can't reproduce that "bug".

This bug not exist inside MagiCMac/PC because MagIC use not his
filesystem.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4771. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 19:35:42 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <X5XRa.399$2B6.59413@news.siol.net>
Source record: 25352

Dennis Vermeire wrote:

>> What is Papyrus? Magic or MiNT app?
>
> It's a TOS and MagiC application according to the docs supplied by ROM. As
> A matter of fact the word MiNT is not mentioned once. That doesn't mean
> that it won't work under MiNT ofcourse, but like almost all commercial
> developers ROM won't officially endorse it. Freeware, Shareware, Open
> Source or whatever standards are not supported, and if for some reason
> their software fails to perform adequately under MiNT, they're covered.
> The only commercial app I've got here where MiNT is mentioned as
> compatible OS is Calamus, and only since version 99. And again, it doesn't
> mean that older version won't run properly, it just means that the
> developers cover their ass.

I agree they need to be covered and thus no mention of MiNT. Nothing is
wrong there. Same as many programmers, especialy on Falcon with
programmable Videl state they arent responsible for blownn up monitors
etc... But Calamus or Papyrus etc are just plain Atari applications. Write
one and break GEM etc rules while developing and it wont run on MiNT or
Magic.. Follow the rules, and it will run on MiNT, Magioc, Geneva,
MagicMAC/PC...

What i wanted to say is that there is no need to develop applications for
MiNT or Magic exclusively. Both are perfectly capable to coop with any
application which is clearly written. If u develop application cleanly,
acording to all GEM and programming rules, and u even newer saw MiNT or
Magic, application will work fine in both... Even if u develop in Magic and
use its resources, application will still work in MiNT or vice versa... U
may, ofcourse, use some patch in shape of wdialog etc, since MiNT and Magic
arent totaly equal, and thats i find good, not bad

>>I dont dislike fact that Emailer is commercial, i dislike fact its bonded
>>to one OS only...
>
> It isn't, it runs just fine under MiNT/N.AES since version 2.3

Well thats is preety late version...

>>Thats the problem. But on other side. thats problem of ASH. They could
>>sell lotsa copies more.
>
> That's bull, ASH is a software distributor, their main goal in life is to
> sell software, the more the better. You shouldn't be blaming them but the
> programmer, in this particular case however that's a bit difficult. It's
> the same guy who wrote iConnect...

Well no need to jump emediately... I wanted to make a statement, why i dont like bonded apps... ASH or author, its not rally important, since its not my intention to bash anyone. Just want to point that application with modular inet acces (or anything else) is better aproach as fixed one. Usable in more OSes, can use more stacks etc.. And u can sell more copies.

>>But i wont buy Emailer if i also need to buy Magic..
>
> Like I just explained...
> MagiC is not needed, under MiNT it will run just fine.

As i said above it was an example. If i dont follow latest version etc i aplogoise, u realy mustn't see all as a threat. BTW, does that means Emailer now can use MiN/Net or Stik?

>>Where exactly Lonny said that? This is main problem, since u guys cant
>>(wont) grasp that u MAY use GPLed code.. Thats legal way. Illegal way is
>>reverse engineering..
>
> He advised me to do some reverse engineering. It was only until Steve
> actually pointed it out that I realised he adviced me to go and steal
> someone's work !! And then you are surprised that I'm upset? He even wants
> me to respect him !!

Hm as i saw things Lonny only said u have 2 options if u wana code mp3, ogg etc app, and those are GPL OR reverse engineering. Meaning that noone does those things from scratch, since there is no specs etc available. Thats also case with many devices, like scsi ethernet cards etc> hardware exist, but no specs, and drivers, even on unix are closed source so u cant get them... and no MiNT or Linux etc cant help if no sources... I have nvidia gfx card in pc, same there, no open sources, nvidia wont give away the specs, so clones etc, wont have nivida cards...

U wont like this, but there is hatery involved, thats why misunderstandings rise with every message....

> Has anyone ever suggested something different? No one is questioning
> Didier, on the contrary. But then Didier is a realistic person who knows
> the limitations set by the hardware. Aniplayer happens to run perfectly
> under both MagiC-PC and MagiC-Mac also, it's on these emulators that one
> can enjoy Aniplayer and the
> added goodies...

Well of course u didnt question Didier. U did MiNT dev guys, calling them names etc... i just wanna make clear to ppl, that GPL and open sources are a must these days.. No company will develop anything new for Atari as platform, so programmers have to use open source, aka GPL. Point is, GPL and/or Unix sources doesnt mean death to Atari as platform, and Aniplayes is proof of that..

> And before you jump the gun: how low long does it take
> to convert an audio cd into mp3 files on a 060 clone, at what frame rate
> can you enjoy watching a DiVx movie on that same clone etc... sure it's
> possible, I can do it on a STF also, but is it acceptable?

Acceptable or not acceptable, its just matter of hardware. Useless on STF, semi usable on ct60, quite usable on ACP. With same software u just change machine, if are able of course.

> And that's the core of the problem. I haven't got anything against GPL,
> but having to read claims here being made by people who sometimes forget
> that this is the Atari platform makes me just jump up and down. Why for
> example isn't there a port of for example Gimp or Mozilla? I'm sure that
> technically it's possible, according to Frederic it's just a matter of
> compiling the source... You know just as well as I do that these apps
> wouldn't run but at best only crawl forward on our hardware.

Of course i agree with that, anyone does. BUT, actualy it is just a matter of compiling the source. Ofcourse on TT or Falcon this is futile, but on CT60, thats more close to reality, and on ACP machine, Gimp or Mozzila will run happily. There is why we think MiNT is future. Not bacause its better as Magic, "better" is VERY relative word, but because its posibility to compile Unix sources.. Magic is good OS, with PC/Mac version give a lot on more powerfull systems. But it demand that new apps, like Mozzila or Gimp are totaly recoded, and noone will do that actualy. The bad point, from Atari point of view is that Gimp or Mozzila arent true Atari apps, but with rate of developing new apps, they are all we got sadly... On MiNT with Xgem, Unix GUI apps run in TOS window, so u dont need Xwins etc, u still can use genuine GEM envoirment with prefered apps, with some intruders... U dont loose anything with MiNT, no crippled TOS/GEM etc.. u only gain big library of Unix applications... Thats why i cant see where all that hatery comes from... I would understand that if we would using Linux.. only way to use GEM there are emus.. but MiNT is perfectly running native Atari apps, which makes u and me jumping up and down. If we can run Unix apps as bonus so much better. MagicPC/MAC users also run PC/MAC apps beside, and we dont go berserk.

U may rembember that Milan and Hades got Magic with a delay. It is harder to adopt Magic to new hardware, simple different option in GCC or patch is not enough. Magic is done in ASM, realy close to hardware, thus its benefits, but that also makes it less portable to new machines..

> I think that I made it very clear that my post(ranting) was not against
> people using MiNT, I targetted the dreamers dreaming up dreams for other
> dreamers, and asked them to actually show something... as it happens these
> dreamers are using MiNT, it's not my fault that MagiC users obviously are
> more down to earth. and then you want me to believe in the slogan that
>we're movingon? A long time ago I asked to someone who told me that we had
>to move on,in which direction, and added that his proposed route wasn't
>mine.... in away it's sad but up until now, there's nothing showing me I
>was wrong.

Well my above statement should atleast make u think. Its easy calculation: With Mint u can compile anything, which is useless on STs, a lot less usefull on TTs or Falcon's, will be quite usable on CT60 and almost perfectly usable on ACP (if we assume it will happen). Magic is not so open, benefits of that are speed and compact OS, smaller (a lot) memory usage, but expandability is harder. It can accept only real Atari programs.

Since there is not many developers, or close to zero, those realy are in great minority atm (apps in development) so for Gimp type of application there prolly is no developer :(Thats whats somehow put Magic behind MiNT if we consider future... And well thats probably path to go on. Im not exactly in heaven to run Gimp or XXX Unix app, but heck, new ones arrive slowly, or aka they not :(

Also, please do not blame MiNT for lack of developers, since MiNT doesnt push Atari toward exclusively Unix apps and scare developers away. Mint is perfectly happy with any Atari application, developers wanna preserve that at all cost. If they wouldnt, they would be morons, and they would develop already developed stuff: Linux m68k. Calamus run, papyrus run, jinnee run, etc, all apps runs.

To summarize: with new hardware, MiNT can offer many new apps, altough not real Atari apps simply by compiling them. And they can be run from within GEM (N.AES). If some new network protocol will pop up, MiNT Net can use compiled drivers and GEM apps via MiNT Net or Gluestik can use that. Magic dont allow that. Thats is important advantage, with future in mind. Magic can be run on G5, still we cant get new apps. Its not sad that we cant prove u that, its sad is that even in all that time, u deny to admit that.

> Oh and I still haven't seen anything. Only Frederic
> managed to come up with a list, and as it happens, the only thing new to
> that list was an mp3 player, and as it happens, it only can run on one
> Atari computer, great we've all been waiting all these years just for
> this!!!

Again u are damn rude... reason why mp3 only runs on falcon is not cause application is bad, but cause other Ataris are to weak. Please, dont twist those things. But if only look in Aniplayer, GPL gave us also lame encoder, ogg decoder, jpeg decoder (btw, i still prefer using Unix cjpeg/djpeg, not fastest, but very good results), open Divx, avcodec..

Reason why noone give u a list is that u shut that list down with "I DONT NEED THAT, SO ITS IRELEVANT" argument. Perosonaly i use cable modem for 6 years, 5 years i used TT as server (riebl card) on which i had plipped my main machine (Ct2 Falon) TT acted as ip masquarading machine, as ftp server and also as http server (apache). I know u dont like apache, u stated me that quite rude and clearly already, but i was and i am proud to have server on Atari machine, and it also feeded Falcon and a ST with inet access (proper acces, transparent..) Its not server for 100 ppl, but i did exchange data easily with my pals and it can handle 2-3 persons on http access. I must admit u were the onlz to react "i dont need that crap" other Atarians find it cool, altough i can admit its not some heavy duty server.. When im online it responds at http://yescrew.nocrew.org, but not much there...
I also used Knews as news reader, since on GEM ,there realy is no decent one, esp with nice threading etc. Here i want to stress that since i was using MiNT, i was using GEM and normal GEM apps like CAB, Aftp etc to acces internet, not some Unix apps. I took only benefits of riebl drivers,

internet stack and plip, ip masquarading etc drivers, unix apps, which resources can be used by GEM apps.

I dont really need many non internet related Unix stuff, thats right. I tried XV and find Smurf/Imagecopy better, ImageMagick was too slow. I did try to run Netscape, but via plip speed was to slow for decent work. I do use lotsa CLI apps, i love to use CLI, and there are many usefull things. like scripting, easy and less CPU demanding split/join as arj. I still like to use NFS for direct acces to files on PC or TT or remote server where i have page, for editing etc. I used mikmod to convert .mod files to mp3, guys who feed Nectarine, use it a lot. I still use lame mp3 encoder in cli, since it is less strain to CPU as Aniplayers encoder...

Those may not be reasons why u would use those apps, but fact is, they are usable and they are used. U wont ever hear me say let say Scripter, is crap and not mine way to future, just cause i dont feel any need for it. Actualy its one of things id like to see in N.AES.

Janez

P.S.: i answered in loong form, cause i wana people to understand my views, since u choose yourself as spokesman against world conspiracy against Magic etc.. Just a reminder, i have Magic installed on ST, works great and i also USE it, almost daily....

4772. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 19:45:30 UTC
From: lp <gfa@basic.net>
Message-ID: <BB3DC69A.109E%gfa@basic.net>
Source record: 25354

in article BB3B47B0.3861%derryck@nospam.cix.co.uk.invalid, Derryck Croker at derryck@nospam.cix.co.uk.invalid wrote on 7/16/03 1:19 PM:

> In article Pine.SGI.4.10.10307151734310.24114-100000@www.coazter.com, Lonny
> at lp060@coazter.com wrote on 15/7/03 23:35:
>
>>> other post). You are a pityfull person Lonny, if you would put the same
>>> energy into programming as you do in trying to provoke me, this platform
>>> would benefit enormously.
>>
>> Funny, comming from someone who contributes zero.
>
> Dennis has contributed more than his fair share to the Atari community I
> think you'll find. Who do you think is a member of our translation group?

Ok, if that is the case I am wrong on that point. Sorry.

Also in response to Fred's specific mention to some features in MiNT that magic lacks, Dennis wrote them off as useless simply because he don't require them. Needless to say I now see the real source of the problem, it's not that Dennis is stupid, so I also take that back and again I was wrong. Sorry again.

I am not beyond stating when I am wrong. So Dennis if you read this please accept my apology.

Windows and even the amigaos have file locking, it's rather handy on a tasking OS, and reduces data corruption and file loss. Ok it's missing in magic, but it does not reduce magic's usefulness to Dennis at all, yet the replies are always in negative tone. Also he's ok with the mkisofs port since apparently that works fine directly under magic, yet is a gui-less text based port called from a GEM app.

The problem is he's terribly close minded, the idea that no one would ever want a feature or option beyond what he is familiar with is silly. Some people wish to do a lot more and this is where mint comes in, it has some modern features that take it to the next logical level, that's all. Why some people cannot simply accept that this option exists, and it's a valid choice is beyond me. In fact from what I read up to this point shows that Dennis makes judgement calls based primarily on his own personal use and preferences instead of actual feature comparisons. I now find him far too close minded to converse with, so it's back to the filtering and I will not come in here minus the fiters, that is my right as a usenet reader.

Sorry for the disruptions.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4773. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 19:46:36 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bf9iqrftn1@hercules.btinternet.com>
Source record: 25355

Yo!, Dennis

> >It is just a matter of grabbing latest new src and do a fresh compile.
>
> Not that old cracked record again !!!
> So, all I need to do is grab that source , compile it tonight, and
tomorrow
> we'll have the latest version of Ghostscript running happily on our
platform?
> If it's that bloody simple.... :-)

Hey he's right, i just compiled Windows Server 2003, its running just fine
on my 520STFm

8~)

--

Regards Steve

Rope me a sheep and I'll make it smile.

4774. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 19:52:36 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bf9j63eft1@titan.btinternet.com>
Source record: 25356

Hi "Dennis Vermeire"

> >You can lost data if you don't know MagiC's bug. For example you havn't
> >a system error if you delete a file open and not closed by another
> >program.
>
> Quite a while ago we had this very same discussion... I've just tried it
> again to be absolutely sure nothing changed in version 6.20. I've opened a
> text file and then tried to delete it.... all I get is an error from the
> desktop informing me that the file is in use and cannot be deleted.
Opening
> that same *open* file with a different application isn't possible
either...
> Unless I understood you incorrectly, I can't reproduce that "bug".

Have i got the right end of the stick

I've had HTML pages displayed in CAB and QED and being edited in JOE, saving the latest edit causes it to be redisplayed in CAB via the OLGA protocol, so that's 3 app's with links to this one open file?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4775. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 20:01:28 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bf9jmm$hk1$1@hercules.btinternet.com>
Source record: 25357

Hi "lp"

> >>> other post). You are a pityfull person Lonny, if you would put the
same
> >>> energy into programming as you do in trying to provoke me, this
platform
> >>> would benefit enormously.
> >>
> >> Funny, comming from someone who contributes zero.
> >
> > Dennis has contributed more than his fair share to the Atari community I
> > think you'll find. Who do you think is a member of our translation
group?
>
> Ok, if that is the case I am wrong on that point. Sorry.

What if we were to all apologise to everyone and get back on with the real
business of constructive disagreement, we could all delete our killfiles for
a short period.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4776. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 20:06:15 UTC
From: lp <gfa@basic.net>
Message-ID: <BB3DCB77.10A0%gfa@basic.net>
Source record: 25358

Steve Sweet wrote:
>
>
>>> Trust me you won't ressemble me at all, unless you pick up some coding
>>> tools and start actually giving back to the community as I have.
>
> I must second that... Also, this is not programmers vs nonporgrammers
> crap! None say programeras are being more as plain users.. Also users are
> entitled and encouraged for remarks, criticism and opinions.. As long that
> is not the case of Dennis/Steve, which realy is insulting, and bashing and
> hatery...
>
>
>>> If you feel magic is good, fine. Code some apps for it and stop with
>>> the BS. That might require actually looking at open source GPL code
>>> or heavy duty reverse engineering.
>>
>> Ah!, this is the first time you have publicly addmitted to theft. Who's
>> code did you steal?

Get out your diss-assembler and start comparing code fragments, it's about
1mb+ diss-assembled. If you find something, get back to me.

Is this your idea of finding common ground? ;o)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4777. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 20:19:01 UTC
From: lp <gfa@basic.net>
Message-ID: <BB3DCE75.10A2%gfa@basic.net>
Source record: 25360

in article vh9kst9p0h5g02@corp.supernews.com, Tim at tjlazer@nospammail.com wrote on 7/16/03 12:24 AM:

> I am sick of ID10Ts on eBay. People trying to scam every cent off their
> vintage gear. I am glad there are still Atari dealers where I can spend
> decent money on quality gear at a fair price. One thing I hate is when
> people sell their crap for more than you can get it at the dealers!
> Especially with an opening bid! It's one thing to start the bid low and see
> where it ends...
>
> Unbelievable!!!

It is amazing how often the word "RARE" gets used, then next week the same item appears from someone else. It is the nature of the animal, anyone who goes to ebay without first doing some price research could be in for a rough ride, no doubt about it. I have found ebay to be useful at times, but at the same time I am very careful. Knowing when to pass on an item takes some effort sometimes.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4778. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 20:28:43 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bf9l9f$rj3$1@sparta.btinternet.com>
Source record: 25362

Hi Sinclair

> > He advised me to do some reverse engineering. It was only until Steve
> > actually pointed it out that I realised he adviced me to go and steal
> > someone's work !! And then you are surprised that I'm upset? He even
> > wants me to respect him !!
>
> Reverse engineering is not stealing per se. Understanding how something
> works is in the interest of knowledge.
> COPYING a reverse-engineer derived process on the other hand is bad (and
> illegal). In contrast SIMULATING the OUTCOME/OUTPUT of any process by
> avoiding techniques (and technologies) that you discovered during reverse-
> engineering of said process, is perfectly legal and why-not should be
> encouraged.

Its theft of intellectual property, period.

--

Regards, Steve S.

4779. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 20:34:56 UTC
From: lp <gfa@basic.net>
Message-ID: <BB3DD230.10A4%gfa@basic.net>
Source record: 25363

in article oprsipulnr6zy5e1@nntp, Sinclair QL at ql@dokos-gr.net wrote on 7/18/03 2:04 PM:

> On Fri, 18 Jul 2003 16:09:22 +0200, Dennis Vermeire
> <dennis.vermeire@gmx.net> wrote:
>
> <snip>
>>
>> He advised me to do some reverse engineering. It was only until Steve
>> actually pointed it out that I realised he adviced me to go and steal
>> someone's work !! And then you are surprised that I'm upset? He even
>> wants me to respect him !!

I didn't ask for respect for myself, it was respect for mint.

> Reverse engineering is not stealing per se. Understanding how something
> works is in the interest of knowledge.
> COPYING a reverse-engineer derived process on the other hand is bad (and
> illegal). In contrast SIMULATING the OUTCOME/OUTPUT of any process by
> avoiding techniques (and technologies) that you discovered during reverse-
> engineering of said process, is perfectly legal and why-not should be
> encouraged.

Correct. Dennis as usual prefers to find fault in whatever I say before researching the topic. An example would be a network protocol that is not published. If you diss-assemble the app to obtain the protocol that probably is illegal. However, if you simply watch the data flowing in/out the port in question you can derive the protocol without violating a copyright. I thinks some of the chat protocols available on several platforms were documented in this manner.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4780. Re: Ballerburg Partially Translated

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 20:37:33 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bf9lqc$l89$1@hercules.btinternet.com>
Source record: 25364

Yo!, Dellboy

> >> In case you didn't realise it, you don't need the whole eed file once
you've
> >> copied texts to be translated to another file. Just recombine your
segments
>
> > are you saying that if I copied portions of the total 500k EED
> > (Ex: 3, 5k files of only what's needed to be translated) that EED.TTP
will
> > re-insert those portions into their correct sections of the main file?
>
> Exactly that. And as I said, don't lose the header or footer!

<Old-git pun missed opportunity>

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4781. Re: Linking a TT & Falcon via the lan port

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 20:40:28 UTC
From: lp <gfa@basic.net>
Message-ID: <BB3DD37C.10A6%gfa@basic.net>
Source record: 25365

in article mogdhvs7r032l8m09pust894ms5n5ghk2u@4ax.com, Rob at
rob19@eggconnect.net wrote on 7/17/03 11:43 AM:

> I don't know if this can be done, so really I'm asking two
> questions...
>
> 1) Can it simply be done by getting a cable and plugging into the lan
> ports on both machines... What software would be required (does it act
> like a network where you could see one's drives on the other's screen)
>
> 2) Are their any complications (they currently run at different speeds
> etc...), or was the lan port only for use with apple computers (I've
> heard it called apple talk)
>
> Thanks for any thoughts on the subject... Rob

I have a TT, that port is actually rs422 per the manual, since that is
what apple used at the time. Far as I know no apple talk software/driver
was ever made. That's about all I know about it, I never used the port
myself, instead I used the serial2 which is on the vme cover.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4782. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 20:41:42 UTC
From: Sinclair QL <ql@dokos-gr.net>
Message-ID: <oprsiw3mqm6zy5e1@nntp>
Source record: 25366

oΏ½oΏ½oΏ½/On Fri, 18 Jul 2003 20:28:43 +0000 (UTC),oΏ½(oΏ½) Steve Sweet <steve.sweet@btopenworld.com> oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½/wrote:

```
> Hi Sinclair
>
>> > He advised me to do some reverse engineering. It was only until Steve
>> > actually pointed it out that I realised he adviced me to go and steal
>> > someone's work !! And then you are surprised that I'm upset? He even
>> > wants me to respect him !!
>>
>> Reverse engineering is not stealing per se. Understanding how something
>> works is in the interest of knowledge.
>> COPYING a reverse-engineer derived process on the other hand is bad (and
>> illegal). In contrast SIMULATING the OUTCOME/OUTPUT of any process by
>> avoiding techniques (and technologies) that you discovered during
>> reverse-
>> engineering of said process, is perfectly legal and why-not should be
>> encouraged.
>
> Its theft of intellectual property, period.
>
>
> --
>
> Regards, Steve S.
>
>
>
```

Interesting... which also means that taking your car apart to see how it works or taking a TOY apart to see how it works is illegal right (tell that to my daughter)? Also "disassembling ideas" ie breaking functional knowledge in a book to find how the writer thinks is illegal too right? Or maybe psychology is illegal too, because that's exactly what that does. By your accounts, doctors shouldn't be taught anatomy classes because it would be illegal? Maybe you still want to sit around Salem and burn witches but sure as heck the world doesn't. And don't give me lectures on how different it is coz it's not. Reverse engineering for the purpose of knowledge is protected by almost ANY patent law on Earth. TO USE your knowledge to make a duplicate of what you took apart is illegal.

P.S. It is what churches for centuries wanted us to do: "Believe and do not inquiry". Reverse engineer your faith to seek the truth for yourself is therefore illegal too and theft of the intellectual property of the XYZ Church right?

Come ON!

--
One Motorola per day, makes the doctor go away :-)
For mail remove the obvious crap from the email below:
mailto:ql@dokos-grCHOKEONTHIS=SPAMMER.net

4783. Re: Atari production

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 21:03:46 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bf9nbh$mi5$1@titan.btinternet.com>
Source record: 25367

Has anyone noticed the similarities between the Ex-Iraqi dis-information minister, and Sam Tramiel's half brother? I think we should be told......

Smeg.

P.S. Steve, youse in a lotta trouble boy.
Steve Sweet <steve.sweet@btopenworld.com> wrote in message
news:bf9lqe$l89$2@hercules.btinternet.com...
Yo!.

It is not true that Atari production has stopped,

The person who started this vile rumour has had his
stomach cut out and fed to jackals.

His family will be publicly shoed

His children will be forced to use MiNT

--
Regards Steve

Rope me a sheep and I'll make it smile.

4784. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 21:04:48 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bf9ndfoao1@hercules.btinternet.com>
Source record: 25368
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi "Jon-Paul"

> > >Hmm I will do Atari adoption in Europe... :-)
> > >
> > Likewise in London :-)
> > --
>
> Hmm, i knew there was competition round here somewhere
>
> XEGS, 130XE, 800XL, us doubled 1050 and a freinds collections to feed in
the
> Kingston/Surbiton area, Please give generously :)

I've got Kent covered

600XL,
256K 130XE,
320K 800XL,
2 Happy chipped 1050's,
1 vanilla 1050,
850,
4xSTe's,
3xSTFM's,
1xMegaST,
1xMegaSTe (very hairy)

Keep em coming!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4785. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 21:04:50 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bf9ndhoao2@hercules.btinternet.com>
Source record: 25369

Why its

"Sinclair QL"

> >> Reverse engineering is not stealing per se. Understanding how something
> >> works is in the interest of knowledge.
> >> COPYING a reverse-engineer derived process on the other hand is bad
(and
> >> illegal). In contrast SIMULATING the OUTCOME/OUTPUT of any process by
> >> avoiding techniques (and technologies) that you discovered during
> >> reverse-engineering of said process, is perfectly legal and why-not
should be
> >> encouraged.
> >
> > Its theft of intellectual property, period.

> Interesting... which also means that taking your car apart to see how it
> works or taking a TOY apart to see how it works is illegal right (tell
that
> to my daughter)? Also "disassembling ideas" ie breaking functional
> knowledge in a book to find how the writer thinks is illegal too right? Or
> maybe psychology is illegal too, because that's exactly what that does. By
> your accounts, doctors shouldn't be taught anatomy classes because it
would
> be illegal? Maybe you still want to sit around Salem and burn witches but
> sure as heck the world doesn't. And don't give me lectures on how
different
> it is coz it's not. Reverse engineering for the purpose of knowledge is
> protected by almost ANY patent law on Earth. TO USE your knowledge to make
> a duplicate of what you took apart is illegal.
>
> P.S. It is what churches for centuries wanted us to do: "Believe and do
not
> inquiry". Reverse engineer your faith to seek the truth for yourself is
> therefore illegal too and theft of the intellectual property of the XYZ
> Church right?
>
> Come ON!

He's a witch, burn the witch, boil the heretic.

--

Regards Steve

Rope me a sheep and I'll make it smile.

4786. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 21:04:52 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bf9ndioao3@hercules.btinternet.com>
Source record: 25370

Hi Richard

> >>>> If you think this
> >>>> constitutes spam, or if you think this message does not belong in
> >>>> your particular newsgroup, please contact me via the website and I
> >>>> will refrain from posting to the newgroup in the future.
> >>>
> >>>
> >>>Yes, and has been reported as such.
> >>
> >> Thanks, dude. Pray explain why you think it's spam. Might be an
interesting
> >> discussion. Commercial? Not relevant to comp.sys.atari.st? I'd love to
see
> >> you defend your case...
> >>
> >Don't take this to personal Richard. You've done in the past a very good
> >job which the Atari community certainly very much appreciates.
> >Nowadays the danger of new Atari virus is almost non-existent but it's
> >great to know you're still around.
> >
> >Thanks for supporting the Atari community for all these years,
> >Martin
>
> Thanks for your kind words, supporting my support :-)
> Still, I'd like to see Ian H. explain why my message is spam.

Whilst i persoannly dont consider it to have been spam, you must admit that
you did admit its possibility yourself.

Keep up the good work, its appreciated. UVK has a glowing reputation.

--

Regards Steve

Rope me a sheep and I'll make it smile.

4787. Re: Who is Ben Smith? [Was: Do as I say

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 21:09:20 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bf9nlvotl1@hercules.btinternet.com>
Source record: 25371

Atari4evr <atari4evr@aol.com> wrote in message
news:20030718015812.09604.00000078@mb-m11.aol.com...
> Dear Atarians:
>
> I completely agree! I have known Ben Smith for many years within the
Atari
> community, and he has proven to be an honest person who has done a great
deal
> for those who need software or hardware. Ben is a good man who can be
trusted.
>
> Sincerely, An Atarian Forever.

The fact that you give this opinion anonymously, doesnt exactly fill me with
confidence.

Nice try Ben, now piss off.

Smeg.

4788. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 21:11:04 UTC
From: Jason <Jason@beer.it.does.the.body.good>
Message-ID: <InZRa.9338$jL2.1072495@ursa-nb00s0.nbnet.nb.ca>
Source record: 25372
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

```
* Malev <malev@selamer.com>:
> On Fri, 18 Jul 2003 11:40:49 +0200, Richard Karsmakers <sorry@no.spam>
> wrote:
>
>> The "Ultimate Virus Killer 2000" is the industry standard virus killer for
>>the Atari ST/TT/Falcon platform.
>
> <whatever>
>
> I had a much better virus killer.
> I threw my Atari in a skip about 10 years ago.
> Radical.

A skip? Isn't that what kids do? How'd you throw the Atari in that? ;)

Jason
```

4789. Re: Atari production

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 21:11:25 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bf9nps$nm6$1@titan.btinternet.com>
Source record: 25373

Hi Smeg

>Has anyone noticed the similarities between the Ex-Iraqi dis-information
minister, and Sam Tramiel's half brother?
>I think we should be told......

I didnt consider that at the time, but now you mention it... 8~)

>Smeg.

>P.S. Steve, youse in a lotta trouble boy.

Really, why's that?.

>>It is not true that Atari production has stopped,
>>The person who started this vile rumour has had his
>>stomach cut out and fed to jackals.
>>His family will be publicly shoed
>>His children will be forced to use MiNT

--
Regards Steve

Rope me a sheep and I'll make it smile.

4790. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 21:13:35 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <JxYRa.408$2B6.59577@news.siol.net>
Source record: 25359

Dennis Vermeire wrote:

>>>I must second that... Also, this is not programmers vs nonporgrammers
>>>crap!
>
> In less then a year I've had two confrontations here with programmers, and
> it wasn't because I criticised or questioned their efforts. And if I'm not
> carefull there's bound to be a confrontation with two more soon...

As i said, one is criticising constrictively, other is calling MiNT developers loosers etc, u know what i mean, since all those guys are very skillfull programmers. U dont wana or arent able to recognize that. In NONE of our (as im MiNTer) posts i didnt saw someone said Kromke is looser, or bad programer etc.. i saw even some good remarks bout Magic and quite few i said...

>>None say programeras are being more as plain users..

> Oh, but then you've missed a post !

Yes i did. Reason is, ill be blunt, you and offendings by you... After a quite some time, first message i saw from you was frantic ranting, caling names, u hinted ppl of some MiNT vs whole world conspiracy....

> In this particular case it's the programmer telling the plain user that he
> deserves special treatment and looking back at previous postings it's not
> the first time. He has a long standing record of telling us all that he
> deserves a higher ranking in here because he's a programmer... well Janez
> , you are absolutely right, people with such an attitude start me up. I do
> not accept such an attitude in the real world from anyone, so why should I
> accept it in here?

U shouldnt. But u should start with yourself... In my book there is no lousy coders. There are coders and noncoders. Period. Without being unrespectfull to noncoders!! Iwe got many hints when showing my betas arround. And also one in your style, and to him i didnt stay polite... There is little worse for a coder as ranting noncoder spitting poison and accuse skilled ppl half programmers, loosers etc. U are entitled to say what u dont like, what ud like in certain app.. But do not accuse ppl etc, judging its skill, if u dont understant stuff..

> As for the bashing and insults: Lonny started it for whatever reason, I've
> ignored it a couple of times but there's a limit. True, Lonny did choose a
> more subtle way to express his feelings, but in the end the result is just
> the same. You're not going to tell me I hope that a programmer is allowed
> to insult and bash "ordinary" people? I don't expect apologies or
> whatever, I just expect it to stop, if it doesn't then I'll continue also.

> This is not a mailing list where he's in full control.

As i see it, its mailing list where u want full control... To bash who u dislike (no matter if u doint realy know its skills), save world from MiNTers conspiracy, etc... U may have quarrel with Lonny, but that still doesnt give the right to bash his code, or work. I know his programs arent bad, he also does a lot to revive GFA (upon which original coders gave up) I real am interested by what criteria u know GFA coder (u realy think Lonny scared him off, after his years of inactivity? please, common...) know more in small finger as Lonny?

>>As long that is not the case of Dennis/Steve, which realy is insulting,
>>and bashing and hatery...
>
> The people following and posting in this group have one thing in common,
> we all love using Atari apps running under a Atari OS, be it on the
> original hardware, the clones or even emulation, if we didn't we would
> have switched over a long time ago. We happen to use use different apps
> and different OS's to achieve the same thing. Do you honestly think that
> before helping someone out I inspect his credentials and if it so happens
> to be a MiNT user or a non-contributing member of this community I'll
> leave him standing in the cold? Read everything that I ever posted on
> Google, you won't find one single posting in which I even mention that I
> translate some stuff on a blue monday, and you won't find one single post
> in which I portrait to deserve more respect either...

Look from day one here, and now when i choose to come back, i feel any message that even hints MiNT may be good, puts red mist on your eyes...

> You have no idea of how many people in this group I've helped crack a
> problem, the mountain of mails with large attachments I've mailed years on
> end from a pay by the second dial up connection. If everyone who ever
> received disks, books, manuals, CD's, games, apps etc from me would come
> forward here (please don't), you would fall backwards. Oh and unlike some
> other people I never asked one single cent for it, not even the postage
> costs.

But u see, i never siad u didnt help ppl, or that u make selection... But on other hand u are arbiter here, who is good coder, who is looser coder, which way is good and which isnt. Sorry i cant realy accept that. Argue with Lonny or me or anyone bout MiNT/Magic prefs etc, but dont start to insult anyone, declaring him bad coder etc, i wont repeat all bad words here... espcialy if u arent better coder

> If somebody here has a hardware problem and it so happens that I happen to
> have a spare part laying around gathering dust, you can bet anthing you've
> got on it that there's a jiffy bag or parcel on the way from Belgium to
> help the guy out. I'm not Ben Smith who has to make a living. Knowing that
> I can help a fellow Atarian is good enough for me, and what kind of Atari
> or OS he uses doesn't make any difference at all...

No problem... But u see, if i would make remark as Lonny did (i think) or evem more likely someone other, bout best USB card (and im sure there are bad and good ones) u wouldnt react in such inpolite way.. and in your wisdom above all, declaring him moron etc.. and then u wonder to get similar responds....

> Someone who shall remain anonymous mailed me last week accusing me of
> messing with other people their work, that's how he described in his own
> unique style my translation work, well Janez, that has hurt me much more
> then all the crap posted here the last couple of years. I've now reached
> the stage where I have to question if what I've been doing for the last
> fifteen years has been usefull to anyone and if I should continue doing
> it. Someone writing that I contribute zero back to this platform doesn't
> bother me one little bit, it's ment as an insult and that's how I regard
> it. But
> that "messing with other people their work" got to me somehow.... I've
> never made a translation public without the consent of the programmer or
> author, so I can comfort myself at least knowing that whatever I messed up
> had their blessing.

It was me, i admit. I also admit it may be to hars and use this chance to apologise. However, your ranting and again declaring lotsa good and VERY hardworking coders, for our platform, lousy coders, and so on, no need for me to repeat, make me angry.. a lot. Being MiNT free or no free it isnt a matter. Even if u feel (and thats part i realy somehow cant forgive you, since u twist words wery well and somep ppl may believe..) its step back for Atari and spliting the scene, they do work HARD. Fact that they do that for free, is again sign for u, that they are lousy coders, but infact they dont code for money, or fame, but for the Atari... And i really felt that writting bad application is still more valuable as then translating it... You wont hear me bashing you or any translator, calling u moron etc, if ill find some bad translations. I dont wana deny any translator here, u doing good work, but apart from you, i also dont here other to bark on others... Thus private mail...

> Have you any idea how difficult it is to produce a "good" translation? One
> only has to read the Ballerburg thread to realise that it involves more
> then switching words around. Once the code is translated the translator
> has the responsability to make sure that the app still works correctly.
> Any programmer which work has been translated should be able to tell you
> that there's no better betatester around then a translator. We not only
> have to translate the program but also test every feature out.... You have
> no idea how many bugs me and Derryck found in countless apps which
> otherwise would have slipped through unnoticed.

I know very well how hard translation may be... I did few apps myself, most of them non gem and im perfectly aware how it would be to translate them. I also did some cracking, and translating myself too, mainly for personal usage...
Thats exactly the reason i never rant about! But do u know how much work is to say specificly, needed to make application like AtariIRC, or MiNT kernel, or Magic kernel? Id say u must know exactly, since u are so good to

bash some coders...

> English speaking community to enjoy the apps... have you any idea how many
> little German jewels there are out there? Unknown to the English community
> because they never were translated?

Yes i do actualy. I have many apps and try all i can get, but since
neither german or english or spanish or french is my native language, and i
only learned english, i had to learn german, since we got german STs here..
So my desk is multiligual. I even used Avant vector which is in Norwegian.
And i must admit i do pitty all german/uk users, who choose not to learn
those few german/uk words and rather ban the application. On other hand,
authors could realy did multilingual apps, since easiest way is to do that
while coding...

> A couple of years ago Derryck and me joined forces an D&D translations
> were born, from that moment on the quality of our work improved
> dramaticly, I usally make a rough initial translation and then Derryck
> refines it, weeds out spelling errors and rephrases a *lot*. A little
> later Peter joined us and DDP was born. Today, we are the only people on
> this platform devoting their valuable time translating apps, docs &
> manuals. We're not doing it for ourselves, there's a lot of translated
> stuff which we don't personally use, we do it for you, the community....
> Take a look at your hard disk, almost any app that originates from Germany
> has been translated, only a very small minority of German programmers
> don't need a translator and are capable of producing an English version
> themself.
>
> Try imagining how much fun you would have working with a German desktop
> program, getting back German error messages... I think it's safe to say
> that almost 80% of software originating from Germany has passed through
> the hands of Peter, Derryck or me.

Well my desktop programm does speak german to me... And not just desktop.
As i said, i dont realy care the language, altough french make me some
troubles :) But also as i said, MiNT developers also spend all its own free
time, same as u they dont charge, MiNT is very much progressed, its realy
way back from clumsy Multitos or early kernels, but that doesnt stopu
bashin them, calling dreamers, etc i wont repeat all that.. and then single
mail got thru to you... U maybe now can imagine what your posts do as well?

> Every avid Calamus user should thank Peter and Derryck on his bended knees
> for devoting 6 months of their life to it. Imagine working with a German
> Calamus & modules, not to mention the manuals, no one can grasp what has
> passed through Peter, Derryck and my hands the last 10 years. We don't
> come bragging about it in here or anywhere else for that matter, after all
> we don't create anything, we just mess up others their work...

What can i say. I can make u snapshoot of mine Calamus version, its in
german.... I also bought NeoN and also fight with German docs, but hey, u
learn German once, not for every app
And by now u may understand what i meant with "messing with others work"

It means its easier to translate application, as to create it. Messages and text is very small portion of an complex thing named programm. Also it was private mail, sent exclusively to you, since u rant and use a LOT harder words as i did for programmers, who also spent all their free time coding, creating docs etc etc... Fact that u insult never stopped you... Im not in class of Kromke, or Naumann, but i do also fit in those loosers, halfcoders etc category of you....

> Where does Steve fit in?
> Well outside of usenet:
> Steve happens to be the person who test out our work, if it wasn't for him
> a lot of apps would look different, not to mention contain bugs. Steve is
> a wizard when it comes down to finding bugs, typo's and errors. How d'you
> think he does it? He has spend countless hours of his valuable time
> turning apps upside down and inside out making sure that after our
> "treatment" they still work properly. Nobody asked him or forced him, he
> just volunteered to
> do it. The end result is that you the users benefit from it... And even
> if that would be "all" he does for this community, well, it's a hell of a
> lot more then some of the faul mouthed in here have ever done. But then
> you should talk to a member of the Cheshunt Atari computer club and hear
> their views on what Steve does for this community.... you'll find out that
> not everyone their opinion of Steve outside usenet is so low, that they
> can't even pronounce the words...

And that gives him right to spit on all he dislike. or think he dislike, or if they happen to did software he dislike?

In early discussions, more as year ago, u named me names etc too, yet u dont have a clue if i did help others, or how much i did etc.. No need to count me what Steve did, explain me what gives u and him right to insult ppl? And by that i mean heavy insulys. While Derrick is quiet.. Derrick was the reason i didnt answer oh his post, that u do translate stuff etc, since i dont have any quarrels with him..

> Oh and one more issue before I end this yet again long post:
> When I state that the future of this platform is looking bleak it's more
> then just some unjustified rambling from my behalf.
> For the very first time ever there's nothing in the pipeline... I have no
> beta version of a soon to be released in need of a translation program, no
> contact with one single German progammer working on something new... it's
> dead calm. It's like all the German programmers decided collectively to
> stop. That probably doesn't worry you one little bit, but it worries me,
> the last five years have shown me that except for a lot of blablabla not
> to expect a lot from the open source and GPL fans, and until this very day
> they haven't shown that I'm wrong. *nothing* essential has materialized
> yet from that part of the woods...

Well yes it is quiet... or maybe not. There is ACE, great application from NewBeat. I know its Falcon only sadly, main reason is skipping of Milan2. I know the author good, and he had ACE on hold in favour to GEM version on Milan2 and Deesee, but then he need to make Falcon version. Before u rant,

application is a true coding gem.. He has long awaited game in pipeline too, and there are some other projects too, going slow, but it seems its going.. Those guys same as ACE author are excellent coders, ommited by one fact: Hades is expensive. So they code on Falcons, since it has some resources which allows powerfull apps to be done. With apperance of CT60 that will even grow. There is no Hades/clone hatery involved.. And they do drag nearly imposible things from Falcon... esp being loosers...

But MiNT definately is not quilty for that, since all those apps we have , all new ones and the ones in work do work in MiNT too. Fact that there is not more from GPL fans is quite normal: we have weak machines. MagicMAC is powerfull i agree, but bonded totalt to clean GEM apps. Hope for us, open source fans is CT60 and lately ACP. With MiNT as os, u can then just compile let say Gimp, and CF on 200mhz+ should be enough... For same machine, Magic need patch, or maybe even rewriting, and u still are stucked with existing apps. Beauty of MiNT as i said in other message as well, is that GEM is still native OS and run all native (atari apps) in 1st place... Unix CLI is a bonus, and X apps run inside GEM in window. MiNT is not instant move on... But even on ct2 or TT, there are many apps from Unix, which can fill some holes in Atari scene (network, cjpef/djpeg, i use knews..) but real "brake" is hardware as Unix apps cant be compared with native Atari apps in terms of optimisation etc...

And u keep denying and ignoring that fact. Noone ever said, MiNT will make TT out from ST, or enabled Gimp etc on Falcon... But we do say its already capable of compiling and running those apps, maybe with small modifs.. at realy slow speed... But all we need is better hardware and those apps will be ready to run. Converting 100000s lines of let say Gimp to GEM app is task noone will do...

Janez

P.S. Also long reply, i applogize to all... I read some further messages, seeing lotsa bad words again, so i may stop nagging u all here again.. I dont see a point in all this....

4791. Re: Who is Ben Smith? [Was: Do as I say

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 21:21:49 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bf9odc$qm0$1@hercules.btinternet.com>
Source record: 25374

Why its...

> Dear Atarians:
>
> I completely agree! I have known Ben Smith for many years within the
Atari
> community, and he has proven to be an honest person who has done a great
deal
> for those who need software or hardware. Ben is a good man who can be
trusted.
>
> Sincerely, An Atarian Forever.

An anonymous one at that, so full of confidence that you signed it!, not!!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

4792. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 21:25:29 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <SIYRa.410$2B6.59630@news.siol.net>
Source record: 25361

> Yo!, Dennis
>
>> >It is just a matter of grabbing latest new src and do a fresh compile.
>>
>> Not that old cracked record again !!!
>> So, all I need to do is grab that source , compile it tonight, and
> tomorrow
>> we'll have the latest version of Ghostscript running happily on our
> platform?
>> If it's that bloody simple.... :-)

Actualy guys, it is. I have v 6.5 compiled, recent one is 7.0x actualy.
Was compiled in 2001 actualy, but there is no reason 7.0x wouldnt compile.
On falcon is preety slowish, but on Ct60 will be quite usable. Im ready to
make u a snapshoot of GhostView in GEM window, if u dont believe me...

> Hey he's right, i just compiled Windows Server 2003, its running just fine
> on my 520STFm

No comment....

4793. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 21:47:21 UTC
From: lp <gfa@basic.net>
Message-ID: <BB3DE329.10B6%gfa@basic.net>
Source record: 25375

in article JxYRa.408$2B6.59577@news.siol.net, Janez Valant at swe@atari.org
wrote on 7/18/03 5:13 PM:

> And u keep denying and ignoring that fact. Noone ever said, MiNT will make
> TT out from ST, or enabled Gimp etc on Falcon... But we do say its already
> capable of compiling and running those apps, maybe with small modifs.. at
> realy slow speed... But all we need is better hardware and those apps will
> be ready to run. Converting 100000s lines of let say Gimp to GEM app is
> task noone will do...
>
> Janez
>
>
> P.S. Also long reply, i applogize to all... I read some further messages,
> seeing lotsa bad words again, so i may stop nagging u all here again.. I
> dont see a point in all this....

Hi swe,

Whatever you do, don't leave again just because a specific user or
two can't see the usefulness of a compiler. The real problems are
denial and changing times. This platform has crossed over that
commercial point where certain things just are not going to happen.
Dennis would probably be perfectly happy with a full GEM rewrite of
PINE from the ground up if it ran directly under magic. If you carefully
read most of the posts lately you see a trend along those lines. The
problem is this sort of effort, although a nice idea, will probably never
happen. Dennis is clearly unwilling to compile stuff, that is also his
right and I understand why many would want to avoid that. The constant
negative tone associated with it is annoying however, people have to
understand that since the commercial end is about nil, the direction is
going to shift to this open source concept, like it or not. There is no
other direction to go unless you want to wait forever for a GEM app that
most likely will never come to exist, or sell your Atari and find a new
platform. The other option is to become a coder. This open source trend
keeps people using the platform needless to say. It's to bad certain people
cannot respect that, or consider it a valid option for this platform.

I was not always a mint user either, I tried that path with STiK for quite
awhile trying to avoid any an all things associated with mint. I didn't
want to deal with compilers either or strange setup issues. Magic came
along, but I heard too my horror stories directly from friends who lost
entire partitions, and after many conversations with people on IRC
I went with MiNT. You can be a MiNT user and never touch a compiler
if one is willing to wait for someone else to make the binaries, they

eventually surface somewhere.

As I said in a previous post I don't think Dennis is stupid, I had came to the wrong conclusion. He prefers to think of this group as comp.sys.world.according.to.dennis and shoots down anything that's outside that. That's fine for him I guess, I won't wait forever for such apps and I'm very thankful that the people who make these ports do what they do. You can't help someone who wears blinders.

I also would not tell some to switch to mint. I don't advocate switching unless you actually have a really good reason either. My only wish is that Dennis could find it in his heart to say something positive or nothing at all, rather than hit every post that menitons MiNT with a negative reply. Or worse yet, making fun of the hardware one uses.

We seem to be stuck with Newsie in a froze state of development, that is too bad, it really needs filters. I would just be more selective in what you read from now on. :o)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4794. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-18 21:57:17 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <l0rghvce57samqartl3vhb3gi0cuu3ec0o@4ax.com>
Source record: 25376
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Fri, 18 Jul 2003 19:26:35 +1200, "Aaron" <holmesatari@hotmail.com>
wrote:

>> >Hmm I will do Atari adoption in Europe... :-)
>> >
>> Likewise in London :-)
>
>And if you are in the South Pacific... ;-)
>
Then it's damn hard to plug them in :-)

I've seen Castaway you know!!! ;-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

4795. Atari Online News, Etc. #05-29

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 00:12:32 UTC
From: danap8@aol.comno-spam
Message-ID: <20030718201232.10517.00000214@mb-m05.aol.com>
Source record: 25377

```
A-ONE #0529 07/18/03

~ Computers Get Smarter? ~ People Are Talking! ~ Jail File-Swappers?
~ Net Sales Tax Is Dead? ~ Macworld NY Opening! ~ Hatari Update News!
~ Mozilla Out From Ashes ~ New Eudora Beta Out! ~ New MSN Messenger!
~ EU Joins To Fight Spam ~ Atari Has Smaller Loss ~ RIAA-Blockers?

-* Commodore 64 Makes Comeback? *-
-* File-Sharing Dips After Suit Threat *-
-* Massachusetts Will Go It Alone vs Microsoft *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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-| o o |- E-mail subscription: dpj@atarinews.org
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\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
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4796. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 00:27:14 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1058555914-118289AEicMi@adelphia.net>
Source record: 25379

Dennis,
I just wanted to say my peace on this topic. In an earlier thread you mentioned about all the help you have given people over the years. I for one would like to thank you for that!!!! :-) I cannot count the times I have asked if there is a freeware or shareware or demo version of something that would solve a software problem I was having. You have always come to the rescue for me and I am sure MANY, MANY others. I have not dealt with you, with respects to hardware. But my dealings with you on software issues over the years would lead me to believe that you would treat hardware NO differently. I also know from other dealings that you would NOT ASK FOR ONE RED PENNY. So from the bottom of my heart I thank you for all of your help over the years and definetly a big thank you should go out to DDP for all there efforts in translating issues.

Now for everyone else,
I dont know where some of you get off saying that Dennis in particular has done nothing for the Atari community over the years. As his post said earlier, he has done translating for many years. Far longer than I have known him, but he admitted that some of his earlier work was not his best. Which is OK, because people learn as they go and become better coders as the years go on. I believe Dennis has done his fair share of contributing to the Atari community. As for Magic, Mint and open source battles. I for one prefer Magic with Jinnee. I have thought about installing Mint BUT that is as far as it went. I like someone else who posted earlier who said he had problems with Magic had heard the opposite about MINT. That there were issues with MINT that make it not the best OS to use. Not to mention I have heard that it does not feel like it is a fast OS on a Falcon030. If someone can prove to me that MINT has far superior looks and options all contained in a great looking GUI that is easy use and setup than I might be interested. But I have seen nothing that proposes that MINT is a superior OS to Magic with Jinnee. Hey, LONNY was you using Jinnee 2.5 with your version of Magic??? What version of Magic was you using??? Give up some web-

sites with information and pics that show that MINT is superior and is constantly improving there OS and I might become a believer. But I, like Dennis, feel that MINT has not changed enough recently to consider any of the minor improvements a must for me to rush out and get the latest version and install it on my computer. I might be wrong and way off base but just my two cents on this whole issue!!!!!

Thanks,

4797. Re: Ultimate Virus Killer 2000 - Atari

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 00:49:23 UTC
From: swampfax1@atlantic.net
Message-ID: <nA0Sa.8056$x35.2251785@newshog.newsread.com>
Source record: 25378

```
On 18 Jul 2003 09:54:04 , "Ian.H [dS]" wrote:
>-----BEGIN PGP SIGNED MESSAGE-----
>Hash: SHA1
>
>Whilst lounging around on Fri, 18 Jul 2003 11:40:49 +0200, Richard
>Karsmakers <sorry@no.spam> amazingly managed to produce the following
>with their Etch-A-Sketch:
>
>> If you think this
>> constitutes spam, or if you think this message does not belong in
>> your particular newsgroup, please contact me via the website and I
>> will refrain from posting to the newgroup in the future.
>
>
>Yes, and has been reported as such.
>
>HAND.
>
>
>
>Regards,
>
> Ian
>

In my opinion, letting newcommers know of good FREE software is'nt SPAM
but rather a service, especially considering the rarity of the post!!!

John G.
```

4798. Re: Ultimate Virus Killer 2000 - Atari

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 01:16:07 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfa64f$l6i$1@titan.btinternet.com>
Source record: 25380

Hi John

> >Whilst lounging around on Fri, 18 Jul 2003 11:40:49 +0200, Richard
> >Karsmakers <sorry@no.spam> amazingly managed to produce the following
> >with their Etch-A-Sketch:
> >
> >> If you think this
> >> constitutes spam, or if you think this message does not belong in
> >> your particular newsgroup, please contact me via the website and I
> >> will refrain from posting to the newgroup in the future.
> >
> >
> >Yes, and has been reported as such.

> In my opinion, letting newcommers know of good FREE software is'nt SPAM
> but rather a service, especially considering the rarity of the post!!!

I couldn't agree more.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4799. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 03:29:07 UTC
From: lp <gfa@basic.net>
Message-ID: <BB3E3343.10C7%gfa@basic.net>
Source record: 25381

in article 1058555914-118289AEicMi@adelphia.net, Carey Christenson at falcon060@adelphia.net wrote on 7/18/03 8:27 PM:

> But I have seen nothing that proposes that MINT is a
> superior OS to Magic with Jinnee. Hey, LONNY was you
> using Jinnee 2.5 with your version of Magic??? What
> version of Magic was you using??? Give up some web-
> sites with information and pics that show that MINT is
> superior and is constantly improving there OS and I
> might become a believer. But I, like Dennis, feel
> that MINT has not changed enough recently to consider
> any of the minor improvements a must for me to rush
> out and get the latest version and install it on my
> computer. I might be wrong and way off base but just
> my two cents on this whole issue!!!!!

I don't use magic or jinnee. The file locking I find to be critical, and a couple of other things. Looks are subjective as well as speed to some degree. If someone wants to do more than sit and post msg's here, such as run a web server, where security and permissions and such become critical issues, then yeah stick with magic. Nobody is saying to switch, the only thing that annoys me is people writing off these more advanced options as worthless simply because they find that feature useless.
Some run memory protection at all times, why? It makes the machine even more stable, but apparently it's not viewed that way here.
I have used mint for some years now, even on my TT and have found it to be very stable. In fact the only prgs that refuse to work are those from ASH, except for CAB. It seems typical, I am expected to provide information, when you have the entire internet at your finger tips? I have researched magic, I know the features and if I had relied on the information here I would of been severely misled. Please research MiNT on your own, I don't have time to do other peoples leg work. If you don't know the features then silence is a good alternative.

As for contributing, yes I apologized to Dennis in some other post. Speaking of which I have released a GFA library for accessing the PCI bios on the clones. Again, contributing as well and my motivation is of course usb for the clones. The majority of the world has usb via a PCI card plugged into there PC, but according to Dennis that is a bullshit idea. Even if he might benefit from it down the road. I have never shot down any of his ideas in such a manner, if I did please point me to the exact post.

You didn't read Dennis's reply to Fred about file locking and memory protection very carefully then did you? Every modern OS has it, but magic. Do you really agree that a reply like "who cares I don't need it" is really a good reply? Do you think everybody has the same exact needs as Dennis or yourself?

--
Lonny Pursell http://www.q1.net/~atari/

4800. Re: Linking a TT & Falcon via the lan port

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 05:37:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200307190737.a43112@wun.maus.de>
Source record: 25296

Hi Rob!

R>1) Can it simply be done by getting a cable and plugging into the lan
R>ports on both machines... What software would be required

It's just a serial port with a different connector. You can use kinda
null-modem cable to link the two computers, and then use a terminal program
like connect or starcall to transfer files.

I've tried it with my two falcons, and set up STinG to route IP packet over
that conection. Works, but not very fast/reliable as IIRC some hardware
handshake line is missing.

With best regards
Ekkehard

4801. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 09:05:52 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <tZ6Sa.416$2B6.60214@news.siol.net>
Source record: 25382

Carey Christenson wrote:

> Now for everyone else,
> I dont know where some of you get off saying that
> Dennis in particular has done nothing for the Atari
> community over the years. As his post said earlier,
> he has done translating for many years. Far longer
> than I have known him, but he admitted that some of
> his earlier work was not his best. Which is OK,
> because people learn as they go and become better
> coders as the years go on. I believe Dennis has done
> his fair share of contributing to the Atari community.

ill explain u where: He is/was very rude to ppl with diferent opinions, call mint dev guys looser programers, bad ones, minters also lamers, since we got no scsi eth etc drivers to show (we cantm since those are closed source) etc, i realy dont wana repeat that he is abusive and very rude toward ppl who actualy create something on platform. Since that creation is something he does not need, or find useless, he call them bad programmers, bla bla, very very insulting infact.. Now correct me if im wrong, but creating new apps, os, or developing existing ones, give us more as translations of already done apps. That is actualy a stagnation. To Derrick and others: I dont wana deny the work and importance of your work, but that dont give one a right to spit all others work...

> As for Magic, Mint and open source battles. I for
> one prefer Magic with Jinnee. I have thought about
> installing Mint BUT that is as far as it went. I like
> someone else who posted earlier who said he had
> problems with Magic had heard the opposite about MINT.

U see its nothing wrong with that. Im MiNTer, and i do use Magic on MegaST, because on lowmem and weaker CPU Magic is unbeatable. Ill be the first to admit that if needed. I do use v3, since ram usage is cruicial for me...

> That there were issues with MINT that make it not the
> best OS to use. Not to mention I have heard that it
> does not feel like it is a fast OS on a Falcon030. If
> someone can prove to me that MINT has far superior
> looks and options all contained in a great looking GUI
> that is easy use and setup than I might be interested.

Easy. MiNTs AES (N.AES) and Magic AES are infact very similar ones. Magic one is closer to machine, nas already speeded up VDI so it redraws faster. N.AES require NVDI, but on both OSes NVDI is kinda must anyway. But indeed

generaly Magic is faster. (when ill say MiNt i actualy think on N.AES) Full MiNT also from startup has more processes etc opened. Things changes when u open more harder tasks at once... MiNT behave better, and since it has dynamic prioritsation, u can even change each process priorities if u dont need some bacground process is fastest, in favour of foreground applications... For example, if u make some mp3 and u dont care it it takes 3 or 4h, u can lower encoder priorities and rest of the system will hardly notice it..Those are some of basic differences if u use MiNT in what we say "MuliTOS mode", which is kernel and N.AES only. Also u can use only MiNT kernel, no N.AES, and ull actualy boot in TOS, which is fast, but not mtasking AES. Benefit it u can acces minix or ext2 partitons etc, asince MiNt is active and u can use its loadable devices, ramdisks etc...

Adding Unix envoirment is strongest point of MiNT. That means u can use Unix CLI, Unix internet stack and services (like http server, ftp server, nfs, u can use Atari as fully working server - as i did TT for many years, it allowed me to acces internet via cable modem years ago - exotic pic converters, many digital cam firmwares etc..) Again, i must repeat. N.AES stays, and it is main GUI and run native apps, whuch can use those Unix resources as well. With XGem u can run X applications in N.AES in GEM window, so merging of Unix and TOS/GEM as it best. Incase u have PC at home with Linux/BDS/etc, u can run applications like Netscape on it, but set that all display etc is done on XGem and Atari (require ethernet and fast connection though) I succed to run Netscape that way, VLC movie player, Frozen-Bubble game, Gimp 1.x, 1.3 dont work properly etc.. ill be honest, VLC plays at 2-3 fps, Gimp as well isnt exactly usable, Frozen buble almost is playable, but that was on Falcon, with not to fast connection (which is crucial for this type of work)

There is realy a lot of possibility, and apps etc to be used, a LOT of CLI tools, less GUI, since Falcons or TTs are a tad slow. Also the thing we find most important in those days, lacking developers, is gcc. Since MiNT has progressed a lot, had got proper and modern Unix structure, all main libs (even gtk+) possibility of compiling is tempting. I fully agree with Dennis, that mozilla or gimp will be to slow, but we only need new hardware (Ct60 in pipe, ACP project alive...) and we can use those apps. I wil again be honest and must admit Xgem does fail on some of apps (latest Gimp 1.3 beta) but its a matter of updating it. OSes like Magic or TOS etc, would require rewriting of apps to GEM standards, if using interner also to Iconnect or Stik stack... and since those apps sources are tens or hundreds of MBytes, its very unilikely some will start that...

And bout look: that is very subjective and since i already told that N.AES or Magics AES arent much diferent at all, it depends of desktop, and MiNT with Jinnee realy dont behave much different as Magic.. Minor diferences are for example that in N.AES u fade window with right button, in Magic with double click etc.. U can for example also using Thing in Magic.. I did that when using Magic on Falcon, because u realy like Things groups...

To avoid arguing: im not saying Magic is bad, its actualy little gem, with few a bit nasty bugs, but heck any complex app has them. It perform truly

great on lowspecs machines, perform good on beter ones as well and on PC/MAC. Problem is it its "closeness" which prolly derive from lotsa optimisatioins, to make it work realy good on plain Ataris. ST or Falcon with Magic is super speeder compared to Amiga 1200 without accelerator... I just list some of advantages MiNT has. A bit slower respoond, bigger RAM usage (i ALWAYS advice Magic to ppl asking me bout MiNT if they arent Unix fans and have 1/14mb machines) are necessary evil of those advantages. Biggest advantage for platform is still in mz opninion, instant acces to new apps via GCC on new hardware, no matter if thats 060 or ColdFire or PPC while all native apps still runs. Fact that those apps arent native is not what i particulary like, but thats other problem. Personaly i enjoy MUCH more on MiNT/N.AES with native and "imported" apps, like if id have to migrate to Linux or Windows...

And by no means i force someone to change OS. All i want is honest evaluation of those specs and hopefully someone will admit there are advantages and good things in MiNTs aproach...

> But I have seen nothing that proposes that MINT is a
> superior OS to Magic with Jinnee. Hey, LONNY was you
> using Jinnee 2.5 with your version of Magic??? What
> version of Magic was you using??? Give up some web-
> sites with information and pics that show that MINT is
> superior and is constantly improving there OS and I
> might become a believer.

I can provide u snapshoots of my desktop... Working picture, not some fancy fitted desktop. I also have made torture.jpg, to show how MiNT handle heavy cpu tasks (runing gemdemo, mp2 player, avi movie, desktop, 3 consoles, on ftp going... at same time, with still decent fps count and responsive system)

About MiNT develooment u just need to check sparemint website at "http://sparemint.atariforge.net/sparemint/" There u can check all packages available in RPM form (easy installing) and also u can check how developing is going at "http://sparemint.atariforge.net/cvs/ChangeLog.freemint" On our pages there is Magic vs MiNT comparisment, u can check it at "yescrew.atari.org" in MiNT section...

Fell free to ask for snaps, email will do i guess?

> But I, like Dennis, feel
> that MINT has not changed enough recently to consider
> any of the minor improvements a must for me to rush
> out and get the latest version and install it on my
> computer. I might be wrong and way off base but just
> my two cents on this whole issue!!!!!

Well i really dont think all counted are a minor improvement... Also in link to ChangeLog ull see at what rate developing is going on...

And on end, please do not respond that since u dont need those apps and stuff, ppl which doing that are loosers etc.. I am and other MiNTers are

too, perfectly happy with any OS one choose to use (i even spent DAYS to track me a bug in GGT2 since few ppl had probs in Magic). I just ask for open minded aproach and some acknowledgment for HARD working ppl who develop MiNT. They are without doubt real Atarians, and they choosed the Unix merging path is right one, no need to blame anyone for that....

Janez

4802. Re: Atari LIVES!

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 09:34:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <cg8Sa.3161$dk4.148234@typhoon.sonic.net>
Source record: 25383
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit Alex H <herbs64@spam.spam.spam.spam.yahoo.co.uk> wrote:
>
> Quote from above page:
>
> "Currently there are about 300 commercial websites that use the name
> Commodore or Commodore 64 without having a license from Tulip. Tulip will
> not allow unauthorised use of the Commodore brand."

Hehe... _THAT'S_ probably why they even *care* about the copyright. ;)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

4803. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 10:14:23 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f191b36$0$49102$e4fe514c@news.xs4all.nl>
Source record: 25384
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hmm this all sounds very interesting could we make a mailing-list of people that get these systems by donation.
We could publish a list of what people have and maybe can exhange them. Like I know the Atari 810 drive is very common in the US but not so in Europe and Czech. In Czech the turbo-2000 XC12 cassette is very common but not in Europe and the US....

Just a small list and people contact each other by e-mail. I think the items being exchanged must NOT be sold the only money that could be asked is for the shipping-cost to someone else...

Let me know who is interested. We can setup a list.

TXG/MNX

4804. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 13:36:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058627358-39732AEicMi@gmx.net>
Source record: 25385

From: lp <gfa@basic.net>
Date: Fri, 18 Jul 2003 17:47:21 -0400

>I also would not tell some to switch to mint. I don't advocate
>switching unless you actually have a really good reason either.

Do you mean that you've had a change of heart all of a sudden? Less then
a year ago Frederic Fouchet announced here that all MagiC users are
retarded morons, the only guy supporting that view (publicly) were you.
IIRC I even nominated you for a award...

>>Or worse yet, making fun of the hardware one uses.
>
Excuse me?
When did I ever make fun of the hardware one uses here? IIRC we had more
or less the same views about support for hardware with anything less then
a 68030 should come to and end. Other then that I've always supported the
ancient hardware and people using it. If we like it or not the majority
of Atari users are still behind those computers. The number of Falcon, TT
Milan and Hades users put together still forms a minority.

I would really like to see that post where I make fun of the hardware one
uses... I'm convinced I've never wrote anthing like that. In almost every
discussion I hammer on the fact that this platform is more than just
clones and upgraded Falcons and that developers should take this in
account. I have 68000, 68030, 68060 and G4 based computers here, if I
would have made fun with someones hardware, then I would have been
ridiculising myself also.

>My only wish is that Dennis could find it in his heart to say something
>positive or nothing at all, rather than hit every post that menitons
>MiNT with a negative reply.

A week ago you stated here that you've studied my previous postings on
Google, surely you must have noticed that most of the times I reply to
insulting or provoking post?
Next time you do a search on Google, look at all the MiNT-MagiC related
drivel you've posted in the last 12 months... the shoe fits on your foot
just as nicely as it does on mine. And thanks to Google anyone can see
for himself who the provokers are and who reacts to provocations. I'm
convinced that anyone with an objective view will see that in almost all
wars and discussions here the MagiC users were made ridiculous in one way
or the other by some MiNT users.... Note that I wrote "some" Mint users,
I know very well that the majority of people using MiNT find these wars
and discussions silly and a waste of time, just like the majority of
MagiC users don't really care...

Oh and if you look hard enough on Google you'll see that on occasions I happen to say positive things about MiNT. The problem is that a lot of people don't read posts completely, they just seem to read whatever suits them and skip the rest, others even interprete my posts and put words in my mouth which I've never spoken out loud...

So once again: I do not hate MiNT nor the people using it, I did say many times that it's being let down by a lousy AES. And I know very well that almost all applications which run under TOS or MagiC run just as good on MiNT. I also know that thanks to MinTNet people with a cable modem can use it on this platform. I don't happen to like the MiNTNet clients very much and never made a secret about it, IMO nothing beats the ASH clients, but once again that's strictly my own opinion. When someone thinks he has to have a go at these I react.... is that so difficult to understand? A couple of years ago I didn't need to come forward in the spotlight every time, there were others here fighting the holy war. Nowadays however it seems that I'm about the only one left who raises a voice when things once again get out of hand... I suppose that automatically qualifies me as the "bad" one, so be it.
If someone here comes advocating ported software, you can safely bet your money on it that it won't be long before I jump in as well. It's not the fact that it originates from unix or open source that bothers me, it's simply the fact that this kind of software either only runs under MiNT which doesn't qualify as Atari software to begin with IMHO. But on top of that most of this software also doesn't come with the look and feel that sets Atari software apart from others. So yes, everytime someone comes here telling us that once again something beautifull has been ported over, I climb the barricades. And some MiNT users don't like that and take offence.... they seem to forget that whenever a new application is released on this platform it's usually openly dicussed in this group. So why is it allright to criticize for example Porthos, Calamus, Papyrus, Draconis or PhotoTip and sometimes break it down to the ground while on the other hand if one comes forward and gives his honest opinion about a ported application hell breaks loose? I'm allowed to say that CAB is crap but shouldn't say that "xxx" belongs in the same category? Sorry, I don't dance to that tune of music.
If something is good I'll say it also, Anodyne has ported over mkisofs2, and went through the trouble of giving it a GEM front and addition it runs on the three major used OS's... if all the ported stuff would be like this, then you wouldn't have any problems with me. Unfortunately that's not the case...

In a different thread Maurits and Frederic are telling me to be realistic and look at the succes of Linux, Martin has also told me more or less the same thing a couple of days ago. OK, I'm not blind but I'm not completely stupid either... Linux is getting more and popular these days because it has finally entered the 21st century. Joe Average can now install it with a couple of mouse clicks on his Joe average computer. And once it's up and running just like with any other modern OS he can enjoy using the apps running in a multitude of windows, entering commands from the windows menu's... the chances that he'll ever will see a CLI are minimal. He's

not expected to even know how to open up the terminal window anymore, as far as that Joe Average is concerned, that fresh installed Linux is just a nice MS Windows replacement with apps that even have the same look and feel....
Now let's warp back to this platform, the stuff that is ported over doesn't run in a nice GEM window, it's unaware of any long established protocols that sets Atari software apart from others, and furthermore it's usally tied to running exclusively on one OS. So yes, I complain against these ports. I consider myself to be Joe Atari average, running Joe Atari average applications. And I happen to like these Joe Atari average apps, and I like using them so much that until this very day I haven't switched platforms. I'm convinced that anyone reading this more or less recognises himself in this small description.... bear with me, I'm not finished yet... Being just that simple Joe Atari average guy I can't understand why all of a sudden people want me to switch from OS, feeling great about running "alien" applications that bear no resemblance to all these great apps and utilities that I've been using for the last decade. So Joe Atari average is really confused, he doesn't really want to give up working with the OS he knows through and through and has never really let him down. The very first thing he has to do is to install a free OS... it's sounds simple enough, but unlike with his previous OS that installed from a couple diskettes, he needs to go hunting on internet for all kind of weird called apps... why on earth that there isn't a package available which contains all the stuff he needs (kernel, AES, desktop application etc...) with an easy to install installation program is beyond him. And he knows that there is a very easy to use freeware GEM installer available... he asked the question once in a newsgroup and was told that installation programs are for sissies and that setting up a complete fullblown MiNT is kidstuff.... it took him weeks to set the whole lot up, but he persevered. So now he has moved forward and is really up to date, most of the apps he loves working with still run although some look a bit weird, he has a couple of utilities which happen to hangup the computer and force him to reboot, but in the newsgroup he's told that these are dirty hacks and to get rid of them.

to be continued.... (I've ran out of time, sorry)

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4805. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 13:37:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058627354-38867AEicMi@gmx.net>
Source record: 25388

From: Janez Valant <swe@atari.org>
Date: Fri, 18 Jul 2003 23:25:29 +0200

Hi Janez,

>>So, all I need to do is grab that source , compile it tonight, and
>>tomorrow we'll have the latest version of Ghostscript running happily on our
>>platform?
>>If it's that bloody simple.... :-)
>
>Actualy guys, it is. I have v 6.5 compiled, recent one is 7.0x actualy.
>Was compiled in 2001 actualy, but there is no reason 7.0x wouldnt compile.
>On falcon is preety slowish, but on Ct60 will be quite usable. Im ready to
>make u a snapshoot of GhostView in GEM window, if u dont believe me...

Snapshots are nice to look at, but this commmunity, especially the Ghostview
users are better served with a link.. so instead of showing us how it looks
like, upload the compiled ready to run Ghostscript 6.5. BTW: why on earth did
you keep this ready to run app 2 years hidden from this community you happen
to love so much?
If you can't put it on a website, I'm convinced that Martin's Chapelie server
would be glad to play host....

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4806. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 13:40:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058627364-41175AEicMi@gmx.net>
Source record: 25386

From: NOSPAMS@wanadoo.fr (Didier Mï¿½quignon)
Date: Fri, 18 Jul 2003 21:22:19 +0200

>If you load a file with Everest or Qed, the text editor Open the file
>Read the file, and Close the file because the file is inside the memory.
>If the file is modified when you select "Close file", the text editor
>Create a file, Write the file and Close the file.

That makes sense, but if the file is actually closed once it's loaded in memory then one should be able to delete it safely, in this case it's not possible because the desktop prevents it: "file in use". And like Steve mentioned that text file could be in use at the same moment by several OLGA clients, so even if the text editor closes it, it could be opened a split second later by a different program... what it boils down to is that in normal situations, the user can not accidently delete the file, meaning that in practice the file although not locked is just as safe as it is under MiNT.

>So a good test is for example to delete the file during a download on
>the net. Or delete the file created by a spooler before printing is
>finished. You obtain the "FATALER FEHLER IM GEMDOS!!!!", and sometimes
>you crash all the partition. Under MiNT, I'am sorry because I'am not a
>MiNT user, you cannot delete the file.

That makes sense as well. But then one really must be stupid to delete a file which is in use. Anyway the described scenario won't happen here, I use a dynamic Ramdisk for temporary files from spoolers, same thing for downloads and uploads. Using a ramdisk for such tasks saves the hard disk a little and in addition is also very fast.In the worst possible scenario all I would delete is an alias.

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4807. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 13:40:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058627368-41979AEicMi@gmx.net>
Source record: 25387

From: Sinclair QL <ql@dokos-gr.net>
Date: Fri, 18 Jul 2003 20:41:42 GMT

Hi,

>Reverse engineering for the purpose of knowledge is protected by almost
>ANY patent law on Earth. TO USE your knowledge to make a duplicate of
>what you took apart is illegal.

It sounds logical enough, but what for example if you agreed to the user licence which explicitly forbids you to reverse engineer the software?

There's actually a rather big bobo at the British patent office among us in this group, Bill if you read this would you jump in and explain it to us (in plain English please) ?

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4808. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 14:52:54 UTC
From: Sinclair QL <ql@dokos-gr.net>
Message-ID: <oprskbmded6zy5e1@nntp>
Source record: 25389

oΩ½oΩ½oΩ½/On Sat, 19 Jul 2003 15:40:56 +0200,oΩ½(oΩ½) Dennis Vermeire <dennis.vermeire@gmx.net> oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½/wrote:

> From: Sinclair QL <ql@dokos-gr.net>
> Date: Fri, 18 Jul 2003 20:41:42 GMT
>
> Hi,
>
<snip>

> It sounds logical enough, but what for example if you agreed to the user
> licence which explicitly forbids you to reverse engineer the software?

Hi Dennis
These clauses on licenses are illegal usually (unless protected under a certain category ie. National Security) as they are unfair (as in fair use which does not refer to the reverse engineering process as a term but it is very close in concept of knowledge use)

--
One Motorola per day, makes the doctor go away :-)
For mail remove the obvious crap from the email below:
mailto:ql@dokos-grCHOKEONTHIS=SPAMMER.net

4809. A call out to Dennis Vermeire!

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 16:16:55 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1058612894-845860AEicMi@adelphia.net>
Source record: 25390

Dennis,
Just wanted to make sure that you got my e-mail from
this last Tuesday dated 7/15/03. It might have come
into your server on 7/16/03 because I sent it around
9:15 or so. Just let me know via e-mail and if I dont
respond back say something in this thread. Just
wanting to make sure that our e-mails are getting back
and forth once agian.

Thanks,

4810. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 16:23:19 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1058613278-922490AEicMi@adelphia.net>
Source record: 25391

TXG,
This sounds like a very interesting idea. Put me on
the list in case I ever want to get rid of anything or
want to adopt a new atari!!!!

Great idea,

Thanks,

4811. Re: Atari production

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 16:52:13 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bfbsvt$4ur$1@sparta.btinternet.com>
Source record: 25394

Steve Sweet <steve.sweet@btopenworld.com> wrote in message
news:bf9nps$nm6$1@titan.btinternet.com...
> Hi Smeg
>
>
> >Has anyone noticed the similarities between the Ex-Iraqi dis-information
> minister, and Sam Tramiel's half brother?
> >I think we should be told......
>
> I didnt consider that at the time, but now you mention it... 8~)
>
> >Smeg.
>
> >P.S. Steve, youse in a lotta trouble boy.
>
> Really, why's that?.
>

Well, though I dont agree with this policy myself (nor do I care), its commonly accepted that binaries are not allowed to be posted to non-binary ng's. So although I dont care, you will probably get some more (un)deserved slaggings....

Like, "that pic was 270K you slaphead!" :P

Smeg.

4812. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 16:56:11 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bfbt7b$5b0$1@sparta.btinternet.com>
Source record: 25395

Carey Christenson <falcon060@adelphia.net> wrote in message
news:1058613278-922490AEicMi@adelphia.net...
> TXG,
> This sounds like a very interesting idea. Put me on
> the list in case I ever want to get rid of anything or
> want to adopt a new atari!!!!
>
> Great idea,
>

I can think of one or two people around here that could do with a sense of humour. Whats the shipping on one of those to Nova Scotia?

Smeg.

4813. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 17:33:35 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <speSa.431$2B6.61291@news.siol.net>
Source record: 25392

Dennis Vermeire wrote:

> Snapshots are nice to look at, but this commmunity, especially the
> Ghostview users are better served with a link.. so instead of showing us
> how it looks like, upload the compiled ready to run Ghostscript 6.5.

Answer is easy: complete rpm package, with man pages, docs proper structire and actualy a ted more recent is on SpareMiNT pages. All one need to do (cause many ppl dont feel comfortable with compiling etc) is to browse that page, dl ghostscript rpm file and type "rpm -ivh name.rpm" In few secs, rpm is installed on proper paths, with man pages etc and ready ro run. Also u can install any MiNT (cli or gui) application on *.pdf in desktop, so all u ned to do is dclicking .pdf and ghostview will be started. Of course, u need to habe XGEM active... (and u can load it or exit in demand). I will repeat, that its not really to much usable on Falcon. since its rather slow. It is an option if there is pdf u REALY must see and native viewers fails etc... or if u have 060...

I realy advise u or ppl interested in MiNT to check SparMiNT pages. There are TONS of ported software, all in .rpm form to allow easy installing/deinstalling/upgrade. In a way, installing rpm is easier as installing GEM application, no paths etc are asked, since Unixes folow exact folder structure. (user may use own paths, but public packages for XXX distro, are standardized). And afaik, there also is GEM interface for rpm application.

Packages are sorted alphabeticaly or thematicaly. U will see, that MiNTers dont just talk, but also port stuff, a lot of it... SpareMiNT solves what was main MiNT problem, which were messy ports, non standard paths etc... And also ppl dont need to run gcc, or even install/update it, since compiled packakes, rpm's, are soon or later available. Rpm's also means, application is fully acceptable and full, menaing it came with docs etc, proper pathes etc since that is checked.

And for end, a link: http://sparemint.atariforge.net/sparemint/

>BTW: why on earth did you keep this ready to run app 2 years hidden from
>this community you happen to love so much?

Well i didnt hide anything. We keep repeating that SpareMiNT has all those packeges, ported already, so user can easily live and use software without ever runing GCC, but that never came thru... U keep repeating that u want to see all those app, we keep saying that they are on SpareMiNT, but noone bother to check if thats true... Fact was, those apps were a dream and MiNTers conspiracy.

Spare MiNT is what MiNT as os really needed: Standardized Unix filesytem and structure, and rpm packages, which contains apps, packed exactly according to Spare MiNT standards, so they install cleanly and with all required things, as docs, libs, manual pages... Porting X app isnt so easy, it involve compiling the app, collecting required manuals etc and pack all in valid rpm file... Glimps on SpareMiNT archives will convince you that those people realy are serious about their work and that MiNT really is way ahead of being some kind of "cowboy" OS as its widely accepted "fact".

> If you can't put it on a website, I'm convinced that Martin's Chapelie
> server would be glad to play host....

No need, thanx.

Janez

4814. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 17:40:01 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <uveSa.432$2B6.61191@news.siol.net>
Source record: 25393

Dennis Vermeire wrote:

> That makes sense as well. But then one really must be stupid to delete a
> file which is in use. Anyway the described scenario won't happen here, I
> use a dynamic Ramdisk for temporary files from spoolers, same thing for
> downloads and uploads. Using a ramdisk for such tasks saves the hard disk
> a little and in addition is also very fast.In the worst possible scenario
> all I would delete is an alias.

Dont be so sure... I dont consider myself to be idiot, but i did
accidentaly delete files... Also if i remember, under Magic u could delete
application's (in use) folder which also lead to crash. It wasnt latest
Magic though, so i dont know if its fixed in 6.xx.

I dont post this as laughter about Magic, but as reminder, what u never
must do... Even if its not fatal or its fixed, its smart to take
precautions...
Same like u never should switch off Unix/MiNT, if u use large disk caches
and fsystem is not synced.. u may lost some data, altough not partiton,
luckily. So its necessary to shutdown properly...

Janez

4815. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 18:13:38 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <io1cfb-4e3.ln@speaker.rodsbooks.com>
Source record: 25298

In article <bf9l9f$rj3$1@sparta.btinternet.com>,
"Steve Sweet" <steve.sweet@btopenworld.com> writes:
>
>> Reverse engineering is not stealing per se. Understanding how something
>> works is in the interest of knowledge.
>> COPYING a reverse-engineer derived process on the other hand is bad (and
>> illegal). In contrast SIMULATING the OUTCOME/OUTPUT of any process by
>> avoiding techniques (and technologies) that you discovered during reverse-
>> engineering of said process, is perfectly legal and why-not should be
>> encouraged.
>
> Its theft of intellectual property, period.

If by "it" you mean "reverse engineering," then your interpretation is rather extreme. My understanding is that reverse engineering is explicitly protected as a sort of fair use in many European countries. AFAIK, reverse engineering isn't protected as explicitly in the United States, but it's still legal in many situations. For instance, various companies reverse engineered IBM's original x86 BIOS back in the mid-1980s, and this practice was found to be legal. (I believe there were court cases, and some practices were found to be illegal, but others were OK. My memory of the details is foggy, though.) Of course, you might sign a contract that forbids reverse engineering, but that doesn't make it theft if you violate that contract term; it becomes a contract violation. Note also that the legal validity of "shrink-wrap licenses" in restricting practices such as reverse engineering is uncertain at best. There have been few court cases dealing with these "licenses," and the outcomes have been varied -- some have said that the "licenses" were legally binding, but others have come to the opposite conclusion.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

4816. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 18:44:34 UTC
From: Sinclair QL <ql@dokos-gr.net>
Message-ID: <oprskmckeg6zy5e1@nntp>
Source record: 25299

oΏ½oΏ½oΏ½/On Sat, 19 Jul 2003 14:13:38 -0400,oΏ½(oΏ½) Rod Smith
<rodsmith@nessus.rodsbooks.com> oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½/wrote:

```
<snippety-snip:-)>
>
> If by "it" you mean "reverse engineering," then your interpretation is
> rather extreme. My understanding is that reverse engineering is
> explicitly protected as a sort of fair use in many European countries.
> AFAIK, reverse engineering isn't protected as explicitly in the United
> States, but it's still legal in many situations. For instance, various
> companies reverse engineered IBM's original x86 BIOS back in the
> mid-1980s, and this practice was found to be legal. (I believe there were
> court cases, and some practices were found to be illegal, but others were
> OK. My memory of the details is foggy, though.) Of course, you might sign
> a contract that forbids reverse engineering, but that doesn't make it
> theft if you violate that contract term; it becomes a contract violation.
> Note also that the legal validity of "shrink-wrap licenses" in
> restricting practices such as reverse engineering is uncertain at best.
> There have been few court cases dealing with these "licenses," and the
> outcomes have been varied -- some have said that the "licenses" were
> legally binding, but others have come to the opposite conclusion.
>

THANK YOU Ron,
and yes your memory serves you well. As for the licenses they were all
deemed illegal in Europe.
As for the US, the UCC renders a contract null and void (exact term) if
it's terms are in violation of laws. Just because no one brought action
against you-know-who doesn't mean that their practices are legal.
And if you don't believe me, read Cheesman's Intro to Business Law (taught
in most business colleges in the US)

--
One Motorola per day, makes the doctor go away :-)
For mail remove the obvious crap from the email below:
mailto:ql@dokos-grCHOKEONTHIS=SPAMMER.net
```

4817. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 18:56:36 UTC
From: Sinclair QL <ql@dokos-gr.net>
Message-ID: <oprskmwly86zy5e1@nntp>
Source record: 25300

oΏ½oΏ½oΏ½/On Sat, 19 Jul 2003 18:44:34 GMT,oΏ½(oΏ½) Sinclair QL <ql@dokos-gr.net>
oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½/wrote:

> oΏ½oΏ½oΏ½/On Sat, 19 Jul 2003 14:13:38 -0400,oΏ½(oΏ½) Rod Smith
> <rodsmith@nessus.rodsbooks.com> oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½/wrote:
>
> <snippety-snip:-)>
>>
>> If by "it" you mean "reverse engineering," then your interpretation is
>> rather extreme. My understanding is that reverse engineering is
>> explicitly protected as a sort of fair use in many European countries.
>> AFAIK, reverse engineering isn't protected as explicitly in the United
>> States, but it's still legal in many situations. For instance, various
>> companies reverse engineered IBM's original x86 BIOS back in the
>> mid-1980s, and this practice was found to be legal. (I believe there
>> were
>> court cases, and some practices were found to be illegal, but others
>> were
>> OK. My memory of the details is foggy, though.) Of course, you might
>> sign
>> a contract that forbids reverse engineering, but that doesn't make it
>> theft if you violate that contract term; it becomes a contract
>> violation.
>> Note also that the legal validity of "shrink-wrap licenses" in
>> restricting practices such as reverse engineering is uncertain at best.
>> There have been few court cases dealing with these "licenses," and the
>> outcomes have been varied -- some have said that the "licenses" were
>> legally binding, but others have come to the opposite conclusion.
>>
>
> THANK YOU Ron,

ooopss I meant Rod :-) Sorry

--
One Motorola per day, makes the doctor go away :-)
For mail remove the obvious crap from the email below:
mailto:ql@dokos-grCHOKEONTHIS=SPAMMER.net

4818. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 19:09:59 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <RPfSa.433$2B6.61411@news.siol.net>
Source record: 25297

Dennis Vermeire wrote:

If i may, ill invade here a bit :))

> So once again: I do not hate MiNT nor the people using it, I did say many
> times that it's being let down by a lousy AES. And I know very well that
> almost all applications which run under TOS or MagiC run just as good on
> MiNT. I also know that thanks to MinTNet people with a cable modem can
> use it on this platform. I don't happen to like the MiNTNet clients very
> much and never made a secret about it, IMO nothing beats the ASH clients,
> but once again that's strictly my own opinion. When someone thinks he has
> to have a go at these I react.... is that so difficult to understand? A
> couple of years ago I didn't need to come forward in the spotlight every
> time, there were others here fighting the holy war. Nowadays however it
> seems that I'm about the only one left who raises a voice when things
> once again get out of hand... I suppose that automatically qualifies me
> as the "bad" one, so be it.

I respect your taste and prefered applications. Thats totaly personal
taste and choice. Just allow that we also use and in some case prefer Unix
apps, which are kinda "invaders".

I will howewr disagre bout AES part. N.AES is not lousy at all, it is
very good AES. Im aware that its unstable for u, and u realy must have
something wrong there, i am, if u are willing, to help fixing u that. Not
to convert u from Magic to MiNT, but simply to prove N.AES is very stable
and powerfull AES.

> If someone here comes advocating ported software, you can safely bet your
> money on it that it won't be long before I jump in as well. It's not the
> fact that it originates from unix or open source that bothers me, it's
> simply the fact that this kind of software either only runs under MiNT
> which doesn't qualify as Atari software to begin with IMHO. But on top
> of that most of this software also doesn't come with the look and feel
> that sets Atari software apart from others. So yes, everytime someone
> comes here telling us that once again something beautifull has been
> ported over, I climb the barricades. And some MiNT users don't like that
> and take offence.... they seem to forget that whenever a new application
> is released on this platform it's usually openly dicussed in this group.
> So why is it allright to criticize for example Porthos, Calamus, Papyrus,
> Draconis or PhotoTip and sometimes break it down to the ground while on
> the other hand if one comes forward and gives his honest opinion about a
> ported application hell breaks loose? I'm allowed to say that CAB is crap
> but shouldn't say that "xxx" belongs in the same category? Sorry, I don't
> dance to that tune of music.

:))) Criticisng is okay, or even better, disliking... But when u do climb the barricades, u do that with pomp and bombs and heawy weapons.. U dont stop on bashing XXX apps, but attack whole comunity, coders and so on. U realy think i went berserk, sent u a mail, cause i had bad day in office?

Also i never hear u calling CAB or XXX app, which u consider real one, programmers loosers and use names u use for MiNTers.

> If something is good I'll say it also, Anodyne has ported over mkisofs2,
> and went through the trouble of giving it a GEM front and addition it runs
> on the three major used OS's... if all the ported stuff would be like
> this, then you wouldn't have any problems with me. Unfortunately that's
> not the case...

Why u think ppl bother to make GEM frontend for cjpeg/djpeg, pop3 Gem front end, Tarit (tar packer front end) or MiNt Setter (Frederic). Or RPM front end. Those ppl could be happy with CLI versions, they know how to use them. I have feeling, but i can be wrong, those not interest you, since free apps and MiNTers did them....

Well all apps simply cant run on all 3 OS-es. Not cause "other" 2 are bad, but because they lack Unix envoirment.

> In a different thread Maurits and Frederic are telling me to be realistic
> and look at the succes of Linux, Martin has also told me more or less the
> same thing a couple of days ago. OK, I'm not blind but I'm not completely
> stupid either... Linux is getting more and popular these days because it
> has finally entered the 21st century. Joe Average can now install it with
> a couple of mouse clicks on his Joe average computer. And once it's up
> and running just like with any other modern OS he can enjoy using the
> apps running in a multitude of windows, entering commands from the windows
> menu's... the chances that he'll ever will see a CLI are minimal. He's
> not expected to even know how to open up the terminal window anymore, as
> far as that Joe Average is concerned, that fresh installed Linux is just
> a nice MS Windows replacement with apps that even have the same look and
> feel....

I can actauly agree to that. And im am Unix fan, but id never install Linux on Atari, because all ill got is slow Linux box, soul less computer. Linux is infact great os, has many advantages over Windows, its Unix. And Unix is a way to go, no matter if its CLI or GUI only. What makes it better from Windows is portability. So if Joe Average migrate from his PC to g5 Mac, with Linux he will be able to use same apps, he love. Same if he will migrate to SGI, or Sun etc.. Thats is real advantage, not pure fact is Unix or whatewer... Thats strong points of Unices...

But Linux is "System Unifier": PC, Mac, Amiga or Atari are all same under Linux, minus speed diferences. PC is dull anyway, so migrating to Linux actualy freshen things up. On Atari Linux for me means killing the great and special machine, the also great apps and feeling.

There is where MiNT jumps in, it just add Unix cookies, but in core it stays native Atari OS. So Janez Average can fully enjoy GEM, and all what he likes on GEM, its services (av server, dhcp bla bla), his fauvorite

feeking. And occasionaly or more often, run some unix apps in parallel, without rebooting, exiting GEM. And if use Unix stack, like NFS, all his fav apps will be able to use that resources, if NFS Thing will display remote machine hdd in window, same as own hdd's, if MiNT net, CAB, or ASH emailer will be happy, and Janez average too, since he is able to run CAB with SSL, or use "non native" W3M if he need to do some bank transfers, if amigaFS.xdd he wil lbe able to read Amiga hdds, and so on.. And u alone said there is lack of new productions, and that lack wont go away im affraid.

> Now let's warp back to this platform, the stuff that is ported over
> doesn't run in a nice GEM window, it's unaware of any long established
> protocols that sets Atari software apart from others, and furthermore
> it's usally tied to running exclusively on one OS. So yes, I complain
> against these ports. I consider myself to be Joe Atari average, running
> Joe Atari average applications. And I happen to like these Joe Atari
> average apps, and I like using them so much that until this very day I
> haven't switched platforms. I'm convinced that anyone reading this more
> or less recognises himself in this small description.... bear with me,
> I'm not finished yet... Being just that simple Joe Atari average guy I
> can't understand why all of a sudden people want me to switch from OS,
> feeling great about running "alien" applications that bear no resemblance
> to all these great apps and utilities that I've been using for the last
> decade. So Joe Atari average is really confused, he doesn't really want
> to give up working with the OS he knows through and through and has never
> really let him down. The very first thing he has to do is to install a
> free OS... it's sounds simple enough, but unlike with his previous OS
> that installed from a couple diskettes, he needs to go hunting on
> internet for all kind of weird called apps... why on earth that there
> isn't a package available which contains all the stuff he needs (kernel,
> AES, desktop application etc...) with an easy to install installation
> program is beyond him. And he knows that there is a very easy to use
> freeware GEM installer available... he asked the question once in a
> newsgroup and was told that installation programs are for sissies and
> that setting up a complete fullblown MiNT is kidstuff.... it took him
> weeks to set the whole lot up, but he persevered. So now he has moved
> forward and is really up to date, most of the apps he loves working with
> still run although some look a bit weird, he has a couple of utilities
> which happen to hangup the computer and force him to reboot, but in the
> newsgroup he's told that these are dirty hacks and to get rid of them.

Realy, i thought we cleared that... EasyMiNT is easy to install package, it cames in few archives though, since its not small, and one can choose not to install compiler archive, or X11 archive or manuals archive (not advised if unix nevbie, since without manuals will start to bash other users...) Reason why AES and Desktop arent bundled is because they are commecial/shareware. Also whoever know me on orc or whatewer, knows that me and others, spend any time needed there in case of troubles. Learning curve is a bit steep, i admit. Dennis (Joe Average here) didnt ask me to maybe help his NAES troubles, its easier to accuse all us here we defend shitty AES and to declare N.AES shitty. Effective way to scare ppl off.

About saying that installers are for sissies is pure lie... in last few days EasyMiNT and SpareMiNT were mentioned more that once... I did, in KGMD days lead ppl on IRC step by step, and had (still have) opinion that some manual work actualy help newbies to grasp some cli basics. Since those were needed for KGMD.

Joe Average was proposed MiNT (and also in cases that he has the powefrull enough machine for it) simply because there is a lot of Joe's asking for ethernet cards, to have their machines in LAN to PC/MAC or to accesing internet via them, or cause Joe was in seek for pdf readers, etc...

BUT ill stop that here... I see Dennis again start twisting. NOONE propose Joe that he need to use odd "alien" apps only! Those are apps/drivers we dont have in TOS/MAGIC. Also the hanging etc remarks are fiction, neatly inserted in text. In reality, same bad app which crashes MiNT will do same to the Magic. Altough in 90% of cases those are older apps and crash is not realy crash, just badly returned screen adress, i also did produce some of such "gems". Easy to solve, i did told the solution here, but if noone wana listen what can i do? Im sick of this....

P.S: U all heard my reasons for MiNT, my view on Magic, which i do use happily, and consider realy nice small OS (and small not meant as insult!) i gave out some explanations, SpareMiNT links, explain why miNT now is not cowboy OS anymore (as it was on begining), and why i think it has future (fixed SparMiNT package, ne need to adopt apps, since they can be compiled. Not as good option as to get new GEM apps, but sadly those are close to 0 in development. And mainly, since we dont have to abandon any of ATARI flavors!) My offer for desktop snaps (to see i do run ATARI os) still stand, offer to help and try to resolve probs stand even more... Its up to you to decide now, i said what i have to say, u guys have own head, i wont repetitive wash your brains as Dennis does...

I only ask for one thing: Do NOT insult developers of OS/apps u dont need or u find them useless for u etc. Those guys work hard, all for our platform. As i said, if they would be realy some Unix junkies and wouldn't care for TOS platform, they would use Linux and port apps to Linux, not to sweat over nasty and odd probs, trying to merge Unix and TOS world, which sometimes can't be ultra neat solutions. Lack of "/:" partiton and U: drive is only way not to harm TOS applications useability! And thus this solution, there are few links to be made in so HATED mint.cnf...

lp, Janez

4819. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 19:29:32 UTC
From: lp <gfa@basic.net>
Message-ID: <BB3F145C.10ED%gfa@basic.net>
Source record: 25301

Dennis Vermeire wrote:

> Now let's warp back to this platform, the stuff that is ported over
> doesn't run in a nice GEM window, it's unaware of any long established
> protocols that sets Atari software apart from others, and furthermore
> it's usally tied to running exclusively on one OS. So yes, I complain
> against these ports. I consider myself to be Joe Atari average, running
> Joe Atari average applications. And I happen to like these Joe Atari
> average apps, and I like using them so much that until this very day I
> haven't switched platforms. I'm convinced that anyone reading this more
> or less recognises himself in this small description.... bear with me,
> I'm not finished yet... Being just that simple Joe Atari average guy I
> can't understand why all of a sudden people want me to switch from OS,
> feeling great about running "alien" applications that bear no resemblance
> to all these great apps and utilities that I've been using for the last
> decade. So Joe Atari average is really confused, he doesn't really want
> to give up working with the OS he knows through and through and has never
> really let him down. The very first thing he has to do is to install a
> free OS... it's sounds simple enough, but unlike with his previous OS
> that installed from a couple diskettes, he needs to go hunting on
> internet for all kind of weird called apps... why on earth that there
> isn't a package available which contains all the stuff he needs (kernel,
> AES, desktop application etc...) with an easy to install installation
> program is beyond him. And he knows that there is a very easy to use
> freeware GEM installer available... he asked the question once in a
> newsgroup and was told that installation programs are for sissies and
> that setting up a complete fullblown MiNT is kidstuff.... it took him
> weeks to set the whole lot up, but he persevered. So now he has moved
> forward and is really up to date, most of the apps he loves working with
> still run although some look a bit weird, he has a couple of utilities
> which happen to hangup the computer and force him to reboot, but in the
> newsgroup he's told that these are dirty hacks and to get rid of them.

For goodness sakes, no one has said switch. I never seen a post that
said anyone should switch. The issue simply is how you so easily write
anything off that you don't like as worthless. The situation is
identical at our end, the handful of apps that won't run on my mint setup
are labeled "alien", and so I simply do not use them. I also DO NOT
jump into usenet and start spouting off anything negative about these
programs or their authors. I simply find another tool to do the job
and since I use mint, I have many more possible solutions, that is
the only real difference when it comes down to it. Actually this
is not the place to air comments about a program, and I can understand
that upsetting you. Myself, I might send them an email with some bug report
or such. The next time that happens just try to stay a bit more calm

and such, tell that person to contact the author or provide the authors email. Don't go off half cocked and stoop to the same level, because that is what you are doing. All that swe asks, and I ask, and Martin and anyone else who tried to explain the value of the unix option, is a little more tolerance on your part. I even apologized for my previous comments in another post. I understand your position, I use to be there myself at one time. You might be perfectly happy to suffer, and be without some specific tool, but there are people who are willing to go that extra mile and obtain that tool even if it don't resemble a gem app.
The original TOS ROMs always had the ability to to run TOS and TTP apps, which had no GEM gui so I don't agree one bit that the unix apps look nothing like ST apps. But please try to be a little more tolerant, and accept that others simply go down a different path. I'm ok with people using magic, if it does the job you need, fine. It just is not the right solution for me and others. I also don't agree with your comments on naes, but looks are too subjective, I equally don't like the look of magic, but that's here nor there.
I think we all can have calm discussions, but it starts with tolerance and understanding that everyone has different needs. An example is demos or games, I've never had much use for either, but that don't mean others don't enjoy that stuff even if I don't. I do respect the work that goes into them though. Those hardly ever resemble GEM apps either. ;o)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4820. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 21:08:12 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307191606290.29541-100000@www.coazter.com>
Source record: 25305

On Fri, 18 Jul 2003, Dennis Vermeire wrote:

> >Didier has done great work adopting the jpeg/mp3 (from mp123) into ASM/DSP and
> >optimising it... And he didnt steal NOTHING. Ani would be a lot poorer without
> >GPL, and also a lot worse, if Didier wouldnt do great job adopting and
> >optimising the GPL code..
>
> Has anyone ever suggested something different? No one is questioning Didier, on
> the contrary. But then Didier is a realistic person who knows the limitations
> set by the hardware. Aniplayer happens to run perfectly under both MagiC-PC and
> MagiC-Mac also, it's on these emulators that one can enjoy Aniplayer and the
> added goodies... And before you jump the gun: how low long does it take to
> convert an audio cd into mp3 files on a 060 clone, at what frame rate can you
> enjoy watching a DiVx movie on that same clone etc... sure it's possible, I can
> do it on a STF also, but is it acceptable?

Dennis, please stick to the thread.
OS issues, not hardware, I know you know the difference.
In what way does using magic as opposed to other OS helps your TT playing
mp3 files?

Unrelated. Please drop this hardware issue.

4821. Re: Atari production

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 22:27:17 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfcgk4$6s5$1@sparta.btinternet.com>
Source record: 25302

Yo!, Smeg

> > >Has anyone noticed the similarities between the Ex-Iraqi
dis-information
> > minister, and Sam Tramiel's half brother?
> > >I think we should be told......
> >
> > I didnt consider that at the time, but now you mention it... 8~)
> >
> > >Smeg.
> >
> > >P.S. Steve, youse in a lotta trouble boy.
> >
> > Really, why's that?.
> >
>
> Well, though I dont agree with this policy myself (nor do I care), its
> commonly accepted that binaries are not allowed to be posted to non-binary
> ng's. So although I dont care, you will probably get some more
(un)deserved
> slaggings....

There's no rules when i complain!. 8~)

--

Regards Steve

Rope me a sheep and I'll make it smile.

4822. Re: Linking a TT & Falcon via the lan port

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 22:58:18 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfcie8$6d$1@hercules.btinternet.com>
Source record: 25304

Hi Guys

> > I don't know if this can be done, so really I'm asking two
> > questions...
> >
> > 1) Can it simply be done by getting a cable and plugging into the lan
> > ports on both machines... What software would be required (does it act
> > like a network where you could see one's drives on the other's screen)
> >
> > 2) Are their any complications (they currently run at different speeds
> > etc...), or was the lan port only for use with apple computers (I've
> > heard it called apple talk)
> >
> > Thanks for any thoughts on the subject... Rob
>
> I have a TT, that port is actually rs422 per the manual, since that is
> what apple used at the time. Far as I know no apple talk software/driver
> was ever made. That's about all I know about it, I never used the port
> myself, instead I used the serial2 which is on the vme cover.

I seem to recall a CPX that allowed to switch between Serial 2 / LAN on the MegaSTe, i think it came with Sting but it worked under iConnect.

I experimented once with an Apple cable to connect to a Modem, i don't think i ever got it to work so there's not a plug and play solution I'm aware of!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

4823. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-19 22:58:19 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfciea$6d$2@hercules.btinternet.com>
Source record: 25303

Hi Dennis

> >Reverse engineering for the purpose of knowledge is protected by almost
> >ANY patent law on Earth. TO USE your knowledge to make a duplicate of
> >what you took apart is illegal.
>
> It sounds logical enough, but what for example if you agreed to the user
> licence which explicitly forbids you to reverse engineer the software?

In theory you'd have to agree to the Licence in order to legaly install and
or use the software, this agrement would be extremely likely to specificaly
forbid reverse engineering, so either way it would be forbiden.

> There's actually a rather big bobo at the British patent office among us
> in this group, Bill if you read this would you jump in and explain it to
> us (in plain English please) ?

<Intrigued>

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4824. PS/2 -> ST keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 02:58:01 UTC
From: Matt Sauer <msauerno@spambigzoo.net>
Message-ID: <bfd0fo$6sl$1@slb0.atl.mindspring.net>
Source record: 25306

It seems that the QWERTYX box from Becroft is out of production and the maintainer of the Eiffel box is unresponsive. Is there an alternative out there? Does the Eiffel design work? Might another option be to extend the keyboard connecting cable (I guess it looks like some flavor of RJ jack?)? I'm shoving my 520 into a dektop PC case, and I'd like to use a PC keyboard.

TIA,
Matt

4825. Re: PS/2 -> ST keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 05:25:50 UTC
From: lp <gfa@basic.net>
Message-ID: <BB3FA01E.1102%gfa@basic.net>
Source record: 25307

in article bfd0fo$6sl$1@slb0.atl.mindspring.net, Matt Sauer at
msauerno@spambigzoo.net wrote on 7/19/03 10:58 PM:

> It seems that the QWERTYX box from Becroft is out of production and the
> maintainer of the Eiffel box is unresponsive. Is there an alternative out
> there? Does the Eiffel design work? Might another option be to extend the
> keyboard connecting cable (I guess it looks like some flavor of RJ jack?)?
> I'm shoving my 520 into a dektop PC case, and I'd like to use a PC keyboard.

See this page, it looks like Eiffel is still supported.

http://hardware.atari.org/

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4826. MidiSynth...

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 06:28:10 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1030720032612.20320C-100000@halifax.chebucto.ns.ca>
Source record: 25308

Would anyone have the sound chart for a MidiSynth box? A friend lent his out a few years back and never got it back. We were thinking of doing a demo for our club but he doesn't remember all the various instrument settings that were on this chart.

Thanks...

4827. Re: Falcon NVRAM Battery : end of life = 7

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 10:00:32 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <3f1a673f$0$2209$626a54ce@news.free.fr>
Source record: 25309

"Michael Schwingen" <michaels@ccac.rwth-aachen.de> a �crit dans le message
news: bemtqr$2oq$1@nets3.rz.RWTH-Aachen.DE...
> In article <3f0ea52d$0$4597$626a54ce@news.free.fr>,
> J�r�me Ginestet <ginesj@free.fr> wrote:
> >
> >> DS1287A or DS12887 should also work, also compatible chips from
benchmarq
> >> and others (bq3287 etc.). You can often get them from old PC boards of
> >> 486 - 586 era.
> >
> >I wouldn't recommend getting a used chip to replace a used chip.
>
> It depends - if it's basically free, why not?

Because it can work from 1 day to several years, you can't guess.
You just don't know when you'll have to open your Falcon again and
look for another replacement chip.

> then I agree using a new one is better (and make sure you really get a
> recent chip and not one that has been on the shelve somewhere for several
> years ...).

I've heard from several people that the battery was not supplying power
to the RTC until the chip was accessed for the first time, or programmed,
but I have never been able to spot this in any documentation or data
sheet so you are certainly right.

I think the most reliable fix is to change the battery by opening the chip.
It sounds tricky, but it is not so, because the chip is just a classic RTC
IC (a DS1285, in fact, for the DS1287) with a plastic box glued on top to
hold the quartz and battery.

See
http://perso.wanadoo.fr/dsavel/ds1287e.htm

--

J�r�me

4828. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 11:26:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058705600-40940AEicMi@gmx.net>
Source record: 25311

Hi Janez,

>
>I will howewr disagre bout AES part. N.AES is not lousy at all, it is
>very good AES. Im aware that its unstable for u, and u realy must have
>something wrong there, i am, if u are willing, to help fixing u that. Not
>to convert u from Magic to MiNT, but simply to prove N.AES is very stable
>and powerfull AES.

Hohoho... hold the horses!!
I said it was lousy, it didn't say it was unstable. But thanks for the offer anyway. Nothing needs to be fixed here, what needs to be fixed or at least upgraded is N.AES, so may I suggest that you offer your help to the N.AES developers? It is still being developed I presume ?

>:))) Criticisng is okay, or even better, disliking... But when u do climb
>the barricades, u do that with pomp and bombs and heawy weapons.. U dont
>stop on bashing XXX apps, but attack whole comunity, coders and so on. U
>realy think i went berserk, sent u a mail, cause i had bad day in office?

Do you really think I'm gonna climb on the barricades with a peace sign and some flowers in my hair? If one climbs on the barricades it's not to sing a peace song.

>Also i never hear u calling CAB or XXX app, which u consider real one,
>programmers loosers and use names u use for MiNTers.

If something stinks or is crap I just say it... I don't recall when, but Google will... I've posted a message a couple of years ago where I not only had a go at CAB but also at the programmer, and compared to what I wrote in that particular post, the ones you are complaining about are kidstuff. IIRC I called him a member of the maffia and demanded my money back...

I also had a "small" argument with the developer of Wensuite here to the point that he announced that he would make sure that the next version wouldn't be translated in English anymore and explicitly forbid me to translate it, unfortunately there never was a next version of that pile of shit.... :-)

Oh, and then there's Draconis ofcourse <grin>,
Here's the clown that supported it from the very first version and kept on paying good money for bad coding. Considering that this piece of junk carried the "professional" tag and didn't even had a newsreader... not to mention it's so called javascript ability, I think I've been very friendly to the programmer in my posts. If I could rewrite those posts knowing what I know now he would need to be sitting on a very stable chair also....

If the developer of Papyrus ever dares to walk in here again he also has something coming. He promised us to fix some of the bugs that are present since version 5.0, he would also make sure that papyrus could load the 3 versions of GEM vector formats, etc... the list is too long, look it up in Google...

I hope these examples are enough to convince you that I don't just target MiNters... if you need more examples just yell, over the years I've spoken my peace a lot of times in here :-)

And let me tell you this Janez, I do make the distinction between free and commercial, when I have a go against someone who asks money for a piece of crap I *never* give in, after all, if one pays good money, the least he deserves is a good product. When something free is crap I'll say it as well but be less harch...

>Why u think ppl bother to make GEM frontend for cjpeg/djpeg, pop3 Gem
>front end, Tarit (tar packer front end) or MiNt Setter (Frederic). Or RPM
>front end. Those ppl could be happy with CLI versions, they know how to use
>them. I have feeling, but i can be wrong, those not interest you, since
>free apps and MiNTers did them....

Janez, interest hasn't got anything to do with it, the very first thing one should consider is :"what can i do with these ", well, except perhaps for cjpeg/djpeg nothing of the above mentioned utilities are usefull to me, the fact that they are free or/and written by MiNTers has got nothing to do with it. I'm not going to get rid of something I've been using for years on end and served me well. So Pop3 Gem and tarit are out, the MiNT setter and RPM are of no use since they're for a OS I do not use.
Before you have a go at me: you now what mailer I use... , I also use ASH Scripter and Jinnee, that combination is is sufficient to tackle any tar, rar, qzip or whatever you care to throw at me. I'm not saying that tarit is no good, just that I don't need it. I've got something which is every bit as good and more flexible, so no need for tarit... Where did you get the idea from that I have anything against free apps? there are quite a few here on my hard disk. I'm not going to spend money when there's a free alternative. But if a commercial one is better or like in most cases arrived quicker on this platform...

>Well all apps simply cant run on all 3 OS-es. Not cause "other" 2 are
>bad, but because they lack Unix envoirment.

Have any of you forgot where your origins are? Whatever the reasons are an application is OS-specific, you alienated MiNT from this platform and you want me to say thanks? Every time you come here babbling about it telling us we should give it a try, you are in fact saying alienate as well, sorry Janez. What you didn't say is how much memory that setup uses, can a normal expanded falcon 14Mb handle it? Handling means is there enough memory left to actually run stuff on it? What about the ST-series expanded to 16Mb and rubbing with their 68000? You come advocating in here to give a different OS at least a try, but forget to add that in order to do this roughly 80% of the people here will need to replace their hardware. Even if they were prepared to do so, where on earth are they going to find replacements? the production

of clones has been halted years ago, and the 150 CT-60's are long gone... so here you have it.
Be realistic for once, the MiNT setup you describe garbles up memory, RAM which most people don't even have. If someone has to spend quite a lot of money to upgrade he'll want his money worth, and do things with his new computer that people on other platforms can do also.. and then the software problem arises again. It's a viscious circle, and yes I know that you're tring tyo do something about it, but IMO it's too little too late.
If you still haven't fallen of that chair: I don't believe in the ACP project either. It's exactly two years ago this month that the fabulous xTOS machine would be for sale.... that generated quite some posts in here as well. Only me and Dr. Uwe Seimet said it was nonsense, and we've both been flamed for it like no one ever else in here. I don't like to bring this up again, but Lonny was also involved in that thread... If Uwe didn't shut up some here wouldn't upgrade HD Driver anymore, because they wouldn't want to pay for something coming from a person with such negative views... Uwe wasn't even allowed to say his peace and/air his views. :-*(
There is no hardware ready to buy at the moment which is capable of running the setup you propose comfortable. So come back advocating this system once that the ACP materialises. But then I'm sure we're going to have a discussion about value for money.... As it is at this very moment, for the majority of users, MagiC is the best choice, not because it's better but because it runs on a smaller amount of RAM and doesn't put a lot of strain on the processor either... the price for this is that no unix-like software can be run on it, people with limited hardware probably don't have a need for it either.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4829. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 11:36:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058705594-39859AEicMi@gmx.net>
Source record: 25310

From: Janez Valant <swe@atari.org>
Date: Sat, 19 Jul 2003 19:33:35 +0200

Hi Janez,

Before you start reading this post, you better make sure that you're sitting on a very stable chair. I'm really not doing this on purpose but I have a feeling that you might go berzerk after reading my humble opinions :-)

>>BTW: why on earth did you keep this ready to run app 2 years hidden from
>>this community you happen to love so much?
>
> Well i didnt hide anything. We keep repeating that SpareMiNT has all
>those
>packeges, ported already, so user can easily live and use software without
>ever runing GCC, but that never came thru... U keep repeating that u want
>to see all those app, we keep saying that they are on SpareMiNT, but noone
>bother to check if thats true...

How shall I put this without hurting your feelings too much ? I've had a suspicion when you told us that a new version of Ghostcript was available but not to cause any havoc, I've waited for the link to see if my suspicions were justified.... and they damned well are!!
Warp back a little in time: The previous version ran on any Atari computer with minimum 2Mb, it ran under SingleTOS, MagiC and MiNT. But this new version however all of a sudden in practice only runs on upgraded Falcons and clones, and to top it of it can only run under one OS... and this is exactly what I've been going on about... what it boils down to is that now only a small minority can use it. What on earth has been so drastically changed in the source that it's a MiNT only application now? The previous version it's GEM front wasn't much to shout about but at least it has one, and the application could be used by almost any Atari user. So here we are, some odd years later, we moved on.... the app only runs under one OS and a very small number of computers. Like I said before, this is not moving on, it's rather like going backwards.

>Fact was, those apps were a dream and MiNTers conspiracy.

From where I'm sitting it sure is... I'm sorry Janez but I can't possibly call this a Atari application, it can only run on one single Atari model on condition it has been upgraded, and furthermore it only works on one of the three major OS's. If the Falcon isn't upgraded then it just doesn't run on any real Atari's at all, and you know just as well as I do how many active clone users there are...

>I realy advise u or ppl interested in MiNT to check SparMiNT pages. There
>are TONS of ported software, all in .rpm form to allow easy
>installing/deinstalling/upgrade. In a way, installing rpm is easier as
>installing GEM application, no paths etc are asked, since Unixes folow
>exact folder structure. (user may use own paths, but public packages for
>XXX distro, are standardized). And afaik, there also is GEM interface for
>rpm application.

Remember the (unfinished) Joe Atari average story? Well, if Joe A. surfs to those pages, he'll need to be sitting on a very stable chair as well. I put it to you that someone interested in MiNT, will be scared to death after having just a tiny little glance and run back safely to his SingleTOS or MagiC setup....

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4830. Re: Falcon NVRAM Battery : end of life = 7

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 12:11:10 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bfe0su$c35$2@nets3.rz.RWTH-Aachen.DE>
Source record: 25312

In article <3f1a673f$0$2209$626a54ce@news.free.fr>,
J�r�me Ginestet <ginesj@free.fr> wrote:
>
>I think the most reliable fix is to change the battery by opening the chip.
>It sounds tricky, but it is not so, because the chip is just a classic RTC
>IC (a DS1285, in fact, for the DS1287) with a plastic box glued on top to
>hold the quartz and battery.
>
>See
>http://perso.wanadoo.fr/dsavel/ds1287e.htm

Yup - I did that quite some time ago to a MK48T02 (as used in SUN Sparc machines):

http://heisenberg.ccac.rwth-aachen.de/~michaels/images/nvram1.jpg
http://heisenberg.ccac.rwth-aachen.de/~michaels/images/nvram2.jpg
http://heisenberg.ccac.rwth-aachen.de/~michaels/images/nvram3.jpg

These are a bit easier than the DS1287 because they consist of a "nearly normal" DIL chip with a backpack that contains crystal and battery, and that is only connected on the two short sides - you can see where I removed half of the backback (with the empty battery) and connected a new battery (and no, the MK48T02 will not work in a falcon).

This method may not look very "professional", but it works well (especially on a weekend where a replacement chip is difficult to obtain).

cu
Michael

4831. Re: PS/2 -> ST keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 12:51:37 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0307200451.574b26f8@posting.google.com>
Source record: 25313

Hi,

> > It seems that the QWERTYX box from Becroft is out of production and the
> > maintainer of the Eiffel box is unresponsive. Is there an alternative out
> > there? Does the Eiffel design work? Might another option be to extend the
> > keyboard connecting cable (I guess it looks like some flavor of RJ jack?)?
> > I'm shoving my 520 into a dektop PC case, and I'd like to use a PC keyboard.
>
> See this page, it looks like Eiffel is still supported.
>
> http://hardware.atari.org/

Yes, I am developing it further. I have to make a prototype of a new
PCB design, that will support Atari joysticks. I also have the source
code now to the PIC as I tried to contact Laurent many times (even
sent a snail mail letter) but no response :(

Thanks, Lyndon

4832. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 13:53:58 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <AhwSa.459$2B6.62788@news.siol.net>
Source record: 25314

Dennis Vermeire wrote:

> I hope these examples are enough to convince you that I don't just target
> MiNters... if you need more examples just yell, over the years I've spoken
> my peace a lot of times in here :-)

Yes they are. Im now totaly convinced that any reasoning with you is
futile. Period, u are the gramd jury and the judge. I am also 100%
convinced u do hate MiNT and all related to it, UNLESS they are total quiet
or even say bad things bout MiNT. Any try to explain comunity about some
advantages, no matter if some people want or neeed it. As i say, thats NOT
forcing ppl toward them. U on other hand, try to show MiNT as OS which
alienate from Atari. U dont care bout fact MiNT is ATARI is and Unix part
is hacked, not Atari part, u dont care the fact that MiNT GCC produce
totaly valid TOS This is last message from me, call it giving up, hidding,
whatewer i dont mind.

>
> And let me tell you this Janez, I do make the distinction between free and
> commercial, when I have a go against someone who asks money for a piece of
> crap I *never* give in, after all, if one pays good money, the least he
> deserves is a good product. When something free is crap I'll say it as
> well but be less harch...
>
>>Why u think ppl bother to make GEM frontend for cjpeg/djpeg, pop3 Gem
>>front end, Tarit (tar packer front end) or MiNt Setter (Frederic). Or RPM
>>front end. Those ppl could be happy with CLI versions, they know how to
>>use them. I have feeling, but i can be wrong, those not interest you,
>>since free apps and MiNTers did them....
>
> Janez, interest hasn't got anything to do with it, the very first thing
> one should consider is :"what can i do with these ", well, except perhaps
> for cjpeg/djpeg nothing of the above mentioned utilities are usefull to
> me, the fact that they are free or/and written by MiNTers has got nothing
> to do with it. I'm not going to get rid of something I've been using for
> years on end and served me well. So Pop3 Gem and tarit are out, the MiNT
> setter and RPM are of no use since they're for a OS I do not use.

> Before you have a go at me: you now what mailer I use... , I also use ASH
> Scripter and Jinnee, that combination is is sufficient to tackle any tar,
> rar, qzip or whatever you care to throw at me. I'm not saying that tarit
> is no good, just that I don't need it. I've got something which is every
> bit as good and more flexible, so no need for tarit... Where did you get
> the idea from that I have anything against free apps? there are quite a
> few here on my hard disk. I'm not going to spend money when there's a free

> alternative. But if a commercial one is better or like in most cases
> arrived quicker on this platform...
>
>>Well all apps simply cant run on all 3 OS-es. Not cause "other" 2 are
>>bad, but because they lack Unix envoirment.
>
> Have any of you forgot where your origins are? Whatever the reasons are an
> application is OS-specific, you alienated MiNT from this platform and you
> want me to say thanks? Every time you come here babbling about it telling
> us we should give it a try, you are in fact saying alienate as well, sorry
> Janez. What you didn't say is how much memory that setup uses, can a
> normal expanded falcon 14Mb handle it? Handling means is there enough
> memory left to actually run stuff on it? What about the ST-series expanded
> to 16Mb and rubbing with their 68000? You come advocating in here to give
> a different OS at least a try, but forget to add that in order to do this
> roughly 80% of the people here will need to replace their hardware. Even
> if they were prepared to do so, where on earth are they going to find
> replacements? the production of clones has been halted years ago, and the
> 150 CT-60's are long gone... so here you have it.
> Be realistic for once, the MiNT setup you describe garbles up memory, RAM
> which most people don't even have. If someone has to spend quite a lot of
> money to upgrade he'll want his money worth, and do things with his new
> computer that people on other platforms can do also.. and then the
> software problem arises again. It's a viscious circle, and yes I know that
> you're tring tyo do something about it, but IMO it's too little too late.
> If you still haven't fallen of that chair: I don't believe in the ACP
> project either. It's exactly two years ago this month that the fabulous
> xTOS machine would be for sale.... that generated quite some posts in here
> as well. Only me and Dr. Uwe Seimet said it was nonsense, and we've both
> been flamed for it like no one ever else in here. I don't like to bring
> this up again, but Lonny was also involved in that thread... If Uwe didn't
> shut up some here wouldn't upgrade HD Driver anymore, because they
> wouldn't want to pay for something coming from a person with such negative
> views... Uwe wasn't even allowed to say his peace and/air his views. :-*(
> There is no hardware ready to buy at the moment which is capable of
> running the setup you propose comfortable. So come back advocating this
> system once that the ACP materialises. But then I'm sure we're going to
> have a discussion about value for money.... As it is at this very moment,
> for the majority of users, MagiC is the best choice, not because it's
> better but because it runs on a smaller amount of RAM and doesn't put a
> lot of strain on the processor either... the price for this is that no
> unix-like software can be run on it, people with limited hardware probably
> don't have a need for it either.
>
> Cheers from Belgium
> Dennis

4833. Re: PS/2 -> ST keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 14:26:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058729790-21547AEicMi@gmx.net>
Source record: 25320

From: "Matt Sauer" <msauerno@spambigzoo.net>
Date: Sat, 19 Jul 2003 22:58:01 -0400

Hi Matt,

>It seems that the QWERTYX box from Becroft is out of production and the
>maintainer of the Eiffel box is unresponsive. Is there an alternative out
>there?

Yep, Peter Denk computers in Germany has manufactered a similar interface,
you can connect any PS/2 mouse and keyboard to it, no drivers are needed, a
micro-controller emulates the Atari keyboard layout for 100%. It also works
with the new batch of wireless devices.

http://www.ATARI-Fachmarkt.de , IIRC the device is priced at 29 EUR, that's
$30 or 20UKP

Cheers from belgium
Dennis
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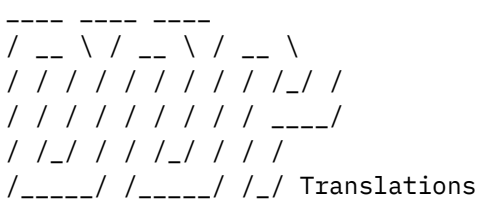

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4834. File locking etc

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 14:44:25 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bfe9s9$4ag$1@thorium.cix.co.uk>
Source record: 25316

Hi!

There has been a discussion about the lack of file locking on MagiC here. I confess I'm not a programmer, bu doesn't the AUTO-folder program CHK_OFLS which comes with Kobold perform this function? It seems to...

On the question of porting GPL apps to MiNT: To my mind, and I suspect the vast majority of Atari users, if these apps run so slowly on 90%+ of existing machines, they are of little interest. To tell peopple that they need to buy expensive upgrades or new machines to use them is just stupid! They would be better off buying a cheap PC and use that - with or without an Atari emulator.

Just my 2 cents worth!

Regards, /Peter/

4835. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 14:57:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1058729794-22223AEicMi@gmx.net>
Source record: 25321

Hi Frederic,

>Dennis, please stick to the thread. OS issues, not hardware, I know you
>know the difference.
>
>Unrelated. Please drop this hardware issue.

IMO they are related. In fact these issues go hand in hand. Someone with a for example 4Mb MegaST(e) doesn't even have to read this thread. Neither MagiC nor MiNT can be installed "properly" on such a computer. When you want to discuss OS issues then the hardware suitable to run these come automatically in play also. On a expanded Falcon with 14Mb one won't run very far either....

>In what way does using magic as opposed to other OS helps your TT playing
>mp3 files?

Oh.... it doesn't. The TT isn't powerfull enough to play them. I need to convert the mp3 files to WAV or AIF first. So the discussion of mp3players goes over the head of all the TT users really, they can't play them, so these players are useless to them. It doesn't make one cent difference if the discussed player is open source or shareware, they both can't perform miracles on a 68030 without DSP. So if I say ported open source software like this is of no use to me.... there's no need to go berzerk, try to see it from where I'm sitting. In practice only people with Falcons and clones can use these players.
And to make this post a little OS specific: supposing that a TT would be able to play mp3's, then using MagiC as OS would put a little less strain on the processor vs MiNT...

Cheers from Belgium
Dennis
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xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4836. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 15:18:45 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <3xxSa.463$2B6.62481@news.siol.net>
Source record: 25315

Sorry guys, coffe mug mishap, so i acidentaly sent the message.. So proper message here:

> Dennis Vermeire wrote:

>
>> I hope these examples are enough to convince you that I don't just target
>> MiNters... if you need more examples just yell, over the years I've
>> spoken my peace a lot of times in here :-)
>
Yes they are. Im now totaly convinced that any reasoning with you is futile. Period. U are the grand jury and the judge. I am also 100% convinced u do hate MiNT and all related to it, UNLESS they are total quiet or even say bad things bout MiNT. Any try to explain comunity about some advantages, no matter if some people want or neeed it wil result in bashuing and patronising from you. In long posts i sent, u carefully only reply on parts u can use to bash.. and in most cases those are "i dont need that os its useless to me" Yes it may be useless to you, but what about the REST of us?

I (we) never pushed ppl toward MiNT. U on other hand, try to show MiNT as OS which alienate from Atari. U dont care bout fact MiNT is ATARI, and Unix part is hacked, not Atari part, u dont care the fact that MiNT GCC produce totaly valid TOS or TTP executables (there u may hate or dont wana use them as u want, they ARE proper Atari platofrm applications). U dont care we repetitvely say that Unix apps are ADDITON to existing and fully functional Atari envoirment, whuch is priority in MiNT... In all mails u just try to implement miNt as alien OS to ppl's mind. U dont acnowledge my many times said acknowledges to Magic. Also u keep bashing MiNT bout alien apps, u didnt ONCE tell us proper GEM replacement. maybe even GEM replacement in development. In one message u said (probably careless) that there is little in line, as new apps are concerning. Yet with abvious lack of new apps, u hate and dismis any app whuch aint pure Atari app. In same spirit u also "overlook" our opinion that we dont prefer alien apps over GEM ones, but sadly thats all we have.

>> Janez, interest hasn't got anything to do with it, the very first thing
>> one should consider is :"what can i do with these ", well, except perhaps
>> for cjpeg/djpeg nothing of the above mentioned utilities are usefull to
>> me, the fact that they are free or/and written by MiNTers has got nothing
>> to do with it. I'm not going to get rid of something I've been using for
>> years on end and served me well. So Pop3 Gem and tarit are out, the MiNT
>> setter and RPM are of no use since they're for a OS I do not use.

Thank you for this. Yes i also do think on many apps "What can i do with these" and in many cases i realy dont use them. However, i never BASH

authors and their intention, and i still respect their work. And major problem with u is that as soon u found on app u do not like, no matter that author need to put sweat into it, u will bash author, OS and anyone who may actualy like it. Who the fuck cares if u dont need/like TARit and MiNT setter? They were created for ppl, who have wish to try MiNT, to make their live easier.. Still not a gram of good thought to those coders from you. I dont need any MIDI app for example, but im still proud we have/had apps like CAF, Notator, etc... FACT is, existance of tar archiver (of which usage is as it seems a mistery to you), MiNT setter or RPM does not harm anyone. It actualy bring Tar, installing RPMs onto GEM level, same as app u happen to like does (Anodyne stuff). Those also arent only apps, i just name few. And on end, as much u hate Lonny or Frederic, they do stand behind those apps and i also know few happy Airc users on Magic.. They did those apps, they added to comunity, u did what? U hate them, deny all their work and maybe ull use your enermous knowledge and translate airc RSC files. That will realy bust Atari scene enormously.. Maybe we need to stop coding algorythms, just provide u with RSC files?

>> Before you have a go at me: you now what mailer I use... , I also use ASH
>> Scripter and Jinnee, that combination is is sufficient to tackle any tar,
>> rar, qzip or whatever you care to throw at me. I'm not saying that tarit
>> is no good, just that I don't need it. I've got something which is every
>> bit as good and more flexible, so no need for tarit... Where did you get
>> the idea from that I have anything against free apps? there are quite a
>> few here on my hard disk. I'm not going to spend money when there's a
>> free alternative. But if a commercial one is better or like in most cases
>> arrived quicker on this platform...

As soon app is free and smell on MiNT u go berserk. I wont enter discussion here, but anyone who smeled CLI from distance, know that CLI scritpting,combined with pipelinig can do a lot more as Scripter and Jinnee. And not because i now want to deny Scripter (which i already admited id like to see with N.AES), but because Unix CLI and its apps philosophy is based on scripts and pipelines etc, and also dveloped for ages....

>>>Well all apps simply cant run on all 3 OS-es. Not cause "other" 2 are
>>>bad, but because they lack Unix envoirment.
>>
>> Have any of you forgot where your origins are? Whatever the reasons are
>> an application is OS-specific, you alienated MiNT from this platform and
>> you want me to say thanks? Every time you come here babbling about it
>> telling us we should give it a try, you are in fact saying alienate as
>> well, sorry Janez. What you didn't say is how much memory that setup
>> uses, can a normal expanded falcon 14Mb handle it? Handling means is
>> there enough memory left to actually run stuff on it? What about the
>> ST-series expanded to 16Mb and rubbing with their 68000? You come
>> advocating in here to give a different OS at least a try, but forget to
>> add that in order to do this roughly 80% of the people here will need to
>> replace their hardware.

Look. Using an alien application on native Atari OS cant be called forgetting origins. Creating TAR or RPM pr whatewer shell also. U realyu dont care we always repeat MiNT is native, its way diferent as Linux in that respect and so on and on. That doesnt matter. Word used in messages was MiNT and u get resd mist on eyes... thats ALL.

BUT how low can u go Dennis? How hipocritic can u be? In many messages i DIDsay that MiNT is very RAM and HDD hungry. I also said that i am realist andthat i do recomend Magic to all who asked me, if they havent TT with FASTram, or Falcon with 14, preferably more.. Except if they have big with to try Unix.. and to all i also say (well most ppl know that) that there is Xboot etc, so they can boot in OS by their desiree. Realy, u deny and overlook all i ever said in favour of Magic or any MiNT specific thing i mention (like RM usage HDD space etc..) Also u overlooked, that there is MultiTOS like setuo (1.15.4 kernel, N.AES and Thing boots with 2.5mb free ram here, less as magic, but not unusable). If u boot with kernel ONLY, and only use some MiNT goodies with single tos AES, u dont even notice MiNT...

Im firmly convinced that u do overlook these points (not some small hiden ones, in some odd topic) on purpose, and purpose is to deny all what we stand for and enforce your supremacy over me and others....

>> Even if they were prepared to do so, where on
>> earth are they going to find replacements? the production of clones has
>> been halted years ago, and the 150 CT-60's are long gone... so here you
>> have it. Be realistic for once, the MiNT setup you describe garbles up
>> memory, RAM which most people don't even have. If someone has to spend
>> quite a lot of money to upgrade he'll want his money worth, and do things
>> with his new computer that people on other platforms can do also.. and
>> then the software problem arises again. It's a viscious circle, and yes I
>> know that you're tring tyo do something about it, but IMO it's too little
>> too late. If you still haven't fallen of that chair: I don't believe in
>> the ACP project either. It's exactly two years ago this month that the
>> fabulous xTOS machine would be for sale.... that generated quite some
>> posts in here as well. Only me and Dr. Uwe Seimet said it was nonsense,
>> and we've both been flamed for it like no one ever else in here. I don't
>> like to bring this up again, but Lonny was also involved in that
>> thread...

What do u know bout ACP after all? I dont now claim it will 100% happen, but i saw evaluation board from Motorola ACP at EIL, saw many ppl working hard on it, sav SuperVidel guys.. They DO work on it.

I also remeber u and Uwe here said that CT60 wont ever happen. Same was said for Highwire. HW is not finished, yet, ppl are working hard, and u again took liberty to comment that in your own style. U and Uwe tend to declare all nonsense... Well in some u were right, in others u wasnt.. CT60 already sit in my machine.

>> If Uwe didn't shut up some here wouldn't upgrade HD Driver
>> anymore, because they wouldn't want to pay for something coming from a
>> person with such negative views... Uwe wasn't even allowed to say his
>> peace and/air his views. :-*(There is no hardware ready to buy at the

>> moment which is capable of running the setup you propose comfortable. So
>> come back advocating this system once that the ACP materialises. But then
>> I'm sure we're going to have a discussion about value for money....

Value for money? What value? Face it, developers are gone, not because of MiNT, but because hardware was stucked, there was no proper internet (and mint declared and named all sorts of view) so they migrated.. MANY of them on Linux, so Unix. Iwe hear many remarks that they would like to know bout MiNT etc in 95 etc.. There is lack of new hardware (ACP guys work hard, but HW development is hard and exp tho), lack of new software (developers migrated to platforms with bigger userbase etc) and yet, u took any oportunity to bash developers still remained, since they have will to work and maybe a bit diferent ideas as u. I want still to use my Atari in many years. Not like u, who uses xx for years and u dont need more.. and stagnate. I will use my Ataris in further years, ill get exited by any new HW announced, i wont dismiss any like u do, ill be disapointed many times, for sure, but thats life.. U dont want life, u want vegetation. If prize for using Ataris or machines yet to come is some alien app or driver, its price i must pay... U will sit, each year with less developers, and curse and laughter on anyone who will try to make a difference.. Not only that u dont create (except occsianly mess with RSCs etc) but u also have balls to laugh, and slack anyone who try to make any diference, no matter if he is on end very or little or not succsfull. U will take any oportunity to deny him at start already.

>> As itis at this very moment, for the majority of users, MagiC is the
>>best choice, not because it's better but because it runs on a smaller
>>amount of RAM and doesn't put a lot of strain on the processor either...
>>the price for this is that no unix-like software can be run on it, people
>> with limited hardware probably don't have a need for it either.

Man, u are master of hipocracy... Did i ever said Magic is not solution for all with so called "lowspecs" machines? I did many times, and for same reasons as u now name. I did that because its not my intention to push MiNT on anyone computer. All what i (we) want is recognition that MiNT is capable, that is future on more powerfull machines, and on machines yet to come, if they will come of course. And that there are users with TTs with TT ramcards, ct2 and AB040 machines, CT60 machines ... Any rasoning from me about ACP was folowed with "providingly ACP becomes reality". ACP or AtariONE etc name is not important, important is that MiNT with GCC can offer instant lib of new apps, esp protocols etc so machine can live, sine can be used... Later developers sure will implement those new things into GEM apps, same like Didier does etc... If u wish to declare any attempt as useless, stupid or nonsense from start its ok, dont poison all others with that.

Well its last message from me... Ill crawl back into pit i came, ill do my ill designed applications of no use to anyone there and ill continue to kill Atari with them... Ofcourse, if some heretic escape big brother here, ill be glad to help, and give support...

Janez

P.S> if i accidentaly hurt anyone else here, i apologise, it wasnt intentional. Help about MiNT, installing it etc still stands, ill be glad to help with it. Same goes if someone need a shell etc for cli application without u cant live etc :) Ill try to help even if u will run it in Magic, and dont worry i wont sabotage it!

4837. Re: File locking etc

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 15:57:48 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <G5ySa.464$2B6.63211@news.siol.net>
Source record: 25317

xlator@cix.compulink.co.uk wrote:

> On the question of porting GPL apps to MiNT: To my mind, and I
> suspect the vast majority of Atari users, if these apps run so
> slowly on 90%+ of existing machines, they are of little interest.
> To tell peopple that they need to buy expensive upgrades or new
> machines to use them is just stupid! They would be better off
> buying a cheap PC and use that - with or without an Atari
> emulator.

No no. Noone suggested to buy expensive upgrades. GPL apps indeed are slowish. The most GUI ones that is. CLI ones are okay, also Knews is quite usable on my Falcon. Point is, that since development of native Atari apps is close to zero, esp for copyrighted applications. So on CT60 (there are still fans who wanna use Ataris or clones) or ACP, of it will happen, those can easily be used since all u do is to compile them. That especialy consider future interner protocols, new gfx/music formats converters etc. I dont expect anyone will compile Kword etc, if we can happily use Papyrus etc... Main emphasis is on some protocols etc which future can bring... Those apps and drivers etc dont use much CPU etc, and are usable even on plain machines... like we now use nfs, imap, etc drivers..

Janez

4838. Re: File locking etc

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 16:15:10 UTC
From: lp <gfa@basic.net>
Message-ID: <BB40384E.1110%gfa@basic.net>
Source record: 25318

in article bfe9s9$4ag$1@thorium.cix.co.uk, xlator@cix.compulink.co.uk at xlator@cix.compulink.co.uk wrote on 7/20/03 10:44 AM:

> Hi!
>
> There has been a discussion about the lack of file locking on
> MagiC here. I confess I'm not a programmer, bu doesn't the
> AUTO-folder program CHK_OFLS which comes with Kobold perform this
> function? It seems to...

Doni¿½t know, never seen that program.

> On the question of porting GPL apps to MiNT: To my mind, and I
> suspect the vast majority of Atari users, if these apps run so
> slowly on 90%+ of existing machines, they are of little interest.
> To tell peopple that they need to buy expensive upgrades or new
> machines to use them is just stupid! They would be better off
> buying a cheap PC and use that - with or without an Atari
> emulator.

Obviously you have never tried this stuff.
No they are not so slow that they are unusable, I have used them on a standard speed Falcon and TT. If you are refering to the text based ones that is, quite usable, as for X11 yeah, you might find that slow.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4839. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 17:48:46 UTC
From: lp <gfa@basic.net>
Message-ID: <BB404E3E.1112%gfa@basic.net>
Source record: 25319

in article AhwSa.459$2B6.62788@news.siol.net, Janez Valant at swe@atari.org wrote on 7/20/03 9:53 AM:

>> If you still haven't fallen of that chair: I don't believe in the ACP
>> project either. It's exactly two years ago this month that the fabulous
>> xTOS machine would be for sale.... that generated quite some posts in here
>> as well. Only me and Dr. Uwe Seimet said it was nonsense, and we've both
>> been flamed for it like no one ever else in here. I don't like to bring
>> this up again, but Lonny was also involved in that thread... If Uwe didn't
>> shut up some here wouldn't upgrade HD Driver anymore, because they
>> wouldn't want to pay for something coming from a person with such negative
>> views... Uwe wasn't even allowed to say his peace and/air his views. :-*(

Glad you mentioned that, because what was going on was Atari users beating down other Atari users, and anyone I asked directly told me flat out that Uwe was wrong. It is one thing to air opinions, but how you air them is also important, he only needed to say once, something along the lines "that he's is not interested in ACP at all", we all can accept that. Not everyone wants to spend more money or follow such a dream. But no, he had to hit almost every post that mentioned it with a negative comment, effectively becoming what appeared as anit-Atari. That is also not a good position for a software developer, sort of goes without saying. I think Uwe is a good person at heart, he just got too wrapped up in that format of posting, it is a trend here if you had not noticed.

Uwe did make his comments known, by the mere fact that you know his views, you just proved that his msg got through. Repeating it um-teen times isn't productive, people can go to the ACP site and judge for themselves.
You only bring this up in an attempt to make me look bad, you can't get me to shut up so it's back to trying other angles again. You are wasting your time.

You don't see it, but you are acting the same way, you can't let a post go that mentions MiNT in a positive way, you keep beating it into the ground to the point where you come off as a narrow minded, self centered ego maniac who don't give a crap about other peoples needs or feelings. Then when you can't win an argument, which isn't really an argument per say, it's just you to stubborn to admit that MiNT has great value to others, you then start making fun of clones and such. You are now looking anti-Atari as well, it is in fact Atari users you are attacking. It is Atari software for Atari's you so easily write off as having no value whatsoever. You guys accuse me of stealing, pick on my Hades and god knows what else as I don't see all of Steve's posts. I never sank to that level, that's just sad really. Others see this and know what I'm saying is true, they just won't post, because if they do you add them to your sh*t list, then find some angle and attack.

Your thought process is quite frankly bizarre, apparently if it's not
an actual GEM app it is just crap straight out. So you must think demo
coders and game coders spend all day wasting their time too. You
specifically like ports that run directly on magic but not others, that's
also hypocritical like you accused me of being. MiNT's background stems
from Atari itself, the separate AES, the separate kernal, it has more
roots in the real Atari than magic ever will in my opinion. You have
clearly picked a side and won't even accept the other one at all.
It don't bother me one bit to say magic has great value to many people.
I am glad they found some way to stay with this platform.
I certainly hope that they are more open minded than you.

I fully advocate filters, if you don't want to read anything about
MiNT, unix, linux, or ACP, then use a mailer with filters or skip
the posts. Or filter out me and swe or anyone you don't like.
You are mistaken if you think you can drive them away, by the sheer number
of apps on the SpareMiNT site, it's not a passing fad, it's the future. So
either get over it, or ignore it. I'd like to also add, if you don't fully
know what you are adding your "2 cents" too, research the topic then post.
Otherwise, staying silent is the best course of action.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4840. Re: File locking etc

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 20:40:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bfeuna$cq5$1@thorium.cix.co.uk>
Source record: 25322

In message <BB40384E.1110%gfa@basic.net>, gfa@basic.net said:

>> There has been a discussion about the lack of file locking on
>> MagiC here. I confess I'm not a programmer, bu doesn't the
>> AUTO-folder program CHK_OFLS which comes with Kobold perform this
>> function? It seems to...
>
>Don't know, never seen that program.

From the Kobold manual:
---QUOTE---
The optional CHK_OFLS (check open files)... is used by Kobold to
prevent any open files from being lost or destroyed.*) If for
instance you are running a database program, e.g. Adimens of
Phoenix (or another program where files will be left open until
the program is terminated) and want to call Kobold, you will be
warned and given a chance to swich to GEMDOS mode.
*) If you use MultiTOS or MiNT (V0.94 or higher) then you will not
need CHK_OFLS.PRG.
---UNQUOTE---

It seems to prevent access by other apps as well...

>No they are not so slow that they are unusable, I have used them on
>a standard speed Falcon and TT. If you are refering to the text based
>ones that is, quite usable, as for X11 yeah, you might find that slow.

I see, thanks. From the postings in this series it sounded like a
CT60 - and there are only 150 of those :-(or the new putative ACP
machine was a minimum requirement for usable GPL apps.

From my point of view these would have to offer some considerable
advantages if I had to forego a decent GUI to use them. (Of cpurse
this does not apply to demos or games, but you hardly 'use' them in
the same way! :-)

I am not anti-MiNT, but for my personal requirements MagiC+NVDI seems
extremely stable on my Nemesised 14 MB Falcon and does most of what I
want (apart from high-colour graphic-heavy apps such as browsers - and
the restriction there is the processor speed, not the OS). Nor do I
need multi-user access that would require file locking etc, and I
think that goes for the vast majority of Atariites. Those that connect
these machines to routers or other computers must be a tiny minority,
but I agree that for them the MiNT environment seems to offer
advantages. But I'd be surprised if that was more than 1% of Atari
users!

But live and let live is my motto - if MiNT suits you, use it :-)

Regards, /Peter/

4841. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 21:25:38 UTC
From: Sinclair QL <ql@dokos-gr.net>
Message-ID: <oprsmog4qh6zy5e1@nntp>
Source record: 25323

oΩ½oΩ½oΩ½/On Sun, 20 Jul 2003 16:57:30 +0200,oΩ½(oΩ½) Dennis Vermeire <dennis.vermeire@gmx.net> oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½/wrote:

```
> Hi Frederic,
>
>> Dennis, please stick to the thread. OS issues, not hardware, I know you
>> know the difference.
>>
>> Unrelated. Please drop this hardware issue.
>
> IMO they are related. In fact these issues go hand in hand. Someone with
> a for example 4Mb MegaST(e) doesn't even have to read this thread.
> Neither MagiC nor MiNT can be installed "properly" on such a computer.
> When you want to discuss OS issues then the hardware suitable to run
> these come automatically in play also. On a expanded Falcon with 14Mb one
> won't run very far either....
>
>> In what way does using magic as opposed to other OS helps your TT
>> playing
>> mp3 files?
>
> Oh.... it doesn't. The TT isn't powerfull enough to play them. I need to
> convert the mp3 files to WAV or AIF first. So the discussion of
> mp3players goes over the head of all the TT users really, they can't play
> them, so these players are useless to them. It doesn't make one cent
> difference if the discussed player is open source or shareware, they both
> can't perform miracles on a 68030 without DSP. So if I say ported open
> source software like this is of no use to me.... there's no need to go
> berzerk, try to see it from where I'm sitting. In practice only people
> with Falcons and clones can use these players.
> And to make this post a little OS specific: supposing that a TT would be
> able to play mp3's, then using MagiC as OS would put a little less strain
> on the processor vs MiNT...
>

Which is exactly why if anyone really cared, could assist porting EmuTOS on
the Q60 (68060@66MHz full MMU and FPU) w/128Megs RAM and High-colo(u)r.
That platform would give you anything you wanted and you could install
anything you wanted (ie MiNT etc) on it... and play your MP3s to your
heart's desire :-)
--
One Motorola per day, makes the doctor go away :-)
For mail remove the obvious crap from the email below:
mailto:ql@dokos-grCHOKEONTHIS=SPAMMER.net
```

4842. Re: File locking etc

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 21:28:42 UTC
From: lp <gfa@basic.net>
Message-ID: <BB4081CA.111A%gfa@basic.net>
Source record: 25324

in article bfeuna$cq5$1@thorium.cix.co.uk, xlator@cix.compulink.co.uk at xlator@cix.compulink.co.uk wrote on 7/20/03 4:40 PM:

> In message <BB40384E.1110%gfa@basic.net>, gfa@basic.net said:
>
>>> There has been a discussion about the lack of file locking on
>>> MagiC here. I confess I'm not a programmer, bu doesn't the
>>> AUTO-folder program CHK_OFLS which comes with Kobold perform this
>>> function? It seems to...
>>
>> Donï¿½t know, never seen that program.
>
> From the Kobold manual:
> ---QUOTE---
> The optional CHK_OFLS (check open files)... is used by Kobold to
> prevent any open files from being lost or destroyed.*) If for
> instance you are running a database program, e.g. Adimens of
> Phoenix (or another program where files will be left open until
> the program is terminated) and want to call Kobold, you will be
> warned and given a chance to swich to GEMDOS mode.
> *) If you use MultiTOS or MiNT (V0.94 or higher) then you will not
> need CHK_OFLS.PRG.
> ---UNQUOTE---
>
> It seems to prevent access by other apps as well...

That's cool, that's a very positive thing and a way to safe guard against accidental data loss.

> I see, thanks. From the postings in this series it sounded like a
> CT60 - and there are only 150 of those :-(or the new putative ACP
> machine was a minimum requirement for usable GPL apps.

Certain members here would like to convince the masses that all this stuff is unusable on stock machines, some of it is very usable, some is not, and depends purely on ones goals and setup.

> From my point of view these would have to offer some considerable
> advantages if I had to forego a decent GUI to use them. (Of cpurse
> this does not apply to demos or games, but you hardly 'use' them in
> the same way! :-)

That is another mis-conception that is perpetuated here, there is a GEM gui, and looks are very subjective, and so is speed. Everyone has different breaking points where they might decide something is too slow. But with the right setup the unix stuff runs in a GEM window on the desktop.

You don't lose GEM at all, instead you gain unix access. That might
be hard to image unless you see it . One really should have a need for this
stuff, otherwise yes it can be involved to setup and use. At least it is an
option. It is best to stick to what works for you for sure.

> I am not anti-MiNT, but for my personal requirements MagiC+NVDI seems
> extremely stable on my Nemesised 14 MB Falcon and does most of what I
> want (apart from high-colour graphic-heavy apps such as browsers - and
> the restriction there is the processor speed, not the OS). Nor do I
> need multi-user access that would require file locking etc, and I
> think that goes for the vast majority of Atariites. Those that connect
> these machines to routers or other computers must be a tiny minority,
> but I agree that for them the MiNT environment seems to offer
> advantages. But I'd be surprised if that was more than 1% of Atari
> users!

That is a nice setup, I've never seen a Falcon with a speeder of any sort.
Someday I'd like to see something like that up close. I also hope
the ct60 gets all sorted out, was benefit even if we don't end up with one.
;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4843. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 22:47:02 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307201517170.980-100000@www.coazter.com>
Source record: 25325

On Sun, 20 Jul 2003, Dennis Vermeire wrote:

> Hi Frederic,
>
> >Dennis, please stick to the thread. OS issues, not hardware, I know you
> >know the difference.
> >
> >Unrelated. Please drop this hardware issue.
>
> IMO they are related. In fact these issues go hand in hand. Someone with a
> for example 4Mb MegaST(e) doesn't even have to read this thread. Neither
> MagiC nor MiNT can be installed "properly" on such a computer. When you
> want to discuss OS issues then the hardware suitable to run these come
> automatically in play also. On a expanded Falcon with 14Mb one won't run
> very far either....

Big correction that shows you don't know what you're talking about.
I did full mint/kgmd (aes included) install on megaste (tos 2.05), it
worked perfectly fine. The problem is that once you have everything
running, you can't run more than 1 GEM application at a time (unless it is
a small one). So it defeats the purpose of multitasking OS.
But from a full install (like I had) to something usable, you can trim
stuff out, a lot actually, as it is very modular. For a newbie with low
specs machine there are some type of install you can do to be manageable.

Now, to really prove you wrong, you say:
> On a expanded Falcon with 14Mb one won't run
> very far either....

I say: I'll take "Total bullshit for $800, Alex".

>
> >In what way does using magic as opposed to other OS helps your TT playing
> >mp3 files?
>
> Oh.... it doesn't. The TT isn't powerfull enough to play them. I need to
> convert the mp3 files to WAV or AIF first. So the discussion of mp3players
> goes over the head of all the TT users really, they can't play them, so
> these players are useless to them. It doesn't make one cent difference if
> the discussed player is open source or shareware, they both can't perform
> miracles on a 68030 without DSP. So if I say ported open source software
> like this is of no use to me.... there's no need to go berzerk, try to see
> it from where I'm sitting. In practice only people with Falcons and clones
> can use these players.

You don't make no sense.
As stupid as a gamer complaining to ID because Doom 3 won't run on his pentium 133Mhz and S3 video card.
Well, guess what, software come with pre-reqs, Can't work miracle.
2) if he was a so called gamer, he would have something a little more 21st century.
3) very nice to "insult" Didier's effort as it makes his work totally useless to the community as only the "privileged" ones (mind you, the people who spent a little money on their hardware, to exactly achieve things they couldn't) will be able to enjoy.

I still don't understand why my Pinto can't do 0-60 in 4.3 sec.
I will talk to ford and complain, maybe even sue them. I should definitely be able to do this.

> And to make this post a little OS specific: supposing that a TT would be
> able to play mp3's, then using MagiC as OS would put a little less strain
> on the processor vs MiNT...

How the hell do you know?????
Have you ever benchmarked it, ran some test? some stressloading?
News to you, I have used both heavily, and can already tell you that actually Aniplay feelt smoother, the whole computer was smoother.
Once again, if you don't know, just shut it.
Freaking unbelievable.

4844. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 22:54:44 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307201753180.1148-100000@www.coazter.com>
Source record: 25326

dum dum dum, me waiting for IPv6 to become standard :)

We'll see if Dennis will sing a different song by then.
Maybe it will be an enlightenment??

nah... doubtful.

4845. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 23:10:11 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307201758120.1148-100000@www.coazter.com>
Source record: 25327

On Sat, 19 Jul 2003, Dennis Vermeire wrote:

> From: lp <gfa@basic.net>
> Date: Fri, 18 Jul 2003 17:47:21 -0400
>
> >I also would not tell some to switch to mint. I don't advocate
> >switching unless you actually have a really good reason either.
>
> Do you mean that you've had a change of heart all of a sudden? Less then
> a year ago Frederic Fouchet announced here that all MagiC users are
> retarded morons, the only guy supporting that view (publicly) were you.
> IIRC I even nominated you for a award...
>

hmmm weird, I didn't seem to remember me ever saying this, so in doubt I
researched google newsgroup and found the thread but couldn't find such
statement.
Is google broken? Or can't I search effectively?
Dennis, could you give me the google URL archive to the "retarded morons".

Also, Dennis, make sure the name is spelled correctly, no T at the end
Thank you.

4846. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-20 23:17:31 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307201812010.1148-100000@www.coazter.com>
Source record: 25328

On Sat, 19 Jul 2003, Dennis Vermeire wrote:

> From: NOSPAMS@wanadoo.fr (Didier M�quignon)
> Date: Fri, 18 Jul 2003 21:22:19 +0200
>
> >If you load a file with Everest or Qed, the text editor Open the file
> >Read the file, and Close the file because the file is inside the memory.
> >If the file is modified when you select "Close file", the text editor
> >Create a file, Write the file and Close the file.
>
> That makes sense, but if the file is actually closed once it's loaded in
> memory then one should be able to delete it safely, in this case it's not
> possible because the desktop prevents it: "file in use". And like Steve
> mentioned that text file could be in use at the same moment by several
> OLGA clients, so even if the text editor closes it, it could be opened a
> split second later by a different program... what it boils down to is
> that in normal situations, the user can not accidently delete the file,
> meaning that in practice the file although not locked is just as safe as
> it is under MiNT.

Am I hallucinating????

Is Dennis for real??

Dennis, are you still arguing on the file locking????

You know what, after all, you're right. And a new change of carreer, you
should definitely become a Microsoft OS architect, or for Apple, or
whomever. You have a lot to teach them.
You have it all figured it out.

4847. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 03:30:20 UTC
From: lp <gfa@basic.net>
Message-ID: <BB40D68C.1126%gfa@basic.net>
Source record: 25329

in article Pine.SGI.4.10.10307201758120.1148-100000@www.coazter.com,
Frederic Fouche at g213778@coazter.com wrote on 7/20/03 7:10 PM:

> On Sat, 19 Jul 2003, Dennis Vermeire wrote:
>
>> From: lp <gfa@basic.net>
>> Date: Fri, 18 Jul 2003 17:47:21 -0400
>>
>>> I also would not tell some to switch to mint. I don't advocate
>>> switching unless you actually have a really good reason either.
>>
>> Do you mean that you've had a change of heart all of a sudden? Less then
>> a year ago Frederic Fouchet announced here that all MagiC users are
>> retarded morons, the only guy supporting that view (publicly) were you.
>> IIRC I even nominated you for a award...
>
> hmmm weird, I didn't seem to remember me ever saying this, so in doubt I
> researched google newsgroup and found the thread but couldn't find such
> statement.
> Is google broken? Or can't I search effectively?
> Dennis, could you give me the google URL archive to the "retarded morons".
>
> Also, Dennis, make sure the name is spelled correctly, no T at the end
> Thank you.

Even if that were true, hypothetically speaking, it wasn't me that said
it, you just said Fred said it. So it's guilt by association now?
For someone who does translations you seem to be really bad at
interpretation. lol

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4848. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 07:34:03 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbhn504.nf.atari@core.preferuje.luzik.pl>
Source record: 25330

On Fri, 18 Jul 2003 20:28:43 +0000 (UTC), Steve Sweet <steve.sweet@btopenworld.com> had a noticeable pleasure while writting:
> Hi Sinclair
>
>> > He advised me to do some reverse engineering. It was only until Steve
>> > actually pointed it out that I realised he adviced me to go and steal
>> > someone's work !! And then you are surprised that I'm upset? He even
>> > wants me to respect him !!
>>
>> Reverse engineering is not stealing per se. Understanding how something
>> works is in the interest of knowledge.
>> COPYING a reverse-engineer derived process on the other hand is bad (and
>> illegal). In contrast SIMULATING the OUTCOME/OUTPUT of any process by
>> avoiding techniques (and technologies) that you discovered during reverse-
>> engineering of said process, is perfectly legal and why-not should be
>> encouraged.
>
> Its theft of intellectual property, period.

In m country (Poland) and in most other countries it is perfectly legal to
Reverse Engineere a program if you will not use a knowledge from it to
davelop a program that does basically the same thing, and you want your
program to gain compatibility with program you RE and such information is
not avialible in other way.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4849. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 08:02:50 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bfg6qacfr1@reader10.wxs.nl>
Source record: 25331

> does not feel like it is a fast OS on a Falcon030. If
> someone can prove to me that MINT has far superior
> looks and options all contained in a great looking GUI
> that is easy use and setup than I might be interested.

MiNT has no looks, it's a kernel, not a GUI. This is exactly my problem with Magic and Windows, the looks being intertwained with the OS functionality. The two (should) have nothing to do with each other.

You can choose which GUI you want to use with MiNT. If you go for N.AES, you can completely configure the looks to your own needs since it has a theme handler (like Magic has). The fact that you don't seem to know, proves my point that all anti-MiNTers seem to base their opinions on the crappy KGMD distribution with the ancient and unfinished Atari AES 4.1 and MiNT 1.12. Which is why it's impossible to have a normal, serious and in-depth discussion about Magic functionality vs MiNT functionality. Which is why it always ends up in flamewars.

> version of Magic was you using??? Give up some web-
> sites with information and pics that show that MINT is
> superior and is constantly improving there OS and I
> might become a believer.

MiNTers keep telling Magicers to look at the latest MiNT versions, N.AES, XaAES and distributions like EasyMiNT and SpareMiNT. But you people never do, you just ignore it and keep complaining.

My two cents in return :)

Maurits.

4850. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 08:11:28 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bfg7agclh1@reader10.wxs.nl>
Source record: 25332

Dennis Vermeire wrote:

> Remember the (unfinished) Joe Atari average story? Well, if Joe A. surfs to
> those pages, he'll need to be sitting on a very stable chair as well. I put
> it to you that someone interested in MiNT, will be scared to death after
> having just a tiny little glance and run back safely to his SingleTOS or
> MagiC setup....

If Joe is one of those people who gets scared off by a site with too
many letters and not enough piccies, he shouldn't be using a computer in
the first place (or at least ask a more educated family member to
configure it for him). RPM really is really easier than any other
installer I ever saw in Tos, Magic, Windoze or any other system.

Don't complain until you tried. Don't just look at the site and feel
scared by the fact that you have to read something.

If what scared you (or Joe) is the stuff you have to do to get RPM going
in the first place (bootstrapping), look at EasyMiNT first. It installs
MiNT with RPM without any real effort from your side. But you already
knew this, because as you told me, you already know the latest
installers. Right? :)

Maurits.

4851. Re: PS/2 -> ST keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 09:30:46 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f1bb2bb$0$1980$626a54ce@news.free.fr>
Source record: 25333

```
YES , EIFFEL is well alive !!!

It may be integrated in a futur machine too...
```

"lp" <gfa@basic.net> a crit dans le message de news:
BB3FA01E.1102%gfa@basic.net...
> in article bfd0fo$6sl$1@slb0.atl.mindspring.net, Matt Sauer at
> msauerno@spambigzoo.net wrote on 7/19/03 10:58 PM:
>
> > It seems that the QWERTYX box from Becroft is out of production and the
> > maintainer of the Eiffel box is unresponsive. Is there an alternative
out
> > there? Does the Eiffel design work? Might another option be to extend
the
> > keyboard connecting cable (I guess it looks like some flavor of RJ
jack?)?
> > I'm shoving my 520 into a dektop PC case, and I'd like to use a PC
keyboard.
>
> See this page, it looks like Eiffel is still supported.
>
> http://hardware.atari.org/
>
> --
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>

4852. CT60 : ECLIPSE RUNS

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 10:13:10 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f1bbcac$0$1998$626a54ce@news.free.fr>
Source record: 25334

Eclipse runs now fine with CT60 !

Hades060 Eclipse+CT60 FalconCT60 (Videl)
1280x1024x16 1280x1024x16 640x480x8
NVDI 5.03 fVDI NVDI 5.03
------------ ------------ ----------------

ZBENCH: 551% 826% 66,5%

And we didn't yet try with 20 & 25 MHz falcon bus !!

You need the last version of flash : 0.99a
The chips are ABE 5I/J and SDR 5D.

All boards shipped now will contain these versions ...

Regards

4853. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 10:18:39 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbhnekp.1bo.atari@core.preferuje.luzik.pl>
Source record: 25335

On Sat, 19 Jul 2003 00:27:14 GMT, Carey Christenson <falcon060@adelphia.net> had a noticeable pleasure while writting:
<cut>
> Give up some web-
> sites with information and pics that show that MINT is
> superior and is constantly improving there OS and I
> might become a believer.
<cut>

One (pretty dull) screenschot: ftp://preferuje.luzik.pl/SNAP.GIF

I can prepare more interesting.

For information how FreeMiNT is superior ;) and constantly improving, check out: http://sparemint.atariforge.net/cvs/ChangeLog.freemint
It is changelog of changes in main FreeMiNT/Xaaes source.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4854. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 10:35:15 UTC
From: Jon-Paul <pockets@NO.SPAM.cix.co.uk>
Message-ID: <bfgfl3$26k$1@thorium.cix.co.uk>
Source record: 25336
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Any more in the london/home counties area?

Looks as if we 'may' have enough round here to make a pub meed a
possibility!

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bf9ndfoao1@hercules.btinternet.com...
> Hi "Jon-Paul"
>
> > > >Hmm I will do Atari adoption in Europe... :-)
> > > >
> > > Likewise in London :-)
> > > --
> >
> > Hmm, i knew there was competition round here somewhere
> >
> > XEGS, 130XE, 800XL, us doubled 1050 and a freinds collections to feed in
> the
> > Kingston/Surbiton area, Please give generously :)
>
> I've got Kent covered
>
> 600XL,
> 256K 130XE,
> 320K 800XL,
> 2 Happy chipped 1050's,
> 1 vanilla 1050,
> 850,
> 4xSTe's,
> 3xSTFM's,
> 1xMegaST,
> 1xMegaSTe (very hairy)
>
> Keep em coming!.
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>

4855. CT60 : shipping !

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 10:37:18 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f1bc254$0$1972$626a54ce@news.free.fr>
Source record: 25337

I consider now the debugging period closed !
Thanks to all that participated...

FLASH = 0.99a
SDR = 5D
ABE = 5I / 5J

This week some boards will be shipped...
The consignee will receive an email...

4856. Falcon with napalm

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 12:40:44 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bfgn0j$hv1$1@news-reader4.wanadoo.fr>
Source record: 25338

Hi,
i can't find again the meaning of bomb numbers on atari platform.
Anybody can help ?

Thanks

4857. Re: Falcon with napalm

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 12:55:38 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3f1be19d$0$1211$afc38c87@news.optusnet.com.au>
Source record: 25339

http://members.optusnet.com.au/~atari1/bombs.htm

will this help:-)

Mark

"NSPIRIT" <nspirit@wanadoo.fr> wrote in message
news:bfgn0j$hv1$1@news-reader4.wanadoo.fr...
> Hi,
> i can't find again the meaning of bomb numbers on atari platform.
> Anybody can help ?
>
> Thanks
>

4858. Re: Falcon with napalm

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 13:14:07 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bfgov6bcf1@news-reader5.wanadoo.fr>
Source record: 25340

> http://members.optusnet.com.au/~atari1/bombs.htm
>
> will this help:-)
>
> Mark
>
> > Hi,
> > i can't find again the meaning of bomb numbers on atari platform.
> > Anybody can help ?
> >
> > Thanks

Hey !!!!
That what i really need !!!!

Many Thanks Mark :)

4859. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer (and the message being spam - or not?)

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 14:05:12 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <besnhv4svo4nvmsj6h45ou0kl9gd3etkt8@4ax.com>
Source record: 25341

I'd like to thank whoever it was (Ian H. if I correctly recall?) who thought
my message about the UVK support site was spam and who complained to my
provider. I got an official warning and all that, which is great obviously.
Next time, what with me not exactly being a spammer (habitually or not)
please take it up with me first before crying wolf.
I was advised not to take things personally, but this official complaint
lark makes it a little difficult. By the way, the person involved neglected
to explain to me why he thought it was spam exactly, so I can only assume
that he hadn't got laid the night before and on second sight he didn't
consider it spam either.
Well hey. I guess he is, in gamers' terms, a n00b to comp.sys.atari.st.

4860. Re: PS/2 -> ST keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 14:08:04 UTC
From: Matt Sauer <msauerno@spambigzoo.net>
Message-ID: <bfgs40ucm1@slb9.atl.mindspring.net>
Source record: 25342

Thanks for all the replies - I guess I'll keep watching the (revamped)
Eiffel project!

Matt

4861. Re: PS/2 -> ST keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 14:36:29 UTC
From: Frederic Pecourt <fpecourt@invalid-ifrance.com>
Message-ID: <bfgtj2$b4o$1@reader1.imaginet.fr>
Source record: 25344

Hi!

"Rodolphe Czuba" <rczuba@free.fr> a crit dans le message de
news:3f1bb2bb$0$1980$626a54ce@news.free.fr...
> YES , EIFFEL is well alive !!!
>
> It may be integrated in a futur machine too...
>

Well, there is something I am wondering about : AFAIK, the Eiffel adapter is designed to operate behind one of the historical UARTs of the ST, that is through a serial link. But hadn't you claimed that UARTs would be DEFINITELY dropped in case that you go for a project of like a G4 based clone with an all-USB approach ?

Fred

4862. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer (and the message being spam - or not?)

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 14:47:38 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <e2TSa.166$ZJ1.12@read3.inet.fi>
Source record: 25343

Well, the rules of society apply here as well. There are idiots here in the newgroups as there are in our everyday lives, work, school etc. Personally I get really sick of the constant bickering that's going on here. There was no reason to consider your posting to be spam.

Joshua.

"Richard Karsmakers" <sorry@no.spam> wrote in message news:besnhv4svo4nvmsj6h45ou0kl9gd3etkt8@4ax.com...
> I'd like to thank whoever it was (Ian H. if I correctly recall?) who thought
> my message about the UVK support site was spam and who complained to my
> provider. I got an official warning and all that, which is great obviously.
> Next time, what with me not exactly being a spammer (habitually or not)
> please take it up with me first before crying wolf.
> I was advised not to take things personally, but this official complaint
> lark makes it a little difficult. By the way, the person involved neglected
> to explain to me why he thought it was spam exactly, so I can only assume
> that he hadn't got laid the night before and on second sight he didn't
> consider it spam either.
> Well hey. I guess he is, in gamers' terms, a n00b to comp.sys.atari.st.
>

4863. Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 15:00:17 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB41BE8E.3EAE%derryck@nospam.cix.co.uk.invalid>
Source record: 25345

I have a Falcon for sale so thought I would offer it in here, to UK or
European destinations only, before it goes to eBay.

* Nice clean condition
* 14MB System Solutions RAM card
* Accelerator of unknown origin/specs
* Case screws missing
* No IDE drive
* IDE ribbon cable and drive bracket supplied
* No software, mouse etc included, bare computer only
* NVRAM battery is flat, use a time-setting utility or replace NVRAM chip

I'm looking for 250 UKP or up.

--
Cheers,

Derryck

4864. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer (and the message being spam - or not?)

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 15:10:01 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <gh0ohvg6q4o4duajv792ilia1mr6rmv540@4ax.com>
Source record: 25246

On Mon, 21 Jul 2003 14:47:38 GMT, "Joshua Kaijankoski" <gaiyan@atari.org>
wrote:

Maybe I should send a message to abuse@hisprovider.com? :-)

>Well, the rules of society apply here as well. There are idiots here in the
>newgroups as there are in our everyday lives, work, school etc. Personally I
>get really sick of the constant bickering that's going on here. There was no
>reason to consider your posting to be spam.
>
>Joshua.
>
>"Richard Karsmakers" <sorry@no.spam> wrote in message
>news:besnhv4svo4nvmsj6h45ou0kl9gd3etkt8@4ax.com...
>> I'd like to thank whoever it was (Ian H. if I correctly recall?) who
>thought
>> my message about the UVK support site was spam and who complained to my
>> provider. I got an official warning and all that, which is great
>obviously.
>> Next time, what with me not exactly being a spammer (habitually or not)
>> please take it up with me first before crying wolf.
>> I was advised not to take things personally, but this official complaint
>> lark makes it a little difficult. By the way, the person involved
>neglected
>> to explain to me why he thought it was spam exactly, so I can only assume
>> that he hadn't got laid the night before and on second sight he didn't
>> consider it spam either.
>> Well hey. I guess he is, in gamers' terms, a n00b to comp.sys.atari.st.
>>
>

4865. Re: CT60 : shipping !

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 15:37:59 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f1c08cc$0$2164$626a54ce@news.free.fr>
Source record: 25247

That's simple !
I have a list of buyers who paid....the order list is the date when I received money.
So, I follow this list...
The exception on this is developers who received all the CT60 in the first shipping period whatever the date I received money.
A small proviledge for people developing and helping for debuging.
A second exception was swedish people, because of the near date of their atari nordic show...

"Rustynutt" <rustynuttspamblock@hotmail.com> a crit dans le message de news: cs1ohvsj52mgfu2vd8ni5vc1b2n2r9jj1e@4ax.com...
> On Mon, 21 Jul 2003 12:37:18 +0200, "Rodolphe Czuba" <rczuba@free.fr>
> wrote:
>
> >I consider now the debugging period closed !
> >Thanks to all that participated...
> >
> >FLASH = 0.99a
> >SDR = 5D
> >ABE = 5I / 5J
> >
> >This week some boards will be shipped...
> >The consignee will receive an email...
> >
> Hopefully that means the ones who paid in advance, full payment,
> according to the original agreement.
> Still a bit confused about the pecking order after all that has been
> said and done.
>
> The news is great!
> Michael Grove

4866. CT1 notice

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 16:19:57 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bfh3rl$c8l$1@news-reader2.wanadoo.fr>
Source record: 25249

Looking for the CT1 soldering notice please.

Thanks

4867. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer (and the message being spam - or not?)

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 16:46:55 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vho67v7gv5ml06@corp.supernews.com>
Source record: 25253

"Richard Karsmakers" <sorry@no.spam> wrote in message
news:besnhv4svo4nvmsj6h45ou0kl9gd3etkt8@4ax.com...

> I was advised not to take things personally, but this official complaint
> lark makes it a little difficult. By the way, the person involved
neglected
> to explain to me why he thought it was spam exactly, so I can only assume
> that he hadn't got laid the night before and on second sight he didn't
> consider it spam either.

I have discovered that a lot of lads that lurk in the forums need a good
night of sex! - LOL

Tim

4868. Re: PS/2 -> ST keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 16:49:21 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fygmne.14h1motwz3h34N%NOSPAMS@wanadoo.fr>
Source record: 25252

Frederic Pecourt <fpecourt@invalid-ifrance.com> wrote:

> Hi!
>
> "Rodolphe Czuba" <rczuba@free.fr> a ï¿½crit dans le message de
> news:3f1bb2bb$0$1980$626a54ce@news.free.fr...
> > YES , EIFFEL is well alive !!!
> >
> > It may be integrated in a futur machine too...
> >
>
> Well, there is something I am wondering about : AFAIK, the Eiffel adapter is
> designed to operate behind one of the historical UARTs of the ST, that is
> through a serial link. But hadn't you claimed that UARTs would be DEFINITELY
> dropped in case that you go for a project of like a G4 based clone with an
> all-USB approach ?

I think it's easy to modify eiffel and replace classic serial link by
and I2C link like the the EEPROM on the SDRAM because today this method
is used on the CT60.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4869. Re: File locking etc

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 17:05:45 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfh6h7kdp1@hercules.btinternet.com>
Source record: 25254

Hi Lonny

> That is a nice setup, I've never seen a Falcon with a speeder of any sort.
> Someday I'd like to see something like that up close. I also hope
> the ct60 gets all sorted out, was benefit even if we don't end up with
one.
> ;-)

The one I'm in the process of building should be reviewed for an online
magazine fairly soon, you can see it in there.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4870. Misc. ST Games and Software for Sale

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 17:09:03 UTC
From: lener@vt.edu
Message-ID: <lener-2107031209030001@geolib05.geol.vt.edu>
Source record: 25248

I have a number of ST Games and other items for sale or trade. Priced right, especially if you want multiple items. E-mail me at lener@vt.edu if interested in anything and I'll give you more details. Thanks.

d/i = original disks and instructions; others are boxed or are disks or docs only as indicated.

Games:
AAARGH! (Arcadia) d/i
Barbarian (Psygnosis) d/i
Breach (OmniTrend) d/i
Bratacus (Psygnosis) boxed
Captain Blood (Mindscape) boxed
Championship Baseball (Gamestar) d/i
Championship Basketball (Gamestar) d/i
Championship Football (Gamestar) d/i
Crazy Cars (Titus) d/i
Dive Bomber (U.S.Gold) d/i
Dragon Spirit (Tengen) boxed
Driller (Incentive) boxed
E-motion (US Gold) boxed
EcoPhantoms (Electronic Zoo) boxed
Game Over II (Dinamic) boxed
Ghouls and Ghosts (US Gold) boxed
The Immortal (Electronic Arts) boxed
Imperium (Electronic Arts) boxed
Indy (Lucasfilm) d/i
Jupiter Probe (Microdeal) d/i
Mad Professor Mariarti (Krisalis) boxed
Major Motion (Michtron) d/i
Marble Madness (Electronic Arts) = disks only
Mercenary: The Second City (Datasoft) = New, need original Mercenary game to use
Nitro (Psygnosis) = disk only
Outrun (Sega) boxed
Pagestream 2.0 = manual only
Pawn = docs only
Personal Nightmare (Horrorsoft) d/i
Phantasie II (Strategic Simulations) - boxed
Power Drift (Activision) = disks only
Power Monger (Electronic Arts) boxed
Project Neptune (Epyx) d/i
Puffy's Saga (UBI Soft) d/i
Quest for the Time Bird (Infogames) boxed
Road Wars (Arcadia) d/i

S.D.I. (Mindscape) d/i
Super Cycle (Epyx) d/i
Their Finest Hour (Lucas) ? disks only
TV Sports Football (Cinemaware) d/i
Typhon Thompson Search for the Sea Child (Broderbund) d/i
Ultima III Exodus (Origin) boxed
Warlock (360) d/i
Wizard?s Crown (Strategic Simulations) boxed

Other:
Athena II CAD (Iliad) d/i
Cash Register (AND) boxed
First CADD ?d/i
Graphic Artist, boxed
Hard Disk Accelerator (Beckemeyer) new
MasterCAD (Michtron) boxed
Menu Plus (Rimik) new
Publisher ST (Timeworks) boxed
SwiftCalc (Timeworks) boxed
Book - Introduction to MIDI Programming for the Atari ST (Abacus) vg

4871. Re: File locking etc

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 17:28:53 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <2xUSa.504$2B6.65800@news.siol.net>
Source record: 25250

xlator@cix.compulink.co.uk wrote:

> It seems to prevent access by other apps as well...

If thats the case, then its samrt to use it :)

> I see, thanks. From the postings in this series it sounded like a
> CT60 - and there are only 150 of those :-(or the new putative ACP
> machine was a minimum requirement for usable GPL apps.
>
> From my point of view these would have to offer some considerable
> advantages if I had to forego a decent GUI to use them. (Of cpurse
> this does not apply to demos or games, but you hardly 'use' them in
> the same way! :-)

Well the most decent GUI we can think of is GEM :) I used graphical news reader Knews in GEM, since XGem run Unix GUI apps on N.AESs window, and i set QED as external viewer/editor in Knews.. On Ct2 it was usable, but i think thats minimal configuration.. Or because Knews would be to slow, ot cause also MiNT feels tight on 14mb, esp if u wana run XGem.. Prolly 14Mb wouldnt be enough... Just want to say, i used Knews only because we dont have good news reader....

> I am not anti-MiNT, but for my personal requirements MagiC+NVDI seems
> extremely stable on my Nemesised 14 MB Falcon and does most of what I
> want (apart from high-colour graphic-heavy apps such as browsers - and
> the restriction there is the processor speed, not the OS). Nor do I
> need multi-user access that would require file locking etc, and I
> think that goes for the vast majority of Atariites. Those that connect
> these machines to routers or other computers must be a tiny minority,
> but I agree that for them the MiNT environment seems to offer
> advantages. But I'd be surprised if that was more than 1% of Atari
> users!

Id say there are a lot more as 1%, but not majority by far, hard to really estimate, 1% or 5 or 20%... Fact that u use Magic dont make u ant-MiNT. If lagic suits you, since it left u more free ram as MiNT, make less stress on CPU, why the hell not :)

> But live and let live is my motto - if MiNT suits you, use it :-)

EXACTLY!

Regards, Janez

P.S: would u care a small betatest in few weeks? Magic and Nemesis is what i didnt test yet...

4872. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 17:42:11 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <wJUSa.507$2B6.65858@news.siol.net>
Source record: 25251

Adam Klobukowski wrote:

> On Sat, 19 Jul 2003 00:27:14 GMT, Carey Christenson
> <falcon060@adelphia.net> had a noticeable pleasure while writting: <cut>
>> Give up some web-
>> sites with information and pics that show that MINT is
>> superior and is constantly improving there OS and I
>> might become a believer.
> <cut>
>
> One (pretty dull) screenschot: ftp://preferuje.luzik.pl/SNAP.GIF

U may look this one too:

http://yescrew.nocrew.org/pictures/swedesk.jpg my desktop
http://yescrew.nocrew.org/pictures/torture.jpg running as much as possible
http://yescrew.nocrew.org/pictures/xappsdsk.gif running X apps in GE window

Since server is on my Falcon its not always switched on, usualy from 18:00
CET on...

Janez

4873. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 17:42:22 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.07.21.17.42.22.398632@removenoaspam.atari-source.com>
Source record: 25255

On Sat, 19 Jul 2003 16:23:19 +0000, Carey Christenson wrote:

> TXG,
> This sounds like a very interesting idea. Put me on
> the list in case I ever want to get rid of anything or
> want to adopt a new atari!!!!
>
> Great idea,
>
> Thanks,

I've got some rare stuff, proud new owner of Nova 64 for TT :-D I'll
adopt near Philadelphia, PA!

Mark
http://atari-source.com

4874. Re: File locking etc

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 17:49:53 UTC
From: lp <gfa@basic.net>
Message-ID: <BB41A001.114D%gfa@basic.net>
Source record: 25256

For more info on file locking see:

http://yescrew.real-atarian.net/eng/howtocrash.html

If you attempt to test this, please be aware you risk damage to your
HD as was stated in a earlier post. Those that use magic should be
aware of this missing feature.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4875. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer (and the message being spam - or not?)

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 18:50:56 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfhcmf$s90$2@titan.btinternet.com>
Source record: 25257

Hi Richard

> I'd like to thank whoever it was (Ian H. if I correctly recall?) who thought
> my message about the UVK support site was spam and who complained to my
> provider. I got an official warning and all that, which is great obviously.

Unbeleivable!!, what an arsehole.

perhaps you should turn you talents to writing viri instead of kiling them i can suggest a testbed!.

Did your IP give you a chance to explain the score?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4876. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 18:50:57 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfhcmg$s90$3@titan.btinternet.com>
Source record: 25258
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Jon Paul

"Jon-Paul" <pockets@NO.SPAM.cix.co.uk> wrote in message
news:bfgfl3$26k$1@thorium.cix.co.uk...
> Any more in the london/home counties area?
>
> Looks as if we 'may' have enough round here to make a pub meed a
> possibility!

I've got that covered, visit...

http://www.cix.co.uk/~derryck/html/ccc.htm

...for more info, a local club to M25 neighbours.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4877. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer (and the message being spam - or not?)

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 19:13:51 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <pneohvs7t5bb24kk72g4h808862bqifbc1@4ax.com>
Source record: 25259

On Mon, 21 Jul 2003 18:50:56 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>Hi Richard
>
>> I'd like to thank whoever it was (Ian H. if I correctly recall?) who
>thought
>> my message about the UVK support site was spam and who complained to my
>> provider. I got an official warning and all that, which is great
>obviously.
>
>Unbeleivable!!, what an arsehole.
>
>perhaps you should turn you talents to writing viri instead of kiling them i
>can suggest a testbed!.

:-)

>
>Did your IP give you a chance to explain the score?.

Yes, they did. I haven't received a response to that, though. If something
like this happens again it could have more serious repercussions other than a
warning, unless my slate gets cleaned again.

I hope you're reading this, Ian H.

4878. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 21:31:43 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.07.21.21.31.43.380069@removenoaspam.atari-source.com>
Source record: 25260

On Mon, 21 Jul 2003 10:02:50 +0200, Maurits van de Kamp wrote:

>
>> does not feel like it is a fast OS on a Falcon030. If
>> someone can prove to me that MINT has far superior
>> looks and options all contained in a great looking GUI
>> that is easy use and setup than I might be interested.
>
> MiNT has no looks, it's a kernel, not a GUI. This is exactly my problem
> with Magic and Windows, the looks being intertwained with the OS
> functionality. The two (should) have nothing to do with each other.
>
> You can choose which GUI you want to use with MiNT. If you go for N.AES,
> you can completely configure the looks to your own needs since it has a
> theme handler (like Magic has). The fact that you don't seem to know,
> proves my point that all anti-MiNTers seem to base their opinions on the
> crappy KGMD distribution with the ancient and unfinished Atari AES 4.1
> and MiNT 1.12. Which is why it's impossible to have a normal, serious
> and in-depth discussion about Magic functionality vs MiNT functionality.
> Which is why it always ends up in flamewars.
>
>> version of Magic was you using??? Give up some web-
>> sites with information and pics that show that MINT is
>> superior and is constantly improving there OS and I
>> might become a believer.
>
> MiNTers keep telling Magicers to look at the latest MiNT versions,
> N.AES, XaAES and distributions like EasyMiNT and SpareMiNT. But you
> people never do, you just ignore it and keep complaining.
>
> My two cents in return :)
>
> Maurits.

Yeah,

As a hard core anti-mint'er all I have to say is that on a machine with
proper specs (030 + 16+ Megs of RAM), I wouldn't use anything but MiNT.
NOTHING. It's GREAT!

Anyway, seriously I was never anti-mint. I gave it a shot back in the day
and it was buggy and crashy as hell. I got some real hardware to throw at
it and YES. MiNT feels and probably IS slower than MagiC even on the
faster machines but IMHO it's becoming much more worth it for me. The
network support is important as my atari's have ethernet now, etc. The

problem is that most of the anti-minters are trying to use their atari's like they would 10 years ago. I live in the present, and so do my atari's. I have a TT right beside me that is involved in my daily duties as a sysadmin.

And MiNT is the only REAL option for future Atari machines. The power of the open source world means our systems will still have present day applications. Don't ignore that, it's a huge benefit of open source.

Mark
http://atari-source.com

4879. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 21:53:39 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bfhnd2imi1@titan.btinternet.com>
Source record: 25261

IMO Thats a lot of money for a Falcon of that spec.
Fix the NVRAM, put a reasonable IDE drive in it, then knock a few quid off
perhaps.

Smeg.

Derryck Croker <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BB41BE8E.3EAE%derryck@nospam.cix.co.uk.invalid...
> I have a Falcon for sale so thought I would offer it in here, to UK or
> European destinations only, before it goes to eBay.
>
> * Nice clean condition
> * 14MB System Solutions RAM card
> * Accelerator of unknown origin/specs
> * Case screws missing
> * No IDE drive
> * IDE ribbon cable and drive bracket supplied
> * No software, mouse etc included, bare computer only
> * NVRAM battery is flat, use a time-setting utility or replace NVRAM chip
>
> I'm looking for 250 UKP or up.
>
> --
> Cheers,
>
> Derryck
>
>

4880. WTD: Paradroid 90

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 22:18:16 UTC
From: Ole Voss <ole.voss@netrogue.de>
Message-ID: <bfholo$f03cu$1@ID-118921.news.uni-berlin.de>
Source record: 25262

Hi all,

I'm looking for a working version of paradroid 90 to while away some leisure time in nostalgic moods. Does anybody want to part with his copy? I've been to the paradroid homepage but was unsuccessful in making a real working disc of the image.

Regards,

Ole.

4881. Re: Paradroid 90

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 22:51:35 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bfhqpm$p4n$1@titan.btinternet.com>
Source record: 25263

Hi,

What are you gonna use it with, an ST or an emulator?

The reason that I ask is that I looked for this game about a year ago, and there are loads of menus with different versions on, None that I found worked properly with an emulator. some just wouldnt start and some locked up while playing :-| (i used Steem and pacifist)

I ended up buying an original copy off ebay and dusting off the 1040.

Smeg.

BTW Thanks for reminding me of this cool game, cos ive just got tired of playing Wizball (lasting 3+ hours per game) and I was trying to think of another cool game to play..... (I use my stacy with a colour monitor for games now :-)

Ole Voss <ole.voss@netrogue.de> wrote in message news:bfholo$f03cu$1@ID-118921.news.uni-berlin.de...
>
> Hi all,
>
> I'm looking for a working version of paradroid 90 to while away some leisure
> time in nostalgic moods. Does anybody want to part with his copy? I've been
> to the paradroid homepage but was unsuccessful in making a real working disc
> of the image.
>
> Regards,
>
> Ole.
>
>

4882. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer (and the message being spam - or not?)

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 22:58:33 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f1c5e327ba7a1@tripnet.se>
Source record: 25264

In comp.sys.atari.st <gh0ohvg6q4o4duajv792ilia1mr6rmv540@4ax.com>
Richard Karsmakers wrote on Mon 21-07-2003 17:10 (+0200):

>On Mon, 21 Jul 2003 14:47:38 GMT, "Joshua Kaijankoski" <gaiyan@atari.org>
>wrote:
>
> Maybe I should send a message to abuse@hisprovider.com? :-)

No! You should insist on your ISP to take back the warning! Write them a
letter (not email but pen and paper) and tell them you don't accept the
warning. Your ISP should then addres there complaints to the person's ISP
who made the initial false spam statement.

This may be of importance in the future if you get other complaints of
any kind...

>>Well, the rules of society apply here as well. There are idiots here in the
>>newgroups as there are in our everyday lives, work, school etc. Personally I

With the difference that those who apperar here must be really tragical
personalities: A small kid in a grownup's body that for once can "take a
fight" without the risk of facing "the enemy". Actually quite similair to
those who beat women (wifes etc) when they get home. All because they got
frustrated at work etc.

To avoid being part of this behaviour _never_ followup to idiotic posts
with anything but logical reasoning, and filter out the worst abusers.

Just struck me there may be a reason why so many of the abowe mention
characters appear here: Interest in computer games.

In many games you get the opportunity to experience aggresions/dangers
without the risk of facing the consequenses of real life, a coward's
paradise...

>>"Richard Karsmakers" <sorry@no.spam> wrote in message
>>news:besnhv4svo4nvmsj6h45ou0kl9gd3etkt8@4ax.com...

>>> my message about the UVK support site was spam and who complained to my
>>> provider. I got an official warning and all that, which is great
>>obviously.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4883. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer (and the message being spam - or not?)

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 23:33:29 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfht7t$2sk$1@hercules.btinternet.com>
Source record: 25265

Hi "Richard Karsmakers"

> >> I'd like to thank whoever it was (Ian H. if I correctly recall?) who
> >thought
> >> my message about the UVK support site was spam and who complained to my
> >> provider. I got an official warning and all that, which is great
> >obviously.
> >
> >Unbeleivable!!, what an arsehole.
> >
> >perhaps you should turn you talents to writing viri instead of kiling
them i
> >can suggest a testbed!.
>
> :-)
>
> >
> >Did your IP give you a chance to explain the score?.
>
> Yes, they did. I haven't received a response to that, though. If
something
> like this happens again it could have more serious repercussions other
than a
> warning, unless my slate gets cleaned again.
>
> I hope you're reading this, Ian H.

I'm glad justice prevailed, you got strung up and then comes the trial??.

If its so easy to pull an account on the word of one a-hole why are there so
many f'in perv's posting shitte.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4884. Re: Paradroid 90

Newsgroup: comp.sys.atari.st
Date: 2003-07-21 23:37:37 UTC
From: Ole Voss <ole.voss@netrogue.de>
Message-ID: <bfhtah$f4u7m$1@ID-118921.news.uni-berlin.de>
Source record: 25266

> What are you gonna use it with, an ST or an emulator?

Actually I still have an old ST lying around in the cupboard. It works fine
and I got some cool joysticks off ebay which I'll have to modify a little
because they were originally made for some nintendo console.

> The reason that I ask is that I looked for this game about a year ago, and
> there are loads of menus with different versions on, None that I found
> worked properly with an emulator. some just wouldnt start and some locked
up
> while playing :-| (i used Steem and pacifist)
>
Problem is I don't use an emulator and the version I have is an .st file
which I can't for the sake of me convert into a decent ST disk. Just won't
work! D*** ;-)

Regards,

Ole.

4885. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 07:34:58 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bfipfaogf1@news-reader5.wanadoo.fr>
Source record: 25267

```
> IMO Thats a lot of money for a Falcon of that spec.
> Fix the NVRAM, put a reasonable IDE drive in it, then knock a few quid
off
> perhaps.
>
> Smeg.
>
> > I have a Falcon for sale so thought I would offer it in here, to UK or
> > European destinations only, before it goes to eBay.
> >
> > * Nice clean condition
> > * 14MB System Solutions RAM card
> > * Accelerator of unknown origin/specs
> > * Case screws missing
> > * No IDE drive
> > * IDE ribbon cable and drive bracket supplied
> > * No software, mouse etc included, bare computer only
> > * NVRAM battery is flat, use a time-setting utility or replace NVRAM
chip
> >
> > I'm looking for 250 UKP or up.

Yes, really to expensive for just the UC.
The one i buy last week for 150? had
* CENTRam14MB
* CENTurbo1B
* No screw
* No IDE Ribbon and drive bracket
* A Bunch of software (NVDI4, HDDriver, MagiC5, NEON, ...)

So .... 352? is a lot of money for this.
```

4886. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 07:44:49 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bfiq1qapc1@news-reader4.wanadoo.fr>
Source record: 25268

> Anyway, seriously I was never anti-mint. I gave it a shot back in the
day
> and it was buggy and crashy as hell. I got some real hardware to throw
at
> it and YES. MiNT feels and probably IS slower than MagiC even on the
> faster machines but IMHO it's becoming much more worth it for me. The
> network support is important as my atari's have ethernet now, etc. The
> problem is that most of the anti-minters are trying to use their atari's
> like they would 10 years ago.

That because they love using it that way, including myself.
I really dislike the idea to have an Unix on my Falcon or my TT.
Kuz it'll become just an Unix machine, loosing at same time the
Atari spirit.
If i really want an Unix i'll afford a new PC architecture.
Just for example, ALL MY PC have Linux or NetBSD, and I have 4.

4887. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer (and the message being spam - or not?)

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 08:32:07 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bfist8$e3m$1@reader10.wxs.nl>
Source record: 25269

Hi Richard!

> I'd like to thank whoever it was (Ian H. if I correctly recall?) who thought
> my message about the UVK support site was spam and who complained to my
> provider. I got an official warning and all that, which is great obviously.

I hope you can defend your case with your provider? It wouldn't be good
if any idiot could make every ISPs send wardnings to whoever he doesn't
like.

> I was advised not to take things personally, but this official complaint
> lark makes it a little difficult. By the way, the person involved neglected
> to explain to me why he thought it was spam exactly, so I can only assume
> that he hadn't got laid the night before and on second sight he didn't
> consider it spam either.

I think you can report him to his ISP as well for this. :)

Maurits.

4888. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 08:43:17 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB42B7B2.3F7A%derryck@nospam.cix.co.uk.invalid>
Source record: 25270

In article bfhnd2imi1@titan.btinternet.com, Smeg at
smeg_007@NOSPAM.hotmail.com wrote on 21/7/03 22:53:

> IMO Thats a lot of money for a Falcon of that spec.
> Fix the NVRAM, put a reasonable IDE drive in it, then knock a few quid off
> perhaps.

Maybe, but I don't want to risk damaging the MB with my useless soldering
:-)

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4889. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 09:07:42 UTC
From: Tim Anderson <t-dot-anderson@zen.co.uk>
Message-ID: <pan.2003.07.22.09.07.42.771018@zen.co.uk>
Source record: 25271

On Tue, 22 Jul 2003 09:43:17 +0100, Derryck Croker wrote:

> In article bfhnd2imi1@titan.btinternet.com, Smeg at
> smeg_007@NOSPAM.hotmail.com wrote on 21/7/03 22:53:
>
>> IMO Thats a lot of money for a Falcon of that spec.
>> Fix the NVRAM, put a reasonable IDE drive in it, then knock a few quid off
>> perhaps.
>
> Maybe, but I don't want to risk damaging the MB with my useless soldering
> :-)

Mine only cost me ï¿½100, has all but the accelerator in it, plus it has all
the screws, NVRAM working, AND a shed load of software on the HDD.

Tim

4890. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 09:42:31 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbhq0sv.1ua.atari@core.preferuje.luzik.pl>
Source record: 25272

On Tue, 22 Jul 2003 09:44:49 +0200, NSPIRIT <nspirit@wanadoo.fr> had a noticeable pleasure while writting:
>> Anyway, seriously I was never anti-mint. I gave it a shot back in the
> day
>> and it was buggy and crashy as hell. I got some real hardware to throw
> at
>> it and YES. MiNT feels and probably IS slower than MagiC even on the
>> faster machines but IMHO it's becoming much more worth it for me. The
>> network support is important as my atari's have ethernet now, etc. The
>> problem is that most of the anti-minters are trying to use their atari's
>> like they would 10 years ago.
>
> That because they love using it that way, including myself.
> I really dislike the idea to have an Unix on my Falcon or my TT.
> Kuz it'll become just an Unix machine, loosing at same time the
> Atari spirit.
> If i really want an Unix i'll afford a new PC architecture.
> Just for example, ALL MY PC have Linux or NetBSD, and I have 4.

I do not feel like I lost anything. I feel like I gained something - unix tools in GEM enviroment.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4891. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 12:18:07 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f1d397a3381f50@tripnet.se>
Source record: 25273

In comp.sys.atari.st <pan.2003.07.21.17.42.22.398632@removenoaspam.atari-source.com>
Mark D wrote on Mon 21-07-2003 13:42 (-0400):

>I've got some rare stuff, proud new owner of Nova 64 for TT :-D I'll
>adopt near Philadelphia, PA!

Hm, I don't think there are too many Atari orphans in Philadelphia (now
known as Alasehir) :-)

Btw, I know an almost orphan Falcon (been on sale here) in Ubsola. May
have been imported by Adam of Bremen :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4892. Re: Paradroid 90

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 12:59:54 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bfjcg9$f5n$1@sparta.btinternet.com>
Source record: 25274

Ole Voss <ole.voss@netrogue.de> wrote in message
news:bfhtah$f4u7m$1@ID-118921.news.uni-berlin.de...
> > What are you gonna use it with, an ST or an emulator?
>
> Actually I still have an old ST lying around in the cupboard. It works
fine
> and I got some cool joysticks off ebay which I'll have to modify a little
> because they were originally made for some nintendo console.
>
> > The reason that I ask is that I looked for this game about a year ago,
and
> > there are loads of menus with different versions on, None that I found
> > worked properly with an emulator. some just wouldnt start and some
locked
> up
> > while playing :-| (i used Steem and pacifist)
> >
> Problem is I don't use an emulator and the version I have is an .st file
> which I can't for the sake of me convert into a decent ST disk. Just won't
> work! D*** ;-)

Hmm. I just made an Automation menu 390 disk, which has Paradroid and ATF II
on it, and both games work fine on my Stacy. Disk needs to be formatted to
800k (2s 10s 80tr) or you can just let makedisk format it itself while
writing it (slow).

Smeg.

4893. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 15:03:15 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.07.22.15.03.15.730923@removenoaspam.atari-source.com>
Source record: 25276

On Tue, 22 Jul 2003 10:07:42 +0100, Tim Anderson wrote:

>
> Mine only cost me ï¿½100, has all but the accelerator in it, plus it has all
> the screws, NVRAM working, AND a shed load of software on the HDD.
>
>
> Tim

Mine cost $305USD and came with external cdrom, zip drive, 28.8 modem,
72pin 14 meg upgrade, internal 2.5 1xx meg hdd (which soon went bad),
vga adapter, and a HUGE LOAD of REALLY GOOD software ;-) (Including boxed
copies of Substation and other cool games, as well as recent versions of
Magx, NVDI, HD-Driver, Kobold, CAB and a ton of other expensive ones.

Mark
http://atari-source.com

4894. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 15:54:44 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <NecTa.535$2B6.68616@news.siol.net>
Source record: 25275

NSPIRIT wrote:

> That because they love using it that way, including myself.
> I really dislike the idea to have an Unix on my Falcon or my TT.
> Kuz it'll become just an Unix machine, loosing at same time the
> Atari spirit.

Why? Didnt we said kazzilion times, that AES is main GUI in MiNT? U dont loose any spirit, i use ACE, Apex Media, Thing desktop, CAB etc daily. With all feeling and usability we all like.. Unix part is just added. At same time as AES (N.AES and Thing etc..). I can use Unix CLI on virtual consoles, and Unix GUI apps in GEM window, sine XGem is Xserver for GEM.. And GEM apps can use Unix resources, like NFS, or Unix sockets, so CAB support SSL etc.. No spirit is lost.

Janez

4895. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 18:02:09 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bfju79$1mt$1@news-reader2.wanadoo.fr>
Source record: 25277

```
"Janez Valant" <swe@atari.org> a ï¿½crit dans le message de news:
NecTa.535$2B6.68616@news.siol.net...
> NSPIRIT wrote:
>
>
> > That because they love using it that way, including myself.
> > I really dislike the idea to have an Unix on my Falcon or my TT.
> > Kuz it'll become just an Unix machine, loosing at same time the
> > Atari spirit.
>
> Why? Didnt we said kazzilion times, that AES is main GUI in MiNT? U
dont
> loose any spirit, i use ACE, Apex Media, Thing desktop, CAB etc daily.
With
> all feeling and usability we all like.. Unix part is just added. At same
> time as AES (N.AES and Thing etc..). I can use Unix CLI on virtual
> consoles, and Unix GUI apps in GEM window, sine XGem is Xserver for
GEM..
> And GEM apps can use Unix resources, like NFS, or Unix sockets, so CAB
> support SSL etc.. No spirit is lost.

Perhaps we have differents visions of atari spirit :)
```

4896. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 18:29:25 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <bfjvq6$fgavm$1@ID-40235.news.uni-berlin.de>
Source record: 25279

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.07.22.15.03.15.730923@removenoaspam.atari-source.com...
> On Tue, 22 Jul 2003 10:07:42 +0100, Tim Anderson wrote:
>
> >
> > Mine only cost me £100, has all but the accelerator in it, plus it has
all
> > the screws, NVRAM working, AND a shed load of software on the HDD.
> >
> >
> > Tim
>
> Mine cost $305USD and came with external cdrom, zip drive, 28.8 modem,
> 72pin 14 meg upgrade, internal 2.5 1xx meg hdd (which soon went bad),
> vga adapter, and a HUGE LOAD of REALLY GOOD software ;-) (Including boxed
> copies of Substation and other cool games, as well as recent versions of
> Magx, NVDI, HD-Driver, Kobold, CAB and a ton of other expensive ones.
>
> Mark
> http://atari-source.com
>

How long ago. The last falcon I can find on E-Bay

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2740470577&category=124
7

fetched rather more than that, and it seems to have less good stuff. Of
course I know e-bay can be overpriced,

4897. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 19:03:57 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307221400590.3557-100000@www.coazter.com>
Source record: 25282

On Tue, 22 Jul 2003, NSPIRIT wrote:

> > Anyway, seriously I was never anti-mint. I gave it a shot back in the
> day
> > and it was buggy and crashy as hell. I got some real hardware to throw
> at
> > it and YES. MiNT feels and probably IS slower than MagiC even on the
> > faster machines but IMHO it's becoming much more worth it for me. The
> > network support is important as my atari's have ethernet now, etc. The
> > problem is that most of the anti-minters are trying to use their atari's
> > like they would 10 years ago.
>
> That because they love using it that way, including myself.
> I really dislike the idea to have an Unix on my Falcon or my TT.
> Kuz it'll become just an Unix machine, loosing at same time the
> Atari spirit.
> If i really want an Unix i'll afford a new PC architecture.
> Just for example, ALL MY PC have Linux or NetBSD, and I have 4.

See Dennis, the brainwashing you've done definitely work.

Now, NSPIRIT, in what way will it lose the Atari spirit?
I bet you have never used it, nor seen it in your life, but already the
assumption that it will be any less of an atari with atari software.

Great. Misinformation, exactly why Dennis is not my best friend.

4898. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 19:22:22 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <shfTa.538$2B6.69991@news.siol.net>
Source record: 25278

NSPIRIT wrote:

> Perhaps we have differents visions of atari spirit :)

Perhaps :) But for me thats using native GEM apps, TOS ones as well,
using each and any application people also use in Magic. Also using all
those apps with protocols as AV server, dhst server, drag'n'drop... Except
for close fans, using N.AES is equal to using Magic. If u only install MiNT
kernel and N.AES, without Unix envoirment, thats just another mtasking OS,
native of course.. So what do i miss here, what Atari spirit may be
diffrent from that? :)

Janez

4899. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 19:48:28 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <XFfTa.540$2B6.70022@news.siol.net>
Source record: 25280

David Wade wrote:

>> Mine cost $305USD and came with external cdrom, zip drive, 28.8 modem,
>> 72pin 14 meg upgrade, internal 2.5 1xx meg hdd (which soon went bad),
>> vga adapter, and a HUGE LOAD of REALLY GOOD software ;-) (Including boxed
>> copies of Substation and other cool games, as well as recent versions of
>> Magx, NVDI, HD-Driver, Kobold, CAB and a ton of other expensive ones.
>>
>> Mark
>> http://atari-source.com
>>
>
> How long ago. The last falcon I can find on E-Bay

I got a Falcon one year back for 44 euros, it was plain Falcon, with 14mb ram, 120Mb IDE, monitor adapter, joystick and 100 floppies. 2 y ago i got Falcon with SRC card in tower case with 120Mb IDE and 105mb Syquest drive, 14mb RAM, FPU, PC keyboard some accesories, VGA adapter etc for aprox 250E. My main machine is Falcon i bought 3y ago, plain, with 14MB ram, 65Mb IDE and it costed approx 200E. And last Falcon i have is MKX, 14MB RAM, 1Gb SCSI, FPU.... costed 220E... So 600USD for machine on Ebay is realy to much. esp since i bought its SUPER upgrade ethernec, directly from author for 25 ukp.

Guys in #atariscne also have many machnines and prices usualy are from 100-200 euros for plain machines (14MB)... Attached SCSI CDroms, usualy 4x or 12x etc dont worth much anyway. Imho reason to pay more as 200E is some gfx card, accelerator etc...

Janez

4900. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 21:02:19 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfk8op$q84$1@hercules.btinternet.com>
Source record: 25281

Yo!, Delboy

> > IMO Thats a lot of money for a Falcon of that spec.
> > Fix the NVRAM, put a reasonable IDE drive in it, then knock a few quid
off
> > perhaps.
>
> Maybe, but I don't want to risk damaging the MB with my useless soldering
> :-)

I've got a MIG welder and an Angle grinder that you can borrow!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4901. Re: Ultimate Virus Killer 2000 - Atari

Newsgroup: comp.sys.atari.st
Date: 2003-07-22 23:49:47 UTC
From: swampfax1@atlantic.net
Message-ID: <v4kTa.10$Sj1.3887@monger.newsread.com>
Source record: 25283

Richard,
I contacted abuse@planet.nl with the following letter + your original post w/header (automated response received so far):

Hi,
In my opinion, letting newcommers know of good FREE software is'nt SPAM but rather a service, especially considering the rarity of only one post per month!!!
See original post below that I believe was falsely complained about!

Regards,
John G.
P.S. By suggestion, it might be good for others to not only do what I've done but to also complain to the ISP of the false accuser!!!

4902. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 00:17:26 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.07.23.00.17.26.805432@nossspamXXatari-source.com>
Source record: 25284

On Tue, 22 Jul 2003 19:29:25 +0100, David Wade wrote:

>
> "Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
> news:pan.2003.07.22.15.03.15.730923@removenoaspam.atari-source.com...
>> On Tue, 22 Jul 2003 10:07:42 +0100, Tim Anderson wrote:
>>
>> >
>> > Mine only cost me ï¿½100, has all but the accelerator in it, plus it has
> all
>> > the screws, NVRAM working, AND a shed load of software on the HDD.
>> >
>> >
>> > Tim
>>
>> Mine cost $305USD and came with external cdrom, zip drive, 28.8 modem,
>> 72pin 14 meg upgrade, internal 2.5 1xx meg hdd (which soon went bad),
>> vga adapter, and a HUGE LOAD of REALLY GOOD software ;-) (Including boxed
>> copies of Substation and other cool games, as well as recent versions of
>> Magx, NVDI, HD-Driver, Kobold, CAB and a ton of other expensive ones.
>>
>> Mark
>> http://atari-source.com
>>
>
> How long ago. The last falcon I can find on E-Bay
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2740470577&category=124
> 7
>
> fetched rather more than that, and it seems to have less good stuff. Of
> course I know e-bay can be overpriced,

I bought mine on ebay. gotta watch. I got a good deal because I stalked
ebay falcons for a long time.

Mark
http://atari-source.com

Also remember I am in the USA. I'd think UK would be better since they
can get shipped in from places where they might be everywhere and cheap
like Germany or Sweden or something.

4903. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 01:35:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059061744-113475AEicMi@gmx.net>
Source record: 25212

From: Frederic Fouche <g213778@coazter.com>
Date: Sun, 20 Jul 2003 18:17:31 -0500

Hi Frederic,

>Am I hallucinating????

I've no idea.... have you eaten any mushrooms or cake lately?

>Is Dennis for real??

Oh yes... no worries, I'm not a fragment of your hallucinations.

>Dennis, are you still arguing on the file locking????

No, not anymore.
I think I've found another topic to drive you all mad.

>You know what, after all, you're right. And a new change of carreer, you
>should definitely become a Microsoft OS architect, or for Apple, or
>whomever. You have a lot to teach them.

Thanks Frederic..., I really appreciate this :-)

After long considerations I've decided that the Unix community would be best served with all my knowledge and indefinite deep wisdom, and since they are somewhat the underdog as well... the only condition is that they give me carte blanche ofcourse. Before you'll know it the next release will blow the competition away. Since the concept isn't much to my likings I'm toying with the idea of reverse engineering MagiC and slap the Unix label on it. I do expect a little opposition from a couple of unix users... but hey, I'm used to that, CSAST has done wonders in that department. I'll just tell them that we're moving on and if they don't like it to stick with what they've got or migrate to a different platform.
I won't forget where I came from ofcourse, so I'll inform these discontent unix users about our little platform and MiNT. It shouldn't take long before some ten million users migrate to Atari, reviving this little platform back to its former glory :-)
Once that I've finished "tuning" unix, I might just peep in at Microsoft, it seems to me that Bill his little OS could do with a little "tuning" as well, and once that's done all the discontent Window users will migrate to our platform also, can we take 500 million users?
I'll leave Apple alone, they like to be different, they've succcesfully build their firm on that slogan...

Imagine.... all this happening just because MagiC can't lock files :-)

Got to stop now, and treat the unix users to some magic.... they don't know
what they've been missing out on :-)

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4904. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 01:39:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059061742-112851AEicMi@gmx.net>
Source record: 25211

From: Frederic Fouche <g213778@coazter.com>
Date: Sun, 20 Jul 2003 18:10:11 -0500

Hi Frederic,

>hmmm weird, I didn't seem to remember me ever saying this, so in doubt I
>researched google newsgroup and found the thread but couldn't find such
>statement.
>Is google broken? Or can't I search effectively?
>Dennis, could you give me the google URL archive to the "retarded morons".

Not really.... unless you help me a little ;-)
I store all the posts in Emailers database mode, If you could let me know
what thread it was, then I'll find it back in a jiffy. We've had so many
arguments in so many different threads.... I find it much easier to store
the posts in Emailer, then have to go searching for them on Google.
Maybe I had just a bit bad luck, but on several occasions I found out that
Google isn't all that complete, several posts from me are missing there as
well.
Can you imagine it? Here I am trying to make this world a better place for
all Atari users and in 100 years from now, no one will remember :-)

>Also, Dennis, make sure the name is spelled correctly, no T at the end

Sorry,
I happen to know someone who's called Fouchet, I've mixed them up. I'll be a
little more thoughtfull next time.

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4905. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 02:45:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059061748-114215AEicMi@gmx.net>
Source record: 25213

From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Date: Mon, 21 Jul 2003 10:11:28 +0200

Hi Maurits,

>If Joe is one of those people who gets scared off by a site with too
>many letters and not enough piccies, he shouldn't be using a computer in
>the first place (or at least ask a more educated family member to
>configure it for him). RPM really is really easier than any other
>installer I ever saw in Tos, Magic, Windoze or any other system.

Joe his family members unfortunately all have the same IQ as Joe (it runs in the family), so they can't figure it out either. You see, Joe bought his Atari to play games on, after years someone told and showed him how to turn it into a word processor. Joe is very proud that he can write letters now with 1st Word, in fact he can't stop bragging about it...
As long as no one tells Joe that his Atari is able to access the internet, he'll be offline and go to the local internet cafe, screwing up the PC's there.

>Don't complain until you tried. Don't just look at the site and feel
>scared by the fact that you have to read something.

Well, Joe's English isn't very good. He prefers surfing to websites in his own lingo, which in this particular case happens to be Dutch. He also doesn't understand much of computer lingo. He does know the difference between a mouse and a joystick (after someone explained it to him), but we should go easy on him.

>If what scared you (or Joe) is the stuff you have to do to get RPM going
>in the first place (bootstrapping), look at EasyMiNT first. It installs
>MiNT with RPM without any real effort from your side. But you already
>knew this, because as you told me, you already know the latest
>installers. Right? :)

No, not right
Joe doesn't understand the difference between MiNT, freeMiNT, SpareMiNT and easyMiNT... He doesn't really know where to find everything he needs, according to Joe, the stuff seems to be scattered all over the internet.

OK Maurits... let's get serious now :-)
I admit that my Joe Average story is a little over the top, but I happen to know a couple of Atari users who resemble Joe quite a lot. And these people have no idea about the progress that's been made on this platform, MagiC and MiNT passed them by. Their knowledge has stopped with the last published Dutch magazine... If people like these would come in here, they would think we're from a different planet... and still these people are

the majority of Atari users.
Quite regular I get a phonecall from people who were once members of the local ex-Atari club. When they call, it's panic. You wouldn't believe the configurations and software I've seen over the last year.... But they all have one thing in common, none have moved on, and no one uses their Atari to access internet. I've met people who after using their Atari for 12 years still don't have a hard disk. Don't even mention CD's to them, they don't know we can attach these to our Atari's.... what strikes me is that most of them have got a PC or Mac, but keep doing things on their Atari because they happen to like the apps or/and the way the machine works. All these apps are minimum 7 years old.... you have no idea what people are using to accomplish whatever it is they want to do. The best way to describe is to say that as far as they are concerned the clock stopped when Atari went down. Their trusted Atari dealer became a PC or Mac dealer and they followed, merely following the advice from that dealer.

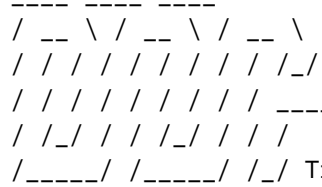
I've seen a 14Mb Falcon running MultiTOS, SpeedoGDOS and Papyrus 3.0, the owner produces a monthly newsletter with it which is read by almost 400 people, and you know, it really looks good.... :-/
Who in the world am I to say to that guy :"let's trash this bunch of crap and install some decent software on it"? When he popped the question to me about the advantages, I told him that it would be more stable and a little faster... he told me :"no need, the computer is fast enough to my likings and it has never ever crashed on me" !!

Well Maurits, with a lot of brainwashing I could perhaps persuade him to install MagiC, after all, it's only a diskette he needs to pop in the Falcon to install it. But I know for a 100% that there's no way I could ever brainwash him into installing and using MiNT. People like him really need something very simple.... and that's what ASH supplied years on end, easy to install apps. And putting MiNt on a easy to install CD won't work either... most of these people don't even have a CD-player.

They've stopped where we started, but when we're talking about the Atari platform we *have* to include them as well. Without them what's left of this platform? a couple of hundred users? unfortunately that's not enough to be a platform :-/

Although I had a go at the dreamers dreaming up dreams, I confess I have a couple of dreams as well. One of these dreams is to at least get some of those "Joe's" actively back on this platform. I converted a couple already, they are MagiC users now, not power users, but at least they can tap a little bit more out their computer now... there's absolutely no way I could convert one single user back if I should put a MiNT setup on his machine... in time they may learn about MiNT and decide to try it out, but it will take a lot of patience and a lot of time... time which we unfortunately haven't got anymore. So, it's essential to keep this platform going that new software can run at least under MagiC and if possible also under TOS. If only to make sure that all the Joe's remain here, we need them to be a platform... no one in the real world will take a (devided) group with a couple of hundred people seriously...

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4906. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 03:03:38 UTC
From: lp <gfa@basic.net>
Message-ID: <BB43734A.11C8%gfa@basic.net>
Source record: 25285

in article Pine.SGI.4.10.10307221400590.3557-100000@www.coazter.com,
Frederic Fouche at g213778@coazter.com wrote on 7/22/03 3:03 PM:

> On Tue, 22 Jul 2003, NSPIRIT wrote:
>
>>> Anyway, seriously I was never anti-mint. I gave it a shot back in the
>> day
>>> and it was buggy and crashy as hell. I got some real hardware to throw
>> at
>>> it and YES. MiNT feels and probably IS slower than MagiC even on the
>>> faster machines but IMHO it's becoming much more worth it for me. The
>>> network support is important as my atari's have ethernet now, etc. The
>>> problem is that most of the anti-minters are trying to use their atari's
>>> like they would 10 years ago.
>>
>> That because they love using it that way, including myself.
>> I really dislike the idea to have an Unix on my Falcon or my TT.
>> Kuz it'll become just an Unix machine, loosing at same time the
>> Atari spirit.
>> If i really want an Unix i'll afford a new PC architecture.
>> Just for example, ALL MY PC have Linux or NetBSD, and I have 4.
>
>
>
> See Dennis, the brainwashing you've done definitely work.
>
> Now, NSPIRIT, in what way will it lose the Atari spirit?
> I bet you have never used it, nor seen it in your life, but already the
> assumption that it will be any less of an atari with atari software.
>
> Great. Misinformation, exactly why Dennis is not my best friend.

http://www.coazter.com/fdn/ers.htm

Spirit is just as about as subjective as color, look, or speed. To this day
I know of people using monochrome, or who are quite willing to wait 24 hours
for 3D renderings, whilst the next guy with a machine with color and double
the speed find all that unacceptable. Needless to say, the fact remains
that MiNT was introduced by the company known as Atari. So it can be seen
the other way around. Magic has far less spirit to me, as it's roots are
not even from the company, in my opinion MiNT has more spirit. It's totally
subjective and borders on personal preference anyway. Although, my
preference is based more on the company's own path. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4907. Re: CT60 : ECLIPSE RUNS

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 05:30:50 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0307222130.142bfa99@posting.google.com>
Source record: 25286

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3f1bbcac$0$1998$626a54ce@news.free.fr>...
> Eclipse runs now fine with CT60 !
>
>
> Hades060 Eclipse+CT60 FalconCT60 (Videl)
> 1280x1024x16 1280x1024x16 640x480x8
> NVDI 5.03 fVDI NVDI 5.03
> ------------ ------------ ----------------
> ---
> ZBENCH: 551% 826% 66,5%
>
>
> And we didn't yet try with 20 & 25 MHz falcon bus !!
>
> You need the last version of flash : 0.99a
> The chips are ABE 5I/J and SDR 5D.
>
> All boards shipped now will contain these versions ...
>
> Regards

Was the Eclipse adapter located below the CT060 for this test?
TIA,
Mike

4908. Re: Ultimate Virus Killer 2000 - Atari

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 07:58:22 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <90gshvc3dto3u1a5a5ha8pof1rc0q3s7m9@4ax.com>
Source record: 25287

On Tue, 22 Jul 2003 23:49:47 GMT, swampfax1@atlantic.net (John Garone) wrote:

>Richard,
> I contacted abuse@planet.nl with the following letter + your original
>post w/header (automated response received so far):
>
>Hi,
> In my opinion, letting newcommers know of good FREE software is'nt SPAM
>but rather a service, especially considering the rarity of only one post
>per month!!!
> See original post below that I believe was falsely complained about!
>
>Regards,
> John G.
>P.S. By suggestion, it might be good for others to not only do what I've
> done but to also complain to the ISP of the false accuser!!!

Thanks, John.

4909. DSDD disks

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 08:50:12 UTC
From: google@asktoby.com
Message-ID: <25a29397.0307230050.ab94ae9@posting.google.com>
Source record: 25288

Hi

I'm looking for somewhere to get some atari ST floppies, i.e. double sided double density (DSDD).

I only want about 10 or 20 of them.

Any clues?

Thanks
Toby

4910. Re: CT60 : ECLIPSE RUNS

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 09:20:40 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f1e535a$0$15552$626a54ce@news.free.fr>
Source record: 25289

SURE, there is only one way to use a Falcon expand card with CT60 !
The expand card must receive a MAL/MAL HE13/14 type connectors (in fact two
: one with 2 x 30 pins and one with 2 x 50 pins) .
Soldering these connectors on the solders of the femal connectors is not
difficult, just a bit long...
And it works ! :-))

"rustynutt" <rustynutt@hotmail.com> a crit dans le message de news:
fc53daf3.0307222130.142bfa99@posting.google.com...
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3f1bbcac$0$1998$626a54ce@news.free.fr>...
> > Eclipse runs now fine with CT60 !
> >
> >
> > Hades060 Eclipse+CT60 FalconCT60 (
Videl)
> > 1280x1024x16 1280x1024x16 640x480x8
> > NVDI 5.03 fVDI NVDI 5.03
>
---------- ---------- ----------
> > ---
> > ZBENCH: 551% 826% 66,5%
> >
> >
> > And we didn't yet try with 20 & 25 MHz falcon bus !!
> >
> > You need the last version of flash : 0.99a
> > The chips are ABE 5I/J and SDR 5D.
> >
> > All boards shipped now will contain these versions ...
> >
> > Regards
>
>
> Was the Eclipse adapter located below the CT060 for this test?
> TIA,
> Mike

4911. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 10:03:07 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <bflmdp$1cd9p$1@sinclair.be.wanadoo.com>
Source record: 25290

Dennis Vermeire wrote:

> Do not believe any tales
>
>from people telling you that a Crazy Dots card or ET-4000 card is just as
>good, they're not. Furthermore Nova cards have a VDI that is optimized to
>run with NVDI, and they perform equally well under MagiC, MiNT and singleTOS
>
Dennis that's definitely not true ....
Crazy Dots cards are good I used one and even expanded one to thousands
colors ....
It even was possible to use the card with NVDI and it was great !

http://web.wanadoo.be/dipching.drulkhor/CRAZYD-E.HTM

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679
http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

4912. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 10:09:55 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <bflmqf$1cd9p$2@sinclair.be.wanadoo.com>
Source record: 25291

Frederic Fouche wrote:

> Great. Misinformation, exactly why Dennis is not my best friend.

Don't care about this Dennis because you know Katherine Ellis was also a
great master in misinformation.

Jo

4913. Re: Falcon with napalm

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 10:32:08 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3f1e62f9$0$11108$afc38c87@news.optusnet.com.au>
Source record: 25292

You are welcome ;-)

"NSPIRIT" <nspirit@wanadoo.fr> wrote in message
news:bfgov6bcf1@news-reader5.wanadoo.fr...
>
> > http://members.optusnet.com.au/~atari1/bombs.htm
> >
> > will this help:-)
> >
> > Mark
> >
> > > Hi,
> > > i can't find again the meaning of bomb numbers on atari platform.
> > > Anybody can help ?
> > >
> > > Thanks
>
> Hey !!!!
> That what i really need !!!!
>
> Many Thanks Mark :)
>

4914. Re: Falcon with napalm

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 10:35:35 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bfloh9$h47$1@reader10.wxs.nl>
Source record: 25293

One thing you need to keep in mind when analysing bombs.. sometimes the error traps will follow each other very quickly, so 5 bombs might be a divide by zero, but it might also be an address error immediately followed by a bus error or vv. :)

(I prefer MiNT's way of blurting out all kinds of info about the crash into the console.. although the bombs of course look cuter). :)

Maurits.

4915. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 13:00:55 UTC
From: serge_guillaume@yahoo.com
Message-ID: <3908499.0307230500.7031cad1@posting.google.com>
Source record: 25294

Mark D <mducksub@nossspamXXatari-source.com> wrote in message news:<pan.2003.07.23.00.17.26.805432@nossspamXXatari-source.com>...

I bought mine for 110 EUR in a clean tower case (ROM port available) without missing screws but with a screenblaster III, a 32Mhz CPU accellerator, two SCSI drives, an IDE CDROM drive. It only had 4 megs memory, though.

Serge

4916. Re: DSDD disks

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 13:36:48 UTC
From: "Paul Malcolm"
Message-ID: <QbwTa.808849$cl2.115297@news.easynews.com>
Source record: 25295

On 23-Jul-2003, google@asktoby.com (Toby Newman) wrote:

> Hi
>
> I'm looking for somewhere to get some atari ST floppies, i.e. double
> sided double density (DSDD).
>
> I only want about 10 or 20 of them

Try this :

http://www.clic2office.com/arrow/Index.cfm

I get mine from there. (UK)

4917. Re: DSDD disks

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 14:42:50 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bfm6ta$n6q$1@sparta.btinternet.com>
Source record: 25196

Toby Newman <google@asktoby.com> wrote in message
news:25a29397.0307230050.ab94ae9@posting.google.com...
> Hi
>
> I'm looking for somewhere to get some atari ST floppies, i.e. double
> sided double density (DSDD).
>
> I only want about 10 or 20 of them.
>
> Any clues?
>

If you only want em for games then just use HD floppies, cover up the hole
and format them with Fcopy or similar on the Atari. I have hundreds of DD's
but theyre all in storage, so it works for me.

Smeg.

4918. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 16:04:32 UTC
From: Kai Sch&#65533;lke <kai.schuelke@gmx.net>
Message-ID: <bfmbmd$d34$1@lacerta.tiscalinet.it>
Source record: 25197

"Janez Valant" <swe@atari.org> schrieb im Newsbeitrag
news:XFfTa.540$2B6.70022@news.siol.net...
> David Wade wrote:
>
>
> >> Mine cost $305USD and came with external cdrom, zip drive, 28.8 modem,

[snip]

> > How long ago. The last falcon I can find on E-Bay
>
>
> I got a Falcon one year back for 44 euros, it was plain Falcon, with 14mb

[snip]

I got mine last week for 25 Euros plain / new / with SM144 (also new)
;-)))))))

Can someone bid lower? (A present from Mum doesn't count ;-)))

ReadU

Kai

4919. CT60 in tower

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 20:18:17 UTC
From: LAFABRIE Florent <lafabrie@club-internet.fr>
Message-ID: <3F1EED89.5060700@club-internet.fr>
Source record: 25198

Good evening,
After several weeks spent to remake my site, I finished the special
heading "assembly CT60 in tower" and comparative CT60/CT2/Highspeed.
Throw a glance there. There is also in remote loading my new version 1.4
(Beta) of compatible Icon Extract CT60. Good visits and good holidays.

The address:
http://perso.club-internet.fr/lafabrie/

Navigators obligatory Netscape, Mozilla or IE. Afflicted for the Atari
navigators.

4920. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 22:04:31 UTC
From: lp <gfa@basic.net>
Message-ID: <BB447EAF.11E9%gfa@basic.net>
Source record: 25199

in article bflmdp$1cd9p$1@sinclair.be.wanadoo.com, Jo Vandeweghe at
dipching@wanadoo.be wrote on 7/23/03 6:03 AM:

> Dennis Vermeire wrote:
>
>> Do not believe any tales
>>
>> from people telling you that a Crazy Dots card or ET-4000 card is just as
>> good, they're not. Furthermore Nova cards have a VDI that is optimized to
>> run with NVDI, and they perform equally well under MagiC, MiNT and singleTOS
>>
> Dennis that's definitely not true ....
> Crazy Dots cards are good I used one and even expanded one to thousands
> colors ....
> It even was possible to use the card with NVDI and it was great !
>
> http://web.wanadoo.be/dipching.drulkhor/CRAZYD-E.HTM

I have a CrazyDots2 card in my TT030 and the only thing needed to drive it
is NVDI v5, nothing else. Works really well. Straightforward simple
to install, setup is a snap.

The Nova which I owned before that (1mb version), required disabling some
part of NVDI if you wished to use them together. So you had more to load
at boot up. It's all german, at least the package I had.

I had the Nova for sometime, unloaded it for the CrazyDots2.
The problem with the Nova is not the hardware, but the software.
NVDI was getting updated, the Nova stuff seems dead in the water, so
if you have any bug issues, you are on your own for the most part. Also the
Nova drivers are not exactly 060 clean.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4921. Re: USB (was Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-07-23 22:12:43 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3f1f085a$0$199$4c56ba96@master.news.zetnet.net>
Source record: 25200

On 18 Jul 2003 15:18:14 , Dennis Vermeire wrote:
>From: Janez Valant <swe@atari.org>
>Date: Thu, 17 Jul 2003 10:28:38 +0200

<lots crepped>

Without going into details, I must give my support to Dennis and
colleagues - totally.

Charles.

4922. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer (and the message being spam - or not?)

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 04:40:59 UTC
From: Craig Hart <no@spam.thanks>
Message-ID: <vrJTa.11543$OM3.6596@news-server.bigpond.net.au>
Source record: 25201

Naah, just subscribe his email address to 10 or 20 porn mailing lists,
preferably the sick variety.

"Richard Karsmakers" <sorry@no.spam> wrote in message
news:gh0ohvg6q4o4duajv792ilia1mr6rmv540@4ax.com...
> On Mon, 21 Jul 2003 14:47:38 GMT, "Joshua Kaijankoski" <gaiyan@atari.org>
> wrote:
>
> Maybe I should send a message to abuse@hisprovider.com? :-)
>
> >Well, the rules of society apply here as well. There are idiots here in
the
> >newgroups as there are in our everyday lives, work, school etc.
Personally I
> >get really sick of the constant bickering that's going on here. There was
no
> >reason to consider your posting to be spam.
> >
> >Joshua.
> >
> >"Richard Karsmakers" <sorry@no.spam> wrote in message
> >news:besnhv4svo4nvmsj6h45ou0kl9gd3etkt8@4ax.com...
> >> I'd like to thank whoever it was (Ian H. if I correctly recall?) who
> >thought
> >> my message about the UVK support site was spam and who complained to my
> >> provider. I got an official warning and all that, which is great
> >obviously.
> >> Next time, what with me not exactly being a spammer (habitually or
not)
> >> please take it up with me first before crying wolf.
> >> I was advised not to take things personally, but this official
complaint
> >> lark makes it a little difficult. By the way, the person involved
> >neglected
> >> to explain to me why he thought it was spam exactly, so I can only
assume
> >> that he hadn't got laid the night before and on second sight he didn't
> >> consider it spam either.
> >> Well hey. I guess he is, in gamers' terms, a n00b to
comp.sys.atari.st.
> >>
> >
>

4923. Re: USB (was Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 07:30:35 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bfo24a$p9s$1@reader11.wxs.nl>
Source record: 25202

Charles Stanley wrote:
> <lots crepped>
>
> Without going into details, I must give my support to Dennis and
> colleagues - totally.

Wow, this is some in-depth discussion. Kind of a good example for what I said about why Magic-MiNT discussions always end up silly.

<irony>Sorry, I can't go into details, but Magic sucks and MiNT rules.</irony>

:)

Although another way to describe Magic-MiNT wars is "My apples are better than your oranges". Especially when people start to compare Magic's AES to MiNT's kernel etc.

Enjoy the rest of the discussion. :)

Maurits.

4924. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 07:42:48 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB44135F.400F%derryck@nospam.cix.co.uk.invalid>
Source record: 25206

In article pan.2003.07.22.15.03.15.730923@removenoaspam.atari-source.com,
Mark D at mducksub@removenoaspam.atari-source.com wrote on 22/7/03 16:03:

>> Mine only cost me ï¿½100, has all but the accelerator in it, plus it has all
>> the screws, NVRAM working, AND a shed load of software on the HDD.

> Mine cost $305USD and came with external cdrom, zip drive, 28.8 modem,
> 72pin 14 meg upgrade, internal 2.5 1xx meg hdd (which soon went bad),
> vga adapter, and a HUGE LOAD of REALLY GOOD software ;-) (Including boxed
> copies of Substation and other cool games, as well as recent versions of
> Magx, NVDI, HD-Driver, Kobold, CAB and a ton of other expensive ones.

Obviously sold by someone who was giving up altogether. Since I've still got
my main Falcon I'm hanging on to all my software - so that means that this
machine is being sold with none.

I've found a decent-sized IDE drive for it now, and a club project tonight
will see the NVRAM chip replaced by Steve Sweet.

If anyone wants to offer me something near the price I suggested spaek now;
otherwise it's off to eBay.

I'll be a little slow responding to email and messages in here until after
the weekend.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4925. ADV: Atari Xmas in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 08:07:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0307240103470.4648-100000@shell1.aracnet.com>
Source record: 25203
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently having a Christmas in July Sale! This is how it works. Buy the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with Games/SoftWare and/or Books/References. You be good to me and I'll be good to you! The more you spend on HardWare/Accessories, the better I outfit your system. The more HardWare you buy for your system, the more Games/Software and/or Books/References you receive! You choose the Atari Hardware you want to buy and we choose the Books/References and/or Games/Software I'll include in your Order.This will be a good opportunity to renew lost interest in collecting Atari or building a New Atari system for the first time. ReLive your Atari Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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4926. Re: Atari TT030 games that rock?

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 08:51:08 UTC
From: satcom2@attbi.com
Message-ID: <82a18ff2.0307240051.100f1d03@posting.google.com>
Source record: 25204

Doctor Clu <drclu@swbell.net> wrote in message news:<BB316678.640A%drclu@swbell.net>...
> For you Atari TT030 owners, I imagine that you mostly use applications.
> However, what games do you find work best on the TT030? (or work period.)
> ;)
>
> So far I have seen and had fun with the latest version of Solitare by
> Kent Cordes, Starball, Battle of Britian: their Finest Hour (Lucasfilm),
> Civilization, and a few Asteriods versions. Other suggestions?

The best (in my opinion) TT compatible game I can think of is the
color version of Shocker II, which is specially designed for the TT
(and also the Falcon). Don't download the mono version, it is ugly.
The only downside is that you have to buy a codebook from Germany to
get past level 10, but 10 levels will keep you busy for a long time.
If you like Oxyd, you'll love this game. Basically it is a brain
twisting marble puzzle/adventure with gillions of levels. It is one of
my favorite games of all time on any system. -SaTcom2

4927. Re: USB (was Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 10:00:48 UTC
From: lp <gfa@basic.net>
Message-ID: <BB452690.11F8%gfa@basic.net>
Source record: 25205

in article bfo24a$p9s$1@reader11.wxs.nl, Maurits van de Kamp at
james.t.kirk@enterprise.nasa.gov wrote on 7/24/03 3:30 AM:

> Charles Stanley wrote:
>> <lots crepped>
>>
>> Without going into details, I must give my support to Dennis and
>> colleagues - totally.
>
> Wow, this is some in-depth discussion. Kind of a good example for what I
> said about why Magic-MiNT discussions always end up silly.
>
> <irony>Sorry, I can't go into details, but Magic sucks and MiNT
> rules.</irony>
>
> :)
>
> Although another way to describe Magic-MiNT wars is "My apples are
> better than your oranges". Especially when people start to compare
> Magic's AES to MiNT's kernel etc.
>
> Enjoy the rest of the discussion. :)

Indeed.
Heaven forbid you learn anything or correct a myth.
It appears there will soon be 100 or so Falcon users with better
benchmarks than any clone, so they can re-aim their negative vibes
at other Atari users even more capable of running MiNT.
What was the minimum memory, 32 or 64mb? What a bunch of spoiled
brats those users will be. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4928. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 13:29:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059061760-116451AEicMi@gmx.net>
Source record: 25215

From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Date: Mon, 21 Jul 2003 10:02:50 +0200

Hi Maurits,

>You can choose which GUI you want to use with MiNT. If you go for N.AES,
>you can completely configure the looks to your own needs since it has a
>theme handler (like Magic has). The fact that you don't seem to know,
>proves my point that all anti-MiNTers seem to base their opinions on the
>crappy KGMD distribution with the ancient and unfinished Atari AES 4.1
>and MiNT 1.12. Which is why it's impossible to have a normal, serious
>and in-depth discussion about Magic functionality vs MiNT functionality.
>Which is why it always ends up in flamewars.

Imagine....
You are someone who's been using MagiC for years on end running on one single machine and that you don't really need to hook that machine up to other computers, be it from the same or a different platform. You use the computer for accessing the internet (mail, news, ftp and a bit surfing) with a dialup connection using MagiC only dedicated clients.
You also on occasions run Calamus, Papyrus, Artworx, Papillon and some of the other well known apps. And all in all you're pretty pleased with the computer and the apps... One fine day someone tells you that you should give MiNT a try because it has more functionality, it has more advanced features and because it is open source you can rest assured that the development will continue for many years to come. Like any normal person would do, you decide to give it at least a go. After all, the specs really look impressive compared to MagiC. You do your homework first, surf to a couple of MiNT dedicated websites, download a lot of docs, read and study them and brace yourself. As someone who always used MagiC, from what you've been reading in those docs and seen on the websites, this isn't kidstuff!! You've never encountered unix before, at your office it's all PC and Mac, so it all seems very daunting to you. One thing you already know is that you'll have to read some unix docs also, if only to know what some of the apps are used for. You've seen stuff to download with names like pine and samba but haven't got the faintest clue what exactly these are, and on the websites and the docs it's assumed you already know.... as far as you are concerned samba is a latin dance. But then you don't want to stagnate with MagiC and want to move forward into the 21st century also, like as you've been told so many did before you.

You download the GEM RPM shell, set up the whole lot, and then finally you download the latest MiNT RPM package. You've been told that the installation is very easy, and all is taken care off for you... it's a good thing you did some research first, otherwise you wouldn't have known

that you need an additional desktop and AES to get it running... The first hurdle to overcome is finding N.AES 2.0, there aren't many dealers around anymore, and most don't stock it. It's not exactly cheap either for what after all is only a AES. You decide to use Jinnee as desktop, since you've already have it and don't want to spend extra money on Thing. It's not the money which is the issue but the fact that with every new program you install, there's a learning curve involved, and since you have a lot to learn. Anyway, after fiddling a little with N.AES and trying to get Jinnee to display the icons correctly in 16/24 resolutions, MiNT is up and running!!

You can't use the Iconnect clients which you know inside out anymore, but that's not a problem, you've been told that these clients weren't much to shout about to begin with and that there's a wealth of free apps available, you can even use STiNG/STiK clients if you prefer to do so... after a very short time you realise that your iconnect clients aren't all that bad as some would like you to believe... it's not a problem really, because if you want to go online all you need to do is reboot the computer and start MagiC up.

You've anticipated a couple of problems while switching to MiNT, but nothing like this... your trusty reliable stable Calamus SL95, keeps crashing. You've been told that your Calamus is outdated and you need to update it. When you ask why it doesn't run correctly under MiNT all of a sudden, you're being told it's a dirty hack... Atari is a hobby for you, and you have a family to support.... and the budget is in the red this month, you really can't afford to spend 200 EUR updating it, so you reboot the computer and boot Calamus in MagiC.

Papillon your trusted reliable and stable graphic package, works perfectly except when you wanna print something... for some reason the printer dialog isn't displayed completely, you ask why and are told it's because of WDialog, that's another dirty hack you're told, you should remove it and use NDialog which is 100% compatible... you find out very soon that it may be 100% compatible but doesn't has all the features of WDialog, as a result of this, some of your apps really behave weird.... but that's not a problem either, all you have to do is reboot and start MagiC up....

To justify the Atari to your wife you do the home accounts and budget on it with Texel (spreadsheet). Texel works together with Artworx to display the graphic charts, you've even wrote a nice ASH Scripter script for it, what it basically does is to take the data from a Texel file and represents it as a plot in Artworx. No one has an idea how long you've slaved over that script to get it working correctly. You're not a programmer and writing a script doesn't really come natural. The very first thing you notice is that Artworx can only reproduce the plots in gray scales now, and to make matters even worser.... your script all of a sudden doesn't work anymore. You're being told that ASH scripter is also a dirty hack and to trash it. But that doesn't make Artworx print coloured graphs and pies ofcourse, so you reboot the computer and start MagiC up....

DO I HAVE TO GO ON???????
I can give you at least another hundred examples of how the combination MiNT/NAES fucks up....

>Which is why it's impossible to have a normal, serious and in-depth
>discussion about Magic functionality vs MiNT functionality.
>Which is why it always ends up in flamewars.

It's partly true... but it's also because the above mentioned problems are always swept under the table. MagiC users are being told that MiNT is 100% compatible with TOS, and that every GEM application which runs under TOS and MagiC runs just as fine under MiNT. The average user isn't interested in knowing why it all of a sudden doesn't run like it should anymore, all he knows it that he's not getting the same functionality from *some* apps and in the end that's all what matters. You can't expect that everyone here has the very latest version of a program, some of us don't care or have other priorities. Switching from one OS to another should give one at least certain advantages, in this particular case there are no advantages. The GEM apps won't run any better then they did before, in the worst scenario some won't run at all or severely hampered... And even if one takes in account that MiNT is capable of running ported open source apps, then he should be told not to expect the present day applications running, not because MiNT can't handle it but because of the hardware that can't cope.... MiNT is clearly superior over MagiC featurewise but in day to day use with the existing software base, it's not noticeable at all. The open source software which has been ported only attracts and is suitable for a small fraction of the users. Switching to a different OS is more then just installing the files, to get to know it inside out and reap the benefits, a lot of hours need to be invested and lots of docs need to be read...
Note that I'm talking as your average day to day Atari user now , power users will find MiNT more suited because of it's network capabilities and ready to run open source software to accomplish the task. But also note that these power users are a very small minority among the Atari users, they should consider and realise that not every one has the same needs and setups. I would say that for someone using his computer running the average day to day used applications it doesn't make one cent difference which multitasking OS is installed, they both perform equally well. For someone switching from TOS to a multitasking OS however it's a different story because the migration will be a lot more easier with MagiC. And although MagiC is commercial, one should not forget that N.AES and Thing aren't free either, all in all when starting from scratch it will cost the same amount of money.

If we like it or not but most of the favourite apps on this platform have been developed with MagiC in mind. The programmers have exploited some of its features to the maximum. These apps run just fine under MiNT also, but don't stand out. And that's what's missing.... apps that have been written with MiNT in mind, I don't mean the ported stuff but real GEM apps wich run under the three OS's *and* have an edge when running under MiNT. As long as nothing like this appears, discussions like these will never stop.

Oh... I have a USB based DSL connection here, now if any of the MiNT power users could explain me how on earth I get this thing attached to my Atari TT or Milan060 without the need of networking it to a Mac, they might just convince me to start using MiNT.... at least for internet use. Are there (ported) DSL drivers available for MiNTNet?
As always, the big problem is a hardware issue, on occasions the programmer of MagiC follows this group, if by chance he's reading this, he might come here himself and explain his views on the topic.... IIRC he once told me that he doesn't want to implement things in MagiC which the hardware (in this case real Atari hardware) can't access or use. If tomorrow someone releases a clone whch is really succesfull, MagiC will follow suit and support all the features of the hardware just like it supports any port on any real Atari right now.

Well Maurits, I've at least tried to be objective. But without a shadow of a doubt I'll be accused by some here of lying, being biased, insulting all the MiNT users and people developing software for it etc.. so yes I agree that an in-depth discussion is impossible.

Cheers from belgium
Dennis

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4929. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 13:40:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059061722-108887AEicMi@gmx.net>
Source record: 25209

From: Janez Valant <swe@atari.org>
Date: Sun, 20 Jul 2003 17:18:45 +0200

Hi Janez,

>>I hope these examples are enough to convince you that I don't just
>>target MiNters... if you need more examples just yell, over the years
>>I've spoken my peace a lot of times in here :-)
>>
>Yes they are. Im now totaly convinced that any reasoning with you is
>futile. Period. U are the grand jury and the judge. I am also 100%
>convinced u do hate MiNT and all related to it, UNLESS they are total
>quiet or even say bad things bout MiNT.

None, and I repeat none of the examples have anything to do with MiNT at all. And it hasn't got anything to do with me liking to play judge either. It has everything to do about my rights as a customer. Take Draconis Pro for example; after reading a couple of (biased) reviews, taking a look at the website and seeing even more promises being made there. I decided to join the club of happy Draconis Pro users and bought it, the only reason for me to wanting this software was it's *advertised* ability of being able to cope with JS pages... I'm not going to explain it all over again, lots have been written about it in this group. What it comes down to is that me the customer has been cheated... I would never have bought it knowing it's so called JS ability only existed in the programmer his head. I've got in touch with the programmer and got a lot of bull back... my setup wasn't right, his 100 betatesters never encountered a problem, I should stop using my graphic card etc. And according to what I've been reading here I wasn't the only one receiving those bullshit replies. And you know what? I was even stupid enough to buy the upgrades to version 2.6 and 2.7, Yep, I said buy.... these upgrades weren't free either. All in all I've spend some 150 Euro on that piece of crap. And before you have a go, YES this gives me the right to complain. If my ranting about this piece of crap in here prevented even only one guy to waste his money also then I think I did a pretty good thing...
Depending on your views it's also a way of caring for this community. Have you forgotten about the PhotoTip and Porthos threads?

>In long posts i sent, u carefully only reply on parts u can use to bash..

I realise and admit that I've done some selective quoting, the last few weeks and especially in this thread. So what? We all do it... look at all the posts this thread and a couple of other related threads generated the last two weeks. Do you think I can reply to all these posts in full? I'm sorry Janez for not having enough spare time, put in plain English: I haven't got all day to reply to all those posts, hell it's difficult enough

to read and digest them all. So I can do two things, don't reply at all or apply some selective quoting... and let's face it, it's all been said and done before. As it is right now, my replies lag behind some two odd days. People mailing me are even put on hold, I'm sorry, but there's only so much one can do in a couple of hours a day. It's brilliant weather outside, and here's me sitting behind a computer!! How stupid can one be?

>and in most cases those are "i dont need that os its useless to me" Yes
>it may be useless to you, but what about the REST of us?

When will you ever realise that I speak for myself, not for the community. You ask my opinion and I give you my personal opinion. I'm not speaking for a group of users, people with different views are free to join the thread and air them. Why do you treat me as though I'm the exclusive spokesperson for a whole group?

>U dont care bout fact MiNT is ATARI, and Unix part is hacked, not Atari
>part, u dont care the fact that MiNT GCC produce totaly valid TOS or TTP
>executables (there u may hate or dont wana use them as u want, they ARE
>proper Atari platofrm applications). U dont care we repetitvely say that
>Unix apps are ADDITON to existing and fully functional Atari envoirment,
>whuch is priority in MiNT..

True... and again that's my view, not the view of *all* MagiC users. Should I interprete all you say as the exclusive view of all MiNT have? I think not, so why on earth do you regard me as the MagiC users voice?

>In one message u said (probably careless) that there is little
>in line, as new apps are concerning. Yet with abvious lack of new apps, u
>hate and dismis any app whuch aint pure Atari app. In same spirit u also
>"overlook" our opinion that we dont prefer alien apps over GEM ones, but
>sadly thats all we have.

Look, you had a go at me because I say that the remaining bunch of Atari programmers can't cut it anymore. As an example you give me people who devote their time in porting over software originating from a different platform. I've been told that porting software over is just a matter of taking a source from the net and compiling it... I'm not a programmer, so I wouldn't have the faintest clue, but if that is all it takes, then no Janez, I don't regard these people as programmers. If none of your bunch is able to write a decent GEM program, "sadly" as you call it, well then it's "sadly" time you draw conclusions. I drew mine sometime ago. You don't like hearing them so you want me to shut up. Sorry, but as long as I don't see any results of all this babbling and dreaming out loud, you will find me on your path.

>>Janez, interest hasn't got anything to do with it, the very first thing
>>one should consider is :"what can i do with these ", well, except
>>perhaps for cjpeg/djpeg nothing of the above mentioned utilities are
>>usefull to me, the fact that they are free or/and written by MiNTers has
>>got nothing to do with it. I'm not going to get rid of something I've
>>been using for years on end and served me well. So Pop3 Gem and tarit

>>are out, the MiNT setter and RPM are of no use since they're for a OS I
>>do not use.
>
>Thank you for this. Yes i also do think on many apps "What can i do with
>these" and in many cases i realy dont use them. However, i never BASH
>authors and their intention, and i still respect their work. And major
>problem with u is that as soon u found on app u do not like, no matter
>that author need to put sweat into it, u will bash author, OS and anyone
>who may actualy like it. Who the fuck cares if u dont need/like TARit and
>MiNT setter?

True, nobody gives a "fuck" if I need TARit or MiNTsetter. But you're the one who specifically wanted to know. And you also knew very well what reply these examples would generate. It's like me asking a MiNT user here what he thinks about MagiC-configurator (freeware), his reply would be more or less the same as mine was: "it's of no use since it's for a OS I do not use"... the only difference is that I wouldn't accuse him of bashing the author who put lots of sweat in it. The problem here Janez is that I reply in black & white, and you like to get a "grey" reply. As a user I'm only bothered with the end result, and I comment on the end result. Take QED for example.... I've used it for many years, but the last two years I've switched to Luna, QED is open source now, Luna is freeware. For me the user that makes no difference, they're both free... Do you honestly think that I've dropped QED in favour for Luna because of it's open source status? I didn't, Luna is constantly developed further and improved, QED has come to a standstill. Luna has a list of features a mile long, most of these are missing in QED. So on a one to one comparisation, Luna wins it. And that's the main difference between the two of us. I don't really care how much sweat it has costed to develop QED, do you think the author of Luna doesn't sweat?

>They were created for ppl, who have wish to try MiNT, to make their
>live easier.. Still not a gram of good thought to those coders from you.

But why do you want me to have any good thoughts for these coders? their efforts don't affect me in any way. Hell, why would I even be remotely interested in what they've coded?

>I dont need any MIDI app for example, but im still proud we have/had apps
>like CAF, Notator, etc...

Without realising it, you've just put your foot in the problem... "have/had" are the crucial words here, almost all that MIDI stuff, and certainly the "big" titles were commercial. Thousands of people have left this platform because of the lack of *modern* Midi software. And no, I'm not proud about it, what's there to be proud about? The fact that we have a 10 years old hopelessly outdated CAF and Notator on this platform, which only runs stable under SingleTOS?

>FACT is, existance of tar archiver (of which usage is as it seems a
>mistery to you),

I have a tar, rar, gzip and other packer/unpackers here on my harddisk waiting. If I ever need to use them, it will be with one of the scripter files from Dick Meulendijk. As far as I am concerned, TARit is just another example of reinventing the wheel...

>MiNT setter or RPM does not harm anyone. It actualy bring Tar, installing
>RPMs onto GEM level, same as app u happen to like does (Anodyne stuff).

Did I ever say those apps hurted anyone? I just don't have a need for them, I don't even know if I can run them, but despite that you still want to hear me say that they're great?
OK fine: THEY ARE GREAT !!!! satisfied now?

>And on end, as much u hate Lonny or Frederic, they do stand behind those
>apps and i also know few happy Airc users on Magic.. They did those apps,
>they added to comunity, u did what? U hate them, deny all their work

I've told you before that I do not hate anyone, you automatically assume that if I don't agree with someone I hate him. I don't agree with Frederic and Lonny their views, so what? They don't agree to mine either. And you don't like my views either... following your logic Frederic, Lonny and you hate me and I should hate them in return?
Outgrow kintergarten Janez!!!

>and maybe ull use your enermous knowledge and translate airc RSC
>files. That will realy bust Atari scene enormously.. Maybe we need to stop
>coding algorythms, just provide u with RSC files?

Oh boy.... the main reason I never touched airc is because it's in English already, if it wouldn't be, Lonny would have received a mail from Derryck, Peter or me explaining what we do and ask his permission and coorporation to translate his work... I could offer to translate it in German, Dutch and French ofcourse, but I won't because then I would have to go against my principles. I believe strongly that English should be the universal computer language, non native English speaking people, who wanna work with a computer should make the effort to grasp at least the basics of the language...
Being a fan of Lonny and Frederick has nothing to do with it, it doesn't make one cent difference to me who coded what, and the status of the app doesn't come in play either.... if we (DDP) get the permission and also the coorporation of the author we're in business. Liking or disliking the programmer has nothing to do with it. It helps ofcourse if the translator and programmer get on well, but it's not really necessary. I've worked with programmers that were real pricks (they'll remain anonymous) and I also worked with people where the relationship was wonderfull. I don't have to "like someone" to translate his code...
Oh, about airc... I'm not into IRC, according to Lonny I wouldn't last five minutes in there, but as a MagiC *and* Iconnect user, if I would attempt it, I would use ASH Chatter. Derryck and me translated it, and thus know it inside out...

>Look. Using an alien application on native Atari OS cant be called
>forgetting origins. Creating TAR or RPM pr whatewer shell also.

Have you ever asked yourself the question who has a need on this platform for TAR and RPM? Like I said... I for one have no need for these, real atari apps don't need a TAR or RPM treatment. So from where I am sitting these shells are indeed a waste of time. The people who coded them could have used that time and put their efforts in developing something where the whole community benefits from.... it also makes me wonder why the users of TAR need a shell, according to you CLI's are a godsgiven thing. If someone likes using unix stuff, he should go all the way :-)

>BUT how low can u go Dennis? How hipocritic can u be? In many messages i
>DIDsay that MiNT is very RAM and HDD hungry. I also said that i am realist
>and that i do recomend Magic to all who asked me, if they havent TT with
>FASTram, or Falcon with 14, preferably more.. Except if they have big with
>to try Unix..

I can step even lower and be even more "hipocritic"...
These days I don't advice anyone anymore to switch, and certainly not to people with a TT or expanded Falcon. If someone want to have a go at Unix then I'll advice him to try it on a PC or Mac, he'll enjoy it lots more and has literally tens of thousand apps available to play with. Until last year I gave someone wanting to go online with cable or DSL the advice to switch, but since that 3th party hack (MagiCNet) has arrived that's not necessary anymore either. In fact, MagiCNet goes a step further and allows to run Iconnect clients, so it's even more versatile now then MiNTNet ;-)

>Also u overlooked, that there is MultiTOS like setuo (1.15.4 kernel, N.AES
>and Thing boots with 2.5mb free ram here, less as magic, but not
>unusable). If u boot with kernel ONLY, and only use some MiNT goodies with
>single tos AES, u dont even notice MiNT...

I didn't overlook it, but one should go all the way IMO. You either have enough RAM to enjoy using a multi-tasking OS or you don't. And advising someone with only 4Mb to use either MagiC or MiNT, is something that I never did... to enjoy what multitasking is all about, 4Mb simply isn't enough, no matter if MagiC or MiNT are used.

>Im firmly convinced that u do overlook these points (not some small hiden
>ones, in some odd topic) on purpose, and purpose is to deny all what we
>stand for and enforce your supremacy over me and others....

I've just explained you very briefly why I overlook those arguments. It's my believe if someone makes the switch from SingleTOS to either MagiC or MiNT, he should be able to reap the benefits. And in addition I also want him to enjoy what Atari computing is all about. If I set up someone his installation it's like this. The very first thing I do is give NVDI a *minimum* 1MB cache for the TTF fonts, that'll speed up rendering of the fonts enormously. The next thing is the disk cache of HD Driver, which I set to "eat" roughly 500Kb, same thing for the CD-R(W) driver... since printing is dead slow on this platform, IMO a spooler is a necessity, and a spooler configured to hardly use any memory is worthless. Since we're only human and we all like "nice" stuff, I'll problably also install OLGA, STARTmeUP, a OS specific taskbar and some other goodies on that computer. ST-Guide and a CPX manager are a necessity also on any computer. Depending

on the guy his needs and likings I'll probably put some memory hungry RSC's with coloured icons on his hard disk also, that's another 1MB gone into oblivion. And then we haven't even touched the subject of constantly usefull and not so usefull utilities.... if that guy happens to like a couple of ACC's, he should still be alllowed to use them. If he happens to like seeing a clock in his menubar or whatever he should be able to.
Well, I know we're different Janez, but there's no way I'm going to advice someone to use a multitasking OS just for the sake of it and as the result of this has to work with a crippled computer, constantly having to keep an eye on how much memory he has left... that's not what I define as Atari computing. And for once it doesn't even matter which multitasking OS is favoured.

>What do u know bout ACP after all? I dont now claim it will 100% happen,
>but i saw evaluation board from Motorola ACP at EIL, saw many ppl working
>hard on it, sav SuperVidel guys.. They DO work on it.

Did I say it doesn't work? I'm a realistic person, when that dream machine is in the shops, then I'll believe it. I saw a working Milan 2 running at ProTOS in Neuss, but that doesn't mean a thing, the Milan 2 is vapourware. It doesn't matter one little bit to me how many people are working hard on it, the end result is what matters.... it doesn't exist yet, it's not for sale, so as far as I am concerned it's vapourware. Discussing stuff that *could* or could *not* run on it is nonsense and a waste of time. One of the reasons that a lot of commercial programmers turned their back on this platform was the Milan 2, a lot of them were working for it also, and some lost a great deal of money because of that. Put your energy in things that are already here, not in dreams. Learn lessons from people who've fallen in the same trap before. Over the years we've seen enough announcements, trucks full in fact, of stuff that would come to this platform. If only a small fraction would have appeared..... as far as Atari is concerned, I only believe it when I see it.

>I also remeber u and Uwe here said that CT60 wont ever happen. Same was
>said for Highwire. HW is not finished, yet, ppl are working hard, and u
>again took liberty to comment that in your own style. U and Uwe tend to
>declare all nonsense... Well in some u were right, in others u wasnt..
>CT60 already sit in my machine.

Well you don't remember it correctly. Uwe and me agreed that the xTOS was nonsense, but AFAIK we never ever commented on the CT-60. I know it would be released once, in receiving prepaid orders the developer has commited himself to build it.

>>(There is no hardware ready to buy at the moment which is capable of
>>running the setup you propose comfortable. So come back advocating this
>>system once that the ACP materialises. But then I'm sure we're going to
>>have a discussion about value for money....
>
>Value for money? What value? Face it, developers are gone, not because of
>MiNT, but because hardware was stucked, there was no proper internet (and
>mint declared and named all sorts of view) so they migrated..

How much will that ready to run machine cost?
Face this: In some odd five years all in all some 2000 clones have been sold. The Hades never really was a cheap machine, but the Milan could be bought for as little a 750 EUR. A DIY person could even buy the motherboard with the necessary bits and pieces for 500 EUR. And still, in spite of the relatively low price, it wasn't an instant success. Ever wondered why? Do you remember the posts from Rudolphe and how long it took before he finally found a mere 150 people wanting a CT-60 card?
It's sad, but the majority of users on this platform doesn't want to spend money on new hardware, and the faster you realise this the better. One of the reasons Atari went down has to do with this also. There used to be a couple of million ST users, when Atari released the TT and the Falcon only a very small fraction bought them. Atari constantly had to find new users, because the existing userbase let them down. And don't give me the price argument... computers from different platforms used to cost lots of money also in those days. Hell, back in 1988 I saw a 68040 expansion for sale at a German Atari computer show for the MegaST, and I saw a lot more coming and going on this platform. I've seen wonderfull graphic cards, memory expansions, processor upgrades, ethernet cards etc... you name it and somewhere someone has made it. The problem was always the same: people didn't want to know about it and didn't buy all that wonderfull stuff and so most of the companies or individuals who produced hardware add-ons for Atari have lost money on it. So does it surprise you that they've stopped developing stuff for this platform? Even today, I still have to do my utter best to convince someone of the benefits of using a graphic card....

Now suppose that the ACP would be for sale tomorrow, do you honestly think that me and a lot of other sound thinking people are going to spend minimum $1500 on a computer that can only run the existing apps a little faster? If that's what you're thinking.... you're in for a nasty surprise. Just like most people, my needs and priorities have changed over the years. And although that the ACP machine *could* possibly meet my needs I know it'll never be standing on my desk. Gone are the days when I was impressed with the specs of hardware, what counts now is what can run on that hardware. And that's the department where something very seriously is wrong.... with our existing software we won't attract one single new user, and MiNT being able to run a handfull of unix apps won't make the slightest difference. I've just realised that someone buying that computer can't even connnect a scanner, DVD-R, CD-RW, a graphic card or even a stupid printer which he prefers using to it, because there are no drivers. Hell, this must be the only platform left where there's no driver for a DVD-R, not to mention a DVD- writer. No one produces SCSI writers anymore, if I need a new writer next year, I'm stuck...
You realise I hope that if someone here wants to know about scanning, that the only advice we can give him is to hunt on eBay for a ten years old scanner, because lack of suitable drivers. We have to be content these days with the write offs from other people !!!
And then you are surprised that I have a go at those big mouths which come in here regularly bragging about all they do? You even want me to pay them respect.... NO WAY!!! these people program for themselves, not for this community, if it so happens that someone else can use their apps, fine, if

not, tough... they don't think for one little minute about what apps or utilities are most needed at all. If one of them needs a better newsreader then we'll have one on this platform (and we need a good newsreader that works on all OS's and stacks on this platform!!). If however he wants a better mailer, then we'll have another one to add to the pile. That's not serving the community, it's just a touch of luck that some other people can use it as well. The majority of users are left in the cold.

>here is lack of new hardware (ACP guys work hard, but
>HW development is hard and exp tho), lack of new software (developers
>migrated to platforms with bigger userbase etc) and yet, u took any
>oportunity to bash developers still remained, since they have will to work
>and maybe a bit diferent ideas as u.

If you would for once react to what i've actually wrote instead of reacting to what you *THINK* I've wrote that would be an enormous improvement. I had a go at the big mouths coming here bragging about all they do and are going to do.... I NEVER had a go at the *whole* community of developers and programmers, why should I? These people get my respect, because they deserve it and earned it, the big mouths here however...

>I want still to use my Atari in many years. Not like u, who uses xx for
>years and u dont need more.. and stagnate. I will use my Ataris in further
>years, ill get exited by any new HW announced, i wont dismiss any like u
>do, ill be disapointed many times, for sure, but thats life..

Well I'm not the masochistic type. And disapointments don't belong to life themself, one should avoid being disapointed in the first place, a good way is not to expect too much...

>U dont want life, u want vegetation. If prize for using Ataris or machines
>yet to come is some alien app or driver, its price i must pay... U will
>sit, each year with less developers, and curse and laughter on anyone who
>will try to make a difference..

Well then I'll probably stagnate at one point or the other. Not that it matters much, the stuff that runs right now on it, will work just as well in five years from now. And you can stick your alien one OS driver only, where it hurts... I also have MagiCMac here, that baby copes just beautifully with all kinds of interfaces and drivers, and yes it doesn't run on a real Atari, but then that clone I've got here gathering dust, isn't a real Atari either. And before you have go at me for using a mac with an emulator sometimes: I'm fedup having to wait half a lifetime before my printer finishes an A4 color print under NVDI. Under MagiCMac using the same program the printer prints that same page in a couple of minutes using the Mac printerdriver, and on top of that the prints look much better as well. Last year my scanner gave up on me, I've bought another Epson, a very expensive model with a SCSI and Firewire model, the scanner itself is a dream to work with but on the Atari no go... the ancient Epson scanner drivers don't wanna know about it, so whenever I need to scan anything... MagiCMac comes to the rescue.
That's the beauty of MagiCMac, in contrast to other emulators it allows one

to make full use of all the hardware inside and connected to the Mac. And it doesn't make one cent difference if that hardware happens to be connected to a USB or Firewire interface..
I'm not trying anyone to convert here to use a Mac, but it makes one thinks. I've got this expensive clone here gathering dust, nothing wrong with the machine itself, but I can't attach anything fairly recent on it, because the necessary drivers are missing... and believe it or not Janez, that ACP dream machine is bound to suffer from the same illness.

>Not only that u
>dont create (except occsianly mess with RSCs etc) but u also have balls to
>laugh, and slack anyone who try to make any diference, no matter if he is
>on end very or little or not succsfull. U will take any oportunity to deny
>him at start already.

For the very last time Janez: I DO NOT slack EVERYONE who tries to make a difference. I just target some bragging dreamers who regularly think they have to tell us just how valuable they are and how greatfull this community should be. IMO they don't do anything for this community, what they've coded is strictly for personal use, if someone out there happens to be able to use it also, then he's in luck.
A well visited page like MyAtari or ST-Computer should organize a poll, and ask the users what kind of apps and drivers they are realy waiting for... and then the programmers should follow suit, that's how I define "doing a lot for this community".

>All what i (we) want is recognition that MiNT is capable, that is future on

>more powerfull machines, and on machines yet to come, if they will come of
>course. And that there are users with TTs with TT ramcards, ct2 and AB040
>machines, CT60 machines ...

Have I ever said it isn't capable? Like usual you've probably only read the part where I said that it was being let down by a poor AES. And why on earth would a fast Falcon be better, it's still that same crappy N.AES running on top of MiNT...

>Any rasoning from me about ACP was folowed with "providingly ACP becomes
>reality". ACP or AtariONE etc name is not important, important is that MiNT

>with GCC can offer instant lib of new apps, esp protocols etc so machine
>can live, sine can be used... Later developers sure will implement those
>new things into GEM apps, same like Didier does etc. If u wish to declare
>any attempt as useless, stupid or nonsense from start its ok, dont poison
>all others with that.

I'm kind of getting deja vu feelings here. Remember the Milan 1? That computer came with MiNT/N.AES as standard installed OS. So in a manner of speaking this community has a MiNT computer already. And some 600 people bought a copy of MilanMagiC (that's about 60%). Why? Do you really think that all these people are MiNT haters? Why does someone spend an extra 175 EUR if his brandnew computer comes shipped with a fully installed MiNT setup? Even a full version of Thing was included. And why was is that the

vapourware computer Milan 2 would come installed with MilanMagiC as the standard OS?

You have the same problem as Lonny, you both seem to talk only with people that share your views or more or less have the same opinion about how this platform should move on. Stop taking the displayed attitude in CSAST as being the only thruth, it really isn't. The majority of users doesn't even know there's such a thing as CSAST. In the real world out there, for every 20 Atari's running MagiC there's one machine running an ill-configured MiNT. And the users of these computers are even less remotely interested that somewhere there's a bloke sweating on porting another nice app, which is useless to them.... then I am.

And that Janez concludes this long post, as you can see I've replied in full to it. In fact it took so long of my time that all the others will have to wait for a reply. if I decide to reply that is. All we're discussing right now has been discussed here last year, two years ago, three years ago etc.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4930. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 13:59:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059061754-115311AEicMi@gmx.net>
Source record: 25214

From: Frederic Fouche <g213778@coazter.com>
Date: Sun, 20 Jul 2003 17:47:02 -0500

Hi Frederic,

>Big correction that shows you don't know what you're talking about.
>I did full mint/kgmd (aes included) install on megaste (tos 2.05), it
>worked perfectly fine. The problem is that once you have everything
>running, you can't run more than 1 GEM application at a time (unless it
>is a small one). So it defeats the purpose of multitasking OS.

Your big correction, turns out not to be so big after all (you've had me worried there for a minute). I didn't say you couldn't install it or that it wouldn't work fine. I've said that because of memory limitations one wouldn't get a proper setup, in a different post I've explained what a "proper setup" means to me. Anyway we've both said the same thing, but phrased it differently. We do agree that installing a multitasking OS on such hardware defeats the puprose.

>Now, to really prove you wrong, you say:
>> On a expanded Falcon with 14Mb one won't run
>> very far either....
>
>I say: I'll take "Total bullshit for $800, Alex".

If one really wants to go all the way, 14Mb won't take him very far. My setup for example garbles 8.5Mb away during booting, the same setup under MiNT/N.AES needs nearly 10Mb. Suppose I would wanna do something with Calamus and Papyrus in whatever there's left.... it's not possible, or I have to trim things out, and that defeats the purpose of multitasking also.

>>It doesn't make one cent difference if the discussed player is open
>>source or shareware, they both can't perform miracles on a 68030
>>without DSP. So if I say ported open source software like this is of no
>>use to me.... there's no need to go berzerk, try to see it from where
>>I'm sitting. In practice only people with Falcons and clones can use
>>these players.
>
>You don't make no sense.
>As stupid as a gamer complaining to ID because Doom 3 won't run on his
>pentium 133Mhz and S3 video card.

I wouldn't make any sense if the majority of users would be sitting behind a clone or Falcon, however that's not the case. And even here in CSAST the overall setup of the users doesn't match these specs. To phrase

it like you did: the majority of users actually still work with a P133,
and for some a S3 card is even the top...

>Well, guess what, software come with pre-reqs, Can't work miracle.

Gee... why didn't I think of that myself !!!

>2) if he was a so called gamer, he would have something a little more
>21st century.

He might if there were more then just a handfull available...

>3) very nice to "insult" Didier's effort as it makes his work totally
>useless to the community as only the "privileged" ones (mind you, the
>people who spent a little money on their hardware, to exactly achieve
>things they couldn't) will be able to enjoy.

I didn't "insult" Didier his work in any way. Aniplayer in contrast to
those dedicated mp3 players can do a hell of a lot more then just play
MP3's. It can also handle DivX movies.... should we discuss these? The
number of "priveleged" who can watch these films running at full speed
will dwindle down even more... Why hasn't anyone ported a dedicated DivX
player yet? Could it be that unlike the mp3 player that software won't be
able to perform miracles on an expanded Falcon or 060based clone?

>>And to make this post a little OS specific: supposing that a TT would
>>be able to play mp3's, then using MagiC as OS would put a little less
>>strain on the processor vs MiNT...
>
>How the hell do you know?????
>Have you ever benchmarked it, ran some test? some stressloading?
>News to you, I have used both heavily, and can already tell you that
>actually Aniplay feelt smoother, the whole computer was smoother.

Yep I did....
Aniplayer converting a mp3 into Wav on a TT is some 4% faster under MagiC
then under MiNT.... 4% may not be a lot, but we're talking hours here,
not split seconds.
Aniplayer running a DivX film on a TT with Nova Mach64 and fastRAM card
displays it in slow motion at about 0.75 frames a second under MagiC.
Under MiNT one sees the same clip passing buy at 0.50 frames per sec. And
that is more then a difference of 4%, I haven't figured out why yet, but
some here undoubtedly will...

>Once again, if you don't know, just shut it.

Ofcourse... I'm sorry. I'll go back watching that nice film again, it
should take about 32 hours to see it in full.
Or I could watch it roll by under MagiCMac at full speed (28fps) while
only putting 10% strain maximum on the processor. That's the difference
between Didier and your coders, he doesn't come bragging in here about
what is possible on Atari... for these kinds of tasks he always refers to
speeds on his own Mac running MagiCMac.

>Freaking unbelievable.

It sure is... especially if you try to play that same film on a clone
with 060 processor, Aniplayer sqeezes out an amazing 9 frames per sec,
great, here I am, one of the "priveleged" watching his life go buy in
freaking slow motion...
BTW: you still haven't told us how long it takes to convert a standard
audio track into glorious mp3, or better yet a full audio cd... you
should try it once. You won't feel priveleged for very long.

Cheers from Belgium
Dennis
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xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4931. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 14:04:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059061738-112043AEicMi@gmx.net>
Source record: 25210

From: Janez Valant <swe@atari.org>
Date: Tue, 22 Jul 2003 21:22:22 +0200

>> Perhaps we have differents visions of atari spirit :)
>
>Perhaps :) But for me thats using native GEM apps, TOS ones as well,
>using each and any application people also use in Magic. Also using all
>those apps with protocols as AV server, dhst server, drag'n'drop... Except
>for close fans, using N.AES is equal to using Magic. If u only install MiNT
>kernel and N.AES, without Unix envoirment, thats just another mtasking OS,
>native of course.. So what do i miss here, what Atari spirit may be
>diffrent from that? :)

Janez unfortunately forgot to tell that some apps running under MiNT/N.AES
will look rather weird...
Let's take a real Atari application as example. The very first thing that a
MagiC user will notice is that the taskbar of Papyrus looks different, gone
are the coloured icons under MiNT/N.AES they're in brilliant black & white.
And don't come telling me that coloured icons aren't important, I couldn't
care less if the taskbar is displayed in monochrome or colour, but it's just
one example to show how N.AES fucks up. Because Wdialog is a dirty hack, the
N.AES developers wrote a "clone" called NDialog. The problem however is that
some vital routines are missing, so don't be surprised if some apps that run
correctly under SingleTOS and MagiC all of a sudden "forget" to draw or
redraw something, not to mention if you wanna print with certain software.
Another problem of N.AES is that is seems to have difficulties displaying
certain types of dialog boxes which are displayed perfectly under both TOS
and MagiC. The technical reasons why all of the above is happening doesn't
really matter to the end user, he's stuck with them... N.AES 2.0 is nearly
five years old now, not even one little tiny bugfix has been released. And
then there are quite a lot of utilities available which also work perfect
under SingleTOS and MagiC, Janez won't like this but these utilities don't
work either or not the way the programmer intended them to.

So if Janez says that MiNT can run all native GEM apps just as good as
MagiC can, technically he's right, he just forgot to add that some apps
behave really weird. Which according to all what has been posted here lately
shouldn't be happening at all... why TOS and MagiC get it right and MiNT
don't isn't important, except for the user ofcourse... he has to put up
with it. Last year someone complained that his Calamus didn't work at all
under MiNT/N.AES, guess what kind of help he was offered :" get a newer
version"... disregarding the fact how much Calamus costs, a OS boasting to
be 100% compatible? Oh, did I mention that the non-running Calamus worked
perfectly under MagiC ;-)
So the conclusion is really simple: if anyone needs the extra non-compatible

unix like options of MiNT, by all means install it. If you're a more down to earth user stick to what you've got, it'll save you a lot of headaches not to mention money...

Oh and that famous Atari spirit:
Janez doesn't know it anymore, he has forgotten how it looks like. It can only be viewed and enjoyed under SingleTOS and MagiC. The combination of MiNT/N.AES screws up the look of Atari apps. It displays them differently then the programmer intended, one could say that N.AES automatically reverse engineers them <very fat grin>

Cheers from Belgium
Dennis
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xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4932. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 14:11:40 UTC
From: "Timothy A. Seufert" <tas@mindspring.com>
Message-ID: <tas-423E9C.07114024072003@corp.supernews.com>
Source record: 25207

In article <1058029956-69487AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> Hi Carey,
>
> >I would have to say that Dennis's idea of a SCSI to USB adapter would
> >be quite doable and easily done by alot of our talented Atari
> >enthusiasts.
>
> It's a logical choice... that kind of adapter is for sale at this very
> moment. And it can be connected easily to every Atari ranging from the
> modest ST to the TT model, it can be connected to the Hades also, but
> the Milan users will have to fit a SCSI card, so they are the only ones
> who don't benefit from this solution. I propose the Adaptec SCSI ==>
> USB kit.

The Adaptec device does not do what you think it does. It is a USB to SCSI adapter, not a SCSI to USB adapter. USB to X (X = SCSI, parallel port, serial port etc.) adapters rarely if ever work in reverse. The USB interface chips used in such peripherals usually cannot be anything other than a USB device (in other words they cannot act as the host for a USB bus).

There are a few fairly recent USB microcontrollers which can be switched between being a host and a device, but typically once put into actual products they're still limited to one direction, by firmware if nothing else. And they're not usually used in mass market products because they're more expensive than the simpler single purpose chips.

It may be possible to design a SCSI to USB adapter, but if you're doing your own hardware you might as well do it right and interface a USB host controller IC to something simpler like the ST cartridge port. The hardware would be simpler and cheaper, a better target for driver authors, and would likely be faster (a SCSI transaction for every USB host controller register access doesn't sound like a great idea). It should also be able to take advantage of driver work done for USB PCI cards, especially if the people doing that driver make sure to use macros to abstract away register access.

(posted & mailed since this response is coming long after the initial thread)

--
Tim

4933. Re: USB (was Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 15:55:48 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <MrSTa.604$2B6.101479@news.siol.net>
Source record: 25208

Charles Stanley wrote:

> Without going into details, I must give my support to Dennis and
> colleagues - totally.

Totally? Well that means attacking anyone, calling MiNT developers loosers, same for anyone who dared to develop or use any application which dont pass the grand jury in shape of Dennis? Why the F**** then we bother anyway.. U will all enter the new millenium with apps developed by Dennis and colleagues. thanx for all support... From this moment, i dont care anymore, why GGT2 and last version of Graoumf (yes some loosers still use trackers) with my AES friendly modification, have some troubles. After a year or so, of seeking for problem, i see its futile... U may think this is overreacting, but Dennis wont call me looser, or compare me to anyone. Its not sad u do like Magic, its sad u support the insulting etc of productive ppl and that on disliking and hatery base only...

4934. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 16:15:06 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <SJSTa.606$2B6.101762@news.siol.net>
Source record: 25216

Dennis Vermeire wrote:

> No, not anymore.
> I think I've found another topic to drive you all mad.

Thats easy.. Why u not try to conbtribute something for the platform?
Something like an application. No matter how small or plain it may be. Just
a small one, with something new, no matter how small, to improve the
platform...

But, dribing us all mad is your goal, not listening, or doalig, butto
make certain ppl mad.. I must admit, u are good in that...

Janez

4935. Re: Atari TT030 games that rock?

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 17:55:36 UTC
From: djamé seddah <djame.seddah@loria.fr>
Message-ID: <3F201D98.A697E2F1@loria.fr>
Source record: 25217

If I remember, look for Epic, Goldrunner III and Robocop III (all in 3D)
they run great.....

Doctor Clu wrote:
>
> For you Atari TT030 owners, I imagine that you mostly use applications.
> However, what games do you find work best on the TT030? (or work period.)
> ;)
>
> So far I have seen and had fun with the latest version of Solitare by
> Kent Cordes, Starball, Battle of Britian: their Finest Hour (Lucasfilm),
> Civilization, and a few Asteriods versions. Other suggestions?
>
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Djamï¿½ Seddah
LORIA / Campus Scientifique
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F-54506 VANDOEUVRE-LES-NANCY CEDEX
FRANCE
tel : 00 33 3 83 59 20 47 / fax : 00 33 3 83 41 30 79

4936. Re: Ultimate Virus Killer 2000 - Atari ST/TT/Falcon virus killer (and the message being spam - or not?)

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 18:40:00 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfp95h$g9f$1@sparta.btinternet.com>
Source record: 25218

Hi Craig

I'd hazard a guess and say he's subscribed to the top 40 of his own accord!.

> Naah, just subscribe his email address to 10 or 20 porn mailing lists,
> preferably the sick variety.

> > Maybe I should send a message to abuse@hisprovider.com? :-)
> >
> > >Well, the rules of society apply here as well. There are idiots here in
the
> > >newgroups as there are in our everyday lives, work, school etc.
Personally I
> > >get really sick of the constant bickering that's going on here. There
was no
> > >reason to consider your posting to be spam.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4937. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 18:40:18 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfp965$g9f$2@sparta.btinternet.com>
Source record: 25219

Hi Derryck

> Obviously sold by someone who was giving up altogether. Since I've still
got
> my main Falcon I'm hanging on to all my software - so that means that this
> machine is being sold with none.
>
> I've found a decent-sized IDE drive for it now, and a club project tonight
> will see the NVRAM chip replaced by Steve Sweet.
>
> If anyone wants to offer me something near the price I suggested spaek
now;
> otherwise it's off to eBay.
>
> I'll be a little slow responding to email and messages in here until after
> the weekend.

I take it you're too busy fixing your fence to chat don't web!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4938. FS: 520STFM + bits (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 18:51:57 UTC
From: CWF <spam@spam.com>
Message-ID: <3f202ac3$0$18495$cc9e4d1f@news.dial.pipex.com>
Source record: 25220

520 STFM, 1/2mb ram, SS internal drive, psu cables, manual
External Cumana DS external drive
Soldered boot switch in STFM body between internal and external
Euromax Pro joystick (the only unbreakable joystick made?) & Logic3 mouse
Quite a few games (Starglider 1+2, CSB, RanaRama...)
Loads of Automation disks and the like (about 100)
Magazines to go with.

Cant justify it being in the garage anymore, I'm not likely to use the
hardware
anymore to play Chaos Strikes Back, Bombuzal, Carrier Command & Oids :-(
Must play with the emu's more!

Offers please. Postage will be at cost, UK preferred

Cheers
--
--++==//\\==++--
Beware the spam trap on Reply-To email address

4939. channel #atari2

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 20:43:33 UTC
From: Mille Babic <mille@ebox.tninet.se>
Message-ID: <1059083082-296464AEicMi@ebox.tninet.se>
Source record: 25222

Hi all!

seems impossible to connect or join #atari at IRCnet, so there's an alternative called #atari2 available.

Mille Babic

4940. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 20:52:19 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307241506300.6343-100000@www.coazter.com>
Source record: 25225

On Thu, 24 Jul 2003, Dennis Vermeire wrote:

> >>usefull to me, the fact that they are free or/and written by MiNTers has
> >>got nothing to do with it. I'm not going to get rid of something I've
> >>been using for years on end and served me well. So Pop3 Gem and tarit
> >>are out, the MiNT setter and RPM are of no use since they're for a OS I
> >>do not use.

why isn't RPM working on magic?
There's no reason it wouldn't.
Unless Magic is lacking some OS calls.
Would be pretty nice to have a standard packager for atari (all OS).

> already, if it wouldn't be, Lonny would have received a mail from Derryck,
> Peter or me explaining what we do and ask his permission and coorporation
> to translate his work... I could offer to translate it in German, Dutch
> and French ofcourse, but I won't because then I would have to go against
> my principles. I believe strongly that English should be the universal
> computer language, non native English speaking people, who wanna work with
> a computer should make the effort to grasp at least the basics of the
> language...

wow, that's pretty a totalitarian view there.
You are saying you should have at least the basics of the language, yet
you don't want to learn the simplest tool made available to you by some
enthusiasts for free. Here you want people to learn another language.
You are so weird Dennis.
How about you learning C?

> Now suppose that the ACP would be for sale tomorrow, do you honestly think
> that me and a lot of other sound thinking people are going to spend minimum
> $1500 on a computer that can only run the existing apps a little faster? If
> that's what you're thinking.... you're in for a nasty surprise. Just like
> most people, my needs and priorities have changed over the years. And
> although that the ACP machine *could* possibly meet my needs I know it'll
> never be standing on my desk. Gone are the days when I was impressed with
> the specs of hardware, what counts now is what can run on that hardware.
> And that's the department where something very seriously is wrong.... with
> our existing software we won't attract one single new user, and MiNT being
> able to run a handfull of unix apps won't make the slightest difference.
> I've just realised that someone buying that computer can't even connnect a
> scanner, DVD-R, CD-RW, a graphic card or even a stupid printer which he
> prefers using to it, because there are no drivers. Hell, this must be the
> only platform left where there's no driver for a DVD-R, not to mention a
> DVD- writer. No one produces SCSI writers anymore, if I need a new writer
> next year, I'm stuck...

Dennis, you are digging your own grave here.
You are contradicting yourself.
I don't even want to point out the evident inconsistencies in your speech.

>
> For the very last time Janez: I DO NOT slack EVERYONE who tries to make a
> difference. I just target some bragging dreamers who regularly think they
> have to tell us just how valuable they are and how greatfull this community
> should be. IMO they don't do anything for this community, what they've coded
> is strictly for personal use, if someone out there happens to be able to
> use it also, then he's in luck.
> A well visited page like MyAtari or ST-Computer should organize a poll, and
> ask the users what kind of apps and drivers they are realy waiting for...
> and then the programmers should follow suit, that's how I define "doing a
> lot for this community".

A popularity contest, great. Is this highschool again?

4941. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 20:52:44 UTC
From: "R.Spanger" <rip@rap.com>
Message-ID: <bfpdq1jph1@newsg3.svr.pol.co.uk>
Source record: 25221

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BB41BE8E.3EAE%derryck@nospam.cix.co.uk.invalid...
> I have a Falcon for sale so thought I would offer it in here, to UK or
> European destinations only, before it goes to eBay.
>
> * Nice clean condition
> * 14MB System Solutions RAM card
> * Accelerator of unknown origin/specs
> * Case screws missing
> * No IDE drive
> * IDE ribbon cable and drive bracket supplied
> * No software, mouse etc included, bare computer only
> * NVRAM battery is flat, use a time-setting utility or replace NVRAM chip
>
> I'm looking for 250 UKP or up.

COUGH SPLUTTER TITTER!! it's a wind up yes?

4942. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 21:02:53 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307241552560.6343-100000@www.coazter.com>
Source record: 25226

On Thu, 24 Jul 2003, Dennis Vermeire wrote:

> From: Janez Valant <swe@atari.org>
> Date: Tue, 22 Jul 2003 21:22:22 +0200
>
> >> Perhaps we have differents visions of atari spirit :)
> > >
> > >Perhaps :) But for me thats using native GEM apps, TOS ones as well,
> > >using each and any application people also use in Magic. Also using all
> > >those apps with protocols as AV server, dhst server, drag'n'drop... Except
> > >for close fans, using N.AES is equal to using Magic. If u only install MiNT
> > >kernel and N.AES, without Unix envoirment, thats just another mtasking OS,
> > >native of course.. So what do i miss here, what Atari spirit may be
> > >diffrent from that? :)
> >
> > Janez unfortunately forgot to tell that some apps running under MiNT/N.AES
> > will look rather weird...
> > Let's take a real Atari application as example. The very first thing that a
> > MagiC user will notice is that the taskbar of Papyrus looks different, gone
> > are the coloured icons under MiNT/N.AES they're in brilliant black & white.

Hold your horses here.

First you say: "a real atari application", then you mention Papyrus.
I am sorry, but once again you are displaying your ignorance.

in papyrus code. let's say it has something like this: (in plain english
for you).

```
set icon=monochrome
if cookie = magic found
then:
check for resolution/color,
if >= 16 col
set icon=colors
endif
endif
```

Do understand that?

This is biased coding, but guess what, we'll never know and never be able
to fix it as the code is not available.

Atari when releasing one of the latest AES released some example code (src
and binary) on how to use toolbar, icons etc.
They ALL worked on ALL OS, color or not. (magic, singletos (provided the
AES was recent enough) and mint/naes).

That is the standard that was set. Explain to me why Papyrus did not use
the code that Atari released?
Please give me a GOOD answer, do not ignore this one!.

> care less if the taskbar is displayed in monochrome or colour, but it's just
> one example to show how N.AES fucks up. Because Wdialog is a dirty hack, the

naes fucks up, I like that. Read comments I made above.
Naes does not fuck up anything.
Papyrus author could have used the standard way to use toolbars with color
icons with select and all. Why didn't he? Please explain.

4943. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 21:04:16 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307241603060.6343-100000@www.coazter.com>
Source record: 25227

On Wed, 23 Jul 2003, Dennis Vermeire wrote:

> From: Frederic Fouche <g213778@coazter.com>
> Date: Sun, 20 Jul 2003 18:10:11 -0500
>
> Hi Frederic,
>
> >hmmm weird, I didn't seem to remember me ever saying this, so in doubt I
> >researched google newsgroup and found the thread but couldn't find such
> >statement.
> >Is google broken? Or can't I search effectively?
> >Dennis, could you give me the google URL archive to the "retarded morons".
>
> Not really.... unless you help me a little ;-)
> I store all the posts in Emailers database mode, If you could let me know
> what thread it was, then I'll find it back in a jiffy. We've had so many
> arguments in so many different threads.... I find it much easier to store
> the posts in Emailer, then have to go searching for them on Google.

I don't care and don't have to help you.
You slander, please prove yourself. You have failed to provide proof,
please show me where I claim this. Slandering is a very serious matter.

4944. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 21:08:10 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307241604590.6343-100000@www.coazter.com>
Source record: 25228

On Wed, 23 Jul 2003, Dennis Vermeire wrote
some random 40 lines of babbling
then:

> Got to stop now, and treat the unix users to some magic.... they don't know
> what they've been missing out on :-)

Actually Dennis, care to explain what they have been missing out on?

4945. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 21:16:21 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307241610190.6343-100000@www.coazter.com>
Source record: 25229

On Thu, 24 Jul 2003, Dennis Vermeire wrote:

> From: Frederic Fouche <g213778@coazter.com>
> Date: Sun, 20 Jul 2003 17:47:02 -0500
>
> Hi Frederic,
>
> >Big correction that shows you don't know what you're talking about.
> >I did full mint/kgmd (aes included) install on megaste (tos 2.05), it
> >worked perfectly fine. The problem is that once you have everything
> >running, you can't run more than 1 GEM application at a time (unless it
> >is a small one). So it defeats the purpose of multitasking OS.
>
> Your big correction, turns out not to be so big after all (you've had me
> worried there for a minute). I didn't say you couldn't install it or that
> it wouldn't work fine. I've said that because of memory limitations one
> wouldn't get a proper setup, in a different post I've explained what a
> "proper setup" means to me. Anyway we've both said the same thing, but
> phrased it differently. We do agree that installing a multitasking OS on
> such hardware defeats the puprose.

yeah, which totally defeat your whole argument of using magic on an
STF 1meg. Pretending to multitask is definitely "in" in 2003.
Other than the "cool" factor, what's up?

> >3) very nice to "insult" Didier's effort as it makes his work totally
> >useless to the community as only the "privileged" ones (mind you, the
> >people who spent a little money on their hardware, to exactly achieve
> >things they couldn't) will be able to enjoy.
>
> I didn't "insult" Didier his work in any way. Aniplayer in contrast to
> those dedicated mp3 players can do a hell of a lot more then just play
> MP3's. It can also handle DivX movies.... should we discuss these? The
> number of "priveleged" who can watch these films running at full speed
> will dwindle down even more... Why hasn't anyone ported a dedicated DivX
> player yet? Could it be that unlike the mp3 player that software won't be
> able to perform miracles on an expanded Falcon or 060based clone?

It is an indirect insult.
aniplayer claims mp3 and divx, your answer; totally useless coz 80% of the
people use atari stf 2meg anyway, oupdidoo!

Once again, you mix hardware and software in a software/OS discussion.
Nice way to shield your poor arguments.

4946. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 21:43:13 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307241620450.6343-100000@www.coazter.com>
Source record: 25230

On Thu, 24 Jul 2003, Dennis Vermeire wrote:

>
> You've anticipated a couple of problems while switching to MiNT, but
> nothing like this... your trusty reliable stable Calamus SL95, keeps
> crashing. You've been told that your Calamus is outdated and you need to
> update it. When you ask why it doesn't run correctly under MiNT all of a
> sudden, you're being told it's a dirty hack... Atari is a hobby for you,
> and you have a family to support.... and the budget is in the red this
> month, you really can't afford to spend 200 EUR updating it, so you reboot
> the computer and boot Calamus in MagiC.
>
> Papillon your trusted reliable and stable graphic package, works perfectly
> except when you wanna print something... for some reason the printer dialog
> isn't displayed completely, you ask why and are told it's because of
> WDialog, that's another dirty hack you're told, you should remove it and
> use NDialog which is 100% compatible... you find out very soon that it may
> be 100% compatible but doesn't has all the features of WDialog, as a result
> of this, some of your apps really behave weird.... but that's not a problem
> either, all you have to do is reboot and start MagiC up....
>
> To justify the Atari to your wife you do the home accounts and budget on it
> with Texel (spreadsheet). Texel works together with Artworx to display the
> graphic charts, you've even wrote a nice ASH Scripter script for it, what
> it basically does is to take the data from a Texel file and represents it
> as a plot in Artworx. No one has an idea how long you've slaved over that
> script to get it working correctly. You're not a programmer and writing a
> script doesn't really come natural. The very first thing you notice is that
> Artworx can only reproduce the plots in gray scales now, and to make
> matters even worser.... your script all of a sudden doesn't work anymore.
> You're being told that ASH scripter is also a dirty hack and to trash it.
> But that doesn't make Artworx print coloured graphs and pies ofcourse, so
> you reboot the computer and start MagiC up....
>
>
> DO I HAVE TO GO ON???????
> I can give you at least another hundred examples of how the combination
> MiNT/NAES fucks up....

What you are definitely NOT understanding is that:

1) your examples are very poor because you are trying to run magic/ash
apps in another OS.
As in, has ANY MiNT user complained that rpm wouldn't work in magic?
This is as dumb.

2) you are showing that those magic/ash application are not clean, and
when one app (calamus) cleaned it own code, you claim that this is not
good coz you don't want to upgrade.

3) you should realize that this is a marketing technique (which is 1
reason I do not appreciate magic) that was used MANY MANY times, microsoft
for example with MS-DOS. As in, windows would only work correctly on
MS-DOS version. why? was MS-DOS superior to DR-DOS? please do some
research.
Magic has changed the behavior of some of its API, why? no apparent
reason, this split the OS market, and we come to this, texel not working
right with any OS other than magic. If you answer that it's because magic
is superior, you are a moron.

4) Many people respect the original Atari spirit which was broken years
ago by magic, that pisses me off and find ourself in the midst of this
big giant mess.

Your examples are ridiculous, I could create a better example story about
a mint/naes user trying to go to magic, and guess what, MORE things would
be lost, we are not talking about the icon not showing quite correctly, we
are talking about crashing the system, or not running at all, because
magic has to trim down its code or it won't fit on a floppy anymore, nor
run on 1meg ST.

See, if magic (as buggy as it is) was to respect the APIs already in place
and follow a more standard way of doing things, then it would be awesome,
and I would have NO problem at all with magic, really.

The DR-DOS <> MS-DOS story always pisses me off, same thing with MiNT <>
MagiC.

The difference is that Magic can't claim ignorance as a simple look at the
code to mint's internal, and bam, same features.

>
> It's partly true... but it's also because the above mentioned problems are
> always swept under the table. MagiC users are being told that MiNT is 100%
> compatible with TOS, and that every GEM application which runs under TOS
> and MagiC runs just as fine under MiNT. The average user isn't interested
> in knowing why it all of a sudden doesn't run like it should anymore, all
> he knows it that he's not getting the same functionality from *some* apps

All GEM apps that follow atari's way (API) will run in singletos, magic
and mint perfectly.
If you write a GEM app with magic in mind, that's what you gonna get.

<snip>..
> should be told not to expect the present day applications running, not
> because MiNT can't handle it but because of the hardware that can't
> cope.... MiNT is clearly superior over MagiC featurewise but in day to day
> use with the existing software base, it's not noticeable at all. The open

not only featurewise as you say, but in the design and its implementation as well.

> source software which has been ported only attracts and is suitable for a
> small fraction of the users.
This is as irrelevant as saying:
I am not a musician, so I don't care about the MIDI sockets, or cubase compatibility.
You are correct, you shouldn't care, but this is totally irrelevant to the discussion. Please stick to the thread.
Some people need database (maybe 2%), some people need internet access (30%), some people might play games, some people might JUST write a book they are working on. whatever their needs. It's fine by me.
ICQ might only be used by 1% of atari users, but who to thank? GPL. Thank you.

SQL, maybe 2% too, thank you GPL.
etc etc.

Now I am actually a little confused, what are MagiC users, or Dennis complaining about?

MagiC is 100% great as they say and all their software run great and they don't need any other tools as they are either useless, or have a better magic/GEM replacement. So everything's great, right?
Please leave the "more" experienced user play with MiNT, Unix and more recent hardware, just don't expect anything from it I guess, as magic is clearly a different market all in all, as Dennis so elegantly demonstrated.

```
if cookie = magic
exit() // no need for magic users to use my application
// as they have better GEM alternative anyway
// and this unix port is useless to them
```

That's my signature :P

4947. Re: USB (was Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 22:13:42 UTC
From: lp <gfa@basic.net>
Message-ID: <BB45D256.121D%gfa@basic.net>
Source record: 25223

in article MrSTa.604$2B6.101479@news.siol.net, Janez Valant at swe@atari.org wrote on 7/24/03 11:55 AM:

> Charles Stanley wrote:
>
>
>
>> Without going into details, I must give my support to Dennis and
>> colleagues - totally.
>
> Totally? Well that means attacking anyone, calling MiNT developers
> loosers, same for anyone who dared to develop or use any application which
> dont pass the grand jury in shape of Dennis? Why the F**** then we bother
> anyway.. U will all enter the new millenium with apps developed by Dennis
> and colleagues. thanx for all support... From this moment, i dont care
> anymore, why GGT2 and last version of Graoumf (yes some loosers still use
> trackers) with my AES friendly modification, have some troubles. After a
> year or so, of seeking for problem, i see its futile... U may think this is
> overreacting, but Dennis wont call me looser, or compare me to anyone. Its
> not sad u do like Magic, its sad u support the insulting etc of productive
> ppl and that on disliking and hatery base only...

Someone put it best, they prefer to use their Atari's like they did 10 years ago. They let one person have complete control over how it's done. No it's not Dennis, the author of magic has them by the balls. It seems to come down to memory limits when Dennis gets worked up, so I guess they are stuck. Someday, maybe magic 7 will appear with all the missing bits I currently come to rely on, but until then it's MiNT all the way.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4948. Re:Gay Sex aid sale in July!

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 22:40:40 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfpn95qhn1@titan.btinternet.com>
Source record: 25224
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why its

> I'm currently having a sex-aid in July Sale!

That makes a difference from a spam-fest in June, or may, or April etc
etc...

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4949. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-24 23:40:28 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307241829060.6532-100000@www.coazter.com>
Source record: 25233

On Thu, 24 Jul 2003, lp wrote:

> in article Pine.SGI.4.10.10307241604590.6343-100000@www.coazter.com,
> Frederic Fouche at g213778@coazter.com wrote on 7/24/03 5:08 PM:
>
> > On Wed, 23 Jul 2003, Dennis Vermeire wrote
> > some random 40 lines of babbling
> > then:
> >
> >> Got to stop now, and treat the unix users to some magic.... they don't know
> >> what they've been missing out on :-)
> >
> > Actually Dennis, care to explain what they have been missing out on?
>
> I missed out on the file loss and partition corruption some of my friends
> experienced.

Indeed this is a good feature, although not intended.

4950. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 01:41:06 UTC
From: lp <gfa@basic.net>
Message-ID: <BB4602F2.1229%gfa@basic.net>
Source record: 25231

in article Pine.SGI.4.10.10307241604590.6343-100000@www.coazter.com,
Frederic Fouche at g213778@coazter.com wrote on 7/24/03 5:08 PM:

> On Wed, 23 Jul 2003, Dennis Vermeire wrote
> some random 40 lines of babbling
> then:
>
>> Got to stop now, and treat the unix users to some magic.... they don't know
>> what they've been missing out on :-)
>
> Actually Dennis, care to explain what they have been missing out on?

I missed out on the file loss and partition corruption some of my friends
experienced.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4951. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 03:17:06 UTC
From: lp <gfa@basic.net>
Message-ID: <BB461972.122D%gfa@basic.net>
Source record: 25232

in article Pine.SGI.4.10.10307241620450.6343-100000@www.coazter.com,
Frederic Fouche at g213778@coazter.com wrote on 7/24/03 5:43 PM:

>> DO I HAVE TO GO ON???????
>> I can give you at least another hundred examples of how the combination
>> MiNT/NAES fucks up....

Please do, it's entertaining and it keeps you busy.
So far, all the apps you listed I don't use, totally worthless to me.
That is the criteria, if it's of some value to me, whoever finds it
worthless apparently is brillant. lol

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4952. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 07:48:20 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbi1nbn.4o3.atari@core.preferuje.luzik.pl>
Source record: 25234

On Thu, 24 Jul 2003 15:59:26 +0200, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
> BTW: you still haven't told us how long it takes to convert a standard
> audio track into glorious mp3, or better yet a full audio cd... you
> should try it once. You won't feel priveleged for very long.

For that I would switch into virtual consoles setup (without GEM). I still have multitasking (CLI only, but it is OK for me) but I do not have GEM overhead. I doubt Magic can convert waves to mp3 faster than such setup.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4953. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 08:10:31 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbi1ode.4o3.atari@core.preferuje.luzik.pl>
Source record: 25235

On Thu, 24 Jul 2003 16:04:22 +0200, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
> From: Janez Valant <swe@atari.org>
> Date: Tue, 22 Jul 2003 21:22:22 +0200

<cut>
> N.AES 2.0 is nearly
> five years old now, not even one little tiny bugfix has been released.

False. For example several versions of Ndialog has been released. Also, some people test beta versions.

> So if Janez says that MiNT can run all native GEM apps just as good as
> MagiC can, technically he's right, he just forgot to add that some apps
> behave really weird. Which according to all what has been posted here lately
> shouldn't be happening at all... why TOS and MagiC get it right and MiNT
> don't isn't important, except for the user ofcourse... he has to put up
> with it. Last year someone complained that his Calamus didn't work at all
> under MiNT/N.AES, guess what kind of help he was offered :" get a newer
> version"... disregarding the fact how much Calamus costs, a OS boasting to
> be 100% compatible? Oh, did I mention that the non-running Calamus worked
> perfectly under MagiC ;-)

Crappy code (yes, even Calamus can have crappy code!) is no excuse. There are rules, and if you do not follow them, you may in deep trouble.

I do not remember exactly what was the Calamus problem, but I remeber it was sometching about files. Let us think how Magic and FreeMiNT handle filenames. Under Magic, filenames are case-insensitive what means that file named readme.txt and README.TXT is the same file. Under FreeMiNT, on TOSfs partitions it is also true, but on minix on ext2 partitions (wait, one momment can MagiC read minix or ext2?) filenames are case-sensitive. Some programs often change casing of filenames, for example making them all uppercase (to be honest I once written program that did such thing). That is very wrong and such program may be not able to acces files from case-sensitive partition. That is a bug.

> Oh and that famous Atari spirit:
> Janez doesn't know it anymore, he has forgotten how it looks like. It can
> only be viewed and enjoyed under SingleTOS and MagiC. The combination of
> MiNT/N.AES screws up the look of Atari apps. It displays them differently
> then the programmer intended, one could say that N.AES automatically reverse
> engineers them <very fat grin>

Lets look how MagiC screws up application look. Each application running under MagiC or FreeMiNT has its own entry in the Desk menu. When application

starts it is a filename, but later application, using a simple AES call can change it. This call was introduced in very early MultiAES aroun 92' or so. Gues what, MagiC does not support this tiny feature. Several versions (sincs 92') were released, but non support it. It is legal, documented in Atari documentation. Excuses anyone?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4954. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 09:00:39 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbi1rdm.4o3.atari@core.preferuje.luzik.pl>
Source record: 25236

On Thu, 24 Jul 2003 15:40:28 +0200, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
<cut>
> Do
> you remember the posts from Rudolphe and how long it took before he finally
> found a mere 150 people wanting a CT-60 card?

I remember it was quite fast, the longest thing was card development itself.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4955. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 09:29:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059136992-39779AEicMi@gmx.net>
Source record: 25240

From: Frederic Fouche <g213778@coazter.com>
Date: Tue, 22 Jul 2003 14:03:57 -0500

Hi Frederick,

>> That because they love using it that way, including myself.
>> I really dislike the idea to have an Unix on my Falcon or my TT.
>> Kuz it'll become just an Unix machine, loosing at same time the
>> Atari spirit.
>> If i really want an Unix i'll afford a new PC architecture.
>> Just for example, ALL MY PC have Linux or NetBSD, and I have 4.
>
>
>See Dennis, the brainwashing you've done definitely work.
>
>Now, NSPIRIT, in what way will it lose the Atari spirit?
>I bet you have never used it, nor seen it in your life, but already the
>assumption that it will be any less of an atari with atari software.

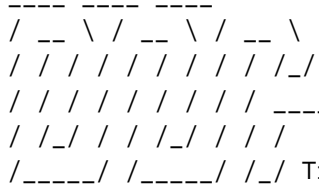
Brainwashing? Moi?
If you ask me Frederic that post was one of the more sensible ones, he doesn't say he dislikes unix, in fact he has it running on 4 different PC's... and he can enjoy using *all* the open source apps, no problems on that platform to port something over because the hardware can't handle it.

Turn and twist it as much as you like but this platform is not suited for that kind of software, just because a marginally small fraction of the open source software can be ported doesn't mean we should embrace it, and certainly not call it the future of this platform.
I don't need to brainwash anyone.... it should be clear to every sensible guy in here that NSPIRIT followed the only correct route.

>Great. Misinformation, exactly why Dennis is not my best friend.

Imagine we would be neighbours, fun for the whole neighbourhood would be guaranteed :-)

Cheers from belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4956. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 09:29:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059136982-37767AEicMi@gmx.net>
Source record: 25237

From: Jo Vandeweghe <dipching@wanadoo.be>
Date: Wed, 23 Jul 2003 12:03:07 +0200

Hi Jo,

>>from people telling you that a Crazy Dots card or ET-4000 card is just as
>>good, they're not. Furthermore Nova cards have a VDI that is optimized to
>>run with NVDI, and they perform equally well under MagiC, MiNT and singleTOS
>>
>Dennis that's definitely not true ....
>Crazy Dots cards are good I used one and even expanded one to thousands
>colors .... It even was possible to use the card with NVDI and it was great !

Hohoho... hold the horses.
I didn't say that it wasn't good, I said that the Nova card is better. If he's lucky enough to find a card they'll both be priced similarly. The Nova cards with ATI Mach32 or Mach64 accelerator are lots faster then the Crazy Dots cards and in addition can all display up to 24bit (millions of colours). The Crazy Dots cards are hardly faster then the original TT graphics and can only manage 16bit (thousands of colours).
So on a one to one comparisation the Nova cards win handsdown, which doesn't mean if someone has the chance to get a Crazy Dots card he should let it pass, anything is better then being stuck to the original TT graphics.

Cheers from Belgium
Dennis
--

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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4957. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 09:30:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059136988-39179AEicMi@gmx.net>
Source record: 25239

From: Jo Vandeweghe <dipching@wanadoo.be>
Date: Wed, 23 Jul 2003 12:09:55 +0200

Hi Jo,

>> Great. Misinformation, exactly why Dennis is not my best friend.
>
>Don't care about this Dennis because you know Katherine Ellis was also a
>great master in misinformation.

I'm not worried at all... it's summer, brilliant weather and the "Gentse
Feesten" are busy :-)

But you brought back some memories... some of the "discussions" between you,
Bengy Collins and Katherine Ellis are legendaric. In comparisation, this and
some related threads are for softies.... considering that Janez is on the
verge of having a nervous breakdown after reading my humble opinions, he
surely would have committed suicide back then. ;-)

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4958. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 09:34:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059136996-40595AEicMi@gmx.net>
Source record: 25241

From: lp <gfa@basic.net>
Date: Tue, 22 Jul 2003 23:03:38 -0400

Hi Lonny,

>Needless to say, the fact remains that MiNT was introduced by the company
>known as Atari. So it can be seen the other way around. Magic has far
>less spirit to me, as it's roots are not even from the company, in my
>opinion MiNT has more spirit. It's totally subjective and borders on
>personal preference anyway. Although, my preference is based more on the
>company's own path. ;-)

It all depends from where you're sitting and how you view it. In one hand
for example there's Atari US where the computers were developed and in the
other hand there's Atari Europe who's main purpose was to try selling the
American products to the European punters. The people in the Sunnyvale
Atari HQ didn't have a clue about how different the European market was to
their home market and time and time again they goofed. Anyone with common
business sense would have transfered the *complete* computer divison over
to Europe, preferably to Germany where truly amazing things were produced
in an attempt to disguise the crap that Atari USA was trying to shove in
our ****. They goofed with the hardware but the software division was even
worser, how many Atari branded titles are running on your computer? Except
for TOS which I can't dump there's nothing here branded Atari....

Here's a small story to reflect on:
Back in 1993 I received a visitors pass from Atari Belgium for the German
Cebit Messe (the largest computer show of Europe for business users). I
drove all the way up to Hannover and attented it. Atari Germany was there
in full force and had one of the largest stands. And not one single STe or
MegaSTE in sight, there were at least 50 TT's and Falcons showing off what
they were capable off. And yes, the whole lot was pretty impressive back
in those days. There wasn't one single TT running MultiTOS on that show,
they were all running on MagiC 3.0... even Atari Germany didn't want to
know about it and pushed a OS that didn't originate from Atari. This was a
show for professionals, the last thing Atari Germany wanted was to be not
taken seriously. IIRC there wasn't one single copy of Atari Works to be
seen either, another piece of art...
Now, considering that the major software developers were German and that
Atari Germany pushed MagiC as the only to be used multitasking OS, does it
really surprise you that the software written by these developers were
geared towards exploiting MagiC? Programs which frequently are called
"dirty hacks" here were programmed between 1994-1997, in those days most
of the German developers didn't even know about MiNT....

If Atari Germany (the European HQ) would have had their way, MagiC would have been the offical multitasking OS and would have shipped with the computers, just like they had their way with GFA Basic and later on Omikron Basic, while in the US and UK people found ST-Basic and ST-logo packed with their computer, in Germany and the Benelux countries they included GFA Basic. I presume you agree that this was a rather wise decision ? :-)

The Atari software division hasn't really made much of an impact, except for MetaDOS nothing withstood the test of time. Do you remember that truly awfull SpeedoGDOS? That's another thing which never has been pushed by the European branch of Atari... NVDI already existed in those days, and the Germans knew the difference between good software and crap. To compete with the likes of the PC and Mac platforms they needed the best software around and show that the Atari hardware could handle it also...

To return back on topic, I don't really agree that MiNT was introduced by the company known as Atari. MiNT already existed, in 1992 they realised that to compete with the other platforms they needed a multitasking OS also, and they needed it in a hurry.... no time to develop something from scratch themselves, so they bought MiNT, reversed engineered it somewhat and slapped their AES on it, and the result was MultiTOS, and we all know how good it is. If the software divison would have been based in Europe (where it really belonged) then you can bet anything you've got that they would have bought MagiC... and we wouldn't be discussing the virtues of two different OS's right now.

The Atari 16 bit computers have never really been popular in the US, but the software kept coming from Sunnyvale... and time and time again they goofed. Remember when Atari sold the MegaST bundle (the SLM 804 and the Timeworks DTP bundle) for an attractive price? Not here.. in the Benelux countries and Germany Timeworks was replaced by Calamus 1.09. Remember MS Word for Atari not to mention Word Perfect? Not here, we already had Tempus Word Pro which was ahead of its time.
When I write "1st Base" every German Atari user knows that I mean a cute, easy to use database, which is lightning fast. Until this very day I've never seen a database on any platform which can handle and sort data faster... Some jewels have been programmed for this platform and they are unknown to most of the atari users, simply because Atari Sunnyvale didn't want to know about it... we can't change history, but we can guess how things would have looked like if only...

>although, my preference is based more on the company's own path. ;-)

Like I said it depends on where you're sitting and view it. Atari not only goofed with their hardware but also with the software. They bought MiNT and messed it up calling it MultiTOS, MiNT as we now know it hasn't really a lot do to with Atari anymore, if it would then you wouldn't be using it at all. Those meatballs who shoved MultiTOS in our throats would probably don't even recognise it if they saw it, and no Janez, Lonny and Frederic I'm not having a go at MiNT...
What you need to remember of all this is that MagiC had an edge of almost five years in Europe and especially Germany. Another thing to consider is

that magiC is a German based OS, all the docs are in German. That's quite handy for a German programmer :-) Atari Sunnyvale was known not be really generous when handing out specs on hardware or software, not to mention that these were all in English. So, considering all this and also that MagiC was distributed by the largest software distributor, does it really surprise you that it made such an impact?

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4959. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 09:36:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059136986-38471AEicMi@gmx.net>
Source record: 25238

From: lp <gfa@basic.net>
Date: Wed, 23 Jul 2003 18:04:31 -0400

>I have a CrazyDots2 card in my TT030 and the only thing needed to drive it
>is NVDI v5, nothing else. Works really well. Straightforward simple
>to install, setup is a snap.

True, but because of that it's only marginally faster then the original TT
graphics.

>The Nova which I owned before that (1mb version), required disabling some
>part of NVDI if you wished to use them together. So you had more to load
>at boot up. It's all german, at least the package I had.

The Nova drivers replace the VDI, but if NVDI is present will use certain
routines from it also. If NVDI is loaded then its screendrivers need to be
disabled.
More recent versions of the Nova setup program do this automatically now, all
the user needs to do is click "ok".

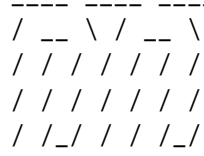
>I had the Nova for sometime, unloaded it for the CrazyDots2. The problem with
>the Nova is not the hardware, but the software. NVDI was getting updated, the
>Nova stuff seems dead in the water, so if you have any bug issues, you are on
>your own for the most part.

The last update (2.67) is from 1998, in that period we saw NVDI 5.0 coming
along also. I never really encountered a lot of problems with the software,
some very old software accessing the screen directly can cause problems, but
then MagiC doesn't like these apps very much either.
I have more problems with the S3 card driver in the clone then I've ever had
with the Nova card and I had several cards (1Mb Mach32, 2Mb Mach64 and 4MB
Mach64 with Vram).

>Also the Nova drivers are not exactly 060 clean.

I wouldn't have a clue, but you shouldn't blame Nova (Computerinsel) for this,
the drivers are hacked with permission. A bit like MagiC-Hades really, that one
is a hacked with permission of the author version also.

Cheers from belgium
Dennis
--



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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4960. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 13:51:03 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bfrck7nqf1@tyfon.itea.ntnu.no>
Source record: 25242

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> I didn't say that it wasn't good, I said that the Nova card is better. If he's
> lucky enough to find a card they'll both be priced similarly. The Nova cards
> with ATI Mach32 or Mach64 accelerator are lots faster then the Crazy Dots cards
> and in addition can all display up to 24bit (millions of colours). The Crazy
> Dots cards are hardly faster then the original TT graphics and can only manage
> 16bit (thousands of colours).
> So on a one to one comparisation the Nova cards win handsdown, which doesn't

I'm not so sure about this... OK, the Nova is faster, a lot faster too,
but it does have more problems with "dirty" apps than Crazy Dots. The
reason for this is Nova VDI. It's not a bad VDI at all, but there are
problems with apps that write directly to the framebuffer or use offscreen
bitmaps. NVDI's offscreen bitmaps really doesn't work well when there's an
underlying VDI. With the Crazy Dots there's no such problems, as NVDI has
a driver for this card. There are still some problems with apps that
writes directly to the framebuffer, but these are far between now.

I've had some graphics cards now, and in my experience nothing can beat a
Crazy Dots when it comes to compatibility and usability. MVDI (for the
Milan with the S2-card) is a close second, it works surprisingly
well. Nova VDI is third, with fVDI last (but lots of things has happened
to fVDI since I stopped using it two years ago).

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4961. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 16:14:48 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <APbUa.635$2B6.116989@news.siol.net>
Source record: 25243

Frederic Fouche wrote:

> On Wed, 23 Jul 2003, Dennis Vermeire wrote
> some random 40 lines of babbling
> then:
>
>> Got to stop now, and treat the unix users to some magic.... they don't
>> know what they've been missing out on :-)
>
> Actually Dennis, care to explain what they have been missing out on?

Well i can explain what i definately dont miss, and thats 2 hdd crashes, with MBR fecked, so HDD was unusable. I also dont miss "FATALER FEHLER: SYSTEM OVERSCHREIBEN" (fatal error: system overwritten) throwed at me at boot time. And someone said memory protection is not needed :)

4962. Re: USB (was Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 17:18:06 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfrood$1bg$1@hercules.btinternet.com>
Source record: 25244

Hi "Janez Valant"

> Charles Stanley wrote:

> > Without going into details, I must give my support to Dennis and
> > colleagues - totally.
>
> Totally? Well that means attacking anyone, calling MiNT developers
> loosers, same for anyone who dared to develop or use any application
which
> dont pass the grand jury in shape of Dennis? Why the F**** then we bother
> anyway.. U will all enter the new millenium with apps developed by Dennis
> and colleagues. thanx for all support... From this moment, i dont care
> anymore, why GGT2 and last version of Graoumf (yes some loosers still use
> trackers) with my AES friendly modification, have some troubles. After a
> year or so, of seeking for problem, i see its futile... U may think this
is
> overreacting, but Dennis wont call me looser, or compare me to anyone.
Its
> not sad u do like Magic, its sad u support the insulting etc of productive
> ppl and that on disliking and hatery base only...

I don't suppose there's a chance your mother thinks you're an a-hole as well
as me is there?.

Polo - The MiNT for non-arseholes.

--

Regards from STeve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

* Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
*

4963. Re: USB (was Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 17:18:08 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfroof$1bg$2@hercules.btinternet.com>
Source record: 25245

Hi Peop's

> Someone put it best, they prefer to use their Atari's like they did 10
years
> ago. They let one person have complete control over how it's done.

How many of you whingeing rectums have ever attempted to contact the authour
of Magic to discuss what you want to see happen with it?.
I've succesfully discussed some points of Magic with him and added some
others to his to-do list.

> No it's not Dennis, the author of magic has them by the balls.

Thats complete crap, no-one forced me to buy it, it was my choice.

> It seems to come down to memory limits when Dennis gets worked up, so I
guess they are stuck.

> Someday, maybe magic 7 will appear with all the missing bits I currently
> come to rely on, but until then it's MiNT all the way.

Well at least when Magic 7 does appear there will only be the one version.

--

Regards from STeve & his nice warm cosy PAK'd MegaSTe.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
* Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
*

4964. Re: Rebuilding junker TT030

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 17:51:02 UTC
From: lp <gfa@basic.net>
Message-ID: <BB46E646.1245%gfa@basic.net>
Source record: 25146

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>> I didn't say that it wasn't good, I said that the Nova card is better. If
>> he's
>> lucky enough to find a card they'll both be priced similarly. The Nova cards
>> with ATI Mach32 or Mach64 accelerator are lots faster then the Crazy Dots
>> cards
>> and in addition can all display up to 24bit (millions of colours). The Crazy
>> Dots cards are hardly faster then the original TT graphics and can only
>> manage
>> 16bit (thousands of colours).
>> So on a one to one comparisation the Nova cards win handsdown, which doesn't

The crazydots unit in my TT and the one sold both handled 24bit video.
Please research the cards, you will find you are incorrect.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4965. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 17:56:13 UTC
From: lp <gfa@basic.net>
Message-ID: <BB46E77D.1247%gfa@basic.net>
Source record: 25147

in article slrnbi1ode.4o3.atari@core.preferuje.luzik.pl, Adam Klobukowski at atari@gabo.pl wrote on 7/25/03 4:10 AM:

> Lets look how MagiC screws up application look. Each application running
> under MagiC or FreeMiNT has its own entry in the Desk menu. When application
> starts it is a filename, but later application, using a simple AES call can
> change it. This call was introduced in very early MultiAES aroun 92' or so.
> Gues what, MagiC does not support this tiny feature. Several versions (sincs
> 92') were released, but non support it. It is legal, documented in Atari
> documentation. Excuses anyone?

Dennis doesn't do any coding, but he thinks he knows all this coding level stuff. Yet Magic is the one the doesn't follow the standards, especially in the documented look of 3d objects. I have the developer docs directly from Atari, with example code and the works. Anyone that says magic does these things correctly simply ignores fasts and documents from Atari.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4966. Re: USB (was Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 18:41:08 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfrtk3$87q$1@hercules.btinternet.com>
Source record: 25149

Hi Janez

"Janez Valant" <swe@atari.org> wrote in message
news:kueUa.643$2B6.117528@news.siol.net...
> Steve Sweet wrote:
>
>
> > I don't suppose there's a chance your mother thinks you're an a-hole as
> > well as me is there?.
>
> Actualy my mum is very ill these days, and i really dont grasp and know
> what to answer u now.. I just pitty you... I have no idea what happens in
> your head, to drag this into discussion. I dont want have aything to do
> with this group, the translation team or anything related anymore...

Thank you for calling, please drive through.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4967. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 18:50:20 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0307251050.3e2490ca@posting.google.com>
Source record: 25150

Hi there!

Just my two cents on the Mint/Magic argument... I've used both, and I like both for certain reasons and certain applications. But overall, I think the core thing for me is this: I like Mint for its Unix capabilities and overall power, which Magic doesn't quite match (yet), and I like Magic for its far superior (in my opinion, other than its lack of AES 4.1 support and lack of support for >6 accessory slots) GUI and small size (and thus faster speed, for some applications).

What I'd *love* to see, though, would be a combination of the two. I'd like to see ASH/B&B release a version of the Magic GUI that runs on the Mint kernal. That way, we'd have the functionality and power of Mint, with the visual "wow" factor of Magic. Of course, they'd have to upgrade it to AES 4.1-compatibility and allow more than just 6 accessory slots for me to really be 100% happy with it (these have been some of my pet peeves about Magic ever since I got it).

Someone at some point said that Magic *is* capable of running Mint-only software. Well, I did some testing. I installed a fairly full Mint setup, and copied the Unix file structure to a non-ext2 drive. I then used Link2U to define everything correctly on Magic's U: drive. While the software does actually run in most cases, much of it only seems to recognize the ext2 filesystem (won't find files even if they're there, and defined correctly on the U: drive), and some require a newer terminal emulation than vt52, which is all that Magic has. *Please* tell me if anyone knows of a TOSWIN-like application that runs on Magic with vt100 or better emulation! TOSWIN2 won't run because it really requires AES 4.1 instead of Magic's meager AES 3 compatibility.

Yeah, I'll probably get flamed for saying that, but what else is new in this discussion? Anyway, like I said: just my two cents...

Mike Freeman
mail@freeman-studio.com

4968. Re: USB (was Re: DSP port on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 19:16:55 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <kueUa.643$2B6.117528@news.siol.net>
Source record: 25148

Steve Sweet wrote:

> I don't suppose there's a chance your mother thinks you're an a-hole as
> well as me is there?.

Actualy my mum is very ill these days, and i really dont grasp and know what to answer u now.. I just pitty you... I have no idea what happens in your head, to drag this into discussion. I dont want have aything to do with this group, the translation team or anything related anymore...

4969. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 19:41:27 UTC
From: lp <gfa@basic.net>
Message-ID: <BB470027.1253%gfa@basic.net>
Source record: 25152

in article 5c1cf651.0307251050.3e2490ca@posting.google.com, Mike Freeman at mail@freeman-studio.com wrote on 7/25/03 2:50 PM:

> Yeah, I'll probably get flamed for saying that, but what else is
> new in this discussion? Anyway, like I said: just my two cents...

I surely won't flame ya, that was the first decent post I've seen in quite some time actually. Thanks for your honest evaluation and from someone who actually has tried the stuff.

You might get some negative comments about your mother from some others though. ;o)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4970. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 19:46:50 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1059143864-118174AEicMi@adelphia.net>
Source record: 25153

Semper or Adam or whomever you are,
I am going to get my CT60 installed either this
weekend or next weekend. Let us compare waves to MP3
conversion times on a given Megabyte file!!!!! I got
the 060 with a FPU and PMMU installed. I have Magic
with Jinne on my Falcon. I would bet you my computer
that the CT60 on a Falcon with Magic and Jinnee would
beat a Falcon with a CT60 with a MINT setup!!!!

Thanks,

4971. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 20:07:43 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <XdfUa.647$2B6.117965@news.siol.net>
Source record: 25151

Mike Freeman wrote:

> Hi there!
>
> Just my two cents on the Mint/Magic argument... I've used both,
> and I like both for certain reasons and certain applications. But
> overall, I think the core thing for me is this: I like Mint for its
> Unix capabilities and overall power, which Magic doesn't quite match
> (yet), and I like Magic for its far superior (in my opinion, other
> than its lack of AES 4.1 support and lack of support for >6 accessory
> slots) GUI and small size (and thus faster speed, for some
> applications).
>
> What I'd *love* to see, though, would be a combination of the
> two. I'd like to see ASH/B&B release a version of the Magic GUI that
> runs on the Mint kernal. That way, we'd have the functionality and
> power of Mint, with the visual "wow" factor of Magic. Of course,
> they'd have to upgrade it to AES 4.1-compatibility and allow more than
> just 6 accessory slots for me to really be 100% happy with it (these
> have been some of my pet peeves about Magic ever since I got it).
>
> Someone at some point said that Magic *is* capable of running
> Mint-only software. Well, I did some testing. I installed a fairly
> full Mint setup, and copied the Unix file structure to a non-ext2
> drive. I then used Link2U to define everything correctly on Magic's U:
> drive. While the software does actually run in most cases, much of it
> only seems to recognize the ext2 filesystem (won't find files even if
> they're there, and defined correctly on the U: drive), and some
> require a newer terminal emulation than vt52, which is all that Magic
> has. *Please* tell me if anyone knows of a TOSWIN-like application
> that runs on Magic with vt100 or better emulation! TOSWIN2 won't run
> because it really requires AES 4.1 instead of Magic's meager AES 3
> compatibility.

Hi

I used Mupfel shell a LOT in Magic. Its decent shell. VERY Unix like and lotsa Unix programs (MiNT) runs happy with it. Its not actual merging of MiNT and Magic, but definately makes life easier. Also i dont think it supports vt100. There was alternative program to TW2, i think it was called Farmer... U could try it.

4972. NVDI for the Hades?

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 20:24:36 UTC
From: swampfax1@atlantic.net
Message-ID: <8mgUa.31$6W2.33039@monger.newsread.com>
Source record: 25154

Hi All,
A friend needs NVDI that will run on a Hades.
Anyone know where to find it?

John G.

4973. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 22:06:51 UTC
From: lp <gfa@basic.net>
Message-ID: <BB47223B.1260%gfa@basic.net>
Source record: 25155

in article 1059143864-118174AEicMi@adelphia.net, Carey Christenson at falcon060@adelphia.net wrote on 7/25/03 3:46 PM:

> Semper or Adam or whomever you are,
> I am going to get my CT60 installed either this
> weekend or next weekend. Let us compare waves to MP3
> conversion times on a given Megabyte file!!!!! I got
> the 060 with a FPU and PMMU installed. I have Magic
> with Jinne on my Falcon. I would bet you my computer
> that the CT60 on a Falcon with Magic and Jinnee would
> beat a Falcon with a CT60 with a MINT setup!!!!

Who really cares, that's not the issue, you have fallen for the BS Dennis spews out. What I find pathetic is the replies regarding my hades, stealing, and now comments about someones mother. I can ask a direct question such as do you feel this is the correct way to carry on a discussion? Not one of you so called Dennis supporters will even admit that crap is out of line. As soon as Dennis and Steve stoop to this level they lost their ability to effectively be taken serious.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4974. Re: NVDI for the Hades?

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 22:08:07 UTC
From: lp <gfa@basic.net>
Message-ID: <BB472287.1261%gfa@basic.net>
Source record: 25156

in article 8mgUa.31$6W2.33039@monger.newsread.com, John Garone at swampfax1@atlantic.net wrote on 7/25/03 4:24 PM:

> Hi All,
> A friend needs NVDI that will run on a Hades.
> Anyone know where to find it?

I used v5 on my hades.
Don't know where to buy it though.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4975. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 22:36:20 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bfsbd4$7o0$1@tyfon.itea.ntnu.no>
Source record: 25157

Carey Christenson <falcon060@adelphia.net> wrote:

> weekend or next weekend. Let us compare waves to MP3
> conversion times on a given Megabyte file!!!!! I got
> the 060 with a FPU and PMMU installed. I have Magic
> with Jinne on my Falcon. I would bet you my computer
> that the CT60 on a Falcon with Magic and Jinnee would
> beat a Falcon with a CT60 with a MINT setup!!!!

Why do you think so? My personal experience is that there's no speed difference for such tasks. The reason is simple - such tasks doesn't use the OS at all! So if the computer doesn't do anything else (and it can't if the comparison should be fair) the difference will be very, very small. Based on my experience with Aniplayer on my Milan060 I'd guess that Aniplayer would use somewhere between 20 and 30 seconds to decode a 1Mb mp3-file. The difference between MiNT and MagiC in this case would be very close to zero. I can't say which OS will "win" such a contest.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4976. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 22:53:46 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bfscdq$86a$1@tyfon.itea.ntnu.no>
Source record: 25158

Mike Freeman <mail@freeman-studio.com> wrote:

> What I'd *love* to see, though, would be a combination of the
> two. I'd like to see ASH/B&B release a version of the Magic GUI that
> runs on the Mint kernal. That way, we'd have the functionality and
> power of Mint, with the visual "wow" factor of Magic. Of course,

That will never happen, simply because MagiC really doesn't separate the AES and GEMDOS. E.g. threads in MagiC is implemented in the AES. I really haven't studied the internal design of MagiC that much (mostly because... well... you can't basically.), but to me this seems to be necessary due to the way AK wanted to make the whole thing thread-safe.

> Someone at some point said that Magic *is* capable of running
> Mint-only software. Well, I did some testing. I installed a fairly

Only up to a point. It lacks several things for this to be really useful. But with MagiCnet and a fake MiNT-cookie installed you can do a lot of the same things as in MiNT, if you know what you're doing. I played a lot with MagiC on my TT, but "the real thing" (MiNT) works a lot better for me. I have several computers with different operating systems (Win2k, Win98, MacOS, Linux...) in addition to my Ataris, and really need MiNT to get things to work together. And I like to tinker ;-)

> drive. While the software does actually run in most cases, much of it
> only seems to recognize the ext2 filesystem (won't find files even if
> they're there, and defined correctly on the U: drive), and some

The problem is that there is no case sensitive filesystem for MagiC, and many recently ported unix-apps requires this.

> require a newer terminal emulation than vt52, which is all that Magic
> has. *Please* tell me if anyone knows of a TOSWIN-like application
> that runs on Magic with vt100 or better emulation! TOSWIN2 won't run

I don't think there is.

> because it really requires AES 4.1 instead of Magic's meager AES 3
> compatibility.

I used to hack TosWin a bit some years ago, and IIRC it requires ttys (which MagiC doesn't have). So it's not the AES that prevents it from working under MagiC.

--

/*
** Jo Even Skarstein http://joska.nvg.org/

```
*/
```

4977. FA: Atari ST 1040ST/Mega Software lot

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 23:00:57 UTC
From: Headley Sappleton <headley.sappleton@verizon.net>
Message-ID: <JEiUa.1736$FP5.642@nwrddc02.gnilink.net>
Source record: 25159

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2743851724

Starting Price: $9.95
Ends: Aug-01-03

4978. FA: Atari ST 1040ST computer

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 23:04:33 UTC
From: Headley Sappleton <headley.sappleton@verizon.net>
Message-ID: <5IiUa.1740$FP5.1496@nwrddc02.gnilink.net>
Source record: 25160

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2743850998

Start: $9.95
Buy It Now: $49
ENDS: Aug-01-03 20:00:58 PDT

4979. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 23:19:02 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bfsdt6$8rp$1@tyfon.itea.ntnu.no>
Source record: 25161

lp <gfa@basic.net> wrote:

> stuff. Yet Magic is the one the doesn't follow the standards, especially in
> the documented look of 3d objects. I have the developer docs directly from
> Atari, with example code and the works. Anyone that says magic does these
> things correctly simply ignores fasts and documents from Atari.

Very true. MagiC draws the 3D-effects inside the object, while Atari's 3D AES draws a border around this. Both methods has pros and cons, but the most obvious one (and the one thing that users really notice), is that apps developed under MagiC and not tested under any other OS, can look weird. They will only look as intended under MagiC.

However, I'm not sure if Atari had released any docs (or even a 3D AES) when this was developed for MagiC. So one can understand why AK sticked to his own design.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4980. Re: MidiSynth...

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 23:47:21 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f216d1045f8a4@comcast.net>
Source record: 25162

>
>Would anyone have the sound chart for a MidiSynth box? A friend lent his
>out a few years back and never got it back. We were thinking of doing a
>demo for our club but he doesn't remember all the various instrument
>settings that were on this chart.
>
>Thanks...

I am not sure myself, but I would goto Tim Hardy's MIDI website
and see if it is there or else Tim Hardy himself.

http://tamw.atari-users.net/timidi.htm

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4981. Re: Which "modern" STs are available today ?

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 23:47:21 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f216d1045f8a5@comcast.net>
Source record: 25163

>I m thinking of a PowerPC G3/G4 based ST.
>
>Is there such a system and a modern TOS version ?
>
>The advantage of the ST is that the system was much simpler than for
>example the AMIGA.Great for word processing,DTP,CAD,programming.
>Games are not important on this system , so we would need a system
>which runs
>GEM-compatible software and has the ST/TTs ports (MIDI for example).
>
>ATARI is now owned by Infogrames , but they may sell the licence for
>the computers , so that new STs could be made.
>
>But the biggest problem may be that such a system would be too
>expensive because the market is too small and a $300 PC can emulate
>any ST - but does not have the STs MIDI ports etc.
>
>ZR

The best I can see to get what you want is to run MagicMac on a
Mac. People say it works great....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4982. Gemvelope works great on the Hades using NVDI

Newsgroup: comp.sys.atari.st
Date: 2003-07-25 23:50:51 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f216dea5097b0@comcast.net>
Source record: 25164

I just got Gemvelope to work on the Hades using NVDI. Works just great. I will be using it alot in the future. I love the bar code option, that will come in very handy. Anyone use it? Eventhough it is freeware, I still may send in my money. I was planning on getting it when it was commercial, then I bought my Hades and I just forgot about it. Nice program....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4983. Re: Which "modern" STs are available today ?

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 01:16:51 UTC
From: "R.Spanger" <rip@rap.com>
Message-ID: <bfshla$2r6$1@news6.svr.pol.co.uk>
Source record: 25165

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0307242005.4e4222c3@posting.google.com...
> I�m thinking of a PowerPC G3/G4 based ST.
>
> Is there such a system and a modern TOS version ?
NO

4984. Atari Online News, Etc. #05-30

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 01:34:53 UTC
From: danap8@aol.comno-spam
Message-ID: <20030725213453.24239.00000689@mb-m16.aol.com>
Source record: 25166

```
A-ONE #0530 07/25/03

~ The Light of Adamas! ~ People Are Talking! ~ Doom III Delayed!
~ Do We Have Spam Apathy ~ SEC Probes Game Makers ~ Draconis News!
~ Tips to Avoid Scams! ~ New Anti-Spam Vendor! ~ Spammer Tricks!
~ New Web Scam: Phishing ~ Scamming the Scammers! ~ New WriteATR Version

-* Online Voting Nears Reality! *-
-* Web Scams Linked to Identity Theft! *-
-* Do Not Spam Registry Finds Favor in Senate *-

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/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4985. Re: Which "modern" STs are available today ?

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 07:14:33 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.07.26.07.14.31.932091@nossspamXXatari-source.com>
Source record: 25167

On Fri, 25 Jul 2003 22:02:10 -0700, Zothen Runecaster wrote:

> "R.Spanger" <rip@rap.com> wrote in message news:<bfshla$2r6$1@news6.svr.pol.co.uk>...
>> "Zothen Runecaster" <zothen@my-deja.com> wrote in message
>> news:fcd76a9e.0307242005.4e4222c3@posting.google.com...
>> > Iï¿½m thinking of a PowerPC G3/G4 based ST.
>> >
>> > Is there such a system and a modern TOS version ?
>> NO
>
> Ok.I think that it would make no sense to create a modern ST and
> program a
> new OS for it , because the market would be too small today and many
> of the programs are outdated/no longer supported.
>
> So Emulation may be the best way since a comeback of the ST isnï¿½t
> likely although any skilled computer engineer could create one.
>
> so I think best way would be emulation.
>
> Whatï¿½s the best emulator available for PC available or for LINUX ?
>
> and what TOS - enhancments are available to make the OS more "modern"
> ?
>
> Do you think that anyone would be interested in a new ST/a new clone /
> or a new emulator-based ST with a new TOS version ?
>
> The last ST-clone Iï¿½ï¿½ve heard of was the Milan , but AFAIK it was no
> success.
>
> AFAIK there are now AmigaOne boards produced , boards based on
> G3/G4.This really is no AMIGA as we know it , so it may be possible to
> use such boards for a new ST clone ...
>
> ZR

DO YOUR RESEARCH,

We do have one. It's called ARAnyM. It's more or less a Falcon emulator
with JIT acceleration (very very fast), Ethernet, high
resolution/high color video and xbios sound through linux. It's an
all-in-wonder machine. Does everything you're looking for for sure.

http://aranym.sourceforge.net

Mark
http://atari-source.com

4986. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 07:18:51 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB47E9EB.418E%derryck@nospam.cix.co.uk.invalid>
Source record: 25168

In article bfpdq1jph1@newsg3.svr.pol.co.uk, R.Spanger at rip@rap.com wrote on 24/7/03 21:52:

>> I have a Falcon for sale so thought I would offer it in here, to UK or
>> European destinations only, before it goes to eBay.

> COUGH SPLUTTER TITTER!! it's a wind up yes?

Best thing if you've nothing to say is to say nothing.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4987. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 08:19:06 UTC
From: nick@1632systems.co.uk
Message-ID: <bftde2rou1@thorium.cix.co.uk>
Source record: 25169
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hmm maybe you have to get through me first!!

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

4988. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 09:56:58 UTC
From: "Paul Malcolm"
Message-ID: <KfsUa.974887$ZC.142891@news.easynews.com>
Source record: 25170
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On 26-Jul-2003, nick@1632systems.co.uk wrote:

> Hmm maybe you have to get through me first!!

And maybe you could spend a little more time attending to your orders rather
than on here.

4989. Re: NVDI for the Hades?

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 10:33:31 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bftldnebg1@titan.btinternet.com>
Source record: 25171

Hi John

> A friend needs NVDI that will run on a Hades.
> Anyone know where to find it?

http://www.nvdi.de/gb/Produkte.html

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4990. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 10:33:37 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bftldtebg2@titan.btinternet.com>
Source record: 25173

Hi Mike

> Yeah, I'll probably get flamed for saying that, but what else is
> new in this discussion? Anyway, like I said: just my two cents...

I don't see why you should get flamed for posting test results.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4991. AtariHacks

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 10:33:42 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bftle2ebg3@titan.btinternet.com>
Source record: 25174

Yo!, Dudez

Does anyone know what's happened to http://atarihacks.cjb.net/ *AtariHacks by Vez)?

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4992. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 10:33:46 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bftle8ebg4@titan.btinternet.com>
Source record: 25175
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Nick

> Hmm maybe you have to get through me first!!

You didnt quote anything matey, we dont know what youre on about.

Are you saying you are interested in gaining 8 bitters?. I have a lot that doesnt get used here?.

--

Regards, Steve S.

4993. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 10:33:48 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bftleaebg5@titan.btinternet.com>
Source record: 25172

Hi Derryck

> >> I have a Falcon for sale so thought I would offer it in here, to UK or
> >> European destinations only, before it goes to eBay.
>
> > COUGH SPLUTTER TITTER!! it's a wind up yes?
>
> Best thing if you've nothing to say is to say nothing.

When its been sold on ebay perhaps you'd pop back here and laugh at the nay-sayers!.
Its up to the prospective buyer what they'd pay for it.

As a side issue i must comment on how tidy it actually was, and now its got a working clock module its fully saleable.

IMO the drive issue is a non-issue as it'd be way to small for my use so I'd bin it anyway!, as would any prospective buyer of that specific class of machine IMO.

--

Regards, Steve S.

4994. Re: Gemvelope works great on the Hades using NVDI

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 10:33:49 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bftlecebg6@titan.btinternet.com>
Source record: 25176

Hi Edward

> I just got Gemvelope to work on the Hades using NVDI. Works just
> great. I will be using it alot in the future. I love the bar code
> option, that will come in very handy. Anyone use it? Eventhough it
> is freeware, I still may send in my money. I was planning on
> getting it when it was commercial, then I bought my Hades and I
> just forgot about it. Nice program....

What was the problem with it?, i take it it didnt work out of the box!, was it a Hades specific issue?. What was your fix?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4995. Re: Which "modern" STs are available today ?

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 10:33:51 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bftleeebg7@titan.btinternet.com>
Source record: 25177

Hi "Zothen Runecaster"

> I m thinking of a PowerPC G3/G4 based ST.

Would this be the latest reincarnation of Liposuction aka Jared Falvo, AKA arsewhipe butt knocker.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

4996. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 11:41:41 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <07q4ivctmnl1ahbbdlekg00jc9cnj43aoj@4ax.com>
Source record: 25178
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Sat, 26 Jul 2003 08:19:06 GMT, nick@1632systems.co.uk wrote:

>Hmm maybe you have to get through me first!!

<SLAP!!!>

Sorted!
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

4997. Re: AtariHacks

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 11:49:29 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f226ac2$0$1936$626a54ce@news.free.fr>
Source record: 25179

I hope it is not a software hack site, because it's a shame to kill the last authors !
I think 'tips' should be better than 'hack' but maybe I don't well understand english...

"Steve Sweet" <steve.sweet@btopenworld.com> a crit dans le message de news: bftle2ebg3@titan.btinternet.com...
> Yo!, Dudez
>
> Does anyone know what's happened to http://atarihacks.cjb.net/ *AtariHacks
> by Vez)?
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>

4998. Re: AtariHacks

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 12:28:29 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfts5c$7bb$1@sparta.btinternet.com>
Source record: 25180

Hi Rudolphe

> I hope it is not a software hack site, because it's a shame to kill the
last authors !
> I think 'tips' should be better than 'hack' but maybe I don't well
understand english...

I used the term 'hack' as that is the theme of the site and also the
authours chosen (part)title, but rest assured they are Hardware hacks, some
very usefull one's at that. As i recal it was very anti piracy as well but
either way it was strictly hardware oriented/

> > Does anyone know what's happened to http://atarihacks.cjb.net/
*AtariHacks
> > by Vez)?

--

Regards Steve

Rope me a sheep and I'll make it smile.

4999. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 12:28:30 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfts5d$7bb$2@sparta.btinternet.com>
Source record: 25181
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Paul

> >Hmm maybe you have to get through me first!!
>
> <SLAP!!!>
>
> Sorted!

Nice one, straight for the throat!. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

5000. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-26 15:22:17 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <bfu67p$1csnh$1@sinclair.be.wanadoo.com>
Source record: 25182

Dennis Vermeire wrote:

>From: Jo Vandeweghe <dipching@wanadoo.be>
>Date: Wed, 23 Jul 2003 12:09:55 +0200
>
>Hi Jo,
>
>
>
>>>>Great. Misinformation, exactly why Dennis is not my best friend.
>>>
>>>
>>Don't care about this Dennis because you know Katherine Ellis was also a
>>great master in misinformation.
>>
>>
>
>I'm not worried at all... it's summer, brilliant weather and the "Gentse
>Feesten" are busy :-)
>
>But you brought back some memories... some of the "discussions" between you,
>Bengy Collins and Katherine Ellis are legendaric. In comparisation, this and
>some related threads are for softies....
>
Ah ah ah ..... rotfl Dennis ......
I do like to come back in the past because some people here are so funny
....
All in all atari community is always fun .... not like before of course,
but they keep some unrivalled behaviour.

Let's say that's why I come from time to time and read some of the
articles here ..... but when my eyes meet your name I cannot avoid to
read because I know very well you have some wisdom and your relative
regard is one of the most interesting here.
Computing for an average user like me absolutely must keep some fun
otherwise this matter is far too serious for people like me.
Sometimes I do remember the time when I was the webmaster of UTSI .....
Today this situation will never happen again.
I prefer to use and create with tools rather than collectionning them.

All my respects Dennis.

Jo

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679

http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

5001. Re: NVDI for the Hades?

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 03:19:05 UTC
From: swampfax1@atlantic.net
Message-ID: <JwHUa.180$GW4.65701@newshog.newsread.com>
Source record: 25183

On 26 Jul 2003 10:33:31 , "Steve Sweet" wrote:
>Hi John
>
>> A friend needs NVDI that will run on a Hades.
>> Anyone know where to find it?
>
>http://www.nvdi.de/gb/Produkte.html
>
>

Thanks Steve, I'll pass it on!

John G.

5002. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 06:07:08 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0307262207.2b4c91e5@posting.google.com>
Source record: 25184

Janez Valant <swe@atari.org> wrote in message news:<XdfUa.647$2B6.117965@news.siol.net>...

> I used Mupfel shell a LOT in Magic. Its decent shell. VERY Unix like and
> lotsa Unix programs (MiNT) runs happy with it. Its not actual merging of
> MiNT and Magic, but definately makes life easier. Also i dont think it
> supports vt100. There was alternative program to TW2, i think it was called
> Farmer... U could try it.

I'll look for Farmer. The main problem for me with Mupfel is that
there isn't an English version, and my German is *extremely* rusty. If
anyone comes up with one, please let me know! Thanks!

Mike Freeman
mail@freeman-studio.com

5003. Re: NVDI for the Hades?

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 06:52:24 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0307270831190.419-100000@feanor.schunter.etc.tu-bs.de>
Source record: 25185

Hi, John!

JG> >http://www.nvdi.de/gb/Produkte.html

The Behne brothers seem to be out of business IMHO.

So if you want to order NVDI get in touch with atari dealers.

ASH has been the "major" NVDI dealer, so if you fail to get in touch with the Behnes or to find an atari dealer in your country, try here:

<http://www.application-systems.de/nvdi/index.html>

It's german only, sorry. There is a link to the online shop and to the latest freshup If you need assistance, let me know.

If you already own a NVDI Version 5 then you can find the latest freshup (V 5.03) on the Behnes' site as well:

<http://www.nvdi.de/gb/News.html>

Regards,

Alexander

5004. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 09:59:15 UTC
From: nick@1632systems.co.uk
Message-ID: <bg07lt$4r6$1@thorium.cix.co.uk>
Source record: 25186
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On 26-Jul-2003, "Steve Sweet" <steve.sweet@btopenworld.com> wrote:

> Hi Nick
>
> > Hmm maybe you have to get through me first!!
>
> You didnt quote anything matey, we dont know what youre on about.
>
> Are you saying you are interested in gaining 8 bitters?. I have a lot
> that
> doesnt get used here?.
>
> --
>
> Regards, Steve S.

ahh being lazy my news group reader does threads..... but I will try and
start to quote for those who don't thread..

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

5005. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 10:01:02 UTC
From: nick@1632systems.co.uk
Message-ID: <bg07p8$4ri$1@thorium.cix.co.uk>
Source record: 25187
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On 26-Jul-2003, Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote:

> On Sat, 26 Jul 2003 08:19:06 GMT, nick@1632systems.co.uk wrote:
>
> >Hmm maybe you have to get through me first!!
>
> <SLAP!!!>
>
> Sorted!
> --
>
> Paul...

replies with a swift kick to the goolies, don't believe in long
arguments.... very hard to put down someone of my size with a wimpy slap
boy!!

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

5006. Re: AtariHacks

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 10:57:14 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bg0b6gulc1@news-reader1.wanadoo.fr>
Source record: 25188

I asked this a month ago.
Look like the it won't go online again :(
There was really cool hack.

"Steve Sweet" <steve.sweet@btopenworld.com> a ï¿½crit dans le message de
news: bftle2ebg3@titan.btinternet.com...
> Yo!, Dudez
>
> Does anyone know what's happened to http://atarihacks.cjb.net/
*AtariHacks
> by Vez)?
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>

5007. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 11:50:13 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <lue7iv84cm756jbv1jeah5mb71k6a7l3rh@4ax.com>
Source record: 25189
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Sun, 27 Jul 2003 10:01:02 GMT, nick@1632systems.co.uk wrote:

>
>
>On 26-Jul-2003, Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote:
>
>> On Sat, 26 Jul 2003 08:19:06 GMT, nick@1632systems.co.uk wrote:
>>
>> >Hmm maybe you have to get through me first!!
>>
>> <SLAP!!!>
>>
>> Sorted!
>> --
>>
>> Paul...
>
>replies with a swift kick to the goolies, don't believe in long
>arguments.... very hard to put down someone of my size with a wimpy slap
>boy!!

They don't call me Iron Balls McGinty for nothing!! (nicked from The
Jerk)

So a wimpy slap does not work.....How about a Wimpy burger, that's
gotta hurt!!
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

5008. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 12:31:26 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg0gmk$60l$2@hercules.btinternet.com>
Source record: 25190
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Nick

>>> Hmm maybe you have to get through me first!!
>>
>> <SLAP!!!>
>>
>> Sorted!
>> --
>>
>> Paul...
>
> replies with a swift kick to the goolies, don't believe in long
arguments....
> very hard to put down someone of my size with a wimpy slap boy!!

Wo!, dirty fighting!, this is gonna get good!. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

5009. Re: AtariHacks

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 12:31:40 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg0gn2$60l$3@hercules.btinternet.com>
Source record: 25191

Hi NSPIRIT

I didnt see your question, sorry!.

Has anyone here any contact with the authour, i'm sure if we could get the source that someone could host it, its too important to let it slip into history.

> I asked this a month ago.
> Look like the it won't go online again :(
> There was really cool hack.

>> Does anyone know what's happened to http://atarihacks.cjb.net/
>> *AtariHacks by Vez)?

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

5010. U.K. Milan users?

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 14:04:52 UTC
From: Thomas Wellicome <tjw@zetnet.co.uk>
Message-ID: <3f23dc4e$0$198$4c56ba96@master.news.zetnet.net>
Source record: 25192

Are there any other U.K. Milan 040 users out there? I really could do with some help and tips...

Thanks,

Thomas Wellicome

tjw@zetnet.co.uk

5011. Re: AtariHacks

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 14:32:03 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bg0npcklu1@news-reader5.wanadoo.fr>
Source record: 25193

No need to apologize, i said this to let you know it's down for more than
one month by now.
> Hi NSPIRIT
>
> I didnt see your question, sorry!.
>
> Has anyone here any contact with the authour, i'm sure if we could get
the
> source that someone could host it, its too important to let it slip into
> history.
>
>
> > I asked this a month ago.
> > Look like the it won't go online again :(
> > There was really cool hack.
>
> >> Does anyone know what's happened to http://atarihacks.cjb.net/
> >> *AtariHacks by Vez)?
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>

5012. A strange mouse problem

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 14:34:40 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bg0nu0bjs1@thorium.cix.co.uk>
Source record: 25194

Hi!

Came across a strange problem when a new member brought one of his Falcons up to the club (Chesham Computer Club) this week, which I though might be helpful to others:

He had only recently bought it second-hand, and when booted off the hard drive (which had a lot of software already installed) everything worked fine at first. But as soon as you changed the screen resolution (to ST med or any other SVGA mode from the one at boot-up), the mouse refused to work. One could still move the cursor with the Alt+arrow keys, but even a substituted known-good mouse refused to work

After disabling all ACCS and AUTO apps and reinstalling them individually, the culprit turned out to be NEMESIS.PRG and/or NEM_HI.PRG. Without these all was fine. I can only presume that this was because the Nemesis board was not fitted to this machine - he wasn't sure as he has two Falcons, one of which at least has it built in. Or it could be faulty/wrongly installed, I guess.

This is a public service announcement in case anyone else finds they have a similar problem.

Regards, /Peter/

5013. Re: U.K. Milan users?

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 16:18:45 UTC
From: lp <gfa@basic.net>
Message-ID: <BB4973A5.12AE%gfa@basic.net>
Source record: 25195

in article 3f23dc4e$0$198$4c56ba96@master.news.zetnet.net, Thomas Wellicome
at tjw@zetnet.co.uk wrote on 7/27/03 10:04 AM:

> Are there any other U.K. Milan 040 users out there? I really could do with
> some help and tips...
>
> Thanks,
>
> Thomas Wellicome

Have a look here:
http://www.q1.net/~atari/html/ac.htm

I don't have a milan myself but some of the other members do.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5014. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 16:53:41 UTC
From: nick@1632systems.co.uk
Message-ID: <bg0vuv$f9u$1@thorium.cix.co.uk>
Source record: 24996
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On 27-Jul-2003, Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote:

> >replies with a swift kick to the goolies, don't believe in long
> >arguments.... very hard to put down someone of my size with a wimpy slap
> >boy!!
>
> They don't call me Iron Balls McGinty for nothing!! (nicked from The
> Jerk)
>
> So a wimpy slap does not work.....How about a Wimpy burger, that's
> gotta hurt!!
> --

hmm poisoning .... your right it's gonna hurt, especially when I release
the gas it produces in your direction!!
--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

5015. Re: AtariHacks

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 17:48:01 UTC
From: Frederic Pecourt <fpecourt@invalid-ifrance.com>
Message-ID: <3F241051.1000605@invalid-ifrance.com>
Source record: 24997

hi!

Steve Sweet a ï¿½crit:
> Hi NSPIRIT
>
> I didnt see your question, sorry!.
>
> Has anyone here any contact with the authour, i'm sure if we could get the
> source that someone could host it, its too important to let it slip into
> history.
>

The hack site hacked ? No, but beginning of July, one week after the
site looked like dead, I put an online copy to be found here :

http://atari4ever.free.fr/hardware/

I might re-arrange the whole and add other documents I have of my own or
collected elsewhere.

I haven' t tried to contact the author of the site since the pages have
been sleeping since 1999 and all contributions are public domain (well,
not really up to the Atari schematics I guess)

By the way, does somebody have a better name instead of hardware HACKS ?
like hardware tricks or do-it-yourself ?

Fred

5016. Re: ST's and Autobooting HD? Can I format HD FAT?

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 17:50:18 UTC
From: Andy Ball <not@valid.null>
Message-ID: <uhUUa.675$mr1.480@newsread3.news.pas.earthlink.net>
Source record: 24998
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello Uwe,

US> With MagiC or MINT you can read and write PC-
> compatible FAT or FAT32 partitions.

That's interesting. Would I boot the MiNT kernel from a small TOS partition and then have that mount a larger FAT / FAT32 partition? If so, is that also the way that minix (I don't know what other filesystems MiNT now supports) partitions are handled?

I would be interested in learning how the Atari boot procedure works. I think the PC loads a master boot record from the first sector of a hard disk, and then runs it. If I understand correctly the master boot record contains (or perhaps loads) a partition map. Unless a boot selector program (e.g. bootselector, lilo) is in that first sector the partition that's marked 'active' has its boot record read, and then executed.

Does an Atari hard disk driver include a boot program that gets loaded from the disk and then executed, or is the driver more like a library of routines that TOS calls to access the drive? Perhaps both of those things?

US> Without MagiC or MiNT you can create a single (!)
> partition that is both PC and Atari compatible with
> HDDRIVER.

That's nice, I can imagine that being quite useful.

US> Note, however, that only one partition per hard disk
> drive is possible in this case. As the maximum
> partition size for the ST is 256 MB and for a MegaSTE
> /TT is 512 MB you would not be able to use the full
> capacity of your drive.

You mentioned that the 256 Mb ceiling was imposed by a (19-bit?) sector count limit. Is the 512 Mb ceiling similar or is it geometry related like PC IDE's old 528 / 504* Mb limit?

- Andy Ball *(504 Mb if 1Mb = 2^20 bytes)

5017. [ANN] Rage Screen Saver (1.0b)

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 18:22:57 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3f241880$0$9625$7a628cd7@news.club-internet.fr>
Source record: 24999

Bonsoir :)

As always, download on my homepage http://rajah.atari.org
at the fVDI-Files chapter, or directly with the URL
http://membres.lycos.fr/nef/files/ -> ragecalm.zip (40 Ko)

Need:
- PCI ATI Mach64 compatible video card
- PCI Bios

This soft is a hard screen saver: after a period of
inactivity of the mouse (can't do it for keyboard),
the display of the PCI card is set to off and the
monitor should set itself in sleeping mode.

It was coded for my Falcon+Eclipse/ATI RageIIc and
Sony TFT M-51 monitor.
It may works on other systems, but without guaranty.

Read the doc, and USE IT AT YOUR OWN RISK.

The LST sources are given, you can do anything with them,
so you can learn how to access PCI card in GFA Basic ;p

Regards

Rajah Lone / Renaissance
http://rajah.atari.org

5018. Re: AtariHacks

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 18:33:11 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bg15te$h3l$1@news-reader2.wanadoo.fr>
Source record: 25000

"Frederic Pecourt" <fpecourt@invalid-ifrance.com> a ï¿½crit dans le message
de news: 3F241051.1000605@invalid-ifrance.com...
> hi!
>
> Steve Sweet a ï¿½crit:
> > Hi NSPIRIT
> >
> > I didnt see your question, sorry!.
> >
> > Has anyone here any contact with the authour, i'm sure if we could get
the
> > source that someone could host it, its too important to let it slip
into
> > history.
> >
>
> The hack site hacked ? No, but beginning of July, one week after the
> site looked like dead, I put an online copy to be found here :
>
> http://atari4ever.free.fr/hardware/
>
> I might re-arrange the whole and add other documents I have of my own or
> collected elsewhere.
>
> I haven' t tried to contact the author of the site since the pages have
> been sleeping since 1999 and all contributions are public domain (well,
> not really up to the Atari schematics I guess)
>
> By the way, does somebody have a better name instead of hardware HACKS ?
> like hardware tricks or do-it-yourself ?
>
> Fred
>

diy sound well.

Good initiative. Hope you'll be able to contact the author.

5019. Colour printing with Epson 600

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 20:38:18 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1059334908-423394AEicMi@adel6.freeserve.co.uk>
Source record: 25001

Hi All

I have a query about printing in colour on an Epson Stylus 600 Color printer I have using with PhotoTip 3.11Beta. According to the Epson manual this printer can print upto a maximum resolution of 1440x720dpi - but I have found that I cannot get the printer to print at anything like this res!

With PhotoTip and using the last NVDI (5.03) and a printer driver for the 600 it gives me the option of printing at the higher res (Best - 720 & Best - 1440) but when selected either all I get is a brief alert box flashing up on the screen "Initialising Printer" or somesuch, and then nothing happens!! The maximum res I can print at is Normal - 360dpi, even with the best glossy paper in the printer.

I have a Falcon CT2b with 14Mb and 64Mb FastRAM so I thought I must have enough memory for printing at the higher resolutions?

What am I doing wrong?

Also does the "Epson GDPS_SC" scanner driver which Dennis mentioned about recently work with both the Epson GT9500 and an Atari Falcon running Magic 6.20? I know it is shareware but where can it be obtained? I am interested in using it in conjunction with PhotoTip for scanning in old non-digital photos.

Thanks for your help!

Neil :-)

3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

5020. Re: AtariHacks

Newsgroup: comp.sys.atari.st
Date: 2003-07-27 21:17:37 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0307272311290.419-100000@feanor.schunter.etc.tu-bs.de>
Source record: 25002

Hi, Frederic!

FP> The hack site hacked ? No, but beginning of July, one week after the
FP> site looked like dead, I put an online copy to be found here :

That's great news!

FP> By the way, does somebody have a better name instead of hardware HACKS
FP> ? like hardware tricks or do-it-yourself ?

What about Atari Hardware /Mods/ instead of /Hacks/? I guess "Vezz"
intention with /hacks/ was to make clear that most stuff did not meet
professional standards.

Regards,

Alexander

5021. Help with audiomaster please?

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 00:18:18 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0307271618.25ff3759@posting.google.com>
Source record: 25003

I'm just starting to learn how to use audiomaster from sound pool, and
I'm having some mental blocks about how to use it. (I've never used
any mastering prg. before, just CAF.) Would anyone be willing to help
me get started by answering some ignorant questions?

Thanks!

Wayne Martz

5022. Atari Falcon Issues...

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 01:03:52 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0307271703.f580dfa@posting.google.com>
Source record: 25004

ARGH :)

Ok...

First, info on my falcon:

14MB RAM (NO FPU, but a 68882 is coming in the mail soon!)
CD-RW Yamaha (using CDFS w/extendos)
Running MiNT ? when possible ;)
VGA monitor and RGB sc1224 crap monitor

Now.. on to the problems....

It seems everything is riddled with problems! :(

There's only a handful of things I can run and those immiediate things
would be:

Super Fly and Chu Chu Rockets from Reservoir Gods.

Most other programs gives me a TOS #35 error(AHHHH) (which I have no
idea wtf it's talking about) and then I get the bombs..... then I
just get the freezing.
I tried programs in MiNT and then just in straight TOS.

Chu Chu Rockets and Super Fly seem to only work in MiNT so I have to
run that slow@ssmolasses program. I can't get NVDI 5 installed right
and NVDI 3 I have is zipped and does NOT want to
unzip for anything :(

I can't read german, that's a problem!

So, my screen is extremely slow! Most programs either will not run or
bomb/tos error out.
Then, there's some files I copied from my CD to the HD of the falcon,
these files will not go away at all!!! I can't delete them? Illegal
Function or if I drag to the trashcan it doesn't do anything, what
gives?

I'm not new to the Falcons it's just I've never had these problems
with any previous Falcons (except for 1 that was tricked out) and this
is just a standard falcon030.

Should an FPU help much at all? Maybe most programs require it?
I already have NVDI, but I can't get it installed? What can I do?

MagiC 5 or 6? which one should I go with? Can I get them in English?
(I dont want to mess with anything German, no good if I can't read
it!)

Also, will running Magic allow me to run all the atari programs that SHOULD run normally anyways but doens't?

Maybe there's something I'm doing wrong or need to change that I don't know about?

Any help is very much appreciated... I'm starting to get fed up with the machine yet
I want to be able to do so much with it.

Thanks guys....

Clint Thompson

5023. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 01:29:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059506720-312467AEicMi@gmx.net>
Source record: 25116

From: Frederic Fouche <g213778@coazter.com>
Date: Thu, 24 Jul 2003 16:08:10 -0500

Hi Frederic,

>Actually Dennis, care to explain what they have been missing out on?

The famous Atari spirit ofcourse... these people haven't got the faintest idea what they've been missing for all those years. You should visit some of their newsgroups... BORING!!
Jared if you are reading this, go to these groups and warm them up a little, so that they at least know what's in store for them.... a little Atari advocating won't hurt anyone.

Cheers from Belgium
Dennis
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xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5024. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 01:32:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059506740-316415AEicMi@gmx.net>
Source record: 25121

From: Adam Klobukowski <atari@gabo.pl>
Date: Fri, 25 Jul 2003 08:10:31 +0000 (UTC)

Hi Adam,

>> N.AES 2.0 is nearly
>> five years old now, not even one little tiny bugfix has been released.
>
>False. For example several versions of Ndialog has been released. Also,
>some people test beta versions.

A beta version is vapourware as far as I am concerned. I've got a whole
partition full with beta versions that never saw the light of day. Thanks for
reminding me about the Ndialog bugfixes, unfortunately the problems remain...

>Crappy code (yes, even Calamus can have crappy code!) is no excuse. There
>are rules, and if you do not follow them, you may in deep trouble.

These rules didn't apply when Calamus was written, and since the code runs
perfectly under TOS and MagiC, I can only presume that MiNT has invented some
new rules, that explains a lot ofcourse....

>I do not remember exactly what was the Calamus problem, but I remeber it was
>sometching about files.

Not really, it locked up the computer completely, at random... perhaps a
different version had a problem with filenames?

>Let us think how Magic and FreeMiNT handle filenames. Under Magic, filenames
>are case-insensitive what means that file named readme.txt and README.TXT is
>the same file. Under FreeMiNT, on TOSfs partitions it is also true, but on
>minix on ext2 partitions (wait, one momment can MagiC read minix or ext2?)
>filenames are case-sensitive.

It's a nice theory, if there wasn't TOS which hasn't got any problems either
with Calamus. MagiC can't read or write to minix or ext2, it can read/write
FAT32, which IMO is much more versatile.... MiNT can handle it, and the Mac
and PC platforms also. So a hard disk formatted in FAT32 is interchangeable
between the three platforms.

>That is very wrong and such program may be not able to acces files from
>case-sensitive partition. That is a bug.

That's your definition...
You've just told me that there are rules, and if one doesn't follow them he
may be in trouble. I haven't got a clue TBH but I very much doubt that Atari
ever set rules for case-sensitive partions. Minix and ext2 are just as alien
as FAT32 is... These rules may have been set later on, but then why should

anyone follow them? Let's face it, until a couple of years ago MiNT wasn't in a position at all to set rules, and certainly not to define any standards.

>Lets look how MagiC screws up application look. Each application running
>under MagiC or FreeMiNT has its own entry in the Desk menu. When application
>starts it is a filename, but later application, using a simple AES call can
>change it. This call was introduced in very early MultiAES aroun 92' or so.
>Gues what, MagiC does not support this tiny feature. Several versions (sincs
>92') were released, but non support it. It is legal, documented in Atari
>documentation. Excuses anyone?

Why are you guys always referring to that crappy MultiAES introduced in 1992 and developed in 1991? MagiX has been around since 1989.... and like I said in a different post, hardly anyone took note of Atari their MultiAES. All the major softwarehouses and developers supported MagiX, some were even sponsored by Atari Europe to do so....I like to think of it as being pushed in the right direction.
It's only since MultiTOS disapearred and MiNT became open source that the wheels got in motion... unfortunately much too late. If you look at some of the programmers docs from MagiC you'll notice that the programmer sometimes went through great lenghts to make MagiC compatible with MiNT. He didn't have to, his OS was first and market leader, can the same be said for the MiNT developers? One example: MagiC introduced threads... MiNT got them now also but they're not compatible, would it really have been impossible to make them compatible?

Oh, I can't remember ever coming across an application that screws up the application looks under MagiC, you don't happen to know one?

Cheers from Belgium
Dennis
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http://www.cix.co.uk/~derryck/index.htm

5025. Re: Linking a TT & Falcon via the lan port

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 01:34:32 UTC
From: Andy Ball <not@valid.null>
Message-ID: <I4%Ua.1374$Bg.1262@newsread4.news.pas.earthlink.net>
Source record: 25005

Hello Rob,

Rob> 1) Can it simply be done by getting a cable and
> plugging into the lan ports on both machines...

I wouldn't be at all surprised to learn that an ordinary Mac printer cable (effectively a 'null modem' cable) would be all the hardware you would need. If you're in the U.S. Jameco sell a 1.8m (6ft) example (part 10604CP) for $4.95.

Rob> What software would be required (does it act like a
> network where you could see one's drives on the
> other's screen)

Someone else here may be able to point you in the direction of some appropriate software. The software probably doesn't care whether you use the (RS-422) LAN port or one of the other (RS-232) serial ports.

The LAN port and Serial 2 share a UART, so don't try using both at the same time. Avoid Serial 1 unless you know the software does not use hardware flow control.

Rob> 2) Are their any complications (they currently run at
> different speeds etc...), or was the lan port only
> for use with apple computers (I've heard it called
> apple talk)

Atari seem to have followed the Apple Macintosh serial port pinout. Some (not all) Mac serial ports can also serve as LocalTalk (formerly AppleTalk) network ports if you plug a LocalTalk adaptor in. I don't know of any software that could use that on an Atari even if the hardware were compatible.

I'm told that the LAN port works up to around 38.4k BpS, but the machine might get quite sluggish trying to service the serial port interrupts at that speed.

Hope this helps,
- Andy Ball

5026. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 01:46:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059506724-313287AEicMi@gmx.net>
Source record: 25117

From: Frederic Fouche <g213778@coazter.com>
Date: Thu, 24 Jul 2003 16:16:21 -0500

Hi Frederic,

>It is an indirect insult. aniplayer claims mp3 and divx, your answer;
>totally useless coz 80% of the people use atari stf 2meg anyway, oupdidoo!

Didier is old and wise enough... if he feels insulted I'm convinced he'll
let me know. I would say that 80% is a very conservative estimate, let's
agree on 88-90%...

>Once again, you mix hardware and software in a software/OS discussion.
>Nice way to shield your poor arguments.

I don't, but you just won't accept that these two are linked close together.
You can improve MiNT untill kingdom comes, without decent hardware showing
it off, it will always be what it is right now...
Oh and I know you're all hoping on Aranym/EmuTOS, and yes then it would be
possible to run MiNT on a powerfull platform, and then the door of open
source software will finally be wide open, but it all depends on the
hardware, and how many people are prepared to follow that particular route
ofcourse. If and when it happens, I expect fireworks in here :-)`

Cheers from Belgium
Dennis
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http://www.cix.co.uk/~derryck/index.htm

5027. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 01:49:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059506712-310971AEicMi@gmx.net>
Source record: 25115

From: Frederic Fouche <g213778@coazter.com>
Date: Thu, 24 Jul 2003 16:02:53 -0500

Hi Frederic,

>First you say: "a real atari application", then you mention Papyrus.
>I am sorry, but once again you are displaying your ignorance.
>
>in papyrus code. let's say it has something like this: (in plain english
>for you).
>
>set icon=monochrome
>if cookie = magic found
>then:
> check for resolution/color,
> if >= 16 col
> set icon=colors
> endif
>endif
>
>Do understand that?
>
>This is biased coding, but guess what, we'll never know and never be able
>to fix it as the code is not available.

Yep I understood you loud and clear...
Could you explain why Payrus displays that taskbar in colour when running on
a PC-emulator (not MagiC-PC) which emulates a humble ST? The only reason I can
think of is that Papyrus has a couple of lines in its code that look like
this:

set icon=color
if cookie = mint found
then:
fuck up display/taskbar
if >=16 col
set icon=monochrome
endif
endif

>Atari when releasing one of the latest AES released some example code (src
>and binary) on how to use toolbar, icons etc.
>They ALL worked on ALL OS, color or not. (magic, singletos (provided the
>AES was recent enough) and mint/naes).
>That is the standard that was set. Explain to me why Papyrus did not use
>the code that Atari released?

>Please give me a GOOD answer, do not ignore this one!.

Would you define "good" please? <grin>
But I'll give it a go anyway...

You've just commented on my totalitarian views about the need for everyone involved in and with computers to have at least a basic knowledge of English remember? Well what if I told you that all those example codes, sources and binaries were mumbo jumbo for most German programmers? IIRC it took almost 18 months before Atari Europe released the translations in German and French.
About papyrus:
ROM introduced Papyrus at the same show where Atari introduced its latest AES (Iwas there), and since the ROM programmers didn't have a crystal ball and they didn't understood English either I presume you can guess what happened.

BTW: you still haven't told us how long it takes to convert a standard audio-CD into glorious mp3.... playing mp3's is one thing, creating them another. No need to tell you that I also expect a "good" answer is there?

>naes fucks up, I like that. Read comments I made above.
>Naes does not fuck up anything.
>Papyrus author could have used the standard way to use toolbars with color
>icons with select and all. Why didn't he? Please explain.

It does fuck things up, the living proof is XaAES from Henk Robbers, with that AES installed... things all of a sudden look much better. Even the Papyrus taskbar is shown as the programmer intended it to. TempusWord Pro which uses the {userdef} underlines in the menubar (the only program I know of that does this) is even displayed correctly, so can you explain me why N.AES fucks the whole lot up but still according to you and some others here is perfect? Has Henk Robbers achieved the impossible? Or are the people behind N.AES not so capable after all?

And since you like it so much, I'll repeat it: Naes fucks up :-)

Cheers from Belgium
Dennis
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5028. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 01:50:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059506734-315255AEicMi@gmx.net>
Source record: 25119

From: Janez Valant <swe@atari.org>
Date: Thu, 24 Jul 2003 18:15:06 +0200

>Why u not try to conbtribute something for the platform?
>Something like an application. No matter how small or plain it may be. Just
>a small one, with something new, no matter how small, to improve the
>platform...

OK.... if you insist :-)

print("Hi Janez");

Satisfied?

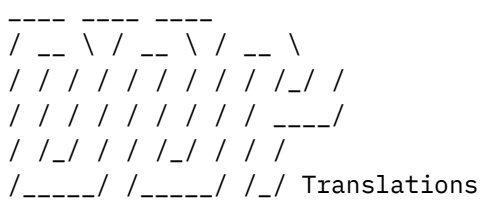
>But, dribing us all mad is your goal, not listening, or doalig, butto

I've listened for quite a long time to all the babbling and dreams dreamers
were dreaming up for other dreamers, and I restrained myself as long as
humanly possible to reply. But at a certain stage one has to speak up...
Well, I spoke and you don't like it, tough.

>make certain ppl mad.. I must admit, u are good in that...

We all have a godsgiven gift, you code and I drive people mad :-)

Cheers from Belgium
Dennis
--



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http://www.cix.co.uk/~derryck/index.htm

5029. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 01:57:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059506708-310131AEicMi@gmx.net>
Source record: 25114

From: Frederic Fouche <g213778@coazter.com>
Date: Thu, 24 Jul 2003 15:52:19 -0500

Hi Frederic,

>why isn't RPM working on magic?
>There's no reason it wouldn't.
>Unless Magic is lacking some OS calls.

I never tried it under MagiC, but then why would I?
There a no rpm packages available that will run under MagiC, so like I said I have no use for it. And since some people here obviously find it difficult to grasp "I don't need it", let me explain it in plain english:

I don't smoke, I don't need an ashtray.

>Would be pretty nice to have a standard packager for atari (all OS).

AFAIK we have one; it's called LZH, some people prefer using ZIP though. And yes I know that you have something different in mind... but since it needs to run on all the OS's, RPM is out...

>>I believe strongly that English should be the universal computer language,
>>non native English speaking people, who wanna work with a computer should
>>make the effort to grasp at least the basics of the language...
>
>wow, that's pretty a totalitarian view there.
>You are saying you should have at least the basics of the language, yet
>you don't want to learn the simplest tool made available to you by some
>enthusiasts for free. Here you want people to learn another language.
>You are so weird Dennis. How about you learning C?

There's nothing totalitarian about it, it's just simple common sense. And it would make life a lot easier also. Internet for example pretends to bring the world together. It does, as long as all the parties involved talk the same lingo. Take this group for example, suppose we would all start writing in our native lingo... it wouldn't take long before everyone would plead to return to plain English. I speak Flemish, you speak English, Janez speak Swedish and Adam Polish.... it wouldn't be much of a discussion would it?

Have you ever seen the programmers docs from MagiC and some of its sources? That's another reason to advocate the use of English. And why would I need to learn C? C is not a language, it's a tool for programmers who don't want to learn assembler. I'm not a programmer, so I don't need to learn anything about their tools either. A language is something which people speak, have you ever heard someone talking in Basic, C or Fortran? I never did :-/

Cheers from Belgium
Dennis
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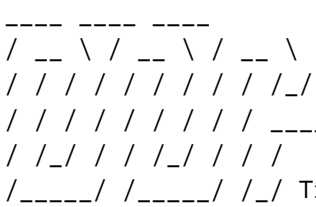

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5030. Re: Which "modern" STs are available today ?

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 01:59:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059506736-315875AEicMi@gmx.net>
Source record: 25120

From: zothen@my-deja.com (Zothen Runecaster)
Date: 24 Jul 2003 21:05:21 -0700

Hi Zothen

>I`m thinking of a PowerPC G3/G4 based ST.

Get in touch *privately* with Jared Falvo, he's thinking of building the
same thing, but whatever you do, don't mention "Steve Sweet".
mailto:luposian@lycos.com

>Is there such a system and a modern TOS version ?

No the best so far is a 68060 based machine, do a search on Google for the
words "MiNT" and "MagiC" to see how TOS has evolved :-)
While you're at it do a search for "Aranym" and "EmuTOS" also, both are
still in beta phase but quite promising.

>But the biggest problem may be that such a system would be too
>expensive because the market is too small and a $300 PC can emulate
>any ST - but does not have the STs MIDI ports etc.

There's an ISA card available with MIDI ports for the Milan and probably the
Hades also.

Cheers from Belgium
Dennis
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5031. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 02:12:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059506728-314071AEicMi@gmx.net>
Source record: 25118

From: Frederic Fouche <g213778@coazter.com>
Date: Thu, 24 Jul 2003 16:43:13 -0500

Hi Frederic,

>What you are definitely NOT understanding is that:
>
>1) your examples are very poor because you are trying to run magic/ash
>apps in another OS. As in, has ANY MiNT user complained that rpm wouldn't
>work in magic? This is as dumb.

I know it was a long posting, so you've probably skipped some lines. If you would have read it carefully you would have noticed that all the examples given run under both ***TOS*** and MagiC. The only ASH apps I know that are MagiC only are: the iconnect clients. Everything else they've ever released runs just fine under SingleTOS 1.04 and higher.

>2) you are showing that those magic/ash application are not clean, and
>when one app (calamus) cleaned it own code, you claim that this is not
>good coz you don't want to upgrade.

I've shown that all these apps run perfectly under TOS and MagiC. Can you explain me why unclean apps work perfect under TOS but not under MiNT which is touted to be 100% compatible?
Why would I update my Calamus which runs *perfect* under both TOS and MagiC? One has to do more then just update Calamus, there are also a lot of modules which need to be upgraded, all in all that costs a small fortune.
Why should I spend all that money, just to get it running under MiNT? That "unclean" app runs even perfect under TOS. It seems to me that there's something not very clean in either MiNT or N.AES that needs to be cleaned...

>Magic has changed the behavior of some of its API, why? no apparent
>reason, this split the OS market, and we come to this, texel not working
>right with any OS other than magic. If you answer that it's because magic
>is superior, you are a moron.

Sorry Fredric, you've lost me.... I've no idea what your on about, but I can tell you that Texel works great under TOS also...
What the hell is going on here? You're the third person who don't wanna know or hear that all the mentioned apps run and behave correctly under TOS. It's not my fault that for whatever reason MiNT/N.AES fucks up. All I can answer is that TOS and MagiC seem to be superior in that respect.
If it's any consolation, I don't think for one minute MiNT fucks it up, it's that crappy N.AES who's to blame...

>4) Many people respect the original Atari spirit which was broken years
>ago by magic, that pisses me off and find ourself in the midst of this

>big giant mess.

I've wrote a rather long post replying to Lonny about this. It all depends where one is located... Atari Germany (European HQ) used to push MagiC, they were probably to embaressed with MulTiTOS. So as far as I am concerned MagiC respects the original Atari spirit also. And considering that Europe was Atari their only real homemarket, one could even go a step further and say that MagiC is the real Atari multitasking OS. Even KAOS TOS (the predecessor of MagiC) was treated as though it came from Atari itself. Official Atari dealers were allowed to sell it and even replace TOS with KAOS ROM's. And this was way back before anyone ever heard about MiNT...

>Your examples are ridiculous, I could create a better example story about
>a mint/naes user trying to go to magic, and guess what, MORE things would
>be lost, we are not talking about the icon not showing quite correctly, we
>are talking about crashing the system, or not running at all, because
>magic has to trim down its code or it won't fit on a floppy anymore, nor
>run on 1meg ST.

You can call my examples anything you like. Fact is that I choose them very carefully. The chosen apps are used by a multitude of people, even here in CSAST a lot of people use these apps. I've told you before that I'm not really interested in what OS is running on the computer. As far as I am concerned a OS should be running in the background doing its thing and let the user gets on with whatever it is he wanna do. If there's one thing I do not want to be bothered with when sitting behind the computer it's the OS. All I wanna do is run my apps, for some reason or another the mentioned "ridiculous" examples run just perfect under both MagiC and TOS, but are being fucked up under MiNT/N.AES.... as long as this happens you won't see me and a lot of other people switch. Because it's the apps that are important to me and those people, not the OS.

>See, if magic (as buggy as it is) was to respect the APIs already in place
>and follow a more standard way of doing things, then it would be awesome,
>and I would have NO problem at all with magic, really.

AFAIK the very first MagiC API was released in 1989, long before the mother company (the morons in Sunnyvale) released *their* specs and standards. All the major softwarehouses and developers in those days followed the MagiX standard (it was the only one available). One could even say that the standard was already set but that like usual Atari Sunnyvale had no clue, and screwed it up.

>The difference is that Magic can't claim ignorance as a simple look at the
>code to mint's internal, and bam, same features.

Once again.... are you receiving me?
There was no mint code to look at, mint only existed in Eric his head. MagiC is the follow up from KAOS TOS, that one was released back in 1986... I'm sorry that it never reached your part of the woods, if it would have. Then surely Eric would have had a good look at the MagiX's internal, and bam, same features.

>MagiC is 100% great as they say and all their software run great and they
>don't need any other tools as they are either useless, or have a better
>magic/GEM replacement. So everything's great, right?
>Please leave the "more" experienced user play with MiNT, Unix and more
>recent hardware, just don't expect anything from it I guess, as magic is
>clearly a different market all in all, as Dennis so elegantly
>demonstrated.

I'm glad that after all these years of discussions you finally saw the
light, if all the other MiNT'ers from now on follow the same thinking
pattern then this should be the last thread MagiC <=> MiNT. MagiC users are
old and wise enough to decide for themself, they happen to work with a
particular OS and obviously like it... they're perfectly capable of deciding
for themself what's best for them.... they don't need assistance from an
helpfull MiNT'er.

Cheers from Belgium
Dennis
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http://www.cix.co.uk/~derryck/index.htm

5032. Re: NVDI for the Hades?

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 04:33:04 UTC
From: jdplace@prodigy.net
Message-ID: <4I1Va.6841$Sg.5322@newssvr16.news.prodigy.com>
Source record: 25006

On 27 Jul 2003 08:52:24 , Alexander Beuscher wrote:
>
> Hi, John!
>
>JG> >http://www.nvdi.de/gb/Produkte.html
>
>The Behne brothers seem to be out of business IMHO.
>
>So if you want to order NVDI get in touch with atari dealers.
>
>ASH has been the "major" NVDI dealer, so if you fail to get in touch with
>the Behnes or to find an atari dealer in your country, try here:
>
> <http://www.application-systems.de/nvdi/index.html>
>
>It's german only, sorry. There is a link to the online shop and to the
>latest freshup If you need assistance, let me know.
>
>If you already own a NVDI Version 5 then you can find the latest freshup
>(V 5.03) on the Behnes' site as well:
>
> <http://www.nvdi.de/gb/News.html>
>
>
>
> Regards,
>
> Alexander
>
>
>.
I think NVDI may be available through Europe Shareware, but the Atari
portion of the site appears to be down???

Also try 16/32 Systems.

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

5033. Re: NVDI for the Hades?

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 04:47:51 UTC
From: jdplace@prodigy.net
Message-ID: <XV1Va.632$cJ4.6698113@newssvr15.news.prodigy.com>
Source record: 25007

On 27 Jul 2003 08:52:24 , Alexander Beuscher wrote:
>
> Hi, John!
>
>JG> >http://www.nvdi.de/gb/Produkte.html
>
>The Behne brothers seem to be out of business IMHO.
>
>So if you want to order NVDI get in touch with atari dealers.
>
>ASH has been the "major" NVDI dealer, so if you fail to get in touch with
>the Behnes or to find an atari dealer in your country, try here:
>
> <http://www.application-systems.de/nvdi/index.html>
>
>It's german only, sorry. There is a link to the online shop and to the
>latest freshup If you need assistance, let me know.
>
>If you already own a NVDI Version 5 then you can find the latest freshup
>(V 5.03) on the Behnes' site as well:
>
> <http://www.nvdi.de/gb/News.html>
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>
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> Regards,
>
> Alexander
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>
>.
I think NVDI may be available through Europe Shareware, but the Atari
portion of the site appears to be down???

Also try 16/32 Systems.

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

5034. Re: ST's and Autobooting HD? Can I format HD FAT?

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 06:03:48 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bg2ec9$jvi22$1@ID-27442.news.uni-berlin.de>
Source record: 25008
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Andy Ball wrote:

> US> With MagiC or MINT you can read and write PC-
> > compatible FAT or FAT32 partitions.
>
> That's interesting. Would I boot the MiNT kernel from a
> small TOS partition and then have that mount a larger FAT /
> FAT32 partition? If so, is that also the way that minix
> (I don't know what other filesystems MiNT now supports)
> partitions are handled?

Yes, it basically works this way. There must be at least one normal TOS partition to boot from. The filesystems on the other partitions can be of any type.

>
> I would be interested in learning how the Atari boot
> procedure works. I think the PC loads a master boot record

There should be loads of information about it in the internet and it has been described numerous times in Atari-related books. It is basically the same as with a PC.

> Does an Atari hard disk driver include a boot program that

The driver is loaded by TOS and then executed. When it has initialized TOS continues with the boot process.

> You mentioned that the 256 Mb ceiling was imposed by a
> (19-bit?) sector count limit. Is the 512 Mb ceiling similar
> or is it geometry related like PC IDE's old 528 / 504* Mb
> limit?

The TOS limits have nothing to do with the drive type or geometry. TOS and the FAT file system simply have internal limits wrt sector sizes and the maximun number of sectors.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

5035. Re: Atari Falcon Issues...

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 06:46:04 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vi9hldhb6u8399@corp.supernews.com>
Source record: 25009

"JagCube" <JagCube@yahoo.com> wrote in message
news:83fbea98.0307271703.f580dfa@posting.google.com...
> ARGH :)
>
> Ok...
>
> First, info on my falcon:
>
> 14MB RAM (NO FPU, but a 68882 is coming in the mail soon!)
> CD-RW Yamaha (using CDFS w/extendos)
> Running MiNT ? when possible ;)
> VGA monitor and RGB sc1224 crap monitor
>
>
> Now.. on to the problems....
>
> It seems everything is riddled with problems! :(
>
> There's only a handful of things I can run and those immiediate things
> would be:
>
> Super Fly and Chu Chu Rockets from Reservoir Gods.
>
> Most other programs gives me a TOS #35 error(AHHHH) (which I have no
> idea wtf it's talking about) and then I get the bombs..... then I
> just get the freezing.

Are you running ST programs? Apparently those dont run well on a Falcon030.
Does the same here. Especially games.

Tim

5036. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 07:31:34 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB4940FA.41F0%derryck@nospam.cix.co.uk.invalid>
Source record: 25010

In article bftleaebg5@titan.btinternet.com, Steve Sweet at
steve.sweet@btopenworld.com wrote on 26/7/03 11:33:

> IMO the drive issue is a non-issue as it'd be way to small for my use so I'd
> bin it anyway!, as would any prospective buyer of that specific class of
> machine IMO.

Absolutely. The previous owner of this machine used it mostly for Cubase
with an external SCSI drive.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5037. Re: NVDI for the Hades?

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 07:34:27 UTC
From: swampfax1@atlantic.net
Message-ID: <7m4Va.234$GW4.113560@newshog.newsread.com>
Source record: 25011

Thanks Alexander, I'll pass it on to my friend.

John G.

On 27 Jul 2003 08:52:24 , Alexander Beuscher wrote:
>
> Hi, John!
>
>JG> >http://www.nvdi.de/gb/Produkte.html
>
>The Behne brothers seem to be out of business IMHO.
>
>So if you want to order NVDI get in touch with atari dealers.
>
>ASH has been the "major" NVDI dealer, so if you fail to get in touch with
>the Behnes or to find an atari dealer in your country, try here:
>
> <http://www.application-systems.de/nvdi/index.html>
>
>It's german only, sorry. There is a link to the online shop and to the
>latest freshup If you need assistance, let me know.
>
>If you already own a NVDI Version 5 then you can find the latest freshup
>(V 5.03) on the Behnes' site as well:
>
> <http://www.nvdi.de/gb/News.html>
>
>
>
> Regards,
>
> Alexander
>
>
>.

5038. Re: ST's and Autobooting HD? Can I format HD FAT?

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 10:18:00 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bg2teb$54m$1@reader11.wxs.nl>
Source record: 25012
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Andy Ball wrote:

> FAT32 partition? If so, is that also the way that minix
> (I don't know what other filesystems MiNT now supports)
> partitions are handled?

Yep. It also supports Ext2 (which was the standard for Linux until Ext3 came up.. no driver for MiNT for Ext3 yet I think) :) and I believe there are also experimental drivers for AmigaDos and even Mac HFS IIRC. It's a long time ago I heard about those though, and I never saw a use for them so I have no idea if that ever got any further. :)

Also NFS (network drives) and the ramdisk work that way.

Actually, other than in most other unices, MiNT doesn't really have a "mount" principle. Any drive that is recognised by a driver, gets a directory in drive U: (and in most cases, also its own drive letter, although not NFS for example). The "mount" into the root filesystem is not much more than a symlink to the drive folder in U:.

On a side note, as soon as (or: IF) I find the appropriate documentation for it, I'm going to try to write a MiNT driver to see the Siemens S55 (and probably other mobiles as well) as a drive. Interesting experiment. :)

Maurits.

5039. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 10:34:21 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bg2ud0$5sp$1@reader11.wxs.nl>
Source record: 25013

Mike Freeman wrote:

>
> What I'd *love* to see, though, would be a combination of the
> two. I'd like to see ASH/B&B release a version of the Magic GUI that
> runs on the Mint kernal. That way, we'd have the functionality and
> power of Mint, with the visual "wow" factor of Magic.

That's what I've been saying ever since I knew Magic and MiNT. :) Magic has a superior AES but the rest of the operating system sucks. The reason Magic "feels" fast is that the AES is 100% assembly. As long as a gem application is busy drawing stuff, this means Magic IS faster (which leads some people to believe Magic is always faster, even when playing an mp3 or other stuff like that which, as has been rightfully pointed out, has nothing to do with the os).

Anyway, Magic would make a fine AES for MiNT, that is if it wouldn't have violated AES 4.1 specifications (unfortunately that's slightly more difficult to resolve than just not implementing them).

But anything is possible I guess. When ASH sees no more commercial value in Magic, they MIGHT release it (which to some people here would mean it's dead but would actually give it new life), it could become a MiNT AES and it would end all discussions. :)

That is, once we explain to people that sticking MINT.PRG in the autofolder is enough to use MiNT and you don't NEED 10mb of unix software. :)

Maurits.

5040. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 11:39:38 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <up2aiv0fcqk92bhmohajtpubhbbou84u57@4ax.com>
Source record: 25014
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Sun, 27 Jul 2003 16:53:41 GMT, nick@1632systems.co.uk wrote:

>
>
>On 27-Jul-2003, Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote:
>
>> >replies with a swift kick to the goolies, don't believe in long
>> >arguments.... very hard to put down someone of my size with a wimpy slap
>> >boy!!
>>
>> They don't call me Iron Balls McGinty for nothing!! (nicked from The
>> Jerk)
>>
>> So a wimpy slap does not work.....How about a Wimpy burger, that's
>> gotta hurt!!
>> --
>
>hmm poisoning .... your right it's gonna hurt, especially when I release
>the gas it produces in your direction!!

Aye aye..sounds like a Monty Python fan (I fart in your general
direction)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

5041. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 11:44:16 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <1v2aiv0p6grn59nj25v1h84fgmg2aoo1p2@4ax.com>
Source record: 25015
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Sun, 27 Jul 2003 12:31:26 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>Hi Nick
>
>>>> Hmm maybe you have to get through me first!!
>>>
>>> <SLAP!!!>
>>>
>>> Sorted!
>>> --
>>>
>>> Paul...
>>
>> replies with a swift kick to the goolies, don't believe in long
>arguments....
>> very hard to put down someone of my size with a wimpy slap boy!!
>
>
>Wo!, dirty fighting!, this is gonna get good!. 8~)

I'll just 'Rambo' his ass if he starts ;-)

Hold on, there's me and him starting WWIII so no one is going to send
us their old Atari's to adopt.

That means they will send them to you

You sneaky sod....You set this up ;-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

5042. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 11:53:03 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bg330k$7ip$1@reader11.wxs.nl>
Source record: 25016

Dennis Vermeire wrote:

> Imagine....
> You are someone who's been using MagiC for years on end running on one
> single machine and that you don't really need to hook that machine up to
> other computers, be it from the same or a different platform. You use the
> computer for accessing the internet (mail, news, ftp and a bit surfing)
> with a dialup connection using MagiC only dedicated clients.
> You also on occasions run Calamus, Papyrus, Artworx, Papillon and some of
> the other well known apps. And all in all you're pretty pleased with the
> computer and the apps... One fine day someone tells you that you should
> give MiNT a try because it has more functionality,

I should mention here that all Magic <-> MiNT flamewars I've seen so
far, start with Magic users telling MiNT users that they're using weird
freaky software (in several different wordings, obviously). This makes
the MiNT people jump to the defense that this "feaky" stuff gives the
power that every other computer platform (even Windoze) has accepted as
the only way to go (Unix API). So your story is already irrelivant to
the discussion.

> them and brace yourself. As someone who always used MagiC, from what you've
> been reading in those docs and seen on the websites, this isn't kidstuff!!
> You've never encountered unix before, at your office it's all PC and Mac,
> so it all seems very daunting to you.

This actually describes me perfectly, when I changed from Magic to MiNT.
It was my first Unix experience what so ever, and it gave me a jumpstart
at all other Unices (Linux, Solaris) for which I'm very greatful. It has
given me a great advance in my job career (my school didn't give a sh*t
about unix).

> that you need an additional desktop and AES to get it running... The first
> hurdle to overcome is finding N.AES 2.0, there aren't many dealers around
> anymore, and most don't stock it.

On the other hand, I can walk over to MyCom and buy a copy of Magic
rightaway. I see your point. Silly me. :)

> It's not exactly cheap either for what
> after all is only a AES. You decide to use Jinnee as desktop, since you've
> already have it and don't want to spend extra money on Thing. It's not the
> money which is the issue but the fact that with every new program you
> install, there's a learning curve involved,

Really? Hmm I must have missed that. Or I'm super intelligent. I guess.
As far as there were learning curves (there were, for setting up stuff

like a mailserver and other things the atarian you descibe wouldn't
probably need), the things I learned appeared to be very handy knowledge
in the real computer world, at first to my surprise (now I'm used to it).

> you can even use STiNG/STiK clients if you prefer to do so... after a very
> short time you realise that your iconnect clients aren't all that bad as
> some would like you to believe...

Why is this exactly? In your little story I am missing the point why
MiNTnet is so unusable. The configuration parameters are the same. Oooh
I see, you have to enter them in a text-based setup program that asks
you for the parameters, instead of a 3D dialog. Silly me.

> You've anticipated a couple of problems while switching to MiNT, but
> nothing like this... your trusty reliable stable Calamus SL95, keeps
> crashing.

I can't speak for Calamus SL95, but 2000 works like a charm in n.aes. Oh
yes of course it's yet another version to buy. Well when I was still a
Magic user, I had Calamus S2.0 and I really had to boot to singletos to
make it usable.

> You've been told that your Calamus is outdated and you need to
> update it.

Try run an older version under Magic :)

> When you ask why it doesn't run correctly under MiNT all of a
> sudden, you're being told it's a dirty hack...

Calamus was completely multitasking-unfriendly at first, and then slowly
made better through the years (and versions). Maybe it was usable in
Magic before it was in n.aes (I'll take your word for it, can't speak
out of experience), but the current version works in both. So that's
irrelevant.

Funny to see how you advocate old software versions (waste of money to
buy new ones) when it's convenient, but talk about lack of new
developments whenever that suits you. :)

> Atari is a hobby for you,
> and you have a family to support.... and the budget is in the red this
> month, you really can't afford to spend 200 EUR updating it,

149 euros if you update to SL2003. And SL2000 is probably for sale for
less if you find it (left-overs at dealers, or second hand).

> so you reboot
> the computer and boot Calamus in MagiC.

FATAHLER FEHLER :) That's what happened last time I ran Calamus in
Magic. Since then, both have been improved so now it works. But, as you
say, not worth the money is it.

> DO I HAVE TO GO ON???????
> I can give you at least another hundred examples of how the combination
> MiNT/NAES fucks up....

Likewise. :) But just read through this thread and the hundreds of
others before this. Your little rant about n.aes-incompatible software
really doesn't make a point because the problems the other way around
are the same. In addition to that, the Magic incompatibilities are
caused by Magic violating existing AES specifications (and programmers
following that).

> MagiC users are being told that MiNT is 100%
> compatible with TOS,

It isn't, and I never saw anyone say that. On the other hand, Magic
certainly isn't either. It's actually worse (because of the above
mentioned specs), but a lot of programmers followed Magic's wrongly
re-invented wheels. Until recently that is, but you "sweep that point
under the table" by saying people shouldn't upgrade their software.

Nice :)

> other priorities. Switching from one OS to another should give one at least
> certain advantages, in this particular case there are no advantages. The
> GEM apps won't run any better then they did before, in the worst scenario
> some won't run at all or severely hampered... And even if one takes in
> account that MiNT is capable of running ported open source apps, then he
> should be told not to expect the present day applications running, not
> because MiNT can't handle it but because of the hardware that can't
> cope....

The above is really the reason I'm getting tired of this pointless
stuff. Why do you think I'm running MiNT? Do you think I need YOU to
tell me that it's functionality is useless? And what's this hardware
thing everybody is shouting about. I've been using MiNT since my Mega
STe days, and was perfectly happy with it. It also ran happily on my
unaccelerated Falcon for a long time until I got a CT2. I never saw the
problem.

Why don't you just face it that it has more functionality that YOU don't
need apparantly, but OTHERS DO so stop telling them what to like and
what not to like, what to find useful and what not to find useful. Maybe
then you'll make enemies less often.

> Oh... I have a USB based DSL connection here, now if any of the MiNT power
> users could explain me how on earth I get this thing attached to my Atari
> TT or Milan060 without the need of networking it to a Mac, they might just
> convince me to start using MiNT.... at least for internet use. Are there
> (ported) DSL drivers available for MiNTNet?

There are DSL modems that speak plain ethernet, so that would work in
MiNT and even in Magic.

Anyway, it's probably not that difficult to port pptp (which is what most dsl modems use) to MiNT. I think someone is already working on it. But hey, you don't want ported open-source software. So I guess it's not for you.

By the way, when is the iConnect driver for DSL coming?

> Well Maurits, I've at least tried to be objective.

No, you tried to display a selective list of facts that can be twisted into your direction.

> a doubt I'll be accused by some here of lying, being biased,

LOL!!!

> the MiNT users and people developing software for it etc.. so yes I agree
> that an in-depth discussion is impossible.

Yes, your post is a perfect example that shows why it is. :)

Maurits.

5043. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 11:59:29 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bg33cn$7mg$1@reader11.wxs.nl>
Source record: 25017

Dennis Vermeire wrote:

> Well Maurits, with a lot of brainwashing I could perhaps persuade him to
> install MagiC, after all, it's only a diskette he needs to pop in the
> Falcon to install it. But I know for a 100% that there's no way I could
> ever brainwash him into installing and using MiNT.

Magic won't be much of a success either. He should stick to singletos.

Wow, you've just proven my point!! Stop telling me that my setup sucks.
That's basically all Joe and me are saying. Even if Joe uses Singletos
and I use MiNT. :)

> need something very simple.... and that's what ASH supplied years on end,
> easy to install apps.

The hell they did. Both MiNT and Magic can be installed without any
computer knowledge when there are no unexpected problems. But there
always are. Don't try to convince me that with Magic there aren't, I've
worked with it.

Maurits.

5044. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 12:11:21 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bg342v$7uu$1@reader11.wxs.nl>
Source record: 25018

Oh and about your "conversion" attempts:

> Although I had a go at the dreamers dreaming up dreams, I confess I have
> a couple of dreams as well. One of these dreams is to at least get some
> of those "Joe's" actively back on this platform. I converted a couple
> already, they are MagiC users now, not power users, but at least they can
> tap a little bit more out their computer now...

Your definition of power users is when they use fancy GUI thingies. My
(and other unix freaks) definition of power users is then they have
fancy Unix thingies. It really just depends on what your fetish is.

> there's absolutely no way
> I could convert one single user back if I should put a MiNT setup on his
> machine...

There's no way you're going to convert anyone to MiNT because you're
biased. Anyone who hears your side would hate it.

> in time they may learn about MiNT and decide to try it out,
> but it will take a lot of patience and a lot of time...

Like I said, you're biased. :)

> time which we
> unfortunately haven't got anymore. So, it's essential to keep this
> platform going that new software can run at least under MagiC and if
> possible also under TOS.

Yes, let's all point our developments to the platform that has is
abandoned by its developers and has no way of porting other things (like
the DSL driver you want), so that the few programmers left will have to
rewrite anything from scratch and have no hope of an OS update ever coming.

> If only to make sure that all the Joe's remain
> here, we need them to be a platform... no one in the real world will take
> a (devided) group with a couple of hundred people seriously...

Aha, so this is where your brainwashing efforts are coming from. Well
from what I see, the only reason we still have the people we have, is
because there is something for everyone (GUI-addicts, Unix freaks,
Spartanic TOS gamers). And (outside this newsgroup and some
mailinglists), *respect for their choices*.

I would advise you to let Joe continue to use Singletos, and me to use
MiNT. Convert us to Magic and Joe will switch to a playstation and me to
Linux. (Well, I'm already using Linux, and OS-X, but they still work
happily together with my Ataris). :)

Maurits.

5045. CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 12:15:31 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f2513d8$0$8902$626a54ce@news.free.fr>
Source record: 25019

```
23 new guys that will receive their CT60 ...
Shipping this day.

9 France
4 Germany
4 USA
3 UK
1 Netherlands
1 Australia
1 Slovakia

Regards
```

5046. Re: NVDI for the Hades?

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 12:58:24 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f2557b83846be7@europe-shareware.org>
Source record: 25021

Hello,

in article <XV1Va.632$cJ4.6698113@newssvr15.news.prodigy.com> (comp.sys.atari.st),
Joseph D. Place wrote on Mon 28-07-2003 04:47 (GMT):

> I think NVDI may be available through Europe Shareware, but the Atari
> portion of the site appears to be down???

The PHP/MySQL servers of our ISP may have problems from time to time,
sorry.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

5047. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 14:45:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059506744-317231AEicMi@gmx.net>
Source record: 25122

From: lp <gfa@basic.net>
Date: Thu, 24 Jul 2003 21:41:06 -0400

Hi Lonny,

>> Actually Dennis, care to explain what they have been missing out on?
>
>I missed out on the file loss and partition corruption some of my friends
>experienced.

Personally I have never experienced anything like this and I don't know any other MagiC user either who experienced it. I'm not saying your friends are lying, but when such an unfortunate accident happens one tends to blame *something* for it.
Has it ever crossed your mind that the file loss/corrupt partition(s) could be caused by something completely different? None of these people happened to be using the Newsie crap at the time that they've expirienced the crash? That program is notorious for fucking up files and FAT's, especially when writing log files is activated... whenever I heard of someone having such misfortune, then there were always two constants in play: it happened under SingleTOS and the hard diskdriver was AHDI.

If you ask me, someone loosing files or facing corrupt partitions usually only has to blame himself for it. People who experienced this usally had only recently before attached/removed another hard disk, scanner, cd-r or whatever to the computer. If the termination of only one device isn't set correctly, you can bet anything you've got that the boot partition FAT will get corrupted. It might take some time before the user notices it, but it will happen... one should always after attaching/removing a device, reboot, save the desktop and immediately afterwards run a diagnostic test of *all* the partitions. If the test gives green light, then one knows at least that his whole setup is terminated correctly, when the diagnostic tool however gives an error, then in the worst case only the desktop info file will be corrupt and lost... but at least the FAT will be repaired before any fatal damage occured. That's the theory behind the story, in practice however no one actually does this little test, and to stay on topic, it doesn't matter what OS is used, they're all affected by it. It's not an OS issue, it's a human factor issue.

Cheers from Belgium
Dennis
--

/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5048. Anyone still using Taskbar?

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 16:26:32 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bg3iroedn1@tyfon.itea.ntnu.no>
Source record: 25022

I'm planning on doing a "final" release of Taskbar, which will include
full sources. But before that I'd like to fix it up a bit, so if anyone
here's still using it and has problems of any sort, please send me a mail
with a short description of the problem(s). I'd also like a short
description of the system it's running on (OS, memory, desktop, NVDI
etc). I'm especially interested in hearing from MagiC-users, as I now
finally have a decent MagiC-setup to test it on.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5049. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 16:42:21 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <BB4B1F0D.A5A%zorro270@yahoo.fr>
Source record: 25020

Maurits van de Kamp a ï¿½crit le 28/07/03 12:34:

> Magic has a superior AES but the rest of the operating system sucks.

I agree !!

Why don't make a open letter to MagiC's author for ask him to release a commercial AES for Mint like NAES? (If we wait for a GPL one from ASH, we dream)

I'm sure that many people (me the first!!) will buy it... It's a great commercial opportunity for ASH because now, the "MagiC's business" is closed.

I know, the MagiC's AES isn't "4.1 compliant" but personally, I don't care... I'd use compatible stuff and porting Tos2Win on it will be easy.

Regards
Zorro

5050. Re: Atari Falcon Issues...

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 18:27:43 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0307281027.6b7f77a9@posting.google.com>
Source record: 25023

Well I already know that most ST programs have problems with that.
I mean, Falcon Specific games and programs , only a handful seem to
run right.

Now reading through some other articles it appears that NVDI was
required for some programs?

What kind of setup do you have Tim? And are there any specific art
programs you can
recommend for the Falcon? as far as the Falcon games... I should be
able to run ALL Falcon specific games (as I have friggin 14MB ram) but
I think I'm just missing some file handlers? (I think that's what it's
talking about?)

I try to read a text file and all it gives me is a friggin picture of
a B&W eyeball? Hmmm

I've never had to set my falcon up from scratch before, but I'm
learning now! ;)

Clint

> Are you running ST programs? Apparently those dont run well on a Falcon030.
> Does the same here. Especially games.
>
> Tim

5051. upload PD software?

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 18:37:34 UTC
From: Buckiboy <jens-lippmann@t-online.de>
Message-ID: <bg3qgb$kl212$1@ID-166930.news.uni-berlin.de>
Source record: 25024

Hi

I want to upload a game to one of the Atari PD servers.
Can someone recommend any?

Thanx
Jens

5052. Re: Atari Falcon Issues...

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 19:20:04 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0307281120.16723231@posting.google.com>
Source record: 25025

JagCube@yahoo.com (JagCube) wrote in message
news:<83fbea98.0307271703.f580dfa@posting.google.com>...

> There's only a handful of things I can run and those immiediate things
> would be:
>
> Super Fly and Chu Chu Rockets from Reservoir Gods.
>
> Most other programs gives me a TOS #35 error(AHHHH) (which I have no
> idea wtf it's talking about) and then I get the bombs..... then I
> just get the freezing.
> I tried programs in MiNT and then just in straight TOS.

When you say you're running them in "straight TOS", is this a clean
system (i.e. holding down Control while booting, or having no AUTO
programs, ACC's, or CPX's)?

One person has already mentioned that if the software you are trying
to run is ST software, that may be your problem. However, since you
mentioned that this software runs on other Falcons you've tried, that
shouldn't be the case. If you are trying to run ST software, try
getting Backward 3. It allows a lot more older software to run quite
happily.

> Chu Chu Rockets and Super Fly seem to only work in MiNT so I have to
> run that slow@ssmolasses program. I can't get NVDI 5 installed right
> and NVDI 3 I have is zipped and does NOT want to
> unzip for anything :(

Any of R.G.'s software should run perfectly fine on a clean TOS
system. They do on my Falcon.

> I can't read german, that's a problem!

Yes, for me, too. I've taken some German courses, so I can figure it
out if I have the time, but usually I don't.

> Then, there's some files I copied from my CD to the HD of the falcon,
> these files will not go away at all!!! I can't delete them? Illegal
> Function or if I drag to the trashcan it doesn't do anything, what
> gives?

Have you checked whether or not the file is set to "read-only"? That
will often have that effect. Or, possibly some hard drive problem?

> Should an FPU help much at all? Maybe most programs require it?

Most programs *don't* require an FPU, actually. Only a handful do, and for those programs, it really speeds things up. But most software will run fine without it.

> MagiC 5 or 6? which one should I go with? Can I get them in English?
> (I dont want to mess with anything German, no good if I can't read
> it!)

I would go with version 6. You can get it in English at the Atari Workshop store in England, I've heard, or there are a number or second-hand copies floating around from time to time (that's how I got my copy).

> Also, will running Magic allow me to run all the atari programs that
> SHOULD run normally anyways but doens't?

If it doesn't run in TOS, and isn't Magic-specific (like Stewart), then it won't run in Magic, either. However, it similarly shouldn't run in Mint if it doesn't run in TOS, and you've mentioned that the above software does. Perhaps your TOS ROM is bad? Have you checked to see if the ROM is seated well into the socket? I know some ST's had this problem.

Anyway, hope this info helps you!

Mike Freeman
mail@freeman-studio.com

5053. Milan hardware problem...

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 19:28:58 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bg3thq$j9t$1@tyfon.itea.ntnu.no>
Source record: 25026

So I fired up the Milan today for the first time in a month or so. It wouldn't boot. It didn't respond to the keyboard during the RAM-check, and when the RAM-check was finished and it was supposed to boot TOS, I only got a white screen.

I checked my connections, SIMMs etc. and tried again. Didn't help. The I noticed that the LED on the receiver for my wireless mouse didn't flash when I moved the mouse. I know that my Milan won't boot without a mouse attached, so I figured that the receiver was broken. Connected a known working mouse, and now it booted! However, only the mouse buttons works, not the mouse itself. The wireless mouse works fine on my PC. Does anyone have a clue what's going on here??

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5054. Re: Atari Falcon Issues...

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 19:40:29 UTC
From: swampfax1@atlantic.net
Message-ID: <N_eVa.281$6W2.144988@monger.newsread.com>
Source record: 25027

```
On 27 Jul 2003 23:46:04 , "Tim" wrote:
>
>"JagCube" <JagCube@yahoo.com> wrote in message
>news:83fbea98.0307271703.f580dfa@posting.google.com...
>> ARGH :)
>>
>> Ok...
>>
>> First, info on my falcon:
>>
>> 14MB RAM (NO FPU, but a 68882 is coming in the mail soon!)
>> CD-RW Yamaha (using CDFS w/extendos)
>> Running MiNT ? when possible ;)
>> VGA monitor and RGB sc1224 crap monitor
>>
>>
>> Now.. on to the problems....
>>
>> It seems everything is riddled with problems! :(
>>
>> There's only a handful of things I can run and those immiediate things
>> would be:
>>
>> Super Fly and Chu Chu Rockets from Reservoir Gods.
>>
>> Most other programs gives me a TOS #35 error(AHHHH) (which I have no
>> idea wtf it's talking about) and then I get the bombs..... then I
>> just get the freezing.
>
>Are you running ST programs? Apparently those dont run well on a Falcon030.
>Does the same here. Especially games.
>
>Tim

and some not at all but Backward III works in some cases.

John G.
```

5055. Re: upload PD software?

Newsgroup: comp.sys.atari.st
Date: 2003-07-28 19:56:07 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.07.28.19.56.17.13405@pandora.be>
Source record: 25028

Op Mon, 28 Jul 2003 20:37:34 +0200, schreef Buckiboy:

> Hi
>
> I want to upload a game to one of the Atari PD servers. Can someone
> recommend any?

If it a non-commercial game you can upload it to the Belgian ftp-server.
For the right address see my signature.
Uploading is only possible in the incoming dir. If you do so please
provide a small description file (.upl) so that I know what exactly the
program does.

CU,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5056. Re: AtariHacks

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 00:12:25 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg4e55$cp3$1@hercules.btinternet.com>
Source record: 25029

Hi Frederick

Frederic Pecourt wrote:

>> I didnt see your question, sorry!.
>>
>> Has anyone here any contact with the authour, i'm sure if we could
>> get the source that someone could host it, its too important to let
>> it slip into history.
>>
>
> The hack site hacked ? No, but beginning of July, one week after the
> site looked like dead, I put an online copy to be found here :
>
> http://atari4ever.free.fr/hardware/

Nice one Frederick, well done.

> I might re-arrange the whole and add other documents I have of my own
> or collected elsewhere.

That'd be great!.

> I haven' t tried to contact the author of the site since the pages
> have been sleeping since 1999 and all contributions are public domain
> (well, not really up to the Atari schematics I guess)
>
> By the way, does somebody have a better name instead of hardware
> HACKS ? like hardware tricks or do-it-yourself ?

Good idea, someone already got got suspicious of the site due to its name.

--

Regards from STeve & his nice warm cosy PAK'd MegaSTe.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
* Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
*

5057. Re: upload PD software?

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 00:12:27 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg4e5a$cp3$2@hercules.btinternet.com>
Source record: 25030

Hi Buckiboy

> I want to upload a game to one of the Atari PD servers.
> Can someone recommend any?

Chapelie seems to be the most active ftp server with an Atari theme, email
the admin for his opinion.

--

Regards from STeve & his nice warm cosy PAK'd MegaSTe.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
* Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
*

5058. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 00:12:31 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg4e5b$cp3$3@hercules.btinternet.com>
Source record: 25031
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Nick

>>> replies with a swift kick to the goolies, don't believe in long
>>> arguments.... very hard to put down someone of my size with a
>>> wimpy slap boy!!
>>
>> They don't call me Iron Balls McGinty for nothing!! (nicked from The
>> Jerk)
>>
>> So a wimpy slap does not work.....How about a Wimpy burger, that's
>> gotta hurt!!
>> --
>
> hmm poisoning .... your right it's gonna hurt, especially when I
> release the gas it produces in your direction!!

Oy!, the wind blows up the Thames, i'l get hit before him, and i'm only here
for the gore!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

5059. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 00:12:33 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg4e5f$cp3$4@hercules.btinternet.com>
Source record: 25032
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Paul

>>>>> Hmm maybe you have to get through me first!!
>>>>
>>>> <SLAP!!!>
>>>>
>>>> Sorted!
>>>> --
>>>>
>>>> Paul...
>>>
>>> replies with a swift kick to the goolies, don't believe in long
>>> arguments.... very hard to put down someone of my size with a wimpy
>>> slap boy!!
>>
>>
>> Wo!, dirty fighting!, this is gonna get good!. 8~)
>
> I'll just 'Rambo' his ass if he starts ;-)
>
> Hold on, there's me and him starting WWIII so no one is going to send
> us their old Atari's to adopt.
>
> That means they will send them to you
>
> You sneaky sod....You set this up ;-)

Ah!, they've seen through my 'French' strategy!.

8~)

--

Regards from STeve & his nice warm cosy PAK'd MegaSTe.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
* Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
*

5060. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 00:39:18 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <mggbivkvmt4nhjcj6eombgc0tljev7q9s4@4ax.com>
Source record: 25033
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Tue, 29 Jul 2003 00:12:33 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>Hi Paul

>> That means they will send them to you
>>
>> You sneaky sod....You set this up ;-)
>
>Ah!, they've seen through my 'French' strategy!.
>
>8~)

ROTFL
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

5061. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 00:42:42 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <6qjVa.20070$OM3.15012@news-server.bigpond.net.au>
Source record: 25034

Who in Australia? Anthony Green, maybe? Lucky bugger whoever it is.

Mark

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3f2513d8$0$8902$626a54ce@news.free.fr...
> 23 new guys that will receive their CT60 ...
> Shipping this day.
>
> 9 France
> 4 Germany
> 4 USA
> 3 UK
> 1 Netherlands
> 1 Australia
> 1 Slovakia
>
> Regards
>
>
>

5062. Falcon and ZipDrive...

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 01:47:18 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1030728224555.27696A-100000@halifax.chebucto.ns.ca>
Source record: 25035

What do you need to connect a Falcon and an Iomega zip drive?

I have the hardware including a scsi cable to go between them but what do
I need in software? Did someone make an Iomega driver for the ST?

Thanks...

5063. Re: AtariHacks

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 02:11:35 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bg4l4n$d44$1@titan.btinternet.com>
Source record: 25036

Frederic Pecourt <fpecourt@invalid-ifrance.com> wrote in message
news:3F241051.1000605@invalid-ifrance.com...
>
> By the way, does somebody have a better name instead of hardware HACKS ?
> like hardware tricks or do-it-yourself ?

Whats wrong with the word HACKS anyway?

Its only kneejerk political correctness cretins who read the wrong thing
when the word is written. The original use of the word is intended here.

Smeg.

5064. Megafile Drives Error

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 02:31:14 UTC
From: jon
Message-ID: <w%kVa.21792$Je.18893@fed1read04>
Source record: 25037

Since this group has always come through with all my other posts, I thought I would try yet another.

One of my systems, a Mega 4, TOS 1.4, ICD AdSpeed 16 with 3 Megafile drives is giving me weird errors. Each drive's main partition has a "Fat Copies Don't Match" error as reported in MichTron's disk utilities. It causes the main drive to not autoboot intermittently. I have tried to load every flavor of disk boot software imaginable (ICD, Supra, Atari, etc) and the only one that works is the Atari driver. The others lock up after the format/partition. I have not tried Uwe's yet, but, if that will fix it, I will order right away. I found out Best carries it in the US.

This is driving me nuts..... I can't put my finger on it..

I have all the drives identified as: Device 0,1,2 respectively. The chain is correct, the cable length is under 10 feet total.

Individually, they boot without any errors. It's only when they are chained.

Any ideas?

5065. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 04:30:14 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.07.29.04.30.14.281884@nossspamXXatari-source.com>
Source record: 25038

On Mon, 28 Jul 2003 14:15:31 +0200, Rodolphe Czuba wrote:

> 23 new guys that will receive their CT60 ...
> Shipping this day.
>
> 9 France
> 4 Germany
> 4 USA
> 3 UK
> 1 Netherlands
> 1 Australia
> 1 Slovakia
>
> Regards

YAY YAY YAY!

USA - 1 - me :)

Mark
http://atari-source.com

5066. Re: Falcon and ZipDrive...

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 04:39:07 UTC
From: rsmac@t-online.de
Message-ID: <1fyugz1.1ci3pdz1m0kcb2N%rsmac@t-online.de>
Source record: 25039

Tony Cianfaglione <ab616@chebucto.ns.ca> wrote:

> What do you need to connect a Falcon and an Iomega zip drive?

HDDriver. Older AHDI releases do not accept SCSI IDs like, 0,1,6
so you have to use it in line: 0,1,2,.. as example.

Zip drive can only set to ID 5 or 6 if iï¿½m not wrong.

Last point, a lot of Zip devices do not terminate SCSI bus well.

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5067. Re: Falcon and ZipDrive...

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 05:15:36 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bg4vto$kia3g$1@ID-27442.news.uni-berlin.de>
Source record: 25040

Tony Cianfaglione wrote:

> I have the hardware including a scsi cable to go between them but what do
> I need in software? Did someone make an Iomega driver for the ST?

Yes, have a look at HDDRIVER:
http://www.seimet.de/hddriver_english.html. HDDRIVER fully supports the
ZIP including password protection of ZI media etc.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

5068. Re: Megafile Drives Error

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 05:17:10 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bg500n$kia3g$2@ID-27442.news.uni-berlin.de>
Source record: 25041

jon wrote:

> format/partition. I have not tried Uwe's yet, but, if that will fix it, I
> will order right away. I found out Best carries it in the US.

Note that if you want to try the HDDRIVER demo version you will not be
able to partition or format the drive as this is not supported by the demo.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

5069. Re: Anyone still using Taskbar?

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 06:04:52 UTC
From: "M.A. Kehr" <m.kehr@ndh.net>
Message-ID: <20030729080452.00007f4a.m.kehr@ndh.net>
Source record: 25042

Hi Jo,

I_m still using Taskbar because for me it_s the best. Works fine without troubles so far, onyl thing I don_t like is the use of clocky, which I don_t use and Taskbar gives everytime it_s started a "Clocky not found", but that_s more a cosmetic thing.:-)
I use it together with MiNT 1.16/N.AES 2/NVDI 5.03 on a Falcon with AB and a Milan060

Bye

Marc-Antón

--
****
Business: http://www.st-katharina-apotheke.de
Photography: http://www.ndh.net/home/kehr
Atari: http://atari.st-katharina-apotheke.de
****

5070. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 07:29:53 UTC
From: nick@1632systems.co.uk
Message-ID: <bg57lt$d4p$1@thorium.cix.co.uk>
Source record: 25043
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Loved Monty Python... preferred The Goodies-far more politically incorrect

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

5071. Re: A strange mouse problem

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 09:16:54 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB4A9EB8.42E5%derryck@nospam.cix.co.uk.invalid>
Source record: 25044

In article bg0nu0bjs1@thorium.cix.co.uk, xlator@cix.compulink.co.uk at xlator@cix.compulink.co.uk wrote on 27/7/03 15:34:

Hi Peter,

> Came across a strange problem when a new member brought one of his
> Falcons up to the club (Chesham Computer Club) this week, which I

That'll be the _Cheshunt_ Computer Club, of course :-)

> After disabling all ACCS and AUTO apps and reinstalling them
> individually, the culprit turned out to be NEMESIS.PRG and/or

One of the benefits of joining a computer club; you have the assembled masses to help with any problem.

--
Regards, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://ccc.atari.org /

5072. Re: Atari Falcon Issues...

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 09:34:11 UTC
From: swampfax1@atlantic.net
Message-ID: <ncrVa.293$GW4.152060@newshog.newsread.com>
Source record: 25045

Other points to look at:

Some software will not run from a CD.
Some must run from a hard drive or booted from a floppy.

The following is pur speculation on my part:
I've had problems with certain games due to the hard drive driver (or it seems to be that problem) maby due to my old hard drive being accessed by a faster driver (as HDDRIVER) and the old hard drive can't handle the faster access speed with certain programs.

Hope some of that helps,
John G.
Falcon 030/ 14 meg Wiztronics board/ PhanmtomSE/ old 1 gig Seagate hd :)

5073. SM 124 defect

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 10:32:54 UTC
From: Gerhard Jungsberger <jungsi@gmx.de>
Message-ID: <o9jcivom8dm9pe4g7mj0i9fhu8ritlk8fc@4ax.com>
Source record: 25096

Hello Atari Friends!

Can me say sombody, if there is a defect on my SM 124 or can I adjust
the picture to fill the whole area?
http://www.jungsi.de/bilder/AtariSM124.jpg

Thanks for the Answers

Gerhard

Atari ST 1040 STFM - Monitor SM 124

5074. A list of games that require at least 1024 of memory

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 10:53:02 UTC
From: google@asktoby.com
Message-ID: <25a29397.0307290253.5da4fa66@posting.google.com>
Source record: 25097

```
1: The Secret of Monkey Island
2: Your turn :)
```

5075. Re: SM 124 defect

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 11:41:01 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <h3tVa.205$zM1.62@read3.inet.fi>
Source record: 25098

That's quite normal for an SM124 or any other Atari monitor. You could slightly expand the picture using some adjusting controls in the monitor. I did that to a couple of SM124s but it requires you to actually open up the monitor.

Joshua.

"Gerhard Jungsberger" <jungsi@gmx.de> wrote in message news:o9jcivom8dm9pe4g7mj0i9fhu8ritlk8fc@4ax.com...
> Hello Atari Friends!
>
> Can me say sombody, if there is a defect on my SM 124 or can I adjust
> the picture to fill the whole area?
> http://www.jungsi.de/bilder/AtariSM124.jpg
>
> Thanks for the Answers
>
> Gerhard
>
>
>
> Atari ST 1040 STFM - Monitor SM 124

5076. Re: A list of games that require at least 1024 of memory

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 11:47:26 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <i9tVa.252$zM1.6@read3.inet.fi>
Source record: 25099

"Toby Newman" <google@asktoby.com> wrote in message
news:25a29397.0307290253.5da4fa66@posting.google.com...
> 1: The Secret of Monkey Island
> 2: Your turn :)

2:Heimdall
3: next please

Joshua.

5077. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 11:49:36 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0307290349.6662589c@posting.google.com>
Source record: 25100

> YAY YAY YAY!
>
> USA - 1 - me :)
>
> Mark
> http://atari-source.com

HAPPY, HAPPY, JOY!

USA - 1 - me too! :-)

Wayne

5078. Re: Milan hardware problem...

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 12:17:30 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bg5okqfsj1@nets3.rz.RWTH-Aachen.DE>
Source record: 25101

In article <bg3thq$j9t$1@tyfon.itea.ntnu.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>So I fired up the Milan today for the first time in a month or so. It
>wouldn't boot. It didn't respond to the keyboard during the RAM-check, and
>when the RAM-check was finished and it was supposed to boot TOS, I only
>got a white screen.
>
>I checked my connections, SIMMs etc. and tried again. Didn't help. The I
>noticed that the LED on the receiver for my wireless mouse didn't flash
>when I moved the mouse. I know that my Milan won't boot without a mouse
>attached, so I figured that the receiver was broken. Connected a known
>working mouse, and now it booted! However, only the mouse buttons works,
>not the mouse itself. The wireless mouse works fine on my PC. Does anyone
>have a clue what's going on here??

Does it work when you disconnect the keyboard?

This sounds like a mouse/kbd power problem. Check the +5V on the KBD/mouse
connector when both are plugged in - if it is less than ~4.8V, the trace on
the PCB that supplies the power is probably gone, due to an overload / short
circuit. Mouse and KBD can still "sort of" work because they get some power
via the data lines.

If this is the problem, then it can be fixed with a short piece of wire that
needs to be soldered to the bottom side of the PCB - inquire for details.

cu
Michael

5079. Re: A list of games that require at least 1024 of memory

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 12:18:31 UTC
From: jury <xal@go2.pl>
Message-ID: <bg5oqp$1kk$1@nemesis.news.tpi.pl>
Source record: 25102

> > 1: The Secret of Monkey Island
> > 2: Your turn :)
>
> 2:Heimdall
> 3: next please

3: Obsession
4: ...

5080. Re: A list of games that require at least 1024 of memory

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 12:37:17 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <1UtVa.3341$AG6.3212@newssvr23.news.prodigy.com>
Source record: 25103

"jury" <xal@go2.pl> wrote in message
news:bg5oqp$1kk$1@nemesis.news.tpi.pl...
> 3: Obsession
> 4: ...

4. No Second Prize
5. Next....

5081. Re: A list of games that require at least 1024 of memory

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 13:12:15 UTC
From: "Andrew Z Carpenter [Newsgroup Groupie]" <azcFILTER@cirencester.ac.uk>
Message-ID: <bg5rks$l46e0$1@ID-200455.news.uni-berlin.de>
Source record: 25104

> "Toby Newman" <google@asktoby.com> wrote in message
> news:25a29397.0307290253.5da4fa66@posting.google.com...
> 1: The Secret of Monkey Island
> 2: Your turn :)

While the ST has games that require 1024kb of memory, the
PC will soon have games requiring 1024mb of memory ;-)

Ahh, the sweet smell of progress. Smells like boiled cabbage.

--
AZC

5082. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 14:03:43 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <fkvcivk981kml98o0m14tvb852r5r22urm@4ax.com>
Source record: 25105
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Tue, 29 Jul 2003 07:29:53 GMT, nick@1632systems.co.uk wrote:

>Loved Monty Python... preferred The Goodies-far more politically incorrect

Hehe....You'll have purchased the DVD then...
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

5083. Re: Milan hardware problem...

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 14:23:48 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bg601khuu1@tyfon.itea.ntnu.no>
Source record: 25106

Michael Schwingen <michaels@ccac.rwth-aachen.de> wrote:

>>not the mouse itself. The wireless mouse works fine on my PC. Does anyone
>>have a clue what's going on here??

> Does it work when you disconnect the keyboard?

No, although I really can't tell as the Milan will not boot without both
mouse and keyboard connected. I can unplug one or both after it has
booted, but that doesn't make any difference.

> This sounds like a mouse/kbd power problem. Check the +5V on the KBD/mouse
> connector when both are plugged in - if it is less than ~4.8V, the trace on
> the PCB that supplies the power is probably gone, due to an overload / short

Hmm... Since this happened after I connected the wireless mouse (and I've
barely used the Milan since), could it be that the receiver overloaded the
power line? I'd assume that something like this sucks more power than a
simple mouse.

> circuit. Mouse and KBD can still "sort of" work because they get some power
> via the data lines.

Sounds reasonable. I just tried with another keyboard (the one I used
previously on the Milan before buying the current one), and it didn't work
at all.

> If this is the problem, then it can be fixed with a short piece of wire that
> needs to be soldered to the bottom side of the PCB - inquire for details.

I'll check the voltages and get right back to you! If I indeed have bad
power to the keyboard/mouse-port, could I just take +5V from somewhere
else and feed it directly to the ports? I'd really like to continue using
the wireless mouse. If you've ever seen my desk you'll understand why ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5084. Re: Milan hardware problem...

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 14:35:45 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bg60o1$ig2$1@tyfon.itea.ntnu.no>
Source record: 25107

Michael Schwingen <michaels@ccac.rwth-aachen.de> wrote:

> This sounds like a mouse/kbd power problem. Check the +5V on the KBD/mouse
> connector when both are plugged in - if it is less than ~4.8V, the trace on

2.45V!! Sounds like you're right. I really hope so, it would be too sad if
my Milan died just now that I got the Atari spirit back...

> If this is the problem, then it can be fixed with a short piece of wire that
> needs to be soldered to the bottom side of the PCB - inquire for details.

Please enlighten me, although I'm gonna go right ahead and figure it out
myself right now ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5085. CT60 ATTENTION

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 16:09:40 UTC
From: Xerus <falcon060@free.fr>
Message-ID: <3f2698d9$0$21117$626a54ce@news.free.fr>
Source record: 25108

Hi,
for the users who will fit their CT60 with solders.
If you use the boost option (F030 Bus at 25 MHz), for the moment,
there is no software at boot to recognize a RGB/Mono monitor !
You can DAMAGE your monitor because a 32Khz signal will be send
instead of 15.625 KHz.

Be patience please :)

A
+
Christophe Lucas

Please, don't cry for my bad english :)

5086. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 16:34:24 UTC
From: Keith Scroggins <kws@radix.net>
Message-ID: <bg67mg$41$1@news1.radix.net>
Source record: 25109

Wayne Martz <wmartz@firstpresdalton.org> wrote:
:> YAY YAY YAY!
:>
:> USA - 1 - me :)
:>
:> Mark
:> http://atari-source.com

: HAPPY, HAPPY, JOY!

: USA - 1 - me too! :-)

: Wayne

Yes, I am yet another person in the USA whose should be on its way here.
So, who is the fourth? :)

Keith

5087. Re: A list of games that require at least 1024 of memory

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 16:50:55 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-57F6B5.12505429072003@nr-tor02.bellnexxia.net>
Source record: 25111

In article <bg5rks$l46e0$1@ID-200455.news.uni-berlin.de>,
"Andrew Z Carpenter [Newsgroup Groupie]" <azcFILTER@cirencester.ac.uk>
wrote:

> Ahh, the sweet smell of progress. Smells like boiled cabbage.

will there be corned beef with it? :)

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
song #5 - "Cranked Old Man" - now available
http://www.mp3.com/dan_dreibelbis

5088. Re: Milan hardware problem...

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 17:05:39 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bg69h3mcl1@tyfon.itea.ntnu.no>
Source record: 25110

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

>> This sounds like a mouse/kbd power problem. Check the +5V on the KBD/mouse
>> connector when both are plugged in - if it is less than ~4.8V, the trace on

> 2.45V!! Sounds like you're right. I really hope so, it would be too sad if
> my Milan died just now that I got the Atari spirit back...

Well, it wasn't dead :-) Michael Schwingen, if you ever come to Norway
I'll buy you a beer. No, make that a six-pack! Or even a keg! Two
kegs!! Whatever you want :-)

>> If this is the problem, then it can be fixed with a short piece of wire that
>> needs to be soldered to the bottom side of the PCB - inquire for details.

> Please enlighten me, although I'm gonna go right ahead and figure it out
> myself right now ;-)

As I said, I couldn't wait, so I dug out the schematics for the Super I/O
and did some measuring with my multimeter. Turns out there's no power on
either the keyboard- or mouse-connectors Vcc-pins. So I just soldered a
2cm wire from the Vcc pin of the resistor array between the connectors to
the Vcc pin of the keyboard connector. And now no more "keyboard not
found" at boot up, which I've aways believed was a bug since it's been
like this ever since I got the Milan! The mouse also works perfectly.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

5089. TEST POST : DO NOT OPEN

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 17:15:44 UTC
From: atari <atari@wcoilexpress.com>
Message-ID: <bg6a40$c79$0@65.17.187.167>
Source record: 25112

This is just a test, I told you not to look.

5090. Re: Falcon 030 for sale - UK/Europe ONLY!

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 18:18:18 UTC
From: "R.Spanger" <rip@rap.com>
Message-ID: <bg6akj$j81$1@news8.svr.pol.co.uk>
Source record: 25113

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BB47E9EB.418E%derryck@nospam.cix.co.uk.invalid...
> In article bfpdq1jph1@newsg3.svr.pol.co.uk, R.Spanger at rip@rap.com
wrote
> on 24/7/03 21:52:
>
> >> I have a Falcon for sale so thought I would offer it in here, to UK or
> >> European destinations only, before it goes to eBay.
>
> > COUGH SPLUTTER TITTER!! it's a wind up yes?
>
> Best thing if you've nothing to say is to say nothing.
>
> --
>
> Cheers
>
> Derryck Dreamer

5091. Re: A strange mouse problem

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 18:34:50 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg6eo9$l89$1@sparta.btinternet.com>
Source record: 25123

Yo!

Derryck Croker wrote:

> Hi Peter,
>
>> Came across a strange problem when a new member brought one of his
>> Falcons up to the club (Chesham Computer Club) this week, which I
>
> That'll be the _Cheshunt_ Computer Club, of course :-)

He's getting on now!.

>> After disabling all ACCS and AUTO apps and reinstalling them
>> individually, the culprit turned out to be NEMESIS.PRG and/or
>
> One of the benefits of joining a computer club; you have the assembled
> masses to help with any problem.

Your first visit is free and you get a cup of hot stuff at every meet.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

5092. Re: AtariHacks

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 18:34:52 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg6eoa$l89$2@sparta.btinternet.com>
Source record: 25124

Yo!,

>>> Has anyone here any contact with the authour, i'm sure if we could
>>> get the source that someone could host it, its too important to let
>>> it slip into history.
>>>
>>
>> The hack site hacked ? No, but beginning of July, one week after the
>> site looked like dead, I put an online copy to be found here :
>>
>> http://atari4ever.free.fr/hardware/

While i'm digging out dead links, the magic online page still reads

"MagiC Online has plans on relaunching the Summer of 2002. Atari forever."

Planting Atari forever at the end seems daft as he's done a runner!!.

Anyone any ideas here?

http://www.magical-sides.de/index.php

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

5093. Re: Falcon and ZipDrive...

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 18:34:53 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg6eoc$l89$3@sparta.btinternet.com>
Source record: 25125

Hi Robert

>> What do you need to connect a Falcon and an Iomega zip drive?
>
> HDDriver. Older AHDI releases do not accept SCSI IDs like, 0,1,6
> so you have to use it in line: 0,1,2,.. as example.
>
> Zip drive can only set to ID 5 or 6 if i�m not wrong.
>
> Last point, a lot of Zip devices do not terminate SCSI bus well.

And if youre using a device such as a Link you will need to provide termpwr
to the bus.

ZIP's can be modified with a diode to achieve this.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

5094. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 19:01:34 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bg6gae$p88$1@tyfon.itea.ntnu.no>
Source record: 25126

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> AFAIK we have one; it's called LZH, some people prefer using ZIP though. And
> yes I know that you have something different in mind... but since it needs to
> run on all the OS's, RPM is out...

Zip or lzh can't install or uninstall a software package. It can't keep
track of updates and notify you automatically. It can't warn you if you
try to install a program that depends on another package, and that package
isn't installed or up to date. rpm can do this.

I believe it should be possible to adapt rpm to work with a simple
TOS/MagiC/MiNT-setup, and if you used a GEM frontend (they exist) it would
be a very powerfull tool.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5095. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 19:14:49 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bg6h39pni1@tyfon.itea.ntnu.no>
Source record: 25127

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> Could you explain why Payrus displays that taskbar in colour when running on
> a PC-emulator (not MagiC-PC) which emulates a humble ST? The only reason I can

I can explain it: No TOS that runs on a ST support colour icons. So
Papyrus must use some custom code to display them. This code doesn't work
properly under N.AES. N.AES doesn't "fuck up" in any way - the coder just
hasn't tested his program thoroughly enough under N.AES (or perhaps he's
satisfied with the current behaviour). The obvious solution would be to
simplify the code and bypass the custom code whenever running under an AES
capable of displaying colour icons. I volunteer to do this, if someone can
give me the sources...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5096. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 19:19:56 UTC
From: nick@1632systems.co.uk
Message-ID: <bg6h99$44o$1@thorium.cix.co.uk>
Source record: 25128
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

natch... forgot how funny the Sex Education one was and Eckky Thump

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

5097. Re: Anyone still using Taskbar?

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 19:41:41 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bg6illqaa1@tyfon.itea.ntnu.no>
Source record: 25129

M.A. Kehr <m.kehr@ndh.net> wrote:

> I_m still using Taskbar because for me it_s the best. Works fine without
> troubles so far, onyl thing I don_t like is the use of clocky, which I
> don_t use and Taskbar gives everytime it_s started a "Clocky not found",
> but that_s more a cosmetic thing.:-)

Just a forgotten debug-message. Already removed :-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5098. Re: Atari Falcon Issues...

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 19:46:18 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bg6iua$507$1@thorium.cix.co.uk>
Source record: 25130

In message <83fbea98.0307271703.f580dfa@posting.google.com>, JagCube@yahoo.com said:

>14MB RAM (NO FPU, but a 68882 is coming in the mail soon!)
>CD-RW Yamaha (using CDFS w/extendos)
>Running MiNT ? when possible ;)
>VGA monitor and RGB sc1224 crap monitor
>
>
>Now.. on to the problems....
>
>It seems everything is riddled with problems! :(
>
>There's only a handful of things I can run and those immiediate things
>would be:
>
>Super Fly and Chu Chu Rockets from Reservoir Gods.
>
>Most other programs gives me a TOS #35 error(AHHHH) (which I have no
>idea wtf it's talking about) and then I get the bombs..... then I
>just get the freezing.
>
>I tried programs in MiNT and then just in straight TOS.

Hi Clint!

GEMDOS error #-35 is too many files open (no more handles left)

At first I guessed you might have a faulty MiNT installation. But as this happens in TOS as well, do you have anything running from the AUTO folder, and/or any ACCs CPXs running? If so, disable them all (by renaming them from the desktop to PRX, ACX and CPZ respectively) and try again. If progs then run, reinstate them one by one until you find he culprit.

The other pssibility is that perhaps a previous crash has left some files open on your hard drive?

You can also hold down the [Control] key (or is it [Shift] or [Alternate]? - it may depend on your hard disk driver) during booting to bypass the hard drive altogether, then see if you can run the programs from floppy. If so, the problem is on the hard drive.

Note that many games will *only* run from floppy, and that some ST games won't work properly on the Falcon. There is a Backward 3 AUTO program that allows some of these to run.

>I can't read german, that's a problem!

If you send me a copy of the messages, I can translate them for you.

>Then, there's some files I copied from my CD to the HD of the falcon,
>these files will not go away at all!!! I can't delete them? Illegal
>Function or if I drag to the trashcan it doesn't do anything, what
>gives?

Many CD files are 'Read only', so write-protected which cannot be deleted either. Try looking with 'Show Info' from your desktop. If you remove the 'Read only' flag, you should be able to delete them. (The wording is with Thing desktop - it's a litle different with the native Atari desktop, where you can swich to 'Read/Write').

>Should an FPU help much at all? Maybe most programs require it?

No, *very* few programs make use of the FPU - some raytracing programs are the main class, though there are others.

>I already have NVDI, but I can't get it installed? What can I do?

If worse come to the worst, you might have to copy off to floppies or your CD writer all the files you want to keep that you do not have on floppy already (provided you can manage that) and then re-partition or even reformat the hard drive.

>MagiC 5 or 6? which one should I go with? Can I get them in English?
>(I dont want to mess with anything German, no good if I can't read
>it!)

The latest MagiC 6.20 is available from Atari Workshop in Bracknell, UK - see www.atari-workshop.co.uk or email info@aari-worshop.co.uk

>Also, will running Magic allow me to run all the atari programs that
>SHOULD run normally anyways but doens't?

There are some programs that *require* MagiC, but not many. Mainly those that you want to multitask with. Most should also run with MiNT, though some may look a little peculiar, as has been discussed in this conference recently.

Regards, /Peter/

5099. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 20:46:40 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg6mff$5on$1@sparta.btinternet.com>
Source record: 25131
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Nick

> natch... forgot how funny the Sex Education one was and Eckky Thump

Anyone else get an email complaining about the x-posting, I've dropped the relevant echo from this reply.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

5100. Re: TEST POST : DO NOT OPEN

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 20:58:37 UTC
From: Joakim Nordlander <jonord.nospam@nospam.pinky2.itv.se>
Message-ID: <1eBVa.40448$zL.84@news1.bredband.com>
Source record: 25132

atari wrote:
> This is just a test, I told you not to look.
>

So I'm a curious bastard, OK???

;)

/J

5101. Re: U.K. Milan users?

Newsgroup: comp.sys.atari.st
Date: 2003-07-29 21:17:05 UTC
From: Thomas Wellicome <tjw@zetnet.co.uk>
Message-ID: <3f26e49d$0$201$4c56ba96@master.news.zetnet.net>
Source record: 25133

Hi,

Thanks for replying I've already joined that group but didn't get much
feedback. :-(

regards,

Thomas

"lp" <gfa@basic.net> wrote in message news:BB4973A5.12AE%gfa@basic.net...
> in article 3f23dc4e$0$198$4c56ba96@master.news.zetnet.net, Thomas
Wellicome
> at tjw@zetnet.co.uk wrote on 7/27/03 10:04 AM:
>
> > Are there any other U.K. Milan 040 users out there? I really could do
with
> > some help and tips...
> >
> > Thanks,
> >
> > Thomas Wellicome
>
> Have a look here:
> http://www.q1.net/~atari/html/ac.htm
>
> I don't have a milan myself but some of the other members do.
>
> --
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>

5102. Re: Falcon and ZipDrive...

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 00:30:20 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1030729212923.10017A-100000@halifax.chebucto.ns.ca>
Source record: 25134

What is a link and why would I need it? The zip plugs directly into the
Falcon. It just doesn't see it right now.

On Tue, 29 Jul 2003, Steve Sweet wrote:

> And if youre using a device such as a Link you will need to provide termpwr
> to the bus.
>
> ZIP's can be modified with a diode to achieve this.

5103. Re: SM 124 defect

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 00:32:42 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1030729213126.10017B-100000@halifax.chebucto.ns.ca>
Source record: 25135

I've read that it's possible to increase the size to fill the screen but
that doing so puts a severe strain on certain chips in the monitor.

On Tue, 29 Jul 2003, Gerhard Jungsberger wrote:

> Can me say sombody, if there is a defect on my SM 124 or can I adjust
> the picture to fill the whole area?

5104. Re: SM 124 defect

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 03:21:40 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bg7dk4$5ii$1@reader1.panix.com>
Source record: 25136

Probably not so. I have fixed a few of them, and what goes, first, is a capacitor put in the wrong place from an engineering viewpoint. You cannot change the horizontal frequency, since the windings on the tube neck and that capacitor control that.

You cannot change the vertical frequency, since that is an incoming signal. You cannot change the z-axis, because that is an incoming signal.

What you adjust, as I dimly recall, is the magnets on the neck of the tube. That has been done so many times that there is probably a FAQ on that. At least, that is one of the things you have to adjust.

That is to recenter the trace after, I think, adjusting one potentiomenter and one coil, to adjust vertical size and horizontal size. The board is marked. The magnets are not.

The reason for the blank edge is linearity. Some people used those things for serious work, and NCR used that basic design as a bank machine monitor. If you stretch the picture, you lose linearity. That being said, I stretched the picture on several, but I do not use them for drafting any more, having a TT with a big monochrome monitor, with black edges to preserve linearity.

Jim

Tony Cianfaglione <ab616@chebucto.ns.ca> writes:

: I've read that it's possible to increase the size to fill the screen but
: that doing so puts a severe strain on certain chips in the monitor.

: ----------

: On Tue, 29 Jul 2003, Gerhard Jungsberger wrote:

: > Can me say sombody, if there is a defect on my SM 124 or can I adjust
: > the picture to fill the whole area?

5105. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 04:07:30 UTC
From: Keith Scroggins <kws@radix.net>
Message-ID: <bg7ga2$453$1@news1.radix.net>
Source record: 25137

rustynutt <rustynutt@hotmail.com> wrote:
: Hey Keith, your name has been around Atari for sometime, makes me feel
: old:)
: Was told i'm #37, since this is +23, don't think mine will be on the
: boat unless developer boards have been left out of the count.
: First, my unit will go into a Falcon Rack setup and i'll play around
: with the ATI Mach 64 NOVA and Expose',try to get Apex Media checked
: out. One of the Dougs is still around I think. Eventually would like
: to do something like the user below did. Fantastic job there!
: Mike Grove

I got mine today! No clue what number I was, but I think I paid real early. And, why would you feel old? I have only been around the Atari since the Atari 800, and the ST at its birth! :)

Its installed (I JUST got it going). Even though I have not played around with it, I must say, I *AM* impressed. EASY to install (Well, taking apart the Falcon is never fun, but that is not Rodolphe's fault), and it works (except for an AUTO program I had setup, still working on that though). The DiMM I got works too, over 128 Megs of RAM, never thought I would see that on any ST!

Excellent construction as well. The wait has been worth it!

My current installation is this:

Original Atari Falcon case with a MicroATX Power Supply, and a Reset Button stolen from an old PC case for the Power Button, 128 Meg DiMM, 16 Megs of RAM, and a ScreenBlaster.

I plan on either towering the Falcon, or just buying a different ATX PSU, and construct a little board with the various ATX/CT60 functions.

Once I get some time to dive in and play more, I will post more.

Am I the first stateside to get it????

Keith

5106. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 05:43:05 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f275ad7$0$8932$626a54ce@news.free.fr>
Source record: 25138

```
Mike,
You are in the next shipping !
And this is this day !!
:-))

Regards
```

"rustynutt" <rustynutt@hotmail.com> a crit dans le message de news:
fc53daf3.0307291510.388b26b@posting.google.com...
> Keith Scroggins <kws@radix.net> wrote in message
news:<bg67mg$41$1@news1.radix.net>...
> > Wayne Martz <wmartz@firstpresdalton.org> wrote:
> > :> YAY YAY YAY!
> > :>
> > :> USA - 1 - me :)
> > :>
> > :> Mark
> > :> http://atari-source.com
> >
> > : HAPPY, HAPPY, JOY!
> >
> > : USA - 1 - me too! :-)
> >
> > : Wayne
> >
> > Yes, I am yet another person in the USA whose should be on its way here.
> > So, who is the fourth? :)
> >
> > Keith
>
> Hey Keith, your name has been around Atari for sometime, makes me feel
> old:)
> Was told i'm #37, since this is +23, don't think mine will be on the
> boat unless developer boards have been left out of the count.
> First, my unit will go into a Falcon Rack setup and i'll play around
> with the ATI Mach 64 NOVA and Expose',try to get Apex Media checked
> out. One of the Dougs is still around I think. Eventually would like
> to do something like the user below did. Fantastic job there!
> Mike Grove
>
> Good evening,
> After several weeks spent to remake my site, I finished the special
> heading "assembly CT60 in tower" and comparative CT60/CT2/Highspeed.
> Throw a glance there. There is also in remote loading my new version

> 1.4
> (Beta) of compatible Icon Extract CT60. Good visits and good holidays.
>
> The address:
> http://perso.club-internet.fr/lafabrie/

5107. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 05:45:46 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f275b78$0$8901$626a54ce@news.free.fr>
Source record: 25139

Nice to read you with these good news !

Happy to read that you think it is easy to fit !
It was one of my most important goal....

"Keith Scroggins" <kws@radix.net> a crit dans le message de news:
bg7ga2$453$1@news1.radix.net...
> rustynutt <rustynutt@hotmail.com> wrote:
> : Hey Keith, your name has been around Atari for sometime, makes me feel
> : old:)
> : Was told i'm #37, since this is +23, don't think mine will be on the
> : boat unless developer boards have been left out of the count.
> : First, my unit will go into a Falcon Rack setup and i'll play around
> : with the ATI Mach 64 NOVA and Expose',try to get Apex Media checked
> : out. One of the Dougs is still around I think. Eventually would like
> : to do something like the user below did. Fantastic job there!
> : Mike Grove
>
>
>
> I got mine today! No clue what number I was, but I think I paid real
> early. And, why would you feel old? I have only been around the Atari
> since the Atari 800, and the ST at its birth! :)
>
> Its installed (I JUST got it going). Even though I have not played around
> with it, I must say, I *AM* impressed. EASY to install (Well, taking
> apart the Falcon is never fun, but that is not Rodolphe's fault), and it
> works (except for an AUTO program I had setup, still working on that
> though). The DiMM I got works too, over 128 Megs of RAM, never thought I
> would see that on any ST!
>
> Excellent construction as well. The wait has been worth it!
>
> My current installation is this:
>
> Original Atari Falcon case with a MicroATX Power Supply, and a Reset
> Button stolen from an old PC case for the Power Button, 128 Meg DiMM, 16
> Megs of RAM, and a ScreenBlaster.
>
> I plan on either towering the Falcon, or just buying a different ATX PSU,
> and construct a little board with the various ATX/CT60 functions.
>
> Once I get some time to dive in and play more, I will post more.
>

> Am I the first stateside to get it????
>
> Keith

5108. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 07:10:20 UTC
From: nick@1632systems.co.uk
Message-ID: <bg7qt9$k1h$1@thorium.cix.co.uk>
Source record: 25140
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 29-Jul-2003, "Steve Sweet" <steve.sweet@btopenworld.com> wrote:

> Anyone else get an email complaining about the x-posting, I've dropped the
> relevant echo from this reply.
>
> --

yep it was pdx.forsale, I did't notice it, so I apologised and now dropped
it...

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

5109. Re: A list of games that require at least 1024 of memory

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 07:40:14 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0307292340.158b4db5@posting.google.com>
Source record: 25141

"Tim Wilson" <timkel@swbell.net> wrote in message
news:<1UtVa.3341$AG6.3212@newssvr23.news.prodigy.com>...

> 4. No Second Prize
> 5. Next....

5. Railroad Tycoon
6. ...

Galen

5110. Re: Anyone still using Taskbar?

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 08:06:14 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bg7ugq$dh8$1@reader08.wxs.nl>
Source record: 25142

Hey Jo,

I'm still using it (only good taskbar available for Atari).. and I don't really have any complaints :)

Maurits.

5111. Re: SM 124 defect

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 08:15:44 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bg7v2kdvj1@reader08.wxs.nl>
Source record: 25143

Tony Cianfaglione wrote:

> I've read that it's possible to increase the size to fill the screen but
> that doing so puts a severe strain on certain chips in the monitor.
>

There are two ways to expand the picture. There are screws inside that allow you to adjust vertical and horizontal size separately. If I remember correctly (!!!) they are harmless, but it's a bit difficult to get the proportions exactly right once you start screwing :) with them. (If you have a circle on the screen, you want it to be a circle, not an ellipse).

There is also another screw that turns up the voltage to the control circuit. This will make the whole screen proportionally larger, which is easier, but this will eventually fry your sm124 (beyond repair). The idea to enlarge your screen this way was once published in a Dutch Atari magazine. A few weeks later, Atari Nederland was flooded with broken SM124s.

So be careful :)

In answer to your original question; the picture is actually "supposed" to be like that, your monitor is not broken.

Maurits.

5112. Re: Anyone still using Taskbar?

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 08:30:30 UTC
From: erich.arning@t-online.de
Message-ID: <f97acd5.0307300030.5803f21c@posting.google.com>
Source record: 25144

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:<bg3iroedn1@tyfon.itea.ntnu.no>...
> I'm planning on doing a "final" release of Taskbar, which will include
> full sources. But before that I'd like to fix it up a bit, so if anyone
> here's still using it and has problems of any sort, please send me a mail
> with a short description of the problem(s). I'd also like a short
> description of the system it's running on (OS, memory, desktop, NVDI
> etc). I'm especially interested in hearing from MagiC-users, as I now
> finally have a decent MagiC-setup to test it on.

I still use it. :-)
Currently I use it under Mint1.16alpha/N.AES2.0/XaAES0.970/Thing1.29/NVDI5.03
on my Hades060 with 128MB memory.
Under XaAES is still the problem that we cannot switch with Taskbar
from one application to the other. The start button runs fine.

Some times ago you send me an update of taskbar which solves the problem
of displaying the taskbar buttons under XaAES if I remember correctly.

Erich

5113. Re: Falcon and ZipDrive...

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 09:50:45 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB4D4108.448E%derryck@nospam.cix.co.uk.invalid>
Source record: 25046

In article
Pine.GSO.3.95.iB1.0.1030729212923.10017A-100000@halifax.chebucto.ns.ca, Tony
Cianfaglione at ab616@chebucto.ns.ca wrote on 30/7/03 01:30:

> What is a link and why would I need it? The zip plugs directly into the
> Falcon. It just doesn't see it right now.

For a Falcon you don't need a Link - that's for the ST range and converts
Atari's version of SCSI to a more understandable version.

As has been said, the Zip can be set to ID 5 or 6 only, and it has its own
termination via a small switch on the back.

Make sure that you've connected your Falcon to the correct port on the drive
(the one marked "Zip") and try an external temination block if it's the last
thing in your chain) with the termination switch set to "off".

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5114. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 09:50:45 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB4D3FB8.448D%derryck@nospam.cix.co.uk.invalid>
Source record: 25145

In article bg7ga2$453$1@news1.radix.net, Keith Scroggins at kws@radix.net
wrote on 30/7/03 05:07:

> Its installed (I JUST got it going). Even though I have not played around
> with it, I must say, I *AM* impressed. EASY to install (Well, taking

Excellent, I can tell you're pleased :-)

> I plan on either towering the Falcon, or just buying a different ATX PSU,
> and construct a little board with the various ATX/CT60 functions.

A fellow club member is building his Falcon into a Tower case in preparation
for the arrival of his CT60, with the aid of several club members who have
given metal-working and soldering skills (step forward, Steve).

> Once I get some time to dive in and play more, I will post more.

Please do - the experiences of all CT60 owners will help each other.

--
Regards, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://ccc.atari.org /

5115. Re: A list of games that require at least 1024 of memory

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 12:47:41 UTC
From: "Andrew Z Carpenter [Newsgroup Groupie]" <azcFILTER@cirencester.ac.uk>
Message-ID: <bg8ein$l4g8s$1@ID-200455.news.uni-berlin.de>
Source record: 25047

> "Daniel Dreibelbis" <dreibel@sympatico.ca> wrote in message
> news:dreibel-57F6B5.12505429072003@nr-tor02.bellnexxia.net...
>
> > Ahh, the sweet smell of progress. Smells like boiled cabbage.
>
> will there be corned beef with it? :)

No, but plenty of spam.

--
AZC

5116. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 13:31:51 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0307300531.395cf476@posting.google.com>
Source record: 25048

> Am I the first stateside to get it????
>
> Keith

I guess so, mine isn't here yet. :(Maybe today?! :)

Wayne

5117. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 17:43:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200307301943.a43222@wun.maus.de>
Source record: 25093

Hallo Dennis!

DV>I never tried it under MagiC, but then why would I? There a no rpm
DV>packages available that will run under MagiC

There aren't? I doubt that. I've got both MagiC and MiNT installed here, and
thus can install RPMs under MiNT.
There are programs available, that do run (and are useful) under MagiC, but are
available only in RPM form.

Examples:
- wget (command line http and ftp download utility). Works great with MagiCNet,
but has some small display problem (cr/lf vs. cr only).
- dosfsck (FAT16/FAT32 directory/file structure test and repair program). The
only available for TOS systems!

In order to get these programs, they should be made available as lzh, zip, gz
or other commonly used archive format. But as this would have to be done for
every single program, it would be a more convenient way to have the standard
RPM format available on MagiC (and perhaps even TOS), too. And should it be
solely for depacking, the package management routines would be less important
in this case.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

5118. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 18:13:55 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.07.30.18.13.55.125345@nossspamXXatari-source.com>
Source record: 25049

On Tue, 29 Jul 2003 16:34:24 +0000, Keith Scroggins wrote:

> Wayne Martz <wmartz@firstpresdalton.org> wrote:
> :> YAY YAY YAY!
> :>
> :> USA - 1 - me :)
> :>
> :> Mark
> :> http://atari-source.com
>
> : HAPPY, HAPPY, JOY!
>
> : USA - 1 - me too! :-)
>
> : Wayne
>
> Yes, I am yet another person in the USA whose should be on its way here.
> So, who is the fourth? :)
>
> Keith

Waiting on mine still :-/

Hopefully soon!

Mark
http://atari-source.com

5119. Re: [ANN] Rage Screen Saver (1.1b)

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 18:21:35 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3f280cae$0$9623$7a628cd7@news.club-internet.fr>
Source record: 25050

Bonsoir :)

Small update of this program:

- bugfixes, one of them is the too short delay for the blank test.
+ 'soft' screen saver, use one of the VDI_FX programs as animation.
this functionnality is only available under MagiC (kill the VDI_FX
via the screen-manager)

Regards

Rajah Lone / Renaissance
http://rajah.atari.org

5120. CT60 and Soundpool?

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 19:58:57 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0307301158.5fac7074@posting.google.com>
Source record: 25051

Anybody tested the Soundpool software (Audiomaster, Denoiser,
Wavemaster, ect.?) on a CT60.

5121. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 20:08:09 UTC
From: Keith Scroggins <kws@radix.net>
Message-ID: <bg98j9$ju3$1@news1.radix.net>
Source record: 25052

rustynutt <rustynutt@hotmail.com> wrote:
: Did you leave the DMA buffer mod in place (if you had one installed to
: begin with)? I have two machines to try it out on, both have Nemisis
: installed. My Afterburner utilizes a slightly different DMA mod than
: the Mighty Sonic does. Something was brought up a few weeks ago here
: where Rodolphe found a timing bug in the COMBEL chip that might
: elimate the need for a DMA "patch", but never really came back and
: said for sure that was the problem. I hate to remove it and then have
: to reinstall, that's always been a black art of getting one to work
: just right.

To be honest, I am not sure what fixes this Falcon has had to it. I got it from a developer, and he said it had a timing and SCSI fix. It was only a 4 Meg machine, so I added a Wiztronics board + simm to it that was in the Toad stock I got, and also added a FPU. Also updated it to 4.04, it had 4.01

It has really never given me problems, and other than some SCSI issues under Linux, SCSI was always fine under TOS.

: I've looked around for a MicroATX Power Supply, but haven't been
: really sure what i'm looking at. Do you have a vendor site address and
: p/n for the one your using? On second thought, the Falcon Rack uses a
: full size powersupply, guess I could just purchase something to
: replace that, i've never been fond of using the standard case with
: either of the other cards, too many soldered wires running across the
: board:)

As far as a Power Supply, your best bet is to goto one of those Computer Shows for PCs (if you have them where you are, they are more like Flea Markets, and sell mostly PC parts, but some systems) and just look at the various supplies they have and pick the one you want. The supply I am using right now came out of an E Machine which went in for repair. It is very small, but the fan on it does not work (Power is fine, but they let me take it home, and put a new supply in it, under warrenty), so I was just using it to get everything going.

The only problem I have run into (not really a problem though) is that the ScreenBlaster resolution selection screen does not appear when the machine boots, but it still does switch into the approx 800x600 resolution, so that is not a big deal. I did try the game Running briefly, but it crashed.

Hopefully time will be on my side tonight, and I can mess with it more.

Now I just need to try to install Mint on it.....

Keith

5122. Re: CT60 and Soundpool?

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 20:46:24 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f282ea0$0$8933$626a54ce@news.free.fr>
Source record: 25053

```
Did you check the software list on my web site ?
I don't know if these software were tested...but the list is growing...
```

"Wayne Martz" <wmartz@firstpresdalton.org> a �crit dans le message de news:
2f399fc7.0307301158.5fac7074@posting.google.com...
> Anybody tested the Soundpool software (Audiomaster, Denoiser,
> Wavemaster, ect.?) on a CT60.

5123. * * * IMAGES NEEDED FOR WEBSITE * * *

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 20:49:42 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0307301249.58df109c@posting.google.com>
Source record: 25054

i am in need of the following types of images for this website:

screenshots of games & applications (both in 320*200 & 640*480 JPG
format)
boot screens the classic systems (both in 320*200 & 640*480 JPG
format)
boxshots & catalog pages (both in 320*200 & 640*480 JPG format)
images of the classic computers themselves on a plain jane vanilla
bkgrnd (both in 320*200 & 640*480 JPG format)

...and other "appropriate" images are welcome!

email your contributions here: images@rtdos.com

5124. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 20:51:04 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f282fb8$0$8923$626a54ce@news.free.fr>
Source record: 25055

For video resolutions, there is a nice software from Didier Mequignon on its web site !
And it works with CT60 sure !

Centscreen is running too fine (I use 640*480*TC with 25 MHz bus, like CT2 !) BUT centvidel (to create or modify a resolution) don't run on CT60 because of the speed CPU test on 030 that is different on 060.

"Keith Scroggins" <kws@radix.net> a crit dans le message de news: bg98j9$ju3$1@news1.radix.net...
> rustynutt <rustynutt@hotmail.com> wrote:
> : Did you leave the DMA buffer mod in place (if you had one installed to
> : begin with)? I have two machines to try it out on, both have Nemisis
> : installed. My Afterburner utilizes a slightly different DMA mod than
> : the Mighty Sonic does. Something was brought up a few weeks ago here
> : where Rodolphe found a timing bug in the COMBEL chip that might
> : elimate the need for a DMA "patch", but never really came back and
> : said for sure that was the problem. I hate to remove it and then have
> : to reinstall, that's always been a black art of getting one to work
> : just right.
>
> To be honest, I am not sure what fixes this Falcon has had to it. I got
> it from a developer, and he said it had a timing and SCSI fix. It was
> only a 4 Meg machine, so I added a Wiztronics board + simm to it that was
> in the Toad stock I got, and also added a FPU. Also updated it to 4.04,
> it had 4.01
>
> It has really never given me problems, and other than some SCSI issues
> under Linux, SCSI was always fine under TOS.
>
> : I've looked around for a MicroATX Power Supply, but haven't been
> : really sure what i'm looking at. Do you have a vendor site address and
> : p/n for the one your using? On second thought, the Falcon Rack uses a
> : full size powersupply, guess I could just purchase something to
> : replace that, i've never been fond of using the standard case with
> : either of the other cards, too many soldered wires running across the
> : board:)
>
> As far as a Power Supply, your best bet is to goto one of those Computer
> Shows for PCs (if you have them where you are, they are more like Flea
> Markets, and sell mostly PC parts, but some systems) and just look at the
> various supplies they have and pick the one you want. The supply I am
> using right now came out of an E Machine which went in for repair. It is
> very small, but the fan on it does not work (Power is fine, but they let

> me take it home, and put a new supply in it, under warrenty), so I was
> just using it to get everything going.
>
> The only problem I have run into (not really a problem though) is that the
> ScreenBlaster resolution selection screen does not appear when the machine
> boots, but it still does switch into the approx 800x600 resolution, so
> that is not a big deal. I did try the game Running briefly, but it
> crashed.
>
> Hopefully time will be on my side tonight, and I can mess with it more.
>
> Now I just need to try to install Mint on it.....
>
> Keith

5125. Re: Falcon and ZipDrive...

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 20:56:02 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1030730175428.25146A-100000@halifax.chebucto.ns.ca>
Source record: 25056

Where does one find a db25 external termination block? I've seen
Centronics 50 pin and small scsi2 50 pin blocks but no db25's.

On Wed, 30 Jul 2003, Derryck Croker wrote:

> Make sure that you've connected your Falcon to the correct port on the drive
> (the one marked "Zip") and try an external temination block if it's the last
> thing in your chain) with the termination switch set to "off".

5126. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 21:39:30 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg9duh$5rn$1@sparta.btinternet.com>
Source record: 25057
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Nick

> On 29-Jul-2003, "Steve Sweet" <steve.sweet@btopenworld.com> wrote:
>
>> Anyone else get an email complaining about the x-posting, I've
>> dropped the relevant echo from this reply.
>>
>> --
>
>
> yep it was pdx.forsale, I did't notice it, so I apologised and now dropped
it...

I'd already done that, well done, right, now who was lying on the floor
bleeding from a head wound?.

--

Regards Steve

Rope me a sheep and I'll make it smile.

5127. Re: Atari Falcon Issues...

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 21:51:32 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0307301351.17826866@posting.google.com>
Source record: 25058

Thanks for the advice....

holding Control and Shift on bootup allows the HD driver to load but
nothing else... then I
can run 'most' programs now that I wasn't able to before.

This one has me stumped though... I downloaded a game demo called
Black Hole?

Well, when I run it (no matter HOW I run it, HD/CD, hold shift/control
on boot, in multitos, rgb or vga (even tho I did it in VGA because
that's what it said it required)

It gives me this message:

"Sorry, this program runs on the Falcon030 only."

WHAT? This IS a Falcon030!?!? :)

Anyone ever get this program running?

Thanks for the info and link about Magic... it is in english too
though right?
Do you recommend me getting Magic? I know it's not needed... but...??
Or should I just keep the desktop as it is? Is the performance nice
with Magic?

I know, so many quesitons? ;)

Also, where can I obtain Crown of Creation 3D?
I heard this is *the* game to own for the Falcon.
Does it utilize a FPU at all? =)

And back to the NVDI problems... I hear/read it increases speed of the
desktop quite a bit...
any ideas?

Thanks much!

Clint Thompson

5128. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 22:47:22 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg9htp$15j$2@hercules.btinternet.com>
Source record: 25059

Yo!, Dennis

> I've listened for quite a long time to all the babbling and dreams
> dreamers were dreaming up for other dreamers, and I restrained myself
> as long as humanly possible to reply. But at a certain stage one has
> to speak up... Well, I spoke and you don't like it, tough.
>
>> make certain ppl mad.. I must admit, u are good in that...
>
> We all have a godsgiven gift, you code and I drive people mad :-)

And i eat light-bulbs, can i play!. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

5129. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 22:47:24 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg9htq$15j$3@hercules.btinternet.com>
Source record: 25060

Hi Dennis

> set icon=color
> if cookie = mint found
> then:
> fuck up display/taskbar
> if >=16 col
> set icon=monochrome
> endif
> endif

Hey that's similar to a piece of code i reverse engineered out of an ICQ application

if cookie <> mint
then:
bring_down_AES ; just for the hell of it
endif

else
run_other_stolen_code ; cant write my own so steal it
endif

--

Regards Steve

Rope me a sheep and I'll make it smile.

5130. Re: Which "modern" STs are available today ?

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 22:47:25 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg9hts$15j$4@hercules.btinternet.com>
Source record: 25061

Yo!, Dennis

>> I`m thinking of a PowerPC G3/G4 based ST.
>
> Get in touch *privately* with Jared Falvo, he's thinking of building
> the same thing, but whatever you do, don't mention "Steve Sweet".
> mailto:luposian@lycos.com

And definitely not in front of his wife!!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

5131. Re: A list of games that require at least 1024 of memory

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 22:47:27 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg9htu$15j$5@hercules.btinternet.com>
Source record: 25062

Hi Galen

>> 4. No Second Prize
>> 5. Next....
>
> 5. Railroad Tycoon

I though this sulked if it had /more/ than 1024K?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

5132. HDDriver / Hades

Newsgroup: comp.sys.atari.st
Date: 2003-07-30 23:49:42 UTC
From: swampfax1@atlantic.net
Message-ID: <qQYVa.642$6W2.253567@monger.newsread.com>
Source record: 25063

Hi Uwe and Hades users,
Is it true that a hard drive (on a Hades) must be reformatted just to upgrade from HDDriver 7.01 to 7.8 ? It doesn't sound logical to me but that's what a Hades user told me!!!
If I remember correctly, whenever I upgraded, all I had to do was run the new version and install with the corresponding utility app (8.04 now on my Falcon and an old 1 gig Seagate)!

John G.

5133. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 01:32:32 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307302029250.795-100000@www.coazter.com>
Source record: 25064

Ahahaha. Oh God, that's funny. That's really funny.
You know I've never heard anyone make that joke before.
You're the first. God, you're too funny.

On Wed, 30 Jul 2003, Steve Sweet wrote:

> Hi Dennis
>
> > set icon=color
> > if cookie = mint found
> > then:
> > fuck up display/taskbar
> > if >=16 col
> > set icon=monochrome
> > endif
> > endif
>
> Hey that's similar to a piece of code i reverse engineered out of an ICQ
> application
>
> if cookie <> mint
> then:
> bring_down_AES ; just for the hell of it
> endif
>
> else
> run_other_stolen_code ; cant write my own so steal it
> endif
>
>
> --
>
> Regards Steve
>
> Rope me a sheep and I'll make it smile.
>
>
>
>
>

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://www.coazter.com

5134. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 01:43:17 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307302040500.795-100000@www.coazter.com>
Source record: 25065

On Tue, 29 Jul 2003, Jo Even Skarstein wrote:

> Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>
> > AFAIK we have one; it's called LZH, some people prefer using ZIP though. And
> > > yes I know that you have something different in mind... but since it needs to
> > > run on all the OS's, RPM is out...
>
> Zip or lzh can't install or uninstall a software package. It can't keep
> track of updates and notify you automatically. It can't warn you if you
> try to install a program that depends on another package, and that package
> isn't installed or up to date. rpm can do this.
>

Jo, shhhhhhh, the least information given to Dennis, the better he'll be.
He's managed to get as little information as possible about his "hobby"
and be perfectly happy. Let's not disturb his peace. shhhhhhhh

5135. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 01:50:21 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307302043420.795-100000@www.coazter.com>
Source record: 25067

On Tue, 29 Jul 2003, Jo Even Skarstein wrote:

> Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>
> > Could you explain why Payrus displays that taskbar in colour when running on
> > a PC-emulator (not MagiC-PC) which emulates a humble ST? The only reason I can
>
> I can explain it: No TOS that runs on a ST support colour icons. So
> Papyrus must use some custom code to display them. This code doesn't work
> properly under N.AES. N.AES doesn't "fuck up" in any way - the coder just
> hasn't tested his program thoroughly enough under N.AES (or perhaps he's
> satisfied with the current behaviour). The obvious solution would be to
> simplify the code and bypass the custom code whenever running under an AES
> capable of displaying colour icons. I volunteer to do this, if someone can
> give me the sources...

What's the saying again?
Ignorance is bliss?

Dennis, you should have known/realized that singletos with older AES does
not support color icon, how do you think papyrus displays them?
Come on,

You know it...

It's on the tip of your tongue...

By its custom code!!! DING DING DING! thank you, that was the correct
answer.

It has been established that Dennis is slandering
some people and products here on totally unfounded facts.
Furthermore, Dennis shows his inability to comprehend the topic of this
discussion. His lack of technical skills proves him wrong everytime, yet
keeps coming back barking like a dog.

Who takes Dennis seriously?

No, seriously I mean.

No further comments.

5136. Re: CT60 and Soundpool?

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 01:51:12 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0307301751.37092b82@posting.google.com>
Source record: 25066

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3f282ea0$0$8933$626a54ce@news.free.fr>...
> Did you check the software list on my web site ?
> I don't know if these software were tested...but the list is growing...

Yes I did, and those have not yet been listed. Hopefully someone will soon!

Wayne

5137. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 02:30:55 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10307302101370.795-100000@www.coazter.com>
Source record: 25068

On Mon, 28 Jul 2003, Dennis Vermeire wrote:
<snip>
> I've shown that all these apps run perfectly under TOS and MagiC. Can you
> explain me why unclean apps work perfect under TOS but not under MiNT which
> is touted to be 100% compatible?

No I will not explain why as you don't have the patience, nor the brain
power to comprehend.
Or maybe someone else will have the patience to explain it to you.

> Why would I update my Calamus which runs *perfect* under both TOS and MagiC?
> One has to do more then just update Calamus, there are also a lot of modules
> which need to be upgraded, all in all that costs a small fortune.

You're right, that is so wrong for Calamus author to update and clean
the code. After all, as long as it worked on tos 1.04, it should work
everywhere.
btw, is magic running on the 060?
If so, does it use the 060 to take advantage of the new cpu? (as in, be
more efficient and faster).
If not, is a patch necessary? like the magic.ram has to be "hacked"?

> Why should I spend all that money, just to get it running under MiNT? That
> "unclean" app runs even perfect under TOS. It seems to me that there's
> something not very clean in either MiNT or N.AES that needs to be cleaned...

why spend all that money? if you want to keep your "not quite clean old"
version of Calamus, just reboot in singletos, do your deed and that's it.
For people that NEED a stable multitasking and don't want to reboot as
they are running services and their atari needs to be on for weeks, maybe
they will appreciate the fact that the Calamus author decided to clean the
code. That's up to you man, nobody is forcing anything on anyone.
Singletos is STILL there in the roms you know, and to boot, less than 5
sec.

> >Magic has changed the behavior of some of its API, why? no apparent
> >reason, this split the OS market, and we come to this, texel not working
> >right with any OS other than magic. If you answer that it's because magic
> >is superior, you are a moron.
>
> Sorry Fredric, you've lost me.... I've no idea what your on about, but I can
> tell you that Texel works great under TOS also...

hmm the version I had did not.
Are you telling me that they cleaned the code since the version i tried?
to be..... more singletos compatible??

Nah, couldn't be. Like you say, if it runs in magic, it's GOT to work in
singletos, so no need to even test it, or change it for singletos.

>
> >See, if magic (as buggy as it is) was to respect the APIs already in place
> >and follow a more standard way of doing things, then it would be awesome,
> >and I would have NO problem at all with magic, really.
>
> AFAIK the very first MagiC API was released in 1989, long before the mother
> company (the morons in Sunnyvale) released *their* specs and standards. All
> the major softwarehouses and developers in those days followed the MagiX
> standard (it was the only one available). One could even say that the standard
> was already set but that like usual Atari Sunnyvale had no clue, and screwed
> it up.

as far as I know, MagiC just allows to multitask the singletos
application that had been out. No major changes in the API was necessary,
as no application didn't need to be recompiled to run under magic.
MiNT on the other hand has implemented a LOT of stuff, yet tries to remain
TOS compatible. Dirty application sometimes even rely on OS bugs. What is
the proper way to create a new OS?
To re-implement the bugs in the new OS, so the old application would work
as expected? Or might as well fix the bug, and the applications that
relied on the bugs should be patched/recompiled.
You tell me what is the best approach.

> sorry that it never reached your part of the woods, if it would have. Then
> surely Eric would have had a good look at the MagiX's internal, and bam, same
> features.

hmmm magic, last time I checked was closed source.

5138. Re: HDDriver / Hades

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 05:18:45 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bga8rl$mo8k8$1@ID-27442.news.uni-berlin.de>
Source record: 25069

John Garone wrote:

> Is it true that a hard drive (on a Hades) must be reformatted just to
> upgrade from HDDriver 7.01 to 7.8 ? It doesn't sound logical to me but

No, that is wrong. It has never been required to re-format or
re-partition a hard disk drive in order to use it with an updated
version of HDDRIVER.

> If I remember correctly, whenever I upgraded, all I had to do was run
> the new version and install with the corresponding utility app (8.04 now
> on my Falcon and an old 1 gig Seagate)!

Yes, that's all there is to do.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

5139. Re: Falcon and ZipDrive...

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 06:49:08 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bgaean$7tb$1@reader11.wxs.nl>
Source record: 25070

Tony Cianfaglione wrote:
> Where does one find a db25 external termination block? I've seen
> Centronics 50 pin and small scsi2 50 pin blocks but no db25's.

Hmm neither have I. On the other hand, I always used the internal
termination of the Zip, never gave me any problems. I'd say give it a
try first. :)

Maurits.

5140. Re: Atari Falcon Issues... (Crown of Creation 3D)

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 07:29:14 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <bgag9q$j04$1@pegasus.csx.cam.ac.uk>
Source record: 25071

"JagCube" <JagCube@yahoo.com> wrote in message
news:83fbea98.0307301351.17826866@posting.google.com...

< cut >

> Also, where can I obtain Crown of Creation 3D?
> I heard this is *the* game to own for the Falcon.
> Does it utilize a FPU at all? =)

Nick Harlow at 16/32 systems (www.1632systems.co.uk) stocks it. I have not played it much due to the memory limitations of owning a 4 Meg Falcon. Its not bad and has good graphics and sound and is also Jagpad compatiable - however I was disappointed in the Elite style direction control though, as with Frontier it makes it very difficult to shoot down fast moving enemies, whats really annoying it that programming eight directions is not that difficult!
Just a couple of things to watch though...
1) your need at least three Meg of memory available just to install when I installed my copy and play it I have to remove all my accessories and autofolder programs except Fpatch to get it to run.
2) The music volume at the start is full volume and there is no way of controlling this untill your into the game and have created /selected a pilot even then the adjusted volumes only work from this point in the game every time you play and so the start volume is always loud.
If you have disconnected the Falcons interal speaker in favour of external speakers connected to the headphone socket this should not be a problem.
3) All non space (flight) sound are routed to both the interal speaker and headphone socket however on my copy the flight sounds (engine noise, weapons fire, ships computer) are only sent to the headphone socket.

Stephen Moss

5141. ADV: August's Atari Sale Days!

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 07:30:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0307310025540.8433-100000@shell1.aracnet.com>
Source record: 25072
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently having an Atari Back-To-School Sale! Games/Software and Books/References are 20% off the top, and if it's Educational, take another 10% off! A whopping 30% off for Back-To-School! This applies only to Atari 8 Bit and Atari ST Computer Lines!

Due to Popular Demand, I'm extending my Christmas in July into August! This is how it works. Buy the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with Games/SoftWare and/or Books/References. You be good to me and I'll be good to you! The more you spend on HardWare/Accessories, the better I outfit your system. The more HardWare you buy for your system, the more Software/ Games and/or Books/References you receive! You choose the Atari Hardware you want to buy and You & I choose the Books/References and/or Software/ Games I'll include in your Order.This will be a good opportunity to renew lost interest in collecting Atari or building a New Atari system for the first time. ReLive your Atari Youth! Offered While supplies last.
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5142. Re: A list of games that require at least 1024 of memory

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 08:29:48 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <0s4Wa.4824$tK7.2323@newssvr23.news.prodigy.com>
Source record: 25073

> 5. Railroad Tycoon
> 6. ...

7. Civilization
8. Next...

5143. Question about Atari desktops

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 08:35:25 UTC
From: Graham Stoneman <graham.stoneman@freenet.co.uk>
Message-ID: <bgakcc$8fm$1@hercules.btinternet.com>
Source record: 25074

Hi,

Many years ago I used an Atari 520STFM, with a whopping 1Mb of RAM. A few days ago I thought I'd return to my roots, so dug it out and fired it up, but I'd forgotten how horrible the desktop was...

I remember reading in Atari magazines, adverts for a product called MagiC - it had a screenshot of a glorious high resolution, full colour desktop with lots of windows, open applications, full colour icons etc... (much like a modern Mac desktop looks like).

Now I'm guessing that those screenshots weren't from an Atari 520ST (what with it only having a 320x200x4bit screen). What hardware and software do I need to have an Atari desktop like the ones in those adverts? Does anybody else remember them? How is it possible to have an 800x600, or even 1024x768 full colour desktop on any Atari system?

Many thanks,

Graham.

5144. Re: Question about Atari desktops

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 08:53:50 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bgalknadp1@reader11.wxs.nl>
Source record: 25075

Graham Stoneman wrote:

> Now I'm guessing that those screenshots weren't from an Atari 520ST (what
> with it only having a 320x200x4bit screen). What hardware and software do I
> need to have an Atari desktop like the ones in those adverts? Does anybody
> else remember them? How is it possible to have an 800x600, or even 1024x768
> full colour desktop on any Atari system?

Well you're mentioning a lot of different aspects at once. :)

The screenshots of Magic in glorious high resolutions are usually made in MagicMac, which runs on a Mac in any resolution supported by the Mac itself.

On the ST, there's not much you can do to achieve those resolutions. On a Falcon you can (using accelerators to increase the bus speed), or on a TT with a video card.

Furthermore, you mention the desktop itself. There are replacement desktops even for the ST, like Thing and Jinee. Magic is mostly used with Jinnee or the default MagicDesk.

Then the looks of the GUI itself, the last versions of Magic as well as N.AES (a gem-environment for use with MiNT) support "Themes", in which you can basically control the complete look of the GUI, down to the bitmaps displayed in the window fuller/closer etc.

But anyway, for the fancy high resolutions, you'll need to resort to more powerful Ataris (TT, Falcon, Milan, Hades), or an emulator on the PC or Mac.

Maurits.

5145. FA: Falcon Afterburner 68040, Games/Apps

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 08:59:15 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0307310059.27d17b7@posting.google.com>
Source record: 25076

Big lot of Atari ST games / utilities / applications. No Reserve.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3038503766&category=38597

Afterburner - Atari Falcon 68040 accelerator with through port
and FAST RAM. No Reserve.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3038507854

5146. Re: Question about Atari desktops

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 09:11:24 UTC
From: Graham Stoneman <graham.stoneman@freenet.co.uk>
Message-ID: <bgamfr$2cs$1@titan.btinternet.com>
Source record: 25077

Thanks for the reply - would either a TT, Milan or Hades be able to run ST software (I know the Falcon often has problems).

That must have been a misleading advert I saw all those years ago then, using Mac screenshots in an Atari mag, advertising an Atari product...

Graham.

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message news:bgalknadp1@reader11.wxs.nl...
> Graham Stoneman wrote:
>
>
> > Now I'm guessing that those screenshots weren't from an Atari 520ST (what
> > with it only having a 320x200x4bit screen). What hardware and software do I
> > need to have an Atari desktop like the ones in those adverts? Does anybody
> > else remember them? How is it possible to have an 800x600, or even 1024x768
> > full colour desktop on any Atari system?
>
> Well you're mentioning a lot of different aspects at once. :)
>
> The screenshots of Magic in glorious high resolutions are usually made
> in MagicMac, which runs on a Mac in any resolution supported by the Mac
> itself.
>
> On the ST, there's not much you can do to achieve those resolutions. On
> a Falcon you can (using accelerators to increase the bus speed), or on a
> TT with a video card.
>
> Furthermore, you mention the desktop itself. There are replacement
> desktops even for the ST, like Thing and Jinee. Magic is mostly used
> with Jinnee or the default MagicDesk.
>
> Then the looks of the GUI itself, the last versions of Magic as well as
> N.AES (a gem-environment for use with MiNT) support "Themes", in which
> you can basically control the complete look of the GUI, down to the
> bitmaps displayed in the window fuller/closer etc.
>
> But anyway, for the fancy high resolutions, you'll need to resort to
> more powerful Ataris (TT, Falcon, Milan, Hades), or an emulator on the
> PC or Mac.

>
> Maurits.
>

5147. Re: Question about Atari desktops

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 09:33:01 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bganub$b6i$1@reader11.wxs.nl>
Source record: 25078

Graham Stoneman wrote:

> Thanks for the reply - would either a TT, Milan or Hades be able to run ST
> software (I know the Falcon often has problems).

Actually the Falcon is (supposed to be) the most ST-compatible of them all. (This is why they made the somewhat strange step backwards from the TT, with a 16-bit bus and a 16MHz processor). With cleanly written software, none of those systems has problems. As the software gets older and dirtier, the Milan/Hades, TT and Falcon will fail (in that order).

Modern Atari software should run on all those systems. Stuff like Calamus actually kinda depends on the memory and resolution possibilities of a TT or Falcon, although it should still run on a 4MB ST (barely). :)

It all boils down to what you want to use your Atari for. If it's all about old ST games, stick to the ST. :)

> That must have been a misleading advert I saw all those years ago then,
> using Mac screenshots in an Atari mag, advertising an Atari product...

Depends what the product was. :) The German magazine "ST Computer" (of which the last issue came out a month ago, now it is a supplement in a PC magazine) does this all the time. Emulator users are considered a serious group of "Atari users".

Maurits.

5148. Re: HDDriver / Hades

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 10:03:52 UTC
From: lp <gfa@basic.net>
Message-ID: <BB4E61C8.13AE%gfa@basic.net>
Source record: 25079

in article qQYVa.642$6W2.253567@monger.newsread.com, John Garone at swampfax1@atlantic.net wrote on 7/30/03 7:49 PM:

> Hi Uwe and Hades users,
> Is it true that a hard drive (on a Hades) must be reformatted just to
> upgrade from HDDriver 7.01 to 7.8 ? It doesn't sound logical to me but
> that's what a Hades user told me!!!
> If I remember correctly, whenever I upgraded, all I had to do was run
> the new version and install with the corresponding utility app (8.04 now
> on my Falcon and an old 1 gig Seagate)!

I didn't reformat to go from 7.55 to 7.63.
That sounds strange to me. You do want to be careful which version of HD Driver you use on the hades as some have cache issues.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5149. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 10:23:56 UTC
From: Pascal Ricard <pascal@europe-shareware.org>
Message-ID: <3f29037cd61b60@europe-shareware.org>
Source record: 25080

Hello,

in article <Pine.SGI.4.10.10307302101370.795-100000@www.coazter.com> (comp.sys.atari.st), Frederic Fouche wrote on Wed 30-07-2003 21:30 (-0500):

> btw, is magic running on the 060?

If you mean with the CT60, not directly.

> If not, is a patch necessary? like the magic.ram has to be "hacked"?

That's right, the same patch as for the CT2 must be applied. Not sure it has something to do with the 060 itself, then.

Bye,
/Pascal/

5150. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 11:36:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059669264-70635AEicMi@gmx.net>
Source record: 25085

From: lp <gfa@basic.net>
Date: Fri, 25 Jul 2003 18:06:51 -0400

Hi Lonny,

>you have fallen for the BS Dennis spews out. What I find pathetic is the replies
>regarding my hades, stealing, and now comments about someones mother. I can ask
>a direct question such as do you feel this is the correct way to carry on a
>discussion? Not one of you so called Dennis supporters will even admit that
>crap is out of line.

Well, I'm gonna ask YOU a direct question:

When have I ever said, hinted or suggested that you've stolen or obtained your
hades in a illegal way? This is the second time this month that you accuse me
publicly in here, and once again you are out of order... I put it to you that
what you state here has never been said or written by me, and I didn't support
that view in any way either...

>Not one of you so called Dennis supporters will even admit that crap is out of
>line.

Once again : I DID NOT MAKE THOSE STATEMENTS AND DO NOT SUPPORT THEM !!!!!!
Please produce the relevant quotes or post(s) reference numbers....

>As soon as Dennis and Steve stoop to this level they lost their ability to
>effectively be taken serious.

Next time you feel the urge to turn me into the black sheep, please check your
facts first. I turned a blind eye twice, don't step over the line Lonny... I'm
convinced you're much wiser.

Cheers from Belgium
Dennis
--

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http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5151. Re: HDDriver / Hades

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 11:46:11 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bgavi3$m2c3f$1@ID-27442.news.uni-berlin.de>
Source record: 25081

lp wrote:

> I didn't reformat to go from 7.55 to 7.63.
> That sounds strange to me. You do want to be careful which version of
> HD Driver you use on the hades as some have cache issues.

As far as the Hades is concerned you can be sure that the current
version 8.12 of HDDRIVER works without any problems. One of my beta
testers has a Hades.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

5152. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 12:27:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059669292-76387AEicMi@gmx.net>
Source record: 25091

From: lp <gfa@basic.net>
Date: Fri, 25 Jul 2003 13:56:13 -0400

Hi Lonny,

>Dennis doesn't do any coding, but he thinks he knows all this coding level
>stuff. Yet Magic is the one the doesn't follow the standards, especially in
>the documented look of 3d objects. I have the developer docs directly from
>Atari, with example code and the works.

Back in 1987/1988 there were no standards set on the look of 3D objects (the morons in Sunnyvale only woke up 3 years later) the programmer had to invent the wheel. And considering it took another 18 months before the Atari docs ever got translated, does it really surprise you that a lot of the European programmers used the MagiC docs, which are just as well documented?

The facts are simple: a standard was set and used by many programmers years before Atari released their "standard". And since hardly anyone wanted to know anything about MultiTOS it was ignored. Only when MiNT became open source and development continued this all of a sudden became an issue. A standard is not something which one sets, a standard is what the majority uses. For one reason or another most of the programmers like to use the "alternative" standard...

BTW: do you really think that only people that can code are able to read the famous Atari developers docs? wake up...

>Anyone that says magic does these things correctly simply ignores fasts and
>documents from Atari.

Atari is dead and AFAIK they didn't leave a will.
The MiNT developers and users obviously think that they've inherited the legacy, fine... so what's next?
Are you gonna sue everyone who doesn't use the "real" standard?

Cheers from Belgium
Dennis
--


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```
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5153. Re: TEST POST : DO NOT OPEN

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 12:37:11 UTC
From: John West <dragnet@seaquest.dsv>
Message-ID: <3f290d7c$0$23584$5a62ac22@freenews.iinet.net.au>
Source record: 25082

Now his tes has failed.
Thanks to you.

"Joakim Nordlander" <jonord.nospam@nospam.pinky2.itv.se> wrote in message
news:1eBVa.40448$zL.84@news1.bredband.com...
> atari wrote:
> > This is just a test, I told you not to look.
> >
>
> So I'm a curious bastard, OK???
>
> ;)
>
> /J
>

5154. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 12:56:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059669284-74599AEicMi@gmx.net>
Source record: 25090

From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Date: Mon, 28 Jul 2003 13:53:03 +0200

Hi Maurits,

>>that you need an additional desktop and AES to get it running... The
>>first hurdle to overcome is finding N.AES 2.0, there aren't many dealers
>>around anymore, and most don't stock it.
>
>On the other hand, I can walk over to MyCom and buy a copy of Magic
>rightaway. I see your point. Silly me. :)

Yep... you can order an English, French or German package straight from
the distributors. In less then a week it will arrive at your doorstep. If
you're in a hurry, they'll email it and send the manual by snail mail.
Now try this with Woller...

>>It's not exactly cheap either for what after all is only a AES. You
>>decide to use Jinnee as desktop, since you've already have it and don't
>>want to spend extra money on Thing. It's not the money which is the
>>issue but the fact that with every new program you install, there's a
>learning curve involved,
>
>Really? Hmm I must have missed that. Or I'm super intelligent. I guess.
>As far as there were learning curves (there were, for setting up stuff
>like a mailserver and other things the atarian you descibe wouldn't
>probably need), the things I learned appeared to be very handy knowledge
>in the real computer world, at first to my surprise (now I'm used to it).

Well yes then you're super intelligent :-)
To stay with the example: even with a fairly easy program like Thing one
needs to spend time on it, to get to know the ins and outs. Like most
people I don't use the atari to make a living, it's my hobby computer, and
sad as it is, I simply don't have enough free time :-(
I didn't say that the things you learn were useless, but when your time is
limited, you have to make choices.

>>you can even use STiNG/STiK clients if you prefer to do so... after a
>>very short time you realise that your iconnect clients aren't all that
>>bad as some would like you to believe...
>
>Why is this exactly? In your little story I am missing the point why
>MiNTnet is so unusable. The configuration parameters are the same. Oooh
>I see, you have to enter them in a text-based setup program that asks
>you for the parameters, instead of a 3D dialog. Silly me.

It's because we're talking about a newbie here, someone who still has to learn the ins and outs of MiNT, dropping him straight into MiNTNet would be fatal. And yes I think it's lots easier to enter your parameters in an easy to use setup program. And if you think that's crap just look it up in Google: there must be hundred of posts about people having a problem with even getting something relatively simple like STiNG set up correctly. You won't find many Iconnect related posts, not because there is hardly anyone using it, but because it's been made so damned easy...

>>You've anticipated a couple of problems while switching to MiNT, but
>>nothing like this... your trusty reliable stable Calamus SL95, keeps
>>crashing.
>
>I can't speak for Calamus SL95, but 2000 works like a charm in n.aes. Oh
>yes of course it's yet another version to buy. Well when I was still a
>Magic user, I had Calamus S2.0 and I really had to boot to singletos to
>make it usable.

OK, I admit that using SL95 as an example is a little over the top, but it's only since version 99 that all the problems with MiNT are solved. I remember using Calamus S 2.0 also, and I also remember TOS bombing out on occasions. That particular version wasn't very good....

>>Atari is a hobby for you, and you have a family to support.... and the
>>budget is in the red this month, you really can't afford to spend 200
>>EUR updating it,
>
>149 euros if you update to SL2003. And SL2000 is probably for sale for
>less if you find it (left-overs at dealers, or second hand).

Yes and no, the update for the program itself is reasonable, but there's also the matter of the modules. A quick calculation tells me to expect a 750 EUR bill, and that's a bit to steep....

>>so you reboot the computer and boot Calamus in MagiC.
>
>FATAHLER FEHLER :) That's what happened last time I ran Calamus in
>Magic. Since then, both have been improved so now it works. But, as you
>say, not worth the money is it.

Calamus S was released in 1990... the examples I gave were released after both MagiC and MiNT were more or less established.

>> DO I HAVE TO GO ON???????
>> I can give you at least another hundred examples of how the combination
>
>> MiNT/NAES fucks up....
>
>Likewise. :) But just read through this thread and the hundreds of
>others before this. Your little rant about n.aes-incompatible software
>really doesn't make a point because the problems the other way around
>are the same. In addition to that, the Magic incompatibilities are
>caused by Magic violating existing AES specifications (and programmers

>following that).

Oh no...
It's a one way problem only. MagiC incompatibility may well be caused by violating existing AES standards, but that's not relevant, because you said it yourself :"programmers following it"...
Today in 2003 it's easy to say this, but back in the late 90's it was a different situation. I think most of us only heard about MiNT still being developed after they went on internet. Information about MiNT was very scarce to say the least, dedicated atari magazines didn't even mention it. As far as most users knew there was only one multitasking OS. Furthermore I personally know that some of the most famous German programmers weren't aware of MiNT development. In these circumstances they did a very logical thing, they developed their software following the standard set by the most widely used multitasking OS on this platform.
Then all of a sudden N.AES saw the light and users gave MiNT a go, I still wonder until today why the N.AES developers choose to implement the "real" AES standard, surely they must have known very well that this would cause incompatibilities with the majority of existing software. Anyway, almost every new release of software can cope now with both. But problems remain with software that isn't further developed anymore...

>> MagiC users are being told that MiNT is 100%
>> compatible with TOS,
>
>It isn't, and I never saw anyone say that. On the other hand, Magic
>certainly isn't either. It's actually worse (because of the above
>mentioned specs), but a lot of programmers followed Magic's wrongly
>re-invented wheels. Until recently that is, but you "sweep that point
>under the table" by saying people shouldn't upgrade their software.
>
>Nice :)

Some people here did say it was 100% compatible, but if someone says that *any* GEM app runs perfect under MiNT, and that has been recently said then I interprete it also as being 100% compatible, or should we redefine the word "perfect"? Nobody ever claimed that MagiC is 100% compatible, the users don't, the distributor doesn't and the programmer doesn't. I think that every MagiC user is very aware of this. MagiC re-inventing the wheel is simply not true.... when MagiC was developed there wasn't a wheel, the programmer invented the wheel. But that's a fact which is overlooked for convenience sake, it's much easier to say that it's not compatible with standards which when introduced nobody took seriously. The development of MiNT as we know it today started some eight years later then MagiC, the developers of MiNT could have been a little more realistic and then a lot of incompabilities could have been avoided. If all those standards were so good why is it that MiNT doesn't follow all of them? it seems to me that the developers are quite selective, if it doesn't suit them then they forget all about the holy rules, if it suits them they implement them and then you can all have a go once again at that oh so incompatible MagiC...

>>Oh... I have a USB based DSL connection here, now if any of the MiNT
>>power users could explain me how on earth I get this thing attached to
>>my Atari TT or Milan060 without the need of networking it to a Mac, they
>>might just convince me to start using MiNT.... at least for internet
>>use. Are there (ported) DSL drivers available for MiNTNet?
>
>There are DSL modems that speak plain ethernet, so that would work in
>MiNT and even in Magic.

I know there are, but not here in this "apenland", the phone company only
has USB kits...

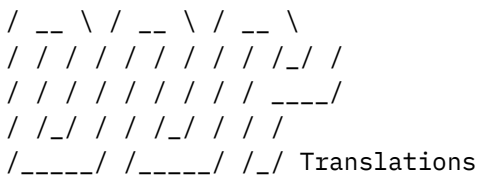
>Anyway, it's probably not that difficult to port pptp (which is what
>most dsl modems use) to MiNT. I think someone is already working on it.
>But hey, you don't want ported open-source software. So I guess it's not
>for you.

Ofcourse it isn't.... all one needs to do it take the source and run it
through a compiler, at least that's what I've been told and learned from
this thread . Have you any idea how many times I've heard someone singing
that particular song? "it's not difficult to port", "we only have to port
it" etc.... and then you and some others here are amazed why I make such a
noise?

>By the way, when is the iConnect driver for DSL coming?

Unless someone happens to port a DSL driver one of these days, I wanna
make a little bet with you: that driver will be here before the second
quarter of 2004... there's more in the pipeline then you think.
So what about it? If I loose I'll send you a six pack "Duvel's", and if
you happen to loose, you send me a six pack "Amstel Gold"... :-)

Cheers from Belgium
Dennis
--



Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5155. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 12:57:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059669270-71903AEicMi@gmx.net>
Source record: 25087

From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Date: Mon, 28 Jul 2003 12:34:21 +0200

Hi Maurits,

>But anything is possible I guess. When ASH sees no more commercial value
>in Magic, they MIGHT release it (which to some people here would mean
>it's dead but would actually give it new life), it could become a MiNT
>AES and it would end all discussions. :)

ASH only sells and distributes the OS. The only one who can release MagiC as
GPL soft is the programmer himself. The fact that he's working further on
MagiC should tell anyone dreaming of a GPL'd MagiC to wake up and let's not
forget that on the Mac platform there's also MagiCMac. Stop dreaming, it
won't happen. What will happen for sure is that somewhere in the future a
new version of MagiC will appear... a commercial one, some people like to
be payed for their efforts. You can either agree or disagree with this but
it won't change a thing. Personaly, the idea of a bunch of people fucking
around with MagiC would make my stomach turn.
MagiC is fine as it is, people using it, have made a choice, and they are
aware of the pro's and cons. If the cons are issues which don't matter to
them, they'll be very happy users. And although you think differently there
happen to be are a lot of happy MagiC users out there...

>That is, once we explain to people that sticking MINT.PRG in the
>autofolder is enough to use MiNT and you don't NEED 10mb of unix
>software. :)

Don't forget to tell them *where* exactly in the autofolder :-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5156. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 12:58:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059669280-73799AEicMi@gmx.net>
Source record: 25089

From: mail@freeman-studio.com (Mike Freeman)
Date: 25 Jul 2003 11:50:20 -0700

Hi Mike,

>and I like Magic for its far superior (in my opinion, other
>than its lack of AES 4.1 support and lack of support for >6 accessory
>slots) GUI and small size (and thus faster speed, for some
>applications).

MagiC indeed only allows maximum 6 accessory slots to be occupied, but you can load and work with as many as you like in practice. MagiC treats an ACC like it's an APP, all you have to do is double click on a ACC and it'll run. You can terminate and throw it out of memory just like any other app. So what it comes down to is that you can run as many ACC's at once as the computer memory permits.

Cheers from belgium
Dennis
--

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http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5157. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 13:01:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059669276-73039AEicMi@gmx.net>
Source record: 25088

From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Date: Mon, 28 Jul 2003 14:11:21 +0200

Hi Maurits,

>>time which we
>>unfortunately haven't got anymore. So, it's essential to keep this
>>platform going that new software can run at least under MagiC and if
>>possible also under TOS.
>
>Yes, let's all point our developments to the platform that has is
>abandoned by its developers and has no way of porting other things (like
>the DSL driver you want), so that the few programmers left will have to
>rewrite anything from scratch and have no hope of an OS update ever
>coming.

Did you say "our" developments? Sorry but taking a source and running it
through a compiler doesn't really qualify as a developement, and the few
remaining *real* programmers just happen to create something from scratch.
For one reason or another these programmers luckily aren't narrow minded
and do their very best to make sure that their creations run on all three
OS's...

>>If only to make sure that all the Joe's remain
>>here, we need them to be a platform... no one in the real world will
>>take a (devided) group with a couple of hundred people seriously...
>
>Aha, so this is where your brainwashing efforts are coming from. Well
>from what I see, the only reason we still have the people we have, is
>because there is something for everyone (GUI-addicts, Unix freaks,
>Spartanic TOS gamers). And (outside this newsgroup and some
>mailinglists), *respect for their choices*.

I'm speechless.... we actually agree on something :-)
If we wanna keep that diversity of users then new developed software must
take them in account, that's also a way of *respecting their choice*, if
software suitable for one OS only is released, then that's disrespectfull
also.

>I would advise you to let Joe continue to use Singletos, and me to use
>MiNT. Convert us to Magic and Joe will switch to a playstation and me to
>Linux. (Well, I'm already using Linux, and OS-X, but they still work
>happily together with my Ataris). :)

Did you have the impression that I was trying to convert you to use MagiC
again? Sorry, but I know when someone needs MiNT, and the things you do

can't be done under MagiC... but if someone who still uses TOS and is playing with the idea of switching to a multitasking OS, and according to his needs, I'll advocate using MagiC.

Off topic:
Take a look at http://www.linuxiso.org , there's a three CD Linux Mandrake 9.1 set ready to download there for the Mac, the files are in ISO format and must be burned afterwards with Toast.... you'll love it.

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5158. Re: Colour printing with Epson 600

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 13:03:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059669268-71239AEicMi@gmx.net>
Source record: 25086

Hi Neil,

>Also does the "Epson GDPS_SC" scanner driver which Dennis
>mentioned about recently work with both the Epson GT9500 and
>an Atari Falcon running Magic 6.20? I know it is shareware
>but where can it be obtained? I am interested in using it in
>conjunction with PhotoTip for scanning in old non-digital
>photos.

No, the Epson GDPS_SC driver doesn't work with the Falcon, it only works
with a TT and Milan with SCSI card (possibly the Hades also). The driver
works under TOS, MagiC and MiNT. It recognises all the Epson GT scanners
and also some (not all) of the later models.
I've found it on a now defunct German BBS.... if anyone wants a copy just
drop me a mail (I've translated it in English). Although the software is
shareware the author can't be found. Letters are returned and his email
address doesn't exist anymore... the driver itself isn't crippled in any
way.

>With PhotoTip and using the last NVDI (5.03) and a printer
>driver for the 600 it gives me the option of printing at the
>higher res (Best - 720 & Best - 1440) but when selected either
>all I get is a brief alert box flashing up on the screen
>"Initialising Printer" or somesuch, and then nothing happens!!
>The maximum res I can print at is Normal - 360dpi, even with
>the best glossy paper in the printer.
>
>I have a Falcon CT2b with 14Mb and 64Mb FastRAM so I thought I
>must have enough memory for printing at the higher
>resolutions?

Not really, you need minimum 128Mb RAM but to be on the safe side I would
say 180Mb is even better. If you haven't got that amount of free RAM then
the only option left is to use NVDI's spooler.
Check that you've set the spooler path correctly and that there is a folder
called "spooler" present. Also make sure that there is at least 200MB free
space on the partition where the spooler is located. Printing at 720*1440
garbles up memory....
Oh and if you have a dog, take it for a large peewee, printing an A4 in
that resolution can take quite some time....

Cheers from Belgium
Dennis
--

/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5159. Re: TEST POST : DO NOT OPEN

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 13:34:43 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bgb642$h25$1@reader11.wxs.nl>
Source record: 25083

atari wrote:

> This is just a test, I told you not to look.

I couldn't help it.. I click on "next unread message" and it opened up
in my preview pane.. or doesn't that count? :)

Maurits.

5160. Re: A list of games that require at least 1024 of memory

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 14:34:34 UTC
From: "Andrew Z Carpenter [Newsgroup Groupie]" <azcFILTER@cirencester.ac.uk>
Message-ID: <bgb975$mg65r$1@ID-200455.news.uni-berlin.de>
Source record: 25084

> > "Tim Wilson" <timkel@swbell.net> wrote in message
> > news:0s4Wa.4824$tK7.2323@newssvr23.news.prodigy.com...
> > 5. Railroad Tycoon
> > 6. ...
>
> 7. Civilization
> 8. Next...

There was a really good demo of a pinball game made by
some new (at the time) swedish (i think) software house.

I can't remember what it was called, but I'm pretty
certain the demo level provided had an aquatic theme.

It was cool.

It also required a meg.

--
AZC

5161. Re: A list of games that require at least 1024 of memory

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 16:57:00 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <wTbWa.541$A54.38@read3.inet.fi>
Source record: 25092

> > > 5. Railroad Tycoon
> > > 6. ...
> >
> > 7. Civilization
> > 8. Next...
>
>
>
> There was a really good demo of a pinball game made by
> some new (at the time) swedish (i think) software house.
>
> I can't remember what it was called, but I'm pretty
> certain the demo level provided had an aquatic theme.
>
> It was cool.
>
> It also required a meg.
>
> --
> AZC
Ahh yes...

8: Obsession
9: Who's next?

Joshua

5162. Re: Which "modern" STs are available today ?

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 17:26:57 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bgbjh1$n4c$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25094

In article <fc53daf3.0307250848.6cb716ab@posting.google.com>,
rustynutt <rustynutt@hotmail.com> wrote:
>
>TOS 4.04 is the latest TOS, dated around 1992 (you didn't ask about
>alternate O/S's, i'm sure that will come up, unfortunately)

Um - No. TOS 4.08 is the latest, dated 2003:
http://www.ccac.rwth-aachen.de/~michaels/index.php/milan

cu
Michael

5163. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 18:20:02 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bgbmki$8nv$1@tyfon.itea.ntnu.no>
Source record: 25095

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> Well yes then you're super intelligent :-)
> To stay with the example: even with a fairly easy program like Thing one
> needs to spend time on it, to get to know the ins and outs. Like most

I think of myself as fairly competent with a computer, and Ataris in particular. But I still haven't found out how to install applications in Jinnee yet... Have to read the manual I guess. So for now I drag'n drop every file I want to open on my MagiCMac setup.

> Then all of a sudden N.AES saw the light and users gave MiNT a go, I still
> wonder until today why the N.AES developers choose to implement the "real"
> AES standard, surely they must have known very well that this would cause
> incompatibilities with the majority of existing software. Anyway, almost

N.AES implements most (all?) special objects introduced in MagiC, the only real difference is the way 3D borders are drawn. N.AES does it like Atari Corp. did. MagiC doesn't. From a programmer's point of view I prefer the first.

> wheel is simply not true.... when MagiC was developed there wasn't a
> wheel, the programmer invented the wheel. But that's a fact which is

Just because the first version of MagiC was introduced in 1990 (1989?) doesn't mean that all of MagiC's features was introduced then. When did the 3D look arrive? In MagiC 3? Colour icons? MagiC 3? Wasn't it? That was in 93 or so. I remember running a patched version of MagiC 2 on my Falcon, and it did definitely not support any 3D objects or colour icons.

> development of MiNT as we know it today started some eight years later
> then MagiC, the developers of MiNT could have been a little more realistic
> and then a lot of incompabilities could have been avoided. If all those

The difference isn't in MiNT - it's the AES. MiNT does contain a lot of stuff MagiC doesn't, but what's common is also compatible. Perhaps with the exception of the XFS/XDD-interfaces.

When it comes to the AES I also prefer N.AES - but again this is from a programmer's point of view. Some of the extended features in MagiC are just horrible to use, like the WDialog extensions (horror!) or controlling applications (sending messages to the screen manager). But some of the other stuff is nice, like the new object types and menu_popup().

> implement them and then you can all have a go once again at that oh so
> incompatible MagiC...

Most of MagiC's extended AES features has also been implemented in both
N.AES and XaAES. When it comes to the GEMDOS there's not much to support -
it's plain old TOS GEMDOS.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5164. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 18:23:35 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bgbmr7$8nv$2@tyfon.itea.ntnu.no>
Source record: 24946

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>>That is, once we explain to people that sticking MINT.PRG in the
>>autofolder is enough to use MiNT and you don't NEED 10mb of unix
>>software. :)

> Don't forget to tell them *where* exactly in the autofolder :-)

MagiC: First
MiNT: Last

Easy! The stuff in between however...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5165. Re: HDDriver / Hades

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 18:29:22 UTC
From: swampfax1@atlantic.net
Message-ID: <6edWa.785$6W2.276510@monger.newsread.com>
Source record: 24947

```
On 31 Jul 2003 13:46:11 , Uwe Seimet wrote:
>lp wrote:
>
>> I didn't reformat to go from 7.55 to 7.63.
>> That sounds strange to me. You do want to be careful which version of
>> HD Driver you use on the hades as some have cache issues.
>
>As far as the Hades is concerned you can be sure that the current
>version 8.12 of HDDRIVER works without any problems. One of my beta
>testers has a Hades.
>
>--
>-----------------------------------------------------------------
> Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
> http://www.seimet.de

Thanks guys, I'll pass it on

John G.
```

5166. Re: HDDriver / Hades

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 18:47:39 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.07.31.18.47.50.170010@pandora.be>
Source record: 24948

Op Thu, 31 Jul 2003 06:03:52 -0400, schreef lp:

> in article qQYVa.642$6W2.253567@monger.newsread.com, John Garone at
> swampfax1@atlantic.net wrote on 7/30/03 7:49 PM:
>
>> Hi Uwe and Hades users,
>> Is it true that a hard drive (on a Hades) must be reformatted just to
>> upgrade from HDDriver 7.01 to 7.8 ? It doesn't sound logical to me but
>> that's what a Hades user told me!!!

>> If I remember correctly, whenever I upgraded, all I had to do was run
>> the new version and install with the corresponding utility app (8.04 now
>> on my Falcon and an old 1 gig Seagate)!
>
> I didn't reformat to go from 7.55 to 7.63.
> That sounds strange to me. You do want to be careful which version of
> HD Driver you use on the hades as some have cache issues.

That Hades user surely is wrong. One doesn't need to reformat the
hard disk to update HDdriver.
Be aware though some versions of HDdriver (I believe from 7.8 to 8)
doesn't work very well with the Hades, especially when one have
scsi-devices connected. However the version I've (8.01) does work very
good.

CU,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5167. Re: A list of games that require at least 1024 of memory

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 19:03:41 UTC
From: Tim Anderson <t-dot-anderson@zen.co.uk>
Message-ID: <pan.2003.07.31.19.03.41.565987@zen.co.uk>
Source record: 24949

```
>> AZC
> Ahh yes...
>
> 8: Obsession
> 9: Who'

To be pedantic, t'was already mentioned as number 3 :-)

How about:-

8: Substation
```

5168. Re: A list of games that require at least 1024 of memory

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 19:08:38 UTC
From: Tim Anderson <t-dot-anderson@zen.co.uk>
Message-ID: <pan.2003.07.31.19.08.38.454876@zen.co.uk>
Source record: 24950

On Thu, 31 Jul 2003 20:03:41 +0100, Tim Anderson wrote:

>
>>> AZC
>> Ahh yes...
>>
>> 8: Obsession
>> 9: Who'
>
> To be pedantic, t'was already mentioned as number 3 :-)
>
> How about:-
>
> 8: Substation

Ooh, thinking on,

9: European Champions
10: Power UP Plus
11: Premier Manager 2
12: Sleepwalker
13: Stardust

And last but not least......

14: Team

Tim

5169. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 19:31:30 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f297c9015c7310@tripnet.se>
Source record: 24951

In comp.sys.atari.st <bgbmki$8nv$1@tyfon.itea.ntnu.no>
Jo Even Skarstein wrote on Thu 31-07-2003 18:20 (GMT):

>particular. But I still haven't found out how to install applications in
>Jinnee yet... Have to read the manual I guess. So for now I drag'n drop

Select the application icon and type [Control] + [T] or:

Menu "Special" - "Applications..."

Further help by right click in the dialog (BubbleGEM) or by pressing
[Help].

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5170. Re: Falcon and ZipDrive...

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 19:49:26 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bgbrrr$d7$1@titan.btinternet.com>
Source record: 24952

Hi Tony

> Where does one find a db25 external termination block? I've seen
> Centronics 50 pin and small scsi2 50 pin blocks but no db25's.

They do exist, I've got one, don't know where i got it though!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

5171. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 19:49:59 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bgbrst$d7$3@titan.btinternet.com>
Source record: 24953

Yo!, Batman, Its Robin calling

Dennis Vermeire wrote:

> From: lp <gfa@basic.net>
> Date: Fri, 25 Jul 2003 18:06:51 -0400
>
> Hi Lonny,
>
>> you have fallen for the BS Dennis spews out. What I find pathetic is
>> the replies regarding my hades, stealing, and now comments about
>> someones mother. I can ask a direct question such as do you feel
>> this is the correct way to carry on a discussion? Not one of you so
>> called Dennis supporters will even admit that crap is out of line.
>
> Well, I'm gonna ask YOU a direct question:
>
> When have I ever said, hinted or suggested that you've stolen or
> obtained your hades in a illegal way? This is the second time this
> month that you accuse me publicly in here, and once again you are out
> of order... I put it to you that what you state here has never been
> said or written by me, and I didn't support that view in any way
> either...

The first post i saw that had anything illegal in it was when Mr. Purcell publicly advocated theft of software code by reverse engineering, I'm sure Google could attest to that.

>> Not one of you so called Dennis supporters will even admit that crap is
out of line.

I'm a Dennis supporter on this occasion and i agree that theft of software by reverse engineering is out of line.

> Once again : I DID NOT MAKE THOSE STATEMENTS AND DO NOT SUPPORT THEM
> !!!!!! Please produce the relevant quotes or post(s) reference numbers....
>
>> As soon as Dennis and Steve stoop to this level they lost their
>> ability to effectively be taken serious.
>
> Next time you feel the urge to turn me into the black sheep, please
> check your facts first. I turned a blind eye twice, don't step over
> the line Lonny... I'm convinced you're much wiser.

Black sheep, hm!, I'm not fussy, I'll try anything once, bring her on!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

5172. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 20:40:56 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0307312239470.790-100000@feanor.schunter.etc.tu-bs.de>
Source record: 24954

```
On 29 Jul 2003, Wayne Martz wrote:
WM> > YAY YAY YAY!
WM> >
WM> > USA - 1 - me :)
WM> >
WM> > Mark
WM> > http://atari-source.com
WM>
WM> HAPPY, HAPPY, JOY!
WM>
WM> USA - 1 - me too! :-)
WM>
WM> Wayne

I'll start another line:

Germany - 1, that's me :-]

Alexander
```

5173. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 21:19:01 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0307312313130.28-100000@hadesbox>
Source record: 24958

On Thu, 31 Jul 2003, Dennis Vermeire wrote:

> From: lp <gfa@basic.net>
> Date: Fri, 25 Jul 2003 18:06:51 -0400
>
> Hi Lonny,
>
> >you have fallen for the BS Dennis spews out. What I find pathetic is the replies
> >regarding my hades, stealing, and now comments about someones mother. I can ask
> >a direct question such as do you feel this is the correct way to carry on a
> >discussion? Not one of you so called Dennis supporters will even admit that
> >crap is out of line.
>
> Well, I'm gonna ask YOU a direct question:
>
> When have I ever said, hinted or suggested that you've stolen or obtained your
> hades in a illegal way? This is the second time this month that you accuse me
> publicly in here, and once again you are out of order... I put it to you that
> what you state here has never been said or written by me, and I didn't support
> that view in any way either...

And where does Lonny say anything about "stolen Hades"? This is one big
misinterpretation, reading the above as "stealing a Hades". Get it right.

>
> >Not one of you so called Dennis supporters will even admit that crap is out of
> >line.
>
> Once again : I DID NOT MAKE THOSE STATEMENTS AND DO NOT SUPPORT THEM !!!!!!
> Please produce the relevant quotes or post(s) reference numbers....

And take another look at Lonny's english. You have been talking about
stealing, making remarks about Hades and someones mother. So, yes, you did
make those statements... however, do you still support them?

>
> >As soon as Dennis and Steve stoop to this level they lost their ability to
> >effectively be taken serious.
>
> Next time you feel the urge to turn me into the black sheep, please check your
> facts first. I turned a blind eye twice, don't step over the line Lonny... I'm
> convinced you're much wiser.
>
>
> Cheers from Belgium
> Dennis

>

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

5174. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 21:19:21 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0307311319.46779365@posting.google.com>
Source record: 24955

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1059669280-73799AEicMi@gmx.net>...
> From: mail@freeman-studio.com (Mike Freeman)
> Date: 25 Jul 2003 11:50:20 -0700
>
> Hi Mike,
>
> >and I like Magic for its far superior (in my opinion, other
> >than its lack of AES 4.1 support and lack of support for >6 accessory
> >slots) GUI and small size (and thus faster speed, for some
> >applications).
>
> MagiC indeed only allows maximum 6 accessory slots to be occupied, but you
> can load and work with as many as you like in practice. MagiC treats an ACC
> like it's an APP, all you have to do is double click on a ACC and it'll
> run. You can terminate and throw it out of memory just like any other app.
> So what it comes down to is that you can run as many ACC's at once as the
> computer memory permits.

I know this is pretty picky, but that still bugs me. I have some ACC's
that *have* to be used from the accessory slots in order to be
available to other programs or to function properly. Because of these,
my accessories have to be spread out in different locations, rather
than being able to have them all in one place. I personally don't see
what the problem is with at least giving the user the option of having
more than 6 loaded into the slots. Let the user decide whether or not
to put things there. All other Atari GUI's allow it, why not Magic? I
hate software that doesn't leave options open to the user's own
judgement.

Actually, what I'd like to see them do is this: Allow the user place
the ACC's in a folder, instead of on the root directory (although they
can be there, too, and function as usual). Put an "Accessory"
sub-directory on the desk menu, where both the ACC's and the APP's in
this folder (or even PRG's or anything else, I suppose) can be
displayed. This function can also be disabled, if the user wishes, to
either be used as Magic normally does it, place all ACC's and APP's in
the main part of the desk menu, where they normally are, or not there
at all, so the user must click on them in their actual directory
location to make them function. I suppose they could also build in
AT-Menu-like or MacOS-like functions so that any folder, file, or
program placed in a pre-defined location will appear in the menu. That
way any ACC's and CPX's found there will be loaded as usual, but
available through Accessory and Control Panels menus, as well as
anything else the user wants to put there. Maybe put in DHST

compatibility, etc. It's been done through other programs, but not as functionally as this could be if done directly through the OS.

But that's just me. I like things neat and tidy and easy to get to instead of spread out haphazardly all over the place.

Mike Freeman
mail@freeman-studio.com

5175. Re: Composite video and SC1224

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 23:00:58 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0307311500.e770101@posting.google.com>
Source record: 24956

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:<vgrm9qtj3nom11@corp.supernews.com>...
> "rustynutt" <rustynutt@hotmail.com> wrote in message
> news:fc53daf3.0307091006.3ebadf47@posting.google.com...
> > Joakim Nordlander <jonord@nospam.pinky2.itv.se> wrote in message
> news:<huVOa.19629$zL.65@news1.bredband.com>...
> > > Mark Bedingfield wrote:
> > > > Sorry guy's, you can't use the SC1224. It dosen't use comp sync. Only
> 7 pins
>
> > >
> > > Well, then, how hard would it be to build a circuit that splits the
> > > composite signal to RGB+Sync? How much would such a circuit cost?
> > >
> > > /J
> >
> > Just tell me when to stop:)
> >
>
> Don't stop! This is great info! I want one! Hey I thought up an idea. I
> have a 1435 monitor. If i take a older Commodore 1084D2 monitor which is
> just like it, and ripped the guts out can I use it in the St and use that as
> ST/Composite? That would be cool!
>
> Tim

More info.

http://www.gamesx.com/misctech/rgbprimer.htm

May have to do something about the initial question if this keeps up:)
Mike

5176. Re: Composite video and SC1224

Newsgroup: comp.sys.atari.st
Date: 2003-07-31 23:02:43 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0307311502.344fde97@posting.google.com>
Source record: 24957

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:<vgrm9qtj3nom11@corp.supernews.com>...
> "rustynutt" <rustynutt@hotmail.com> wrote in message
> news:fc53daf3.0307091006.3ebadf47@posting.google.com...
> > Joakim Nordlander <jonord@nospam.pinky2.itv.se> wrote in message
> news:<huVOa.19629$zL.65@news1.bredband.com>...
> > > Mark Bedingfield wrote:
> > > > Sorry guy's, you can't use the SC1224. It dosen't use comp sync. Only
> 7 pins
>
> > >
> > > Well, then, how hard would it be to build a circuit that splits the
> > > composite signal to RGB+Sync? How much would such a circuit cost?
> > >
> > > /J
> >
> > Just tell me when to stop:)
> >
>
> Don't stop! This is great info! I want one! Hey I thought up an idea. I
> have a 1435 monitor. If i take a older Commodore 1084D2 monitor which is
> just like it, and ripped the guts out can I use it in the St and use that as
> ST/Composite? That would be cool!
>
> Tim

And even more interesting

http://www.gamesx.com/grafx/psx2sc1224.jpg

5177. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 00:35:34 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <vcdjiv0ed7cs7fg44qe2h7m5ch0huc99eu@4ax.com>
Source record: 24959
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 30 Jul 2003 21:39:30 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>Hi Nick
>
>> On 29-Jul-2003, "Steve Sweet" <steve.sweet@btopenworld.com> wrote:
>>
>>> Anyone else get an email complaining about the x-posting, I've
>>> dropped the relevant echo from this reply.
>>>
>>> --
>>
>>
>> yep it was pdx.forsale, I did't notice it, so I apologised and now dropped
>it...
>
>I'd already done that, well done, right, now who was lying on the floor
>bleeding from a head wound?.

Must be Nick although that's a let off in my book ;-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

5178. Re: Anyone still using Taskbar?

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 05:51:05 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbijv3l.99r.atari@core.preferuje.luzik.pl>
Source record: 24960

On Mon, 28 Jul 2003 16:26:32 +0000 (UTC), Jo Even Skarstein <joska@nvg.ntnu.no> had a noticeable pleasure while writting:

> I'm planning on doing a "final" release of Taskbar, which will include
> full sources. But before that I'd like to fix it up a bit, so if anyone
> here's still using it and has problems of any sort, please send me a mail
> with a short description of the problem(s). I'd also like a short
> description of the system it's running on (OS, memory, desktop, NVDI
> etc). I'm especially interested in hearing from MagiC-users, as I now
> finally have a decent MagiC-setup to test it on.

One Taskbar user here. All things I wanted to tell you about it I said in previous mails, so I'll not repeat it if not needed.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5179. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 06:09:58 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbik072.99r.atari@core.preferuje.luzik.pl>
Source record: 24961

On Fri, 25 Jul 2003 19:46:50 GMT, Carey Christenson <falcon060@adelphia.net> had a noticeable pleasure while writting:
> Semper or Adam or whomever you are,
> I am going to get my CT60 installed either this
> weekend or next weekend. Let us compare waves to MP3
> conversion times on a given Megabyte file!!!!! I got
> the 060 with a FPU and PMMU installed. I have Magic
> with Jinne on my Falcon. I would bet you my computer
> that the CT60 on a Falcon with Magic and Jinnee would
> beat a Falcon with a CT60 with a MINT setup!!!!

Sure.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5180. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 06:34:05 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbik1k9.99r.atari@core.preferuje.luzik.pl>
Source record: 24962

On Mon, 28 Jul 2003 03:32:06 +0200, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
>>Crappy code (yes, even Calamus can have crappy code!) is no excuse. There
>>are rules, and if you do not follow them, you may in deep trouble.
>
> These rules didn't apply when Calamus was written, and since the code runs
> perfectly under TOS and MagiC, I can only presume that MiNT has invented some
> new rules, that explains a lot ofcourse....

No. Often there are rules like: "don't do that! instead of x do y!", and even if you do x your program will work ok. How come? In some cases rules are created before actual OS solutions becouse OS developers know what will/can change in future version of OS. Not listening to that rules is a bad tihng, and a short-thinking strategy.

>>Let us think how Magic and FreeMiNT handle filenames. Under Magic, filenames
>>are case-insensitive what means that file named readme.txt and README.TXT is
>>the same file. Under FreeMiNT, on TOSfs partitions it is also true, but on
>>minix on ext2 partitions (wait, one momment can MagiC read minix or ext2?)
>>filenames are case-sensitive.
>
> It's a nice theory, if there wasn't TOS which hasn't got any problems either
> with Calamus. MagiC can't read or write to minix or ext2, it can read/write
> FAT32, which IMO is much more versatile.... MiNT can handle it, and the Mac
> and PC platforms also. So a hard disk formatted in FAT32 is interchangeable
> between the three platforms.
>
>>That is very wrong and such program may be not able to acces files from
>>case-sensitive partition. That is a bug.
>
> That's your definition...
> You've just told me that there are rules, and if one doesn't follow them he
> may be in trouble. I haven't got a clue TBH but I very much doubt that Atari
> ever set rules for case-sensitive partions. Minix and ext2 are just as alien
> as FAT32 is... These rules may have been set later on, but then why should
> anyone follow them? Let's face it, until a couple of years ago MiNT wasn't in
> a position at all to set rules, and certainly not to define any standards.

I do not remember if Atari ever made a standatd about sensitivity of filenames in whole OS (not only on TOSFS partitionos), so somebody with good knowledge please correct.

>>Lets look how MagiC screws up application look. Each application running
>>under MagiC or FreeMiNT has its own entry in the Desk menu. When application
>>starts it is a filename, but later application, using a simple AES call can

>>change it. This call was introduced in very early MultiAES aroun 92' or so.
>>Gues what, MagiC does not support this tiny feature. Several versions (sincs
>>92') were released, but non support it. It is legal, documented in Atari
>>documentation. Excuses anyone?
>
> Why are you guys always referring to that crappy MultiAES introduced in 1992
> and developed in 1991? MagiX has been around since 1989.... and like I said
> in a different post, hardly anyone took note of Atari their MultiAES. All the
> major softwarehouses and developers supported MagiX, some were even sponsored
> by Atari Europe to do so....I like to think of it as being pushed in the right
> direction.
> It's only since MultiTOS disapearred and MiNT became open source that the
> wheels got in motion... unfortunately much too late. If you look at some of
> the programmers docs from MagiC you'll notice that the programmer sometimes
> went through great lenghts to make MagiC compatible with MiNT. He didn't have
> to, his OS was first and market leader, can the same be said for the MiNT
> developers? One example: MagiC introduced threads... MiNT got them now also
> but they're not compatible, would it really have been impossible to make them
> compatible?

1. Our computers are Atari or Atari clones, they run TOS compatibile OSes..
so who makes the rules?
2. MiNT has (almost) all MagiC features, only some of them are extended.
I've heard there are some patches for MagiC to also use those extended
features, but that is to be confirmed.

> Oh, I can't remember ever coming across an application that screws up the
> application looks under MagiC, you don't happen to know one?

Sorry, can't help you with this, I do not use MagiC.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5181. CT60 : PCI card !

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 09:50:48 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f2a37f4$0$1751$626a54ce@news.free.fr>
Source record: 24963

One thing that is boring me since several years on atari universe, is that some people (stupid !) spread some faulse rumors about things they have never verified !!!

I received several mails about people telling me that they read somewhere that the PCI card is cancelled because of the Supervidel ...

PFFFFF !

I NEVER WROTE THAT !!!

SO HERE IS MY PAROLE :
And I hope it will stop the stupid rumours !

THE PCI CARD WILL BE ON CT60 !!!
Except if I'm too nervous & borred with those fxxxxxg rumours !
Or if not enough people ready to buy... need at least 60.

The LOCAL-PCI BRIDGE will be the EXCELLENT AND VERY POWERFULL PLX 9056, a 66 MHz core allowing 66 MHz direct connection on 060 (very speed) bus and on the other side (PCI), you will have PCI at 66 MHz or 33 MHz depending of the M66EN signal activation on the several PCI slots !
The norm is here :
You plug a PCI 66 capable card and you get a PCI at 66 MHz !
Normally , the PCI Graphical card will allow that because the chipsets are the same than whose with AGP interface and AGP 1x is 66 MHz !!
I may add an experimental AGP slot to try to use AGP cards with PCI protocol...

If you plug a second card that is not 66 MHz capable, the signal M66EN is invalidated and the PCI bus is clocked at 33 MHz...

These are the base of the design...

I may add a second IDE port (3.5 connector) if Uwe Seimet is ok to support it ...

Regards

5182. Re: CT60 : PCI card !

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 14:56:01 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbikv0b.aiq.atari@core.preferuje.luzik.pl>
Source record: 24964

On Fri, 1 Aug 2003 11:50:48 +0200, Rodolphe Czuba <rczuba@free.fr> had a noticeable pleasure while writting:
<cut>

Any estimated price?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5183. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 14:57:16 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbikv2m.aiq.atari@core.preferuje.luzik.pl>
Source record: 24965

On Thu, 31 Jul 2003 19:49:59 +0000 (UTC), Steve Sweet <steve.sweet@btopenworld.com> had a noticeable pleasure while writting:
> The first post i saw that had anything illegal in it was when Mr. Purcell
> publicly advocated theft of software code by reverse engineering, I'm sure
> Google could attest to that.

Reverse engineering is not always illegal!

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5184. Re: Composite video and SC1224

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 15:00:05 UTC
From: Joakim Nordlander <jonord.nospam@nospam.pinky2.itv.se>
Message-ID: <WfvWa.42868$zL.155@news1.bredband.com>
Source record: 24966

rustynutt wrote:
> And even more interesting
>
> http://www.gamesx.com/grafx/psx2sc1224.jpg

Well, close but no cigar.... I omly have Composite video or Y/C-video
from my videocamera. As far as I can tell all this solution do is split
the Composite Sync, not the video signal...

Thank you for all the trouble anyway.. I guess it can be useful in
SOME way...

/J

5185. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 15:33:29 UTC
From: lp <gfa@basic.net>
Message-ID: <BB500089.1407%gfa@basic.net>
Source record: 24968

in article slrnbikv2m.aiq.atari@core.preferuje.luzik.pl, Adam Klobukowski at atari@gabo.pl wrote on 8/1/03 10:57 AM:

> On Thu, 31 Jul 2003 19:49:59 +0000 (UTC), Steve Sweet
> <steve.sweet@btopenworld.com> had a noticeable pleasure while writting:
>> The first post i saw that had anything illegal in it was when Mr. Purcell
>> publicly advocated theft of software code by reverse engineering, I'm sure
>> Google could attest to that.
>
> Reverse engineering is not always illegal!

Without it, you would not have ICQ on Atari.
The usual, they can't win an argument, so change the thread.
I also stated, if they are so dam smart, find a portion of code
I have taken. They can't do that, no smarts for it.
End of subject.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5186. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 15:38:29 UTC
From: lp <gfa@basic.net>
Message-ID: <BB5001B5.1409%gfa@basic.net>
Source record: 24969

Dennis spews forth some more bullshit:

>> Next time you feel the urge to turn me into the black sheep, please check
>> your
>> facts first. I turned a blind eye twice, don't step over the line Lonny...
>> I'm
>> convinced you're much wiser.

Whatever, install a dam filter and turn a blind eye all the time.
You clearly know what is being said but refuse to comes to grips with
it, and I'm done dinking around with such a luser. So play with
your kiddy OS as the rest of us adults move on. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5187. Re: Anyone still using Taskbar?

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 16:03:43 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bge30v$b4l$1@tyfon.itea.ntnu.no>
Source record: 24970

Janez Valant <swe@atari.org> wrote:

> I love Taskbar! The only wanted feature i can think off is to inlcude Vdesk
> into it :) My setup is:

It's not a bad idea at all (I've been thinking about something very
similar myself), but I don't want to add any new features this time, just
fix some old bugs.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5188. Re: CT60 : PCI card !

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 16:20:48 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bge416$u6f$1@news-reader1.wanadoo.fr>
Source record: 24971

```
> Any estimated price?
>
> --
> Semper Fidelis
```

Yes please, to know the money i'll need to stack :)

5189. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 16:22:00 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bge43e$4jf$1@news-reader5.wanadoo.fr>
Source record: 24972

> > The first post i saw that had anything illegal in it was when Mr.
Purcell
> > publicly advocated theft of software code by reverse engineering, I'm
sure
> > Google could attest to that.
>
> Reverse engineering is not always illegal!

And even if it was, that stupid to don't do it.

5190. Re: Anyone still using Taskbar?

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 16:26:42 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <yEvWa.811$2B6.201809@news.siol.net>
Source record: 24967

> On Mon, 28 Jul 2003 16:26:32 +0000 (UTC), Jo Even Skarstein
> <joska@nvg.ntnu.no> had a noticeable pleasure while writting:
>> I'm planning on doing a "final" release of Taskbar, which will include
>> full sources. But before that I'd like to fix it up a bit, so if anyone
>> here's still using it and has problems of any sort, please send me a mail
>> with a short description of the problem(s). I'd also like a short
>> description of the system it's running on (OS, memory, desktop, NVDI
>> etc). I'm especially interested in hearing from MagiC-users, as I now
>> finally have a decent MagiC-setup to test it on.

I love Taskbar! The only wanted feature i can think off is to inlcude Vdesk
into it :) My setup is:

MiNT 1.16.x, NAES2, Thing, NVDI 5, CT2/32MB Fast RAM

Janez

5191. Re: A list of games that require at least 1024 of memory

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 17:42:23 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bge8pv$t0p$1@thorium.cix.co.uk>
Source record: 24973

In message <bgb975$mg65r$1@ID-200455.news.uni-berlin.de>, azcFILTER@cirencester.ac.uk said:

>There was a really good demo of a pinball game made by
>some new (at the time) swedish (i think) software house.
>
>I can't remember what it was called, but I'm pretty
>certain the demo level provided had an aquatic theme.

Obsession?

Regards, /Peter/

5192. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 17:42:24 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bge8q0$t0q$1@thorium.cix.co.uk>
Source record: 24974

In message <1059669280-73799AEicMi@gmx.net>, dennis.vermeire@gmx.net said:

>MagiC indeed only allows maximum 6 accessory slots to be occupied, but you
>can load and work with as many as you like in practice. MagiC treats an ACC
>like it's an APP, all you have to do is double click on a ACC and it'll
>run. You can terminate and throw it out of memory just like any other app.
>So what it comes down to is that you can run as many ACC's at once as the
>computer memory permits.

The MagiC booklet says that the use of ACCs is against the spirit
of MagiC, presumably since multitasking makes ACCS unnecessary. I
personally disagree, as there are some ACCs that don't have a
direct PRG/APP equivalent, or, like ST-Guide, need to be installed
for Help to work from within programs (but possibly running the
PRG version in parallel might work as well - I've never tried).
Also it's often easier to launch an installed ACC, since it's
available from within (nearly!) all running programs that may
cover all the screen area.

The subsequent loading of ACCs in MagiC is extremely useful,
though I have come across a couple that refuse to load this way
(can't recall which now). Terminating ACCs with ALT+CTRL+click on
their menu entry works with most but not all - or rather with a
few ACCs that hook deep into the OS (Harlekin being a prime
example), the computer locks up or crashes soon after the ACC is
terminated with ALT+CRL+click or kicked out from the APPLINE
task-bar. But this is, I suspect, due to some liberties taken by
Harlekin etc. rather than the fault of MagiC.

BTW, can MiNT load/unload ACCs on the fly? (This isn't point
scoring - I really don't know!)

Regards, /Peter/

5193. Re: Anyone still using Taskbar?

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 17:55:48 UTC
From: BMaedicke@t-online.de
Message-ID: <1fz12wx.1nr4yuj526nqeN%BMaedicke@t-online.de>
Source record: 24975

Janez Valant <swe@atari.org> wrote:

>The only wanted feature i can think off is to inlcude Vdesk
> into it :)

Oh, great idea. And this must be work with MagiC too.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

5194. Re: Anyone still using Taskbar?

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 19:28:37 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bgef15gbt1@tyfon.itea.ntnu.no>
Source record: 24977

Janez Valant <swe@atari.org> wrote:

> There already us V-desk for N.AES from Jo, but as separate application...
> I dont know if it work in Magic, or how hard it would be to make it Magic
> friendly.. Jo?

Very hard, as I've lost the source a long time ago... Or to be more
precise, I do have the source but large parts of it was corrupted in a
disk crash many years ago.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5195. Re: Anyone still using Taskbar?

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 20:07:25 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <wTyWa.817$2B6.203066@news.siol.net>
Source record: 24976

Bernd Maedicke wrote:

> Janez Valant <swe@atari.org> wrote:
>
>>The only wanted feature i can think off is to inlcude Vdesk
>> into it :)
>
> Oh, great idea. And this must be work with MagiC too.

There already us V-desk for N.AES from Jo, but as separate application...
I dont know if it work in Magic, or how hard it would be to make it Magic
friendly.. Jo?

Janez

P.S: otherwise taskbar offer similar mode, in which only selected app is
shown, the rest are hidden... I prefer V-desk and it works rather well,
altough few apps can have some small problems.. Another similar program is
TWSM, which also include rendering window positions etc in thumbs for each
desktop.. But i prefer V-Desk, its snappier...

5196. Re: CT60 : PCI card !

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 20:27:36 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0308012226530.174-100000@hadesbox>
Source record: 24979

On Fri, 1 Aug 2003, Rodolphe Czuba wrote:

> One thing that is boring me since several years on atari universe, is that
> some people (stupid !) spread some faulse rumors about things they have
> never verified !!!
>
> I received several mails about people telling me that they read somewhere
> that the PCI card is cancelled because of the Supervidel ...
>
> PFFFFF !
>
> I NEVER WROTE THAT !!!
>
> SO HERE IS MY PAROLE :
> And I hope it will stop the stupid rumours !
>
>
>
> THE PCI CARD WILL BE ON CT60 !!!
> Except if I'm too nervous & borred with those fxxxxxg rumours !
> Or if not enough people ready to buy... need at least 60.

Oh yeah! Now I wish I could afford a Falcon and a ct60 :/

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

5197. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 21:17:50 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bgeldt$b84$1@sparta.btinternet.com>
Source record: 24978
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Yo!, Paul

>>> On 29-Jul-2003, "Steve Sweet" <steve.sweet@btopenworld.com> wrote:
>>>
>>>> Anyone else get an email complaining about the x-posting, I've
>>>> dropped the relevant echo from this reply.
>>>>
>>>> --
>>>
>>>
>>> yep it was pdx.forsale, I did't notice it, so I apologised and now
>>> dropped it...
>>
>> I'd already done that, well done, right, now who was lying on the
>> floor bleeding from a head wound?.
>
> Must be Nick although that's a let off in my book ;-)

I was beginning to wonder what game of dollies you were playing. Now, he
mentioned something about your sister, are you gonna take that?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

5198. Atari Online News, Etc. #05-31

Newsgroup: comp.sys.atari.st
Date: 2003-08-01 23:42:10 UTC
From: danap8@aol.comno-spam
Message-ID: <20030801194210.21696.00000984@mb-m07.aol.com>
Source record: 24980

A-ONE #0531 08/01/03

~ Online Sales Tax Nears ~ People Are Talking! ~ More Adamas News!
~ Napster To Make Return ~ New Mac Disk Utility! ~ A New Era for PGP!
~ Mac Mailblocks in Beta ~ Matador Takes On Spam! ~ PC TOS/PCGEM News!
~ MSN Search Beefing Up! ~ Classic Gaming Expo ~ Hormel Spam Fight!

-* Classic Gaming Expo 2003! *-
-* Backlash Predicted in Swapping War! *-
-* Committee Approves Internet Access Tax Ban *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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/_0_/ _0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

5199. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 00:37:54 UTC
From: lp <gfa@basic.net>
Message-ID: <BB508022.142E%gfa@basic.net>
Source record: 24982

in article bge8q0$t0q$1@thorium.cix.co.uk, xlator@cix.compulink.co.uk at xlator@cix.compulink.co.uk wrote on 8/1/03 1:42 PM:

> BTW, can MiNT load/unload ACCs on the fly? (This isn't point
> scoring - I really don't know!)

Yes, hold control and click a desk acc entry in the drop down menu.
I think it is N.Aes that does it, not the kernal.
Also not all acc's unload, but most seem to.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5200. Video CT60

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 00:42:46 UTC
From: Xerus <falcon060@free.fr>
Message-ID: <3f2b059b$0$28816$626a54ce@news.free.fr>
Source record: 24981

Hi,

if someone has doubts about the CT60's power and hesitates to buy it,
i have made a little Quake's video : http://falcon060.free.fr

The 060 is clocked at 72MHz and the Falcon bus at 25Mhz...
The screen output is done by the.. Videl !

So, I let you imagine the result with the future Rodolphe's AGP/PCI
expansion card.

Just for information, this card will be driven by a PLX9056...
Of course, the possible 'SuperVidel' will be also a good solution.

If someone wants to write the OpenGL part of the video's driver,
he is welcome !

Cheers from France,
Xerus.

5201. Re: Anyone still using Taskbar?

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 00:42:50 UTC
From: lp <gfa@basic.net>
Message-ID: <BB50814A.1430%gfa@basic.net>
Source record: 24983

I also love TaskBar. Wonderful little app.
Only thing I can think of is the priority settings, if I recall the
rsc or something changed and I couldn't adjust the priority of a process.
Unless I've mixed up 2 installations or something. Other than that it
works super on the hades.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5202. Re: CT60 : PCI card !

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 01:13:39 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.02.01.13.39.624448@removenoaspam.atari-source.com>
Source record: 24984

On Fri, 01 Aug 2003 11:50:48 +0200, Rodolphe Czuba wrote:

> One thing that is boring me since several years on atari universe, is that
> some people (stupid !) spread some faulse rumors about things they have
> never verified !!!
>
> I received several mails about people telling me that they read somewhere
> that the PCI card is cancelled because of the Supervidel ...
>
> PFFFFF !
>
> I NEVER WROTE THAT !!!
>
> SO HERE IS MY PAROLE :
> And I hope it will stop the stupid rumours !
>
>
>
> THE PCI CARD WILL BE ON CT60 !!!
> Except if I'm too nervous & borred with those fxxxxxg rumours !
> Or if not enough people ready to buy... need at least 60.
>
> The LOCAL-PCI BRIDGE will be the EXCELLENT AND VERY POWERFULL PLX 9056, a 66
> MHz core allowing 66 MHz direct connection on 060 (very speed) bus and on
> the other side (PCI), you will have PCI at 66 MHz or 33 MHz depending of the
> M66EN signal activation on the several PCI slots !
> The norm is here :
> You plug a PCI 66 capable card and you get a PCI at 66 MHz !
> Normally , the PCI Graphical card will allow that because the chipsets are
> the same than whose with AGP interface and AGP 1x is 66 MHz !!
> I may add an experimental AGP slot to try to use AGP cards with PCI
> protocol...
>
> If you plug a second card that is not 66 MHz capable, the signal M66EN is
> invalidated and the PCI bus is clocked at 33 MHz...
>
> These are the base of the design...
>
> I may add a second IDE port (3.5 connector) if Uwe Seimet is ok to support
> it ...
>
> Regards

Rodolphe,

I'll get in on that but I'd like a projected time of completion (like the point where beta boards are going out). I'll make sure to add 1.5 years to that in my figures ;-) Just kidding with you :) And also the cost while not very important is something we need to know too. PS: I hope it is not much more than $100 since it is only single component? Maybe development costs are higher...

Thanks,
Mark
http://atari-source.com

- still waiting on that CT60.. airmail is too slow.. we need teleporters ;-P

5203. Magxdesk under MiNT

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 01:20:29 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.02.01.20.28.977086@removenoaspam.atari-source.com>
Source record: 24985

Hello all,

This may be a fight starter but I was just wondering if anyone ever successfully ran Magxdesk under N.AES or XaAES. Reason being is that contrary to what others might say I have always loved magxdesk. To me it is clean, pretty and has the right features. I know there's a lot of sticking points with that so I was wondering if anyone ever accomplished it or even tried?

Thanks,
Mark
http://atari-source.com

5204. Re: CT60 : PCI card !

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 04:45:05 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.02.04.45.05.413580@removenoaspam.atari-source.com>
Source record: 24986

On Sat, 02 Aug 2003 02:37:14 +0000, Rustynutt wrote:

> On Fri, 01 Aug 2003 21:13:39 -0400, Mark D
> <mducksub@removenoaspam.atari-source.com> wrote:
>
>>On Fri, 01 Aug 2003 11:50:48 +0200, Rodolphe Czuba wrote:
>
>>Thanks,
>>Mark
>>http://atari-source.com
>>
>> - still waiting on that CT60.. airmail is too slow.. we need teleporters
>>;-P
>
> If your West of the Mississippi, expect quite a wait for a package
> from Europe. The US Mail, and the major air transporter in Europe have
> nothing in common i've found. Basically your package gets here, is
> thrown into some kind of pit, and is delivered when they feel like it.
> The only time saving method of shipping is through FEDEX, which would
> cost as much as the CT060.
> If FEDEX ever starts delivered to PO boxes, the US mail can kiss all
> of my business good by.
> No good will come from getting on Cubza, if he mailed it, it's on its
> way to the black hole over here.
> Mike

Of course I know it isn't Czuba's fault, but I will also note that it took quite a bit longer than first indicated to finish the CT60 as well as other projects Rodolphe has made. I will not hesitate to playfully tease Rodolphe about this, but at the same time he should know I and many others have the utmost respect for his work and I would have waited 2 more years for my CT60 to be finished. But I am in Philadelphia... It really really shouldn't take very long but alas the US mail system is the US mail system. I got my EtherNEC's from the UK in record time.

Mark
http://atari-source.com

5205. TAMW: Importance Notice

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 07:28:41 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0308012328.6f78182b@posting.google.com>
Source record: 24987

TAMW (Tims Atari MIDI World)
http://tamw.atari-users.net

Importance Notice

As of Aug 7th, 2003, Yahoo groups is no longer allowing public access to the file sections. You will need to become a member of that particular Yahoo group to be able to access these files . This affects TAMW as there are a lot of links directly to the software on these file sections. This means, I will be moving the actual files as well as re-creating the pages and links to those files. This will take time. If you come across a file that you cannot access on these pages, you can wait until I re-create the page, or simply join the Group.(Atari-MIDI or Atari-MIDI Archives) Details below.You can choose as an option when joining for WEB ONLY and then you can access the files. Please be patient as I am reworking these pages.

http://groups.yahoo.com/group/atari-midi
The Atari-Midi Mailing List Home Page.

http://groups.yahoo.com/group/atari-midi-archives
Atari-Midi-Archives Home page

Simply click "JOIN THIS GROUP? " and follow the instructions. Click WEB ONLY if you do not want to recieve messages to your in-box. Be sure to create a Yahoo profile as well as this will allow you into the file sections.

Note: Rob of Atari-Users.net has graciously agreed use of his server for these additional files. Thank you Rob!

Tim Conrardy
8-1-03

5206. Re: Anyone still using Taskbar?

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 10:23:35 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bgg3f7$83c$1@tyfon.itea.ntnu.no>
Source record: 24988

lp <gfa@basic.net> wrote:
> Only thing I can think of is the priority settings, if I recall the
> rsc or something changed and I couldn't adjust the priority of a process.

I removed this feature after a short while, because I never could get it
to work correctly. Also, at some point there were some changes in MiNT so
setting priority from Taskbar didn't work at all. Rather that trying to
fix the buggy old implementation, I just removed it... It might come back
some time.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5207. Re: Magxdesk under MiNT

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 10:28:01 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bgg3nh$83c$2@tyfon.itea.ntnu.no>
Source record: 24989

Mark D <mducksub@removenoaspam.atari-source.com> wrote:

> This may be a fight starter but I was just wondering if anyone ever
> successfully ran Magxdesk under N.AES or XaAES. Reason being is that

I haven't even tried! It will most definitely not work. MagXdesk use MagiC
threads, these does not exist under any other AES.

> contrary to what others might say I have always loved magxdesk. To me it
> is clean, pretty and has the right features. I know there's a lot of

I have to agree with you. A pity it's not a good AV-server. But it's
small, fast and simple.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5208. Re: Falcon and ZipDrive...

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 11:45:13 UTC
From: James Haslam <jfhaslam@zetnet.co.uk>
Message-ID: <3f2ba44c$0$192$4c56ba96@master.news.zetnet.net>
Source record: 24990

Hi Maurits,

Seconded. I've never had to use a termination block when I've used the Zip Drive as the last drive in the chain.

Cheers,

James

Home Pages: http://www.users.zetnet.co.uk/jfhaslam/
Atari Pages: http://jfhaslam.atari.org

----- Original Message -----
From: "Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov>
Newsgroups: comp.sys.atari.st
Sent: Thursday, July 31, 2003 7:49 AM
Subject: Re: Falcon and ZipDrive...

> Hmm neither have I. On the other hand, I always used the internal
> termination of the Zip, never gave me any problems. I'd say give it a
> try first. :)
>
> Maurits.
>

5209. Re: AtariHacks

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 12:07:37 UTC
From: James Haslam <jfhaslam@zetnet.co.uk>
Message-ID: <3f2ba98d$0$195$4c56ba96@master.news.zetnet.net>
Source record: 24991

Hi Steve,

Why not use The Wayback Machine http://web.archive.org for any site that has disappeared. I did a search for the url of http://atarihacks.cjb.net/ and found that it has indeed been archived.

http://web.archive.org/web/*/http://atarihacks.cjb.net/

--

Cheers,

James

Home Pages: http://www.users.zetnet.co.uk/jfhaslam/
Atari Pages: http://jfhaslam.atari.org

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bftle2ebg3@titan.btinternet.com...
> Yo!, Dudez
>
> Does anyone know what's happened to http://atarihacks.cjb.net/ *AtariHacks
> by Vez)?
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>

5210. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 13:05:52 UTC
From: nick@1632systems.co.uk
Message-ID: <bggcvj$ra9$1@thorium.cix.co.uk>
Source record: 24992
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 1-Aug-2003, Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote:

> >I'd already done that, well done, right, now who was lying on the floor
> >bleeding from a head wound?.
>
> Must be Nick although that's a let off in my book ;-)
> --

nahh I am sure it was Paul suffering from Gas....

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

5211. Re: Falcon and ZipDrive...

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 15:04:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f2b7e76259b687@comcast.net>
Source record: 24993

>
>What do you need to connect a Falcon and an Iomega zip drive?
>
>I have the hardware including a scsi cable to go between them but what do
>I need in software? Did someone make an Iomega driver for the ST?
>
>Thanks...

Hello,

You need HDDriver. I have it and it works great with my Iomega Jaz
drive.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5212. Re: Gemvelope works great on the Hades using NVDI

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 15:04:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f2b7e76259b688@comcast.net>
Source record: 24994

>Hi Edward
>
>> I just got Gemvelope to work on the Hades using NVDI. Works just
>> great. I will be using it alot in the future. I love the bar code
>> option, that will come in very handy. Anyone use it? Eventhough it
>> is freeware, I still may send in my money. I was planning on
>> getting it when it was commercial, then I bought my Hades and I
>> just forgot about it. Nice program....
>
>What was the problem with it?, i take it it didnt work out of the box!, was
>it a Hades specific issue?. What was your fix?.
>-->
>Regards, Steve. S.

Hello Steve,

The basic problem was when I booted up the program. It kept
telling me that it could not load in the printer driver, so I
could not print. After reading the Gemvelope manual I saw that it
considered, in the assign.sys file, #21 as the main printer
driver. Well, the assign.sys file for NVDI uses #21 as the driver
for HP Printer and I use an Epson Photo 700. I bascially just
created another assign.sys file that has uses the Epson printer
driver as #21 (ESCP2.SYS). When I booted the Hades using this
assign.sys file, Gemvelope loaded in and print beautifully. Of
course all of this is for people who have NVDI I would think and I
also re-did my assign.sys file after I was done using Gemvelope. I
also found out that under Magic I need to use the ACC version as
the PRG seems to crash now and then. Under Geneva and TOS, I can
use either the PRG or the ACC file.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5213. Re: HDDriver / Hades

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 15:04:59 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f2b7e76259b689@comcast.net>
Source record: 24896

>Hi Uwe and Hades users,
> Is it true that a hard drive (on a Hades) must be reformatted just to
>upgrade from HDDriver 7.01 to 7.8 ? It doesn't sound logical to me but
>that's what a Hades user told me!!!
> If I remember correctly, whenever I upgraded, all I had to do was run
>the new version and install with the corresponding utility app (8.04 now
>on my Falcon and an old 1 gig Seagate)!
>
>John G.

Hello John,

That is not the case for me. I never had to reformat any hard new
hard drive when I installed it. I also got a new 3 gig Seagate and
it worked fine when I first loaded it up. The only thing I have
had to reformat was one of my Jaz carts.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5214. Re: Magxdesk under MiNT

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 15:04:59 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f2b7e76259b68a@comcast.net>
Source record: 24995

>Hello all,
>
>This may be a fight starter but I was just wondering if anyone ever
>successfully ran Magxdesk under N.AES or XaAES. Reason being is that
>contrary to what others might say I have always loved magxdesk. To me it
>is clean, pretty and has the right features. I know there's a lot of
>sticking points with that so I was wondering if anyone ever accomplished
>it or even tried?
>
>Thanks,
>Mark
>http://atari-source.com

Yes, I tried it and it did not work mainly since Magxdesk is only
for Magic. I use Jinnee 2.5 for Mint/NAES.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5215. Re: Question about Atari desktops

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 15:05:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f2b7e76259b68b@comcast.net>
Source record: 24897

>Hi,
>
>Many years ago I used an Atari 520STFM, with a whopping 1Mb of RAM. A few
>days ago I thought I'd return to my roots, so dug it out and fired it up,
>but I'd forgotten how horrible the desktop was...
>
>I remember reading in Atari magazines, adverts for a product called MagiC -
>it had a screenshot of a glorious high resolution, full colour desktop with
>lots of windows, open applications, full colour icons etc... (much like a
>modern Mac desktop looks like).
>
>Now I'm guessing that those screenshots weren't from an Atari 520ST (what
>with it only having a 320x200x4bit screen). What hardware and software do I
>need to have an Atari desktop like the ones in those adverts? Does anybody
>else remember them? How is it possible to have an 800x600, or even 1024x768
>full colour desktop on any Atari system?
>
>Many thanks,
>
>Graham.

Hello Graham,

You would need an Atari computer that has a graphics card like a
Hades or Milan. Also a Falcon will do nice desktops in 256-colors
right out of the box. Add a graphics card and you can go higher.
Also, a TT will do the same. On my Hades I can do a 32-bit screen
in 1024x768 resolution.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5216. Re: AtariHacks

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 15:11:56 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bggkbkjqu2@hercules.btinternet.com>
Source record: 24898

Yo!, Jimmzz

James Haslam wrote:
> Hi Steve,
>
> Why not use The Wayback Machine http://web.archive.org for any site
> that has disappeared. I did a search for the url of
> http://atarihacks.cjb.net/ and found that it has indeed been archived.
>
> http://web.archive.org/web/*/http://atarihacks.cjb.net/
>
>
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:bftle2ebg3@titan.btinternet.com...
>> Yo!, Dudez
>>
>> Does anyone know what's happened to http://atarihacks.cjb.net/
>> *AtariHacks by Vez)?

I'd never even heard of that doohickie, I've bookmarked it now though!.

Thanks Jimmzz

--

You've not seen a worried sheep until you've seen a sheep worried by me!!

5217. FoReM ST

Newsgroup: comp.sys.atari.st
Date: 2003-08-02 22:03:12 UTC
From: jon
Message-ID: <gyWWa.27951$Je.21373@fed1read04>
Source record: 24899

Anyone got the docs to FoReM ST? I've got the program, lost the docs..

Any help is appreciated.

Thanks

5218. Falcon: JagPad util for Joystick

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 02:59:37 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vioukp8d1qj322@corp.supernews.com>
Source record: 24900

I have a Falcon030 and it seems all games for it require a JagPad. Is there a util to remap the port to the normal Joystick?

Tim

5219. Re: Falcon: JagPad util for Joystick

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 03:52:55 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <rG%Wa.213$si.22@newssvr23.news.prodigy.com>
Source record: 24901

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vioukp8d1qj322@corp.supernews.com...
> I have a Falcon030 and it seems all games for it require a JagPad. Is
there
> a util to remap the port to the normal Joystick?

Why would you want to do that? Many of those games usually require the
JagPad, meaning that even if you're able to do so, you would only have use
of one button for a game that requires more. Besides, it's far easier to use
a JagPad, as the port isn't "conveniently" situated on the bottom of the
case.

5220. Re: HDDriver / Hades

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 05:06:57 UTC
From: swampfax1@atlantic.net
Message-ID: <RL0Xa.1016$6W2.371088@monger.newsread.com>
Source record: 24903

On 2 Aug 2003 15:04:59 G, "Edward S. Baiz Jr." wrote:
>>Hi Uwe and Hades users,
>> Is it true that a hard drive (on a Hades) must be reformatted just to
>>upgrade from HDDriver 7.01 to 7.8 ? It doesn't sound logical to me but
>>that's what a Hades user told me!!!
>> If I remember correctly, whenever I upgraded, all I had to do was run
>>the new version and install with the corresponding utility app (8.04 now
>>on my Falcon and an old 1 gig Seagate)!
>>
>>John G.
>
>Hello John,
>
>That is not the case for me. I never had to reformat any hard new
>hard drive when I installed it. I also got a new 3 gig Seagate and
>it worked fine when I first loaded it up. The only thing I have
>had to reformat was one of my Jaz carts.
>--
>Edward S. Baiz Jr.
> (Gamer)

Thanks Ed,
I'll pass that along too!

John G.

5221. Re: Falcon: JagPad util for Joystick

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 05:12:12 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vip6djq60epi18@corp.supernews.com>
Source record: 24902

"Tim Wilson" <timkel@swbell.net> wrote in message
news:rG%Wa.213$si.22@newssvr23.news.prodigy.com...
> "Tim" <tjlazer@nospam.mail.com> wrote in message
> news:vioukp8d1qj322@corp.supernews.com...
> > I have a Falcon030 and it seems all games for it require a JagPad. Is
> there
> > a util to remap the port to the normal Joystick?
>
> Why would you want to do that? Many of those games usually require the
> JagPad, meaning that even if you're able to do so, you would only have use
> of one button for a game that requires more. Besides, it's far easier to
use
> a JagPad, as the port isn't "conveniently" situated on the bottom of the
> case.

Well because I want to use a joystick on my Falcon! I don't own a JagPad.

Tim

5222. Re: Falcon: JagPad util for Joystick

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 07:41:12 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <s03Xa.279$zV3.87@newssvr23.news.prodigy.com>
Source record: 24904

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vip6djq60epi18@corp.supernews.com...
<snip>

> Well because I want to use a joystick on my Falcon! I don't own a JagPad.

I'm not trying to shit on your parade or anything, but JagPads can be had for pretty cheap. And seriously, you would most likely lose out on functionality in a game were you to use only a 1 button joystick with it. I would recommend just getting a JagPad over going through the trouble of using some utility to convert JagPad games to use a standard joystick.

5223. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 08:55:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059937426-272187AEicMi@gmx.net>
Source record: 24909

From: Frederic Fouche <g213778@coazter.com>
Date: Wed, 30 Jul 2003 20:50:21 -0500

Hi Frederick,

>What's the saying again?
>Ignorance is bliss?
>
>Dennis, you should have known/realized that singletos with older AES does
>not support color icon, how do you think papyrus displays them?
>Come on,

True.... :-/
Before I go to bed, I'll pray to the Atari gods and ask them very humbly to
forgive me.

Cheers from Belgium
Dennis
--

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5224. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 08:57:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059937448-276491AEicMi@gmx.net>
Source record: 24912

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: Fri, 25 Jul 2003 22:36:20 +0000 (UTC)

Hi Jo Even,

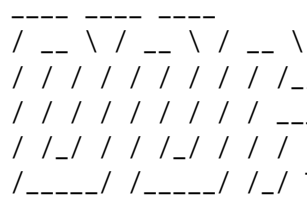
>>I have Magic with Jinne on my Falcon. I would bet you my computer
>>that the CT60 on a Falcon with Magic and Jinnee would
>>beat a Falcon with a CT60 with a MINT setup!!!!
>
>Why do you think so? My personal experience is that there's no speed
>difference for such tasks. The reason is simple - such tasks doesn't use
>the OS at all! So if the computer doesn't do anything else (and it can't
>if the comparison should be fair) the difference will be very, very small.
>Based on my experience with Aniplayer on my Milan060 I'd guess that
>Aniplayer would use somewhere between 20 and 30 seconds to decode a 1Mb
>mp3-file. The difference between MiNT and MagiC in this case would be very
>close to zero. I can't say which OS will "win" such a contest.

I don't think so...

The decoded file must be written to the hard disk, Aniplayer usally writes bits and pieces as it moves along... since MiNT has a non re-entrant file system opposed to MagiC, meaning that whenever Aniplayer access the hard disk MiNT is idle, MagiC on the other hand will continue happily decoding the file.
A 1Mb mp3 file isn't very realistic, an average file will be more like 4Mb large, equalling 50Mb when expanded as a WAV file. Writing a 50MB WAV file to the Falcon hard disk takes about 20 seconds all in all, 20 precious seconds that MiNT is idle while MagiC is doing his thing. So assuming that it takes on average 2 minutes to decode a 4Mb mp3 file under MiNT, MagiC should be capable of doing the same thing in roughly 15 secs less, and that's a difference of almost 10%. Assuming that Carey would decode a complete CD (650MB) (13 tracks), he would be finished almost 3 minutes before you, meaning he can decode an additional track...

So, the OS used does make a difference.

Cheers from Belgium
Dennis
--



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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5225. Re: AtariHacks

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 09:02:59 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB527BDC.4735%derryck@nospam.cix.co.uk.invalid>
Source record: 24905

In article 3f2ba98d$0$195$4c56ba96@master.news.zetnet.net, James Haslam at jfhaslam@zetnet.co.uk wrote on 2/8/03 13:07:

Hi James,

> Why not use The Wayback Machine http://web.archive.org for any site that has
> disappeared. I did a search for the url of http://atarihacks.cjb.net/ and
> found that it has indeed been archived.

Sure, but I understood that all binaries were stripped before archiving.

--

Cheers

Derryck

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5226. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 09:04:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059937432-273432AEicMi@gmx.net>
Source record: 24910

From: Frederic Fouche <g213778@coazter.com>
Date: Wed, 30 Jul 2003 21:30:55 -0500

Hi Frederic,

>btw, is magic running on the 060?
>If so, does it use the 060 to take advantage of the new cpu? (as in, be
>more efficient and faster).
>If not, is a patch necessary? like the magic.ram has to be "hacked"?

A patch doesn't necessarily has to be a "hack".
But yes, magic.ram needs to be patched in order to run. So what? I don't see the point you're trying to make, a MagiC user patches the kernel, and a MiNT user puts a different kernel in the Auto folder. The end result is exactly the same... both OS's run happily.

>>Why should I spend all that money, just to get it running under MiNT? That
>>"unclean" app runs even perfect under TOS. It seems to me that there's
>>something not very clean in either MiNT or N.AES that needs to be
>>cleaned...
>
>why spend all that money? if you want to keep your "not quite clean old"
>version of Calamus, just reboot in singletos, do your deed and that's it.

You're pulling this whole thing out of context.
This is about someone upgrading or switching to MiNT, and coming to the conclusion that some of his apps which used to run under *BOTH* TOS and MagiC all of a sudden don't work correctly anymore. So he can do two things: upgrade the apps (if possible) and spend a lot of money without really knowing if the apps in question will work correctly after the update, or he can just leave everything like it was... the point was that the apps the person used actually ran just fine under MagiC.

>>Sorry Fredric, you've lost me.... I've no idea what your on about, but I
>>can tell you that Texel works great under TOS also...
>
>hmm the version I had did not.
>Are you telling me that they cleaned the code since the version i tried?
>to be..... more singletos compatible??
>Nah, couldn't be. Like you say, if it runs in magic, it's GOT to work in
>singletos, so no need to even test it, or change it for singletos.

Well the version I have here works under TOS. And as it happens all the previous versions I ever had ran under TOS also, so something wasn't quite setup correctly at your side if you ask me.
Gee... Frederic setting up something incorrectly!! maybe those German docs

that I feel so "totalitarian" about have something to do with it?
BTW: I've just checked it: Texel 1.0, 1.6, 2.0, 2.1 and 2.2 run correctly under TOS.

>What is the proper way to create a new OS? To re-implement the bugs in the
>new OS, so the old application would work as expected? Or might as well
>fix the bug, and the applications that relied on the bugs should be
>patched/recompiled. You tell me what is the best approach.

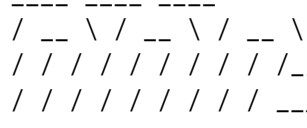
How could I possible tell you? I'm not a coder... and just for once try to see it from my viewpoint: as the user. Being a coder yourself it's quite normal you view it from a coders perspective...

As a user I can use three OS's on this platform, and as long as some general rules are used they are compatible with each other. This must be unique!! I don't think there's another platform out there where the same applies.
To answer the question: ofcourse the best approach is the one you suggests, but then you must also accept that some apps which aren't developed anymore and are not GPL, simply won't run anymore. Take the TMS Cranach package for example, there's no alternative for it because it has some unique features which aren't found in the other graphic apps... so what do I the user do? And even if there's an upgrade path... if one has to update the whole lot which for one reason or another doesn't run like it should under MagiC or MiNT, then it will costs a small fortune. So what on earth is so difficult to agree on when I suggest to keep on using the stuff which doesn't run well under MiNT? It's only a matter of switching from one OS to another, XBoot is just perfect for this. Following this method the user can update when he wants/needs/can afford to and still reap the benefits of using MiNT. Even if he hasn't got MagiC, well then there's still good old TOS waiting to come to the rescue...

>>sorry that it never reached your part of the woods, if it would have. Then
>>surely Eric would have had a good look at the MagiX's internal, and bam,
>>same features.
>
>hmmm magic, last time I checked was closed source.

Anyone can get help/advice/coorporation from the author. AFAIK it's always been like that. The main problem ofcourse is that it's much easier to blame Magic for it's commercial status... commercial doesn't necessarily have to mean closed. And in MagiC's case it definitely isn't so.
Not to mention that one can apply some creative "reverse engineering", that's something new I've learned from this thread, who said these threads serve no purpose at all ?

Cheers from Belgium
Dennis
--



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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5227. Re: Falcon: JagPad util for Joystick

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 09:32:16 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bgikrk$8o8$1@newsg1.svr.pol.co.uk>
Source record: 24906

You could try building a controller, if you can't find one for sale (best advantage is, if you can get hold of them, you can use arcade machine joysticks and buttons, making your own controller much more robust and reliable than a second-hand pad, which may well have some buttons worn out, and also won't have that Holy arcade control "chunkiness" that some gamers seem to treat the same way as a biker treats a Harley).

There are several schematics out there, though some have mistakes, so I recommend finding at least two and comparing them. The biggest problem with building them is the connector - the port on the computer is designed for those stupid moulded plugs, so a regular PC sized plug with locking screws won't fit without filing a bigger hole in the case, which will probably make the machine less valuable to a collector, if you ever decide to sell it.

Tom

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vip6djq60epi18@corp.supernews.com...
>
> "Tim Wilson" <timkel@swbell.net> wrote in message
> news:rG%Wa.213$si.22@newssvr23.news.prodigy.com...
> > "Tim" <tjlazer@nospam.mail.com> wrote in message
> > news:vioukp8d1qj322@corp.supernews.com...
> > > I have a Falcon030 and it seems all games for it require a JagPad. Is
> > there
> > > a util to remap the port to the normal Joystick?
> >
> > Why would you want to do that? Many of those games usually require the
> > JagPad, meaning that even if you're able to do so, you would only have
use
> > of one button for a game that requires more. Besides, it's far easier to
> use
> > a JagPad, as the port isn't "conveniently" situated on the bottom of the
> > case.
>
> Well because I want to use a joystick on my Falcon! I don't own a JagPad.
>
> Tim
>
>

5228. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 13:40:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1059937440-275060AEicMi@gmx.net>
Source record: 24911

From: "Steve Sweet" <steve.sweet@btopenworld.com>
Date: Wed, 30 Jul 2003 22:47:24 +0000 (UTC)

Hi Steve,

>if cookie <> mint
> then:
> bring_down_AES ; just for the hell of it
> endif
>
>else
> run_other_stolen_code ; cant write my own so steal it
>endif

I've found a nice piece of code on the net a couple of years ago, it's
completely off topic in this thread, but what the heck it's fun.... :-)
This thread is far to serious, so here's something which hopefully will
entertain *everyone*....

```
------------------------------------------------------------------------
#include <nonsense.h>
#include <lies.h>
#include <spyware.h> /*Microsoft Network Connectivity library*/
#include <process.h> /*For the court of law*/

#define say(x) lie(x)
#define computeruser ALL_WANT_TO_BUY_OUR_BUGWARE
#define next_year soon
#define the_product_is_ready_to_ship another_beta_version

void main()
{
if (latest_window_version>one_month_old)
{
if (there_are_still_bugs)
market(bugfix)
if (sales_drop_below_certain_point)
raise(RUMOURS_ABOUT_A_NEW_BUGLESS_VERSION);
}
while (everyone_chats_about_new_version)
{
make_false_promise (it_will_be_multitasking); /*Standard call, lie.h*/
if (rumours_grow_wilder)
make_false_promise (it_will_be_plug_n_play);
if (rumours_grow_even_wilder)
{
```

```
market_time=ripe;
say("It will be ready in one month");
order(programmers, stop_fixing_bugs_in_old_version);
order(programmer, start_brainstorm_about_new_version);
order(marketingstaff, permission_to_spread_nonsense);
vapourware=TRUE;
break;
}
}
switch (nasty_questions_of_the_worldpress)
{
case WHEN_WILL_IT_BE_READY:
say("It will be ready in", today+30_days, "we're just testing");
break;
case WILL_THIS_PLUG_AND_PLAY_THING_WORK
say("Yes it will work");
ask(programmer, why_does_it_not_work);
pretend(there_is_no_problem);
break;
case WHAT_ARE_THE_MINIMAL_HARDWARE_REQUIREMENTS:
say("It will run on a 8086 with lightening speed due to"
"the 32bit architecture");
inform(INTEL, "Pentium sales will rise skyhigh");
inform(SAMSUNG, "Start a new memory chip plant"
"cos all those customers will need at least 512 megs");
inform(MAXTOR, "Thanks to our fatware, your sales will triple");
get_big_bonus(INTEL, SAMSUNG, MAXTOR)
break;
case DOES_MICROSOFT_GET_TOO_MUCH_INFLUENCE:
say("Oh no, we are just here to make a better world for everyone");
register(journalist, Big_Bill_Book);
when(time_is_ripe)
{
arrest(journalist);
brainwash(journalist);
when(journalist_says_windows xp_is_bugfree)
{
order(journalist, "Write a nice objective article");
release(journalist);
}
}
break;
}
while (vapourware)
{
introduce_date++; /*Delay*/
if (no_one_believes_anymore_there_will_be_a_release)
break;
say("It will be ready in", today+ONE_MONTH);
}
```

```
release(beta_version)
while (everyone_is_dumb_enough_to_buy_our_bugware)
{
bills_bank_account+= 150*megabucks;
release(new_and_even_better_beta_version);
introduce(more_memory_requirements);
of (customers_report_installation_problems)
{
say("That is a hardware problem, not a software problem");
if (smart_customer_says_but_you_promised_plug_and_play)
{
ignore(customer)
order(microsoft_intelligence_agency, "Keep an eye on this bastard");
}
}
if (bills_bank_account>skyhigh && marriage>two_years)
{
divorce(woman_that_was_beautiful_when_I_married_her);
wave(dollars_at_lusty_chicks);
marry(young_blond_virgin_with_big_boobies);
devirginise(young_blond_virgin_with_big_boobies);
if(boobies_start_to_hang)
dump(young_blond_virgin_with_big_boobies);
}
if (there_is_another_company)
{
steal(their_ideas);
accuse(company, stealing_our_ideas);
hire(a_lot_of_lawyers); /*in process.h*/
wait(until_other_company_cannot_afford_another_lawsuit);
buy_out(other_company)
}
/*Now everyone realises that we sell bugware and they are all
angry at us */
order(plastic_surgeon, make_bill_look_like_poor_bastard);
buy(nice_little_island); hire(harem);
laugh_at(everyone,
for_having_the_patience_year_after_year_for_another_unfinished_version);
}

void bugfix(void)
{
charge(a_lot_of_money)
if (customer_says_he_does_not_want_to_pay_for_bugfix)
say("It is not a bugfix, but a new version");
if (still_complains)
{
ignore(customer);
register(customer, Big_Bill_Book);
/*We'll get him when everyone uses Billware!! */
```

```
}
}
```

(author unknown)

Cheers from belgium
Dennis
--

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```

http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5229. [ANN] Cresus beta 5

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 15:40:30 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3f2d2cec$0$9623$7a628cd7@news.club-internet.fr>
Source record: 24907

Bonjour :)

Download on my homepage http://rajah.atari.org or directly at
http://membres.lycos.fr/nef/files/ -> cresusb5_uk.zip (~130 Ko)

If you use Cresus, make a backup before
If you do not know Cresus, it's a banks accounts manager.

New in the beta5 version:
- bugfixes:
- cents amount approximation.
- bad display if date transaction was modified.
- etc.
+ left space in popups.
+ English translation fixes and help by Derryck CROKER
+ TT-RAM used if present.
+ editable fields for date can use the format for display.
+ date reverse order display for transactions (need relaunch of the
program).
+ possible automatic save of the configuration when leaving.
+ if transaction is a transfer account, the amount is written in the
target account (carefull, writes are not linked, so delete of a
transaction deletes NOT the one in the target account).
+ popup menu in transaction window: quick delete, check or uncheck
enabled correlated with the (multi)selection of transactions.
+ transaction search functionnality (on the opened account)
+ jobs: automatic transactions

Forgot in the text file, but present in this release:
+ auto incrementation of check number (from last transaction with check)
+ calendar (double-clic on date field)

Greetings and thanks to:
- Olivier VANONI
- Cyril 'Bibou' LEFEBVRE
- Jean-Marc STOCKLAUSEN
- Derryck CROKER

Hope you'll be satisfied by our work :)

Rajah Lone and Daroou of Renaissance
http://rajah.atari.org
http://perso.wanadoo.fr/daroou

5230. Re: CT60 : PCI card !

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 18:02:32 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bgjino$r8q$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24908

In article <3f2a37f4$0$1751$626a54ce@news.free.fr>,
Rodolphe Czuba <rczuba.yenamarre@free.fr> wrote:
>
>I may add a second IDE port (3.5 connector) if Uwe Seimet is ok to support
>it ...

He does not have to. HDDriver uses the SCSIDRV interface, so if you or
someone else writes a SCSIDRV-compatible low-level driver for the IDE port,
then no modifications to HDDriver should be necessary.

cu
Michael

5231. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 20:58:05 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <mPdXa.862$2B6.212138@news.siol.net>
Source record: 24913

Dennis Vermeire wrote:

> A 1Mb mp3 file isn't very realistic, an average file will be more like 4Mb
> large, equalling 50Mb when expanded as a WAV file. Writing a 50MB WAV file
> to the Falcon hard disk takes about 20 seconds all in all, 20 precious
> seconds that MiNT is idle while MagiC is doing his thing. So assuming that
> it takes on average 2 minutes to decode a 4Mb mp3 file under MiNT, MagiC
> should be capable of doing the same thing in roughly 15 secs less, and
> that's a difference of almost 10%. Assuming that Carey would decode a
> complete CD (650MB) (13 tracks), he would be finished almost 3 minutes
> before you, meaning he can decode an additional track...

U assume too much... as usual. MiNT is not stoped if u run task in background. Fact, not assuming, is that for example, i can run file system check on ext2 partition in background, and meanwhile GEM runs happily, even can acces same partition which is checked... Of course there is a slowdown, but small one. Run Diamond edge in Magic and tell me how responsive OS will be...

> So, the OS used does make a difference.

Yes it does... And in such comparision, its fair MiNT can use ext2 or minix partitions etc... Or MiNt should be banned to use its strong points? And since both are mtasking OSes, which main goal is not to sit and wait till encodig is finished, its wise to run some other processes while encoder is working..

5232. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 21:20:19 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bgjuaj$3n$1@tyfon.itea.ntnu.no>
Source record: 24914

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> bits and pieces as it moves along... since MiNT has a non re-entrant file
> system opposed to MagiC, meaning that whenever Aniplayer access the hard
> disk MiNT is idle, MagiC on the other hand will continue happily decoding
> the file.

Now you're forgetting one *very* important thing here: Although background
DMA will allow *the rest of the system* to continue working, the process
that writes to disk is still blocked. And on a Falcon with CT60 background
DMA won't make much difference anyway, since the CPU has to move
everything from fastram to ST-RAM before the DMA transfer can take
place. And this will only work on SCSI disks. And SCSI on the Falcon is
slow.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5233. Re: Falcon: JagPad util for Joystick

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 22:14:33 UTC
From: swampfax1@atlantic.net
Message-ID: <dPfXa.1137$6W2.397187@monger.newsread.com>
Source record: 24915

On 3 Aug 2003 03:52:55 G, "Tim Wilson" wrote:
>
>"Tim" <tjlazer@nospam.mail.com> wrote in message
>news:vip6djq60epi18@corp.supernews.com...
><snip>
>
>> Well because I want to use a joystick on my Falcon! I don't own a JagPad.
>
>I'm not trying to shit on your parade or anything, but JagPads can be had
>for pretty cheap. And seriously, you would most likely lose out on
>functionality in a game were you to use only a 1 button joystick with it. I
>would recommend just getting a JagPad over going through the trouble of
>using some utility to convert JagPad games to use a standard joystick.
>

Sorry I can't answer your question but I have one of my own to ask :)
Anyone know if a JagPad will work in a game that requires only a one
button joystick? To clarify, I don't mean hardware interchangeability but
only functionality in the game not reqiuiring a JagPad).

John G.

5234. Re: Atari Falcon Issues...

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 22:38:55 UTC
From: notator_logic@hotmail.com
Message-ID: <b662b21f.0308031438.67731a34@posting.google.com>
Source record: 24916

Hi Clint, only a fortnight ago I suffered with a hard drive problem.

When I copied something from 1 drive to another I would get (eg.) a folder with ten item equaling a meg, would become a folder with say, 3 items, equalling a meg.

When I then tried to delete these newly (incorrectly) copied files, I couldn't. I was able to delete some, but not all, and at least the master folder would be undeletable.

I had four partitions on the TT's hard drive, running diamond edge told me that the E: partition had bad sectors on it, and I'm assuming this was the problem. In the end I scrapped the drive and got two 1gig scsi drives off ebay for 99p

If you have and can run diamond edge, do so, you may find the problem... Rob

5235. Re: Falcon: JagPad util for Joystick

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 23:54:31 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <XghXa.8203$bo1.3419@news-server.bigpond.net.au>
Source record: 24917

It won't, the jagpad is 180 degree's different in every respect.I did see an analog to digital adaptor which will allow a jagpad to be used in place of a conventional joystick. I think it was either b&c or best in the US.

Mark

"John Garone" <swampfax1@atlantic.net> wrote in message news:dPfXa.1137$6W2.397187@monger.newsread.com...
> On 3 Aug 2003 03:52:55 G, "Tim Wilson" wrote:
> >
> >"Tim" <tjlazer@nospam.mail.com> wrote in message
> >news:vip6djq60epi18@corp.supernews.com...
> ><snip>
> >
> >> Well because I want to use a joystick on my Falcon! I don't own a JagPad.
> >
> >I'm not trying to shit on your parade or anything, but JagPads can be had
> >for pretty cheap. And seriously, you would most likely lose out on
> >functionality in a game were you to use only a 1 button joystick with it. I
> >would recommend just getting a JagPad over going through the trouble of
> >using some utility to convert JagPad games to use a standard joystick.
> >
>
> Sorry I can't answer your question but I have one of my own to ask :)
> Anyone know if a JagPad will work in a game that requires only a one
> button joystick? To clarify, I don't mean hardware interchangeability but
> only functionality in the game not reqiuiring a JagPad).
>
> John G.
>
>

5236. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-03 23:56:55 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10308031854090.5920-100000@www.coazter.com>
Source record: 24918

On Sun, 3 Aug 2003, Dennis Vermeire wrote:

> From: Frederic Fouche <g213778@coazter.com>
> Date: Wed, 30 Jul 2003 21:30:55 -0500
>
> Hi Frederic,
>
> >btw, is magic running on the 060?
> >If so, does it use the 060 to take advantage of the new cpu? (as in, be
> >more efficient and faster).
> >If not, is a patch necessary? like the magic.ram has to be "hacked"?
>
> A patch doesn't necessarily has to be a "hack".
> But yes, magic.ram needs to be patched in order to run. So what? I don't see
> the point you're trying to make, a MagiC user patches the kernel, and a MiNT
> user puts a different kernel in the Auto folder. The end result is exactly
> the same... both OS's run happily.

The end result is NOT going to be the same.
Recompiling a 060 kernel and patching a 68000 kernel to be 060 friendly is
COMPLETELY different.
If you don't understand this, this is hopeless.

5237. Re: SM 124 defect

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 06:18:45 UTC
From: waldo <waldo_xx@yahoo.com>
Message-ID: <5luriv8k2j2da2615sklal38vrlvrfb4ru@4ax.com>
Source record: 24920

What drafting program are you using??

>I stretched the picture on several, but I do not use them for drafting any
>more, having a TT with a big monochrome monitor, with black edges to
>preserve linearity.

5238. Re: HDDriver / Hades

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 06:23:00 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bgku42$po1o1$1@ID-27442.news.uni-berlin.de>
Source record: 24919

Edward S. Baiz Jr. wrote:

> That is not the case for me. I never had to reformat any hard new
> hard drive when I installed it. I also got a new 3 gig Seagate and
> it worked fine when I first loaded it up. The only thing I have
> had to reformat was one of my Jaz carts.

Even those do not have to be reformatted. As long as a medium is not
corrupted partitioning is always sufficient.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

5239. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 07:42:33 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bgl30k$n6a$1@reader08.wxs.nl>
Source record: 24921

Hi Dennis,

> Yep... you can order an English, French or German package straight from
> the distributors. In less then a week it will arrive at your doorstep. If
> you're in a hurry, they'll email it and send the manual by snail mail.
> Now try this with Woller...

That's how I ordered N.AES, but well that's a while ago, dunno how it is
now.

> It's because we're talking about a newbie here, someone who still has to
> learn the ins and outs of MiNT, dropping him straight into MiNTNet would
> be fatal. And yes I think it's lots easier to enter your parameters in an
> easy to use setup program.

Again you obviously have no idea of the current state of MiNT(net). It
has an install program that just asks you for the parameters.

> And if you think that's crap just look it up in
> Google: there must be hundred of posts about people having a problem with
> even getting something relatively simple like STiNG set up correctly.

STiNG is definitely not "relatively simple". It's GUI-over-the-top, a
tanglewood of dialogboxes where especially newbie users will easily get
lost. It's also living proof that GUI's don't automatically make
configuration easy.

> You
> won't find many Iconnect related posts, not because there is hardly anyone
> using it, but because it's been made so damned easy...

Or MiNTnet related posts, except those dating from before the install
program, or discussing more advanced topics.

> Some people here did say it was 100% compatible, but if someone says that
> *any* GEM app runs perfect under MiNT,

Well they are lying. :) But programs designed according to the GEM
standard will work under MiNT/N.AES, and not necessarily under MagiC. I
guess that's what they mean. Just wrongly put.

> Ofcourse it isn't.... all one needs to do it take the source and run it
> through a compiler, at least that's what I've been told and learned from
> this thread .

I'm not saying it's always that easy. I'm saying that once someone with
enough experience has done it and dealt with the small incompatibility
problems that might occur, you can simply download pptp.xif and put it

in your mint folder.

> Have you any idea how many times I've heard someone singing
> that particular song? "it's not difficult to port", "we only have to port
> it" etc.... and then you and some others here are amazed why I make such a
> noise?

Yes, because every time something IS ported, you ignore it because
according to you, ported open source software is not interesting for
Atari users. So you like to make it seem that nothing is ported.

http://sparemint.atariforge.net/sparemint/html/packages.html

>>By the way, when is the iConnect driver for DSL coming?
>
> Unless someone happens to port a DSL driver one of these days, I wanna
> make a little bet with you:

Unless someone ports a driver? Well I'd be happy to join you in that bet
unless someone makes a driver for iConnect. :) Maybe I'll try and port
the driver myself.. not that I need it because I use a linux firewall,
but I'm still looking for a nice project to get into development on the
Atari. Despite being an Atari freak, all dev I did so far was on Suns,
PCs and embedded stuff. So it's about time to change that. :) Right now
I'm doubting between porting pptp or writing an XFS driver to access the
filesystem on my S55 phone. But that last plan is a bit difficult
because I can't find the right documentation for the S55.

> that driver will be here before the second
> quarter of 2004... there's more in the pipeline then you think.
> So what about it? If I loose I'll send you a six pack "Duvel's", and if
> you happen to loose, you send me a six pack "Amstel Gold"... :-)

Ewwwww! Can't imagine someone from Belgium of all places asking for
Amstel beer... :) But this looks like a bet with inside information. I
don't like that. :) If I do find the time to get started on pptp for
MiNT anytime soon, we could bet which driver is ready first. At least
that way there would be an element of competition. :)

Although first of all I'll ask around on the MiNT list if anybody else
is already working on it, because like I said, I know someone already
mentioned starting this.

Anyway, all things keep pointing to the same conclusion: Both systems
have their advantages and their drawbacks. My only fundamental
disagreement with you, apart from my personal preference, is that it's
not a good thing to try and convert the whole Atari world to Magic or
ignore MiNT as a serious platform. The huge number itself of people that
feel offended by you, whether they are right or wrong, should prove that.

Basically, we have the same choices as on the PC; one OS integrated in
it's GUI that is easy to use as long as you don't want to do anything
special (Windoze), and one Unix-based OS with separate GUI that is more

reliable and is Unix compatible, and consequently has more advanced uses (Linux). But in the Atari world, these two systems are actually compatible! Enjoy it man.. Atari rules! :)

Maurits.

5240. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 07:52:10 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bgl3il$nf3$1@reader08.wxs.nl>
Source record: 24922

Dennis Vermeire wrote:

> Did you say "our" developments? Sorry but taking a source and running it
> through a compiler doesn't really qualify as a developement, and the few
> remaining *real* programmers just happen to create something from scratch.

I wasn't talking about that at all. I was talking about your advocacy
that future developments should be for Magic alone.

> For one reason or another these programmers luckily aren't narrow minded
> and do their very best to make sure that their creations run on all three
> OS's...

Which is good, although I've seen you state a couple of times that you'd
rather not have them waste their energy on this and just develop for Magic.

> Did you have the impression that I was trying to convert you to use MagiC
> again? Sorry, but I know when someone needs MiNT, and the things you do
> can't be done under MagiC... but if someone who still uses TOS and is
> playing with the idea of switching to a multitasking OS, and according to
> his needs, I'll advocate using MagiC.

And that's where I don't agree. :)

> Take a look at http://www.linuxiso.org , there's a three CD Linux Mandrake
> 9.1 set ready to download there for the Mac, the files are in ISO format and
> must be burned afterwards with Toast.... you'll love it.

Ah, Mandrake also does Mac? Hmm might be worth taking a look, although I
prefer running Linux on PCs only; the Mac (since os X) as well as the
Atari have too much "personality" of their own to replace it with
Linux.. just turns them into expensive PCs. :) But since my refusal to
buy a PC (I'm just using discarded 486'es and stuff), it would be nice
to play with a powerful Linux station for a change. :)

Maurits.

5241. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 07:54:13 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bgl3mf$nf3$2@reader08.wxs.nl>
Source record: 24923

Adam Klobukowski wrote:

>>The first post i saw that had anything illegal in it was when Mr. Purcell
>>publicly advocated theft of software code by reverse engineering, I'm sure
>>Google could attest to that.
>
> Reverse engineering is not always illegal!

Correct. Reverse engineering is looking at what something does and then
making it yourself, without looking at the original's sourcecodes.

Whoops, I just described MagiC! ;)

Maurits.

5242. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 08:01:28 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bgl443$no1$1@reader08.wxs.nl>
Source record: 24924

Dennis Vermeire wrote:

> new version of MagiC will appear... a commercial one, some people like to
> be payed for their efforts.

Of course, and that is only a bad thing when it has something to do with
MiNT, as I can derive from your previous posts.

> You can either agree or disagree with this but
> it won't change a thing. Personaly, the idea of a bunch of people fucking
> around with MagiC would make my stomach turn.

You keep twisting all the facts in your direction right? :) MagiC has a
developer, MiNT has developers. They're both developing, or - if you
want to put it that way - fucking around with it.

> MagiC is fine as it is, people using it, have made a choice, and they are
> aware of the pro's and cons. If the cons are issues which don't matter to
> them, they'll be very happy users. And although you think differently there
> happen to be are a lot of happy MagiC users out there...

You could really just have this discussion with yourself. Just replace
the words "Magic" and "MiNT" in your own posts and then reply to them.
:) Because the above is sorta what me and others are trying to tell you
about MiNT.

>>That is, once we explain to people that sticking MINT.PRG in the
>>autofolder is enough to use MiNT and you don't NEED 10mb of unix
>>software. :)
>
> Don't forget to tell them *where* exactly in the autofolder :-)

That's true.. we prefer a bit of thinking during install, over a double
boot each time you turn on the computer. ;-)

Maurits.

5243. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 08:08:25 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bgl4h4nvq1@reader08.wxs.nl>
Source record: 24925

lp wrote:

> Yes, hold control and click a desk acc entry in the drop down menu.
> I think it is N.Aes that does it, not the kernal.

Yes, well, the AES and the Desktop (who has to tell the AES to install a new ACC). I think even Atari AES 4.x supported this btw.

> Also not all acc's unload, but most seem to.

Depends again on how cleanly they are programmed. :) Pre-Multitos ACCs didn't realize that they could be killed so they might get stuck.

Maurits.

5244. FA Atari Falcon motherboard (for spares)

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 10:51:10 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0308040251.75a1129f@posting.google.com>
Source record: 24926

Atari Falcon motherboard. Non functional - for spares. No reserve.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3039382665

5245. Re: Atari Falcon Issues...

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 11:51:10 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0308040351.7d4c00cd@posting.google.com>
Source record: 24927

notator_logic@hotmail.com (Rob) wrote in message
news:<b662b21f.0308031438.67731a34@posting.google.com>...
> Hi Clint, only a fortnight ago I suffered with a hard drive problem.
>
> When I copied something from 1 drive to another I would get (eg.) a
> folder with ten item equaling a meg, would become a folder with say, 3
> items, equalling a meg.
>
> When I then tried to delete these newly (incorrectly) copied files, I
> couldn't. I was able to delete some, but not all, and at least the
> master folder would be undeletable.
>
> I had four partitions on the TT's hard drive, running diamond edge
> told me that the E: partition had bad sectors on it, and I'm assuming
> this was the problem. In the end I scrapped the drive and got two 1gig
> scsi drives off ebay for 99p
>
> If you have and can run diamond edge, do so, you may find the
> problem... Rob

Rob,

Yea.... I was wondering the same thing.. I have 4 partitions as
well...

Ah... I just won a 3GB on eBay for it so that should work out well, I
only had a 65mb on my
current setup anyways so it needed it! :)

Thanks..

Clint

5246. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 14:49:00 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bgls0g$5mb$1@reader08.wxs.nl>
Source record: 24929

Janez Valant wrote:

> I think ppl here dont understand (or know) one fact: in most cases u cant
> port drivers for gfx cards, scsi ethernet devices etc from one simple fact:
> they arent open source.

Well apart from that, you can't port drivers because they work
completely different on each operating system; you could use some
sources as examples at the most. But XIF/XDD/XFS have quite a different
interfaces from Linux kernel modules.

> So u cant get them and compile them. Next, there
> also is no specifiacations and HW documentation, so u cant write them from
> scratch... Things like unix sockets, pppd, imap etc are open source and
> MiNt has most of them ported. No Unix platform, GCC or anything can help u,
> if there is no hardware specs.. Or sources.

Well in the case of the S55 driver, it should simply use the special AT
commands that fetch and send files to the S55, but I'm still looking for
the documentation. I know it exists somewhere..

Maurits.

5247. Re: [ANN] Cresus beta 5

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 14:57:36 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB5405FF.47DF%derryck@nospam.cix.co.uk.invalid>
Source record: 24930

In article 3f2d2cec$0$9623$7a628cd7@news.club-internet.fr, Pierre TONTHAT at ptonthatNO@SPAMclub-internet.fr wrote on 3/8/03 16:40:

Bonjour Pierre! :-)

> Download on my homepage http://rajah.atari.org or directly at
> http://membres.lycos.fr/nef/files/ -> cresusb5_uk.zip (~130 Ko)
>
> If you use Cresus, make a backup before
> If you do not know Cresus, it's a banks accounts manager.

I have some suggested changes for the resource file for you which I will forward to you when I've had a chance.

> New in the beta5 version:

Will it be possible to print via NVDI or GDOS in a future version?

This is a nice program :-)

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5248. Re: SM 124 defect

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 15:15:29 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <bgltagkab1@reader1.panix.com>
Source record: 24931

Do not use it very much, but getting a B-size Roland plotter may change
that. New toy to play with. The drafting program is Dynacad.

Jim
waldo <waldo_xx@yahoo.com> writes:

: What drafting program are you using??

: >I stretched the picture on several, but I do not use them for drafting any
: >more, having a TT with a big monochrome monitor, with black edges to
: >preserve linearity.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5249. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 15:31:20 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <17uXa.872$2B6.217978@news.siol.net>
Source record: 24928

> Unless someone ports a driver? Well I'd be happy to join you in that bet
> unless someone makes a driver for iConnect. :) Maybe I'll try and port
> the driver myself.. not that I need it because I use a linux firewall,
> but I'm still looking for a nice project to get into development on the
> Atari. Despite being an Atari freak, all dev I did so far was on Suns,
> PCs and embedded stuff. So it's about time to change that. :) Right now
> I'm doubting between porting pptp or writing an XFS driver to access the
> filesystem on my S55 phone. But that last plan is a bit difficult
> because I can't find the right documentation for the S55.

I think ppl here dont understand (or know) one fact: in most cases u cant
port drivers for gfx cards, scsi ethernet devices etc from one simple fact:
they arent open source. So u cant get them and compile them. Next, there
also is no specifiacations and HW documentation, so u cant write them from
scratch... Things like unix sockets, pppd, imap etc are open source and
MiNt has most of them ported. No Unix platform, GCC or anything can help u,
if there is no hardware specs.. Or sources.

5250. Re: The good, the bad & ugly

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 15:44:06 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fz6gp2.nrut7oxobgm4N%NOSPAMS@wanadoo.fr>
Source record: 24933

Frederic Fouche <g213778@coazter.com> wrote:

> On Sun, 3 Aug 2003, Dennis Vermeire wrote:
>
> > From: Frederic Fouche <g213778@coazter.com>
> > Date: Wed, 30 Jul 2003 21:30:55 -0500
> >
> > Hi Frederic,
> >
> > >btw, is magic running on the 060?
> > >If so, does it use the 060 to take advantage of the new cpu? (as in, be
> > >more efficient and faster).
> > >If not, is a patch necessary? like the magic.ram has to be "hacked"?
> >
> > A patch doesn't necessarily has to be a "hack".
> > But yes, magic.ram needs to be patched in order to run. So what? I don't see
> > the point you're trying to make, a MagiC user patches the kernel, and a MiNT
> > user puts a different kernel in the Auto folder. The end result is exactly
> > the same... both OS's run happily.
>
> The end result is NOT going to be the same.
> Recompiling a 060 kernel and patching a 68000 kernel to be 060 friendly is
> COMPLETELY different.
> If you don't understand this, this is hopeless.

MagiC for the Falcon can work on 68000 to the 68040 but only the boot
like the TOS 4.04 is compiled for the 030.
There are just some patchs for MagiC :
- Fix the 68060 detection (cookie).
- Fix the vectors for not overwrite the Floating Point Software Package
and unimplemented Instruction Software Package in TOS flash.
- Fix the DSP subroutines (too fast for the 060), like the TOS you need
to test the handshake.
- Remove the init of the 030 PMMU.
- Remove the movep instructions for not call th ISP.

If you know the list of the 030 patchs for the TOS 4.04 it's totally
different, there are just some minors patchs for MagiC.
And it's the same version for the 030 and the 030, only the boot is
changed.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5251. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 16:15:12 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <9MuXa.873$2B6.218100@news.siol.net>
Source record: 24932

Maurits van de Kamp wrote:

> Well in the case of the S55 driver, it should simply use the special AT
> commands that fetch and send files to the S55, but I'm still looking for
> the documentation. I know it exists somewhere..

AT as normal hayes standard (modem comands)?

5252. Slow down double-clicks on STFM

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 17:47:37 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bgm67pero1@thorium.cix.co.uk>
Source record: 24934

Hi!

My wife has some health problems and finds it difficult at times to double-click fast enough on her 4 MB STFM for it to be recognized as a double-click. She is using he General CPX with the mouse d-c speed set to slowest, but it still isn't slow enough.

Is there a CPX or ACC that can be auto-loaded at boot-up that allows either setting the d-c interval even longer, or - better - to allow using the right button for double-clicking in all programs, including 1st Word Plus? (I know it's out of date, but she is used to it and it does all she needs). I can do the latter on my Falcon under MagiC and Thing, but she is running TOS 1.04 wih the Aari desktop; this is quite sufficient for what she uses the machine for :-)

Regards, /Peter/

5253. MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 17:59:37 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.08.04.17.59.30.415560@nossspamXXatari-source.com>
Source record: 24935

My newsreader crashed on first attempt, so if this is a dupe, sorry.

Anyway, stomach this:

Hello,

> 1. Is MagiC going to be updated ever again for Atari? If so, is there a
> projected release date?

I don't think that there will be any update to the Atari version.

> 2. Could it be possible to either release the source code to MagiC's AES
> or to write a commercial AES available for use under MiNT?

No, I don't think so.

--
Mit freundlichen Grï¿½ï¿½en
Oliver Buchmann
Application Systems Heidelberg Software GmbH
Pleikartsfoersterhof 4/1
69124 Heidelberg
Germany
Phone: ++49-6221-300002
Fax: ++49-6221-300389
www.application-systems.de

- Nuff said.... :'(

Mark
http://atari-source.com

5254. The NEW TAMW

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 20:02:35 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0308041202.6a35021e@posting.google.com>
Source record: 24936

Hi all

Due to Yahoo groups re-organization, I have completly vamped my site

Tim's Atari Midi World : http://tamw.atari-users.net

There is now easy to use navagation on each page and a more
proffesional look (IMHO) Each page was checked for all the links. I
had to download all the files on the Yahoo groups file sections,
upload and create links to them from the appropriate pages. Been
working all weekend on this and is now (pretty much) completed. I
also created a new page called "articles" which has links to all my
articles on MyAtari.net.

My "download" page I still have to work on, as there are links to some
files from the yahoo pages. I might take it off for now.

If you find any links that do not work, please let me know. I hope you
like the new look.

BTW: if you have gone to my site before, you might need to "refresh"
the page so it will load the new stuff:-)

Tim Conrardy

****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

5255. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 20:30:50 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bgmfppdek1@titan.btinternet.com>
Source record: 24937

Yo!, Dennis

Dennis Vermeire wrote:
> From: "Steve Sweet" <steve.sweet@btopenworld.com>
> Date: Wed, 30 Jul 2003 22:47:24 +0000 (UTC)
>
> Hi Steve,
>
>> if cookie <> mint
>> then:
>> bring_down_AES ; just for the hell of it
>> endif
>>
>> else
>> run_other_stolen_code ; cant write my own so steal it
>> endif
>
> I've found a nice piece of code on the net a couple of years ago, it's
> completely off topic in this thread, but what the heck it's fun....
> :-) This thread is far to serious, so here's something which
> hopefully will entertain *everyone*....

At least they'll have another reason to climb up your arse, besides, i know someone who would use snippets of that code, saves them writing there own!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

5256. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 20:54:49 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bgmh6ofkt1@titan.btinternet.com>
Source record: 24938

Hi

Maurits van de Kamp wrote:
> Adam Klobukowski wrote:
>
>>> The first post i saw that had anything illegal in it was when Mr.
>>> Purcell publicly advocated theft of software code by reverse
>>> engineering, I'm sure Google could attest to that.
>>
>> Reverse engineering is not always illegal!
>
> Correct. Reverse engineering is looking at what something does and
> then making it yourself, without looking at the original's sourcecodes.

That's called stealing someone else's work, whatever colour icing you pipe over it!.

--

You've not seen a worried sheep until you've seen a sheep worried by me!!

5257. Re: HDDriver / Hades

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 22:17:29 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f2e86d4111af53@comcast.net>
Source record: 24939

>Edward S. Baiz Jr. wrote:
>
>> That is not the case for me. I never had to reformat any hard new
>> hard drive when I installed it. I also got a new 3 gig Seagate and
>> it worked fine when I first loaded it up. The only thing I have
>> had to reformat was one of my Jaz carts.
>
>Even those do not have to be reformatted. As long as a medium is not
>corrupted partitioning is always sufficient.

True, but in this case it was formatted for a MAC and I could not
get it to work until I re-formatted it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5258. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 22:24:48 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <Q2BXa.101120$nU.4932203@amsnews03.chello.com>
Source record: 24940

Jo Even Skarstein wrote:

> Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>
>> bits and pieces as it moves along... since MiNT has a non re-entrant file
>> system opposed to MagiC, meaning that whenever Aniplayer access the hard
>> disk MiNT is idle, MagiC on the other hand will continue happily decoding
>> the file.
>
> Now you're forgetting one *very* important thing here: Although background
> DMA will allow *the rest of the system* to continue working, the process
> that writes to disk is still blocked. And on a Falcon with CT60 background
> DMA won't make much difference anyway, since the CPU has to move
> everything from fastram to ST-RAM before the DMA transfer can take
> place. And this will only work on SCSI disks. And SCSI on the Falcon is
> slow.
>

Well, there is nothing new under the sun.
In 1968 I started working on a computer that was able to do what
Dennis describes.
Each process was able to intitate a peripheral transfer, get a direct
response and than issue a wait command for the transfer to be completed.
This made it possible to process a block while the transfer of the next
block was in progress. If the process time was below the transfer time,
peripherals could be driven at their maximum speed. Anytime, the process
and transfer times were completely overlapped.

Should really not be too difficult to implement in a modern OS.
Or is it already? I dont know enough about Unix.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

5259. Cubase on STe

Newsgroup: comp.sys.atari.st
Date: 2003-08-04 23:21:02 UTC
From: "Paul Malcolm"
Message-ID: <FTBXa.1056$cP2.729@newsfep3-gui.server.ntli.net>
Source record: 24941
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm running Cubase on an STe. The only problem I have is that it sends a blank page to my printer every time I run it. I remember reading about an app that stops this from happening but have no idea what it is or where to find it. Does anyone out there have any more info on this that could help me out?

Many thanks

PAUL

5260. old ST hardware and printer for sale

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 00:01:40 UTC
From: math1947@yahoo.com
Message-ID: <a1b97c86.0308041601.66c6099f@posting.google.com>
Source record: 24942

I'd much rather send the following to an interested user than throw it
away. All of it was in working order when I boxed it, with the
exception of the SF 354 disk drive, which may be repairable. Make an
offer; minimum bid is $1. You pay any shipping charges from Denver,
but I won't ask for any money for my time and trouble.

520 ST computer
SM 124 b&w monitor
SF 354 disk drive
Master 2S disk drive
original boxes and owner manuals for all the above
Atari language and 1st word disks
metal stand for the computer, drives, & monitor

The following printer is offered separately:

Epson DX 20 daisy wheel printer, with tractor drive, 3 ribbons and 4
extra wheels including both 10 and 12 characters per inch.

Gil Humphrey

5261. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 02:37:45 UTC
From: lp <gfa@basic.net>
Message-ID: <BB5490B9.14DB%gfa@basic.net>
Source record: 24943

in article pan.2003.08.04.17.59.30.415560@nossspamXXatari-source.com, Mark D
at mducksub@nossspamXXatari-source.com wrote on 8/4/03 1:59 PM:

> My newsreader crashed on first attempt, so if this is a dupe, sorry.
>
> Anyway, stomach this:
>
> Hello,
>
>> 1. Is MagiC going to be updated ever again for Atari? If so, is there a
>> projected release date?
>
> I don't think that there will be any update to the Atari version.
>
>> 2. Could it be possible to either release the source code to MagiC's AES
>> or to write a commercial AES available for use under MiNT?
>
> No, I don't think so.
>
>
> --
> Mit freundlichen Grï¿½ï¿½en
> Oliver Buchmann
> Application Systems Heidelberg Software GmbH
> Pleikartsfoersterhof 4/1
> 69124 Heidelberg
> Germany
> Phone: ++49-6221-300002
> Fax: ++49-6221-300389
> www.application-systems.de
>
>
> - Nuff said.... :'(

Bummer. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5262. Re: HDDriver / Hades

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 05:03:21 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bgndqm$plvr2$1@ID-27442.news.uni-berlin.de>
Source record: 24944

Edward S. Baiz Jr. wrote:

> True, but in this case it was formatted for a MAC and I could not
> get it to work until I re-formatted it.

Then you must have missed something. There is no special low-level
format for the Mac or any other platform. The only difference are the
file systems on the drive, which are created when partitioning.
Partitioning will effectively overwrite the old file system structure,
regardless of the platform it was created by.
Anyway, formatting does not harm, of course :-). Just takes time one can
better spend with other things.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

5263. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 06:39:06 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bgnjlk$ps6$1@reader08.wxs.nl>
Source record: 24945

Steve Sweet wrote:

>>Correct. Reverse engineering is looking at what something does and
>>then making it yourself, without looking at the original's sourcecodes.
>
> That's called stealing someone else's work, whatever colour icing you pipe
> over it!.

In that case, MagiC is stolen.

Maurits.

5264. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 06:40:47 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bgnjoq$ps6$2@reader08.wxs.nl>
Source record: 24796

Janez Valant wrote:

>>Well in the case of the S55 driver, it should simply use the special AT
>>commands that fetch and send files to the S55, but I'm still looking for
>>the documentation. I know it exists somewhere..
>
>
> AT as normal hayes standard (modem comands)?

The AT-command set yes, but not in the Hayes Standard set, more likely
one of the extended sets (and probably the Siemens set).

Maurits.

5265. Re: Slow down double-clicks on STFM

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 06:42:55 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bgnjsq$ps6$3@reader08.wxs.nl>
Source record: 24797

xlator@cix.compulink.co.uk wrote:

> Is there a CPX or ACC that can be auto-loaded at boot-up that
> allows either setting the d-c interval even longer, or - better -
> to allow using the right button for double-clicking in all
> programs, including 1st Word Plus?

I don't know about changing the mouse buttons, but you can adjust the
doubleclick speed even in the ancient standard control panel that came
with the ST, and Xcontrol and Zcontrol also come with a CPX to do this.

Maurits.

5266. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 09:29:54 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bgntm0bt1@reader08.wxs.nl>
Source record: 24798

Mark D wrote:

>>1. Is MagiC going to be updated ever again for Atari? If so, is there a
>>projected release date?
>
> I don't think that there will be any update to the Atari version.

In other words, open source or death. :)

Funny how in "some other threads" here, MagiC being locked away in the dungeons of Andreas Kromke is a good thing, and an active team of MiNT developers (nicely controlled by CVS and a kernel coordinator) is described as "people screwing around with it" which is a bad thing. Besides, MiNT sucks as an os because there are no new developments (well there are, but they are not interesting for Atari users, well except the MiNT users but they are silly and don't count), whereas MagiC rules because it works with old software so you don't have to buy new developments, even if there were. Which is good. Because paying for new software sucks. Except when it's MagiC. Erm.. I'm getting confused now.

This stuff is more complicated than installing KGMD :)

Maurits.

5267. I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 10:44:57 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <JULXa.2186$Pu5.1832@newssvr24.news.prodigy.com>
Source record: 24799

So what should I do with it? ;^) I've had it for a few weeks now, and have mostly just been playing a few Reservoir Gods games with it (I'm now an official Superfly addict!) as well as tested out a few of my old ST apps. However, I've been out of the Atari ST/TT/Falcon scene for about 6 or 7 years now, and I have no idea what the latest MiNT/MagiC/etc versions are, as well as what would be the best OS to run on it. Good old single-tasking TOS has always served me well, but I'd like to get into some multitasking action, involving the most TOS-compatible OS possible, and even try my hand at some more "modern" things, like getting online with it. Can anyone out there give me some advice?

Tim

5268. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 11:25:01 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0308051323320.350-100000@hadesbox>
Source record: 24800

On Mon, 4 Aug 2003, Steve Sweet wrote:

> Hi
>
> Maurits van de Kamp wrote:
> > Adam Klobukowski wrote:
> >
> >>> The first post i saw that had anything illegal in it was when Mr.
> >>> Purcell publicly advocated theft of software code by reverse
> >>> engineering, I'm sure Google could attest to that.
> >>
> >> Reverse engineering is not always illegal!
> >
> > Correct. Reverse engineering is looking at what something does and
> > then making it yourself, without looking at the original's sourcecodes.
>
> That's called stealing someone else's work, whatever colour icing you pipe
> over it!.

In that case, 99.9% of all software used today has been stolen? Right.

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

5269. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 13:37:06 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bgoc5m$6h4$1@reader08.wxs.nl>
Source record: 24801

ozk@atari-RULES.org wrote:

>>>Correct. Reverse engineering is looking at what something does and
>>>then making it yourself, without looking at the original's sourcecodes.
>>
>>That's called stealing someone else's work, whatever colour icing you pipe
>>over it!.
>
>
> In that case, 99.9% of all software used today has been stolen? Right.

Yes, for example every piece of software that tries to have somewhat the
same user interface as competing software. Basically, including a "Save
file" option in your program that can be accessed with <CTRL>-S is
reverse engeneering and hence stealing. Surely you didn't think of the
idea of using ctrl+s yourself?

Maurits.

5270. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 14:37:49 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <bgofft$gs1$1@reader1.panix.com>
Source record: 24802

MiNT? 1.15.12, or 1.16.0 beta. EasyMiNT has a very nice installer program, and if I run into problems, the mint-list mail group has been very helpful.

This is being typed into a TosWin window under MiNT, and I find it quite useful. The old, perhaps ancient, ftp and telnet programs work perfectly, and that is mostly what I use it for. I do have STiNG and its clients, but do not use them any more.

For the latest in MagiC, you might look at the Europe Shareware web site, since I just got e-mail mentioning it, in partly understandable Frence.

Jim

Tim Wilson <timkel@swbell.net> writes:

: So what should I do with it? ;^) I've had it for a few weeks now, and have
: mostly just been playing a few Reservoir Gods games with it (I'm now an
: official Superfly addict!) as well as tested out a few of my old ST apps.
: However, I've been out of the Atari ST/TT/Falcon scene for about 6 or 7
: years now, and I have no idea what the latest MiNT/MagiC/etc versions are,
: as well as what would be the best OS to run on it. Good old single-tasking
: TOS has always served me well, but I'd like to get into some multitasking
: action, involving the most TOS-compatible OS possible, and even try my hand
: at some more "modern" things, like getting online with it. Can anyone out
: there give me some advice?

: Tim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5271. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 15:51:54 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <lwPXa.893$2B6.220634@news.siol.net>
Source record: 24803

Jim DeClercq wrote:

> MiNT? 1.15.12, or 1.16.0 beta. EasyMiNT has a very nice installer program,
> and if I run into problems, the mint-list mail group has been very
> helpful.
>
> Tim Wilson <timkel@swbell.net> writes:
>
> : So what should I do with it? ;^) I've had it for a few weeks now, and
> : have mostly just been playing a few Reservoir Gods games with it (I'm
> : now an official Superfly addict!) as well as tested out a few of my old
> : ST apps. However, I've been out of the Atari ST/TT/Falcon scene for
> : about 6 or 7 years now, and I have no idea what the latest
> : MiNT/MagiC/etc versions are, as well as what would be the best OS to run
> : on it. Good old single-tasking TOS has always served me well, but I'd
> : like to get into some multitasking action, involving the most
> : TOS-compatible OS possible, and even try my hand at some more "modern"
> : things, like getting online with it. Can anyone out there give me some
> : advice?

Well depends on how much RAM and HDD space u have.. Especialy RAM is
tricky... I wouldnt recomend u even think on MiNT if u dont have atleast
14MB, and even in that case it may become tight, if u will boot in full
MiNT setup (unix) and also load AES.. ull end up with some 6-7MB free RAM.
less if more fancy things.. Magic use a lot less resources so except if u
really want Unix, go with Magic... But since there is xboot ot othet boot
managers, u can install MiNt and Magic, and boot into prefered system as u
wish...

5272. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 16:19:59 UTC
From: Kai Sch&#65533;lke <kai.schuelke@gmx.net>
Message-ID: <bgolfc$ar5$1@lacerta.tiscalinet.it>
Source record: 24804

"Tim Wilson" <timkel@swbell.net> schrieb im Newsbeitrag
news:JULXa.2186$Pu5.1832@newssvr24.news.prodigy.com...
> So what should I do with it? ;^) I've had it for a few weeks now, and have
> mostly just been playing a few Reservoir Gods games with it (I'm now an

[snip]

Congratulations ;-)))

I am in the same situation as you are, but have no Atari-experience at all.
I intend to use it/him for programming purposes (and gaming). There are some
nice demos at http://dhs.nu

Bye

Kai

5273. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 18:06:59 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vivsi3ml9nqbf1@corp.supernews.com>
Source record: 24805

"Tim Wilson" <timkel@swbell.net> wrote in message
news:JULXa.2186$Pu5.1832@newssvr24.news.prodigy.com...
> So what should I do with it? ;^) I've had it for a few weeks now, and have
> mostly just been playing a few Reservoir Gods games with it (I'm now an
> official Superfly addict!) as well as tested out a few of my old ST apps.
> However, I've been out of the Atari ST/TT/Falcon scene for about 6 or 7
> years now, and I have no idea what the latest MiNT/MagiC/etc versions are,
> as well as what would be the best OS to run on it. Good old single-tasking
> TOS has always served me well, but I'd like to get into some multitasking
> action, involving the most TOS-compatible OS possible, and even try my
hand
> at some more "modern" things, like getting online with it. Can anyone out
> there give me some advice?
>
> Tim
>
Hey this looks as if I posted this! I am in the same boat as you. I did
install a nice 8G HD in mine and have been trying all sorts of ST software,
most do not work. But that is not surprising as the Falcon is a lot
different than the ST series, just looks the same on the outside! Totally
different beast inside.

So I have also tried a few Reservoir Gods games loaded! Double Bobble 2000
is awesome! My favorite game at the moment. Real nice version. I wish
there were some descent emulators for it like SNES or Atari 800. That run
full speed anyway. I recently got a Atari 800 emulator but have not played
with it much yet. Heard it is slow on the 030.

I am quite disappointed in the lack of software for the Falcon. Especially
shareware. I came from the Amiga as was quite spoiled from Aminet I guess!
;)

Tim

5274. Re: MilanTOS 4.08

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 18:21:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200308052021.a26800@b.maus.de>
Source record: 24812

MS> TOS 4.08 is the latest, dated 2003:

With this version I have some problems.

Is it possible that you send me a mail. I try three adress without any success.

Gerhard

5275. Re: Atari Falcon Issues...

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 18:40:51 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bgotnjnjb1@thorium.cix.co.uk>
Source record: 24806

In message <b662b21f.0308031438.67731a34@posting.google.com>, notator_logic@hotmail.com said:

>If you have and can run diamond edge, do so, you may find the
>problem...

But be aware that DE has problems with large partitions and also LFNs. On my 6.4GB disk with 840 MB partitions I get nonsense such as negative numbers for capacity, so I wouldn't trust it for repairs or defragging such disks. A 1GB subdivided sufficiently small partitions may be OK, but HP Optimizer (PD) is a much better bet, you'll find!

Regards, /Peter/

5276. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 18:59:42 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <vivup88g9s4dd8@corp.supernews.com>
Source record: 24807

Tim <tjlazer@nospam.mail.com> wrote in message
news:vivsi3ml9nqbf1@corp.supernews.com...
>
> "Tim Wilson" <timkel@swbell.net> wrote in message
> news:JULXa.2186$Pu5.1832@newssvr24.news.prodigy.com...
> > So what should I do with it? ;^) I've had it for a few weeks now, and
have
> > mostly just been playing a few Reservoir Gods games with it (I'm now an
> > official Superfly addict!) as well as tested out a few of my old ST
apps.
> > However, I've been out of the Atari ST/TT/Falcon scene for about 6 or 7
> > years now, and I have no idea what the latest MiNT/MagiC/etc versions
are,
> > as well as what would be the best OS to run on it. Good old
single-tasking
> > TOS has always served me well, but I'd like to get into some
multitasking
> > action, involving the most TOS-compatible OS possible, and even try my
> hand
> > at some more "modern" things, like getting online with it. Can anyone
out
> > there give me some advice?

For online use there is a wealth of options. From STiK2 or STiNG if you
want an
option that isn't OS specific to MagicNet or MiNT Net if you are going for
one of these 2 OS options. There is also the option of Draconis that has
been having alot of updates recently. Beyond these there are still several
other
players out there in the market.

> Hey this looks as if I posted this! I am in the same boat as you. I did
> install a nice 8G HD in mine and have been trying all sorts of ST
software,
> most do not work. But that is not surprising as the Falcon is a lot
> different than the ST series, just looks the same on the outside! Totally
> different beast inside.
>

There is a program called Backwards, which is available on the net. It will
allow alot of older programs to run properly on the falcon.

> So I have also tried a few Reservoir Gods games loaded! Double Bobble
2000
> is awesome! My favorite game at the moment. Real nice version. I wish

> there were some descent emulators for it like SNES or Atari 800. That run
> full speed anyway. I recently got a Atari 800 emulator but have not
played
> with it much yet. Heard it is slow on the 030.
>
> I am quite disappointed in the lack of software for the Falcon.
Especially
> shareware. I came from the Amiga as was quite spoiled from Aminet I
guess!
> ;)
>

There are quite a few toys and games linked at http://www.gemcandy.org
(shameless
plug), which I've just gone done doing a major house cleaning on and fixing
alot of links.
Probably not many things to compare with a Resevoir God game, but many
interesting
distractions are available.

If you want to play with Falcon specific, there are still a number of
older things available
at http://www.umich.edu/~archive/atari/Falcon/

Have fun. With a bit of digging around you should find enough stuff to keep
you busy for
weeks.

Dan Ackerman
aka baldrick

5277. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 20:58:09 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0308051258.4cb7d522@posting.google.com>
Source record: 24808

Janez Valant <swe@atari.org> wrote in message news:<lwPXa.893$2B6.220634@news.siol.net>...
> Jim DeClercq wrote:
>
> > MiNT? 1.15.12, or 1.16.0 beta. EasyMiNT has a very nice installer program,
> > and if I run into problems, the mint-list mail group has been very
> > helpful.
> >
> > Tim Wilson <timkel@swbell.net> writes:
> >
> > : So what should I do with it? ;^) I've had it for a few weeks now, and
> > : have mostly just been playing a few Reservoir Gods games with it (I'm
> > : now an official Superfly addict!) as well as tested out a few of my old
> > : ST apps. However, I've been out of the Atari ST/TT/Falcon scene for
> > : about 6 or 7 years now, and I have no idea what the latest
> > : MiNT/MagiC/etc versions are, as well as what would be the best OS to run
> > : on it. Good old single-tasking TOS has always served me well, but I'd
> > : like to get into some multitasking action, involving the most
> > : TOS-compatible OS possible, and even try my hand at some more "modern"
> > : things, like getting online with it. Can anyone out there give me some
> > : advice?
>
>
> Well depends on how much RAM and HDD space u have.. Especialy RAM is
> tricky... I wouldnt recomend u even think on MiNT if u dont have atleast
> 14MB, and even in that case it may become tight, if u will boot in full
> MiNT setup (unix) and also load AES.. ull end up with some 6-7MB free RAM.
> less if more fancy things.. Magic use a lot less resources so except if u
> really want Unix, go with Magic... But since there is xboot ot othet boot
> managers, u can install MiNt and Magic, and boot into prefered system as u
> wish...

That said, you *can* have an extremely basic Mint setup with just the
Mint kernal (MINTNP.PRG) placed in your AUTO folder, a MINT folder
with a MINT.CNF file that contains a GEM= or INIT= followed by the
path to an AES (AES 4, NAES, Geneva, XaAES, etc.).

Mike Freeman
mail@freeman-studio.com

5278. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 22:53:30 UTC
From: lp <gfa@basic.net>
Message-ID: <BB55ADAA.1501%gfa@basic.net>
Source record: 24809

in article Pine.MNT.4.31.0308051323320.350-100000@hadesbox,
ozk@atari-RULES.org at ozk@atari-RULES.org wrote on 8/5/03 7:25 AM:

> On Mon, 4 Aug 2003, Steve Sweet wrote:
>
>> Hi
>>
>> Maurits van de Kamp wrote:
>>> Adam Klobukowski wrote:
>>>
>>>>> The first post i saw that had anything illegal in it was when Mr.
>>>>> Purcell publicly advocated theft of software code by reverse
>>>>> engineering, I'm sure Google could attest to that.
>>>>
>>>> Reverse engineering is not always illegal!
>>>
>>> Correct. Reverse engineering is looking at what something does and
>>> then making it yourself, without looking at the original's sourcecodes.
>>
>> That's called stealing someone else's work, whatever colour icing you pipe
>> over it!.
>
> In that case, 99.9% of all software used today has been stolen? Right.

Several people have offered to give me pirate versions of magic for
development use. I suppose that is acceptable stealing if it benefits
magic. However,I refused all such offers.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5279. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-05 22:54:42 UTC
From: lp <gfa@basic.net>
Message-ID: <BB55ADF2.1501%gfa@basic.net>
Source record: 24810

in article bgntm0bt1@reader08.wxs.nl, Maurits van de Kamp at
james.t.kirk@enterprise.nasa.gov wrote on 8/5/03 5:29 AM:

> Mark D wrote:
>
>
>>> 1. Is MagiC going to be updated ever again for Atari? If so, is there a
>>> projected release date?
>>
>> I don't think that there will be any update to the Atari version.
>
> In other words, open source or death. :)
>
> Funny how in "some other threads" here, MagiC being locked away in the
> dungeons of Andreas Kromke is a good thing, and an active team of MiNT
> developers (nicely controlled by CVS and a kernel coordinator) is
> described as "people screwing around with it" which is a bad thing.
> Besides, MiNT sucks as an os because there are no new developments (well
> there are, but they are not interesting for Atari users, well except the
> MiNT users but they are silly and don't count), whereas MagiC rules
> because it works with old software so you don't have to buy new
> developments, even if there were. Which is good. Because paying for new
> software sucks. Except when it's MagiC. Erm.. I'm getting confused now.

That is a dead on impression of Dennis. Hilarious!!

> This stuff is more complicated than installing KGMD :)

lol

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5280. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 00:38:35 UTC
From: swampfax1@atlantic.net
Message-ID: <f6YXa.1300$6W2.496294@monger.newsread.com>
Source record: 24811

On 5 Aug 2003 10:44:57 G, "Tim Wilson" wrote:
>So what should I do with it?

SNIP

Hi Tim,
There's always a large debate between Magic and Mint users but I feel safer with single TOS 4.04.
Someone here stated that the Falcon is a "Audio" machine that just happens to also be a computer! I use Cubase for direct to hard drive recording & MIDI (I believe Cubase Lite is free) and there's other recording software and hardware attacments that expand it's cabability but I've found it's pretty powerful alone. With today's large files a speeder-upper hardware enhancer is pretty much necessary (mine is Phanton SE powered and a number of others are in use but most are no longer in production.....see the CT60 for the latest)!
Aniplay is a nice multi format player. Doom is a massive game (my favorite) along with Ballerburg2 (now being translated to english). Some ST games are playable with Backward III such as the F16 Flight Simulator but note that a "vanilla" set-up might be needed so that Auto folder programs don't interfere with some games.
For the NET, STIK/QDIALER is one way to go. It's easier to set up than Sting but the latter has on-line tools (such as Trace Route). CAB seems to be the most popular browser and Highwire is in devlopement.
A good source of FTP files is Chapelie (someone will give the address :)

Enjoy!

John G.

5281. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 02:44:56 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.06.02.44.56.581723@removenoaspam.atari-source.com>
Source record: 24813

On Tue, 05 Aug 2003 18:54:42 -0400, lp wrote:

> in article bgntm0bt1@reader08.wxs.nl, Maurits van de Kamp at
> james.t.kirk@enterprise.nasa.gov wrote on 8/5/03 5:29 AM:
>
>> Mark D wrote:
>>
>>
>>>> 1. Is MagiC going to be updated ever again for Atari? If so, is there a
>>>> projected release date?
>>>
>>> I don't think that there will be any update to the Atari version.
>>
>> In other words, open source or death. :)
>>
>> Funny how in "some other threads" here, MagiC being locked away in the
>> dungeons of Andreas Kromke is a good thing, and an active team of MiNT
>> developers (nicely controlled by CVS and a kernel coordinator) is
>> described as "people screwing around with it" which is a bad thing.
>> Besides, MiNT sucks as an os because there are no new developments (well
>> there are, but they are not interesting for Atari users, well except the
>> MiNT users but they are silly and don't count), whereas MagiC rules
>> because it works with old software so you don't have to buy new
>> developments, even if there were. Which is good. Because paying for new
>> software sucks. Except when it's MagiC. Erm.. I'm getting confused now.
>
> That is a dead on impression of Dennis. Hilarious!!
>
>> This stuff is more complicated than installing KGMD :)
>
> lol

well part of the reason I posted that was because of my own interest in
the future of MagiC.. I mean hey I own 3 copies including the latest
version but surely I don't deserve anymore updates. Considering I own not
a single copy of windows ;) I guess they just have a better marketing
team, that's all.

Anyway, the other reason I posted to usenet was exactly that. To settle
Dennis's dead assertion that MagiC has a brilliant future in the Atari
world. Unfortunately, and I say UNFORTUNATELY it doesn't. In a prior
argument with me, I remember him using that as ammo against me, that MagiC
will be having more updates. False....

Mark
http://atari-source.com

5282. WTB: USA Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 02:53:50 UTC
From: Julian Wolfe <julianwolfe@earthlink.net>
Message-ID: <25_Xa.35071$Mc.2783788@newsread1.prod.itd.earthlink.net>
Source record: 24814

Hi all,

I'm looking to buy a North America Falcon030 machine.

If you have one for sale, email me at
julianwolfeIHATESPAM@earthlink.net

Remove IHATESPAM for the address

5283. ATARI STEINBERG AVALON D/A CONVERTER AND FZ-10M

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 03:26:42 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <Sz_Xa.25816$vx3.7204488@kent.svc.tds.net>
Source record: 24815

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2549937335&category=38071

5284. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 04:58:07 UTC
From: jdplace@prodigy.net
Message-ID: <zV%Xa.3163$g55.341@newssvr32.news.prodigy.com>
Source record: 24816

On 5 Aug 2003 22:44:56 -, Mark D wrote:
>On Tue, 05 Aug 2003 18:54:42 -0400, lp wrote:
>
>> in article bgntm0bt1@reader08.wxs.nl, Maurits van de Kamp at
>> james.t.kirk@enterprise.nasa.gov wrote on 8/5/03 5:29 AM:
>>
>>> Mark D wrote:
>>>
>>>
>>>>> 1. Is MagiC going to be updated ever again for Atari? If so, is there a
>>>>> projected release date?
>>>>
>>>> I don't think that there will be any update to the Atari version.
>>>
>>> In other words, open source or death. :)
>>>
>>> Funny how in "some other threads" here, MagiC being locked away in the
>>> dungeons of Andreas Kromke is a good thing, and an active team of MiNT
>>> developers (nicely controlled by CVS and a kernel coordinator) is
>>> described as "people screwing around with it" which is a bad thing.
>>> Besides, MiNT sucks as an os because there are no new developments (well
>>> there are, but they are not interesting for Atari users, well except the
>>> MiNT users but they are silly and don't count), whereas MagiC rules
>>> because it works with old software so you don't have to buy new
>>> developments, even if there were. Which is good. Because paying for new
>>> software sucks. Except when it's MagiC. Erm.. I'm getting confused now.
>>
>> That is a dead on impression of Dennis. Hilarious!!
>>
>>> This stuff is more complicated than installing KGMD :)
>>
>> lol
>
>well part of the reason I posted that was because of my own interest in
>the future of MagiC.. I mean hey I own 3 copies including the latest
>version but surely I don't deserve anymore updates. Considering I own not
>a single copy of windows ;) I guess they just have a better marketing
>team, that's all.
>
>Anyway, the other reason I posted to usenet was exactly that. To settle
>Dennis's dead assertion that MagiC has a brilliant future in the Atari
>world. Unfortunately, and I say UNFORTUNATELY it doesn't. In a prior
>argument with me, I remember him using that as ammo against me, that MagiC
>will be having more updates. False....

>
>
>Mark
>http://atari-source.com
>.
Not to add any flames to the subject, but I recently have done
something I never thought I would do as a frequent MagiC user. I
went back to using Geneva/Neodesk primarily. I have found that it is
the most stable environment for most of the software that I use every
day. Especially for "Newsie." For some reason it is much faster,
and I don't have the problems I sometimes experience with MagiC.

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

5285. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 06:39:51 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <bgq7rl$7p4$1@server4.gts.cz>
Source record: 24817

Is 12.4 of 14MB free that bad? What is MagiC's footprint BTW?
This is FreeMiNT with fVDI, XaAES and Teradesk.

Look here at the snapshot that proves it!
http://phoenix.inf.upol.cz/~opichals/aranym/afrosInfo.png

Mike Freeman wrote:

>>less if more fancy things.. Magic use a lot less resources so except if u
>>really want Unix, go with Magic... But since there is xboot ot othet boot
>>managers, u can install MiNt and Magic, and boot into prefered system as u
>>wish...
>
> That said, you *can* have an extremely basic Mint setup with just the
> Mint kernal (MINTNP.PRG) placed in your AUTO folder, a MINT folder
> with a MINT.CNF file that contains a GEM= or INIT= followed by the
> path to an AES (AES 4, NAES, Geneva, XaAES, etc.).

5286. ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 08:23:06 UTC
From: f.szymanski@dmt.de
Message-ID: <674c5603.0308060023.6254e66c@posting.google.com>
Source record: 24818

Hello,

I recently received my ct60, installed it and its running fine. :-)

Unfortunately for my first tests I had to remove my NOVA graphics card. Even though the ct60 is faster compared to the afterburner card that was installed in my Falcon before the slow and small graphics from the VIDEL drives me crazy.

So I installed some connectors on top of the NOVA adaptor to install the NOVA between the mainboard and the ct60 but there is one scary thing that prevents me from installing it.

The NOVA adaptor needs +12V and -12V from the mainboard.

Does anybody know whether it is still necessary to connect the two clips on the NOVA to the mainboard or is +/- 12V provided by the ct60 now.

Thanks in advance,

Regards,

Frank

5287. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 11:56:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060226928-265090AEicMi@gmx.net>
Source record: 24831

From: Ekkehard_Flessa@wun.maus.de (Ekkehard Flessa)
Date: Wed, 30 Jul 2003 19:43:00 +0200

Hi Ekkehard,

>DV>I never tried it under MagiC, but then why would I? There a no rpm
>DV>packages available that will run under MagiC
>
>There aren't? I doubt that. I've got both MagiC and MiNT installed here, and
>thus can install RPMs under MiNT.
>There are programs available, that do run (and are useful) under MagiC, but are
>available only in RPM form.

Let's presume that I would download them from a ftp server or from the SpareMINT website for example: there is no indication which of these packages might run under MagiC. So, I either wait until someone happens to mention them in here and tell us that they actually run or download the whole lot and waste a day trying them out. Sorry Ekkehard, but both these options aren't very appealing. If MiNT developers/maintainers/porters can't be bothered mentioning which programs happen to run under MagiC or even TOS also, then why would I?

>Examples:
>- wget (command line http and ftp download utility). Works great with MagiCNet,
>but has some small display problem (cr/lf vs. cr only).

Here we go.... you just said "that are usefull", these two examples may be very usefull to you, but that doesn't mean they are usefull to everyone. There are people here who don't like to work with CLI's, I happen to be one of them, and according to Lonny, I should stick with kid stuff anyway...

wget is one of the apps which I would never use, whenever I need to download or upload anything from a ftp server I use Fiffi, and before anyone makes silly comments, so far I haven't encountered one ftp site which couldn't be accessed or needed a more sophisticated client. If I need to download stuff from different maps in different trees, then there's the drag &drop protocol helping me to make it easy and for complicated tasks there's always a ASH Scripter file available to come to rescue... as for features: well just compare and judge for yourself. And for http there's the CAB surf module.

>- dosfsck (FAT16/FAT32 directory/file structure test and repair program). The
>only available for TOS systems!

Dosfsck is not the only program available for TOS systems that can handle FAT32. Take a look in your mailbox and be surprised, Oh and surely you'll notice that instead of once again a silly CLI this one has a nice graphical interface. You may like or dislike such an interface, but IMO programs like these need to give feedback to the user, and nothing beats graphical feedback for this kind of apps.

Anyway, as it is dosfsck lacks the option to optimise a FAT32 partition, you may find this not necessary, but I do.

So to conclude: minimum two similar apps already exist for our platform, they both have a full featured gui and on top of that have much more features. And considering that the apps are freeware as well, I see no reason to use the two open source ported CLI's... And yes I know that these were just two examples of the "mountain" of stuff that's available, unfortunately most of that mountain consists of stuff like these two examples. Using an app just for the sake of it is something I don't do. Apps like wget are not going to save this platform, they just add to the ever growing mountain of internet clients, as for dosfsck, I very much doubt that there are a lot of people here who would jump up and start using it... not the way it's now anyway. Last year Grzegorz Pawlik wrote a Scripter file for it, that script gives it a minimal user interface.... but IMO not good enough...

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5288. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 12:14:02 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bgqrm9$5b9$1@reader08.wxs.nl>
Source record: 24819

Joseph D. Place wrote:

> Not to add any flames to the subject, but I recently have done
> something I never thought I would do as a frequent MagiC user. I
> went back to using Geneva/Neodesk primarily.

That reminds me.. weren't there some promising experiments running
Geneva as an AES for MiNT long ago? How did that turn out?

Maurits.

5289. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 12:39:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060226936-266663AEicMi@gmx.net>
Source record: 24833

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: Thu, 31 Jul 2003 18:20:02 +0000 (UTC)

Hi Jo Even,

>N.AES implements most (all?) special objects introduced in MagiC, the only
>real difference is the way 3D borders are drawn. N.AES does it like Atari
>Corp. did. MagiC doesn't. From a programmer's point of view I prefer the
>first.

N.AES draws the borders outside the object and this has the effect that the objects total size enlarges. MagiC on the other hand draws the borders inside the object, thus retaining the original size. In the MagiC programmers docs, Andreas Kromke goes through great lengths explaining why he choose to implement it this way, when reading all the pro's and cons, the MagiC approach makes more sense to me. Not to mention that it's visually more appealing also ofcourse, especially in low resolutions these 3D borders drawn outside the object don't look very good.

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5290. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 13:32:29 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0308060532.28406961@posting.google.com>
Source record: 24820

>
> I'll start another line:
>
> Germany - 1, that's me :-]
>
>
> Alexander

Yes, it has arrived! Thank you, Rudolphe! You ARE the man! Haven't even tried to install it yet, just collecting the things I'll need to recase it. Not gonna hurry, I'm too ignorant technically to rush it. Just ask Rudolphe, he had to fix my bad installation of my CT2B! ;-)

Wayne

5291. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 16:01:01 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.08.06.16.00.59.594532@pandora.be>
Source record: 24821

Op Wed, 06 Aug 2003 14:14:02 +0200, schreef Maurits van de Kamp:

> Joseph D. Place wrote:
>
>> Not to add any flames to the subject, but I recently have done
>> something I never thought I would do as a frequent MagiC user. I went
>> back to using Geneva/Neodesk primarily.
>
> That reminds me.. weren't there some promising experiments running
> Geneva as an AES for MiNT long ago? How did that turn out?

Myself have used it some time but found it rather unstable on the TT030.
I've tried it to make it running on the Hades using kernel 1.15.12 but
this test failed for some reason.
However years ago a friend of mine has used MiNT 1.12/MiNT-net/Geneva on
his TT030 during a long periode. He was very pleased with it.

CU,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5292. mypdf

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 18:18:51 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0308062013400.343-100000@UNI_MANiac>
Source record: 24822

I heard rumours about a release of a new and free Atari PDF viewer called mydpf. Any beta testers here who have tried it ?

I tried http://mypdf.atari-users.net but get a "403 Forbidden" error message. There are supposed to be some screenshots to see there ??

Martin Tarenskeen

5293. Best Electronics email address

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 18:42:12 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bgri64$1cj$1@thorium.cix.co.uk>
Source record: 24823

Anyone have the current one, please?

Mail to the one I have - bestelec@concentric.com - bounces.

Regards, /Peter/

5294. Re: Slow down double-clicks on STFM

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 18:42:12 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bgri64$1ck$1@thorium.cix.co.uk>
Source record: 24824

In message <bgnjsq$ps6$3@reader08.wxs.nl>, james.t.kirk@enterprise.nasa.gov said:

>> Is there a CPX or ACC that can be auto-loaded at boot-up that
>> allows either setting the d-c interval even longer, or - better -
>> to allow using the right button for double-clicking in all
>> programs, including 1st Word Plus?
>
>I don't know about changing the mouse buttons, but you can adjust the
>doubleclick speed even in the ancient standard control panel that came
>with the ST, and Xcontrol and Zcontrol also come with a CPX to do this.

Hi Maurits!

As I said in my first (non-quoted) para, I am already using
Xcontrol and relevant CPX from Atari. I was wondering whether
other CPXs allowed a wider latitude - i.e. longer intervals.

Regards, /Peter/

5295. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 22:40:31 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <ztfYa.145160$nU.7301172@amsnews03.chello.com>
Source record: 24825

Standa Opichal wrote:

> Is 12.4 of 14MB free that bad? What is MagiC's footprint BTW?
> This is FreeMiNT with fVDI, XaAES and Teradesk.
>
> Look here at the snapshot that proves it!
> http://phoenix.inf.upol.cz/~opichals/aranym/afrosInfo.png
>

I have 8.9 Mb free of 12 Mb on my TT
This is
freemint 1.15.12 + MP (page tables!!!)
XaAES
Teradesk
Toswin2
Xcontrl + 6 cpx
Nova VDI

PS Standa:
Your proof would be totally convincing if you also
showed XaAES's task manager window. (XaAES only runs with MiNT)
;-)

My MagiC 6 comparable setup leaves 10.3 Mb
This is
MagiC 6 (which is kernel & AES)
Teradesk
Xcontrl + 8 cpx
Nova VDI

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

5296. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 22:53:39 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <TFfYa.145466$nU.7312963@amsnews03.chello.com>
Source record: 24826

ozk@atari-RULES.org wrote:

> On Mon, 4 Aug 2003, Steve Sweet wrote:
>
>> Hi
>>
>> Maurits van de Kamp wrote:
>> > Adam Klobukowski wrote:
>> >
>> >>> The first post i saw that had anything illegal in it was when Mr.
>> >>> Purcell publicly advocated theft of software code by reverse
>> >>> engineering, I'm sure Google could attest to that.
>> >>
>> >> Reverse engineering is not always illegal!
>> >
>> > Correct. Reverse engineering is looking at what something does and
>> > then making it yourself, without looking at the original's sourcecodes.
>>
>> That's called stealing someone else's work, whatever colour icing you
>> pipe over it!.
>
> In that case, 99.9% of all software used today has been stolen? Right.
>
>

Everything that implements rotating objects is theft.
We stole the nutcracker from the chimps.
It is called "progress"
Note that the idee of "intellectual property" was only put into law
AFTER all great inventions were made.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

5297. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 22:58:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060226968-273127AEicMi@gmx.net>
Source record: 24837

From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Date: Mon, 04 Aug 2003 09:42:33 +0200

Hi Maurits,

>>It's because we're talking about a newbie here, someone who still has to
>>learn the ins and outs of MiNT, dropping him straight into MiNTNet would
>>be fatal. And yes I think it's lots easier to enter your parameters in an
>>easy to use setup program.
>
>Again you obviously have no idea of the current state of MiNT(net). It
>*has* an install program that just asks you for the parameters.

I know it has, so what? These parameters will be an enormous stumble block
for that newbie... you seem to forget that the docs are not so clear as they
could be. Someone new to all this having to wade his way thorugh the giant
mess the MiNT docs have turned into will run away screaming out loud.

>>Have you any idea how many times I've heard someone singing
>>that particular song? "it's not difficult to port", "we only have to port
>>it" etc.... and then you and some others here are amazed why I make such a
>>noise?
>
>Yes, because every time something IS ported, you ignore it because
>according to you, ported open source software is not interesting for
>Atari users. So you like to make it seem that nothing is ported.

I said for the *majority* of Atari users, and that is a complete different
group.
Let's take three examples which have been recently discussed here, three
examples which were ment to show me that this sofware is interesting for
Atari users:

Ghostscript: unless one happens to have a 060 processor in his computer, this
port is rather useless. I assume it's ported by someone who needed it and had
a Milan or Hades060... people needing to read ps files are better of with the
ancient Ghostscript and people wanting to read pdf files are definitely
adviced to take a look at Porthos.

fsdsk and wget: I refer you to my other post for this, but let's just say
that this type of software doesn't impress me. Sure, the people that ported
it did their best, but is this really what we're all waiting for? Sorry but I
don't get wild about stuff like that. Especially considering that we already
have apps which perform similar tasks.
There's so much missing on this platform, and then all I see coming are some
more net-related ports, which to make matters worse are CLI's and in many

cases only run on one of the three major used OS's. So yes, I ignore these ports.... not because they are CLI's or OS specific but mainly because they add nothing to this platform. If tomorrow someone here announces a new mailer or ftp client which happens to run on all three OS's, I'll ignore it as well. The wheel has been invented....

>Despite being an Atari freak, all dev I did so far was on Suns,
>PCs and embedded stuff. So it's about time to change that. :)

Yes it is :-)
There's enough stuff for those two platforms available, it's time to turn and look in the other drection.

>> that driver will be here before the second
>> quarter of 2004... there's more in the pipeline then you think.
>> So what about it? If I loose I'll send you a six pack "Duvel's", and if
>> you happen to loose, you send me a six pack "Amstel Gold"... :-)
>
>Ewwwww! Can't imagine someone from Belgium of all places asking for
>Amstel beer... :)

Well... The Heineken "kattenpis" is out, so it was either Amstel Gold or Grolsch...

>But this looks like a bet with inside information.
>I don't like that. :) If I do find the time to get started on pptp for
>MiNT anytime soon, we could bet which driver is ready first. At least
>that way there would be an element of competition. :)

Ofcourse I have a little information, betting is a serious business and should be approached seriously ;-)
But it's not like the stakes are sky high... however betting on what driver would be finished first is definitely not a good idea, unless you wanna send a sixpack beer to Belgium ofcourse (that's a hint...)

>Anyway, all things keep pointing to the same conclusion: Both systems
>have their advantages and their drawbacks. My only fundamental
>disagreement with you, apart from my personal preference, is that it's
>not a good thing to try and convert the whole Atari world to Magic or
>ignore MiNT as a serious platform. The huge number itself of people that
>feel offended by you, whether they are right or wrong, should prove that.

Maurits, it's summer... Every summer we have a good fashioned OS-War flaming thread, it's traditional, and particularly this year it was a necessity. It may have gone unnoticed, but ever since I started this pointless discussion the fagboy Benny and the Luposian threads came to an end. Threads like these hurt this platform and community, a OS discussion doesn't. I'm convinced that a lot of people who haven't joined the discussion have learned at least a couple of things from it. If you call the small number of posters which opposed and feel offended by my views "huge" then this says enough about the state this platform is in. And to be honest: I don't really care about these people their feelings, they've shown in the past not to respect others their feelings either. A couple of posters will oppose whatever I write, seeing my

name is enough to set them off...

>Basically, we have the same choices as on the PC; one OS integrated in
>it's GUI that is easy to use as long as you don't want to do anything
>special (Windoze), and one Unix-based OS with separate GUI that is more
>reliable and is Unix compatible, and consequently has more advanced uses
>(Linux). But in the Atari world, these two systems are actually
>compatible! Enjoy it man.. Atari rules! :)

I am enjoying it, and I want to enjoy it for many more years to come. This platform is very small now, the comparisation with the PC platform doesn't take that in account. We can't afford to have two OS's that are incompatible, just like we can't afford to have apps that only run on one OS... If we have to split up the little that remains... then there won't be nothing left in the end. Surely, that's something nobody here wants?

Cheers from Belgium
Dennis
--

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http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5298. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 22:58:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060226944-268103AEicMi@gmx.net>
Source record: 24835

From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Date: Tue, 05 Aug 2003 11:29:54 +0200

Hi Maurits,

>Funny how in "some other threads" here, MagiC being locked away in the
>dungeons of Andreas Kromke is a good thing, and an active team of MiNT
>developers (nicely controlled by CVS and a kernel coordinator) is
>described as "people screwing around with it" which is a bad thing.

I said that the thought of a bunch of people fucking around with MagiC
would make my stomach turn....
That is not quite the same thing is it?

It's about time this platform gets a better universal newsreader. Half of
the posts here refer to things that never have been written, either these
posters have a lively imagination or we need a better newsreader.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5299. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 22:59:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060226920-263524AEicMi@gmx.net>
Source record: 24829

From: <ozk@atari-RULES.org>
Date: Thu, 31 Jul 2003 23:19:01 +0200

>And take another look at Lonny's english. You have been talking about
>stealing, making remarks about Hades and someones mother. So, yes, you did
>make those statements... however, do you still support them?

Oh boy!!!!
Another one using Pine... why is that people who use this program always
get to see and read more then what actually has been written? If it's not
yuur newsreader then one can only presume that you're hallucinating, in
that case you should go and see a doctor *urgently*

But OK, fine....
Show us or post the reference number of the post(s) where I make remarks
about someones mother, about *Lonny* his Hades and about stealing. I put
it to you that just like Lonny, you won't come up with the goods.... I
never made any of these statements nor did I support them, so there's no
reason for me to retract anything either... how's that for a start?

BTW: use a better newsreader, the one you're using obviously sucks.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5300. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 22:59:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060226924-264116AEicMi@gmx.net>
Source record: 24830

From: lp <gfa@basic.net>
Date: Fri, 01 Aug 2003 11:38:29 -0400

>Dennis spews forth some more bullshit:

Yep....
And certainly after this post I'll keep on spewing it in your direction
until you're completely covered in it.

>Whatever, install a dam filter and turn a blind eye all the time.

And give you a wildcard to spew some more slander in my direction? Sorry
mate, unlike you I know at least *who* wrote *what*....

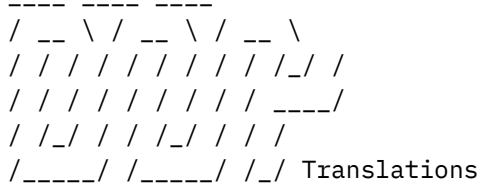
>You clearly know what is being said but refuse to comes to grips with
>it, and I'm done dinking around with such a luser.

You accuse someone, and when asked for the proof, all you can come up with
is this miserable reply? When it comes down to spewing bullshit you don't
need lessons...
So let's try again: PRODUCE THE POSTS !!!

>So play with your kiddy OS as the rest of us adults move on. ;-)

Hallelujah, the messiah has spoken...

Cheers from Belgium
Dennis
--



http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5301. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 23:00:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060226966-272464AEicMi@gmx.net>
Source record: 24836

From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Date: Mon, 04 Aug 2003 09:52:10 +0200

Hi Maurits,

>>Did you say "our" developments? Sorry but taking a source and running it
>>through a compiler doesn't really qualify as a developement, and the few
>>remaining *real* programmers just happen to create something from scratch.
>
>I wasn't talking about that at all. I was talking about your advocacy
>that future developments should be for Magic alone.

That is absolutely not what I'm advocating!!
All I want to see are apps that run on the three OS's, a OS specific - no
matter what OS - appliaction, is the last thing on my mind.

>>For one reason or another these programmers luckily aren't narrow minded
>>and do their very best to make sure that their creations run on all three
>>OS's...
>
>Which is good, although I've seen you state a couple of times that you'd
>rather not have them waste their energy on this and just develop for Magic.

I'm pretty sure I never ever wrote anything in that order. So you either
misinterpreted it or that newsreader is playing up again. I know a couple of
programmers who think getting it right for anything else then TOS and MagiC
is a waste of time... but that doesn't mean that I share that view. But I do
care if someone spends energy on something, comes in here telling us about
that great Atari app and then it turns out to run only in one of the three
major used OS's... call it nitpicking if you like, but an app like that
doesn't deserve the name Atari app in my book.

>Ah, Mandrake also does Mac? Hmm might be worth taking a look, although I
>prefer running Linux on PCs only; the Mac (since os X) as well as the
>Atari have too much "personality" of their own to replace it with
>Linux.. just turns them into expensive PCs. :) But since my refusal to
>buy a PC (I'm just using discarded 486'es and stuff), it would be nice
>to play with a powerful Linux station for a change. :)

I was surprised also about Mandrake, the Mandrake compilation is a 3 CD set,
a nice one to start with however is GNU darwin 2.3, that's OS X without the
"ballast"

Cheers from Belgium
Dennis
--

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http://ddp.atari.org
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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5302. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 23:00:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060226940-267359AEicMi@gmx.net>
Source record: 24834

From: Mark D <mducksub@removenoaspam.atari-source.com>
Date: Tue, 05 Aug 2003 22:44:56 -0400

Hi Mark,

>Anyway, the other reason I posted to usenet was exactly that. To settle
>Dennis's dead assertion that MagiC has a brilliant future in the Atari
>world. Unfortunately, and I say UNFORTUNATELY it doesn't. In a prior
>argument with me, I remember him using that as ammo against me, that MagiC
>will be having more updates. False....

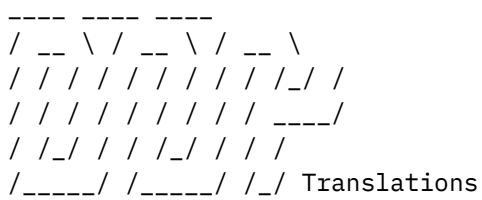
Let's take another look at Oliver's reply:

There's a quite a difference between the replies given to question 1 and
question 2. When asked if the sources of MagiC could be released, he replies
with a straightforward "NO", the reply about the future update of MagiC-Atari
however isn't so straightforward, a "I don't think so"... is not exactly the
same as "no".

Instead of getting in touch with the German distributor, get in touch with
the programmer himself, I presume he at least knows the score? Has it ever
occured to you that ASH won't be releasing any future versions of MagiC for
the Atari anymore because of sales that are too low? Andreas Kromke follows
this group.... have you seen anything coming from him denying it? All I can
say is that development of MagiC is not dead yet. And unless the programmer
says so himself, I tend to believe him...

And then you can come in here and cry victory....

Cheers from Belgium
Dennis
--



http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5303. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 23:00:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060226932-265875AEicMi@gmx.net>
Source record: 24832

From: mail@freeman-studio.com (Mike Freeman)
Date: 31 Jul 2003 14:19:21 -0700

Hi Mike,

>I know this is pretty picky, but that still bugs me. I have some ACC's
>that *have* to be used from the accessory slots in order to be
>available to other programs or to function properly. Because of these,
>my accessories have to be spread out in different locations, rather
>than being able to have them all in one place.

Why do you have to spread the ACC's in different locations? All you need to
do is to create a folder and put all the ACC's in it, next enter the path and
name of that folder in magx.inf. When MagiC boots it'll now where all your
ACC's are located...

e.g: #_ACC C:\ACC\

In combination with an app like XBoot you can select which ACC's need to be
loaded when the OS boots. And since deactivated ACC's (ACX) can still be
started from within Jinnee there shouldn't be a problem.

>I personally don't see
>what the problem is with at least giving the user the option of having
>more than 6 loaded into the slots. Let the user decide whether or not
>to put things there. All other Atari GUI's allow it, why not Magic? I
>hate software that doesn't leave options open to the user's own
>judgement.

Sorry, but I'm not following anymore...
AFAIK non of the Atari TOS versions allow to use and load more then 6 ACC's
at once. When MultiTOS was released, Atari distincted themselves from using
ACC's and adviced using and developing CPX's...
We all have different needs ofcourse, but I can't remember ever needing to
have more then 6 ACC's running at once. Almost al tasks have been taken over
by CPX's anyway, I only have two slots filled, one for XControl and one for
ST-GUIDE. The beauty of the method is that you can run ACC's whenever you
need to, since they are treated as executable apps. In TOS they need to be
loaded when you boot and they use memory as well. In MagiC you load them when
you need them, and if you prefer the TOS way of handling things, you can load
them while MagiC boots, so you've got the best of both worlds ;-)

>Actually, what I'd like to see them do is this: Allow the user place
>the ACC's in a folder, instead of on the root directory (although they
>can be there, too, and function as usual). Put an "Accessory"
>sub-directory on the desk menu, where both the ACC's and the APP's in
>this folder (or even PRG's or anything else, I suppose) can be

>displayed.

As for putting a menu entry in the desktop, that's not an OS-related job.
It's the desktop who needs to be able to accomplish this. But there are a couple of alternatives available: In Jinnee for example you can call up the context menu and select *anything* no matter where or on what partition it's located. You could also use StartMeUp and make a custom template that suits your needs. I use the context menu and select the one I need, all executable apps can be selected, even those that have a ACX or PRX extension... And then there's the "easy" solution, put an alias of the folder that contains all your ACC's on the desktop.

>But that's just me. I like things neat and tidy and easy to get to
>instead of spread out haphazardly all over the place.

Sure... who doesn't?
Keeping it tidy is possible, you can put all your ACC's and CPX's in one location, and if you like to see something like on the mac, then take a look at Mcontrol http://jf.omnis.ch/ , Mcontrol (Milan Control) was ment for the never released Milan II, it's still has the beta status, but most functions are already implemented...

Cheers from Belgium
Dennis
--

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http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5304. Re: Best Electronics email address

Newsgroup: comp.sys.atari.st
Date: 2003-08-06 23:46:01 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3f319335$0$16152$626a54ce@news.free.fr>
Source record: 24827

hi,

<xlator@cix.compulink.co.uk> a crit dans le message de
news:bgri64$1cj$1@thorium.cix.co.uk...
> Anyone have the current one, please?
>
> Mail to the one I have - bestelec@concentric.com - bounces.
>
> Regards, /Peter/
>

try with concentric.net and not .com ;-)
--
[ProToS] on ircnet
chan #atari.fr #atariscne

5305. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 00:53:52 UTC
From: "R.Spanger" <rip@rap.com>
Message-ID: <bgs4ql$h0r$1@news6.svr.pol.co.uk>
Source record: 24828

"Tim Wilson" <timkel@swbell.net> wrote in message
news:JULXa.2186$Pu5.1832@newssvr24.news.prodigy.com...
> So what should I do with it?

You could do what Derryck Croker did a few weeks back and offer it for sale
at a ridiclous price!!

5306. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 05:23:58 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0308062123.5e90352a@posting.google.com>
Source record: 24838

Martin Byttebier <donotusethisaddress@pandora.be> wrote in message
news:<pan.2003.08.06.16.00.59.594532@pandora.be>...
> Op Wed, 06 Aug 2003 14:14:02 +0200, schreef Maurits van de Kamp:
>
> > Joseph D. Place wrote:
> >
> >> Not to add any flames to the subject, but I recently have done
> >> something I never thought I would do as a frequent MagiC user. I went
> >> back to using Geneva/Neodesk primarily.
> >
> > That reminds me.. weren't there some promising experiments running
> > Geneva as an AES for MiNT long ago? How did that turn out?
>
> Myself have used it some time but found it rather unstable on the TT030.
> I've tried it to make it running on the Hades using kernel 1.15.12 but
> this test failed for some reason.
> However years ago a friend of mine has used MiNT 1.12/MiNT-net/Geneva on
> his TT030 during a long periode. He was very pleased with it.
>
> CU,
> Martin

I use Geneva with Mint. It took a little fiddling with, but as far as
I can tell, it is fairly stable on my Falcon. I found when originally
setting it up, it was sometimes fussy with things like AUTO folder
order (more so than AES 4), and there was a program or two that
wouldn't like it, but it was mostly usable. I like the Geneva
environment (very nice for its time), and adding Mint, Thing, and
Boxkite gave it the nice Mint features like long filenames, etc. So it
can be quite usable if you get things set just right. When I switch
from Magic to Mint for certain tasks, or just for fun experimentation,
I pretty much stick to Geneva as an AES.

Mike Freeman
mail@freeman-studio.com

5307. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 06:08:09 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.08.07.06.08.08.152737@nossspamXXatari-source.com>
Source record: 24839

On Thu, 07 Aug 2003 01:00:36 +0200, Dennis Vermeire wrote:

> From: Mark D <mducksub@removenoaspam.atari-source.com>
> Date: Tue, 05 Aug 2003 22:44:56 -0400
>
> Hi Mark,
>
>>Anyway, the other reason I posted to usenet was exactly that. To settle
>>Dennis's dead assertion that MagiC has a brilliant future in the Atari
>>world. Unfortunately, and I say UNFORTUNATELY it doesn't. In a prior
>>argument with me, I remember him using that as ammo against me, that MagiC
>>will be having more updates. False....
>
> Let's take another look at Oliver's reply:
>
> There's a quite a difference between the replies given to question 1 and
> question 2. When asked if the sources of MagiC could be released, he replies
> with a straightforward "NO", the reply about the future update of MagiC-Atari
> however isn't so straightforward, a "I don't think so"... is not exactly the
> same as "no".
>
> Instead of getting in touch with the German distributor, get in touch with
> the programmer himself, I presume he at least knows the score? Has it ever
> occured to you that ASH won't be releasing any future versions of MagiC for
> the Atari anymore because of sales that are too low? Andreas Kromke follows
> this group.... have you seen anything coming from him denying it? All I can
> say is that development of MagiC is not dead yet. And unless the programmer
> says so himself, I tend to believe him...
>
> And then you can come in here and cry victory....
>
> Cheers from Belgium
> Dennis

It's not a victory you lunatic! It's a sad defeat for everyone. I like MagiC. I'm just
tired of it
crashing every time I walk away from the computer for half a day and come
back with nothing running. Machine problem? Funny, MiNT doesn't do that.
So yeah.. I'd like an update. But it's very poor fodder for you to
suggest that there will be updates. You sound as much like a fool pushing
your MagiC is the way of the future BS as you might think I do quoting a
word for word reply that says "No I don't think so". Hrmm.. Seems like a
No answer to me.

Mark
http://atari-source.com

5308. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 06:10:45 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.08.07.06.10.45.683911@nossspamXXatari-source.com>
Source record: 24840

On Thu, 07 Aug 2003 00:58:56 +0200, Dennis Vermeire wrote:

> From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
> Date: Tue, 05 Aug 2003 11:29:54 +0200
>
> Hi Maurits,
>
>>Funny how in "some other threads" here, MagiC being locked away in the
>>dungeons of Andreas Kromke is a good thing, and an active team of MiNT
>>developers (nicely controlled by CVS and a kernel coordinator) is
>>described as "people screwing around with it" which is a bad thing.
>

As for this post:

> I said that the thought of a bunch of people fucking around with MagiC
> would make my stomach turn....
> That is not quite the same thing is it?
>

Okay. Not sure why it would make your stomach turn. Seems like MagiC
becoming more stable on all platforms would do everyone good. And adding
the option of having MiNT extensions would totally rock and make MiNT not
my system of choice and XaAES not my AES of choice. Unfortunately for
everyone involved, MagiC is still LOADS faster than anything else. Even
if you have a CT60 like I do now, it's STILL noticeable.

> It's about time this platform gets a better universal newsreader. Half of
> the posts here refer to things that never have been written, either these
> posters have a lively imagination or we need a better newsreader.
>

They're ideas. I don't see you doing much in this NG except pushing
negative vibes.

> Cheers from Belgium
> Dennis

5309. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 06:11:56 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.08.07.06.11.56.286961@nossspamXXatari-source.com>
Source record: 24841

On Wed, 06 Aug 2003 06:32:29 -0700, Wayne Martz wrote:

>>
>> I'll start another line:
>>
>> Germany - 1, that's me :-]
>>
>>
>> Alexander
>
> Yes, it has arrived! Thank you, Rudolphe! You ARE the man! Haven't
> even tried to install it yet, just collecting the things I'll need to
> recase it. Not gonna hurry, I'm too ignorant technically to rush it.
> Just ask Rudolphe, he had to fix my bad installation of my CT2B! ;-)
>
> Wayne

CT60 humming along at 66MHz 16MHz bus speed. 13 degrees celsius.
Now how do I clock this thing up to 72MHz again? <grin>

Mark
http://atari-source.com

5310. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 06:35:58 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <irmYa.18739$bo1.3676@news-server.bigpond.net.au>
Source record: 24842

Hey Mark, what is the standard operating temp of the 060, just a little
curious as to how hot it gets.

Mark too

"Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
news:pan.2003.08.07.06.11.56.286961@nossspamXXatari-source.com...
> On Wed, 06 Aug 2003 06:32:29 -0700, Wayne Martz wrote:
>
> >>
> >> I'll start another line:
> >>
> >> Germany - 1, that's me :-]
> >>
> >>
> >> Alexander
> >
> > Yes, it has arrived! Thank you, Rudolphe! You ARE the man! Haven't
> > even tried to install it yet, just collecting the things I'll need to
> > recase it. Not gonna hurry, I'm too ignorant technically to rush it.
> > Just ask Rudolphe, he had to fix my bad installation of my CT2B! ;-)
> >
> > Wayne
>
> CT60 humming along at 66MHz 16MHz bus speed. 13 degrees celsius.
> Now how do I clock this thing up to 72MHz again? <grin>
>
> Mark
> http://atari-source.com
>

5311. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 08:00:09 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbj40s6.181.atari@core.preferuje.luzik.pl>
Source record: 24843

On Sun, 03 Aug 2003 10:57:06 +0200, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
> From: Jo Even Skarstein <joska@nvg.ntnu.no>
> Date: Fri, 25 Jul 2003 22:36:20 +0000 (UTC)
>
> Hi Jo Even,
>
>>>I have Magic with Jinne on my Falcon. I would bet you my computer
>>>that the CT60 on a Falcon with Magic and Jinnee would
>>>beat a Falcon with a CT60 with a MINT setup!!!!
>>
>>Why do you think so? My personal experience is that there's no speed
>>difference for such tasks. The reason is simple - such tasks doesn't use
>>the OS at all! So if the computer doesn't do anything else (and it can't
>>if the comparison should be fair) the difference will be very, very small.
>>Based on my experience with Aniplayer on my Milan060 I'd guess that
>>Aniplayer would use somewhere between 20 and 30 seconds to decode a 1Mb
>>mp3-file. The difference between MiNT and MagiC in this case would be very
>>close to zero. I can't say which OS will "win" such a contest.
>
> I don't think so...
>
> The decoded file must be written to the hard disk, Aniplayer usally writes
> bits and pieces as it moves along... since MiNT has a non re-entrant file
> system opposed to MagiC, meaning that whenever Aniplayer access the hard
> disk MiNT is idle, MagiC on the other hand will continue happily decoding
> the file.

Wrong. It is Aniplayer that decodes the file, and it is Aniplayer that will be idle. There will be no difference how Aniplayer works on both systems.

It could be described in this way:

Lets split file in n chunks,

Aniplayer decodes 1st chunk
Aniplayer saves 1st chunk

Aniplaer decodes 2nd chunk
Aniplayer saves 2nd chunk

Aniplayer decodes 3rd chunk
Aniplayer saves 3rd chunk

.
.

.

Aniplayer decodes n-th chunk
Aniplayer saves n-th chunk

During saving a chunk Aniplayer can't do anything becouse it is "on hold" by
the OS, no matter if OS is MagiC or FreeMiNT. If Aniplayer would use parrell
peocessing it could be diffrent, but Aniplayer does not do that according to
my knowledge.

> A 1Mb mp3 file isn't very realistic, an average file will be more like 4Mb
> large, equalling 50Mb when expanded as a WAV file. Writing a 50MB WAV file
> to the Falcon hard disk takes about 20 seconds all in all, 20 precious seconds
> that MiNT is idle while MagiC is doing his thing. So assuming that it takes on
> average 2 minutes to decode a 4Mb mp3 file under MiNT, MagiC should be capable
> of doing the same thing in roughly 15 secs less, and that's a difference of
> almost 10%. Assuming that Carey would decode a complete CD (650MB) (13
> tracks), he would be finished almost 3 minutes before you, meaning he can
> decode an additional track...
>
> So, the OS used does make a difference.

Wrong no. 2

Reading/Writing to disk while running program in parrel is called "DMA
transfers". DMA transfer are usually slow (they are on Falcon) then non-DMA
transfers (when all programs are idle). In some cases DMA
transfer+proccesing by program takes longer then DMA transfer and then
program. It is becouse program and disk transfers (DMA or not does not
matter here) uses the same bus to transfer data. DMA transfers need a bit
more bus speed then non-DMA transfers, so they are slower.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5312. Re: mypdf

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 08:09:38 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbj41e0.181.atari@core.preferuje.luzik.pl>
Source record: 24844

On Wed, 6 Aug 2003 20:18:51 +0200, Martin Tarenskeen <nospam@zonnet.nl> had a noticeable pleasure while writting:
> I heard rumours about a release of a new and free Atari PDF viewer called
> mydpf. Any beta testers here who have tried it ?
>
> I tried http://mypdf.atari-users.net but get a "403 Forbidden" error
> message. There are supposed to be some screenshots to see there ??

There arte some betas in the hands of beta-testers, but it is not good enough to be released yet.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5313. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 09:50:02 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <ehpYa.2249$Xg1.1344083098@newssvr12.news.prodigy.com>
Source record: 24845

"R.Spanger" <rip@rap.com> wrote in message
news:bgs4ql$h0r$1@news6.svr.pol.co.uk...
> You could do what Derryck Croker did a few weeks back and offer it for
sale
> at a ridiclous price!!

Here's the kicker on that...it's a Bell+Howell Falcon, including their revised serial #'s and such. So, no way I'm getting rid of it! It only came with 4MB RAM and no HD, though, so it obviously needs some upgrading. What kind of mem upgrade would you guys recommend? I already have a 2.5" HD for it, just don't have the IDE cable or mount, which I'll probably order from B&C or Best. Any other suggestions?

Tim

5314. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 10:01:28 UTC
From: Pascal Ricard <pascal@europe-shareware.org>
Message-ID: <3f32542e20bc010@europe-shareware.org>
Source record: 24749

Hello,

in article <irmYa.18739$bo1.3676@news-server.bigpond.net.au> (comp.sys.atari.st),
Mark Bedingfield wrote on Thu 07-08-2003 06:35 (GMT):

> Hey Mark, what is the standard operating temp of the 060, just a little
> curious as to how hot it gets.

I'm not Mark but I can tell you whet I can see anyway :-)
The 060 is operating at about 4 degrees celsius above the temp of the
room. That is curruntly 32 degrees for the 060, the Falcon being out of
its case, and with the fan fitted. The weather is rather hot here these
days...

Bye,
/Pascal/

5315. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 11:14:38 UTC
From: f.szymanski@dmt.de
Message-ID: <674c5603.0308070314.6ad90941@posting.google.com>
Source record: 24746

> Hey Mark, what is the standard operating temp of the 060, just a little
> curious as to how hot it gets.

My ct60 has an average temperature of 47 degrees centigrade although
it is quite hot here ATM in Germany (~36 degrees).

Regards,

Frank

5316. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 11:36:45 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3f3238a8$0$10359$afc38c87@news.optusnet.com.au>
Source record: 24747

"Frank Szymanski" <f.szymanski@dmt.de> wrote in message
news:674c5603.0308070314.6ad90941@posting.google.com...
> > Hey Mark, what is the standard operating temp of the 060, just a little
> > curious as to how hot it gets.
>
> My ct60 has an average temperature of 47 degrees centigrade although
> it is quite hot here ATM in Germany (~36 degrees).

Hmmm, ambient temp always makes it worse. It is hotter in Germany than
Australia. Been only 16 degrees here. Any other CPU temp's you lucky buggers
want to share?

Mark

5317. Icofiles to rsc

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 12:20:44 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bgtg0o$c44$1@news2.tilbu1.nb.home.nl>
Source record: 24748

Hello Atarians,

Do any of you know a program to convert ico-files (PC format) to rsc-files (Atari). I've tried ICO2RSC but that that work, maybe cause I didn't use enough icons (read something about 64 icons for one rsc).

Second question: if you want to use true type fonts (PC style .ttf) with NVDI where do you have to put them? In the BTFonts folder?

Regards,

Jos

5318. Re: Icofiles to rsc

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 12:43:40 UTC
From: Pascal Ricard <pascal@europe-shareware.org>
Message-ID: <3f325b7a266f1c0@europe-shareware.org>
Source record: 24750

Hello,

in article <bgtg0o$c44$1@news2.tilbu1.nb.home.nl> (comp.sys.atari.st),
J.J.van de Gruiter wrote on Thu 07-08-2003 14:20 (+0200):

> Hello Atarians,
>
> Do any of you know a program to convert ico-files (PC format) to rsc-files
> (Atari). I've tried ICO2RSC but that that work, maybe cause I didn't use
> enough icons (read something about 64 icons for one rsc).

Have a look at Icon Extract:
http://perso.club-internet.fr/lafabrie/

> Second question: if you want to use true type fonts (PC style .ttf) with
> NVDI where do you have to put them? In the BTFonts folder?

In the folder of your choice. Use the cpx to set the location, or edit
nvdi.inf in the root of your boot drive to add a line like this one:

FONTPATH = C:\GEMSYS\FONTES.TTF\

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

5319. Re: mypdf

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 13:34:57 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0308070534.43c595fe@posting.google.com>
Source record: 24751

Hi Martin,

The 403 Error has been fixed and the site is working.
It's still the old site for now, but I have had contact with Rafal
about the access information to the site, so an update might be in the
works.

Rob
webmaster (at) atari-users.net
http://www.atari-users.net

Martin Tarenskeen <nospam@zonnet.nl> wrote in message
> I tried http://mypdf.atari-users.net but get a "403 Forbidden" error
> message. There are supposed to be some screenshots to see there ??

5320. Re: Slow down double-clicks on STFM

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 14:28:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060273398-104099AEicMi@gmx.net>
Source record: 24755

From: xlator@cix.compulink.co.uk
Date: Mon, 4 Aug 2003 17:47:37 +0000 (UTC)

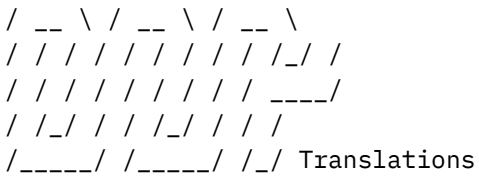
Hi Peter,

>Is there a CPX or ACC that can be auto-loaded at boot-up that
>allows either setting the d-c interval even longer, or - better -
>to allow using the right button for double-clicking in all
>programs, including 1st Word Plus? (I know it's out of date, but
>she is used to it and it does all she needs).

Yep there is....

It's called WRAPMOUS, it's a CPX programmed by Richard Kurz in the early 90's. I'm left handed and thus like using the right button for double-clicking also. This little gem can also drive a PC mouse on the serial ports, let you use a joystick as alternative mouse, controls the d-c intervals and lots more...

It's in your mailbox now... :-)

Cheers from you know where
Dennis
--

http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5321. ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 14:43:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>
Source record: 24752
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Link to 8 newly updated Atari Catalogs!

Due to Popular Demand, I'm extending my Christmas in July into August!
This is how it works. Buy the HardWare/Accessories for any Classic Atari
8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with
Games/SoftWare and/or Books/References. You be good to me and I'll be good
to you! The more you spend on HardWare/Accessories, the better I outfit
your system. The more HardWare you buy for your system, the more Software/
Games and/or Books/References you receive! You choose the Atari Hardware
you want to buy and You & I choose the Books/References and/or Software/
Games I'll include in your Order.This will be a good opportunity to renew
lost interest in collecting Atari or building a New Atari system for the
first time. ReLive your Atari Youth! Call Ben anytime at (503)256-9974!!!

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I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5322. Re: Icofiles to rsc

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 15:21:53 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB5821F3.4A3B%derryck@nospam.cix.co.uk.invalid>
Source record: 24753

In article bgtg0o$c44$1@news2.tilbu1.nb.home.nl, J.J.van de Gruiter at jos_van_de_gruiter@hotmail.com wrote on 7/8/03 13:20:

> Second question: if you want to use true type fonts (PC style .ttf) with
> NVDI where do you have to put them? In the BTFonts folder?

Once you've sorted out where to stash your fonts use NVDI Tools to manage your fonts; it moves (or copies) fonts to and from a "Hide" folder.
--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5323. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 15:21:53 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB582160.4A3A%derryck@nospam.cix.co.uk.invalid>
Source record: 24754

In article bgs4ql$h0r$1@news6.svr.pol.co.uk, R.Spanger at rip@rap.com wrote on 7/8/03 01:53:

>> So what should I do with it?
>
> You could do what Derryck Croker did a few weeks back and offer it for sale
> at a ridiclous price!!

So you haven't seen what price they go for on eBay, even if you could get one then?

Supply and demand dear boy!

--
Cheers,

Derryck

5324. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 16:57:02 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <rFuYa.950$2B6.233652@news.siol.net>
Source record: 24756

Derryck Croker wrote:

> So you haven't seen what price they go for on eBay, even if you could get
> one then?
>
> Supply and demand dear boy!

Well that may be true, yet i never sold any atari to earn.. I gave some
to good ppl, since i got them for free, i sold falcon i got for 44E for
same price to pal, who realy wanted it.. I dont realy give a shit for how
much they go at Ebay.. I cant be so low, to offer it at such prize. Also,
on ebay they may GO for that prize, but initial prize is not that high..

Janez

5325. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 16:59:54 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <7IuYa.952$2B6.233652@news.siol.net>
Source record: 24757

> Well that may be true, yet i never sold any atari to earn.. I gave some
> to good ppl, since i got them for free, i sold falcon i got for 44E for
> same price to pal, who realy wanted it.. I dont realy give a shit for how
> much they go at Ebay.. I cant be so low, to offer it at such prize. Also,
> on ebay they may GO for that prize, but initial prize is not that high..

Btw, i did got that cheap Falcon on Ebay equivalent here....

5326. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 17:37:26 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0308070937.1253efc@posting.google.com>
Source record: 24758

"R.Spanger" <rip@rap.com> wrote in message news:<bgs4ql$h0r$1@news6.svr.pol.co.uk>...
> "Tim Wilson" <timkel@swbell.net> wrote in message
> news:JULXa.2186$Pu5.1832@newssvr24.news.prodigy.com...
> > So what should I do with it?
>
> You could do what Derryck Croker did a few weeks back and offer it for sale
> at a ridiclous price!!

He is not forcing you to buy it, so no need to whine about it...

/Joakim

5327. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 18:07:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200308072007.a43420@wun.maus.de>
Source record: 24771

Hallo Dennis!

DV>wget is one of the apps which I would never use,

well, and that's where we differ :-)
I use it always when I encounter download problems with Cab. Just copy the URL into the clipboard, change to the CLI window, type "wget " + paste the URL, and wget reliably handles the rest.

DV>Dosfsck is not the only program available for TOS systems that can
DV>handle FAT32.

Which would be the other one? It surely isn't Diskus (which I own), and not yet Diamond Edge.

DV>Take a look in your mailbox and be surprised,

Which one? Please note that my above adress won't handle binaries above 10kB! Anyway, there's no evidence of mail from yours to any of my adresses. Well, this might result from the fact you're using a freemailer adress, which might be filtered somewhere.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

5328. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 18:34:16 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vj56tb8aoa1c54@corp.supernews.com>
Source record: 24759

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BB582160.4A3A%derryck@nospam.cix.co.uk.invalid...
> In article bgs4ql$h0r$1@news6.svr.pol.co.uk, R.Spanger at rip@rap.com
wrote
> on 7/8/03 01:53:
>
> >> So what should I do with it?
> > >
> > > You could do what Derryck Croker did a few weeks back and offer it for
sale
> > > at a ridiclous price!!
> >
> > So you haven't seen what price they go for on eBay, even if you could get
> > one then?
> >
> > Supply and demand dear boy!
> >
So how much were you asking anyhow? I recently got a Falcon030/4MB/60MB HD
for $350

Tim

5329. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 18:35:18 UTC
From: vdjole@EUnet.yu
Message-ID: <bgu653ijr2@news.eunet.yu>
Source record: 24760

On 6 Aug 2003 04:58:07 G, Joseph D. Place wrote:

>Not to add any flames to the subject, but I recently have done
>something I never thought I would do as a frequent MagiC user. I
>went back to using Geneva/Neodesk primarily.

Keep an eye on the appearance of the new TeraDesk 3, soon.
Works nicely with Geneva (and other AESses as well...).

>I have found that it is >the most stable environment for most of the
>software that I use every day.... For some reason it is much faster,
>and I don't have the problems I sometimes experience with MagiC.

Indeed, Geneva is a very reliable option and -very- convenient for
lower-end Atari systems (it is small and fast).

Regards;

5330. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 19:00:13 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bgu7jt$2tt$1@tyfon.itea.ntnu.no>
Source record: 24761

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> ports.... not because they are CLI's or OS specific but mainly because they
> add nothing to this platform. If tomorrow someone here announces a new mailer
> or ftp client which happens to run on all three OS's, I'll ignore it as well.
> The wheel has been invented....

I don't agree with you in this particular case. There are no really good
mailer on our platform. aMail is good, but crashes all the time when
dealing with attachments. Marathon Mail won't even start on my Milan. ASH
Emailer only works under MagiC and isn't really good on that OS
either. MyMail is not bad, but to be honest the GUI is quirky. A new,
stable mailer with just the right features is #1 on my wishlist.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5331. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 19:05:06 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bgu7t2$2tt$2@tyfon.itea.ntnu.no>
Source record: 24762

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>>Corp. did. MagiC doesn't. From a programmer's point of view I prefer the
>>first.

> N.AES draws the borders outside the object and this has the effect that the
> objects total size enlarges. MagiC on the other hand draws the borders inside

Yes, and so does TOS, MultiTOS and Geneva. MagiC is the exception, I don't
like such exceptions when programming ;-)

> the object, thus retaining the original size. In the MagiC programmers docs,
> Andreas Kromke goes through great lengths explaining why he choose to implement
> it this way, when reading all the pro's and cons, the MagiC approach makes more

I'm sure Andreas considered both methods, I just happen to disagree with
him. Anyway, it wouldn't be a problem at all if programmers who develop
under MagiC just tested their resources with atleast one of the other
AESes (if their application is intended to run on them). But many times,
they don't. This is the problem.

> sense to me. Not to mention that it's visually more appealing also ofcourse,
> especially in low resolutions these 3D borders drawn outside the object don't
> look very good.

This is a matter of taste.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5332. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 19:45:48 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.08.07.19.45.47.529123@pandora.be>
Source record: 24763

Op Thu, 07 Aug 2003 19:00:13 +0000, schreef Jo Even Skarstein:

> I don't agree with you in this particular case. There are no really good
> mailer on our platform. aMail is good, but crashes all the time when
> dealing with attachments. Marathon Mail won't even start on my Milan. ASH
> Emailer only works under MagiC and isn't really good on that OS
> either. MyMail is not bad, but to be honest the GUI is quirky. A new,
> stable mailer with just the right features is #1 on my wishlist.

Ever tried Okami? IMHO, it's the best (off-line)mailer available for our
platform. It runs on every OS (some probs with Geneva though).
It's not that easy to set up but once done it's worth the pain.
It needs Popwatch/Newswatch to retrieve mails/messages and that is the
weak point. Both needs to be updated. Unfortunately the author seems to be
disappeared from earth.

TTFN,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5333. Re: Icofiles to rsc

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 20:13:22 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bgubmu$i5e$1@news1.tilbu1.nb.home.nl>
Source record: 24764

Hello Pascal,

Thank for the tip. I've installed the program and it seems to be exactly what I'm looking for. However, the program keeps on crashing everytime under MagiC and under single TOS. (Falcon 030)

To be more precise: it stops. No mouse or other reactions. There are no bombs are messages. It just stops working.

Any idea?

Regards,

5334. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 21:41:36 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bguh2g$78q$1@tyfon.itea.ntnu.no>
Source record: 24766

Martin Byttebier <donotusethisaddress@pandora.be> wrote:

>> stable mailer with just the right features is #1 on my wishlist.

> Ever tried Okami? IMHO, it's the best (off-line)mailer available for our

Yes, I've used for quite a while actually. Not bad, but not very good
either. Basically, I want something like the mail-part of Outlook 2000 but
without all the MS weirdness. I like the way you can arrange folders, sort
items, the preview-mode...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5335. Re: Icofiles to rsc

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 21:47:48 UTC
From: Pascal Ricard <pascal@europe-shareware.org>
Message-ID: <3f32d93e88b1272@europe-shareware.org>
Source record: 24767

Hello,

in article <bgubmu$i5e$1@news1.tilbu1.nb.home.nl> (comp.sys.atari.st),
J.J.van de Gruiter wrote on Thu 07-08-2003 22:13 (+0200):

> Thank for the tip. I've installed the program and it seems to be exactly
> what I'm looking for. However, the program keeps on crashing everytime under
> MagiC and under single TOS. (Falcon 030)
>
> To be more precise: it stops. No mouse or other reactions. There are no
> bombs are messages. It just stops working.
>
> Any idea?

No idea, I didn't test the later version. Did you ask to the author?

Bye,
/Pascal/

5336. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 22:22:58 UTC
From: "R.Spanger" <rip@rap.com>
Message-ID: <bgugbr$2ho$1@newsg3.svr.pol.co.uk>
Source record: 24765

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BB582160.4A3A%derryck@nospam.cix.co.uk.invalid...
> In article bgs4ql$h0r$1@news6.svr.pol.co.uk, R.Spanger at rip@rap.com
wrote
> on 7/8/03 01:53:
>
> >> So what should I do with it?
> > >
> > > You could do what Derryck Croker did a few weeks back and offer it for
sale
> > > at a ridiclous price!!
> >
> > So you haven't seen what price they go for on eBay, even if you could get
> > one then?
> >
> > Supply and demand dear boy!
> >
> > --
> > Cheers,
> >
> > Derryck
> >
> >
Ok who wants mine? and at what price (dear boys!!) 3.5 gig drive, Nemisis,
and full memory, it has sat gathering dudt for a couple of years

5337. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 23:31:29 UTC
From: "Paul Malcolm"
Message-ID: <djBYa.131$d8.87@newsfep3-gui.server.ntli.net>
Source record: 24768

On 7-Aug-2003, "R.Spanger" <rip@rap.com> wrote:

> Ok who wants mine? and at what price (dear boys!!) 3.5 gig drive, Nemisis,
> and full memory, it has sat gathering dudt for a couple of years

How much are you thinking of?

PAUL

5338. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-07 23:33:08 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0308071533.10143fd0@posting.google.com>
Source record: 24769

"Tim Wilson" <timkel@swbell.net> wrote in message
news:<JULXa.2186$Pu5.1832@newssvr24.news.prodigy.com>...
> So what should I do with it? ;^) . Can anyone out
> there give me some advice?
>
> Tim

Hi TimW

Funny, I know another Tim Wilson who is in the MIDI scene...you are
probably not the same guy.

Anyway: a Falcon is great for MIDI and Music! New apps have been
developed such as ACE MIDI/ Tracker and AEX: very cool at 256 colors.

Ace MIDI is a full fledged soft synth. All you need is some kind of
MIDI keyboard controller (even a cheap Casio)and your off.

check out my site for all the downloads as well. Most if not all work
on the falcon

http://tamw.atari-users.net

TimC

5339. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 01:01:30 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0308071701.6da66982@posting.google.com>
Source record: 24770

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1060226928-265090AEicMi@gmx.net>...
> So to conclude: minimum two similar apps already exist for our platform, they
> both have a full featured gui and on top of that have much more features. And
> considering that the apps are freeware as well, I see no reason to use the two
> open source ported CLI's... And yes I know that these were just two examples of
> the "mountain" of stuff that's available, unfortunately most of that mountain
> consists of stuff like these two examples. Using an app just for the sake of it
> is something I don't do. Apps like wget are not going to save this platform, they
> just add to the ever growing mountain of internet clients, as for dosfsck, I very
> much doubt that there are a lot of people here who would jump up and start using
> it... not the way it's now anyway. Last year Grzegorz Pawlik wrote a Scripter
> file for it, that script gives it a minimal user interface.... but IMO not good
> enough...

Just a thought, and not to bash your position on the subject (I don't
particularly like CLI's either)... I don't agree that software
duplication is a bad thing necessarily. I personally would rather have
a bunch of programs that did pretty much the same thing in different
ways, than just one that may or may not work like I prefer programs
to. Just because you and I don't like CLI's doesn't mean that it's not
a useful program that someone would prefer over the software you or I
use. The more the better, I think. That's one of the things I find
really great about this platform - the variety of software,
GUI's/CLI's, functionalities, program sizes, etc. that allow you to
pick the programs that fit your needs. Some people might like using
wget instead of Fiffi. Some might like Newsie or aFTP instead of
either of those. This is a good thing. I like being able to make
choices for myself based on what I like or don't like, and don't
criticise others for making different choices. If we were only offered
one or two choices for each genre of software out there, I wouldn't be
nearly as happy with this platform as I am. I may have even left it a
long time ago!

Mike Freeman
mail@freeman-studio.com

5340. CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 03:47:33 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.08.08.03.47.28.608598@nossspamXXatari-source.com>
Source record: 24772

Hello all,

I'm posting this into a public forum not to stir up trouble but just to raise the issue I'm having for discussion to see if anyone else has that same. My CT60 on the surface appears to work perfectly. It didn't like the first 256Meg stick of SDRAM I threw at it but it liked the second. I don't have the latest ABE update installed as I don't have a JTAG cable.

The latest update addresses an issue where accessing the floppy will crash the machine. On my system this issue is present but different, my scsi bus won't work at all. But when I turn of "Falcon scsi procesor device" in HD-Driver it will work, so the workaround is the same, meaning the cause of hte problem probably is the same.

But I have a different and slighjtly more important issue.

After freemint boots up, it reads that I have 3900K STram free and 3900K TTRAM free. No matter what I disable or change, nothing will get this to work right. However the system acts entirely different if I DON'T load NVDI 5.01. From there the system has display artifacts here and there and upon accessing anything that reports the free amount of TTram the system crashes. Things like Multistrip, the CT60 cpx, and the general cpx. Anything that would give me a free RAM count crashes. However if I load NVDI nothing crashes, but instead reports the incorrect amount free.

Under MagiC everything works flawlessly. Under SingleTOS the system is unstable without NVDI too. I'm not sure what NVDI changes but it sure does seem to make the system much much more stable.

I tried with TOS in RAM and TOS not in RAM. I tried changing delay settings and a whole bunch of other CT60 settings. I tried FreeMiNT 1.16 CVS kernel and 1.15.12 release kernel. Is it a MiNT problem? I suspect not, but possibly. I more likely suspect it to be a non-seen issue with the CT60. Does anyone else have these troubles without NVDI under FreeMiNT/singletos and on a full mint setup with xaaes and Thing or something like that are your memory totals correct? Are you using a BIG DIMM like 256meg?

Also I have a 68060@60MHz full chip, running at 66/16MHz. My clock buffer mod is the one illustrated on this page (first image, scroll down). it's not exactly like this one but close.

I am running without f030 clocks boost and without solders.

http://www.czuba-tech.com/CT60/english/Fitt_sold.htm

I can copy this message directly to Rodolphe or the MiNTlist if anyoen thinks it would be good.

Thanks
Mark
http://atari-source.com

5341. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 03:54:44 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.08.08.03.54.44.48935@nossspamXXatari-source.com>
Source record: 24773

On Thu, 07 Aug 2003 21:36:45 +1000, Mark Bedingfield wrote:

>
> "Frank Szymanski" <f.szymanski@dmt.de> wrote in message
> news:674c5603.0308070314.6ad90941@posting.google.com...
>> > Hey Mark, what is the standard operating temp of the 060, just a little
>> > curious as to how hot it gets.
>>
>> My ct60 has an average temperature of 47 degrees centigrade although
>> it is quite hot here ATM in Germany (~36 degrees).
>
> Hmmm, ambient temp always makes it worse. It is hotter in Germany than
> Australia. Been only 16 degrees here. Any other CPU temp's you lucky buggers
> want to share?
>
> Mark

I dunno, mine seems to be running particularly cold. Almost colder than
the ambient temp of the room. In addition my heatsink feels ice cold to
the touch.

Mark
http://atari-source.com

5342. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 04:11:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200308080611.a43425@wun.maus.de>
Source record: 24788

Hallo Jo Even!

JES>There are no really good mailer on our platform.

Have you checked out Cat+In2Cat? At least in terms of stability, it's quite perfect.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

5343. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 04:18:26 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.08.08.04.18.26.517452@nossspamXXatari-source.com>
Source record: 24774

On Thu, 07 Aug 2003 23:47:33 -0400, Mark D wrote:

Update to what I said earlier:

The problem appears to be simply accessing the CT60 CPX as well as multistrip versus much else. If I load up Kronos, it reports the TTram (incorrectly) without NVDI. If I boot up a clean system without nvdi or freemint and run kronos the ttram is reported proper. If I boot up as clean as I can (MiNT + XaAES + Teradesk) the TTramis reported incorrectly. The CT60 cpx crashes under all circumstances where NVDI is not loaded.

... weird.

Mark
http://atari-source.com

5344. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 04:21:48 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <wzFYa.19999$bo1.6372@news-server.bigpond.net.au>
Source record: 24775

"Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
news:pan.2003.08.08.03.54.44.48935@nossspamXXatari-source.com...
> On Thu, 07 Aug 2003 21:36:45 +1000, Mark Bedingfield wrote:
>
> >
> > "Frank Szymanski" <f.szymanski@dmt.de> wrote in message
> > news:674c5603.0308070314.6ad90941@posting.google.com...
> >> > Hey Mark, what is the standard operating temp of the 060, just a
little
> >> > curious as to how hot it gets.
> >>
> >> My ct60 has an average temperature of 47 degrees centigrade although
> >> it is quite hot here ATM in Germany (~36 degrees).
> >
> > Hmmm, ambient temp always makes it worse. It is hotter in Germany than
> > Australia. Been only 16 degrees here. Any other CPU temp's you lucky
buggers
> > want to share?
> >
> > Mark
>
> I dunno, mine seems to be running particularly cold. Almost colder than
> the ambient temp of the room. In addition my heatsink feels ice cold to
> the touch.

Did you put a cryo unit on it;-). I know the UK is bloody cold but 13
degrees?

Mark

5345. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 04:46:01 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.08.08.04.46.01.191781@nossspamXXatari-source.com>
Source record: 24776

On Thu, 07 Aug 2003 23:47:33 -0400, Mark D wrote:

Boooo!

Change fastload=no to fastload=yes in MiNT.cnf. Seems to have rectified any and all crashy problems. Now there is problems still when NVDI is not loaded, but I don't care.. I always have NVDI loaded.. Maybe Rodolphe will want me to check some things out to help diagnose that. But again, I really don't care for now.. I'm happy ;)

Mark
http://atari-source.com

5346. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 05:14:51 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bgvbjk$t4hss$1@ID-27442.news.uni-berlin.de>
Source record: 24777

Mark D wrote:

> The latest update addresses an issue where accessing the floppy will crash
> the machine. On my system this issue is present but different, my scsi
> bus won't work at all. But when I turn of "Falcon scsi procesor device"
> in HD-Driver it will work, so the workaround is the same, meaning the
> cause of hte problem probably is the same.

Rodolphe has found the problem, which was a bug in the CT060 firmware.
With the latest firmware HDDRIVER will also work with "SCSI Processor
Device" switched on. This is especially important for those using MagiC,
as the DMA background transfer under MagiC requires this option to be set.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

5347. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 05:32:11 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <vBGYa.20054$bo1.3917@news-server.bigpond.net.au>
Source record: 24778

"Rustynutt" <rustynuttspamblock@hotmail.com> wrote in message
news:0fc6jv07b4gsbd0b3tjgabu94offguo8qp@4ax.com...
> On Fri, 08 Aug 2003 05:05:56 GMT, Rustynutt
> <rustynuttspamblock@hotmail.com> wrote:
>
> Correction. The CT030 likely needed the FRB as well.
> Sorry for yelling. If you were use to a TT, you might not have know
> about the FRB. The Falcon does not install one.

<snip>
100% correct. The CT2 will not work without NVDI, but I thought it was a
Videl thing, well there you go..thanks for the info.

Mark

5348. Re: CT60 Problems - FRB

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 05:39:58 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <OIGYa.20061$bo1.18750@news-server.bigpond.net.au>
Source record: 24779

And I found this too

From: apratt@atari.UUCP (Allan Pratt)
Newsgroups: comp.sys.atari.st
Subject: Re: TT RAM
Message-ID: <2304@atari.UUCP>
Date: 19 Sep 90 00:21:46 GMT
References: <3107@medusa.informatik.uni-erlangen.de>
Organization: Atari Corp., Sunnyvale CA
Lines: 56

csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:

-Is the TT's memory mapped by the MMU so that it appears
-contiguous?

No. There is no address translation going on in the MMU. If there were, every program that wrote an address into a chip (video, DMA, etc.) would have to be able to do the logical-to-physical translation. This is impractical, and would result in nearly 100% incompatibility with existing programs. The MMU is used, however, so don't mess with it. It's used to get around a bug in the 68030's design; I may explain in more detail later.

-I need this info for my hard disk driver which has to
-decide if some transfer is to be made into fast or slow RAM.

Right you are. That's what the _FRB cookie is for. But you are looking at the problem in the wrong terms: rather than deciding what kind of RAM the transfer is destined for, your program should decide only what it has to: in this case, decide if it's being made to/from a place that the ACSI DMA chip can access. This prevents you from hard-coding the location or size of different pieces of RAM. This saves you from having to re-release your driver when somebody complained that he couldn't access VME RAM with it, because you didn't think of that.

The ACSI DMA chip can access memory only in the low 24 bits of the address space, so that's your answer: you check the high byte of the transfer address. If it's zero, you can use ACSI directly. If it's not, you must use the FRB. You never examine any part of the address other than the high byte, and you only test that against zero. Minimizing the information you require in this way leads to maximum portability and future compatibility.

As an aside to SCSI driver writers, you have less to worry about. As mentioned above, the definition of accessibility on the ACSI bus is

"the high byte must be zero." The definition of accessibility on the SCSI bus is "the bus must be 32 bits wide." This means that A24/D16 VME memory is not accessible to SCSI, and you should use the buffer pointed to by the _FRB cookie.

Finally, to defeat nit-pickers before they strike, I *know* that the ACSI DMA chip can't really talk to everything in the 24-bit ST address space: it can't see ROM, for example. But it *can* access any real RAM in that space, and if you're trying to DMA to something else (like the palette) you deserve what you get.

http://www.atariarchives.org/cfn/12/05/03/0063.php here is the url, it makes interesting reading, thanks Mike very enlightening.

Mark

5349. Re: CT60 Problems - FRB

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 07:48:57 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <JBIYa.20208$bo1.19882@news-server.bigpond.net.au>
Source record: 24780

<huge snip>

It has to be more than just an FRB cookie, surely? The previous document was from atari and it seems to only refer to that one cookie. Is it part of Tos 3 or an add on prg? Is it possible to implement as just an auto folder prg, then? Lotsa questions. It seems strange that if it is part of Tos that it was left out of Tos 4. I can understand old apps having a cow over all this ram but, I would assume code would have got cleaner over the years. Why would Atari leave it out? Or am I just on the wrong track?

Mark

5350. Re: CT60 Problems - FRB

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 08:35:50 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bgvncb$sijq5$1@ID-27442.news.uni-berlin.de>
Source record: 24781

Mark Bedingfield wrote:

> It has to be more than just an FRB cookie, surely? The previous document was
> from atari and it seems to only refer to that one cookie. Is it part of Tos
> 3 or an add on prg? Is it possible to implement as just an auto folder prg,
> then? Lotsa questions. It seems strange that if it is part of Tos that it
> was left out of Tos 4. I can understand old apps having a cow over all this

Leaving it out is logical: The Falcon does not need an _FRB. It is just
needed with certain hardware add-ons. So why should Atari add it? A
standard Falcon does not need it.
Keep in mind, by the way, that what Alan Pratt says was written long
ago, when Falcon's were not available. So not everything in his answer
may apply to nowadays.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

5351. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 08:54:09 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB591ED3.4AF3%derryck@nospam.cix.co.uk.invalid>
Source record: 24782

In article rFuYa.950$2B6.233652@news.siol.net, Janez Valant at swe@atari.org wrote on 7/8/03 17:57:

>> Supply and demand dear boy!
>
>
> Well that may be true, yet i never sold any atari to earn.. I gave some
> to good ppl, since i got them for free, i sold falcon i got for 44E for

I paid 400UKP for my Falcon some time ago, so there's no way that I'd ever make a profit on it!

> same price to pal, who realy wanted it.. I dont realy give a shit for how
> much they go at Ebay.. I cant be so low, to offer it at such prize. Also,

If you can afford to give what is still a sought-after computer away that's fine.

> on ebay they may GO for that prize, but initial prize is not that high..

One takes one's chances on eBay.

End of subject I think, there's nothing more to add.

--
Cheers,

Derryck

5352. Re: CT2 - CentScreen3

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 09:14:20 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f33c2703e56180@europe-shareware.org>
Source record: 24701

Hello,

in article <1fzexa5.18ngp5jzvmpaN%rsmac@t-online.de> (comp.sys.atari.st),
Robert Schaffner wrote on Sat 09-08-2003 07:28 (+0200):

> Looking for an"video.dat" with setup for 1024x768x265.

Not sure but isn't this resolution too much for a 25 MHz bus?
Sure it's more bytes to put on the bus than 640x480xTC, I mean with a
nice V refresh.

Bye,
/Pascal/

5353. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 10:06:40 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f33762e$0$16168$626a54ce@news.free.fr>
Source record: 24783

>
> I'm posting this into a public forum not to stir up trouble but just to
> raise the issue I'm having for discussion to see if anyone else has that
> same. My CT60 on the surface appears to work perfectly. It didn't like
> the first 256Meg stick of SDRAM I threw at it but it liked the second.

You should remove the ST-RAM & TT-RAM tests !
Put less than 10 s in the BOOT delay in the CT60 CPX....
You don't need to loose time with these unusefull tests !

I
> don't have the latest ABE update installed as I don't have a JTAG cable.
>
> The latest update addresses an issue where accessing the floppy will crash
> the machine. On my system this issue is present but different, my scsi
> bus won't work at all. But when I turn of "Falcon scsi procesor device"
> in HD-Driver it will work, so the workaround is the same, meaning the
> cause of hte problem probably is the same.

THIS IS SOLVED with ABE 5K !
And HD Driver 8.13 works fine too

5354. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 10:11:54 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f337768$0$16148$626a54ce@news.free.fr>
Source record: 24784

"Rustynutt" <rustynuttspamblock@hotmail.com> a ?crit dans le message de
news: kmb6jv0r1acii6nhgt8lac2qfe1rivs7pd@4ax.com...
> On Fri, 08 Aug 2003 00:46:01 -0400, Mark D
> <mducksub@nossspamXXatari-source.com> wrote:
>
> >On Thu, 07 Aug 2003 23:47:33 -0400, Mark D wrote:
> >
> >Boooo!
> >
> >Change fastload=no to fastload=yes in MiNT.cnf. Seems to have rectified
> >any and all crashy problems. Now there is problems still when NVDI is
not
> >loaded, but I don't care.. I always have NVDI loaded.. Maybe Rodolphe
> >will want me to check some things out to help diagnose that. But again,
I
> >really don't care for now.. I'm happy ;)
> >
> >Mark
> >http://atari-source.com
>
> You guys should know, you MUST ALWAYS USE NVDI WHEN ALTERNATE RAM IS
> INSTALLED ON THE FALCON.

NOT exact on CT60 because the VDI routs of the TOS has been modified and you
can run in the desktop with SDRAM AND WITHOUT NVDI !!
Do the test !

NVDI provides the FRB to pass data from the
> alternate ram to other parts of the computers 16 bit bus.

NO ! The FRB of the CT60 is installed by the flash, not the NVDI !
Don't need NVDI to have the FRB !
And the width of the data bus is not the problem ....
the problem is the address space that is 24-bit on falcon mb and 32 bit on
CT60 : so a SDMA or a BLITTER chips use only 24-bits addresses and cannot
access superior addresses on CT60 and so on SDRAM.

HD Driver
> has the option to install the FRB, but I know that it doesn't work on
> my Mighty Sonic or Afterburner.
> Whatever you do, do not run without NVDI. It should load as soon as
> possible from the auto folder before anything else that runs from
> alternate ram is loaded. If you don't, you'll get screen problems

One more time, that's true on all 32-boards except CT60 ;-)

, but
> worse data problems on your SCSI hard disk. You will trash your SCSI
> drive. CD Roms won't work. SCSI ether net won't work, and you'll get
> problems with the floppy DMA.
> Why didn't you have to do this with the CT030? Because alternate ram
> was mapped differently.

You mean CT2 hum CT2 add some design faults I corrected on CT60.

5355. Re: The good, the bad & ugly (was Re: U

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 10:24:50 UTC
From: vdjole@EUnet.yu
Message-ID: <bgvtpe$83u$2@news.eunet.yu>
Source record: 24785

On 7 Aug 2003 19:05:06 +, Jo Even Skarstein wrote:

>> N.AES draws the borders outside the object and this has the effect that the
>> objects total size enlarges. MagiC on the other hand draws the borders inside
>
>Yes, and so does TOS, MultiTOS and Geneva. MagiC is the exception, I don't
>like such exceptions when programming ;-)

Indeed it is de-facto an exception and complicates programming. On the
other hand, if all of that were just starting from scratch, I would prefer
the Magic's way of drawing 3Ds: object size and position should remain as
set by the programmer, not shifted around by the application trying
to compensate for whatever funny ideas an AES had of how large an object
should be and what would then happen to adjacent objects (one has to
inquire whether an AES supports giving information at all, then inquire
whether it supports giving information about 3D enlargements,
and only then inquire about the enlargement value and hope to obtain a
correct answer. Or, if anything of the above turns negative, make a
wild guess about enlargements. And finally, rearrange the objects...)

Now, an interesting detail might be in which AES or some application
the 3D look was first invented (and maybe set the trend).

cu;

5356. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 11:58:47 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bh038p$ti35a$1@ID-27442.news.uni-berlin.de>
Source record: 24786

Rodolphe Czuba wrote:

> HD Driver
>
>>has the option to install the FRB, but I know that it doesn't work on
>>my Mighty Sonic or Afterburner.

HDDRIVER does *not* have this option. HDDRIVER had an option to install
the XFRB, which is not the same, and in particular has nothing to do
with the Afterburner.
As far as the Afterburner is concerned HDDRIVER includes a small program
called AB040FIX.PRG. With this program HDDRIVER solves the problem that
the Afterburner does not install an _FRB of its own.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

5357. Re: CT060 and Malloc <was Re: CT60 Problems>

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 16:32:26 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f33d097$0$16159$626a54ce@news.free.fr>
Source record: 24787

> While the Falcon is operating in "030" mode with the CT060 installed,
> can alternate ram be installed using Malloc?

NO !

Is the starting address
> of alternate ram on the CT060 the same as the TT?

YES, SURE ! $01000000

> Also, does the timing fix for the COMBEL elimanate the need for the
> 74F04 and the resistor mounted between ground and CLCKIN on the SDMA
> chip?

????? READ the fitting pages on my web site please !
There are no other methods I support !
And it is not a 74F04 but a 74F08 that is recommended.

Regards

5358. Re: Best Electronics email address

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 18:13:34 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bh0p8e$cd3$1@thorium.cix.co.uk>
Source record: 24789

In message <3f319335$0$16152$626a54ce@news.free.fr>, protos(at)arcadia-crew(dot)com said:

>try with concentric.net and not .com ;-)

Thanks - someone else suggested: bestelec@sbcglobal.net

I'll try both!

5359. Re: Icofiles to rsc

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 18:13:35 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bh0p8f$cd5$1@thorium.cix.co.uk>
Source record: 24790

In message <bgtg0o$c44$1@news2.tilbu1.nb.home.nl>, jos_van_de_gruiter@hotmail.com said:

>Second question: if you want to use true type fonts (PC style .ttf) with
>NVDI where do you have to put them? In the BTFonts folder?

Hi Jos!

You can put them there, or wherever you like as long as you enter
their path(s) in NVDI.INF. Subfolders are permitted - you only have
to specify the outer folder(s).

I have mine in a TTFONTS folder which I don't normally need to use
as I have enough Speedos. But when I do, I just remove the leading
semicolon in

```
FONTPATH = F:\BTFONTS\
;FONTPATH = F:\TTFONTS\
```

and they become available. Note that such a change slows down booting,
since NVDI has to write a new FIFPATH file, collecting info on all
the installed fonts. Once done, you will find booting as fast as
before (unless you change the installed fonts again!).

Regards, /Peter/

5360. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 18:13:35 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bh0p8f$cd4$1@thorium.cix.co.uk>
Source record: 24791

In message <pan.2003.08.07.06.08.08.152737@nossspamXXatari-source.com>,
mducksub@nossspamXXatari-source.com said:

>It's not a victory you lunatic! It's a sad defeat for everyone.
>I like MagiC. I'm just tired of it crashing every time I walk
>away from the computer for half a day and come back with nothing
>running. Machine problem? Funny, MiNT doesn't do that.

I think there must be something wrong with your setup of MagiC or
some of the other programs running - or perhaps a hardware fault.
I can leave MagiC running for days on my Falcon and come back to
it still running perfectly. I don't say MagiC never crashes - but
when very occasionally it does it's either because I've done
something silly or am using a 'dirty' program.

Regards, /Peter/

5361. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 18:55:58 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fze29l.b5ely3pskzieN%NOSPAMS@wanadoo.fr>
Source record: 24792

Mark D <mducksub@nossspamXXatari-source.com> wrote:

Hi Mark,

> But I have a different and slighjtly more important issue.
>
> After freemint boots up, it reads that I have 3900K STram free and 3900K

It's latest 040 version of MiNT (1.16) ?

> TTRAM free. No matter what I disable or change, nothing will get this to
> work right. However the system acts entirely different if I DON'T load
> NVDI 5.01. From there the system has display artifacts here and there and
> upon accessing anything that reports the free amount of TTram the system
> crashes. Things like Multistrip, the CT60 cpx, and the general cpx.
> Anything that would give me a free RAM count crashes. However if I load
> NVDI nothing crashes, but instead reports the incorrect amount free.
>
> Under MagiC everything works flawlessly. Under SingleTOS the system is
> unstable without NVDI too. I'm not sure what NVDI changes but it sure
> does seem to make the system much much more stable.

What do you mean by unstable ?

> I tried with TOS in RAM and TOS not in RAM. I tried changing delay
> settings and a whole bunch of other CT60 settings. I tried FreeMiNT 1.16

Cache delay is just a feature for start old or packed programs.

> CVS kernel and 1.15.12 release kernel. Is it a MiNT problem? I suspect
> not, but possibly. I more likely suspect it to be a non-seen issue with
> the CT60. Does anyone else have these troubles without NVDI under
> FreeMiNT/singletos and on a full mint setup with xaaes and Thing or
> something like that are your memory totals correct? Are you using a BIG
> DIMM like 256meg?

I have 256 MB, MagiC 6, MiNT 1.16/ XAAES and the TOS 4.04 works fine
with NVDI 5.01. I use MiNT for compile the TOS with Gcc, but my main
configuration is MagiC.

> Also I have a 68060@60MHz full chip, running at 66/16MHz. My clock buffer

66/25 for me.

> mod is the one illustrated on this page (first image, scroll down). it's
> not exactly like this one but close.
>
> I am running without f030 clocks boost and without solders.

>
> http://www.czuba-tech.com/CT60/english/Fitt_sold.htm
>
> I can copy this message directly to Rodolphe or the MiNTlist if anyoen
> thinks it would be good.

Maybe you can try to remove some XFS or XDD. MiNT 1.16 works fine
without patches.

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
☐☐☐Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT☐60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5362. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 18:55:59 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fze3mw.1b7zpnv1l8khxcN%NOSPAMS@wanadoo.fr>
Source record: 24793

Mark D <mducksub@nossspamXXatari-source.com> wrote:

> On Thu, 07 Aug 2003 23:47:33 -0400, Mark D wrote:
>
> Update to what I said earlier:
>
> The problem appears to be simply accessing the CT60 CPX as well as
> multistrip versus much else. If I load up Kronos, it reports the TTram
> (incorrectly) without NVDI. If I boot up a clean system without nvdi or

What is your 60060 a 60 MHz rev 1 ?

> freemint and run kronos the ttram is reported proper. If I boot up as
> clean as I can (MiNT + XaAES + Teradesk) the TTramis reported incorrectly.
> The CT60 cpx crashes under all circumstances where NVDI is not loaded.

Can you try with ZCONTROL or XCONTROL ?

I don't know if MULTISTRIP is 100% compatible with XCONTROL, but it's
possible than the first problem is the cache, read the doc. The TOS
cannot fix all problems and the TOS cache features not exists under MiNT
or MagiC, under a 060 a program who not use the Pexec TOS function like
XCONTROL crashes when it start the CPX module because Pexec TOS call
isn't used. Only COPS flush CPU caches before start the CPX, but
ZCONTROL works fine under MiNT. And XCONTROL is patched for the 060. I
havn't tested Multistrip.
The CPX use all features of XCONTROL and more, for example threads are
used under MagiC and it's also possible than MULTISTIP not support this.

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
☐☐☐Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT☐60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5363. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 18:55:59 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fze49w.744hpf1ob1phyN%NOSPAMS@wanadoo.fr>
Source record: 24794

Rustynutt <rustynuttspamblock@hotmail.com> wrote:

> On Fri, 08 Aug 2003 00:46:01 -0400, Mark D
> <mducksub@nossspamXXatari-source.com> wrote:
>
> >On Thu, 07 Aug 2003 23:47:33 -0400, Mark D wrote:
> >
> >Boooo!
> >
> >Change fastload=no to fastload=yes in MiNT.cnf. Seems to have rectified
> >any and all crashy problems. Now there is problems still when NVDI is not
> >loaded, but I don't care.. I always have NVDI loaded.. Maybe Rodolphe
> >will want me to check some things out to help diagnose that. But again, I
> >really don't care for now.. I'm happy ;)
> >
> >Mark
> >http://atari-source.com
>
> You guys should know, you MUST ALWAYS USE NVDI WHEN ALTERNATE RAM IS
> INSTALLED ON THE FALCON. NVDI provides the FRB to pass data from the
> alternate ram to other parts of the computers 16 bit bus. HD Driver
> has the option to install the FRB, but I know that it doesn't work on
> my Mighty Sonic or Afterburner.

There _FRB and XFRB cookies under the CT60 4.04 patched TOS.

Regards,

Didier.
--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
☐☐☐Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT☐60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5364. Re: CT60 Problems - FRB

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 18:56:00 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fze4ei.g4eplsxjnz0lN%NOSPAMS@wanadoo.fr>
Source record: 24795

Rustynutt <rustynuttspamblock@hotmail.com> wrote:

> with the fast load/TT flag set. Cubase won't run in alternate ram,
> however AIRC, you can use the fast ram for memory for the program.
> Rainbow Multimedia will not run from alternate ram, won't run on an
> 040, likely won't work on the 060. The TCPIP SCSI drivers from Roger
> are buggy in fast ram, so is Extendos. Run Extendos in ST ram, but
> allocate memory for the app in fast ram. I use the standard Xcontrol

My Extendos works fine with all TT rams flags set, Extendos test all 68K
CPU. What is your version ?

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
☐☐☐Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT☐60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5365. Re: The good, the bad & ugly (was Re: U

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 19:01:35 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bh0s2f$b83$1@tyfon.itea.ntnu.no>
Source record: 24846

Djordje Vukovic <vdjole@eunet.yu> wrote:

> Indeed it is de-facto an exception and complicates programming. On the
> other hand, if all of that were just starting from scratch, I would prefer
> the Magic's way of drawing 3Ds: object size and position should remain as
> set by the programmer, not shifted around by the application trying
> to compensate for whatever funny ideas an AES had of how large an object
> should be and what would then happen to adjacent objects (one has to
> inquire whether an AES supports giving information at all, then inquire
> whether it supports giving information about 3D enlargements,
> and only then inquire about the enlargement value and hope to obtain a
> correct answer. Or, if anything of the above turns negative, make a
> wild guess about enlargements. And finally, rearrange the objects...)

1. In real life you fortunately don't have to care about this, as all
AESes that draws the border outside the objects use the same width on the
borders.
2. If you want to be 100% sure that everything looks properly, you have to
apply the same checks when the border is drawn inside the objects as well,
since otherwise the border might conflict with whatever you put inside the
object...

> Now, an interesting detail might be in which AES or some application
> the 3D look was first invented (and maybe set the trend).

The first TOS to feature 3D objects was 4.01 I think. When was this
released? In 1992? MagiC got 3D objects in MagiC 3.0, which AFAIK was
released around the same time, perhaps a bit later.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5366. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 19:03:47 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bh0s6j$b83$2@tyfon.itea.ntnu.no>
Source record: 24847

Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> wrote:

> JES>There are no really good mailer on our platform.

> Have you checked out Cat+In2Cat? At least in terms of stability, it's quite
> perfect.

In2Cat? I had the impression that this only works with IConnect. I must
admit that Cat looks interesting though.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5367. Re: GFA-Basic available for PC?

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 19:21:38 UTC
From: mstepansky@aol.com
Message-ID: <20030808152138.18302.00001110@mb-m15.aol.com>
Source record: 24848

I just found the world's most powerful BASIC programming language for PC....called....

BlitzBasic3D - in which you can create powerful 3D/effects or even video game environment - texture mapping, camera, lights, sprites are supported!

I just couldn't believe to see a demo version showing a simple 3D mountains (bump-mapping support too), with 3D model of a textured-mapped castle and a little mario-like guy running around the environment.

The program is about a page and half long on my screen.

Totally impressive! Not sure about DarkBASIC.

What are the others BASIC out there for PC that handles 3D graphics capability??

Mike

5368. Re: Connect Mega ST4 to a Dell 17" monitor?

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 19:28:43 UTC
From: mstepansky@aol.com
Message-ID: <20030808152843.18302.00001111@mb-m15.aol.com>
Source record: 24849

Please email me the video connection flow diagram so I can understand your video connections between STe and SVGA monitor.

I didn't understand what you mean "video converter" or what does it look like in between.

Connecting your STE to a VideoKey box is understandable. But it is missing the SVGA video out port in order to be able to connect to my Dell 17" monitor. So what is missing here?

Mike

5369. Re: Trying to read old ST disk on PC's drive

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 19:44:04 UTC
From: mstepansky@aol.com
Message-ID: <20030808154404.18302.00001112@mb-m15.aol.com>
Source record: 24850

Will this help me if I use:

http://home.tu-clausthal.de/~ifmar/makedisk/

regardless of the different variations of boot sectors on my ST disks? (I can't remember which TOS version I use to format those disks)

So, in theory, it is possible to put in ST disks (no matter what or who or how I format it) in the PC floppy drive and make a disk image out of it?

Once I put that disk image on PC's hard drive, will I be able to use this in, say, STeeM emulator, as long as it is .st image format?

The problem: I have 2 ST disks - one has Spectrum512 software and the other has a number of .SPC files. Is it possible to have 2 .ST disk images in a emulator?

Or do I have to create a Ramdisk in the emulator , in order to copy the "Spectrum software" .st image disk and those ".SPC files" .st image disk stored in a single place?

If Ramdisk is possible, then is it possible to make a .st image file format from the Ramdisk, after I managed the 2 .st files in one place.

Kinda COMBINING .st images in to one SINGLE .st image.

Mike

5370. Re: Turn *.STs into real atari disks

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 19:53:41 UTC
From: mstepansky@aol.com
Message-ID: <20030808155341.18302.00001113@mb-m15.aol.com>
Source record: 24851

If I use:

http://home.tu-clausthal.de/~ifmar/makedisk/

to make a .ST disk image format out of my ST disks (one by one at a time) in the PC floppy drive and stored those .st disk on my hard drive, and...

if I put 2 or more .ST disk images in the emulator's ramdisk (not sure how to do that), then

how do I create a SINGLE .ST disk out of this RAMDISK, in this STeem emulator? So that way I will have a working .ST disk image ready to be used in emulator the next time I boot up and run emulator.

Does it make sense to you? I dont have MegaSTe here.

Mike

5371. Re: Where can I find PD software for the ST?

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 19:59:50 UTC
From: mstepansky@aol.com
Message-ID: <20030808155950.18302.00001114@mb-m15.aol.com>
Source record: 24852

Thanks for the chapellie server (193.190.204.128).

Are those files .ST disk image? So I can download and run them in the STeem emulator on a PC.

Mike

5372. Re: Best ST-compatible system today ?

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 20:03:35 UTC
From: mstepansky@aol.com
Message-ID: <20030808160335.18302.00001115@mb-m15.aol.com>
Source record: 24853

STeem works better - like a charm on a PC. Either in scalable window or full-screen mode.

Is there such thing like Falcon-emulator for PC?

I have seen Tempest emulator (Jaguar for PC) and Handy emulator (Lynx emu for PC)!!

Finding the .rom or CD titles are harder to find now.

Mike

5373. Re: Newbie question about Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 20:15:42 UTC
From: mstepansky@aol.com
Message-ID: <20030808161542.18302.00001116@mb-m15.aol.com>
Source record: 24854

Why not use the world's most powerful BASIC programming languag of your PC - called "BlitzBasic3D"?

You can create all kinds of 3D capability (texture mapping, bump mapping, fog, camera, lightings, fog, etc) using it.

You can make a executable form for distribution to other user to play your game titles. Amazing!

I saw a demo version showing a simple 3D landscape with 3D textured mapped castle with a Mario-like character running around in this 3D environment.

The program is short - about 1 -1/2 page long. Raw processing power gives you raw programming capability. Cool.

Not sure about DarkBASIC 3D capability. Any one know of any other ones out there?

Mike

5374. Re: Which "modern" STs are available today ?

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 20:27:17 UTC
From: mstepansky@aol.com
Message-ID: <20030808162717.18302.00001117@mb-m15.aol.com>
Source record: 24855

Very funny, I had an Atari 2600 emulator running on the Silicon Graphics Indigo2 workstation few months ago. It is a Unix box.

I forgot where I got it from - maybe sourceforge.net.

I felt wierd playing old retro games on an SGI. Heh. But no sound support at the time though.

Is it possible to run ST emulator on the SGI?

Mike

5375. Re: upload PD software?

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 20:31:22 UTC
From: mstepansky@aol.com
Message-ID: <20030808163122.18302.00001118@mb-m15.aol.com>
Source record: 24856

Also try:

www.funet.fi/pub/atari site

which has some ST graphic demos which I have never seen before. Xanth's Shiny Bubble was cool. There are versions of Boinks. You get the idea.

Mike

5376. Re: A list of games that require at least 1024 of memory

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 20:37:45 UTC
From: mstepansky@aol.com
Message-ID: <20030808163745.18302.00001119@mb-m15.aol.com>
Source record: 24857

Subject: A list of games that require at least 1024 of memory

1: The Secret of Monkey Island
2: Heimdall
3: Obsession
4. No Second Prize
5. Railroad Tycoon
7. Civilization
8: Substation
9: European Champions
10: Power UP Plus
11: Premier Manager 2
12: Sleepwalker
13: Stardust
14: Team

Next in the list...

15: Kult (I remember playing it on the 512kb ST, but the next level tells me that i need 1 MB of RAM to play it).

I didn't like the game anyway.

Any of the ST games requred at least 2 MB of RAM???

Mike

5377. A list of games that require at least 2048 KB of RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 20:39:45 UTC
From: mstepansky@aol.com
Message-ID: <20030808163945.18302.00001120@mb-m15.aol.com>
Source record: 24858

Subject: A list of games that require at least 1024 of memory (earlier postings)

1: The Secret of Monkey Island
2: Heimdall
3: Obsession
4. No Second Prize
5. Railroad Tycoon
7. Civilization
8: Substation
9: European Champions
10: Power UP Plus
11: Premier Manager 2
12: Sleepwalker
13: Stardust
14: Team

Next in the list...

15: Kult (I remember playing it on the 512kb ST years ago, but the next level tells me that i need 1 MB of RAM to play it). Kinda borderline between 512kb and 1 MB maybe.

I didn't like the game anyway.

Any of the ST games requred at least 2 MB of RAM???

Mike

5378. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 22:50:40 UTC
From: flashdj@aol.com
Message-ID: <58d7c7.0308081450.752aa8df@posting.google.com>
Source record: 24859
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>...
> http://BensCatalogs.Atari.org Link to 8 newly updated Atari Catalogs!
>
> Due to Popular Demand

That's the biggest crock of horseshit I've ever seen.

- Steve (MMF)

5379. Re: HDDriver / Hades

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 23:13:39 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f33da9a724081@comcast.net>
Source record: 24860

>Edward S. Baiz Jr. wrote:
>
>> True, but in this case it was formatted for a MAC and I could not
>> get it to work until I re-formatted it.
>
>Then you must have missed something. There is no special low-level
>format for the Mac or any other platform. The only difference are the
>file systems on the drive, which are created when partitioning.
>Partitioning will effectively overwrite the old file system structure,
>regardless of the platform it was created by.
>Anyway, formatting does not harm, of course :-). Just takes time one can
>better spend with other things.
>

Well that is interesting to know, however, the cart still would
not work in my Hades until I re-formatted it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5380. Re: GFA-Basic available for PC?

Newsgroup: comp.sys.atari.st
Date: 2003-08-08 23:15:37 UTC
From: waldo <waldo_xx@yahoo.com>
Message-ID: <8ob8jvkqr0dbf8uod3lkeg7ropjgrsai5r@4ax.com>
Source record: 24861

```
not Basic, but check blender.org
```

5381. Atari Online News, Etc. #05-32

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 01:27:20 UTC
From: danap8@aol.comno-spam
Message-ID: <20030808212720.21637.00000186@mb-m21.aol.com>
Source record: 24863

A-ONE #0532 08/08/03

~ ISPs Go After RIAA! ~ People Are Talking! ~ Cresus Update News!
~ Web Sales Tax In 2004? ~ AOL Launches E-mail! ~ Linux Advocates Fight
~ New Worm Exploits IE! ~ Forget Your Password? ~ Linux: User Friendly!
~ No to No Spam Services ~ DoS Attack On MS Site! ~ Wacky "Flash Mobs"!

-* AOL Changes Rollout Strategy *-
-* EU's Antitrust Proposals Cheered! *-
-* Nintendo Plays It Coy On New Game Product! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

5382. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 01:30:52 UTC
From: "R.Spanger" <rip@rap.com>
Message-ID: <bh1fo4$192$1@newsg3.svr.pol.co.uk>
Source record: 24862

"Paul Malcolm" <pmalcolm@"nospam".lineone.net> wrote in message
news:djBYa.131$d8.87@newsfep3-gui.server.ntli.net...
>
> On 7-Aug-2003, "R.Spanger" <rip@rap.com> wrote:
>
> > Ok who wants mine? and at what price (dear boys!!) 3.5 gig drive,
Nemisis,
> > and full memory, it has sat gathering dudt for a couple of years
>
> How much are you thinking of?
>
> PAUL
U tell me, but if we go off Crokers Prizes!!???? it must be worth at least
a sapphire studded battleship, seriously state a prize!!no post, to pick up
in the Manchester area

5383. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 01:43:15 UTC
From: ken@pureacidmixtapes.com
Message-ID: <84894d69.0308081743.6c47f6b3@posting.google.com>
Source record: 24864
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Media mail rate??? Gawd, that's what you consider speedy??

flashdj@aol.com (Steve 'Flash' Juon) wrote in message
news:<58d7c7.0308081450.752aa8df@posting.google.com>...
> Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>...
> > > http://BensCatalogs.Atari.org Link to 8 newly updated Atari Catalogs!
> > >
> > > Due to Popular Demand
> >
> > That's the biggest crock of horseshit I've ever seen.
> >
> > - Steve (MMF)

5384. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 03:59:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200308090559.a43434@wun.maus.de>
Source record: 24882

Hallo Jo Even!

JES>In2Cat? I had the impression that this only works with IConnect.

That was the case initially, but has been extended to use STinG (or GlueSTiK)
and also the Windows TCP/IP Stack for MagiCPC. Sources have been made available
some weeks ago, too.

JES>I must admit that Cat looks interesting though.

I must admit that I still haven't finished the translation of the main help
file :-(

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

5385. Re: A list of games that require at least 2048 KB of RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 04:04:22 UTC
From: Tim Anderson <t-dot-anderson@zen.co.uk>
Message-ID: <pan.2003.08.09.04.04.22.485943@zen.co.uk>
Source record: 24865

>
> Any of the ST games requred at least 2 MB of RAM???
>

Hmm, would Chu Chu Rocket by Reservior Gods count?

Needs 1mb to run but for full sound requires 2mb min.

Could this be no. 1, certainly is a fantastic game.

Tim

5386. CT2 - CentScreen3

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 05:28:22 UTC
From: rsmac@t-online.de
Message-ID: <1fzexa5.18ngp5jzvmpaN%rsmac@t-online.de>
Source record: 24866

Looking for an"video.dat" with setup for 1024x768x265.
Should work with an TFT Display within an range of 30-60Khz and 56-75Hz.

I canï¿½t get a nice setup with videmod.prg %!"$(ï¿½/!"

--
-= Home of DOIT-Archive =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5387. Re: [ANN] Cresus beta 5

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 06:34:19 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3f3495ea$0$9622$7a628cd7@news.club-internet.fr>
Source record: 24867

Bonjour Derryck :)

>I have some suggested changes for the resource file for you which I will
>forward to you when I've had a chance.

Okay :)

>Will it be possible to print via NVDI or GDOS in a future version?

GEMDOS print surely.
I have not yet studied NVDI printing, so I can't tell
if I'm able to do it, but it's planned. For better presentation,
different "models" / "canvas" should be managed / proposed, so
it's a bit harder than expected.

>This is a nice program :-)

Thanks, trying to do my best, but time and support are lacking ;)

Regards

Pierre
http://rajah.atari.org

5388. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 06:45:41 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.08.09.06.45.39.462767@nossspamXXatari-source.com>
Source record: 24868

On Fri, 08 Aug 2003 18:13:35 +0000, xlato wrote:

> In message <pan.2003.08.07.06.08.08.152737@nossspamXXatari-source.com>,
mducksub@nossspamXXatari-source.com said:
>
>>It's not a victory you lunatic! It's a sad defeat for everyone.
>>I like MagiC. I'm just tired of it crashing every time I walk
>>away from the computer for half a day and come back with nothing
>>running. Machine problem? Funny, MiNT doesn't do that.
>
> I think there must be something wrong with your setup of MagiC or
> some of the other programs running - or perhaps a hardware fault.
> I can leave MagiC running for days on my Falcon and come back to
> it still running perfectly. I don't say MagiC never crashes - but
> when very occasionally it does it's either because I've done
> something silly or am using a 'dirty' program.
>
> Regards, /Peter/

Peter,

Hrmm.. This happened only once with the CT60 so far but on original falcon hardware and such it happened quite often. Also happened on Mega STe a lot and TT not often. Seemed very erratic on different hardware. Definately seems due to how "close" MagiC is to the system being written in straight asm.

I don't see how my setup can be wrong. I have up-to-date stuff.. Nothing strange running, COPS, NVDI 5.01, magxdesk, etc. It's a rather bland stock setup. MagiC crashes weirdly for me on all hardware.

SYSTEM ANGEHALTEN

- all the time.

Like I said though, it sucks that this happens. I like MagiC. And it's not like I have some warez copy or something. I have several different versions of MagiC on original disks and a CD. I don't know what more I could change to make things more stable?

Mark
http://atari-source.com

5389. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 08:36:01 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bh2bpchbd1@sparta.btinternet.com>
Source record: 24869
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi Steve

> Bravo Sierra Computers <atari@aracnet.com> wrote in message
> news:<Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>...
>> http://BensCatalogs.Atari.org Link to 8 newly updated Atari
>> Catalogs!
>>
>> Due to Popular Demand
>
> That's the biggest crock of horseshit I've ever seen.
>
> - Steve (MMF)

And next month he'll hold a Chrimbo sale in September.

He's retard, and most of this group are butt-knocking him so expect someone
to climb up your arse for daring to post your opinion.

--

You've not seen a worried sheep until you've seen a sheep worried by me!!

5390. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 08:39:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200308091039.a20914@ll.maus.de>
Source record: 24874

Hallo Jo Even,

JES>In2Cat? I had the impression that this only works with IConnect.

It should work with StinG, too. Dimitri Junker has released the souce of
in2cat, so everybody can implement MiNTNet/MagiCNet etc.

Gruï¿½

Martin [PGP-Key available]

Fï¿½r Mails >16 kByte: martin@melsaesser.de

5391. Re: A list of games that require at least 2048 KB of RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 09:04:53 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bh2dfk$2eo$1@hercules.btinternet.com>
Source record: 24870

Hi MStepansky

You wrote:

> Subject: A list of games that require at least 1024 of memory (earlier
postings)
>
> 1: The Secret of Monkey Island
> 2: Heimdall
> 3: Obsession
> 4. No Second Prize

> 5. Railroad Tycoon

I thought this wouldnt work on more than 512K, needed a patch or Ramdisk to
swallow excess memory

> 7. Civilization
> 8: Substation
> 9: European Champions
> 10: Power UP Plus
> 11: Premier Manager 2
> 12: Sleepwalker
> 13: Stardust
> 14: Team
>
> Next in the list...
>
> 15: Kult (I remember playing it on the 512kb ST years ago, but the
> next level tells me that i need 1 MB of RAM to play it). Kinda
> borderline between 512kb and 1 MB maybe.
>
> I didn't like the game anyway.
>
> Any of the ST games requred at least 2 MB of RAM???

--

Regards Steve

Rope me a sheep and I'll make it smile.

5392. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 14:19:15 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.09.14.19.15.271720@removenoaspam.atari-source.com>
Source record: 24871

On Fri, 08 Aug 2003 20:55:59 +0200, Didier Mï¿½quignon wrote:

> Mark D <mducksub@nossspamXXatari-source.com> wrote:
>
>> On Thu, 07 Aug 2003 23:47:33 -0400, Mark D wrote:
>>
>> Update to what I said earlier:
>>
>> The problem appears to be simply accessing the CT60 CPX as well as
>> multistrip versus much else. If I load up Kronos, it reports the TTram
>> (incorrectly) without NVDI. If I boot up a clean system without nvdi or
>
> What is your 60060 a 60 MHz rev 1 ?
>

Correct.

>> freemint and run kronos the ttram is reported proper. If I boot up as
>> clean as I can (MiNT + XaAES + Teradesk) the TTramis reported incorrectly.
>> The CT60 cpx crashes under all circumstances where NVDI is not loaded.
>
> Can you try with ZCONTROL or XCONTROL ?

Have tried with the xcontrol supplied in the ct60 package.

>
> I don't know if MULTISTRIP is 100% compatible with XCONTROL, but it's
> possible than the first problem is the cache, read the doc. The TOS
> cannot fix all problems and the TOS cache features not exists under MiNT
> or MagiC, under a 060 a program who not use the Pexec TOS function like
> XCONTROL crashes when it start the CPX module because Pexec TOS call
> isn't used. Only COPS flush CPU caches before start the CPX, but
> ZCONTROL works fine under MiNT. And XCONTROL is patched for the 060. I
> havn't tested Multistrip.
> The CPX use all features of XCONTROL and more, for example threads are
> used under MagiC and it's also possible than MULTISTIP not support this.

Well Multistrip is just a task bar versus a control panel server. I have
tested xcontrol with the CT60 cpx under TOS and get an exception, that is
only when not running NVDI (clean system).

Thanks,
Mark

>
> Didier.

5393. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 14:24:16 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.09.14.24.16.353871@removenoaspam.atari-source.com>
Source record: 24872

On Fri, 08 Aug 2003 07:14:51 +0200, Uwe Seimet wrote:

> Mark D wrote:
>
>> The latest update addresses an issue where accessing the floppy will crash
>> the machine. On my system this issue is present but different, my scsi
>> bus won't work at all. But when I turn of "Falcon scsi procesor device"
>> in HD-Driver it will work, so the workaround is the same, meaning the
>> cause of hte problem probably is the same.
>
> Rodolphe has found the problem, which was a bug in the CT060 firmware.
> With the latest firmware HDDRIVER will also work with "SCSI Processor
> Device" switched on. This is especially important for those using MagiC,
> as the DMA background transfer under MagiC requires this option to be set.

I was simply noting this because I don't understand the source of that bug
or the symptoms, I wanted to point out that I didn't have the latest ABE
update just in case that is important.

But yeah, I realize that this has been fixed and now I need to make/buy a
JTAG cable so I can get it :)

Mark
http://atari-source.com

5394. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 14:36:26 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.09.14.36.25.867979@removenoaspam.atari-source.com>
Source record: 24873

On Fri, 08 Aug 2003 12:06:40 +0200, Rodolphe Czuba wrote:

>>
>> I'm posting this into a public forum not to stir up trouble but just to
>> raise the issue I'm having for discussion to see if anyone else has that
>> same. My CT60 on the surface appears to work perfectly. It didn't like
>> the first 256Meg stick of SDRAM I threw at it but it liked the second.
>
> You should remove the ST-RAM & TT-RAM tests !
> Put less than 10 s in the BOOT delay in the CT60 CPX....
> You don't need to loose time with these unusefull tests !
>
> I
>> don't have the latest ABE update installed as I don't have a JTAG cable.
>>
>> The latest update addresses an issue where accessing the floppy will crash
>> the machine. On my system this issue is present but different, my scsi
>> bus won't work at all. But when I turn of "Falcon scsi procesor device"
>> in HD-Driver it will work, so the workaround is the same, meaning the
>> cause of hte problem probably is the same.
>
> THIS IS SOLVED with ABE 5K !
> And HD Driver 8.13 works fine too

Rodolphe and Didier,

You've pointed out that the responses to be inquiry are wrong regarding the use of NVDI. Theoretically I can boot up in most configurations and everything will work. Two things important to note:

1: without NVDI under MiNT, certain things are very crashy. Namely explode.prg that comes with xaaes, multistrip (which reports TTram amounts), under XaAES and N.AES there are display artifacts left all over the place. What I mean by this is that there are little trails left behind the mouse that didn't update properly. So under N.AES for instance there will be purple blotches left all over the menu as you run through it. Randomly on the screen there may be one or two discolored lines also. Finally the CT60 CPX as well as the Atari general cpx that allows you to turn caches on and reports ram amounts crashes. However! My initial thought that this was due to TTram amount might be null. I can run Kronos and it properly reports TTram amount.

Unless otherwise indicated I am using MiNT 1.16, and unless otherwise indicated I have tested with a 1.15 kernel and without ANY xdd/xfs.

2: Under SingleTOS there are NOT display artifacts or problems on a clean boot without NVDI, however under COPS or Xcontrol the CT60 Config CPX will crash on load using COPS or Xcontrol (haven't tried others).

Like I said, this is really *not* a big deal for me because there isn't many conceivable situations where I won't run NVDI, however this may be something that you guys would want to look at. Any more details and tests you want me to give as well as the error output under certain situations is fine.

One thing that occurred to me is that I might not have the most recent version of COPS. Or perhaps another CPX (original Atari control cpx) might be in conflict. Does't explain display weirdness under MiNT or explode.prg crashing (weird, it works with drives).
Thanks,
Mark

5395. Re: GFA-Basic available for PC?

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 16:20:08 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0308091818470.186-100000@UNI_MANiac>
Source record: 24875

On 8 Aug 2003, MStepansky wrote:

> I just found the world's most powerful BASIC programming language for
> PC....called....

This getting a little bit off-topic, don't you think ?

Martin Tarenskeen

5396. Re: CT2 - CentScreen3

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 16:29:29 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0308091821000.186-100000@UNI_MANiac>
Source record: 24877

On Sat, 9 Aug 2003, Robert Schaffner wrote:

> Looking for an"video.dat" with setup for 1024x768x265.
> Should work with an TFT Display within an range of 30-60Khz and 56-75Hz.
>
> I can´t get a nice setup with videmod.prg %!"$(§/!"
>

Maybe it's just not possible with your monitor ?

I have a 15" IIyama TFT monitor attached to my CT2b/Falcon. I can get the standard Falcon 640*480 resolutions and also the 640*400*2 ST mode very nicely. The only extended mode using Centscreen that is working on my setup is a very useful 640*480*TC.

Something coming close to 800*600 or 1024*768 doesn't work. In the my monitor's manual is a table with possible resolutions. The bigger screens just don't fit my CT2b's frequencies.

Martin Tarenskeen

5397. Re: Best ST-compatible system today ?

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 16:38:34 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0308091834410.186-100000@UNI_MANiac>
Source record: 24878

On 8 Aug 2003, MStepansky wrote:

> STeem works better - like a charm on a PC. Either in scalable window or
> full-screen mode.
>
> Is there such thing like Falcon-emulator for PC?

Take a look a Aranym. According to the development team it is not a
(Falcon-) emulator but a "virtual machine". Who cares.

Take a look and judge yourself:

http://aranyme.sourceforge.net

Martin Tarenskeen

5398. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 16:41:54 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fzfsi5.skplv7kxbheeN%NOSPAMS@wanadoo.fr>
Source record: 24876

Mark D <mducksub@removenoaspam.atari-source.com> wrote:

> Rodolphe and Didier,
>
> You've pointed out that the responses to be inquiry are wrong regarding
> the use of NVDI. Theoretically I can boot up in most configurations and
> everything will work. Two things important to note:
>
> 1: without NVDI under MiNT, certain things are very crashy. Namely
> explode.prg that comes with xaaes, multistrip (which reports TTram
> amounts), under XaAES and N.AES there are display artifacts left all over
> the place. What I mean by this is that there are little trails left
> behind the mouse that didn't update properly. So under N.AES for instance
> there will be purple blotches left all over the menu as you run through
> it. Randomly on the screen there may be one or two discolored lines also.
> Finally the CT60 CPX as well as the Atari general cpx that allows you to
> turn caches on and reports ram amounts crashes. However! My initial
> thought that this was due to TTram amount might be null. I can run Kronos
> and it properly reports TTram amount.
>
> Unless otherwise indicated I am using MiNT 1.16, and unless otherwise
> indicated I have tested with a 1.15 kernel and without ANY xdd/xfs.
>
> 2: Under SingleTOS there are NOT display artifacts or problems on a clean
> boot without NVDI, however under COPS or Xcontrol the CT60 Config CPX will
> crash on load using COPS or Xcontrol (haven't tried others).
>
> Like I said, this is really *not* a big deal for me because there isn't
> many conceivable situations where I won't run NVDI, however this may be
> something that you guys would want to look at. Any more details and tests
> you want me to give as well as the error output under certain situations
> is fine.
>
> One thing that occurred to me is that I might not have the most recent
> version of COPS. Or perhaps another CPX (original Atari control cpx)
> might be in conflict. Does't explain display weirdness under MiNT or
> explode.prg crashing (weird, it works with drives).

Yes explode crashes without NVDI and Multistrip causes a system reset.
Without SDRAM, it's OK. Maybe Multistrip not like lot of SDRAM or maybe
there are a bug inside the blitter VDI patch. This patch need SDRAM
memory free for copy block to the STRAM. Under XAAES and without NVDI
there are bad pixels in the icons, it's strange because icons are good
under TOS.

Regards,

Didier.

--
□Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5399. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 16:49:25 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bh38ml$e2a$1@tyfon.itea.ntnu.no>
Source record: 24879

Martin Elsï¿½sser <Martin_Elsaesser@ll.maus.de> wrote:

> JES>In2Cat? I had the impression that this only works with IConnect.

> It should work with StinG, too. Dimitri Junker has released the souce of
> in2cat, so everybody can implement MiNTNet/MagiCNet etc.

Interesting! I'll have to take another look at it then.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5400. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 16:55:47 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.09.16.55.47.540495@removenoaspam.atari-source.com>
Source record: 24880

On Sat, 09 Aug 2003 18:41:54 +0200, Didier Mï¿½quignon wrote:

> Yes explode crashes without NVDI and Multistrip causes a system reset.
> Without SDRAM, it's OK. Maybe Multistrip not like lot of SDRAM or maybe
> there are a bug inside the blitter VDI patch. This patch need SDRAM
> memory free for copy block to the STRAM. Under XAAES and without NVDI
> there are bad pixels in the icons, it's strange because icons are good
> under TOS.
>
> Regards,
>
> Didier.

Didier,

I'm glad you were able to replicate the problem. Maybe we'll find
something else wrong that will improve overall stability (not that there's
any problem that I can find with that).

Thanks,
Mark
http://atari-source.com

5401. Re: Trying to read old ST disk on PC's drive

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 17:17:28 UTC
From: Duncan <ndps2000abc@comcast.net>
Message-ID: <jGSdnQfefagtsaiiXTWJiQ@comcast.com>
Source record: 24881

Most newer PC's and floppy drives seem to have a problem with old single sided, single density 3.5" disks though. The only program that I have been able to get to make any kind of a copy of those, (or to even recognize that the disk is formatted) is disk2fdi. http://www.oldskool.org/disk2fdi/

Is anyone else aware of any other programs that can handle the old single sided, single density (360k?) disks?

Thanks, Duncan
ndps2000abc@comcast.net
remove 'abc' to reply

"MStepansky" <mstepansky@aol.com> wrote in message
news:20030808154404.18302.00001112@mb-m15.aol.com...
> Will this help me if I use:
>
> http://home.tu-clausthal.de/~ifmar/makedisk/
>
> regardless of the different variations of boot sectors on my ST disks? (I
> can't remember which TOS version I use to format those disks)
>
> So, in theory, it is possible to put in ST disks (no matter what or who or
how
> I format it) in the PC floppy drive and make a disk image out of it?
>
> Once I put that disk image on PC's hard drive, will I be able to use this
in,
> say, STeeM emulator, as long as it is .st image format?
>
> The problem: I have 2 ST disks - one has Spectrum512 software and the
other
> has a number of .SPC files. Is it possible to have 2 .ST disk images in
a
> emulator?
>
> Or do I have to create a Ramdisk in the emulator , in order to copy the
> "Spectrum software" .st image disk and those ".SPC files" .st image disk
stored
> in a single place?
>
> If Ramdisk is possible, then is it possible to make a .st image file
format
> from the Ramdisk, after I managed the 2 .st files in one place.
>
> Kinda COMBINING .st images in to one SINGLE .st image.

>
>
> Mike
>
>
>

5402. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 18:37:35 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vjafrhlv0e9801@corp.supernews.com>
Source record: 24883
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bh2bpchbd1@sparta.btinternet.com...
> Hi Steve
>
> > Bravo Sierra Computers <atari@aracnet.com> wrote in message
> > news:<Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>...
> >> http://BensCatalogs.Atari.org Link to 8 newly updated Atari
> >> Catalogs!
> >>
> >> Due to Popular Demand
> >>
> > That's the biggest crock of horseshit I've ever seen.
> >
> > - Steve (MMF)
>
> And next month he'll hold a Chrimbo sale in September.
>
> He's retard, and most of this group are butt-knocking him so expect
someone
> to climb up your arse for daring to post your opinion.
>

I thought you were his boy? Whats up? lol

Tim

5403. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 19:27:34 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bh3hv5mic1@hercules.btinternet.com>
Source record: 24884

Yo!, Delboy

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BB582160.4A3A%derryck@nospam.cix.co.uk.invalid...
> In article bgs4ql$h0r$1@news6.svr.pol.co.uk, R.Spanger at rip@rap.com
wrote
> on 7/8/03 01:53:
>
> >> So what should I do with it?
> >
> > You could do what Derryck Croker did a few weeks back and offer it for
sale
> > at a ridiclous price!!
>
> So you haven't seen what price they go for on eBay, even if you could get
> one then?
>
> Supply and demand dear boy!

You wouldn't talk to your own arse-hole so why bother yourself with this
one?.

--

You've not seen a worried sheep until you've seen a sheep worried by me!!

5404. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 19:27:36 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bh3hv7mic2@hercules.btinternet.com>
Source record: 24885

Hi shit for brains.

"R.Spanger" <rip@rap.com> wrote in message
news:bgs4ql$h0r$1@news6.svr.pol.co.uk...
>
> "Tim Wilson" <timkel@swbell.net> wrote in message
> news:JULXa.2186$Pu5.1832@newssvr24.news.prodigy.com...
> > So what should I do with it?
>
> You could do what Derryck Croker did a few weeks back and offer it for
sale
> at a ridiclous price!!

You moppet, the buyer decided the price it transferred for.
--

Regards Steve

Rope me a sheep and I'll make it smile.

5405. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 19:27:38 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bh3hv8mic3@hercules.btinternet.com>
Source record: 24886
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi Tim

> > > Bravo Sierra Computers <atari@aracnet.com> wrote in message
> > > news:<Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>...
> > >> http://BensCatalogs.Atari.org Link to 8 newly updated Atari
> > >> Catalogs!
> > >>
> > >> Due to Popular Demand
> > >
> > > That's the biggest crock of horseshit I've ever seen.
> > >
> > > - Steve (MMF)
> >
> > And next month he'll hold a Chrimbo sale in September.
> >
> > He's retard, and most of this group are butt-knocking him so expect
someone
> > to climb up your arse for daring to post your opinion.
> >
>
> I thought you were his boy? Whats up? lol

Hm!, i think you have me mixed up with someone else!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

5406. Re: The good, the bad & ugly (was Re: U

Newsgroup: comp.sys.atari.st
Date: 2003-08-09 23:41:00 UTC
From: vdjole@EUnet.yu
Message-ID: <bh40q7$n96$1@news.eunet.yu>
Source record: 24887

On 8 Aug 2003 19:01:35 +, Jo Even Skarstein wrote:
>> On the other hand, if all of that were just starting from scratch, I would prefer
>> the Magic's way of drawing 3Ds: object size and position should remain as
>> set by the programmer, not shifted around by the application trying
>> to compensate for whatever funny ideas an AES had of how large an object
>> should be and what would then happen to adjacent objects (one has to
>> inquire whether an AES supports giving information at all, then inquire
>> whether it supports giving information about 3D enlargements,
>> and only then inquire about the enlargement value and hope to obtain a
>> correct answer. Or, if anything of the above turns negative, make a
>> wild guess about enlargements. And finally, rearrange the objects...)
>
>1. In real life you fortunately don't have to care about this, as all
>AESes that draws the border outside the objects use the same width on the
>borders.

That feels dangerous; assumptions like that can lead to trouble
because it is not stipulated that 3D enlargement must have a certain size-
and besides, I sort of remember that this value might be changed
in at least one of the available AESses, isn't it so?

>2. If you want to be 100% sure that everything looks properly, you have to
>apply the same checks when the border is drawn inside the objects as well,
>since otherwise the border might conflict with whatever you put inside the
>object...

Hmmm, you might be right... though, it seems to me much more often that
a number of objects is to be positioned one next to another, than it
is to have to position them along the inside border of a larger object.
AFAIK, currently in this case one can't even inquire about border size,
as Magic does not provide that function (and even need not always
draw objects in 3D).

regards;

5407. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-10 01:10:25 UTC
From: John West <dragnet@seaquest.dsv>
Message-ID: <3f359b89$0$23598$5a62ac22@freenews.iinet.net.au>
Source record: 24889

yeah, but its funny to watch

"R.Spanger" <rip@rap.com> wrote in message
news:bh45bcqon1@newsg3.svr.pol.co.uk...
>
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:bh3hv7mic2@hercules.btinternet.com...
> > Hi shit for brains.
>
> How rude
>
>

5408. Re: I now have a Falcon030

Newsgroup: comp.sys.atari.st
Date: 2003-08-10 01:51:47 UTC
From: "R.Spanger" <rip@rap.com>
Message-ID: <bh45bcqon1@newsg3.svr.pol.co.uk>
Source record: 24888

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bh3hv7mic2@hercules.btinternet.com...
> Hi shit for brains.

How rude

5409. Re: Best ST-compatible system today ?

Newsgroup: comp.sys.atari.st
Date: 2003-08-10 05:38:46 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0308100737400.241-100000@UNI_MANiac>
Source record: 24890

On Sat, 9 Aug 2003, Martin Tarenskeen wrote:

> http://aranyme.sourceforge.net

Correction:

http://aranym.sourceforge.net

Martin Tarenskeen

5410. Re: The NEW TAMW

Newsgroup: comp.sys.atari.st
Date: 2003-08-10 06:36:21 UTC
From: claytone@foxinternet.com
Message-ID: <FJlZa.160$Ud1.5879@bcandid.telisphere.com>
Source record: 24891

Hi Tim-

I just want to say THANK YOU for keeping the Atari midi community going so strong and for being so organized. Thanks also for the update info. The Atari community could certainly use more folks like yourself. Please keep up the good work! Even tho I also have a PC laptop, I still use my Atari Falcon for all midi needs. I use Hybrid Arts' EditTrack Platinum. It's very efficient, and fits my way of sequencing very well. My @#! PC has a midi timing delay. I can't figure out WHY, and don't have much patience with it - especially since I have a Falcon that worked GREAT for midi right out of the box!

-Clayton Murray
Seattle, WA USA

On 4 Aug 2003 13:02:35 -, Tim Conrardy wrote:
>Hi all
>
>Due to Yahoo groups re-organization, I have completly vamped my site
>
>Tim's Atari Midi World : http://tamw.atari-users.net

5411. Re: CT2 - CentScreen3

Newsgroup: comp.sys.atari.st
Date: 2003-08-10 07:42:28 UTC
From: rsmac@t-online.de
Message-ID: <1fzgvwe.12jvk74j8yw3oN%rsmac@t-online.de>
Source record: 24892

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> I have a 15" IIyama TFT monitor attached to my CT2b/Falcon. I can get the
> standard Falcon 640*480 resolutions and also the 640*400*2 ST mode very
> nicely. The only extended mode using Centscreen that is working on my
> setup is a very useful 640*480*TC.

Yes, that works, but i like to use 1024x768. Use 928x7xx with an
older CRT multisync before. Standard modes good for booting :)

> Something coming close to 800*600 or 1024*768 doesn't work. In the my

800x600 works, but it is not realy clear.

> monitor's manual is a table with possible resolutions. The bigger
> screens just don't fit my CT2b's frequencies.

Yes. One time i got what i want but i forget to save the setup ;/
I canï¿½t recall this setup again, so i ask for.

At the moment it looks like the CentSreen Setup do not allow 1024x768.

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5412. Turbo cache

Newsgroup: comp.sys.atari.st
Date: 2003-08-10 08:03:37 UTC
From: "yves.rogne free.fr"
Message-ID: <3f35fc58$0$26433$626a54ce@news.free.fr>
Source record: 24893

Hello everybody,

Does anyone have the last adress of the autor of Turbo cache (Ralf Biederman) ?

What is the last release of his program ?

Regards

Yves

5413. Re: CT2 - CentScreen3

Newsgroup: comp.sys.atari.st
Date: 2003-08-10 14:17:39 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <3f3652f3$0$240$626a54ce@news.free.fr>
Source record: 24894

"Robert Schaffner" <rsmac@t-online.de> a �crit dans le message news:
1fzgvwe.12jvk74j8yw3oN%rsmac@t-online.de...

> > Something coming close to 800*600 or 1024*768 doesn't work. In the my
>
> 800x600 works, but it is not realy clear.

Even on recent TFTs, the image looks much better at nominal resolution.

> > monitor's manual is a table with possible resolutions. The bigger
> > screens just don't fit my CT2b's frequencies.
>
> Yes. One time i got what i want but i forget to save the setup ;/
> I can�t recall this setup again, so i ask for.
>
> At the moment it looks like the CentSreen Setup do not allow 1024x768.

???? strange...

You can get my VIDEO.DAT with 1024*768, 16 and 256 colors at
http://ginesj.free.fr/VIDEO.DAT

The 1024*768 rez has 41kHz horizontal, 51Hz vertical, and IIRC you
can't get higher V freq with the 50MHz videl clock.

The manual for my monitor (Belinea 10 15 35) mentions 56-75 Hz
range for the vertical frequency, but runs fine at 51Hz.

--

J�r�me

5414. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-10 15:02:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200308101702.a20954@ll.maus.de>
Source record: 24697

Hallo Jo Even,

JES>> JE>In2Cat? I had the impression that this only works with IConnect.
JES>
JES>> It should work with StinG, too. Dimitri Junker has released the
JES>souce of > in2cat, so everybody can implement MiNTNet/MagiCNet etc.
JES>
JES>Interesting! I'll have to take another look at it then.

The URL is <http://www.dimitri-junker.de/software/cat/cat.html>

Gruï¿½

Martin [PGP-Key available]

Fï¿½r Mails >16 kByte: martin@melsaesser.de

5415. Re: CT2 - CentScreen3

Newsgroup: comp.sys.atari.st
Date: 2003-08-10 15:41:19 UTC
From: rsmac@t-online.de
Message-ID: <1fzhk44.yd1beh1c798owN%rsmac@t-online.de>
Source record: 24895

Jï¿½rï¿½me Ginestet <ginesj@free.fr> wrote:

> Even on recent TFTs, the image looks much better at nominal resolution.

Yes, thatï¿½s it.

> ???? strange...

Yep, i donï¿½t no why i can make it with the setup.

> You can get my VIDEO.DAT with 1024*768, 16 and 256 colors at
> http://ginesj.free.fr/VIDEO.DAT

Great!
I take it an i try it. Thank you.
I will replay if it works.

Regards, Robert

--
-= Home of DOIT-Archive =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5416. PC - ST HD

Newsgroup: comp.sys.atari.st
Date: 2003-08-10 16:55:05 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3f367a5a$0$18488$cc9e4d1f@news.dial.pipex.com>
Source record: 24696

Hi all,

Does anyonek now if theres a good guide (if its possible) to format a SCSI drive to work on both PC and ST ? I tried a while ago with no luck, and a mate of mine has been trying for weeks to do the same. It looks possible though don't seem to want to work for us :(

TIA,
Chris

5417. Re: PC - ST HD

Newsgroup: comp.sys.atari.st
Date: 2003-08-10 19:41:53 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bh6761$3dj$1@reader2.panix.com>
Source record: 24698

According to the manual for HDD 8, it can be done, for removable drives,
if formatted as a single sector, and formatted as DOS compatible.

The dos clone presumably needs a SCSI drive connected through a SCSI card.

If you are not using HDD 8, all bets are off.

So exactly what have you done so far, and what have you done it with?

Jim

exxos <exxos@home.co.uk> writes:

: Hi all,

: Does anyonek now if theres a good guide (if its possible) to format a SCSI
: drive to work on both PC and ST ? I tried a while ago with no luck, and a
: mate of mine has been trying for weeks to do the same. It looks possible
: though don't seem to want to work for us :(

: TIA,
: Chris

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5418. Re: Magic, MiNT, GPL?

Newsgroup: comp.sys.atari.st
Date: 2003-08-10 20:04:43 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bh68gp$o0n$1@hercules.btinternet.com>
Source record: 24699

Yo!,

"Dennis Vermeire"

> Oh boy!!!!
> Another one using Pine...

Doesn't pine procreate using nuts!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

5419. Re: CT2 - CentScreen3

Newsgroup: comp.sys.atari.st
Date: 2003-08-10 20:14:47 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0308102210400.155-100000@UNI_MANiac>
Source record: 24700

On Sun, 10 Aug 2003, Robert Schaffner wrote:

> At the moment it looks like the CentSreen Setup do not allow 1024x768.

On my old CRT monitor I managed to get 1024x768, but it was kind of
unquiet for the eyes. (Maybe it will work better on the new CT60 with a
higher frequency ?)

Martin Tarenskeen

5420. Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-10 22:01:55 UTC
From: Bob Woolley <ataribobspam@alamedanet.net>
Message-ID: <3f36c4d3$0$16182$2c56edd9@news.cablerocket.com>
Source record: 24702

I am an 8-bit Atari guy but in going thru my stuff in the basement, I found a Stacey and an STBook laptop. I looked at e-bay but there are no records of these things selling online. Most of my ST stuff (1040ST, megafile 30, and like that) have little value.... are these laptops in the same category? If they are worth something, I wouldn't mind selling them - or trading for some really good 8-bit stuff.

Bob

5421. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-10 23:04:52 UTC
From: "R.Spanger" <rip@rap.com>
Message-ID: <bh6fufnks1@newsg4.svr.pol.co.uk>
Source record: 24703

"Bob Woolley" <ataribobspam@alamedanet.net> wrote in message
news:3f36c4d3$0$16182$2c56edd9@news.cablerocket.com...
> I am an 8-bit Atari guy but in going thru my stuff in the basement, I
found
> a Stacey and an STBook laptop. I looked at e-bay but there are no records
of
> these things selling online. Most of my ST stuff (1040ST, megafile 30, and
> like that) have little value.... are these laptops in the same category?
If
> they are worth something, I wouldn't mind selling them - or trading for
some
> really good 8-bit stuff.
>
> Bob
>
>
Well if you go off some of Derryck Crockers ideas further down the list I would say at least £5000 each, again seriously both are much sought after items, both are worth a few hundred pounds/dollars so you do have a good bit of selling or trading power, the STacy is of particular interest to musicians and recording studios so don't be tricked!

5422. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 06:39:21 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bh7dk6$vi9a4$1@ID-27442.news.uni-berlin.de>
Source record: 24704

Didier Mï¿œquignon wrote:

> There _FRB and XFRB cookies under the CT60 4.04 patched TOS.

What is the XFRB cookie good for with the CT60 TOS?

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

5423. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 07:23:52 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbjeg80.24q.atari@core.preferuje.luzik.pl>
Source record: 24705

On Fri, 08 Aug 2003 00:46:01 -0400, Mark D <mducksub@nossspamXXatari-source.com> had a noticeable pleasure while writting:
> Change fastload=no to fastload=yes in MiNT.cnf. Seems to have rectified
> any and all crashy problems. Now there is problems still when NVDI is not
> loaded, but I don't care.. I always have NVDI loaded.. Maybe Rodolphe
> will want me to check some things out to help diagnose that. But again, I
> really don't care for now.. I'm happy ;)

This is weird. Please report it to MiNT-list.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5424. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 09:42:57 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0308111121300.769-100000@feanor.schunter.etc.tu-bs.de>
Source record: 24706

Hi, Bob!

BW> a Stacey and an STBook laptop.

These laptops range in higher categories than standard STs, though both have the same nominal power.

Musicians prefer the STacey to STs, as it is fairly robust and needs no separate monitor (SM124). Prices have been rising since eBay became more popular. Depending on how used it is you could trade it for 100 to 200 EURO.

The STBook really is a rarity. Only a few thousand of them have been produced. I paid about 320 EURO for a working but slightly damaged STBook two years ago. I had to recondition the Accu-Pack and adjust the case. Some parts of the case are missing.

STBooks in perfect state sale for 600 EURO and more - if you find collectors willing to pay that price. And I guess, they will. I would like to buy a STBook with complete case and maybe 4MB RAM... but my financial situation is not that good at the moment :-(

Special bonuses are if the STBook comes with 4MB RAM or if you have some (built in) extensions like modem, HD-adaptor-cable or (if existing at all) external floppy.

Regards,

Alexander

PS: I don't know where you are from, so I simply wrote down "german" EURO prices.

5425. Re: [ANN] Cresus beta 5

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 10:24:56 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB5BB62C.4C0D%derryck@nospam.cix.co.uk.invalid>
Source record: 24707

In article 3f3495ea$0$9622$7a628cd7@news.club-internet.fr, Pierre TONTHAT at ptonthatNO@SPAMclub-internet.fr wrote on 9/8/03 07:34:

>> Will it be possible to print via NVDI or GDOS in a future version?
>
> GEMDOS print surely.
> I have not yet studied NVDI printing, so I can't tell
> if I'm able to do it, but it's planned. For better presentation,

My thinking is that not using the built-in printer routines would make it possible to use Cresus under emulators and would at least double your audience :-)

You could also add the possibility of colour printing.

I don't know what practical differences there are between GDOS and NVDI printing.

>> This is a nice program :-)
>
> Thanks, trying to do my best, but time and support are lacking ;)

Time is always in short supply!

--

Cheers

Derryck

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5426. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 10:24:56 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB5BB8DB.4C0E%derryck@nospam.cix.co.uk.invalid>
Source record: 24708

In article bh0p8f$cd4$1@thorium.cix.co.uk, xlator@cix.compulink.co.uk at xlator@cix.compulink.co.uk wrote on 8/8/03 19:13:

> In message <pan.2003.08.07.06.08.08.152737@nossspamXXatari-source.com>,
> mducksub@nossspamXXatari-source.com said:
>
>> It's not a victory you lunatic! It's a sad defeat for everyone.
>> I like MagiC. I'm just tired of it crashing every time I walk

> I think there must be something wrong with your setup of MagiC or
> some of the other programs running - or perhaps a hardware fault.

I totally agree Peter. MagiC 6.20 running on my Falcon is the most reliable OS I've ever used (aside from TOS) and beats the pants of Windows and even Mac OS 9.2.2.

--

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5427. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 10:24:56 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB5BBA4C.4C0F%derryck@nospam.cix.co.uk.invalid>
Source record: 24709

In article pan.2003.08.09.06.45.39.462767@nossspamXXatari-source.com, Mark D
at mducksub@nossspamXXatari-source.com wrote on 9/8/03 07:45:

>>> I like MagiC. I'm just tired of it crashing every time I walk

>> I think there must be something wrong with your setup of MagiC or
>> some of the other programs running - or perhaps a hardware fault.

> I don't see how my setup can be wrong. I have up-to-date stuff.. Nothing
> strange running, COPS, NVDI 5.01, magxdesk, etc. It's a rather bland
> stock setup. MagiC crashes weirdly for me on all hardware.

Have you tried the old trick of turning pre-emptive multitasking off in your
Magx.inf file and turning it back on once your system has loaded in the CPX?
Lets your auto folder etc progs load and run to completion before the next
one starts.

I don't have the details of the exact command that you enter in the inf file
to hand.

--

Cheers

Derryck

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5428. Doom on TT030

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 10:52:39 UTC
From: John West <dragnet@seaquest.dsv>
Message-ID: <3f377580$0$23607$5a62ac22@freenews.iinet.net.au>
Source record: 24710

installed and played doom on my stock as a rock TT030

it runs like a dog, 4 frames per second. in 2nd biggest size, high detail mode, sound is distorted.

I take it there is no software I can run to fix this, I just need more CPU horsepower dont I? :P

5429. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 11:57:45 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB5D4301.4CC8%derryck@nospam.cix.co.uk.invalid>
Source record: 24711

In article bh6fufnks1@newsg4.svr.pol.co.uk, R.Spanger at rip@rap.com wrote on 11/8/03 00:04:

> Well if you go off some of Derryck Crockers ideas further down the list I

Is it so dark being up my arse all the time that you can't even spell my name right any more?

Since you've contributed absolutely zero to this newsgroup I'd like to welcome you to the darkness of my kill filter.

<plop>

--

Derryck Croker

5430. Re: CT2 - CentScreen3

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 12:11:54 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0308111409300.166-100000@UNI_MANiac>
Source record: 24713

> > You can get my VIDEO.DAT with 1024*768, 16 and 256 colors at
> > http://ginesj.free.fr/VIDEO.DAT
>

I downloaded and tried it, but I see only 640*480 in the listed
resolutions. Are you sure you uploaded the right file ??

Martin Tarenskeen

5431. Composcript

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 12:16:06 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0308111412200.166-100000@UNI_MANiac>
Source record: 24712

Hi,

Does anyone know/remember/have/use/sell CompoScript ?
It was/is a Postscript interpreter for Atari. Something like Ghostscript I guess, but commercial and maybe more user friendly.

Martin Tarenskeen

5432. University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 13:37:50 UTC
From: shinanagons@yahoo.co.uk
Message-ID: <f237d271.0308110537.35b0de93@posting.google.com>
Source record: 24714

Hi,

I have never felt much need for a computer at home for anything other than music which my falcon does well of course, as i have always used computers at work. However I am off to university soon and was wondering if there was still development on the platform, in particular I would need

- An Outlook type application, maybe not combined but a decent calender program and emailer.

- Is STing still the main dialer software?

- I would also require word compatable processer and excel compatable spreadsheet prog.

I have a basic magic setup, althrough ram is a little limited at 4mb

- also the facilities at uni facilitate eithernet, is ethernet avaliable for the falcon?

sorry for all the questions!
thanks for any help
paul johnson

5433. Re: University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 15:36:52 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bh8d0c$e2g$1@news2.tilbu1.nb.home.nl>
Source record: 24715

"Shinanagon" <shinanagons@yahoo.co.uk> schreef in bericht
news:f237d271.0308110537.35b0de93@posting.google.com...

> - I would also require word compatable processer and excel compatable
> spreadsheet prog.

Papyrus can import and export Word files. Texel is Excel compatibel, when
saved in an older Excel format.

>
> I have a basic magic setup, althrough ram is a little limited at 4mb

Must be enough.

Regards,

Jos van de Gruiter

5434. Re: University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 15:39:38 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bh8d5h$em6$1@news2.tilbu1.nb.home.nl>
Source record: 24716

```
Papyrus: http://www.rom-logicware.com/atari.htm
Texel: http://www.application-systems.de/texel/index.html
```

5435. Re: CT2 - CentScreen3

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 15:41:28 UTC
From: rsmac@t-online.de
Message-ID: <1fzjfcv.1pd0vn1dygwz6N%rsmac@t-online.de>
Source record: 24717

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> I downloaded and tried it, but I see only 640*480 in the listed
> resolutions. Are you sure you uploaded the right file ??

Same as here :) It contain text like 1024x768 but i canï¿½t use it.
After loading it shows 640x480 only.

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5436. Re: Doom on TT030

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 16:43:12 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.11.16.43.12.202232@removenoaspam.atari-source.com>
Source record: 24718

On Mon, 11 Aug 2003 18:52:39 +0800, John West wrote:

> installed and played doom on my stock as a rock TT030
>
> it runs like a dog, 4 frames per second. in 2nd biggest size, high detail
> mode, sound is distorted.
>
> I take it there is no software I can run to fix this, I just need more CPU
> horsepower dont I? :P

I dunno. To me this is a strange one. Doom ran pretty good on my Intel 486sx33. Logic would suggest the engine can be tuned up a bit to run faster. Also that machine only had 4 megs of RAM. Then again it also ran quite a bit better on my dx2/66.

Mark
http://atari-source.com

5437. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 16:44:29 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.11.16.44.29.302528@removenoaspam.atari-source.com>
Source record: 24719

On Sun, 10 Aug 2003 15:01:55 -0700, Bob Woolley wrote:

> I am an 8-bit Atari guy but in going thru my stuff in the basement, I found
> a Stacey and an STBook laptop. I looked at e-bay but there are no records of
> these things selling online. Most of my ST stuff (1040ST, megafile 30, and
> like that) have little value.... are these laptops in the same category? If
> they are worth something, I wouldn't mind selling them - or trading for some
> really good 8-bit stuff.
>
> Bob

I'll pay you cold hard cash for that STbook.

Mark
http://atari-source.com

5438. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 16:47:45 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.11.16.47.45.81078@removenoaspam.atari-source.com>
Source record: 24720

On Mon, 11 Aug 2003 11:24:56 +0100, Derryck Croker wrote:

> In article pan.2003.08.09.06.45.39.462767@nossspamXXatari-source.com, Mark D
> at mducksub@nossspamXXatari-source.com wrote on 9/8/03 07:45:
>
>>>> I like MagiC. I'm just tired of it crashing every time I walk
>
>>> I think there must be something wrong with your setup of MagiC or
>>> some of the other programs running - or perhaps a hardware fault.
>
>> I don't see how my setup can be wrong. I have up-to-date stuff.. Nothing
>> strange running, COPS, NVDI 5.01, magxdesk, etc. It's a rather bland
>> stock setup. MagiC crashes weirdly for me on all hardware.
>
> Have you tried the old trick of turning pre-emptive multitasking off in your
> Magx.inf file and turning it back on once your system has loaded in the CPX?
> Lets your auto folder etc progs load and run to completion before the next
> one starts.
>
> I don't have the details of the exact command that you enter in the inf file
> to hand.

I haven't tried that but I cannot honestly believe that will help since
things are still loaded serially even though preemtive multitasking might
be enabled. Maybe I'm wrong though.

Thanks,
Mark

PS: And my stability issues come after many hours of use usually.

5439. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 16:59:27 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fziyi7.1kjqbsdewkrn6N%NOSPAMS@wanadoo.fr>
Source record: 24721

Mark D <mducksub@removenoaspam.atari-source.com> wrote:

> On Sat, 09 Aug 2003 18:41:54 +0200, Didier Mï¿½quignon wrote:
>
> > Yes explode crashes without NVDI and Multistrip causes a system reset.
> > Without SDRAM, it's OK. Maybe Multistrip not like lot of SDRAM or maybe
> > there are a bug inside the blitter VDI patch. This patch need SDRAM
> > memory free for copy block to the STRAM. Under XAAES and without NVDI
> > there are bad pixels in the icons, it's strange because icons are good
> > under TOS.
> >
> > Regards,
> >
> > Didier.
>
> Didier,
>
> I'm glad you were able to replicate the problem. Maybe we'll find
> something else wrong that will improve overall stability (not that there's
> any problem that I can find with that).

Multristrip works if I remove the caches, I think I you want use
Multistrip you must move his CPX folder or works without caches :-(
You can't see this problem with NVDI, because the cache job is
different.
And the bad pixels is normal on my config, my blitter has some problems
with the bus at 25 MHz. It's good at 16 MHz.
About explode I don't know because I have removed the caches after his
crash.

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
☐☐☐Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT☐60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5440. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 18:02:59 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <BB5DA6F3.EF3%zorro270@yahoo.fr>
Source record: 24722

Hi Didier,

> Multristrip works if I remove the caches, I think I you want use
> Multistrip you must move his CPX folder or works without caches :-(
> You can't see this problem with NVDI, because the cache job is
> different.

Multistrip works like a charm on my CT60 with the caches enabled. (both MiNT and MagiC)

Which version do you use? The mine is the 1.55

I had some problems with caches (specially the branch cache) on some software at 72mhz but at 66mhz all is fine.. Maybe you can try a lower clock rate.

Regards,
Zorro.

5441. Re: University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 18:11:00 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <k7m8hb-as1.ln@speaker.rodsbooks.com>
Source record: 24724

In article <bh8d0c$e2g$1@news2.tilbu1.nb.home.nl>,
"J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com> writes:
>
> "Shinanagon" <shinanagons@yahoo.co.uk> schreef in bericht
> news:f237d271.0308110537.35b0de93@posting.google.com...
>
>> - I would also require word compatable processer and excel compatable
>> spreadsheet prog.
>
> Papyrus can import and export Word files. Texel is Excel compatibel, when
> saved in an older Excel format.

I have no experience with Papyrus, but as a general rule, I suggest caution when dealing with Word import/export functionality. AFAIK, no programs do it 100% perfectly. (Ironically, this includes MS Word -- different versions and installations on different machines yield different results. Still, MS Word does it better than others.) As a general rule, you'll do OK with simple stuff like letters that contain no fancy formatting. Once you start adding hanging indents, columns, non-ASCII characters, "smart" quotes, inline graphics, etc., you're more likely to start running into problems. Problems are also likely to show up if a file goes back and forth several times, as when you're collaborating with somebody on a project. If possible, test any program you intend to use with documents similar to those you'll be creating to evaluate its ability to handle the job.

>> - also the facilities at uni facilitate eithernet, is ethernet
>> avaliable for the falcon?

Look into EtherNEC (http://hardware.atari.org/ether/index.htm). If I understand correctly, this will provide you with a 10Mbps connection, but not 100Mbps.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

5442. Re: University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 18:21:51 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0308111021.505c69a5@posting.google.com>
Source record: 24723

shinanagons@yahoo.co.uk (Shinanagon) wrote in message
news:<f237d271.0308110537.35b0de93@posting.google.com>...
> Hi,
>
> I have never felt much need for a computer at home for anything other
> than music which my falcon does well of course, as i have always used
> computers at work. However I am off to university soon and was
> wondering if there was still development on the platform, in
> particular I would need
>
> - An Outlook type application, maybe not combined but a decent
> calender program and emailer.

I don't know of many really great calendar programs, other than
CALAPPT, which I think came on the Falcon's included software disks.
As for e-mailers, there are a good number of them to choose from. If
you use STiK, you have aMail, MyMail, Newsie (which also does
newsgroups, FTP, and *basic* text-only web browsing), and a few other
older programs. If you use I-Connect, you can use the ASH E-Mailer
program, and the above STiK clients if you have IFusion for I-Connect.
If you use Draconis, you have Marathon, and maybe others?. If you use
STiNG, you have the above STiK clients plus the Draconis client(s)
with the Draconis emulator. If you use MagxNet, you can pretty much
use any of the above, as MagxNet has emulation for all of these, plus
some Mint-Net clients.

> - Is STing still the main dialer software?

As above, there are the following that can be used on Magic:

STiK 2
STiNG
I-Connect
Draconis
MagxNet

All of these are freeware, and so can be downloaded and used right
away. Some are easier to setup and use, and on certain systems, some
work better than others. But at this point, I think it's mostly a
matter of personal opinion which one is the best. I personally use
MagxNet. I have used STiK and STiNG in the past and can recommend both
of those as well. I've never used I-Connect, and I've never gotten
Draconis to do much.

> - I would also require word compatable processer and excel compatable
> spreadsheet prog.

The only Word-compatible word processor I know of is Papyrus. It's a little over $100 (US), but well worth the price. Very nice program! It also has a great relational database, and some spreadsheet functions that you can use in frames within a word processing document.

As for Spreadsheet programs, the only Excel-compatible one I know of is Texel. The biggest problem is that it is only compatible up to Excel 4.0, and not newer, so if you get sent Excel files from a PC user these days, chances are good that it won't load them. You'd have to ask the person sending them to save the file in Excel 4.0 format, or any other format that Texel can handle. Otherwise, Texel is a very nice program as well.

> I have a basic magic setup, althrough ram is a little limited at 4mb

I would highly recommend getting a memory upgrade if you plan on using the computer for any serious work. I would also recommend an accelerator. Even an old Nemesis or something similar would make it a little more comfortable to work with. If you're one of the extremely lucky few who can get a CT60, I'd do it! Tons of speed, up to 512Mb of Fast SDRAM, etc.

> - also the facilities at uni facilitate eithernet, is ethernet
> avaliable for the falcon?

Only two options that I know of:

1. There are a couple adapters that use the Falcon's ROM/Cartridge port to connect to an ethernet card. These have their good points, like nice speed, stability, and a lot of available drivers. The bad point that I've personally run into is that if you use Cubase Audio, or any other program that uses that port for any reason, it can be a pain having to swap them all the time, especially if you have recased the machine like I have, and the port is pretty inaccessible.

2. There are a few SCSI->Ethernet adapters made by DaynaPort that drivers are available for. This would solve the above problem. However, these drivers are only available for STiNG at the moment, and don't allow access to the Floppy drive while activated. I've also heard of some other minor problems with these. Not to mention, the actual adapters are hard to find.

> sorry for all the questions!

That's what this group is here for! If you need any more specifics on things I've mentioned, please e-mail me!

Mike Freeman
mail@freeman-studio.com

5443. Re: Doom on TT030

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 19:19:45 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vjfr2ibj4kpm85@corp.supernews.com>
Source record: 24725

"John West" <dragnet@seaquest.dsv> wrote in message
news:3f377580$0$23607$5a62ac22@freenews.iinet.net.au...
> installed and played doom on my stock as a rock TT030
>
> it runs like a dog, 4 frames per second. in 2nd biggest size, high detail
> mode, sound is distorted.
>
> I take it there is no software I can run to fix this, I just need more CPU
> horsepower dont I? :P
>

Well I have not tried it on my Falcon030 yet, but on Amigas with a 030 and 040, and 060 it ran good, better, great!!!!

I remember on the 040/25Mhz it was 10-12 fps @ 320x200. 060/50MHz 35 fps. So 4 fps on TT 030 might be about right?

I suspect the engine needs a lot of work. I know ADoom on Amiga went through a lot of betas to get to where it is. I must say it is almost a flawless port with lots of extras.

Tim

5444. Ninth Doctor Announced!

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 21:50:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00271b30@fmlynet.org>
Source record: 24732

FamilyNet Newsgate

Granted, not Atari related, but damn cool!

> Oh wow! This is awesome news! What did you think when you heard this?
> I remember Richard Grant from the "Curse of Fatal Death" and he was great in
> that.

> Awesome news!

> Doctor Clu
> Dallas, TX
> (So when is it airing and can you reach it through the internet?)
>> ------------------
>> http://www.bbc.co.uk/cult/news/drwho/2003/07/09/5660.shtml
>>Doctor Who is back. This time he's fully animated, he's got a new body... and
>> he's on BBCi.
>>Richard E. Grant will play the ninth incarnation of the Time Lord. He describ
>> his interpretation as something of a "Sherlock Holmes in Space," and said he
>> immensely enjoyed recording the story.
>> The animated adventure, featuring a star-studded cast, is scripted by Paul
>>Cornell - regarded as one of the finest of the new breed of Doctor Who author
>> Paul is also an established TV writer, working on such series as BBC1's
>> Casualty.
>>"I'm honoured to have the chance to set the Doctor off on another forty years
>> of adventures," said Paul. "Just wait until you hear Richard! He is the
>> Doctor!"
>> The story is set to debut in mid-November, in time for Doctor Who's 40th
>> anniversary.
>> -----------------
>> http://www.gallifreyone.com/news.shtml
>> Doctor Who is indeed returning for the show's 40th anniversary, in a special
>>new six-part audio webcast on BBCi. Following in the footsteps of the earlier
>> animated webcasts "Death Comes to Time," "Real Time" and "Shada," the fourth
>>webcast (still untitled) is written by Paul Cornell ("The Shadows of Avalon")
>>and will star none other than popular British actor Richard E. Grant (who als
>> played one of the future Doctors in the charity special "The Curse of Fatal
>>Death"). Grant describes his interpretation as "something of a 'Sherlock Holm
>> in Space.'"
>> Cornell, posting on the Outpost Gallifrey forum, had this to say about the
>>project: "This is the start of everything again, not the end. Don't be scared
>> The Ninth Doctor is Richard E. Grant, fully animated... fully animated, not
>>Shada animated... Batmanlike rather than Shadalike. With a new companion, a n
>> military liaison, new monsters, and a vastly starry cast!" Cornell says that
>>"if the response is good enough, then there'll be more. (And listen: you *nev

>>know* where this could end up.)" Cornell goes on to confirm that this is inde
>> the official, BBC made and sanctioned Ninth Doctor, approved by all the
>>requisite parts of the BBC that needed input on this. "Traditional but origin
>> is what we're going for," says Cornell. "Very Hinchcliffe/Dicks, but with no
>> previously used elements and only a tiny smidge of continuity. This story
>>starts after the Ninth Doctor's been in the job for several years. And quite
>> lot has happened to him. So there's room for all continuities to resolve
>> themselves. And BB
>> C Books has made a positive response, and are talking about stuff."
>> Apparently the story will completely disregard "Curse of Fatal Death" (this
>>Ninth Doctor isn't Grant's Doctor in that charity satire.) Cornell says he is
>> "honoured to have the chance to set the Doctor off on another forty years of
>>adventures," said Paul. "Just wait until you hear Richard! He is the Doctor!"
>>The story is set to debut in mid-November, in time to celebrate the show's 40
>> anniversary. (Thanks to BBCi and Paul Cornell)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5445. JTAG cable for CT60

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 21:56:33 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f38110a$0$1109$626a54ce@news.free.fr>
Source record: 24727

A swedish guys (not coming here ??) is proposing to produce at least 15 JTAG cables at a price fo 25 EUR !

See DHS site : www.dhs.nu in the CT60 forum ! A message dated august 09 th .

Regards

5446. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 22:07:57 UTC
From: "R.Spanger" <rip@rap.com>
Message-ID: <bh90vp$ni9$1@news8.svr.pol.co.uk>
Source record: 24726

> Is it so dark being up my arse all the time that you can't even spell my
> name right any more?
>
> Since you've contributed absolutely zero to this newsgroup I'd like to
> welcome you to the darkness of my kill filter.
>
> <plop>
>
> --
>
> Derryck Croker who is

Rude, ignorant and an inherent loser who can't accept the truth

5447. Atari Falcon availability

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 22:24:12 UTC
From: onelson@ringling.edu
Message-ID: <c13642a2.0308111424.55744089@posting.google.com>
Source record: 24728

I was hoping to get my hands on a Falcon system, but have been having a hard time finding said systems. I saw one on eBay that was perfect, but missed the chance. I'm looking for a complete system (falcon, mouse, monitor), and what ever else I might need to get it networked. If anybody has any ideas as to where to look (in the US), I'd love to hear them.

Owen Nelson
onelson@ringling.edu
Art student - Sarasota FL

5448. Richard Kurz

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 22:38:37 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bh95td$4o8$1@thorium.cix.co.uk>
Source record: 24729

Does anyone have the current email address of Richard Kurz, the
author of Wrap-Mouse, please?

Regards, /Peter/

5449. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 23:25:59 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <JSEo6gpHYCO$EwUL@my-ste.demon.co.uk>
Source record: 24731

On Mon, 11 Aug 2003, Derryck Croker wrote:-

>In article pan.2003.08.09.06.45.39.462767@nossspamXXatari-source.com, Mark D
>at mducksub@nossspamXXatari-source.com wrote on 9/8/03 07:45:

>> I don't see how my setup can be wrong. I have up-to-date stuff.. Nothing
>> strange running, COPS, NVDI 5.01, magxdesk, etc. It's a rather bland
>> stock setup. MagiC crashes weirdly for me on all hardware.
>
>Have you tried the old trick of turning pre-emptive multitasking off in your
>Magx.inf file and turning it back on once your system has loaded in the CPX?
>Lets your auto folder etc progs load and run to completion before the next
>one starts.
>
>I don't have the details of the exact command that you enter in the inf file
>to hand.

It's a matter of commenting out the #_TSL line, rather than adding a
command. E.g. I disabled it on my old system by changing the line:

#_TSL 4 32

to:

;#_TSL 4 32

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62

5450. Re: Doom on TT030

Newsgroup: comp.sys.atari.st
Date: 2003-08-11 23:28:46 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3f382586$0$4190$afc38c87@news.optusnet.com.au>
Source record: 24730

"John West" <dragnet@seaquest.dsv> wrote in message
news:3f377580$0$23607$5a62ac22@freenews.iinet.net.au...
> installed and played doom on my stock as a rock TT030
>
> it runs like a dog, 4 frames per second. in 2nd biggest size, high detail
> mode, sound is distorted.
>
> I take it there is no software I can run to fix this, I just need more CPU
> horsepower dont I? :P

Possibly, on a stock Falcon it is verrry slow, on a CT2 with 78 meg of ram it is quite playable. But that is around twice the performance of a TT. I think the doom for falcon does not use the DSP if it did it would rock. It would have to be written from scratch, the Atari version is a linux port for 680x0.

Mark

5451. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 06:39:25 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0308112239.4a015986@posting.google.com>
Source record: 24733

David Bolt <nospam@my-ste.demon.co.uk> wrote in message
news:<JSEo6gpHYCO$EwUL@my-ste.demon.co.uk>...

> It's a matter of commenting out the #_TSL line, rather than adding a
> command. E.g. I disabled it on my old system by changing the line:
>
> #_TSL 4 32
>
> to:
>
> ;#_TSL 4 32

Does anyone anywhere have a list of what these 3-letter commands all mean in the MAGX.INF file? I've been told by a few people that it is better to edit the file using a text editor rather than using one of the GUI-based configuration programs (is this correct?). However, I feel really uncomfortable changing things when I have no idea what most of it means. For example, I've heard this advice about turning off pre-emptive multitasking a number of times, but usually this advice comes with no explaination of how. And TSL doesn't exactly scream out to me that it has anything to do with the multitasking mode used, so this wouldn't be the obvious choice if I were to guess. There's also nothing about this in the meager 40-page leaflet that came with my English version of Magic 6.01 (passing itself off as a manual). So it would be nice if there was some sort of reference web page available (multi-lingual preferred, instead of just German). Is there?

Mike Freeman
mail@freeman-studio.com

5452. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 07:09:21 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <bha3qr$md8$1@server4.gts.cz>
Source record: 24734

Hi Mike!

Mike Freeman wrote:

>>;#_TSL 4 32
>
> Does anyone anywhere have a list of what these 3-letter commands all
> mean in the MAGX.INF file?

What about 'time slice'?

> I've been told by a few people that it is
> better to edit the file using a text editor rather than using one of
> the GUI-based configuration programs (is this correct?). However, I
> feel really uncomfortable changing things when I have no idea what
> most of it means.

BTW: I never did that by any GUI utility. ;)

> advice comes with no explaination of how. And TSL doesn't exactly
> scream out to me that it has anything to do with the multitasking mode
> used, so this wouldn't be the obvious choice if I were to guess.
> There's also nothing about this in the meager 40-page leaflet that
> came with my English version of Magic 6.01 (passing itself off as a
> manual). So it would be nice if there was some sort of reference web
> page available (multi-lingual preferred, instead of just German). Is
> there?

Yes, documentation is always the problem.

regards

STan

5453. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 08:16:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0308120104460.17626-100000@shell1.aracnet.com>
Source record: 24735
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Sat, 9 Aug 2003, Tim wrote:

>
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:bh2bpchbd1@sparta.btinternet.com...
> > Hi Steve
> >
> > > Bravo Sierra Computers <atari@aracnet.com> wrote in message
> > > news:<Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>...
> > >> http://BensCatalogs.Atari.org Link to 8 newly updated Atari
> > >> Catalogs!
> > >>
> > >> Due to Popular Demand
> > >
> > > That's the biggest crock of horseshit I've ever seen.
> > >
> > > - Steve (MMF)
> >
> > And next month he'll hold a Chrimbo sale in September.
> >
> > He's retard, and most of this group are butt-knocking him so expect
> someone
> > to climb up your arse for daring to post your opinion.
> >
>
> I thought you were his boy? Whats up? lol
>
> Tim

I couldn't get more/better advertising, even if I was paying him a Salary!
Yeah, he's my boy. He just doesn't know it yet.

===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5454. Re: Doom on TT030

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 09:01:04 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <gcaahb.cl1.ln@127.0.0.1>
Source record: 24745

Dans l'article <3f377580$0$23607$5a62ac22@freenews.iinet.net.au>, "John West" <dragnet@seaquest.dsv> a tapotï¿½ avec ses petits doigts:

> I take it there is no software I can run to fix this, I just need more
> CPU horsepower dont I? :P

The TT does not have a 320x200 video mode, so the program needs to convert it from 320x200 (1 byte=1 pixel) to 320x400 (software double-lined mode, and chunky to planarconversion), for the 320x480x8 bits TT mode. A video card like the NOVA, which has (IIRC) a 320x200 mode (1 byte=1 pixel) could improve performance.

Also, this is not a straight unix port, I rewrote the texture mapping routines in assembly, because the original C ones where twice slower. You can also disable sound ('-sound off'), which takes a bit of power.

One thing that could improve performance would be to disable texturing on floors/ceilings, and maybe on walls (except for doors ?).

Finally, for the Falcon and if custom DSP routines were written, I would expect a 2x performance decrease against badmood, because of all the work to do in extra (IA, game engine, collisions, etc...).

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5455. Re: Doom on TT030

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 09:21:15 UTC
From: John West <dragnet@seaquest.dsv>
Message-ID: <3f38b18d$0$23593$5a62ac22@freenews.iinet.net.au>
Source record: 24738

It ran perfectly when it just came out on my then new 486DX40 had 16mb of ram and had a SoundBlaster 16. was great.

perhaps the stock TT's video is horrendously slow, maybe a video card would help.

Shame no ones made a Video, CPU, RAM & Ethernet card all in one for the TT, would be an ideal piece of hardware.

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message news:pan.2003.08.11.16.43.12.202232@removenoaspam.atari-source.com...
> On Mon, 11 Aug 2003 18:52:39 +0800, John West wrote:
>
> > installed and played doom on my stock as a rock TT030
> >
> > it runs like a dog, 4 frames per second. in 2nd biggest size, high detail
> > mode, sound is distorted.
> >
> > I take it there is no software I can run to fix this, I just need more CPU
> > horsepower dont I? :P
>
> I dunno. To me this is a strange one. Doom ran pretty good on my Intel
> 486sx33. Logic would suggest the engine can be tuned up a bit to run
> faster. Also that machine only had 4 megs of RAM. Then again it also ran
> quite a bit better on my dx2/66.
>
> Mark
> http://atari-source.com

5456. Atari 1040stf

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 09:23:23 UTC
From: TeoZ <teoz@neo.rr.com>
Message-ID: <fm2_a.75683$ib2.19427494@twister.neo.rr.com>
Source record: 24736

Are the old atari games HD installable so I dont have to keep a million floppies around? Also where is a good place to find a HD interface for the DMA input on the back of the unit? What size HD's can you attach? Anything special I should know?

5457. Re: Atari 1040stf

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 09:23:56 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbjhbjt.483.atari@core.preferuje.luzik.pl>
Source record: 24737

On Tue, 12 Aug 2003 09:23:23 GMT, TeoZ <teoz@neo.rr.com> had a noticeable pleasure while writting:
> Are the old atari games HD installable so I dont have to keep a million
> floppies around? Also where is a good place to find a HD interface for the
> DMA input on the back of the unit? What size HD's can you attach? Anything
> special I should know?

Most of floppy games are not installable on HDD (99% I would say).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5458. Re: Doom on TT030

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 10:12:15 UTC
From: nobody@nospam.gov
Message-ID: <3f38bd7e$0$26423$626a54ce@news.free.fr>
Source record: 24739

On 11 Aug 2003 18:52:39 , "John West" wrote:
..
�it runs like a dog, 4 frames per second. in 2nd biggest size, high detail
�mode, sound is distorted.
�I take it there is no software I can run to fix this, I just need more CPU
�horsepower dont I? :P

Right : an Had�s is good to play at a normal speed, even if no sound.
Patrice M. made a good Job in adapting this game.

Regards

M�gamodeste

5459. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 10:34:39 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f38c186$0$95050$c30e37c6@lon-reader.news.telstra.net>
Source record: 24740
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

```
"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0308120104460.17626-100000@shell1.aracnet.com...
> On Sat, 9 Aug 2003, Tim wrote:
>
> >
> > "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> > news:bh2bpc$hbd$1@sparta.btinternet.com...
> > > Hi Steve
> > >
> > > > Bravo Sierra Computers <atari@aracnet.com> wrote in message
> > > >
news:<Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>...
> > > >> http://BensCatalogs.Atari.org Link to 8 newly updated Atari
> > > >> Catalogs!
> > > >>
> > > >> Due to Popular Demand
> > > >
> > > > That's the biggest crock of horseshit I've ever seen.
> > > >
> > > > - Steve (MMF)
> > >
> > > And next month he'll hold a Chrimbo sale in September.
> > >
> > > He's retard, and most of this group are butt-knocking him so expect
> > someone
> > > to climb up your arse for daring to post your opinion.
> > >
> >
> > I thought you were his boy? Whats up? lol
> >
> > Tim
>
> I couldn't get more/better advertising, even if I was paying him a Salary!
> Yeah, he's my boy. He just doesn't know it yet.
>

Is your "business" registered?

Regards,

Clockmeister.
```

5460. Re: Doom on TT030

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 10:57:05 UTC
From: Grzegorz Pawlik <gregory@cafetera.pl>
Message-ID: <BB5E94A0.8BD9%gregory@cafetera.pl>
Source record: 24741

On 12-08-2003 11:21, in article
3f38b18d$0$23593$5a62ac22@freenews.iinet.net.au, "John West"
<dragnet@seaquest.dsv> wrote:

> It ran perfectly when it just came out on my then new 486DX40 had 16mb of
> ram and had a SoundBlaster 16. was great.
>
> perhaps the stock TT's video is horrendously slow, maybe a video card would
> help.

Indeed. I have played Doom I on TT with a graphic card, and it *was*
playable, of course after reducing the image size and turning low detail
mode on.

Without a graphic card, I guess that running in 320x200 grayscale mode (16
levels of gray, ST-LOW) would help to make it faster, but I couldn't set it
to work in this mode. Only 320x400x256 color mode (TT-LOW) was available on
a standard TT display.

--
Grzegorz Pawlik
http://uce.pl/pym/
http://gregory.atari.pl/

"Remember, the Ark was built by amateurs; the Titanic by professionals."

5461. ST data recovery software

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 11:10:24 UTC
From: Harald Loos <tty@gmx.net>
Message-ID: <3f38cb01$0$27686$91cee783@newsreader01.highway.telekom.at>
Source record: 24742

Hi,

I'm trying to backup my old ST-disks using MSA and transfer them over to my PC, but unfortunately I found that a lot of the disks are corrupt, so I won't be able to get them in an image file.

As most of the disks seem to be at least partially readable (I can view the directory structure and open files from the desktop), I was wondering if there is any data recovery software around, that saves the readable data on a disk, which I could later transfer into an image.

Copying files manually is quite a hassle, since I would have to copy each file seperately and see if it's readable. Also I think a low-level approach would be much cleaner (that skips bad blocks and saves the ones that are working.) But I guess most recovery software does it like that anyway.

Any help will be much appreciated.

Regards.

5462. Re: CT60 Problems - FRB

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 13:16:28 UTC
From: f.szymanski@dmt.de
Message-ID: <674c5603.0308120516.7ad2a6ef@posting.google.com>
Source record: 24743

> I have my NOVA and Expose header soldered, I'll report back as soon as
> it's all in place. Bypassing the "splitter", the Expose can capture
> R/G/B from a DVD, quality is exceptional. The Afterburner could
> capture 320*240 ~12fps. The CT060 should speed this up a bit:)

Don't forget to cut the trace between pin20 and 22 on your Expose and
NOVA because otherwise they won't work with the ct60.

Unfortunately I have to tell you that althought from the hardware
point of view the NOVA works, the NOVA VDI crashes on the ct60. :-(

So ATM there is a decision to make: ct60 OR Nova :-(

Apart from that my screeneye card works flawlessly with my ct60. :-)

BTW, if there is someone outside who also has a screeneye, do you know
that there is a free software that even works with a graphics card?
(the original software only worked correctly on VIDEL video modes).

Regards,

Frank

5463. Re: Atari 1040stf

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 13:16:52 UTC
From: John West <dragnet@seaquest.dsv>
Message-ID: <3f38e8c6$0$23585$5a62ac22@freenews.iinet.net.au>
Source record: 24744

yep, that was a real pain. buying a HD was useless for games.

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrnbjhbjt.483.atari@core.preferuje.luzik.pl...
> On Tue, 12 Aug 2003 09:23:23 GMT, TeoZ <teoz@neo.rr.com> had a noticeable
pleasure while writting:
> > Are the old atari games HD installable so I dont have to keep a million
> > floppies around? Also where is a good place to find a HD interface for
the
> > DMA input on the back of the unit? What size HD's can you attach?
Anything
> > special I should know?
>
> Most of floppy games are not installable on HDD (99% I would say).
>
> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

5464. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 14:27:48 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f38fe26$0$16180$2c56edd9@news.cablerocket.com>
Source record: 24646

I don't want to give the wrong impression here - I am asking if there is a market for these items, not offering them for sale. I'll leave a message for the group if I put them on Ebay.

Thank you for your input.

Bob

"Rustynutt" <rustynuttspamblock@hotmail.com> wrote in message news:s7udjv0jcvdprdffibelricicrkvtgbjl6@4ax.com...
> On Sun, 10 Aug 2003 15:01:55 -0700, "Bob Woolley"
> <ataribobspam@alamedanet.net> wrote:
>
> >I am an 8-bit Atari guy but in going thru my stuff in the basement, I found
> >a Stacey and an STBook laptop. I looked at e-bay but there are no records of
> >these things selling online. Most of my ST stuff (1040ST, megafile 30, and
> >like that) have little value.... are these laptops in the same category? If
> >they are worth something, I wouldn't mind selling them - or trading for some
> >really good 8-bit stuff.
> >
> >Bob
> >
> >
>
> I don't have any 8 bit stuff left, but would be interested in the ST
> book.
> groveml@microsoftnavair.navy.mil
> take out the microsoft and give me an email for a decent offer.
> Thanks,
> Mike

5465. Re: Doom on TT030

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 14:34:33 UTC
From: guillaumed@users.sourceforge.net
Message-ID: <dcd316f2.0308120634.1367991b@posting.google.com>
Source record: 24647

Grzegorz Pawlik <gregory@cafetera.pl> wrote in message
news:<BB5E94A0.8BD9%gregory@cafetera.pl>...
> On 12-08-2003 11:21, in article
> 3f38b18d$0$23593$5a62ac22@freenews.iinet.net.au, "John West"
> <dragnet@seaquest.dsv> wrote:
>
> > It ran perfectly when it just came out on my then new 486DX40 had 16mb of
> > ram and had a SoundBlaster 16. was great.
> >
> > perhaps the stock TT's video is horrendously slow, maybe a video card would
> > help.
>

The video card would sure help, but perhaps more because of its pixel
format being the same as the one originally used for programming the
game that for better hardware.
The original TT hardware uses a different pixel format so a conversion
must take place for each image...

> Indeed. I have played Doom I on TT with a graphic card, and it *was*
> playable, of course after reducing the image size and turning low detail
> mode on.

IIRC PMDoom actually recognizes graphic cards and performs no pixel
format conversion in this case!

> Without a graphic card, I guess that running in 320x200 grayscale mode (16
> levels of gray, ST-LOW) would help to make it faster, but I couldn't set it
> to work in this mode. Only 320x400x256 color mode (TT-LOW) was available on
> a standard TT display.

Actually a relatively slow version of the conversion routine is used
in PMDoom, so replacing it with a better one could enhance the
framerate somehow. You can browse the CT60 Forum on the DHS site for
details about this: CT60 users find it too slow for them too! :-)

5466. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 14:47:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060717636-160883AEicMi@gmx.net>
Source record: 24653

From: mail@freeman-studio.com (Mike Freeman)
Date: 7 Aug 2003 18:01:30 -0700

Hi Mike,

>If we were only offered one or two choices for each genre of software out
>there, I wouldn't be nearly as happy with this platform as I am. I may have
>even left it a long time ago!

True...
But what if for a particular genre there is nothing? I've often wondered when a programmer starts a new project how he goes about it. Does he decides on a blue monday "this platform needs another mailer", or is it because there's nothing available that suits his personal needs. Perhaps it's on demand or if it's a commercial venture, a project which will sell guaranteed a number of copies...

>the variety of software, GUI's/CLI's, functionalities, program sizes, etc. that
>allow you to pick the programs that fit your needs. Some people might like
>using wget instead of Fiffi. Some might like Newsie or aFTP instead of
>either of those. This is a good thing. I like being able to make choices for
>myself based on what I like or don't like, and don't criticise others for
>making different choices.

I wasn't criticising Ekkehard for his choice, I tried to show that there are alternatives which can do the job as well. There are hardly any differences in features between wget and Fiffi anyway. But the main difference is that Fiffi is a true Atari program, with "true" I mean that the programmer went through the trouble of adding a bunch of protocols to the program, which doesn't only make it a pleasure to work with but in addition anyone using it will feel right at home... call it the famous "Atari spirit" if you like. He also took the time to give it a very nice looking GUI, that nice looking GUI is a useless feature ofcourse, but it shows off what can be done on this platform if the programmer puts his mind on it. You have a Mac also... surely you must know that Atari apps can have a much *more* versatile and feature packed user interface? And I'm not going to mention the window crap....
Wget on the other hand is a ported app, that doesn't necessarily have to be a bad thing, but it alienates from this platform. One could just as well be using it on a PC or Mac. The fact that it runs on a Atari doesn't make it a true Atari app... I could just as well run SmartFTP on a PC or CaptainFTP on a Mac, one common factor these apps got is that they do the job. If I can choose between such apps and a real Atari app, the choice is easily made...
As for Newsie and aFTP... I like aFTP, but Newsie is out. An ftp client that does not allow me to enter an ftp server of my choice was acceptable ten years ago, today however... people commenting on different programs should have worked with them, I don't think there's one ex-Newsie user out there who would return to

it. It has a couple of pro's also ofcourse, for people with low memory machines it might be the only app allowing them to do their thing, and since it has three clients packed into one program...

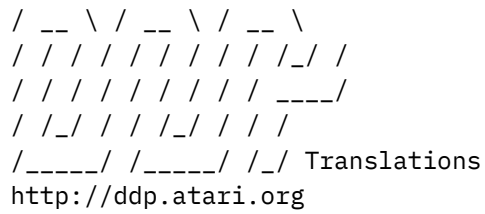
>Just because you and I don't like CLI's doesn't mean that it's not a useful
>program that someone would prefer over the software you or I use.

No ofcourse not, that's not what bothers me. It's the way that these apps are presented here... except for a few they don't really offer anything new, sure an app like wget can be usefull, but is it that we've been waiting for? One thing this thread has made painfully clear is not to expect too much from ported software, although there's a wealth of it available, porting them over can't be done for realistic reasons (computers lacking the power to run them). Meaning that the best to hope for is CLI based stuff, I'm convinced that something similar can be written for this platform that not only is more user friendly but will also have more features.

A little off topic but what the heck...
The last couple of weeks I've been playing with the brandnew Tempus Word 5.0 NG which was released recently, this once famous German word processor is unknown by the international community, it never was released in English. Today it has to compete against the likes of Papyrus... well Mike, just take a look at it. And you'll understand what I've got against ported software. Papyrus is ported also, not from open source but from PC. There are *always* trade offs to be made, and in this particular case it's speed. Don't be fooled by the somewhat outdated look, this app has got more power and features packed then anything we've ever seen on this platform. Remember it's a word processor, it doesn't pretend to be anything more... if you wanna construct a website with it, you're gonna be very disappointed. If however you need to write large docs, books, manuals, thesis or anything else which can be described as "being productive", then there's no alternative... We've been brainwashed long enough by ROM... download the fully functional demo from http://www.tempus-word.de and see what word processing on the Atari platform is really all about.

Yes, I know it's all in German.... the programmers however will make an English version if at least 100 people express their interest in it.
"Expressing an interest" means what it sounds like, it's not committing yourself and certainly not paying anything up front either. Together with Calamus, this app is one of the reasons many people in Germany stick to this platform.... I think that the English community finally deserves an English version, it's been long over due.
mailto:info@tempus-word.de

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5467. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 14:47:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060717662-166279AEicMi@gmx.net>
Source record: 24658

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: Thu, 7 Aug 2003 19:05:06 +0000 (UTC)

Hi Jo Even,

>Anyway, it wouldn't be a problem at all if programmers who develop
>under MagiC just tested their resources with atleast one of the other
>AESes (if their application is intended to run on them). But many times,
>they don't. This is the problem.

Sure it's a problem, but sometimes it can't be helped. What about for example programmers developing under MagiC-PC or MagiCMac? You can't expect everyone to have three OS's installed either. A lot of these problems can be prevented however applying some serious beta testing. Jinnee for example was programmed under MagiCMac... without the input from Steve Sweet, it wouldn't be running under MiNT at all...

Cheers from Belgium
Dennis
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http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5468. Re: Icofiles to rsc

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 14:47:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060717654-164675AEicMi@gmx.net>
Source record: 24657

From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Date: Thu, 7 Aug 2003 22:13:22 +0200

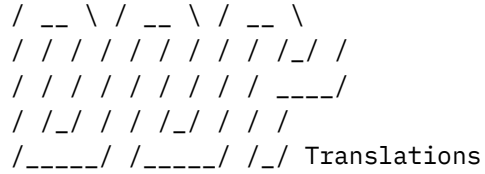
Hi Jos,

>Thank for the tip. I've installed the program and it seems to be exactly
>what I'm looking for. However, the program keeps on crashing everytime under
>MagiC and under single TOS. (Falcon 030)
>
>To be more precise: it stops. No mouse or other reactions. There are no
>bombs are messages. It just stops working.

This sounds very familiar...
When it was released a couple of years ago, I was about to translate it, but since it kept crashing or just hang, I told the programmer that I would wait with the translation until there was at least a stable version available. Ever since, the programmer has released lots of updates, but the problems remain...

It's available in three different versions, on the TT030 I use the 68000 compilation, I know that it doesn't make sense but that version at least runs for five minutes before locking up... both the 68030 and 68082 versions do absolutely nothing here. There's not a lot one can do in five minutes, but if you're a little organized you should be able to convert at least a couple of icon sets.... ;-)

Cheers from Belgium
Dennis
--



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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5469. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 14:47:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060717646-163195AEicMi@gmx.net>
Source record: 24655

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: Thu, 7 Aug 2003 19:00:13 +0000 (UTC)

Hi Jo Even,

>I don't agree with you in this particular case. There are no really good
>mailer on our platform. aMail is good, but crashes all the time when
>dealing with attachments. Marathon Mail won't even start on my Milan. ASH
>Emailer only works under MagiC and isn't really good on that OS
>either. MyMail is not bad, but to be honest the GUI is quirky.

But that can be said of almost any other application also. There isn't a good
browser, spreadsheet, database, word processor etc...
Almost anything has limitations, but at least there's choice. What suits me
doesn't necessarily have to suit you... but certain applications are catered
for much more then others. We have at least a dozen mailers on this platform,
and not one single dedicated newsreader...
I have no idea what you mean about ASH Emailer not being so good under MagiC,
together with Okami these two are the only ones who don't screw up. They don't
loose track, they don't "loose" mails or posts, they both confirm to the RFC
rules, they can follow threads until kingdom comes etc...
I don't agree with Martin very often, but he's right. Okami is the best and
most versatile mailer on this platform. ASH mailer is just as good and also
easier to use but since it only runs under MagiC and can use only one stack,
Okami deserves the first place.
But whatever, if everyone here would start using one of these two apps, this
newsgroup would be a lot easier to follow....

Cheers from Belgium
Dennis
--

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http://ddp.atari.org
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5470. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 14:47:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060717632-160039AEicMi@gmx.net>
Source record: 24652

From: Mark D <mducksub@nossspamXXatari-source.com>
Date: Thu, 07 Aug 2003 02:10:45 -0400

>>I said that the thought of a bunch of people fucking around with MagiC
>>would make my stomach turn....
>>That is not quite the same thing is it?
>
>Okay. Not sure why it would make your stomach turn. Seems like MagiC
>becoming more stable on all platforms would do everyone good.

MagiC *IS* stable!!
Do you really think that it would be my and others preferred OS by choice
if it hangs up/crashes all the time? When will you finally grasp what me and
a lot of others told you? If it's not stable on your computer, then blame
something else....

>And adding the option of having MiNT extensions would totally rock and make
>MiNT not my system of choice and XaAES not my AES of choice.

If I wanna work with a OS that has MiNT extensions, I'll use MINT. You may
like the idea of MagiC becoming a second MiNT, I don't... they are both
unique in their own way, and should remain like that.
I like MagiC the way it is, I also like the philosophy of the programmer and
I can understand his reasons for not changing MagiC and turning it into a
MiNT clone. If it would ever become GPL then in no time it would loose it's
"spirit" and be "alienated".

>Unfortunately for everyone involved, MagiC is still LOADS faster than
>anything else. Even if you have a CT60 like I do now, it's STILL
>noticeable.

You don't have to convince me!!
Tell it to Jo Even and Adam, they're not convinced at all...

Cheers from Belgium
Dennis
--

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xlator@cix.co.compulink.co.uk

5471. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 14:47:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060717628-159323AEicMi@gmx.net>
Source record: 24651

From: Mark D <mducksub@nossspamXXatari-source.com>
Date: Thu, 07 Aug 2003 02:08:09 -0400

>It's not a victory you lunatic! It's a sad defeat for everyone. I like MagiC.
>I'm just tired of it crashing every time I walk away from the computer for half
>a day and come back with nothing running.

Ah.... but I'm a happy lunatic :-)
My computer(s) can run for months on end without crashing.

>Machine problem? Funny, MiNT doesn't do that.

Well then it's very obvious that you haven't setup MagiC properly...

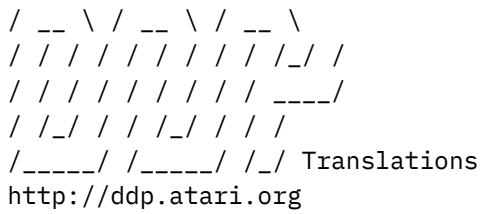
>So yeah.. I'd like an update.

IMO an update won't fix your problem. Almost all MagiC 6.20 users I know have a
very stable setup. They would like to see an update also ofcourse, but not for
the same reasons as you.

>But it's very poor fodder for you to suggest that there will be updates. You
>sound as much like a fool pushing your MagiC is the way of the future BS as you
>might think I do quoting a word for word reply that says "No I don't think so".
>Hrmm.. Seems like a No answer to me.

I don't really care what it seems to you... all I can say is that the programmer
hasn't abandoned MagiC, and that's good enough for me. And I don't really give a
damn if future updates are distributed by ASH or not.

Cheers from Belgium
Dennis
--



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xlator@cix.co.compulink.co.uk

5472. Re: USB (was Re: DSP port on the Falcon)

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 14:47:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060717640-161995AEicMi@gmx.net>
Source record: 24654

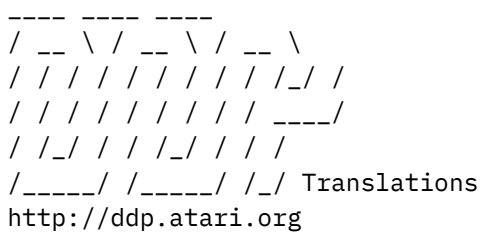
From: Ekkehard_Flessa@wun.maus.de (Ekkehard Flessa)
Date: Thu, 7 Aug 2003 20:07:00 +0200

Hi Ekkehard,

>DV>wget is one of the apps which I would never use,
>
>well, and that's where we differ :-)
>I use it always when I encounter download problems with Cab. Just copy the URL
>into the clipboard, change to the CLI window, type "wget " + paste the URL, and
>wget reliably handles the rest.

I don't even leave CAB when encountering such a problem, the "surf" module takes care of it. I copy the URL to the clipboard, open the module, paste it back in and that's basically it, so I like I said, there's no need for stuff like wget here.

Cheers from Belgium
Dennis
--



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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5473. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 14:47:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060717650-163955AEicMi@gmx.net>
Source record: 24656

From: Mark D <mducksub@nossspamXXatari-source.com>
Date: Sat, 09 Aug 2003 02:45:41 -0400

>I don't see how my setup can be wrong. I have up-to-date stuff.. Nothing
>strange running, COPS, NVDI 5.01, magxdesk, etc. It's a rather bland
>stock setup. MagiC crashes weirdly for me on all hardware.

No ofcourse you don't see it. You refuse to see it... :-/

BTW: NVDI 5.01 is NOT up-to date stuff. Not that it matters much really...
MagiC crashing certainly isn't because of this. If it would crash on just
one machine then a mechanical problem could be blamed. But since it crashes
on all your machines, the conclusion is simple: you've got an incorrect
setup...
So it's up to you: you either try to get the problem fixed, or keep whining
about it until kingdom comes. If you like to get it fixed, just mail me...
Attach you're magx.inf file, and list *all* the stuff that's inside your
Auto and the MagiC START and XTENSION folders including their size. I'm
convinced that after a little "tuning" your machines will be running for
months on end as well.

>Like I said though, it sucks that this happens. I like MagiC. And it's
>not like I have some warez copy or something. I have several different
>versions of MagiC on original disks and a CD.

The only version you need is the latest one, preferably the full English
6.20, released early this year... It's not essential but it comes with a
couple of bug fixes which were introduced in the German 6.2 patch.
Oh, and coming to think of it, with the English version Oliver Buchman and
ASH had nothing to do. It was a 100% Andreas Kromke project with some input
from DDP translations. Just an example of how much a "I don't think so" is
really worth...

>I don't know what more I could change to make things more stable?

Well, be sensible just for once and mail me :-)
What have you got to loose?

Cheers from Belgium
Dennis
--

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```

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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5474. Re: Atari 1040stf

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 16:23:09 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vji53ej80vco4e@corp.supernews.com>
Source record: 24648

"TeoZ" <teoz@neo.rr.com> wrote in message
news:fm2_a.75683$ib2.19427494@twister.neo.rr.com...
> Are the old atari games HD installable so I dont have to keep a million
> floppies around? Also where is a good place to find a HD interface for the
> DMA input on the back of the unit? What size HD's can you attach? Anything
> special I should know?
>

Well if you can find and collect some of the single file version of games,
those will run off a HD just fine! I have a few dozen I have been
collecting. I guess these are cracked and compacted versions.
Unfortunately this is the only way so if you have a problem with that,
continue using disks...

Tim

5475. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 18:05:36 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0308121005.e94c50@posting.google.com>
Source record: 24649

Standa Opichal <opichals@seznam.cz> wrote in message news:<bha3qr$md8$1@server4.gts.cz>...
> Hi Mike!
>
> Mike Freeman wrote:
>
> >>;#_TSL 4 32
> > >
> > > Does anyone anywhere have a list of what these 3-letter commands all
> > > mean in the MAGX.INF file?
> >
> > What about 'time slice'?

That's all fine and good, but how would one know that disabling this
"Time Slice" variable would turn off pre-emptive multitasking and turn
on cooperative? They don't exactly make it obvious, is my point.

> > > I've been told by a few people that it is
> > > better to edit the file using a text editor rather than using one of
> > > the GUI-based configuration programs (is this correct?). However, I
> > > feel really uncomfortable changing things when I have no idea what
> > > most of it means.
> >
> > BTW: I never did that by any GUI utility. ;)

Ok. That's great! How did you learn what each of these 3-letter codes
meant, and what effect making these changes would do?

> > > advice comes with no explaination of how. And TSL doesn't exactly
> > > scream out to me that it has anything to do with the multitasking mode
> > > used, so this wouldn't be the obvious choice if I were to guess.
> > > There's also nothing about this in the meager 40-page leaflet that
> > > came with my English version of Magic 6.01 (passing itself off as a
> > > manual). So it would be nice if there was some sort of reference web
> > > page available (multi-lingual preferred, instead of just German). Is
> > > there?
> >
> > Yes, documentation is always the problem.

Exactly. Magic's manual should come with at least a list of
variables/commands that are usable in the MAGX.INF, describe their
usage in plain English (or German, or French... etc.) and let the user
have a little more info without being so complex and convoluted with
"programmer-ese" that it's impossible to sort things out for the
"average" user. Or at least there should be a web site with this info
available.

Mike Freeman
mail@freeman-studio.com

5476. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 18:56:07 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bhbd87$5u3$1@thorium.cix.co.uk>
Source record: 24659

In message <pan.2003.08.09.06.45.39.462767@nossspamXXatari-source.com>,
mducksub@nossspamXXatari-source.com said:

---SNIP---
>
>SYSTEM ANGEHALTEN
>
> - all the time.
>
>Like I said though, it sucks that this happens. I like MagiC. And it's
>not like I have some warez copy or something. I have several different
>versions of MagiC on original disks and a CD. I don't know what more I
>could change to make things more stable?

Hi Mark!

Perhaps a rogue ACC or CPX, or 'wrong' AUTO folder or START folder
order? I use XBoot, which shows the order of AUTO, ACC and CPX
folders and have various booting set-ups, one of which is a clean
computer with only XBoot itself in use. This allows me to check if
there is any problem with the hardware very quickly. Then I can
add ACCs, CPXs and AUTOs one by one. Unfortunately the MagiC START
apps have to be switched on/off externally :-(

Regards, /Peter/

5477. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 18:56:07 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bhbd87$5u4$1@thorium.cix.co.uk>
Source record: 24660

In message <pan.2003.08.11.16.47.45.81078@removenoaspam.atari-source.com>,
mducksub@removenoaspam.atari-source.com said:

>PS: And my stability issues come after many hours of use usually.

That seems to point to hardware problems - overheating somewhere?
Do you have a fan fitted? My Falcon has it over the power supply.

The other possibility might be a memory leak somewhere, leading to
a buffer overrun or similar. I have some programs (?Look'n See? -
can't recall) which when used repeatedly is a session suddenly
report memory shortage, even though there is plenty of memory
left. They either don't clear up properly, or they fragment memory
which is then not released after they are closed, I think. I'm not
a programmer - perhaps someone who is can explain better.

Regards, /Peter/

5478. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 19:11:20 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhbe4n$g5d$1@sparta.btinternet.com>
Source record: 24661

Yo!, "R.Spanger"

> > I am an 8-bit Atari guy but in going thru my stuff in the basement, I found
> > a Stacey and an STBook laptop. I looked at e-bay but there are no records of
> > these things selling online. Most of my ST stuff (1040ST, megafile 30, and
> > like that) have little value.... are these laptops in the same category? If
> > they are worth something, I wouldn't mind selling them - or trading for some
> > really good 8-bit stuff.
> >
> > Bob
> >
> >
> Well if you go off some of Derryck Crockers ideas further down the list I
> would say at least ?5000 each,

Were you an areshole before your father started fuking you?.

--

You've not seen a worried sheep until you've seen a sheep worried by me!!

5479. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 19:11:22 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhbe4p$g5d$2@sparta.btinternet.com>
Source record: 24662

Yo!, Dellboy!

> > Well if you go off some of Derryck Crockers ideas further down the list
I
>
> Is it so dark being up my arse all the time that you can't even spell my
> name right any more?
>
> Since you've contributed absolutely zero to this newsgroup I'd like to
> welcome you to the darkness of my kill filter.
>
> <plop>

Way to go bro, his dad will be along to blow him off soon!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

5480. Eiffel PIC source code

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 19:13:40 UTC
From: David Ormand <dlormand@raytheon.com>
Message-ID: <M0b_a.113$612.1474@dfw-service2.ext.raytheon.com>
Source record: 24663

This is for Didier Mï¿½quignon and Laurent Favard
(I see Didier posting here, but Laurent seems to have
disappeared):

I appreciate the Eiffel project, and the fact that it
is "open". Well, at least the hardware is "open". I
would be very pleased if the source for the PIC program
were available. Is it possible to put it on the web
page, or get it for the asking (assuming I can get a
good email address)? In addition to building an Eiffel
for a C-Lab Falcon (which I don't need the source), I
have in mind a similar project for the TI-99/4A (for
which source would be a great help).

5481. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 19:36:57 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <wta_a.1091$2B6.256450@news.siol.net>
Source record: 24650

Mike Freeman wrote:

Hi.

>> Yes, documentation is always the problem.
>
> Exactly. Magic's manual should come with at least a list of
> variables/commands that are usable in the MAGX.INF, describe their
> usage in plain English (or German, or French... etc.) and let the user
> have a little more info without being so complex and convoluted with
> "programmer-ese" that it's impossible to sort things out for the
> "average" user. Or at least there should be a web site with this info
> available.

Or the cnf itself, could be made clearer. In Unix where lotsa cnf files
are to ber editet manualy, they use full names with explanations, something
like this (excerpt from mint.cnf):

```
<snip>
#-------------------------------------------------
# VARIABLES DESCRIPTIONS AND SETTINGS
#-------------------------------------------------

# SECURELEVEL= enables the appropriate security level:
# 0 - recommended for single user setups, like MultiTOS (default).
# 1 - recommended for multiuser setups, like KGMD.
# 2 - full protection, unsupported by software, thus discouraged.

SECURELEVEL=1

# FASTLOAD=YES forces fast loading (without zeroing all the memory)
# for all programs. This defines a default state, that can be modified
# later via appropriate kernel calls (use MiNT Setter utility to
# toggle it later when neessary, without reboots).
# FASTLOAD=NO means that the information from the program header will be
# used to decide (this is like TOS does).

FASTLOAD=YES

# NEWFATFS= enables the new FAT filesystem driver for selected FAT
# filesystems. The old TOS FS will be used otherwise.

#NEWFATFS=A,B,C,D,E,F,G,H,I,J,K,L,M,N,O,P,Q,R,S,T,V,W,X,Y,Z
NEWFATFS=A,B,C,D,G,H,J,K,N
<snip>
```

Its a lot easier to edit such config files. No need to peek into docs
etc, except for some more precise explanations...

Janez

P.S: maybe some docs with explanations on Web wouldnt be bad, the interested ppl can easily add comments into cfg file by themselves for later usage?

5482. Re: CT60 Problems - FRB

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 20:37:40 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030812223740.a60373@du3.maus.de>
Source record: 24580

R>What version of the NOVA VDI are you using? Before or after Gehard
R>modified the code for the AB?

Gerhard was so kind to send me any of the NOVA VDIs that exist. None of them work.

R> Also remember the patch that Doug wrote that most of us applied to AB
R>software. Did you go back and try 030 and 040 non-patched versions?

As above mentioned I tried every version. :-(

R>I have a GEM utility for the Expose I can capture and play back under
R>the NOVD VDI, but no editing. It is wrote in HiSoft basic.

Could you send this to me? (Please use my other email-address: f.szymanski@dmt.de)

R>My old ScreenEye softs would capture under NOVA VDI, but color palette
R>was not correct. Captured file was ok, had to edit under VIDEL to view
R>properly.

Mine works under NOVA as well. :-)

R>Does Funmedia work under the NOVA?

Yes, it does, although not quite stable. :-(

5483. Re: Composcript

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 21:13:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060800778-41627AEicMi@gmx.net>
Source record: 24692

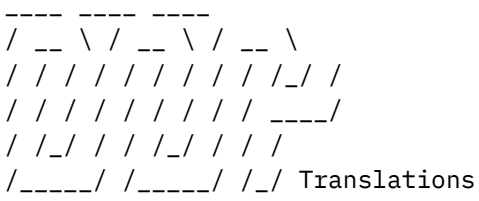
From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Mon, 11 Aug 2003 14:16:06 +0200

Hi Martin,

>Does anyone know/remember/have/use/sell CompoScript ?
>It was/is a Postscript interpreter for Atari. Something like Ghostscript I
>guess, but commercial and maybe more user friendly.

Yep...
I know/remember/have and still use it. It's a postcript interpreter which
beats the shit out of Ghostscript. But it can only interprete postscript,
not Acrobat. It comes with a nice gui and printing is a dream...
It's probably one of the most underrated applications on this platform.

Cheers from Belgium
Dennis
--



http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5484. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 21:40:13 UTC
From: "R.Spanger" <rip@rap.com>
Message-ID: <bhbjnr$ti3$1@newsg3.svr.pol.co.uk>
Source record: 24664

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bhbe4n$g5d$1@sparta.btinternet.com...
> Yo!, "R.Spanger"
> Were you an areshole before your father started fu****
>
>
> --
>
> You've not seen a worried sheep until you've seen a sheep worried by me!!
>
>
I do feel sorry for this sort of person and even though their mails are
badly spelt and highly offensive I include them in my prayers every night
in the hope that they may repent and be redeemed, also joking about
unfortunate souls attracted to beastiality is in poor taste, please leave
Welsh and Scottish people out of this.
Razman Spanger

5485. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 21:55:18 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f3973f24a7e100@europe-shareware.org>
Source record: 24665

Hello,

in article <bhbd87$5u3$1@thorium.cix.co.uk> (comp.sys.atari.st),
xlator@cix.compulink.co.uk wrote on Tue 12-08-2003 18:56 (GMT):

> order? I use XBoot, which shows the order of AUTO, ACC and CPX

> add ACCs, CPXs and AUTOs one by one. Unfortunately the MagiC START
> apps have to be switched on/off externally :-(

Change for McBoot.

Bye,
/Pascal/

5486. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 21:59:11 UTC
From: Karsten Lüdersen <karsten@kalue.de>
Message-ID: <bhbs17$1032qk$1@ID-163102.news.uni-berlin.de>
Source record: 24668

Janez Valant <swe@atari.org> schrieb:

>Or the cnf itself, could be made clearer. In Unix where lotsa cnf files
>are to ber editet manualy, they use full names with explanations, something
>like this (excerpt from mint.cnf):

In the german MagiC-Installation there is a file like Your example in
GEMSYS\MAGIC\UTILITY\MAGX.INF. But the explanations in that file are
german.

>maybe some docs with explanations on Web wouldnt be bad, the interested
>ppl can easily add comments into cfg file by themselves for later usage?

If Youï¿½re able to read in german Youï¿½ll find an explanation e.g. here:
<http://www.mbernstein.de/atari/prog/tos/magic/010108.htm>.

Gruï¿½,
Karsten

--
http://www.kalue.de/

5487. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 21:59:52 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f3973f24a7e101@europe-shareware.org>
Source record: 24666

Hello,

in article <5c1cf651.0308121005.e94c50@posting.google.com> (comp.sys.atari.st),
Mike Freeman wrote on Tue 12-08-2003 11:05 (-0700):

> Standa Opichal <opichals@seznam.cz> wrote in message
> news:<bha3qr$md8$1@server4.gts.cz>...

> > Yes, documentation is always the problem.
>
> Exactly. Magic's manual should come with at least a list of
> variables/commands that are usable in the MAGX.INF, describe their
> usage in plain English (or German, or French... etc.) and let the user

But... there _is_ a magx.inf file with comments in the /extras folder.

Bye,
/Pascal/

5488. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-12 22:44:47 UTC
From: onelson@ringling.edu
Message-ID: <c13642a2.0308121444.78af9b23@posting.google.com>
Source record: 24667

"Bob Woolley" <ataribobdelete@alamedanet.net> wrote in message
news:<3f38fe26$0$16180$2c56edd9@news.cablerocket.com>...
> I don't want to give the wrong impression here - I am asking if there is a
> market for these items, not offering them for sale. I'll leave a message for
> the group if I put them on Ebay.
>
> Thank you for your input.
>
> Bob
>
> "Rustynutt" <rustynuttspamblock@hotmail.com> wrote in message
> news:s7udjv0jcvdprdffibelricicrkvtgbjl6@4ax.com...
> > On Sun, 10 Aug 2003 15:01:55 -0700, "Bob Woolley"
> > <ataribobspam@alamedanet.net> wrote:
> >
> > >I am an 8-bit Atari guy but in going thru my stuff in the basement, I
> found
> > >a Stacey and an STBook laptop. I looked at e-bay but there are no records
> of
> > >these things selling online. Most of my ST stuff (1040ST, megafile 30,
> and
> > >like that) have little value.... are these laptops in the same category?
> If
> > >they are worth something, I wouldn't mind selling them - or trading for
> some
> > >really good 8-bit stuff.
> > >
> > >Bob
> > >
> > >
> >
> > I don't have any 8 bit stuff left, but would be interested in the ST
> > book.
> > groveml@microsoftnavair.navy.mil
> > take out the microsoft and give me an email for a decent offer.
> > Thanks,
> > Mike

Based on the offers you gotten in this thread, I'd say there IS a
market.
At this point I'd also like to add that I'm interested in either of
them as long as they have midi ports.
I have an STe back home in Scotland (part of a home studio), but have
had to survive without since I moved to the states for my studies. A

portable atari system would be a dream come true.
On a side note - if anyone can tell me how to get my hands on a
Falcon, please drop me a line. I haven't seen any on eBay. Ever.

5489. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 00:27:00 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f398a96$0$16182$2c56edd9@news.cablerocket.com>
Source record: 24669

A Falcon? Is that the dark colored one?

Bob

"Owen Nelson" <onelson@ringling.edu> wrote in message
news:c13642a2.0308121444.78af9b23@posting.google.com...
> "Bob Woolley" <ataribobdelete@alamedanet.net> wrote in message
news:<3f38fe26$0$16180$2c56edd9@news.cablerocket.com>...
> > I don't want to give the wrong impression here - I am asking if there is
a
> > market for these items, not offering them for sale. I'll leave a message
for
> > the group if I put them on Ebay.
> >
> > Thank you for your input.
> >
> > Bob
> >
> > "Rustynutt" <rustynuttspamblock@hotmail.com> wrote in message
> > news:s7udjv0jcvdprdffibelricicrkvtgbjl6@4ax.com...
> > > On Sun, 10 Aug 2003 15:01:55 -0700, "Bob Woolley"
> > > <ataribobspam@alamedanet.net> wrote:
> > >
> > > >I am an 8-bit Atari guy but in going thru my stuff in the basement, I
> > found
> > > >a Stacey and an STBook laptop. I looked at e-bay but there are no
records
> > of
> > > >these things selling online. Most of my ST stuff (1040ST, megafile
30,
> > and
> > > >like that) have little value.... are these laptops in the same
category?
> > If
> > > >they are worth something, I wouldn't mind selling them - or trading
for
> > some
> > > >really good 8-bit stuff.
> > > >
> > > >Bob
> > > >
> > > >
> > >
> > > I don't have any 8 bit stuff left, but would be interested in the ST
> > > book.

> > > groveml@microsoftnavair.navy.mil
> > > take out the microsoft and give me an email for a decent offer.
> > > Thanks,
> > > Mike
>
>
> Based on the offers you gotten in this thread, I'd say there IS a
> market.
> At this point I'd also like to add that I'm interested in either of
> them as long as they have midi ports.
> I have an STe back home in Scotland (part of a home studio), but have
> had to survive without since I moved to the states for my studies. A
> portable atari system would be a dream come true.
> On a side note - if anyone can tell me how to get my hands on a
> Falcon, please drop me a line. I haven't seen any on eBay. Ever.

5490. Re: Atari 1040stf

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 01:33:25 UTC
From: TeoZ <teoz@neo.rr.com>
Message-ID: <Fzg_a.81182$ib2.19888829@twister.neo.rr.com>
Source record: 24670

I was hoping there was a utility like on the amiga that makes floppy games
work on a hard drive.

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vji53ej80vco4e@corp.supernews.com...
>
> "TeoZ" <teoz@neo.rr.com> wrote in message
> news:fm2_a.75683$ib2.19427494@twister.neo.rr.com...
> > Are the old atari games HD installable so I dont have to keep a million
> > floppies around? Also where is a good place to find a HD interface for
the
> > DMA input on the back of the unit? What size HD's can you attach?
Anything
> > special I should know?
> >
>
> Well if you can find and collect some of the single file version of games,
> those will run off a HD just fine! I have a few dozen I have been
> collecting. I guess these are cracked and compacted versions.
> Unfortunately this is the only way so if you have a problem with that,
> continue using disks...
>
> Tim
>
>

5491. Re: A list of games that require at least 2048 KB of RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 01:58:24 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0308121758.d9f6731@posting.google.com>
Source record: 24671

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:<bh2dfk$2eo$1@hercules.btinternet.com>...

>
> > 5. Railroad Tycoon
>
> I thought this wouldnt work on more than 512K, needed a patch or Ramdisk to
> swallow excess memory
>
That's nearly correct. An easy-to-fix-but-uncaught bug made the game
work only on 1 MB systems. Installing an auto program to take up all
but 1 MB makes the game run on other systems, including my 4MB STe and
14MB Falcon.

Galen

5492. Re: ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 02:05:11 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0308121805.5c32c38e@posting.google.com>
Source record: 24672

f.szymanski@dmt.de (Frank Szymanski) wrote in message
news:<674c5603.0308060023.6254e66c@posting.google.com>...

> The NOVA adaptor needs +12V and -12V from the mainboard.
>
Are you sure about -12V? I know there's a space for it, but I seem to
recall Jo Even telling me to just connect the +12V (I still haven't
installed mine yet).

Galen

5493. Re: Atari Falcon availability

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 03:13:16 UTC
From: TeoZ <teoz@neo.rr.com>
Message-ID: <g1i_a.81365$ib2.19964725@twister.neo.rr.com>
Source record: 24673

"Rustynutt" <rustynuttspamblock@hotmail.com> wrote in message
news:34dgjvc6fbe5rj276ohmfot74ds357g8ck@4ax.com...
> On 11 Aug 2003 15:24:12 -0700, onelson@ringling.edu (Owen Nelson)
> wrote:
>
> >I was hoping to get my hands on a Falcon system, but have been having
> >a hard time finding said systems. I saw one on eBay that was perfect,
> >but missed the chance. I'm looking for a complete system (falcon,
> >mouse, monitor), and what ever else I might need to get it networked.
> >If anybody has any ideas as to where to look (in the US), I'd love to
> >hear them.
> >
> >Owen Nelson
> >onelson@ringling.edu
> >Art student - Sarasota FL
>
>
> www.myatari.com
>
> http://www.best-electronics-ca.com/
>
> www.wizztronics.com
>
> http://www.dcn.davis.ca.us/vme/aty/
>
> Might be more, good luck.
> Mike

Prices at those stores are kind of excessive dont you think?

5494. Megafile 30 Bad?

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 04:23:35 UTC
From: swampfax1@atlantic.net
Message-ID: <b3j_a.108$if4.51422@newshog.newsread.com>
Source record: 24674

Hi All,
I'm trying to boot a Megafile 30 on my Mega4. I let it spin up
and run AHDI from the floppy but I get a message saying "ID unavailble"
"not bootloaded".
So, even though I have'nt set it to boot from drive C shouldn't I have
access to the 4 partitions that were there? The odd part is that after
installing a drive icon (C for example) and opening it I get the message
that the drive does not exist but after hitting cancel, a window opens with
the drives contents! Is the Megafile just about dead or have I missed
an installation part? Then that after playing around with it the floppy no
longer reads it's disk contents! Please don't tell me the Mega is having
problems /:)

John G.

5495. Re: Atari Falcon availability

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 04:45:36 UTC
From: Kai Sch&#65533;lke <kai.schuelke@gmx.net>
Message-ID: <bhcfq9$333$1@lacerta.tiscalinet.it>
Source record: 24675

Hi Owen,

if you don't mind to send it over-sea check out eBay.DE. There have been 3 Falcon's in a row, each within the range of 160-200 Euro (1 Euro ~ $1.1). Even with shipping thats by far cheaper than the suggested dealers. If you need help with a description just drop me a mail. At the moment there aren't any but this Link will get you straight to the search results for an Falcon. No need to struggle with german.

http://search.ebay.de/search/search.dll?MfcISAPICommand=GetResult&query=falcon&categoryid=&ebaytag1code=77&ht=1&st=2&category2=23193&SortProperty=MetaEndSort&shortcut=4&from=R2&catref=C3

Kai Schuelke

5496. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 05:53:21 UTC
From: onelson@ringling.edu
Message-ID: <c13642a2.0308122153.3182545c@posting.google.com>
Source record: 24676

> A Falcon? Is that the dark colored one?

I guess it could be seen as being darker than the STe variaty.

Here is a pic I found:
http://www.i-m.de/home/compmuseum/detailbilder/atari_falcon030_gr.jpg

And here is some info on it (in german - no good to me, but maybe to
someone else...):
http://www.i-m.de/home/compmuseum/atari/falcon.htm

5497. Re: ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 08:56:26 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f3a10906d6fc0@europe-shareware.org>
Source record: 24680

Hello,

in article <926a9946.0308121805.5c32c38e@posting.google.com> (comp.sys.atari.st),
Galen wrote on Tue 12-08-2003 19:05 (-0700):

> f.szymanski@dmt.de (Frank Szymanski) wrote in message
> news:<674c5603.0308060023.6254e66c@posting.google.com>...
>
> > The NOVA adaptor needs +12V and -12V from the mainboard.
> >
> Are you sure about -12V? I know there's a space for it, but I seem to
> recall Jo Even telling me to just connect the +12V (I still haven't
> installed mine yet).

And there is no -12V on the MB, as far as I know.

Bye,
/Pascal/

5498. Re: University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 09:23:01 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB5E5EA2.4D4C%derryck@nospam.cix.co.uk.invalid>
Source record: 24677

In article 5c1cf651.0308111021.505c69a5@posting.google.com, Mike Freeman at mail@freeman-studio.com wrote on 11/8/03 19:21:

>> - I would also require word compatable processer and excel compatable
>> spreadsheet prog.

> As for Spreadsheet programs, the only Excel-compatible one I know of
> is Texel. The biggest problem is that it is only compatible up to

The latest and last version of Texel is 2.20, but there are some issues with compatibility with number formats and CSVs. Anyway, there is a patch program and all the necessary files including ST-Guide hypertext in English to turn this German-only program into English on my website.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5499. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 09:23:01 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB5FB483.4D9A%derryck@nospam.cix.co.uk.invalid>
Source record: 24678

In article 1060717646-163195AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 12/8/03 15:47:

> From: Jo Even Skarstein <joska@nvg.ntnu.no>
> Date: Thu, 7 Aug 2003 19:00:13 +0000 (UTC)

>> Emailer only works under MagiC and isn't really good on that OS
>> either. MyMail is not bad, but to be honest the GUI is quirky.

> I have no idea what you mean about ASH Emailer not being so good under MagiC,
> together with Okami these two are the only ones who don't screw up. They don't
> loose track, they don't "loose" mails or posts, they both confirm to the RFC

Emailer is intuitive in operation and is quick and easy to set up; for me
its only failing is insisting on using encoding instead of plain text for
emails. Many mailing lists reject these and so one must visit the outgoing
message folder with a text editor to change the headers :-(

--

Cheers

Derryck

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5500. Re: University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 09:45:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060800782-42587AEicMi@gmx.net>
Source record: 24693

From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Date: Mon, 11 Aug 2003 17:36:52 +0200

Hi Jos,

>Papyrus can import and export Word files. Texel is Excel compatibel, when
>saved in an older Excel format.

Since when can Papyrus export/save files in Word format? Let's hope it does a
better job at exporting them then importing...

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5501. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 09:54:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060800766-39267AEicMi@gmx.net>
Source record: 24690

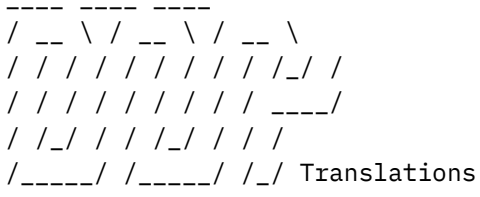
From: mail@freeman-studio.com (Mike Freeman)
Date: 12 Aug 2003 11:05:36 -0700

Hi Mike,

>> What about 'time slice'?
>
>That's all fine and good, but how would one know that disabling this
>"Time Slice" variable would turn off pre-emptive multitasking and turn
>on cooperative? They don't exactly make it obvious, is my point.

They don't have to, normally the TSL variable is set from within the MagiC config CPX. Note that disabling TSL switches MagiC into singletasking mode, not coorporative multitasking. MagiC knows pre-emptive and single task. Disable the TSL variable when during boot MagiC hangs or crashes. If however nothing like this occurs on your system then it's not necessary to disable it. The first value represents the time slice. The second value represents the background priority.
The MagiC config program which is included with MagiC 6.20, should be more then sufficient for 95% of the MagiC users to configure MagiC. If you like to edit it yourself, the HYP file that comes with the configurator should enlighten you...

Cheers from Belgium
Dennis
--



http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5502. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 09:54:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060800768-39876AEicMi@gmx.net>
Source record: 24691

From: Janez Valant <swe@atari.org>
Date: Tue, 12 Aug 2003 21:36:57 +0200

Hi Janez,

>>Or the cnf itself, could be made clearer. In Unix where lotsa cnf files
>>are to ber editet manualy, they use full names with explanations,
>>something like this (excerpt from mint.cnf):

The magx.inf file *IS* sufficiently documented. All what people need to do
is look in the MAGIC/XTENSION folder at the magx.inf example file and *read*

it. And for the non believers, here's an example.

```
; Example Configuration file for MagiC 6.20
; ========================================
;
; ï¿½ Andreas Kromke 1990-2002

; This version of a commented MAGX.INF file is fully functioning.
; It provides full explanation of any settings for manipulation.
;
; For normal application, the configuration performed on installation
; will suffice completely. This file should be of interest to the
; advanced user only. It provides assistance for stepwise understanding
; of these settings (e.g. for evaluation by your own programs) - but,
; what is more, you can make modifications directly, in particular those
; difficult or even impossible to make from within MAGXDESK.

============================================
; First the version number of the OS that saved this file

#_MAG MAG!X V6.20

; Now the sections
; first the section evaluated on booting, i.e.
; before starting the AES

#[boot]
; The number of cookies can be determined,
; but at least 20 cookies will always be installed.
cookies=20
; The log file redirects the BIOS output of the AUTO folder.
; You can also put u:\dev\null here in order to suppress
; the output completely.
log=c:\boot.log
; Before executing the AUTO folder, you can tile the screen...
```

```
tiles=C:\GEMSYS\GEMDESK\PAT\16\PAT28.IMG
; ...then draw a logo on the center of the screen...
image=C:\GEMSYS\GEMDESK\PAT\256\MAGIC.IMG

; definition of the BIOS devices
; Without changes in MAGX.INF there are some files in u:\dev
; missing. To compensate for this, additional lines in MAGX.INF
; are necessary. Here some examples, depending on the kind of hardware
; (remove leading semicolon to activate the appropriate ones):

;Atari ST:
;biosdev=3,u:\dev\midi
;biosdev=6,u:\dev\modem1

;Atari Mega-STE:
;biosdev=3,u:\dev\midi
;biosdev=6,u:\dev\modem1
;biosdev=7,u:\dev\modem2
;biosdev=8,u:\dev\serial2

;Atari TT:
;biosdev=3,u:\dev\midi
;biosdev=6,u:\dev\modem1
;biosdev=7,u:\dev\modem2
;biosdev=8,u:\dev\serial1
;biosdev=9,u:\dev\serial2

;Atari Falcon:
;biosdev=3,u:\dev\midi
;biosdev=6,u:\dev\modem1
;biosdev=7,u:\dev\lan

;Mac:
;(none)

;All GEMDOS standard files now can be redirected to arbitrary
;BIOS devices that are accessible via u:\dev
;con=u:\dev\console
;aux=u:\dev\modem
;prn=u:\dev\prn

; Now the section for the VFAT file system

#[vfat]
; This is the option for long file names.
drives=eh
#[aes]

; After the identification for the section [aes]
; the data for the AES.
;
; All lines relevant for the AES start with #_??? and come
; before the lines #[shelbuf] and #_CTR. The entry #_CTR only exists
```

```
; for reasons of compatibility.
; Other lines will be treated as comments.
; In general, all lines except for #_CTR and the following ones
; are optional - if they are missing, default values are put in.

; Now the variables for the environment. Since the strings are read
; to the end of line, you must not put any comment behind the #_ENV line.
; This is necessary in order to allow colons or blanks in the string
; for the environment.
; The environment transferred by BIOS will be used and transmitted
; by AES if, and only if, no #_ENV line has been specified.

#_ENV HOME=C:\GEMSYS\HOME\
#_ENV PATH=C:\BIN\;A:\
#_ENV PROMPT=$p$g
#_ENV F1=qed

; You can load arbitrarily many SharedLibraries. They are loaded
; on starting AES and will be released on termination of AES or change
; of resolution.
; Some of them (WINFRAME) change attributes of AES (quasi system
; extension), others (PDLG, EDITOBJC) can be "stocked",
; i.e., if a program calls Slbopen(), the libraries don't have
; to be reloaded again. This is useful if you have suficient memory
; and/or a slow disk medium (reloading of an SLB takes some time).

#_SLB 0 WINFRAME.SLB
#_SLB 0 PDLG.SLB

; The size of the shell buffer must be variable so that any shell
; can store its data there. At least 8192 bytes are always reserved
; anyway, and your number must not exceed 65535. You can get the
; size of the buffer (an unsigned int) by calling shel_get() with 0 bytes
; to read. If the size of the buffer is insufficient, there won't
; be a crash, but the shell won't be able to store all of its data.

#_BUF 16000 ; size of the shell buffer, decimal

; The device number will not be evaluated if the system is being
; restarted for a change of resolution. If, on opening the
; work station, (N)VDI returns an error code (Handle 0), the VDI
; will be restarted with device number 1 (current resolution).
; The usual resolutions of ST/TT are
; 2 = ST low, 3 = ST medium, 4 = ST high
; 6 = TT medium, 8 = TT high, 9 = TT low,
; higher numbers depend on the device drivers (MGE,VGA,...)
; specified in ASSIGN.SYS.
; The Falcon requires an additional number describing the resolution
; (mode code), this is specified after the VDI device number
; (from MagiC 4 on). Usually, the first number for the Falcon,
; the VDI device number, is "5", the resolution is specified by
; the "mode code" only.
```

```
; Specification of the "mode code" is mandatory - if no Falcon is used,
; it is "0".

#_DEV 4 0 ; VDI driver, 4 = high resolution

; The dimensions of a resource unit can be defined independently from
; the big AES font, from Magic 5.20 on. In order to guarantee high
; compability with applications, you should, in particular when using
; vector fonts, determine a fixed raster of 8*16.
; Syntax: #_OBS <horiz.Raster> <vertic.Raster> 0 0

;#_OBS 8 16 0 0

; Font ID and font height can be specified separately for the small
; and large AES font, from MagiC 5.20 on. You do have to specify
; whether your font is proportional or monospaced. Proportional
; fonts work from MagiC 6 on.
; Syntax
; for the big font: #_TXB <fontID> <monoFlag> <pixelHeight>
; for the small font: #_TXS <fontID> <monoFlag> <pixelHeight>

;#_TXB 1 1 6
;#_TXS 1 1 4

; With the following setting you can change the format of the INFO
; line in all windows:
; lineh height of line. "0" means standard height.
; fontID font ID for the INFO line. "0" means: the same font
; as for the big AES text
; monoFlag 1 (monospaced) or 0 (proportional)
; fontH font height for vst_height()

;#_INW lineh fontID monoFlag fontH

; Here you can specify parameters influencing the look of MagiC:
;
; Bit 0: The MagiC logo is placed on the left (1) or on
; the right (0) of the menu bar.
; Bit 1: The 3D-effects on using at least 16 colours are switched
; on (0) or off (1).
; Bit 2: The backdrop button is drawn (0) or isn't (1). If there isn't
; a backdrop button, you must click the window title bar in
; order to drop a window on the lowest background level.
; Bit 3: Use the MagiC 4 window title, i.e. with lines (0), or draw
; the traditional fill pattern (1).
; Bit 4: If bit 3 is 0 (and thus the MagiC 4 window titles are
; activated), you can determine whether the window name should
; appear in 3D look (0) or normally (1).
; Bit 5: If this bit is 1, the meaning of the Ctrl key is inverted
; on scrolling the window, i.e., real time scrolling is
; switched off by default.
; Bit 6: Ditto for real time resizing or moving
; Bit 7: (from MagiC 6.00 on): switches on 3D menus. This only works
```

```
; with proportional big AES font.
;
; All flags that are not explicitly specified are assumed to be 0.

#_FLG 0 ; Bit 0 = 1: Logo on the left

; With this entry, one can choose colour and fill pattern of
; the background of the default desktop. Specify a number <num>.
; <num> = 120 (== 0x78) yields a light grey. 0x70 is the fill pattern
; (7 = totally filled) and 8 the colour. Thus the code corresponds
; to a value specifying the look of a filled rectangle of the AES
; object G_BOX.

#_BKG 120

; Here one can specify the maximum number of windows. Valid values
; are between 0 and 64, you shouldn't use a value < 16. Missing
; specifications are assumed to be 16.
; Hint: when using MGNOTICE, enter at least 30.

#_WND 32

; Here one controls the distribution of CPU time between foreground
; and background processes. The fist value yields the length of a
; time slice in multiples of 5 ms, the second the background
; priority: "32" means a priority of 1:32 for background processes.
; If any specification is missing, preemptive multitasking is
; deactivated.
; In order to avoid conflicts caused by concurrent memory requests
; by several autostart programs and accessories during the boot
; process with activated background DMA (Atari) or asynchronous
; disk access (Mac), this line should be omitted and preemptive
; multitasking should be activated in the TSLICE.CPX instead.

;#_TSL 1 32

; The Scrap-path ("Clipboard") should always indicate an existing
; directory, else it is undefined.

#_SCP C:\GEMSYS\GEMSCRAP\ ; Scrap directory

; Here one can make specifications regarding the "file selector".
; First comes a flag - which at time is ignored and should
; therefore always be zero - followed by a string of possible file
; types, separated by ";". Double patterns are separated by ","
; ( e.g. "*.PRG,*.APP" or "*.JPG,*.JPEG").

#_FSL 0 *.C;*.H;*.S;*.APP,*.PRG,*.TTP,*.TOS

; The following line contains the program and its complete path
; that performs the redirection of TOS programs in windows.
; When starting the first TOS program, this program will be started
; automatically if it hasn't been loaded.
```

```
#_TRM C:\GEMSYS\GEMDESK\VT52.PRG

; This line specifies the path accessories are loaded from.
; If none is found, none is loaded. If this line is omitted, the
; current directory of the boot drive is used, in general this is
; the root directory.

#_ACC C:\GEMSYS\MAGIC\ACCS\ ; path for ACCs

; If there is a #_APP-line, applications can be loaded before
; starting the default shell. These will be available parallelly
; to all other programs immediately. This is an alternative to
; the old accessory concept, since they can be removed from
; the memory again, which those couldn't. Only programs with
; adequate memory requirements are eligible - if you load
; WORDPLUS this way, you won't be able to load any other
; program (if you haven't limited memory allocation by LIMITMEM).
; All programs are started in graphics mode.

#_APP C:\GEMSYS\MAGIC\START ; path for parallelly loaded APPs

; With #_AUT you can start an application automatically as with
; TOS 1.4. The difference to those specified under #_APP is the
; following: the application specified under #_AUT is not started
; in parallel but instead of the desktop or the default shell.
; Only when the application is finished - and has not determined
; any successor by shel_write() - the desktop or the default shell
; is started. (this is useful for a login prg in networks!)
; The application is always started in graphics mode.

;#_AUT C:\LOGIN.PRG

; The default shell is started only after any program specified
; in #_AUT. Without specification, MAGXDESK is started.
; Desktop or default shell are always started in graphics mode.

;#_SHL C:\KAOSDESK\KAOSDESK.PRG ; Shell

; The AES section finishes with the next section, thus, in general, with

#[shelbuf]

; The listing of the MagiC variables finishes with the line
; #_CTR, indicating that the subsequent data will be
; transferred directly into the shell buffer, namely the
; data for the (old) control panel (this means that XCONTROL
; doesn't use them) and the data for the desktop.
; The lines for the desktop start with 128 bytes after #a,
; the first line is #_DSK. (the 128 bytes present an old TOS
; convention).
; It is important that the length of line #d is such that
; the total length of the control panel data is exactly
; 128 bytes. Since some editors remove trailing blanks
; (this can also lead to errors with the environment variables,
; we finish the line with a ";" instead of a blank.
```

```
#_CTR ; Start of data for the control panel
#a000000
#b001001
#c77700070006000700552005055522207705570750555077031113 02
#d ;
#_DSK MAGXDESK V4.00 1 ; Start of the shell data
```

==========

>P.S: maybe some docs with explanations on Web wouldnt be bad, the
>interested ppl can easily add comments into cfg file by themselves for
>later usage?

As you've seen now for yourself there's no need for this, every possible command is covered and explained already. And then ofcourse there are still the MagiC programmer docs, which go through great length explaining every command in detail. Peter West shed lots of sweat and energy translating the whole lot, it would be nice knowing that someone somewhere actually reads them instead of complaining about the lack of documentation...

Cheers from Belgium
Dennis
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5503. How to find a Falcon on Ebay

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 11:13:43 UTC
From: Jean-Marie de Boer <JM-at-complicated-dot-net>
Message-ID: <s47kjv4f5oitidvam7mvefm4n54ddcpitd@4ax.com>
Source record: 24679

Since I read several posts with this question, a tip:
Register for ebay. You can then add a 'favourite search'. Just use
'Atari Falcon' as the search term. You can have the site send you a
mail when one becomes available. This way you won't miss it.

There is one up for auction now!

JM

5504. Re: ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 12:43:10 UTC
From: joska@online.no
Message-ID: <f41c77a0.0308130443.144e2d18@posting.google.com>
Source record: 24681

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0308121805.5c32c38e@posting.google.com>...
> f.szymanski@dmt.de (Frank Szymanski) wrote in message
news:<674c5603.0308060023.6254e66c@posting.google.com>...
>
> > The NOVA adaptor needs +12V and -12V from the mainboard.
> >
> Are you sure about -12V? I know there's a space for it, but I seem to
> recall Jo Even telling me to just connect the +12V (I still haven't
> installed mine yet).

Correct. There is no -12V on the Falcon and the Nova doesn't require
it either. Just connect the +12V.

Jo Even

5505. Re: ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 14:56:44 UTC
From: f.szymanski@dmt.de
Message-ID: <674c5603.0308130656.52d58898@posting.google.com>
Source record: 24682

> > The NOVA adaptor needs +12V and -12V from the mainboard.
> Are you sure about -12V? I know there's a space for it, but I seem to
> recall Jo Even telling me to just connect the +12V (I still haven't
> installed mine yet).

No, I am not sure about -12V. I only know that there are two cables on
the adaptor and the manual says that you have to connect both cables.
With +12V and -12V it worked with my Falcon (with afterburner) but I
didn't try without -12V.

Regards,

Frank

5506. Re: Megafile 30 Bad?

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 14:58:18 UTC
From: julianwolfe@earthlink.net
Message-ID: <de454671.0308130658.3fd25286@posting.google.com>
Source record: 24683

swampfax1@atlantic.net (John Garone) wrote in message news:<b3j_a.108
$if4.51422@newshog.newsread.com>...

> longer reads it's disk contents! Please don't tell me the Mega is having
> problems /:)

Well, obviously your Mega is having problems, or you wouldn't be
positing this :)

> Hi All,
> I'm trying to boot a Megafile 30 on my Mega4. I let it spin up
> and run AHDI from the floppy but I get a message saying "ID unavailble"
> "not bootloaded".

How long has it been since you've used the system? I've heard of
similar stuff happening when people haven't used the system for a long
time, or have just moved. It sounds like a flaky connection either
inside the Mega, or the drive. I would suggest opening up the Mega
and gently pushing down on the socketed chips on the board. What
clued me into this is that you said the floppy drive had a problem
after the Hard Disk when wrong. Reseating/pushing down on the chips
should fix both problems, if that is the problem.

> So, even though I have'nt set it to boot from drive C shouldn't I have
> access to the 4 partitions that were there? The odd part is that after
> installing a drive icon (C for example) and opening it I get the message
> that the drive does not exist but after hitting cancel, a window opens with
> the drives contents! Is the Megafile just about dead or have I missed
> an installation part? Then that after playing around with it the floppy no
>

Again, sounds like a flaky connection somewhere. Don't forget to
check cable connections while you have it open.

Cheers,

Julian Wolfe
Assistant Webmaster, Sububan Chicago ATarians User Group

5507. Re: ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 15:28:46 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bhdlfe$h7s$1@tyfon.itea.ntnu.no>
Source record: 24684

Frank Szymanski <f.szymanski@dmt.de> wrote:

> No, I am not sure about -12V. I only know that there are two cables on
> the adaptor and the manual says that you have to connect both cables.
> With +12V and -12V it worked with my Falcon (with afterburner) but I
> didn't try without -12V.

Where did you find -12V? Directly from a AT PSU? There is no -12V on the
Falcon motherboard, I used my Nova all the time with just +12V
connected. Also, there was no +12V on my Nova adapter.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5508. Re: CT2 - CentScreen3

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 16:47:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200308131847.a43502@wun.maus.de>
Source record: 24631

Hallo Robert!

RS>Same as here :) It contain text like 1024x768 but i can't use it.
RS>After loading it shows 640x480 only.

Could it be that there's a non-matching monitor properties file, so that the
driver hides some resolutions in order not to endanger the monitor?

With best regards from Bubenreuth
Ekkehard

5509. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 17:09:19 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhdrbsdiv1@titan.btinternet.com>
Source record: 24687
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

```
Hi "Clockmeister"

> > > > > Bravo Sierra Computers <atari@aracnet.com> wrote in message
> > > > >
> news:<Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>...
> > > > >> http://BensCatalogs.Atari.org Link to 8 newly updated Atari
> > > > >> Catalogs!
> > > > > >>
> > > > > >> Due to Popular Demand
> > > > > >
> > > > > > That's the biggest crock of horseshit I've ever seen.
> > > > > >
> > > > > > - Steve (MMF)
> > > > >
> > > > > And next month he'll hold a Chrimbo sale in September.
> > > > >
> > > > > He's retard, and most of this group are butt-knocking him so expect
> > > someone
> > > > > to climb up your arse for daring to post your opinion.
> > > > >
> > > >
> > > > I thought you were his boy? Whats up? lol
> > > >
> > > > Tim
> > >
> > I couldn't get more/better advertising, even if I was paying him a
Salary!
> > Yeah, he's my boy. He just doesn't know it yet.
> >
>
> Is your "business" registered?

I know its being investigated, dig deeper and there links to highly
unsavoury goings on.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
```

5510. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 17:09:21 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhdrc0div2@titan.btinternet.com>
Source record: 24686

Hi Mike

"Mike Freeman" <mail@freeman-studio.com> wrote in message
news:5c1cf651.0308112239.4a015986@posting.google.com...
> David Bolt <nospam@my-ste.demon.co.uk> wrote in message
news:<JSEo6gpHYCO$EwUL@my-ste.demon.co.uk>...
>
> > It's a matter of commenting out the #_TSL line, rather than adding a
> > command. E.g. I disabled it on my old system by changing the line:
> >
> > #_TSL 4 32
> >
> > to:
> >
> > ;#_TSL 4 32
>
> Does anyone anywhere have a list of what these 3-letter commands all
> mean in the MAGX.INF file? I've been told by a few people that it is
> better to edit the file using a text editor rather than using one of
> the GUI-based configuration programs (is this correct?).

It would be a very good idea to use a text editor, some of the GUI's are not
aware of some of the newer commands.

>However, I feel really uncomfortable changing things when I have no idea
what
> most of it means.

Most of it is self explanatory.

The font fiddlies and object doohikies are a major black art!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

5511. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 17:41:27 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <fTt_a.1167$2B6.260084@news.siol.net>
Source record: 24685

Karsten Lï¿½dersen wrote:

> If Youï¿½re able to read in german Youï¿½ll find an explanation e.g. here:
> <http://www.mbernstein.de/atari/prog/tos/magic/010108.htm>.

My German is a bit rusty, but still ill note this URL, man never know when
it can become handy, thanx!!

Janez

5512. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 17:43:15 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.13.17.43.13.885967@removenoaspam.atari-source.com>
Source record: 24688

On Tue, 12 Aug 2003 16:47:28 +0200, Dennis Vermeire wrote:

> From: Mark D <mducksub@nossspamXXatari-source.com>
> Date: Thu, 07 Aug 2003 02:10:45 -0400
>
>>>I said that the thought of a bunch of people fucking around with MagiC
>>>would make my stomach turn....
>>>That is not quite the same thing is it?
>>
>>Okay. Not sure why it would make your stomach turn. Seems like MagiC
>>becoming more stable on all platforms would do everyone good.
>
> MagiC *IS* stable!!
> Do you really think that it would be my and others preferred OS by choice
> if it hangs up/crashes all the time? When will you finally grasp what me and
> a lot of others told you? If it's not stable on your computer, then blame
> something else....
>

Okay.... I'm not alone here. MagiC *can* run for a long time for me
stable, but in practice it does NOT. MiNT on the other hand will very
occaisionally hang up but it's usually when I run a very naughty
application. As a general rule, moving about the system MiNT will NOT
CRASH EVER. MagiC has crashed on me numerous times copying files. If you
copy a drive to another drive, around 1gb of data or so, it screws up big
time.

The kind of applications I run under MagiC/MiNT include aFTP, CAB 2.8,
Highwire, Aniplay 2.21, HD-Driver 8.11, and Magxnet.

But you can't blame any one of these apps because I've tried alternatives
for each.

I can't accept this "configured wrong" argument. I run a network with 80
servers on it on a daily basis. I deal with bugged development
applications all the time. I know about computers and know how to fix
things. I've been over magx.inf many times. I've booted magic up with no
auto prgs, no desk acc, no slb, no anything and it still can crash after a
while. SOMETHING is inherently wrong with MagiC. Even the MagiC PC demo
OUT OF BOX installation CRASHED on me in the same way! I'm not crazy!
It does it on my Mega STe, it does it on my TT, and it does it on my
Falcon, and it is the SINGLE MOST ANNOYING thing I have ever experienced
;-)

The problem with MagiC and MiNT, is that with a conservative auto folder
and desk acc set. Say internet stuff, NVDI and COPS, if the system

crashes there is only one SINGLE item to blame it on. Magx.inf or
mint.cnf. That's it.

But okay. MagiC is supposed to have slightly better memory protection
than MiNT in unprotected mode. I never run MiNT in protected mode. Why?
Because it's stable enough as it is.

Look, I'm quite sure it's nothing I've been doing wrong. I've been
wrestling these problems for several versions of MagiC since I ever
started using it. If it works great for everyone else. That's really
good. But it *does* not work for me and I will not just say it, I'll
spray it because it pisses me off ;-) I feel like it was nothing but a
massive waste of money for me. Sorry.

>>And adding the option of having MiNT extensions would totally rock and make
>>MiNT not my system of choice and XaAES not my AES of choice.
>
> If I wanna work with a OS that has MiNT extensions, I'll use MINT. You may
> like the idea of MagiC becoming a second MiNT, I don't... they are both
> unique in their own way, and should remain like that.
> I like MagiC the way it is, I also like the philosophy of the programmer and
> I can understand his reasons for not changing MagiC and turning it into a
> MiNT clone. If it would ever become GPL then in no time it would loose it's
> "spirit" and be "alienated".
>

Actually from what I understand, MagiC 6.20 has a lot of MiNT
functionality built in. This could be a load but it came from a rather
reputable source.

>>Unfortunately for everyone involved, MagiC is still LOADS faster than
>>anything else. Even if you have a CT60 like I do now, it's STILL
>>noticeable.
>
> You don't have to convince me!!
> Tell it to Jo Even and Adam, they're not convinced at all...
>

MagiC is faster. What do we use atari for? The AES.. The windowing
system. It's the most important part of the machine, and nothing beats
MagiC's AES. Nothing.

>
> Cheers from Belgium
> Dennis

5513. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 17:58:33 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bhdu89$a8t$1@thorium.cix.co.uk>
Source record: 24689

In message <5c1cf651.0308121005.e94c50@posting.google.com>, mail@freeman-studio.com said:

>Exactly. Magic's manual should come with at least a list of
>variables/commands that are usable in the MAGX.INF, describe their
>usage in plain English (or German, or French... etc.) and let the user
>have a little more info without being so complex and convoluted with
>"programmer-ese" that it's impossible to sort things out for the
>"average" user. Or at least there should be a web site with this info
>available.

Agreed. Actually this info was in the MagiC4 manual, under 'Manual
Configuration in MAGX.INF', but it's not in the MagiC 6.01 version
for some reason. However version 6.20 is accompanied by an example
configuration file for 6.20 by Andreas Kromke, in English, which
explains some of the new items.

Regards, /Peter/

5514. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 18:16:22 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <nkoD3$a2BoO$EwT+@my-ste.demon.co.uk>
Source record: 24627

On Mon, 11 Aug 2003, Mike Freeman wrote:-

>David Bolt <nospam@my-ste.demon.co.uk> wrote in message
>news:<JSEo6gpHYCO$EwUL@my-ste.demon.co.uk>...
>
>> It's a matter of commenting out the #_TSL line, rather than adding a
>> command. E.g. I disabled it on my old system by changing the line:
>>
>> #_TSL 4 32
>>
>> to:
>>
>> ;#_TSL 4 32
>
>Does anyone anywhere have a list of what these 3-letter commands all
>mean in the MAGX.INF file?

If you're looking for them, I've a page that has a list of the commands
and a description for them. It's presently at:

<URL:http://www.my-ste.demon.co.uk/info/index.htm>

>I've been told by a few people that it is better to edit the file using
>a text editor rather than using one of the GUI-based configuration
>programs (is this correct?).

I can't say which way is better. I preferred to do the editing within a
text editor.

>However, I feel really uncomfortable changing things when I have no
>idea what most of it means.

Understandable.

>For example, I've heard this advice about turning off pre-emptive
>multitasking a number of times, but usually this advice comes with no
>explaination of how.

I'm guessing that the manuals for v6+ are rather lacking in this sort of
information.

>And TSL doesn't exactly scream out to me that it has anything to do
>with the multitasking mode used, so this wouldn't be the obvious choice
>if I were to guess.

This would be where the joys of experimenting comes in. And making sure
you have a backup :)

>There's also nothing about this in the meager 40-page leaflet that came
>with my English version of Magic 6.01 (passing itself off as a manual).

Looks like I'll be making a copy of my 5.1 manual before I upgrade to v6
:|

> So it would be nice if there was some sort of reference web page
>available (multi-lingual preferred, instead of just German). Is there?

There is a (very) limited one available now. URL is above :)

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62

5515. MB's Galaxy

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 18:19:18 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.17a9b20d.84d23682.wdwd@wd.com>
Source record: 24694

Hello,

What about Mario Becroft's Galaxy graphic card ?
I browse his site yesterday, and found that nothing was changed
since november of 2000, when the ethernet part wasn't ready.
And, it still isn't :-(
Did he abandon his project ? Or, does he intend to achieve it ?

Thanks,

J.-Luc
--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

5516. Re: University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 18:23:22 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bhdvgcmak1@news2.tilbu1.nb.home.nl>
Source record: 24695

Hi Dennis,

"Dennis Vermeire" <dennis.vermeire@gmx.net> schreef in bericht
news:1060800782-42587AEicMi@gmx.net...
> From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
> Date: Mon, 11 Aug 2003 17:36:52 +0200
>
> Hi Jos,
>
> Since when can Papyrus export/save files in Word format? Let's hope it
does a
> better job at exporting them then importing...
>
Well it really has that option, I've done it several times! What Papyrus
does is giving the textfile the extension .doc. Word can open it without any
problems. When you try to save it to your Windhoze computer, Word recognises
the file as RTF.

So it's a trick: an RTF file with extension DOC :)

Regards,

Jos

5517. Search website of PlayMyCD

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 18:35:42 UTC
From: BMaedicke@t-online.de
Message-ID: <1fznczs.1aybmqebfb77sN%BMaedicke@t-online.de>
Source record: 24596

Hi all,

I search the website url from Alain Larrode, the author of PlayMyCD, the
nice cd player program for ataris.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

5518. Re: Composcript

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 18:53:16 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0308132045340.297-100000@UNI_MANiac>
Source record: 24598

On Tue, 12 Aug 2003, Dennis Vermeire wrote:

> From: Martin Tarenskeen <nospam@zonnet.nl>
> Date: Mon, 11 Aug 2003 14:16:06 +0200
>
> Hi Martin,
>
> >Does anyone know/remember/have/use/sell CompoScript ?
> >It was/is a Postscript interpreter for Atari. Something like Ghostscript I
> >guess, but commercial and maybe more user friendly.
>
> Yep...
> I know/remember/have and still use it. It's a postcript interpreter which
> beats the shit out of Ghostscript. But it can only interprete postscript,
> not Acrobat. It comes with a nice gui and printing is a dream...
> It's probably one of the most underrated applications on this platform.
>

Is there a place where I could still buy it ?
Is it copy protected (dongle or disk ?), or, if not, I would like to try a
copy of it.

I use Ghostscript now to print music scores that I create with abcm2ps.
The user interface however is horrible, even when using the GEMGS version.

Martin Tarenskeen

5519. Re: A list of games that require at least 2048 KB of RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 19:35:16 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhe3tiakl1@sparta.btinternet.com>
Source record: 24599

Hi Galen

> > > 5. Railroad Tycoon
> >
> > I thought this wouldnt work on more than 512K, needed a patch or Ramdisk
to
> > swallow excess memory
> >
> That's nearly correct. An easy-to-fix-but-uncaught bug made the game
> work only on 1 MB systems. Installing an auto program to take up all
> but 1 MB makes the game run on other systems, including my 4MB STe and
> 14MB Falcon.

And so surely not a candidate for inclusion this particular thread?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

5520. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 19:58:15 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <tTv_a.1171$2B6.261147@news.siol.net>
Source record: 24597

Dennis Vermeire wrote:

> Hi Janez,
>
>>>Or the cnf itself, could be made clearer. In Unix where lotsa cnf files
>>>are to ber editet manualy, they use full names with explanations,
>>>something like this (excerpt from mint.cnf):
>
> The magx.inf file *IS* sufficiently documented. All what people need to do
> is look in the MAGIC/XTENSION folder at the magx.inf example file and
> *read*

Good. Having short description in cnf itself is imho best way, but
separate docs are okay as well.

>>P.S: maybe some docs with explanations on Web wouldnt be bad, the
>>interested ppl can easily add comments into cfg file by themselves for
>>later usage?
>
> As you've seen now for yourself there's no need for this, every possible
> command is covered and explained already. And then ofcourse there are
> still the MagiC programmer docs, which go through great length explaining
> every command in detail. Peter West shed lots of sweat and energy
> translating the whole lot, it would be nice knowing that someone somewhere
> actually reads them instead of complaining about the lack of
> documentation...

And here u go again... I didnt complain, i just propose a solution i find
okay. I also used question mark on end, since it was just a proposal for a
problem. Problem exist, since ppl did ask for explanation.. But it seems, i
proposed Unix/MiNT like solution, or the method u dislike, so u couldnt
resist... So im apologising to even react on question and propose a
solution, how foolish of me.. Dennis forgive me such act.. o master...

What i need to do, not to trigger bad reaction from u.. Shutup and
vanish? I dont mind correction, i didnt know for magix/extension folder,
but u had to revert it into bad thing again... thanx

5521. ram test prog

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 20:10:34 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3f3a9b39$0$18494$cc9e4d1f@news.dial.pipex.com>
Source record: 24600

HI all,

does anyone have the Marpet Ram test program ? I did have it a long time ago
though can't find it :(

Thanks,
chris

5522. Re: Atari 1040stf

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 20:47:39 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vjl8vailj96970@corp.supernews.com>
Source record: 24601

"TeoZ" <teoz@neo.rr.com> wrote in message
news:Fzg_a.81182$ib2.19888829@twister.neo.rr.com...
> I was hoping there was a utility like on the amiga that makes floppy games
> work on a hard drive.
>
Kinda like WHDLoad or JST? That would be cool! But I don't think there is
one...

Tim

5523. Re: Atari Falcon availability

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 20:50:20 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vjl94bf6t0n1eb@corp.supernews.com>
Source record: 24602

"Kai Sch&#65533;lke" <kai.schuelke@gmx.net> wrote in message
news:bhcfq9$333$1@lacerta.tiscalinet.it...
> Hi Owen,
>
> if you don't mind to send it over-sea check out eBay.DE. There have been 3
> Falcon's in a row, each within the range of 160-200 Euro (1 Euro ~ $1.1).
> Even with shipping thats by far cheaper than the suggested dealers. If you
> need help with a description just drop me a mail. At the moment there
aren't
> any but this Link will get you straight to the search results for an
Falcon.
> No need to struggle with german.
>
What about power requirements? Do the EU Falcons have a switching P/S to
work in the US?

Tim

5524. HighWire 0.1.4 is released

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 21:05:29 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.iqbrbqns@localhost>
Source record: 24603

Hi all,

Once again it is time for a new HighWire release. This time the code has had many vital additions and changes, some of which you'll notice right away but also some not so obvious. Above all, the implementation of online document caching means a very important step has been taken, as many upcoming additions will rely on it working. One example that is already working, is the ability to download and replay (via external players) embedded sounds from remote.

There have of course been a number of bugfixes made since last release, and some of the most important issues solved are:

* Downloader schedulers bug cured (job queue sometimes got messed up)
* History function bug cured (got messed up if a subframe document was located on another server than the frameset document) * One table bug resolved (table cells would overlap other objects on page)

Finally some cosmetical issues that are new with 0.1.4 release, some of them making HighWire looking slightly similiar to a real browser ;)

* Toolbar icon OPEN added (select local file to load and view)
* Toolbar icon STOP added, (cancel loading of the current page. ESC key does the same) * Ability to set the default background colour, in case such is not decided in BODY-tag

Do download and test this release! Future development will surely benefit from your feedback!

NOTE: Please make sure to carefully check out the example highwire configuration file for details on how to setup the cache as well as the default background colour.

/HighWire development team

http://highwire.atari-users.net

5525. Re: HighWire 0.1.4 is released

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 21:22:17 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bhe9vp$3ar$1@news2.tilbu1.nb.home.nl>
Source record: 24604

Hi,

Sounds fantastic. Is the 030 binary especially for the Falcon. Any reason?

Keep up the great work! :)

Regards,

Jos

"GokMasE" <fake@email.se> schreef in bericht
news:Usenet.iqbrbqns@localhost...
> Hi all,
>
> Once again it is time for a new HighWire release. This time the code
> has had many vital additions and changes, some of which you'll notice
> right away but also some not so obvious. Above all, the implementation
> of online document caching means a very important step has been taken,
> as many upcoming additions will rely on it working. One example that is
> already working, is the ability to download and replay (via external
> players) embedded sounds from remote.
>
>
> There have of course been a number of bugfixes made since last release,
> and some of the most important issues solved are:
>
> * Downloader schedulers bug cured (job queue sometimes got messed up)
> * History function bug cured (got messed up if a subframe document was
> located on another server than the frameset document) * One table bug
> resolved (table cells would overlap other objects on page)
>
>
> Finally some cosmetical issues that are new with 0.1.4 release, some of
> them making HighWire looking slightly similiar to a real browser ;)
>
> * Toolbar icon OPEN added (select local file to load and view)
> * Toolbar icon STOP added, (cancel loading of the current page. ESC key
> does the same) * Ability to set the default background colour, in case
> such is not decided in BODY-tag
>
>
> Do download and test this release! Future development will surely
> benefit from your feedback!
>
> NOTE: Please make sure to carefully check out the example highwire
> configuration file for details on how to setup the cache as well as the

> default background colour.
>
>
> /HighWire development team
>
> http://highwire.atari-users.net
>

5526. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 21:55:32 UTC
From: BonnyBum <bonny@bum.com>
Message-ID: <bhecibdsd1@news8.svr.pol.co.uk>
Source record: 24605

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bhbe4n$g5d$1@sparta.btinternet.com...
> Yo!, "R.Spanger"

the rest is too disgusting to mention, needless to say Mr Sweet has been
duly reported for abuse and copies sent to btopenworld.com
he will no doubt get another and still persist with this discusting
American type of insult that does him no favours

5527. Re: Atari Falcon availability

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 22:54:22 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f3ad7764bd2f81@europe-shareware.org>
Source record: 24606

Hello,

in article <vjl94bf6t0n1eb@corp.supernews.com> (comp.sys.atari.st),
Tim wrote on Wed 13-08-2003 13:50 (-0700):

> What about power requirements? Do the EU Falcons have a switching P/S to
> work in the US?

Nope. Either you replace the P/S, either you plug it in a 110/220
(auto)transformer.

Bye,
/Pascal/

5528. Re: HighWire 0.1.4 is released

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 23:34:08 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f3ad9124d128a0@europe-shareware.org>
Source record: 24607

Hello,

in article <Usenet.iqbrbqns@localhost> (comp.sys.atari.st),
GokMasE wrote on Wed 13-08-2003 23:05 (+0200):

> Hi all,
>
> Once again it is time for a new HighWire release. This time the code

Great!

Bye,
/Pascal/

5529. PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 23:36:44 UTC
From: darmzunge@yahoo.de
Message-ID: <392ef116.0308131536.2a18ab46@posting.google.com>
Source record: 24608
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

because ATARIs and AMIGAs are crap,so nobody bought them !

Throw away the old crappy computers and get a PC or a Playstation if
you want to play !

Nobody is interested in these stoneage systems anymore ...

Windows rulz !

Bill Gates rulz !

5530. Re: Megafile 30 Bad?

Newsgroup: comp.sys.atari.st
Date: 2003-08-13 23:45:00 UTC
From: swampfax1@atlantic.net
Message-ID: <04A_a.146$qJ6.74417@monger.newsread.com>
Source record: 24609

Hi Julian,
The unit was bought off Ebay a while ago and I never really set it up
right since I use my Falcon 99% of the time and the floppy on the Mega4 is
all I really needed for MIDI stuff! I'll check out the seating of the
chips! Thanks for the advice.

John G.

On 13 Aug 2003 07:58:18 , Julian Wolfe wrote:
>swampfax1@atlantic.net (John Garone) wrote in message news:<b3j_a.108
>$if4.51422@newshog.newsread.com>...
>
>> longer reads it's disk contents! Please don't tell me the Mega is having
>> problems /:)
>
>Well, obviously your Mega is having problems, or you wouldn't be
>positing this :)
>
>> Hi All,
>> I'm trying to boot a Megafile 30 on my Mega4. I let it spin up
>> and run AHDI from the floppy but I get a message saying "ID unavailble"
>> "not bootloaded".
>
>How long has it been since you've used the system? I've heard of
>similar stuff happening when people haven't used the system for a long
>time, or have just moved. It sounds like a flaky connection either
>inside the Mega, or the drive. I would suggest opening up the Mega
>and gently pushing down on the socketed chips on the board. What
>clued me into this is that you said the floppy drive had a problem
>after the Hard Disk when wrong. Reseating/pushing down on the chips
>should fix both problems, if that is the problem.
>
>> So, even though I have'nt set it to boot from drive C shouldn't I have
>> access to the 4 partitions that were there? The odd part is that after
>> installing a drive icon (C for example) and opening it I get the message
>> that the drive does not exist but after hitting cancel, a window opens with
>> the drives contents! Is the Megafile just about dead or have I missed
>> an installation part? Then that after playing around with it the floppy no
>>
>
>Again, sounds like a flaky connection somewhere. Don't forget to
>check cable connections while you have it open.
>
>Cheers,
>

>Julian Wolfe
>Assistant Webmaster, Sububan Chicago ATarians User Group
>.

5531. Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 00:05:08 UTC
From: darmzunge@yahoo.de
Message-ID: <392ef116.0308131605.6912c030@posting.google.com>
Source record: 24610
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Throw away this shit and buy a PC !

5532. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 00:09:27 UTC
From: thomas <nospam@mailbox.com>
Message-ID: <bhek0u01qau@enews1.newsguy.com>
Source record: 24614
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
news:392ef116.0308131536.2a18ab46@posting.google.com...
> because ATARIs and AMIGAs are crap,so nobody bought them !
>
> Throw away the old crappy computers and get a PC or a Playstation if
> you want to play !
>
> Nobody is interested in these stoneage systems anymore ...
>
> Windows rulz !
>
> Bill Gates rulz !

WOW - the 3rd grade must've gotten an internet computer...you should REALLY
get back to your drawing before all the other kiddies finish before you
do...

thomas

5533. Re: ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 00:13:53 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0308131613.240038ca@posting.google.com>
Source record: 24611

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:<bhdlfe$h7s$1@tyfon.itea.ntnu.no>...
> Frank Szymanski <f.szymanski@dmt.de> wrote:
>
> > No, I am not sure about -12V. I only know that there are two cables on
> > the adaptor and the manual says that you have to connect both cables.
> > With +12V and -12V it worked with my Falcon (with afterburner) but I
> > didn't try without -12V.
>
> Where did you find -12V? Directly from a AT PSU? There is no -12V on the
> Falcon motherboard, I used my Nova all the time with just +12V
> connected. Also, there was no +12V on my Nova adapter.

Don't you mean "...there was no -12V on my Nova adapter"? Either way,
it's not correct. Looking at your Nova adapter, I see both + and -
12V pads. However, the -12V shows no signs of solder, whereas you
definately soldered a wire onto the +12V at one time.

Galen

5534. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 00:28:04 UTC
From: Elizabot <booREMOVE@grayREMOVErock.org>
Message-ID: <3f3ad789$0$195$75868355@news.frii.net>
Source record: 24612
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Lord Teviolus wrote:
> Throw away this shit and buy a PC !

http://www.flamingmailbox.com/maccomedy/movies/pcshoot.html

--
- How many MS engineers does it take to screw in a light bulb?
- None, they just define darkness as an industry standard.

5535. Re: MB's Galaxy

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 00:30:30 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0308131630.14a39c1b@posting.google.com>
Source record: 24613

Jean-Luc CECCOLI <wdwd@wd.com> wrote in message
news:<WS3.17a9b20d.84d23682.wdwd@wd.com>...
> Hello,
>
> What about Mario Becroft's Galaxy graphic card ?
> I browse his site yesterday, and found that nothing was changed
> since november of 2000, when the ethernet part wasn't ready.
> And, it still isn't :-(
> Did he abandon his project ? Or, does he intend to achieve it ?
>

Mario ran into some troubles with the Ethernet side of the card and posted a couple of years back that although he hadn't totally given up, he was losing interest in spending his free time solving the problem. Hence, I conclude that although he might get around to it someday, you should consider the Galaxy to be a graphics card with a couple of unused chips on it.

Disclaimer: I didn't research this thoroughly -- my memory is generally pretty good, but I have been known to recall incorrect information.

Galen

5536. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 00:36:40 UTC
From: Brock McNuggets <krappe@cableone.net>
Message-ID: <BB6027A8.25E04%krappe@cableone.net>
Source record: 24615
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

On 8/13/03 5:05 PM, in article
392ef116.0308131605.6912c030@posting.google.com, "Lord Teviolus"
<darmzunge@yahoo.de> wrote:

> Throw away this shit and buy a PC !

Thank you for your insight. I have been using a Mac for years and have always greatly preferred them to Win machines (which I also use). Until this thought provoking post I always thought Mac was just better. Now I see the error in my ways.

Thanks. My life has been changed for the better due to your knowledge.

5537. Re: Atari 1040stf

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 01:29:16 UTC
From: TeoZ <teoz@neo.rr.com>
Message-ID: <MBB_a.84666$ib2.20581059@twister.neo.rr.com>
Source record: 24617

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vjl8vailj96970@corp.supernews.com...
>
> "TeoZ" <teoz@neo.rr.com> wrote in message
> news:Fzg_a.81182$ib2.19888829@twister.neo.rr.com...
> > I was hoping there was a utility like on the amiga that makes floppy
games
> > work on a hard drive.
> >
> Kinda like WHDLoad or JST? That would be cool! But I don't think there
is
> one...
>
> Tim
>
>

Well so much for that idea, guess thats why HD's on the atari are not too
common compared to the amiga.

5538. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 01:32:28 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <3f3ae5f2$0$83851$45beb828@newscene.com>
Source record: 24618
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

darmzunge@yahoo.de (Lord Teviolus) writes:

>Throw away this [chomp]

Oh, please.

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

5539. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 01:40:20 UTC
From: Trepain <trepain@trepainnospam.com>
Message-ID: <8MB_a.139718$uu5.19376@sccrnsc04>
Source record: 24619
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Not to feed the trolls... what makes your Mac more capable than a
windows based
machine? What can you possibly do that I cannot?

--
Trepain
http://www.trepain.com
!Remove "NOSPAM" from email address to reply!
"Brock McNuggets" <krappe@cableone.net> wrote in message
news:BB6027A8.25E04%krappe@cableone.net...
> On 8/13/03 5:05 PM, in article
> 392ef116.0308131605.6912c030@posting.google.com, "Lord Teviolus"
> <darmzunge@yahoo.de> wrote:
>
> > Throw away this shit and buy a PC !
>
> Thank you for your insight. I have been using a Mac for years and
have
> always greatly preferred them to Win machines (which I also use).
Until this
> thought provoking post I always thought Mac was just better. Now I
see the
> error in my ways.
>
> Thanks. My life has been changed for the better due to your
knowledge.
>

5540. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 01:55:50 UTC
From: "Jim Lee Jr." <peejster01@insightbb.com>
Message-ID: <BB60565B.BAC%peejster01@insightbb.com>
Source record: 24620
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

in article 8MB_a.139718$uu5.19376@sccrnsc04, Trepain at
trepain@trepainnospam.com wrote on 8/13/03 8:40 PM:

> Not to feed the trolls... what makes your Mac more capable than a
> Windows based
> machine? What can you possibly do that I cannot?
>
> --
> Trepain

I do everything on my Mac as I did on the PeeCee, only without viruses,
worms, Trojan horses, Blue Screens of Death, XPee activation codes,
Palladium, Bill Gates' high falooting attitude, etc. By the way, I can do
things better on my Mac.

5541. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 01:59:47 UTC
From: Ari Ukkonen <aukkonen@shaw.ca>
Message-ID: <aukkonen-5B65E8.18594713082003@shawnews.gv.shawcable.net>
Source record: 24621
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <392ef116.0308131605.6912c030@posting.google.com>,
darmzunge@yahoo.de (Lord Teviolus) wrote:

> Throw away this shit and buy a PC !
I had a PC and bought a mac instead. :)

--
Ari Ukkonen

5542. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 02:06:07 UTC
From: The6502Man <needonebad9@yahoo.com>
Message-ID: <j8C_a.139331$Ho3.17293@sccrnsc03>
Source record: 24622
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

```
Umm you're PC doesn't have a spell checker? the word is "rules"
and, hey, if I could get spellunker for the playstation, I would.

T.

"thomas" <nospam@mailbox.com> wrote in message
news:bhek0u01qau@enews1.newsguy.com...
>
> "Lord Teviolus" <darmzunge@yahoo.de> wrote in message
> news:392ef116.0308131536.2a18ab46@posting.google.com...
> > because ATARIs and AMIGAs are crap,so nobody bought them !
> >
> > Throw away the old crappy computers and get a PC or a Playstation if
> > you want to play !
> >
> > Nobody is interested in these stoneage systems anymore ...
> >
> > Windows rulz !
> >
> > Bill Gates rulz !
>
> WOW - the 3rd grade must've gotten an internet computer...you should
REALLY
> get back to your drawing before all the other kiddies finish before you
> do...
>
> thomas
>
>
```

5543. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 02:10:05 UTC
From: The6502Man <needonebad9@yahoo.com>
Message-ID: <1cC_a.139772$YN5.93207@sccrnsc01>
Source record: 24623
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

```
and that should be "your", not "you're".....I ran that through my
Playstation 2 spellchecker, but it sailed on by it......

"The6502Man" <needonebad9@yahoo.com> wrote in message
news:j8C_a.139331$Ho3.17293@sccrnsc03...
> Umm you're PC doesn't have a spell checker? the word is "rules"
> and, hey, if I could get spellunker for the playstation, I would.
>
>
> T.
>
> "thomas" <nospam@mailbox.com> wrote in message
> news:bhek0u01qau@enews1.newsguy.com...
> >
> > "Lord Teviolus" <darmzunge@yahoo.de> wrote in message
> > news:392ef116.0308131536.2a18ab46@posting.google.com...
> > > because ATARIs and AMIGAs are crap,so nobody bought them !
> > >
> > > Throw away the old crappy computers and get a PC or a Playstation if
> > > you want to play !
> > >
> > > Nobody is interested in these stoneage systems anymore ...
> > >
> > > Windows rulz !
> > >
> > > Bill Gates rulz !
> >
> > WOW - the 3rd grade must've gotten an internet computer...you should
> REALLY
> > get back to your drawing before all the other kiddies finish before you
> > do...
> >
> > thomas
> >
> >
>
>
```

5544. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 02:10:16 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bher28$p8b$1@reader2.panix.com>
Source record: 24624
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Well, when a newspaper runs an advertisement for a Macintosh Operator,
they are not looking for someone who knows where the power switch is.
They are looking for people who know how to use programs used for setting
newspaper advertisements, which do not run, or do not run well, on any
other platform, although Atari has a good one of those.

It seems that the timing requiremts for a GUI were sorted out around 1984,
and forgotten by everyone but Atari and some models of Macintosh.

One has to be pretty thick to not notice bad timing in MicroSlop products.
It has been noted that Microsoft products will all suck until they start
making vacuum cleaners.

Jim

Trepain <trepain@trepainnospam.com> writes:

: Not to feed the trolls... what makes your Mac more capable than a
: windows based
: machine? What can you possibly do that I cannot?

: --
: Trepain
: http://www.trepain.com
: !Remove "NOSPAM" from email address to reply!
: "Brock McNuggets" <krappe@cableone.net> wrote in message
: news:BB6027A8.25E04%krappe@cableone.net...
: > On 8/13/03 5:05 PM, in article
: > 392ef116.0308131605.6912c030@posting.google.com, "Lord Teviolus"
: > <darmzunge@yahoo.de> wrote:
: >
: > > Throw away this shit and buy a PC !
: >
: > Thank you for your insight. I have been using a Mac for years and
: have
: > always greatly preferred them to Win machines (which I also use).
: Until this
: > thought provoking post I always thought Mac was just better. Now I
: see the
: > error in my ways.
: >
: > Thanks. My life has been changed for the better due to your
: knowledge.
: >

```
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

5545. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 02:18:14 UTC
From: strings@golden.net
Message-ID: <strings-1308032108300001@as53-03-159.cas-kit.golden.net>
Source record: 24616
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

What's a Macinosh???

In article <392ef116.0308131605.6912c030@posting.google.com>,
darmzunge@yahoo.de (Lord Teviolus) wrote:

> Throw away this shit and buy a PC !

5546. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 02:26:02 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-B37290.22260213082003@news21.bellnet.ca>
Source record: 24626
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

> "Lord Teviolus" <darmzunge@yahoo.de> wrote in message >
news:392ef116.0308131536.2a18ab46@posting.google.com...

> because ATARIs and AMIGAs are crap,so nobody bought them !
> > Throw away the old crappy computers and get a PC or a Playstation if
> > > you want to play !

There, but for the grace of God, goes Sinclap :)

5547. Re: Composcript

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 02:27:27 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bhes2f$ms5$1@thorium.cix.co.uk>
Source record: 24625

nospam@zonnet.nl (Martin Tarenskeen) wrote:
> On Tue, 12 Aug 2003, Dennis Vermeire wrote:
>> Hi Martin,
>>> Does anyone know/remember/have/use/sell CompoScript ?
>>> It was/is a Postscript interpreter for Atari. Something like
>>> Ghostscript I guess, but commercial and maybe more user friendly.
>> Yep...
>> I know/remember/have and still use it. It's a postcript interpreter
>> which beats the shit out of Ghostscript. But it can only interprete
>> postscript, not Acrobat. It comes with a nice gui and printing is a
>> dream...
> Is there a place where I could still buy it ?
> Is it copy protected (dongle or disk ?), or, if not, I would like to try a
> copy of it.
>
> I use Ghostscript now to print music scores that I create with abcm2ps.
> The user interface however is horrible, even when using the GEMGS version.

I've got an original fully boxed copy of Ultrascript here (with its original $245 invoice too!). I could send it to you for a nominal cost plus postage, if you like.

regards
Harry (in sales mode only)

5548. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 02:57:49 UTC
From: George Graves <gmgraves@pacbell.net>
Message-ID: <gmgraves-C22139.20572913082003@news.sf.sbcglobal.net>
Source record: 24628
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <8MB_a.139718$uu5.19376@sccrnsc04>,
"Trepain" <trepain@trepainnospam.com> wrote:

> Not to feed the trolls... what makes your Mac more capable than a
> windows based
> machine? What can you possibly do that I cannot?

It's not so much "what" as it is "how."

I can do anything with my Mac that you can do with your PC, but I can do
it without:

Daily security patches
Weekly Viruses and Worms
Microsoft 'Spy Ware'
WindBlows operating system.
And therein lies all the difference I need. And who the fuck are you to
come here and try to tell me that I'm wrong?

> --
> Trepain
> http://www.trepain.com
> !Remove "NOSPAM" from email address to reply!
> "Brock McNuggets" <krappe@cableone.net> wrote in message
> news:BB6027A8.25E04%krappe@cableone.net...
> > On 8/13/03 5:05 PM, in article
> > 392ef116.0308131605.6912c030@posting.google.com, "Lord Teviolus"
> > <darmzunge@yahoo.de> wrote:
> >
> > > Throw away this shit and buy a PC !
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> > Thank you for your insight. I have been using a Mac for years and
> have
> > always greatly preferred them to Win machines (which I also use).
> Until this
> > thought provoking post I always thought Mac was just better. Now I
> see the
> > error in my ways.
> >
> > Thanks. My life has been changed for the better due to your
> knowledge.
> >
>
>

5549. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 03:03:26 UTC
From: "Billy White Jr." <billy{noSPAM}@FusedArts.com>
Message-ID: <billy{noSPAM}-376D72.20032613082003@central.giganews.com>
Source record: 24629
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <8MB_a.139718$uu5.19376@sccrnsc04>,
"Trepain" <trepain@trepainnospam.com> wrote:

> Not to feed the trolls... what makes your Mac more capable than a
> windows based
> machine? What can you possibly do that I cannot?

Live life without the horrible angst, childish anger, stupidity, and
personality defects displayed by the Windows users in this group?

5550. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 03:20:26 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D6CEE98831Bwildstar128hotmailco@216.168.3.44>
Source record: 24630
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

darmzunge@yahoo.de (Lord Teviolus) wrote in
news:392ef116.0308131605.6912c030@posting.google.com:

> Throw away this shit and buy a PC !

The reason we use our computers comes down to "preference". No one is the same and no one perfers everything the same as other. This would be an awfully boring world. I enjoy the Commodore for my personal reasons. I loved a game called ACE2. Had a wonderful tune by Rob Hubbard. It is all about the fun and enjoyment. I hate to say a PC is not fun but in certain things the Commodore is funner than a PC. I enjoy its simplistic nature. Colors isn't everything but alot of colors down in simplistic and elegant ways helps make me relax.

Seeing the same kind of stuff that looks the same or similar all the time is boring and tiresome not relaxing and not enjoyable.

This may be spoken for "ALL" platforms. Those BSODs and viruses and lockups that some computers have often is extremely annoying and stressful. That is why after hours dealing with stuff like that, some go home and relax and enjoy themselves (even on classic computers like the Commodore 64 which reminds people of simpler days).

Please stop posting messages with the intent to piss people off. I personally do not care about your life problems but try to be better than that. Take that old Nintendo, Sega Genesis or classic computer and play a fun little game or play your shootem' up game which you do nothing but shoot with no "game story". I think you need some diversity in your life.

5551. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 04:28:40 UTC
From: StormDrain <Liberty@MS-Free.com>
Message-ID: <Liberty-854C79.21284013082003@cnews.newsguy.com>
Source record: 24636
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <8MB_a.139718$uu5.19376@sccrnsc04>,
"Trepain" <trepain@trepainnospam.com> wrote:

> Not to feed the trolls... what makes your Mac more capable than a
> windows based
> machine? What can you possibly do that I cannot?
>

Open and read e-mail attachments...worry free. :)

SD

> --
> Trepain
> http://www.trepain.com
> !Remove "NOSPAM" from email address to reply!
> "Brock McNuggets" <krappe@cableone.net> wrote in message
> news:BB6027A8.25E04%krappe@cableone.net...
> > On 8/13/03 5:05 PM, in article
> > 392ef116.0308131605.6912c030@posting.google.com, "Lord Teviolus"
> > <darmzunge@yahoo.de> wrote:
> >
> > > Throw away this shit and buy a PC !
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> > Thank you for your insight. I have been using a Mac for years and
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> > always greatly preferred them to Win machines (which I also use).
> Until this
> > thought provoking post I always thought Mac was just better. Now I
> see the
> > error in my ways.
> >
> > Thanks. My life has been changed for the better due to your
> knowledge.
> >
>
>

5552. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 04:33:21 UTC
From: Trepain <trepain@trepainnospam.com>
Message-ID: <kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net>
Source record: 24632
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

www.macvirus.com is a site with Mac related virus information. They do
exist on the Mac whether you have experienced them or not.

Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
here you will find quite a few. They also exist.

FIXING YOUR MAC - Solving Common Mac ERRORS -
http://www.macforce.com/support_cure.php - well I guess Macs have
errors like any other computer.

So you never really went into specifics. What can YOU do that I
cannot? What can you do better on your Mac? How many times must I ask
this?

--
Trepain
http://www.trepain.com
!Remove "NOSPAM" from email address to reply!
"Jim Lee Jr." <peejster01@insightbb.com> wrote in message
news:BB60565B.BAC%peejster01@insightbb.com...
> in article 8MB_a.139718$uu5.19376@sccrnsc04, Trepain at
> trepain@trepainnospam.com wrote on 8/13/03 8:40 PM:
>
> > Not to feed the trolls... what makes your Mac more capable than a
> > Windows based
> > machine? What can you possibly do that I cannot?
> >
> > --
> > Trepain
>
> I do everything on my Mac as I did on the PeeCee, only without
viruses,
> worms, Trojan horses, Blue Screens of Death, XPee activation codes,
> Palladium, Bill Gates' high falooting attitude, etc. By the way, I
can do
> things better on my Mac.
>

5553. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 04:35:12 UTC
From: Trepain <trepain@trepainnospam.com>
Message-ID: <4kE_a.96526$Oz4.23290@rwcrnsc54>
Source record: 24633
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Every newspaper uses Mac? Interesting. What is the name of this
program? I am interested in researching this. It sounds like a
farse...

--
Trepain
http://www.trepain.com
!Remove "NOSPAM" from email address to reply!
"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:bher28$p8b$1@reader2.panix.com...
> Well, when a newspaper runs an advertisement for a Macintosh
Operator,
> they are not looking for someone who knows where the power switch
is.
> They are looking for people who know how to use programs used for
setting
> newspaper advertisements, which do not run, or do not run well, on
any
> other platform, although Atari has a good one of those.
>
> It seems that the timing requiremts for a GUI were sorted out around
1984,
> and forgotten by everyone but Atari and some models of Macintosh.
>
> One has to be pretty thick to not notice bad timing in MicroSlop
products.
> It has been noted that Microsoft products will all suck until they
start
> making vacuum cleaners.
>
> Jim
>
>
> Trepain <trepain@trepainnospam.com> writes:
>
> : Not to feed the trolls... what makes your Mac more capable than a
> : windows based
> : machine? What can you possibly do that I cannot?
>
> : --
> : Trepain
> : http://www.trepain.com
> : !Remove "NOSPAM" from email address to reply!

> : "Brock McNuggets" <krappe@cableone.net> wrote in message
> : news:BB6027A8.25E04%krappe@cableone.net...
> : > On 8/13/03 5:05 PM, in article
> : > 392ef116.0308131605.6912c030@posting.google.com, "Lord Teviolus"
> : > <darmzunge@yahoo.de> wrote:
> : >
> : > > Throw away this shit and buy a PC !
> : >
> : > Thank you for your insight. I have been using a Mac for years
and
> : have
> : > always greatly preferred them to Win machines (which I also
use).
> : Until this
> : > thought provoking post I always thought Mac was just better.
Now I
> : see the
> : > error in my ways.
> : >
> : > Thanks. My life has been changed for the better due to your
> : knowledge.
> : >
>
>
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

5554. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 04:41:35 UTC
From: Trepain <trepain@trepainnospam.com>
Message-ID: <3qE_a.96061$cF.29970@rwcrnsc53>
Source record: 24634
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

I addressed the virus and worm issue. They do exist on the Macintosh.
It's your own platform and it's funny how you apparently were not
aware of them.

I never said you were wrong. YOU have an obvious anger management
issue. Is that how you react when someone asks you a non-threatening
question? You have a real problem.

Someone mentioned something to the extent that the Mac could do more
and I only asked what a Mac can do that a windows based pc cannot. I
am sorry it's such a touchy subject for you...

Did I hurt your feelings?

--
Trepain
http://www.trepain.com
!Remove "NOSPAM" from email address to reply!
"George Graves" <gmgraves@pacbell.net> wrote in message
news:gmgraves-C22139.20572913082003@news.sf.sbcglobal.net...
> In article <8MB_a.139718$uu5.19376@sccrnsc04>,
> "Trepain" <trepain@trepainnospam.com> wrote:
>
> > Not to feed the trolls... what makes your Mac more capable than a
> > windows based
> > machine? What can you possibly do that I cannot?
>
> It's not so much "what" as it is "how."
>
> I can do anything with my Mac that you can do with your PC, but I
can do
> it without:
>
> Daily security patches
> Weekly Viruses and Worms
> Microsoft 'Spy Ware'
> WindBlows operating system.
> And therein lies all the difference I need. And who the fuck are
you to
> come here and try to tell me that I'm wrong?
>
>
> > --
> > Trepain

> > http://www.trepain.com
> > !Remove "NOSPAM" from email address to reply!
> > "Brock McNuggets" <krappe@cableone.net> wrote in message
> > news:BB6027A8.25E04%krappe@cableone.net...
> > > On 8/13/03 5:05 PM, in article
> > > 392ef116.0308131605.6912c030@posting.google.com, "Lord Teviolus"
> > > <darmzunge@yahoo.de> wrote:
> > >
> > > > Throw away this shit and buy a PC !
> > >
> > > Thank you for your insight. I have been using a Mac for years
and
> > have
> > > always greatly preferred them to Win machines (which I also
use).
> > Until this
> > > thought provoking post I always thought Mac was just better.
Now I
> > see the
> > > error in my ways.
> > >
> > > Thanks. My life has been changed for the better due to your
> > knowledge.
> > >
> >
> >

5555. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 04:45:17 UTC
From: Trepain <trepain@trepainnospam.com>
Message-ID: <xtE_a.96581$Oz4.22771@rwcrnsc54>
Source record: 24635
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Daily security patches
Weekly Viruses and Worms
Microsoft 'Spy Ware'
WindBlows operating system.
And therein lies all the difference I need. And who the fuck are you
to
come here and try to tell me that I'm wrong?

You better tell George ^^^^^^^^ he would be well suited on a Windows
based computer going by your text below.

Why are the Macintosh users in here so nasty? What happened to the
peaceful, artistic, understanding Macintosh users?

(g)

--
Trepain
http://www.trepain.com
!Remove "NOSPAM" from email address to reply!
"Billy White Jr." <billy{noSPAM}@FusedArts.com> wrote in message
news:billy{noSPAM}-376D72.20032613082003@central.giganews.com...
> In article <8MB_a.139718$uu5.19376@sccrnsc04>,
> "Trepain" <trepain@trepainnospam.com> wrote:
>
> > Not to feed the trolls... what makes your Mac more capable than a
> > windows based
> > machine? What can you possibly do that I cannot?
>
> Live life without the horrible angst, childish anger, stupidity, and
> personality defects displayed by the Windows users in this group?

5556. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 05:05:41 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0308132105.6c6e3853@posting.google.com>
Source record: 24637

David Bolt <nospam@my-ste.demon.co.uk> wrote in message
news:<nkoD3$a2BoO$EwT+@my-ste.demon.co.uk>...
> On Mon, 11 Aug 2003, Mike Freeman wrote:-
> >Does anyone anywhere have a list of what these 3-letter commands all
> >mean in the MAGX.INF file?
>
> If you're looking for them, I've a page that has a list of the commands
> and a description for them. It's presently at:
>
> <URL:http://www.my-ste.demon.co.uk/info/index.htm>

Excellent! Thank you! Even if it is limited, as you say, it's still
better than what I had before!

Mike Freeman
mail@freeman-studio.com

5557. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 05:10:12 UTC
From: Trepain <trepain@trepainnospam.com>
Message-ID: <UQE_a.96733$Oz4.23320@rwcrnsc54>
Source record: 24638
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

hehe

--
Trepain
http://www.trepain.com
!Remove "NOSPAM" from email address to reply!

"StormDrain" <Liberty@MS-Free.com> wrote in message
news:Liberty-854C79.21284013082003@cnews.newsguy.com...
> In article <8MB_a.139718$uu5.19376@sccrnsc04>,
> "Trepain" <trepain@trepainnospam.com> wrote:
>
> > Not to feed the trolls... what makes your Mac more capable than a
> > windows based
> > machine? What can you possibly do that I cannot?
> >
>
> Open and read e-mail attachments...worry free. :)
>
> SD
>
> > --
> > Trepain
> > http://www.trepain.com
> > !Remove "NOSPAM" from email address to reply!
> > "Brock McNuggets" <krappe@cableone.net> wrote in message
> > news:BB6027A8.25E04%krappe@cableone.net...
> > > On 8/13/03 5:05 PM, in article
> > > 392ef116.0308131605.6912c030@posting.google.com, "Lord Teviolus"
> > > <darmzunge@yahoo.de> wrote:
> > >
> > > > Throw away this shit and buy a PC !
> > >
> > > Thank you for your insight. I have been using a Mac for years
and
> > have
> > > always greatly preferred them to Win machines (which I also
use).
> > Until this
> > > thought provoking post I always thought Mac was just better.
Now I
> > see the
> > > error in my ways.

> > >
> > > Thanks. My life has been changed for the better due to your
> > knowledge.
> > >
> >
> >

5558. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 05:10:22 UTC
From: George Graves <gmgraves@pacbell.net>
Message-ID: <gmgraves-C0E48A.23100113082003@newssvr21-ext.news.prodigy.com>
Source record: 24639
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <xtE_a.96581$Oz4.22771@rwcrnsc54>,
"Trepain" <trepain@trepainnospam.com> wrote:

> Daily security patches
> Weekly Viruses and Worms
> Microsoft 'Spy Ware'
> WindBlows operating system.
> And therein lies all the difference I need. And who the fuck are you
> to
> come here and try to tell me that I'm wrong?
> _________________________________
>
> You better tell George ^^^^^^^^ he would be well suited on a Windows
> based computer going by your text below.
>
> Why are the Macintosh users in here so nasty? What happened to the
> peaceful, artistic, understanding Macintosh users?
>
> (g)
>
> --
> Trepain
> http://www.trepain.com
> !Remove "NOSPAM" from email address to reply!
> "Billy White Jr." <billy{noSPAM}@FusedArts.com> wrote in message
> news:billy{noSPAM}-376D72.20032613082003@central.giganews.com...
> > In article <8MB_a.139718$uu5.19376@sccrnsc04>,
> > "Trepain" <trepain@trepainnospam.com> wrote:
> >
> > > Not to feed the trolls... what makes your Mac more capable than a
> > > windows based
> > > machine? What can you possibly do that I cannot?
> >
> > > Live life without the horrible angst, childish anger, stupidity, and
> > > personality defects displayed by the Windows users in this group?
>
>

You Wintrolls come here to this group to tell me that my choice of
computer is a piece of shit and then expect civility from me? T%hink
again, please!

5559. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 05:16:06 UTC
From: George Graves <gmgraves@pacbell.net>
Message-ID: <gmgraves-5184F1.23154613082003@newssvr21-ext.news.prodigy.com>
Source record: 24640
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <3qE_a.96061$cF.29970@rwcrnsc53>,
"Trepain" <trepain@trepainnospam.com> wrote:

> I addressed the virus and worm issue. They do exist on the Macintosh.
> It's your own platform and it's funny how you apparently were not
> aware of them.

Actaully they don't. not on OSX anyway. OTOH, there are literally
THOUSANDS of Wincrap viruses and worms however.

> I never said you were wrong. YOU have an obvious anger management
> issue. Is that how you react when someone asks you a non-threatening
> question? You have a real problem.

My anger managment problem is that I no longer have any tolerance for
Wintrolls. I don't go to Windows groups screaming that Windows is crap,
why do you jerks come here? Are you so unsure that your choice of
platform is best, that you have to bait people using other platforms
just to make yourself feel superior? The very fact that Wintroll post
here yell me that it's YOU that has the problems!

> Someone mentioned something to the extent that the Mac could do more
> and I only asked what a Mac can do that a windows based pc cannot. I
> am sorry it's such a touchy subject for you...
>
> Did I hurt your feelings?

Not hardly.

You Wintrolls come here to this group to tell me that my choice of
computer is a piece of shit and then expect civility from me? Think
again, please!

> Trepain
> http://www.trepain.com
> !Remove "NOSPAM" from email address to reply!
> "George Graves" <gmgraves@pacbell.net> wrote in message
> news:gmgraves-C22139.20572913082003@news.sf.sbcglobal.net...
> > In article <8MB_a.139718$uu5.19376@sccrnsc04>,
> > "Trepain" <trepain@trepainnospam.com> wrote:
> >
> > > Not to feed the trolls... what makes your Mac more capable than a
> > > windows based
> > > machine? What can you possibly do that I cannot?
> >

> > It's not so much "what" as it is "how."
> >
> > I can do anything with my Mac that you can do with your PC, but I
> can do
> > it without:
> >
> > Daily security patches
> > Weekly Viruses and Worms
> > Microsoft 'Spy Ware'
> > WindBlows operating system.
> > And therein lies all the difference I need. And who the fuck are
> you to
> > come here and try to tell me that I'm wrong?
> >
> >
> > > --
> > > Trepain
> > > http://www.trepain.com
> > > !Remove "NOSPAM" from email address to reply!
> > > "Brock McNuggets" <krappe@cableone.net> wrote in message
> > > news:BB6027A8.25E04%krappe@cableone.net...
> > > > On 8/13/03 5:05 PM, in article
> > > > 392ef116.0308131605.6912c030@posting.google.com, "Lord Teviolus"
> > > > <darmzunge@yahoo.de> wrote:
> > > >
> > > > > Throw away this shit and buy a PC !
> > > >
> > > > Thank you for your insight. I have been using a Mac for years
> and
> > > have
> > > > always greatly preferred them to Win machines (which I also
> use).
> > > Until this
> > > > thought provoking post I always thought Mac was just better.
> Now I
> > > see the
> > > > error in my ways.
> > > >
> > > > Thanks. My life has been changed for the better due to your
> > > knowledge.
> > > >
> > >
> > >
> >
> >

5560. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 05:20:45 UTC
From: George Graves <gmgraves@pacbell.net>
Message-ID: <gmgraves-F11431.23202513082003@newssvr21-ext.news.prodigy.com>
Source record: 24641
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <4kE_a.96526$Oz4.23290@rwcrnsc54>,
"Trepain" <trepain@trepainnospam.com> wrote:

> Every newspaper uses Mac? Interesting. What is the name of this
> program? I am interested in researching this. It sounds like a
> farse...

I don't know who said this but it's not true. Not EVERY newspaper uses
Macs but MOST Newspapers do (heck, most publishing is done on Macs)
running QuarkXpress because PC fonts are non-standard and have no true
ligatures. Macs also have more reliable PostScript support than do
Windows machines, but it is possible to publish with Windows, it's just
more work for less professional looking results, that's all.

> --
> Trepain
> http://www.trepain.com
> !Remove "NOSPAM" from email address to reply!
> "Jim DeClercq" <jimd@panix1.panix.com> wrote in message
> news:bher28$p8b$1@reader2.panix.com...
> > Well, when a newspaper runs an advertisement for a Macintosh
> Operator,
> > they are not looking for someone who knows where the power switch
> is.
> > They are looking for people who know how to use programs used for
> setting
> > newspaper advertisements, which do not run, or do not run well, on
> any
> > other platform, although Atari has a good one of those.
> >
> > It seems that the timing requiremts for a GUI were sorted out around
> 1984,
> > and forgotten by everyone but Atari and some models of Macintosh.
> >
> > One has to be pretty thick to not notice bad timing in MicroSlop
> products.
> > It has been noted that Microsoft products will all suck until they
> start
> > making vacuum cleaners.
> >
> > Jim
> >
> >

> > Trepain <trepain@trepainnospam.com> writes:
> >
> > : Not to feed the trolls... what makes your Mac more capable than a
> > : windows based
> > : machine? What can you possibly do that I cannot?
> >
> > : --
> > : Trepain
> > : http://www.trepain.com
> > : !Remove "NOSPAM" from email address to reply!
> > : "Brock McNuggets" <krappe@cableone.net> wrote in message
> > : news:BB6027A8.25E04%krappe@cableone.net...
> > : > On 8/13/03 5:05 PM, in article
> > : > 392ef116.0308131605.6912c030@posting.google.com, "Lord Teviolus"
> > : > <darmzunge@yahoo.de> wrote:
> > : >
> > : > > Throw away this shit and buy a PC !
> > : >
> > : > Thank you for your insight. I have been using a Mac for years
> and
> > : have
> > : > always greatly preferred them to Win machines (which I also
> use).
> > : Until this
> > : > thought provoking post I always thought Mac was just better.
> Now I
> > : see the
> > : > error in my ways.
> > : >
> > : > Thanks. My life has been changed for the better due to your
> > : knowledge.
> > : >
> >
> >
> >
> > --
> > --
> > /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> > \ / ASCII ribbon campaign | I'm a .signature virus! |
> > X against HTML mail | Copy me into your ~/.signature|
> > / \ and postings | to help me spread! |
> > .
> >
>
>

5561. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 05:50:48 UTC
From: RufusTFirefly <bob@bob.com>
Message-ID: <bob-F64BE6.22504813082003@news05.west.earthlink.net>
Source record: 24642
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <392ef116.0308131605.6912c030@posting.google.com>,
darmzunge@yahoo.de (Lord Teviolus) wrote:

> Throw away this shit and buy a PC !

Throw away this silly pseudonym and contribute something of value to the
discussion.

5562. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 06:44:24 UTC
From: Phil-on-a-hill <malcnospam@gothcorp.co.uk>
Message-ID: <zeG_a.12105$yl6.8182@newsfep4-winn.server.ntli.net>
Source record: 24644
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
news:392ef116.0308131536.2a18ab46@posting.google.com...
> because ATARIs and AMIGAs are crap,so nobody bought them !
>
> Throw away the old crappy computers and get a PC or a Playstation if
> you want to play !
>
> Nobody is interested in these stoneage systems anymore ...

I can't wait for the kids to get back to school....

5563. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 06:48:16 UTC
From: Oxford <csma@mac.com>
Message-ID: <csma-240631.00481614082003@news.uswest.net>
Source record: 24645
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article "Trepain" <trepain@trepainnospam.com> wrote:

> www.macvirus.com is a site with Mac related virus information. They do
> exist on the Mac whether you have experienced them or not.

love how "macvirus.com" hasn't needed an update since Jan 2001...

no viruses here... mac users are wanting a virus... oh please!!! too bad
the os doesn't allow for them... so sad...

Oxford

-

5564. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 07:14:43 UTC
From: C Lund <clund@NOSPAMnotam02.no>
Message-ID: <clund-DDF9C7.09144314082003@amstwist00.chello.com>
Source record: 24546
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <392ef116.0308131605.6912c030@posting.google.com>,
darmzunge@yahoo.de (Lord Teviolus) wrote:

> Throw away this shit and buy a PC !

That's like telling somebody to throw away their BMW and buy a Lada.

--
C Lund, www.notam02.no/~clund

5565. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 07:18:06 UTC
From: C Lund <clund@NOSPAMnotam02.no>
Message-ID: <clund-F7D81D.09180614082003@amstwist00.chello.com>
Source record: 24547
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <8MB_a.139718$uu5.19376@sccrnsc04>,
"Trepain" <trepain@trepainnospam.com> wrote:

> Not to feed the trolls... what makes your Mac more capable than a
> windows based
> machine? What can you possibly do that I cannot?

We can get our work done instead of working to get the PC to work. ;)

But seriously, it's not *what* we can do on the mac, it's *how* we can
do it. BMWs and Ladas will both get you where you want to go.

For instance, OS X has apparently *finally* gotten it's first virus:

http://www.lowendmac.com/lite/03/0813.html

But unlike Blaster: "Whatever, the Switchback virus exists, and it's
spreading like molasses in January."

--
C Lund, www.notam02.no/~clund

5566. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 07:20:43 UTC
From: Andreas.Kromke.nospam@gmx.de
Message-ID: <dc0fb4f6.0308132320.23a87868@posting.google.com>
Source record: 24548

Karsten Lï¿½dersen <karsten@kalue.de> wrote in message
news:<bhbs17$1032qk$1@ID-163102.news.uni-berlin.de>...

> If Youï¿½re able to read in german Youï¿½ll find an explanation e.g. here:
> <http://www.mbernstein.de/atari/prog/tos/magic/010108.htm>.

This list is not complete, at least the variables introduced with 6.20
are missing. The commented magx.inf that comes with the MagiC program
is the reference.

I remember that there was a (freeware?) program to manipulate the
"magx.inf" file, but I do not know if this one supports the latest
MagiC version.

5567. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 07:21:48 UTC
From: C Lund <clund@NOSPAMnotam02.no>
Message-ID: <clund-2E58B5.09214814082003@amstwist00.chello.com>
Source record: 24549
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <3qE_a.96061$cF.29970@rwcrnsc53>,
"Trepain" <trepain@trepainnospam.com> wrote:

> I addressed the virus and worm issue. They do exist on the Macintosh.
> It's your own platform

Yeah; we have *one*.

> and it's funny how you apparently were not
> aware of them.

We weren't aware of it because - unlike Blaster - it doesn't go on a
wild rampage throughout the internet.

--
C Lund, www.notam02.no/~clund

5568. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 07:28:19 UTC
From: strings@golden.net
Message-ID: <strings-1408030218300001@as53-01-131.cas-kit.golden.net>
Source record: 24643
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

I use a 10 year old Mac, running System 7.1 at a whopping 25MHz. It came equipped with a DSP on the motherboard, so I can record and edit CD quality stereo sound, record and edit video, use voice commands, connect to an Ethernet network without any additional computer hardware than what came out of the box from Apple.

Now, I have no idea how new your computer is...maybe it CAN do all this???

Now, ready, set, go and Google all that...

Then, you'll come back and tell me I could have all this on a (insert brand name here) PC for less money, but, I won't care because...

I've had no hardware failures. Only maintenance was the PRAM/clock battery which needed to be replaced twice and upping the RAM to run more newer web browsers (MacWeb anyone?). I had no problems with any Y2K stuff, and although you found evidence of Mac virii, etc. I've yet to have one in the 9.5 years I've been online.

The advantage to using this Mac is that it works. People I know who use PC's have not been so lucky. I'd rather get work done than deal with bloated, inefficient software, and often substandard hardware.

Bruce

In article <kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net>, "Trepain" <trepain@trepainnospam.com> wrote:

> www.macvirus.com is a site with Mac related virus information. They do
> exist on the Mac whether you have experienced them or not.
>
> Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
> here you will find quite a few. They also exist.
>
> FIXING YOUR MAC - Solving Common Mac ERRORS -
> http://www.macforce.com/support_cure.php - well I guess Macs have
> errors like any other computer.
>
> So you never really went into specifics. What can YOU do that I
> cannot? What can you do better on your Mac? How many times must I ask
> this?
>
>
> --
> Trepain

> http://www.trepain.com
> !Remove "NOSPAM" from email address to reply!
> "Jim Lee Jr." <peejster01@insightbb.com> wrote in message
> news:BB60565B.BAC%peejster01@insightbb.com...
> > in article 8MB_a.139718$uu5.19376@sccrnsc04, Trepain at
> > trepain@trepainnospam.com wrote on 8/13/03 8:40 PM:
> >
> > > Not to feed the trolls... what makes your Mac more capable than a
> > > Windows based
> > > machine? What can you possibly do that I cannot?
> > >
> > > --
> > > Trepain
> >
> > I do everything on my Mac as I did on the PeeCee, only without
> viruses,
> > worms, Trojan horses, Blue Screens of Death, XPee activation codes,
> > Palladium, Bill Gates' high falooting attitude, etc. By the way, I
> can do
> > things better on my Mac.
> >

5569. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 07:32:04 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <bhfdag$2ij$1@barad-dur.nas.com>
Source record: 24550
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

"Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
news:3f3ad789$0$195$75868355@news.frii.net...
> http://www.flamingmailbox.com/maccomedy/movies/pcshoot.html

heh, it looks like a Compaq being toasted. No matter how much of a PC
advocate somebody is, they really should hate Compaq machines. :)

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

5570. Re: ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 07:46:11 UTC
From: f.szymanski@dmt.de
Message-ID: <674c5603.0308132346.42083f86@posting.google.com>
Source record: 24551

> Where did you find -12V? Directly from a AT PSU? There is no -12V on the
> Falcon motherboard, I used my Nova all the time with just +12V
> connected. Also, there was no +12V on my Nova adapter.

Of course there is both -12V and +12V on the Falcon mainboard. There
were 2 wires on my NOVA adaptor a red one and a black one. Both had to
be connected to the Falcon mainboard.

I have to take a closer look into the manual of my NOVA if you are
interested.

Regards,

Frank

5571. Re: Atari Falcon availability

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 08:29:02 UTC
From: Kai Sch&#65533;lke <kai.schuelke@gmx.net>
Message-ID: <bhfh8q$13m$1@lacerta.tiscalinet.it>
Source record: 24552

----- Original Message -----
From: "Rustynutt" <rustynuttspamblock@hotmail.com>
Newsgroups: comp.sys.atari.st
Sent: Thursday, August 14, 2003 3:53 AM
Subject: Re: Atari Falcon availability

[snip]

> Wow, on the US Ebay site, most Falcons are going for over $400.00
> minimum.
> Thing to watch for with "Euro" Falcons is they output PAL video. Fine
> if you use a VGA monitor, but composite output is not compatible with
> NTSC. Ask anyone that ordered a CLAB Falcon from Europe:) Of course,
> the other is the power requirement.
> Mike

I got my Falcon (new / not used) including a SM 144 for 25 Euro (approx.
$28) from a dealer last month. For the difference you should get a nice
power switch had a new TV ;-)))

Bye

Kai

5572. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 08:36:35 UTC
From: Mike Lee <mldl21624@blueyonder.co.uk>
Message-ID: <qSH_a.5455$Ox6.1753@news-binary.blueyonder.co.uk>
Source record: 24553
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

Hey "Lord Teviolus" let me see if you are smart enough to work this one out.

6, 21, 3, 11, 32, 15, 6, 6, 32, 25, 15, 21, 12, 9, E, 32, 3, 21, 14, 20

Have a nice day.......

Mike.........

--
http://uk.geocities.com/swift240/mikes_page_1.html

"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
news:392ef116.0308131536.2a18ab46@posting.google.com...
> because ATARIs and AMIGAs are crap,so nobody bought them !
>
> Throw away the old crappy computers and get a PC or a Playstation if
> you want to play !
>
> Nobody is interested in these stoneage systems anymore ...
>
> Windows rulz !
>
> Bill Gates rulz !

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.509 / Virus Database: 306 - Release Date: 12/08/2003

5573. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 08:38:50 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB60FAF0.4EF7%derryck@nospam.cix.co.uk.invalid>
Source record: 24554

In article tTv_a.1171$2B6.261147@news.siol.net, Janez Valant at
swe@atari.org wrote on 13/8/03 20:58:

>> The magx.inf file *IS* sufficiently documented. All what people need to do
>> is look in the MAGIC/XTENSION folder at the magx.inf example file and
>> *read*
>
> Good. Having short description in cnf itself is imho best way, but
> separate docs are okay as well.

So what's wrong with copying the fully-documented version of magx.inf over
the cut-down one that you have a problem with?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5574. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 08:38:50 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB60F9C7.4EF6%derryck@nospam.cix.co.uk.invalid>
Source record: 24555

In article pan.2003.08.13.17.43.13.885967@removenoaspam.atari-source.com,
Mark D at mducksub@removenoaspam.atari-source.com wrote on 13/8/03 18:43:

> Okay.... I'm not alone here. MagiC *can* run for a long time for me
> stable, but in practice it does NOT. MiNT on the other hand will very

I guess that you tried the alternative MagiC booter prog?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5575. Re: ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 08:41:09 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bhfhv5ejp1@tyfon.itea.ntnu.no>
Source record: 24556

Frank Szymanski <f.szymanski@dmt.de> wrote:

> Of course there is both -12V and +12V on the Falcon mainboard. There

Where does -12V come from? Not from the PSU, that's for sure.

> were 2 wires on my NOVA adaptor a red one and a black one. Both had to
> be connected to the Falcon mainboard.

Hmm... Are you sure that the black one isn't ground and not -12V?

> I have to take a closer look into the manual of my NOVA if you are
> interested.

Yes, that would be interesting. It's possible that you have a different version/revision of the adapter than me. But my Nova definitely only had one wire, and that was for +12V which isn't available on the Falcon expansion bus.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5576. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 08:51:39 UTC
From: Col Seddon <reply.to.@ny.of.my.messages>
Message-ID: <q0jmjv0vud9qu4jgm726tc69e0tp7mrudl@4ax.com>
Source record: 24557
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

"Phil-on-a-hill" <malcnospam@gothcorp.co.uk> wrote (comp.sys.amiga.games,
Thu, 14 Aug 2003 07:44:24 +0100):
>"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
>news:392ef116.0308131536.2a18ab46@posting.google.com...
>> because ATARIs and AMIGAs are crap,so nobody bought them !
>>
>> Throw away the old crappy computers and get a PC or a Playstation if
>> you want to play !
>>
>> Nobody is interested in these stoneage systems anymore ...
>
>I can't wait for the kids to get back to school....

Don't be like that. It's people like this one that keep the Google abuse
folk in a job. Besides, I think it's kinda funny that this person thinks we
all only have one platform.

--> COL

5577. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 09:36:46 UTC
From: Andreas.Kromke.nospam@gmx.de
Message-ID: <dc0fb4f6.0308140136.4e3b4ee4@posting.google.com>
Source record: 24558

Mark D <mducksub@removenoaspam.atari-source.com> wrote in message news:<pan.2003.08.13.17.43.13.885967@removenoaspam.atari-source.com>...

> Okay.... I'm not alone here. MagiC *can* run for a long time for me
> stable, but in practice it does NOT. MiNT on the other hand will very
> occaisionally hang up but it's usually when I run a very naughty
> application. As a general rule, moving about the system MiNT will NOT
> CRASH EVER. MagiC has crashed on me numerous times copying files. If you
> copy a drive to another drive, around 1gb of data or so, it screws up big
> time.

Unfortunately I have not been using Atari hardware for several years now, and so I cannot tell much about the stability of MagiC on "old" hardware, but with "modern" applications and network. But from my long year experiences I can tell the following:

1.

MagiC on Atari hardware reacts much more critical with hardware problems than TOS/MiNT do. No wonder, because Atari computers were shipped with TOS ROMs, and MiNT usually uses the ROM BIOS. If that BIOS does not work, the computer is supposed to be dead. MagiC comes with its own BIOS, and it usually uses asynchrounous DMA transfers. The first Atari TT I used for development tended to freeze when MagiC's BIOS accessed the SCSI registers. I wasted a lot of time finding the problem that turned out to be hardware related. A new TT (in fact a much, much older one) then worked fine.

2.

The last years of MagiC development on Atari hardware I was using an old TT. In several years I never had any (!) crash, so in practice MagiC on Atari was more stable than Win95. But, of course, I had my set of well behaving applications that were not very hardware related. The same is partially true for MagiCMac and totally true for MagicMacX. The MagiC kernel itself is proven to be very stable, at least with "standard" applications.

3.

Of course MiNT should be much more stable than MagiC, because of its memory protection. Any wrong behaving program can crash MagiC at any time. This is a really big disadvantage of MagiC, und therefore only applications should be used that turned out to be stable.

4.

> The kind of applications I run under MagiC/MiNT include aFTP, CAB 2.8,
> Highwire, Aniplay 2.21, HD-Driver 8.11, and Magxnet.

Here the problem might be. Except Hddriver I have never use any of these applications. It might be that either one of your applications has bugs, or MagiC has bugs that only cause problems with "modern" applications/drivers that make use of features no older applications ever used. What about the stack size? Unfortunately I cannot remember if this was settable in "magx.inf". Maybe the stack size has to be increased to avoid "AES stack overflow" messages.

5.

Regarding the MiNT API: When I created MagiC 5 I tried to support as many MiNT calls as possible. With versions 6 up to 6.20 more and more calls were supported. Unfortunately new features were intruduced to MiNT much quicker than it was possible to rebuild them in MagiC. And many calls like the TTY things would have been very time consuming to port, so that I have never supported them. Too much effort for too little (or no at all) gain, and a single persion cannot compete with a team of worldwide developers working on an open source project.

6.

Regarding open source: As long as I am maintaining MagicMacX, MagiC will not going to be open source. Further, it is unlikely to become open source later, because the source code is nearly 100% assembler und hardly understandable.

7.

Conclusion:

Ten years ago I now would have asked my beta testers about their experiences with magxnet and the above mentioned applications. I would also have installed these drivers/applications and would have created long tests with various configurations. Unfortunately I now do not have the hardware, not the time, no beta testers, and nobody would ever pay me for that work.

So, if problems occur now, the "non-MacOSX"-MagiC users must be either able to find or at least reproduce the problem for themselves. If a suitable bug fix can be derived, I then would be glad to create an update (MagiC 6.20++). But there is not much more I can do, e.g. I will not install and test magxnet.

If one cannot find the problem, he or she is free to use MiNT instead. It surely has advantages over MagiC, is free and open source, and (perhaps?) it is still being maintained.

5578. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 09:39:01 UTC
From: MrJumbles <fauxbrick1@hotmail.com>
Message-ID: <1060853941.895070@grimiore.conceptual.net.au>
Source record: 24559
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

```
i give up..what is it?

"Mike Lee" <mldl21624@blueyonder.co.uk> wrote in message
news:qSH_a.5455$Ox6.1753@news-binary.blueyonder.co.uk...
> Hey "Lord Teviolus" let me see if you are smart enough to work this one
out.
>
> 6, 21, 3, 11, 32, 15, 6, 6, 32, 25, 15, 21, 12, 9, E, 32, 3, 21, 14, 20
>
> Have a nice day.......
>
> Mike.........
>
> --
> http://uk.geocities.com/swift240/mikes_page_1.html
>
> "Lord Teviolus" <darmzunge@yahoo.de> wrote in message
> news:392ef116.0308131536.2a18ab46@posting.google.com...
> > because ATARIs and AMIGAs are crap,so nobody bought them !
> >
> > Throw away the old crappy computers and get a PC or a Playstation if
> > you want to play !
> >
> > Nobody is interested in these stoneage systems anymore ...
> >
> > Windows rulz !
> >
> > Bill Gates rulz !
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.509 / Virus Database: 306 - Release Date: 12/08/2003
>
>
```

5579. ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 09:52:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0308140246590.16240-100000@shell1.aracnet.com>
Source record: 24560
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Link to 8 newly updated Atari Catalogs!

Due to Popular Demand, I'm extending my Christmas in July into August!
This is how it works. Buy the HardWare/Accessories for any Classic Atari
8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with
Games/SoftWare and/or Books/References. You be good to me and I'll be good
to you! The more you spend on HardWare/Accessories, the better I outfit
your system. The more HardWare you buy for your system, the more Software/
Games and/or Books/References you receive! You choose the Atari Hardware
you want to buy and You & I choose the Books/References and/or Software/
Games I'll include in your Order.This will be a good opportunity to renew
lost interest in collecting Atari or building a New Atari system for the
first time. ReLive your Atari Youth! Call Ben anytime at (503)256-9974!!!

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http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5580. Re: ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 10:32:30 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f3b8b5c1db8b61@europe-shareware.org>
Source record: 24564

Hello,

in article <674c5603.0308132346.42083f86@posting.google.com> (comp.sys.atari.st),
Frank Szymanski wrote on Thu 14-08-2003 00:46 (-0700):

> Of course there is both -12V and +12V on the Falcon mainboard. There

Hum... I guess you are messing up 0V and -12V. That's not the same
thing.

Bye,
/Pascal/

5581. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 10:47:54 UTC
From: iq <iq@notreal.co.uk>
Message-ID: <uNJ_a.1141$oy2.8631366@news-text.cableinet.net>
Source record: 24561
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

> "Mike Lee" <mldl21624@blueyonder.co.uk> wrote in message
> news:qSH_a.5455$Ox6.1753@news-binary.blueyonder.co.uk...
> > Hey "Lord Teviolus" let me see if you are smart enough to work this one
> out.
> >
> > 6, 21, 3, 11, 32, 15, 6, 6, 32, 25, 15, 21, 12, 9, E, 32, 3, 21, 14, 20
> >
"MrJumbles" <fauxbrick1@hotmail.com> wrote in message
news:1060853941.895070@grimiore.conceptual.net.au...
> i give up..what is it?
>

It's just the 12, 9, E part that confuses me.

5582. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 10:52:43 UTC
From: Mike Lee <mldl21624@blueyonder.co.uk>
Message-ID: <2SJ_a.7378$Ox6.4666@news-binary.blueyonder.co.uk>
Source record: 24562
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

Yes actualy the "E" should be a "5"

Mike....

--
http://uk.geocities.com/swift240/mikes_page_1.html

"iq" <iq@notreal.co.uk> wrote in message
news:uNJ_a.1141$oy2.8631366@news-text.cableinet.net...
> > "Mike Lee" <mldl21624@blueyonder.co.uk> wrote in message
> > news:qSH_a.5455$Ox6.1753@news-binary.blueyonder.co.uk...
> > > Hey "Lord Teviolus" let me see if you are smart enough to work this
one
> > out.
> > >
> > > 6, 21, 3, 11, 32, 15, 6, 6, 32, 25, 15, 21, 12, 9, E, 32, 3, 21, 14,
20
> > >
> "MrJumbles" <fauxbrick1@hotmail.com> wrote in message
> news:1060853941.895070@grimiore.conceptual.net.au...
> > i give up..what is it?
> >
>
> It's just the 12, 9, E part that confuses me.
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.509 / Virus Database: 306 - Release Date: 12/08/2003

5583. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 11:03:12 UTC
From: Mike Lee <mldl21624@blueyonder.co.uk>
Message-ID: <S%J_a.7521$Ox6.1800@news-binary.blueyonder.co.uk>
Source record: 24563
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

Hey "Lord Teviolus" you will need a crappy Commodore 64 manual for working
it out.....

Mike.....

--
http://uk.geocities.com/swift240/mikes_page_1.html

"Mike Lee" <mldl21624@blueyonder.co.uk> wrote in message
news:2SJ_a.7378$Ox6.4666@news-binary.blueyonder.co.uk...
> Yes actualy the "E" should be a "5"
>
> Mike....
>
> --
> http://uk.geocities.com/swift240/mikes_page_1.html
>
> "iq" <iq@notreal.co.uk> wrote in message
> news:uNJ_a.1141$oy2.8631366@news-text.cableinet.net...
> > > "Mike Lee" <mldl21624@blueyonder.co.uk> wrote in message
> > > news:qSH_a.5455$Ox6.1753@news-binary.blueyonder.co.uk...
> > > > Hey "Lord Teviolus" let me see if you are smart enough to work this
> one
> > > out.
> > > >
> > > > 6, 21, 3, 11, 32, 15, 6, 6, 32, 25, 15, 21, 12, 9, E, 32, 3, 21,
14,
> 20
> > > >
> > "MrJumbles" <fauxbrick1@hotmail.com> wrote in message
> > news:1060853941.895070@grimiore.conceptual.net.au...
> > > i give up..what is it?
> > >
> >
> > It's just the 12, 9, E part that confuses me.
> >
> >
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.509 / Virus Database: 306 - Release Date: 12/08/2003

>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.509 / Virus Database: 306 - Release Date: 12/08/2003

5584. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 12:58:41 UTC
From: Trepain <trepain@trepainnospam.com>
Message-ID: <5IL_a.99826$lt4.48894@rwcrnsc51.ops.asp.att.net>
Source record: 24565
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

I cut and pasted the test below from www.quark.com :

QuarkXPress General FAQ

What is QuarkXPress?

QuarkXPressT software is an easy-to-use, integrated page layout
publishing package. Its powerful interface lets you combine writing,
editing, and typography with color and pictures to produce final paper
output, film output, or Web pages.

QuarkXPress 6 is available for Mac OS X v10.2, Windows XP, and Windows
2000.

This reminds me of the Macintosh fans years ago using their photoshop
argument to try and convince everyone of the superiority of the
platform based on a couple pieces of software.

Fortunately for the Windows users photo Photoshop and Quark are
available on the PC so I don't think the Quark argument is even worth
mentioning. I don't think the original Mac poster knew that.

Here's an interesting article to read -
http://www.digitalvideoediting.com/2002/07_jul/features/cw_macvspc2.ht
m

--
Trepain
http://www.trepain.com
!Remove "NOSPAM" from email address to reply!

"George Graves" <gmgraves@pacbell.net> wrote in message
news:gmgraves-F11431.23202513082003@newssvr21-ext.news.prodigy.com...
> In article <4kE_a.96526$Oz4.23290@rwcrnsc54>,
> "Trepain" <trepain@trepainnospam.com> wrote:
>
> > Every newspaper uses Mac? Interesting. What is the name of this
> > program? I am interested in researching this. It sounds like a
> > farse...
>
> I don't know who said this but it's not true. Not EVERY newspaper
uses
> Macs but MOST Newspapers do (heck, most publishing is done on Macs)

> running QuarkXpress because PC fonts are non-standard and have no
true
> ligatures. Macs also have more reliable PostScript support than do
> Windows machines, but it is possible to publish with Windows, it's
just
> more work for less professional looking results, that's all.
>
> > --
> > Trepain
> > http://www.trepain.com
> > !Remove "NOSPAM" from email address to reply!
> > "Jim DeClercq" <jimd@panix1.panix.com> wrote in message
> > news:bher28$p8b$1@reader2.panix.com...
> > > Well, when a newspaper runs an advertisement for a Macintosh
> > Operator,
> > > they are not looking for someone who knows where the power
switch
> > is.
> > > They are looking for people who know how to use programs used
for
> > setting
> > > newspaper advertisements, which do not run, or do not run well,
on
> > any
> > > other platform, although Atari has a good one of those.
> > >
> > > It seems that the timing requiremts for a GUI were sorted out
around
> > 1984,
> > > and forgotten by everyone but Atari and some models of
Macintosh.
> > >
> > > One has to be pretty thick to not notice bad timing in MicroSlop
> > products.
> > > It has been noted that Microsoft products will all suck until
they
> > start
> > > making vacuum cleaners.
> > >
> > > Jim
> > >
> > >
> > > Trepain <trepain@trepainnospam.com> writes:
> > >
> > > : Not to feed the trolls... what makes your Mac more capable
than a
> > > : windows based
> > > : machine? What can you possibly do that I cannot?
> > >
> > > : --

> > > : Trepain
> > > : http://www.trepain.com
> > > : !Remove "NOSPAM" from email address to reply!
> > > : "Brock McNuggets" <krappe@cableone.net> wrote in message
> > > : news:BB6027A8.25E04%krappe@cableone.net...
> > > : > On 8/13/03 5:05 PM, in article
> > > : > 392ef116.0308131605.6912c030@posting.google.com, "Lord
Teviolus"
> > > : > <darmzunge@yahoo.de> wrote:
> > > : >
> > > : > > Throw away this shit and buy a PC !
> > > : >
> > > : > Thank you for your insight. I have been using a Mac for
years
> > and
> > > : have
> > > : > always greatly preferred them to Win machines (which I also
> > use).
> > > : Until this
> > > : > thought provoking post I always thought Mac was just better.
> > Now I
> > > : see the
> > > : > error in my ways.
> > > : >
> > > : > Thanks. My life has been changed for the better due to your
> > > : knowledge.
> > > : >
> > >
> > >
> > >
> > > --
> > > --
> > > /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> > > \ / ASCII ribbon campaign | I'm a .signature virus!
|
> > > X against HTML mail | Copy me into your
~/.signature|
> > > / \ and postings | to help me spread!
|
> > > .
> > >
> >
> >

5585. Re: Atari 1040stf

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 13:16:21 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f3b375816b9fa6@comcast.net>
Source record: 24566

>Are the old atari games HD installable so I dont have to keep a million
>floppies around? Also where is a good place to find a HD interface for the
>DMA input on the back of the unit? What size HD's can you attach? Anything
>special I should know?
>

Some Atari floppy games are installable on a HD, but most are not.
If you want to play a good that is try Amberstar or most any
Sierra Online games (King's Quest, Leisure Suit Larry).

For the rest of your questions, try Best Electronics. They sell
everything and anything for the Atari line of computers. Their
website is : http://www.best-electronics-ca.com/

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5586. Re: Doom on TT030

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 13:16:21 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f3b375816b9fa7@comcast.net>
Source record: 24568

>installed and played doom on my stock as a rock TT030
>
>it runs like a dog, 4 frames per second. in 2nd biggest size, high detail
>mode, sound is distorted.
>
>I take it there is no software I can run to fix this, I just need more CPU
>horsepower dont I? :P
>

Yes you do. On my Hades060 Doom and other ID games play nice. The
only problem I have is that the game crashes about 5-10 minutes of
play.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5587. Gemvelope

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 13:16:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f3b375816b9fa9@comcast.net>
Source record: 24567

Hello all,

Well I thought things all well and good with Gemvelope, but now I have run into a little snag. At first thing were fine, but now I am getting some weird printing results. First of all I need to have the NVDI driver for my Epson Photo 700 printer set to 360dpi draft. I know it sounds strange, but the resulting print is nice and dark like it should be. If I use the 360dpi Normal mode, the result print is too light. I am thinking that the program is too old and needs an update inorder to print correctly using NVDI.

Like I said things were find at first, now when I print using the 360dpi draft mode, Gemvelope does not print the complete address. It only prints every other line. If I use the Normal mode, then it prints everything. What I am doing is running the envelope through twice which gives me a good result.

I was just wondering if anyone had any ideas. I emailed the author and he said that he does not even own an Atari system anymore.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5588. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 14:27:52 UTC
From: Steve Mackay <steve_mackay@hotmail.com>
Message-ID: <I%M_a.90559$7O4.2056999@twister.rdc-kc.rr.com>
Source record: 24569
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

George Graves wrote:
> In article <3qE_a.96061$cF.29970@rwcrnsc53>,
> "Trepain" <trepain@trepainnospam.com> wrote:
>
>> I addressed the virus and worm issue. They do exist on the
>> Macintosh. It's your own platform and it's funny how you apparently
>> were not aware of them.
>
> Actaully they don't. not on OSX anyway. OTOH, there are literally
> THOUSANDS of Wincrap viruses and worms however.
>
>> I never said you were wrong. YOU have an obvious anger management
>> issue. Is that how you react when someone asks you a non-threatening
>> question? You have a real problem.
>
> My anger managment problem is that I no longer have any tolerance for
> Wintrolls. I don't go to Windows groups screaming that Windows is
> crap, why do you jerks come here? Are you so unsure that your choice
> of platform is best, that you have to bait people using other
> platforms just to make yourself feel superior? The very fact that
> Wintroll post here yell me that it's YOU that has the problems!
>
>> Someone mentioned something to the extent that the Mac could do more
>> and I only asked what a Mac can do that a windows based pc cannot.
>> I am sorry it's such a touchy subject for you...
>>
>> Did I hurt your feelings?
>
> Not hardly.
>
> You Wintrolls come here to this group to tell me that my choice of
> computer is a piece of shit and then expect civility from me? Think
> again, please!

Think AGAIN George? He has yet to start...

>
>
>> Trepain
>> http://www.trepain.com
>> !Remove "NOSPAM" from email address to reply!
>> "George Graves" <gmgraves@pacbell.net> wrote in message
>> news:gmgraves-C22139.20572913082003@news.sf.sbcglobal.net...

>>> In article <8MB_a.139718$uu5.19376@sccrnsc04>,
>>> "Trepain" <trepain@trepainnospam.com> wrote:
>>>
>>>> Not to feed the trolls... what makes your Mac more capable than a
>>>> windows based
>>>> machine? What can you possibly do that I cannot?
>>>
>>> It's not so much "what" as it is "how."
>>>
>>> I can do anything with my Mac that you can do with your PC, but I
>>> can do it without:
>>>
>>> Daily security patches
>>> Weekly Viruses and Worms
>>> Microsoft 'Spy Ware'
>>> WindBlows operating system.
>>> And therein lies all the difference I need. And who the fuck are
>>> you to come here and try to tell me that I'm wrong?
>>>
>>>
>>>> --
>>>> Trepain
>>>> http://www.trepain.com
>>>> !Remove "NOSPAM" from email address to reply!
>>>> "Brock McNuggets" <krappe@cableone.net> wrote in message
>>>> news:BB6027A8.25E04%krappe@cableone.net...
>>>>> On 8/13/03 5:05 PM, in article
>>>>> 392ef116.0308131605.6912c030@posting.google.com, "Lord Teviolus"
>>>>> <darmzunge@yahoo.de> wrote:
>>>>>
>>>>>> Throw away this shit and buy a PC !
>>>>>
>>>>> Thank you for your insight. I have been using a Mac for years
>>>>> and have always greatly preferred them to Win machines (which I
>>>>> also use). Until this thought provoking post I always thought Mac
>>>>> was just better. Now I see the error in my ways.
>>>>>
>>>>> Thanks. My life has been changed for the better due to your
>>>>> knowledge.

5589. 3.5" DSDD diskettes

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 14:31:39 UTC
From: "Glen G." <glenatacme@aol.com>
Message-ID: <01c36270$a4029e00$6c8f4f3f@thegoodw>
Source record: 24570

Hi --

I have a number of old computers which require 3.5" DSDD diskettes and recently had an opportunity to purchase some of them (more than I will ever use, but I had to purchase the entire lot). A friend suggested that I post to a few Usenet groups pertaining to machines which have the same requirements -- somebody else probably could use some of these, too.

Here are the details:

Retail 10-diskette boxes, Certron brand, shrinkwrapped, inner plastic sleeve, labels included. Look and act just like brand new. I opened a couple of boxes and formatted half a dozen diskettes without incident.

They're packed in a couple of different-sized cartons: 10-box and 42-box. The 10-box cartons weigh 4 pounds, while the 42-boxers weigh 22 pounds. I'm in Orlando, Florida, zip code 32810, USA, if you want to get some idea of the shipping cost. I'd prefer to ship by UPS but will send by USPS if requested. Cost: $1 per 10-diskette box, minimum 10-box order (one 10-box carton).

I'll ship them from my company address, so I can accept VISA, MasterCard, American Express, or Discover. If you have another payment option in mind, please let me know.

If you want in on this deal, please send a note to glenatacme@aol.com or acme@ao.net. I'll reply privately and if you're in the USA I'll include my toll-free number so you can call and we can discuss the details.

BTW I'll be happy to ship internationally.

Any questions drop me a note at one of the addresses mentioned above.

Later --

Glen Goodwin
ACME Enterprises of Orlando
Orlando, Florida USA

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

5590. NOTATOR COMBINER

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 14:36:07 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <r7N_a.25$Ng.43794@kent.svc.tds.net>
Source record: 24571

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2551440438&category=38071
&rd=1

5591. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 14:39:58 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <2bN_a.26$Ng.43821@kent.svc.tds.net>
Source record: 24572
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

Wrong.

"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
news:392ef116.0308131536.2a18ab46@posting.google.com...
> because ATARIs and AMIGAs are crap,so nobody bought them !
>
> Throw away the old crappy computers and get a PC or a Playstation if
> you want to play !
>
> Nobody is interested in these stoneage systems anymore ...
>
> Windows rulz !
>
> Bill Gates rulz !

5592. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 14:44:44 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3F3BA09F.8A6E039D@tampabay.rr.com>
Source record: 24573
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

George Graves wrote:

> You Wintrolls come here to this group

Umm... You DO realize that this message was CROSSPOSTED to several
groups including the Atari ST group? But as a Mac user, I'm sure you
were smart enough to realize that. Silly me.

--
Gregory D. George

Email: http://www.ataritimes.com/email

```
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
= ATARI ATARI =
- DO+THE Buy Something Atari Today! HYPAT? -
= MATH http://www.ataritimes.com/store =
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

5593. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 14:52:55 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.14.14.52.55.618470@removenoaspam.atari-source.com>
Source record: 24574

On Thu, 14 Aug 2003 09:38:50 +0100, Derryck Croker wrote:

> In article pan.2003.08.13.17.43.13.885967@removenoaspam.atari-source.com,
> Mark D at mducksub@removenoaspam.atari-source.com wrote on 13/8/03 18:43:
>
>> Okay.... I'm not alone here. MagiC *can* run for a long time for me
>> stable, but in practice it does NOT. MiNT on the other hand will very
>
> I guess that you tried the alternative MagiC booter prog?

Hrmm.. I believe I used magxboot on the mega ste and magxbo32.prg on the
TT and Falcon. I've tried others. On the Falcon now I must use the CT60
magxboot.

Thanks,
Mark
http://atari-source.com

5594. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 15:27:29 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fzoyp1.cqk9yz1l05onaN%NOSPAMS@wanadoo.fr>
Source record: 24575

Andreas Kromke <Andreas.Kromke.nospam@gmx.de> wrote:

> 6.
>
> Regarding open source: As long as I am maintaining MagicMacX, MagiC
> will not going to be open source. Further, it is unlikely to become
> open source later, because the source code is nearly 100% assembler
> und hardly understandable.

It's not a problem. I know a crasy people who prefer write bigs programs
(binary more than 600KB) in 100% assembler.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5595. Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 15:34:31 UTC
From: julianwolfe@earthlink.net
Message-ID: <de454671.0308140734.3ba8c2d6@posting.google.com>
Source record: 24576

Okay, I don't post very often, but I think I have a right to complain at this point because I *am* active in giving feedback to Atari developers;

To those of you who wish to fight about MiNT vs MagiC, realize a few facts here, regardless of what you prefer:

- MagiC is a commercial product, one of the few left for Atari systems. The less commercial developers we have, the more our community shrinks. This is bad, no matter which side of the fence you're on.

- Magic runs on 68000 machines, and MiNT does not. This is a problem, as there are MANY 68000 users out there who still use Atari on an everyday basis. I am one of those...I have a Mega/STE with 4MB RAM, and I run MagiC/NVDI. I don't have a choice. Deny MagiC users a say in things, and your community shrinks again. And again, a bad thing.

- MiNT is a wonderful OS. It does many things that MagiC does not. It's stable, regardless of what many people say, and the fact is, it's updated a helluva lot more often. It IS compatible with most GEM apps.

- Atari hardware is as varied as there are numbers of Atari systems out there. Your system may work better with MagiC or MiNT or whatever, and it might just be the hardware. I've had one falcon blow up all the time running MiNT, and onther runs fine...and vice versa with MagiC. It was documented that there were at least 3 revisions of the TT030 board during its production, so this is not a surprising fact.

My point in all of this is that we can't let this separate us as a community...it only makes people who really don't care about what you're running leave the Atari scene that much faster, if all they see is fighting.

Anyways...peace, Atarians!

-Julian Wolfe,

Suburban Chicago ATarians, Illinois USA

5596. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 15:35:38 UTC
From: Trepain <trepain@trepainnospam.com>
Message-ID: <e%N_a.2450$2x.251@rwcrnsc52.ops.asp.att.net>
Source record: 24578
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

F*CK is the only thing I could make out...

--
Trepain
http://www.trepain.com
!Remove "NOSPAM" from email address to reply!
"Mike Lee" <mldl21624@blueyonder.co.uk> wrote in message
news:qSH_a.5455$Ox6.1753@news-binary.blueyonder.co.uk...
> Hey "Lord Teviolus" let me see if you are smart enough to work this
one out.
>
> 6, 21, 3, 11, 32, 15, 6, 6, 32, 25, 15, 21, 12, 9, E, 32, 3, 21,
14, 20
>
> Have a nice day.......
>
> Mike.........
>
> --
> http://uk.geocities.com/swift240/mikes_page_1.html
>
> "Lord Teviolus" <darmzunge@yahoo.de> wrote in message
> news:392ef116.0308131536.2a18ab46@posting.google.com...
> > because ATARIs and AMIGAs are crap,so nobody bought them !
> >
> > Throw away the old crappy computers and get a PC or a Playstation
if
> > you want to play !
> >
> > Nobody is interested in these stoneage systems anymore ...
> >
> > Windows rulz !
> >
> > Bill Gates rulz !
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.509 / Virus Database: 306 - Release Date: 12/08/2003
>
>

5597. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 15:44:47 UTC
From: julianwolfe@earthlink.net
Message-ID: <de454671.0308140744.2c5db380@posting.google.com>
Source record: 24579
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

You know, Ben, you really should take some business classes and learn
better advertising. All you're doing here is pissing people
off...it's sort of like having popups on Usenet. Also, you really
need to take PayPal if you're running a web business. It's essential
these days.

Oh, your web site really could use a redesign too...perhaps an online
ordering system of some kind?

Honestly, these are only some of several reasons why I have not done
business with you in the past. If you stop/fix some of these things,
perhaps I (and others) will see you as a viable Atari source in the
future.

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0308140246590.16240-100000@shell1.aracnet.com>...
> http://BensCatalogs.Atari.org Link to 8 newly updated Atari Catalogs!
>
> Due to Popular Demand, I'm extending my Christmas in July into August!
> This is how it works. Buy the HardWare/Accessories for any Classic Atari
> 8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with
> Games/SoftWare and/or Books/References. You be good to me and I'll be good
> to you! The more you spend on HardWare/Accessories, the better I outfit
> your system. The more HardWare you buy for your system, the more Software/
> Games and/or Books/References you receive! You choose the Atari Hardware
> you want to buy and You & I choose the Books/References and/or Software/
> Games I'll include in your Order.This will be a good opportunity to renew
> lost interest in collecting Atari or building a New Atari system for the
> first time. ReLive your Atari Youth! Call Ben anytime at (503)256-9974!!!
>
> http://www.aracnet.com/~atari/specials.htm Atari Specials!
> http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
> http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
> http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
> http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>

> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5598. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 16:33:42 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <IZN_a.1205$2B6.265830@news.siol.net>
Source record: 24577

Derryck Croker wrote:

> In article tTv_a.1171$2B6.261147@news.siol.net, Janez Valant at
> swe@atari.org wrote on 13/8/03 20:58:
>
>>> The magx.inf file *IS* sufficiently documented. All what people need to
>>> do is look in the MAGIC/XTENSION folder at the magx.inf example file and
>>> *read*
>>
>> Good. Having short description in cnf itself is imho best way, but
>> separate docs are okay as well.
>
> So what's wrong with copying the fully-documented version of magx.inf over
> the cut-down one that you have a problem with?

Um nothing.. I didnt have probs btw.. There was a discussion bout magx.inf and i only propsed to use documented cnf as main... Or make one since i wasnt aware of the one in extension folder.. That was plain, friendly proposal, and i dont see why im blamed now.. Or just because im MiNTer?

5599. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 16:52:12 UTC
From: iq <iq@notreal.co.uk>
Message-ID: <07P_a.1446$Pm5.10535109@news-text.cableinet.net>
Source record: 24581
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

"Trepain" <trepain@trepainnospam.com> wrote in message
news:e%N_a.2450$2x.251@rwcrnsc52.ops.asp.att.net...
> F*CK is the only thing I could make out...

32 = space

5600. Atari 800 swap

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 17:44:10 UTC
From: grannygrove@hotmail.com
Message-ID: <ee058627.0308140944.4048dc9d@posting.google.com>
Source record: 24582

http://www.mini-itx.com/projects/atari800/

If only a new Falcon mobo such as this existed.....

5601. Re: Atari 1040stf

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 17:49:04 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bhgi2ggbr1@thorium.cix.co.uk>
Source record: 24583

In message <Fzg_a.81182$ib2.19888829@twister.neo.rr.com>, teoz@neo.rr.com said:

>I was hoping there was a utility like on the amiga that makes floppy games
>work on a hard drive.

I think the main problem is that, due to piracy, many commercial
games used some form of protection on the floppy, which can't
easily be copied to the hard drive. (Many games don't have a
normal directory sector, and others use strange formatting which
normal copy processes won't handle). With games that use password
references in the manual or similar, as well as cracked or
unprotected games, OTOH, they should mostly run off a hard drive,
I believe - certainly I have some that do.

Regards, /Peter/

5602. FS: Falcon and STe

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 18:01:32 UTC
From: jonny_morrisuk@yahoo.co.uk
Message-ID: <f6895097.0308141001.58e0ed3f@posting.google.com>
Source record: 24584
Cross-posted to: rec.music.makers.marketplace,comp.sys.atari.st

Hi

I have been thinking of selling this for a while now, so here goes...
I have a 4MB Atari Falcon for sale, comes with the following:

Multisync monitor
Box of floppies (backups, games, software etc)
A few items of boxed utility software, TruePaint etc and games
Videlity (resolution enhancer), NVDI accelerater, BlowUp, and other
goodies
540MB external Quantum Fireball hard drive + scsi lead
500MB internal hard drive
Mouse, jaguar joypad, joystick

Aside from the internal hard drive and external devices, this falcon
has not been upgraded.

It's been a while since I used it properly so there's probably a lot
more that I'll be able to add to the list. I can post it anywhere in
the UK (I live in Scarborough) but obviously this will cost a bit
extra (probably around 20-30 UKP), or personal collection is fine.

I also have a 4MB Atari STe for sale with Cubase, and:
External 120MB hard drive with TheLink
Multisync monitor (same type as Falcon one)
Lots of disks & boxed games, serious software etc.
mouse, joystick, other goodies.

I am selling this one on behalf of my brother who lives in York.

Any serious offers please let me know via email, and I'll try to
compile a complete list of things that I have to sell with them.
Thanks.

I may be tempted to split parts of it if the price is right... ;)
That doesn't include essential things like mice or device cables,
sorry!

5603. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 18:17:22 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0308141017.3150bc2c@posting.google.com>
Source record: 24585

Andreas.Kromke.nospam@gmx.de (Andreas Kromke) wrote in message
news:<dc0fb4f6.0308140136.4e3b4ee4@posting.google.com>...

> Conclusion:
>
> Ten years ago I now would have asked my beta testers about their
> experiences with magxnet and the above mentioned applications. I would
> also have installed these drivers/applications and would have created
> long tests with various configurations. Unfortunately I now do not
> have the hardware, not the time, no beta testers, and nobody would
> ever pay me for that work.
>
> So, if problems occur now, the "non-MacOSX"-MagiC users must be either
> able to find or at least reproduce the problem for themselves. If a
> suitable bug fix can be derived, I then would be glad to create an
> update (MagiC 6.20++). But there is not much more I can do, e.g. I
> will not install and test magxnet.
>
> If one cannot find the problem, he or she is free to use MiNT instead.
> It surely has advantages over MagiC, is free and open source, and
> (perhaps?) it is still being maintained.

So, does this mean you are not planning on upgrading or further
maintaining the Atari version of Magic? Maybe I'm just
misinterpreting. Anyway, what about the possibility of making a port
of the Magic GUI to Mint? As you say, Mint has its advantages over
Magic, and is very stable. Unfortunately, the GUI's on Mint aren't
nearly as nice as Magic's GUI. I would pay for Magic all over again to
have it be able to run on the Mint kernal! That would be the ultimate
update, as far as I'm concerned!

Mike Freeman
mail@freeman-studio.com

5604. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 19:51:50 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.14.19.51.50.835706@removenoaspam.atari-source.com>
Source record: 24586

On Wed, 13 Aug 2003 22:55:32 +0100, BonnyBum wrote:

>
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:bhbe4n$g5d$1@sparta.btinternet.com...
>> Yo!, "R.Spanger"
>
> the rest is too disgusting to mention, needless to say Mr Sweet has been
> duly reported for abuse and copies sent to btopenworld.com
> he will no doubt get another and still persist with this discusting
> American type of insult that does him no favours

Don't make me go American on your ass.

Mark
http://atari-source.com

5605. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 19:53:29 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.14.19.53.29.589144@removenoaspam.atari-source.com>
Source record: 24587

On Tue, 12 Aug 2003 15:44:47 -0700, Owen Nelson wrote:

> Based on the offers you gotten in this thread, I'd say there IS a
> market.
> At this point I'd also like to add that I'm interested in either of
> them as long as they have midi ports.
> I have an STe back home in Scotland (part of a home studio), but have
> had to survive without since I moved to the states for my studies. A
> portable atari system would be a dream come true.
> On a side note - if anyone can tell me how to get my hands on a
> Falcon, please drop me a line. I haven't seen any on eBay. Ever.

There's one listed on ebay RIGHT NOW.

Currently $231.99. Just search "atari falcon" "falcon030" is usually a
bad search term.

Mark
http://atari-source.com

5606. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 20:11:57 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.14.20.11.57.237600@removenoaspam.atari-source.com>
Source record: 24588

On Thu, 14 Aug 2003 08:34:31 -0700, Julian Wolfe wrote:

> My point in all of this is that we can't let this separate us as a
> community...it only makes people who really don't care about what
> you're running leave the Atari scene that much faster, if all they see
> is fighting.
>

You're very right. In my posts I never question the validity of MagiC as a useful system. As a 68K based machine with limited RAM, MagiC is the only viable target OS, and a damn good one at that!.
As such applications developers should focus on supporting those old machines in mono mode at least. My point was that on more modern hardware and atari systems of the future, MagiC is going to become less and less useful. At some point depending on the application support will have to not be given. If I write an application, what features do I omit to make the application still useable on an older system. Do I do two different builds? Double the work? Or do I support my own hardware. The result of those questions is why applications like MyMail are great but are completely unuseable on slow systems. But it's a mail client. Shouldn't it be?

These are the discussions you end up getting into. Problem is that there isn't many developers that still run in ST high on an ST/e. Developers are addicts and graduate to fast clones or accelerated machines in a lot of cases. The result is that the mono machines running MagiC only might get less attention.

And what about cases like ARAnyM? Do you focus on supporting MagiC at all? What if it's a major pain. The only thing I wanted to address was my issues that on nearly every piece of atari hardware I own, MagiC unfortunately is a bit unstable for me. But yeah.. <3 your ataris well.. and hug MiNT and MagiC too. They're both great.

Mark
http://atari-source.com

5607. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 20:18:52 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.14.20.18.51.654907@removenoaspam.atari-source.com>
Source record: 24589

On Thu, 14 Aug 2003 08:44:47 -0700, Julian Wolfe wrote:

> You know, Ben, you really should take some business classes and learn
> better advertising. All you're doing here is pissing people
> off...it's sort of like having popups on Usenet. Also, you really
> need to take PayPal if you're running a web business. It's essential
> these days.
>
> Oh, your web site really could use a redesign too...perhaps an online
> ordering system of some kind?
>
> Honestly, these are only some of several reasons why I have not done
> business with you in the past. If you stop/fix some of these things,
> perhaps I (and others) will see you as a viable Atari source in the
> future.
>

While this may be as constructive as your stop fighting about MagiC/MiNT discussion, this has all been tried before and is pointless. You either live with him or publicly bitch. He will NOT CHANGE. I'd venture to say he's incapable of it, but I don't buy that at all. He actually considers the bitching to be the best free advertising. Negative press isn't good advertising. He just doesn't get that. Of course what other dealer incessantly posts "Hey I'm broke, PLEASE buy stuff". Gee I wonder why nobody is buying stuff!? Doesn't take a rocket scientist to do a bit of market trend analysis and realize that people bitching about your methods is a bad thing. But anyway, I digress. Like I said, he won't change anything unless it involves typing 3 letters into the keyboard.

He also doesn't understand that the reason people bitch instead of killfiling him is because they know he could be a valuable resource to the community. Instead he's an annoying one. But then so am I ;)

Mark
http://atari-source.com

5608. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 20:21:04 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.14.20.21.04.130852@removenoaspam.atari-source.com>
Source record: 24590

On Thu, 14 Aug 2003 18:33:42 +0200, Janez Valant wrote:

> Um nothing.. I didnt have probs btw.. There was a discussion bout
> magx.inf and i only propsed to use documented cnf as main... Or make one
> since i wasnt aware of the one in extension folder.. That was plain,
> friendly proposal, and i dont see why im blamed now.. Or just because im
> MiNTer?

You're an evil evil MiNTer, swe ;-)

Mark
http://atari-source.com

5609. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 20:21:58 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.14.20.21.58.866565@removenoaspam.atari-source.com>
Source record: 24591

On Thu, 14 Aug 2003 17:27:29 +0200, Didier Mï¿½quignon wrote:

> Andreas Kromke <Andreas.Kromke.nospam@gmx.de> wrote:
>
>> 6.
>>
>> Regarding open source: As long as I am maintaining MagicMacX, MagiC
>> will not going to be open source. Further, it is unlikely to become
>> open source later, because the source code is nearly 100% assembler
>> und hardly understandable.
>
> It's not a problem. I know a crasy people who prefer write bigs programs
> (binary more than 600KB) in 100% assembler.
>
> Regards,
>
> Didier.

Isn't that you? ;-) I thought aniplayer was nearly all assembler. And
aniplayer is no small prog!

Mark
http://atari-source.com

5610. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 20:48:40 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.14.20.48.38.26080@removenoaspam.atari-source.com>
Source record: 24592

On Thu, 14 Aug 2003 02:36:46 -0700, Andreas Kromke wrote:

> Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:<pan.2003.08.13.17.43.13.885967@removenoaspam.atari-source.com>...
>
>> Okay.... I'm not alone here. MagiC *can* run for a long time for me
>> stable, but in practice it does NOT. MiNT on the other hand will very
>> occaisionally hang up but it's usually when I run a very naughty
>> application. As a general rule, moving about the system MiNT will NOT
>> CRASH EVER. MagiC has crashed on me numerous times copying files. If you
>> copy a drive to another drive, around 1gb of data or so, it screws up big
>> time.
>
> Unfortunately I have not been using Atari hardware for several years
> now, and so I cannot tell much about the stability of MagiC on "old"
> hardware, but with "modern" applications and network. But from my long
> year experiences I can tell the following:
>
> 1.
>
> MagiC on Atari hardware reacts much more critical with hardware
> problems than TOS/MiNT do. No wonder, because Atari computers were
> shipped with TOS ROMs, and MiNT usually uses the ROM BIOS. If that
> BIOS does not work, the computer is supposed to be dead. MagiC comes
> with its own BIOS, and it usually uses asynchrounous DMA transfers.
> The first Atari TT I used for development tended to freeze when
> MagiC's BIOS accessed the SCSI registers. I wasted a lot of time
> finding the problem that turned out to be hardware related. A new TT
> (in fact a much, much older one) then worked fine.
>

I accept this as the culprit for some of my problems, but I have tried on
2 TT030's, 1 Falcon, MagiCPC demo, 3 Mega STe's and 2 1040STf's. In some
situations MagiC runs generally fine. In case of my primary Mega STe,
both TT's, and Falcon, MagiC will crash hard occaisionally. Even when
just working under Magxdesk. MagiC not using TOS is part of what makes it
so fast, especially in the disk IO department.

> 2.
>
> The last years of MagiC development on Atari hardware I was using an
> old TT. In several years I never had any (!) crash, so in practice
> MagiC on Atari was more stable than Win95. But, of course, I had my
> set of well behaving applications that were not very hardware related.
> The same is partially true for MagiCMac and totally true for

> MagicMacX. The MagiC kernel itself is proven to be very stable, at
> least with "standard" applications.
>

Yes, I tend to believe it's AES or disk IO related problems that I have.
I believe that's where the fault is introduced. I notice a large number
of crashes for me are on application startups. Even aniplayer has crashed
for me a couple times on some machines. Aniplayer is well written ;-)
In previous times I used to have major filesystem corruption problems.
Those problems are long gone these days for some reason or another.

> 3.
>
> Of course MiNT should be much more stable than MagiC, because of its
> memory protection. Any wrong behaving program can crash MagiC at any
> time. This is a really big disadvantage of MagiC, und therefore only
> applications should be used that turned out to be stable.
>

Ah but I thought MagiC had a form of memory protection that protects the
kernel at least. Yet nearly every time I have an applications crash it
ends up taking the entire system along with it. I run MiNT in unprotected
mode. Perhaps I was wrong on this point.

> 4.
>
>> The kind of applications I run under MagiC/MiNT include aFTP, CAB 2.8,
>> Highwire, Aniplay 2.21, HD-Driver 8.11, and Magxnet.
>
> Here the problem might be. Except Hddriver I have never use any of
> these applications. It might be that either one of your applications
> has bugs, or MagiC has bugs that only cause problems with "modern"
> applications/drivers that make use of features no older applications
> ever used. What about the stack size? Unfortunately I cannot remember
> if this was settable in "magx.inf". Maybe the stack size has to be
> increased to avoid "AES stack overflow" messages.
>

The problem may also be that I tend to use the computer differently then
most people. MagiC seems to work quite well if you do things slowly, or
in serial order. I tend to open up 5 applications and move in and out
between them with stuff going on in the background. Even on a 4 meg STe.
It's just how I am ;-) I don't think I ever receive AES stack overflow
messages, mainly just "SYSTEM HALTED" in german. Or maybe it's gemsys
error. Can't remember for sure but I can start using MagiC for a bit
again to see. On my Falcon, when the system halted shows there always
seem to be a few bytes of screen memory displaying to the upper left hand
portion of the screen that get destroyed.

> 5.
>
> Regarding the MiNT API: When I created MagiC 5 I tried to support as

> many MiNT calls as possible. With versions 6 up to 6.20 more and more
> calls were supported. Unfortunately new features were intruduced to
> MiNT much quicker than it was possible to rebuild them in MagiC. And
> many calls like the TTY things would have been very time consuming to
> port, so that I have never supported them. Too much effort for too
> little (or no at all) gain, and a single persion cannot compete with a
> team of worldwide developers working on an open source project.
>

This was the impression that I was under, so I wasn't wrong on that. And
you can be as humble as you like, but you have competed with MiNT for a
long time. Even after MagiC development stops and may or may not be
considered for all intents and purposes abandoned, people are still very
animate about use and support of MagiC. It's a great system, with great
ideals. You are a fantastic programmer.

> 6.
>
> Regarding open source: As long as I am maintaining MagicMacX, MagiC
> will not going to be open source. Further, it is unlikely to become
> open source later, because the source code is nearly 100% assembler
> und hardly understandable.
>

I've been meaning to look into MagiCMacX but for me, Macs are just too
expensive to justify. My girlfriend has a powerbook g4 I could try the
demo on if one exists ;-)

> 7.
>
> Conclusion:
>
> Ten years ago I now would have asked my beta testers about their
> experiences with magxnet and the above mentioned applications. I would
> also have installed these drivers/applications and would have created
> long tests with various configurations. Unfortunately I now do not
> have the hardware, not the time, no beta testers, and nobody would
> ever pay me for that work.
>

I couldn't pay you much but I could pay. I think a lot of people around
here would pay into a pool that pays you for your time. Set an hourly
rate and whomever would like to see you spend some time working on his
problem can pay money in and you'll work with him for that time. Sounds
like a good plan for me. I can also send you a TT030 I might end up not
using. But you should get a Falcon with CT60. They're REALLY neat.

As for the time, I think everyone is right there with you. I don't have
much time for Atari stuff anymore either :-/ Everyone has to focus on the
work that pays the bills, that's how life is.

> So, if problems occur now, the "non-MacOSX"-MagiC users must be either
> able to find or at least reproduce the problem for themselves. If a
> suitable bug fix can be derived, I then would be glad to create an
> update (MagiC 6.20++). But there is not much more I can do, e.g. I
> will not install and test magxnet.
>

My problem is that the problem is so intermittent and random I would never ever be able to reproduce it. As I said previously, for me it just seems like an "inherent problem in MagiC". Perhaps it's not and there's a specific app but I don't know. Sometimes I even have probs with MagiC crashing on bootup. Only turning the machine off for a bit seems to calm it down. Maybe memory stuff is not quite right. I'm going to very closely install a plain MagiC 6.10 installation and update it to MagiC 6.20 english according to DDP instructions and see what results. Maybe things will be better.

> If one cannot find the problem, he or she is free to use MiNT instead.
> It surely has advantages over MagiC, is free and open source, and
> (perhaps?) it is still being maintained.

Advantages for newer better systems, but surely a vast portion of current atari users are still using ST/e's. MagiC is the only good choice for them.

To close, I must compliment you on the amazing work you've done for the Atari world with MagiC. It seriously is an honor to write this to you. I may bitch up a storm but I only get upset about things I like/care about. In fact if I ever try to show off an Atari system to friends I will always use MagiC, because it looks better, feels faster, and has a fantastic AES. But think about the development fund thing. I think there's a lot of people here that would be willing to contribute a LOT of money to the ideals of writing an AES using MagiC's AES code for MiNT. I myself could justify at least $500USD, as long as the end product is free to distribute even if not open source. I know at very least I could do $100USD right away.

Thanks,
Mark
http://atari-source.com

5611. Re: University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 20:50:15 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.14.20.50.15.906233@removenoaspam.atari-source.com>
Source record: 24593

On Wed, 13 Aug 2003 11:45:10 +0200, Dennis Vermeire wrote:

> From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
> Date: Mon, 11 Aug 2003 17:36:52 +0200
>
> Hi Jos,
>
>>Papyrus can import and export Word files. Texel is Excel compatibel, when
>>saved in an older Excel format.
>
> Since when can Papyrus export/save files in Word format? Let's hope it does a
> better job at exporting them then importing...
>
> Cheers from Belgium
> Dennis

Tee hee, surely calamus could import and export Word format? But that's
not so much of a word processor as it is a DTP application is it?

Mark
http://atari-source.com

5612. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 20:57:28 UTC
From: George Graves <gmgraves@pacbell.net>
Message-ID: <gmgraves-B35A59.14570014082003@newssvr13-ext.news.prodigy.com>
Source record: 24594
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <5IL_a.99826$It4.48894@rwcrnsc51.ops.asp.att.net>,
"Trepain" <trepain@trepainnospam.com> wrote:

> I cut and pasted the test below from www.quark.com :
>
> QuarkXPress General FAQ
>
> What is QuarkXPress?
>
> QuarkXPressT software is an easy-to-use, integrated page layout
> publishing package. Its powerful interface lets you combine writing,
> editing, and typography with color and pictures to produce final paper
> output, film output, or Web pages.
>
> QuarkXPress 6 is available for Mac OS X v10.2, Windows XP, and Windows
> 2000.
>
> ---
>
> This reminds me of the Macintosh fans years ago using their photoshop
> argument to try and convince everyone of the superiority of the
> platform based on a couple pieces of software.
>
> Fortunately for the Windows users photo Photoshop and Quark are
> available on the PC so I don't think the Quark argument is even worth
> mentioning. I don't think the original Mac poster knew that.

Learn to read more carefully please. I didn't say that newspapers and
publishers use Macs because of QuarkXpress, I said that they used Macs
RUNNING QuarkXpress because PC's have NON-STANDARD font metrics and NO
TRUE LIGATURES in their typefaces, and because Macs work more reliably
with PostScript than do PCs.

> Here's an interesting article to read -
> http://www.digitalvideoediting.com/2002/07_jul/features/cw_macvspc2.ht
> m
>
> --
> Trepain
> http://www.trepain.com
> !Remove "NOSPAM" from email address to reply!
>
> "George Graves" <gmgraves@pacbell.net> wrote in message

> news:gmgraves-F11431.23202513082003@newssvr21-ext.news.prodigy.com...
> > In article <4kE_a.96526$Oz4.23290@rwcrnsc54>,
> > "Trepain" <trepain@trepainnospam.com> wrote:
> >
> > > Every newspaper uses Mac? Interesting. What is the name of this
> > > program? I am interested in researching this. It sounds like a
> > > farse...
> >
> > I don't know who said this but it's not true. Not EVERY newspaper
> uses
> > Macs but MOST Newspapers do (heck, most publishing is done on Macs)
> > running QuarkXpress because PC fonts are non-standard and have no
> true
> > ligatures. Macs also have more reliable PostScript support than do
> > Windows machines, but it is possible to publish with Windows, it's
> just
> > more work for less professional looking results, that's all.
> >
> > > --
> > > Trepain
> > > http://www.trepain.com
> > > !Remove "NOSPAM" from email address to reply!
> > > "Jim DeClercq" <jimd@panix1.panix.com> wrote in message
> > > news:bher28$p8b$1@reader2.panix.com...
> > > > Well, when a newspaper runs an advertisement for a Macintosh
> > > Operator,
> > > > they are not looking for someone who knows where the power
> switch
> > > is.
> > > > They are looking for people who know how to use programs used
> for
> > > setting
> > > > newspaper advertisements, which do not run, or do not run well,
> on
> > > any
> > > > other platform, although Atari has a good one of those.
> > > >
> > > > It seems that the timing requiremts for a GUI were sorted out
> around
> > > 1984,
> > > > and forgotten by everyone but Atari and some models of
> Macintosh.
> > > >
> > > > One has to be pretty thick to not notice bad timing in MicroSlop
> > > products.
> > > > It has been noted that Microsoft products will all suck until
> they
> > > start
> > > > making vacuum cleaners.
> > > >

> > > > Jim
> > > >
> > > >
> > > > Trepain <trepain@trepainnospam.com> writes:
> > > >
> > > > : Not to feed the trolls... what makes your Mac more capable
> than a
> > > > : windows based
> > > > : machine? What can you possibly do that I cannot?
> > > >
> > > > : --
> > > > : Trepain
> > > > : http://www.trepain.com
> > > > : !Remove "NOSPAM" from email address to reply!
> > > > : "Brock McNuggets" <krappe@cableone.net> wrote in message
> > > > : news:BB6027A8.25E04%krappe@cableone.net...
> > > > : > On 8/13/03 5:05 PM, in article
> > > > : > 392ef116.0308131605.6912c030@posting.google.com, "Lord
> Teviolus"
> > > > : > <darmzunge@yahoo.de> wrote:
> > > > : >
> > > > : > > Throw away this shit and buy a PC !
> > > > : >
> > > > : > Thank you for your insight. I have been using a Mac for
> years
> > > and
> > > > : have
> > > > : > always greatly preferred them to Win machines (which I also
> > > use).
> > > > : Until this
> > > > : > thought provoking post I always thought Mac was just better.
> > > Now I
> > > > : see the
> > > > : > error in my ways.
> > > > : >
> > > > : > Thanks. My life has been changed for the better due to your
> > > > : knowledge.
> > > > : >
> > > >
> > > >
> > > >
> > > >
> > > > --
> > > > --
> > > > /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> > > > \ / ASCII ribbon campaign | I'm a .signature virus!
> |
> > > > X against HTML mail | Copy me into your
> ~/.signature|
> > > > / \ and postings | to help me spread!
> |

> > > > .
> > > >
> > >
> > >
>
>

5613. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 21:01:27 UTC
From: George Graves <gmgraves@pacbell.net>
Message-ID: <gmgraves-FA21B5.15010014082003@newssvr13-ext.news.prodigy.com>
Source record: 24595
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <3F3BA09F.8A6E039D@tampabay.rr.com>,
"Gregory D. George" <abuse@tampabay.rr.com> wrote:

> George Graves wrote:
>
> > You Wintrolls come here to this group
>
> Umm... You DO realize that this message was CROSSPOSTED to several
> groups including the Atari ST group? But as a Mac user, I'm sure you
> were smart enough to realize that. Silly me.

Yeah, I realize it, but it's hard to know which of the crossposted
groups contain the troll to whom one is replying, so it makes it
difficult to arbitrarily cut groups from a crossposted list once a
thread starts that way. I 'm sorry if this causes any inconvenience, but
threads like this usually don't last that long, so just bear with it
till it peters out.

5614. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 21:02:10 UTC
From: George Graves <gmgraves@pacbell.net>
Message-ID: <gmgraves-8DC717.15014314082003@newssvr13-ext.news.prodigy.com>
Source record: 24496
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st
Body handling: HTML body converted to readable text

In article ,
"Steve Mackay" wrote:

> George Graves wrote:
> > In article <3qE_a.96061$cF.29970@rwcrnsc53>,
> > "Trepain" wrote:
> >
> >> I addressed the virus and worm issue. They do exist on the
> >> Macintosh. It's your own platform and it's funny how you apparently
> >> were not aware of them.
> >
> > Actaully they don't. not on OSX anyway. OTOH, there are literally
> > THOUSANDS of Wincrap viruses and worms however.
> >
> >> I never said you were wrong. YOU have an obvious anger management
> >> issue. Is that how you react when someone asks you a non-threatening
> >> question? You have a real problem.
> >
> > My anger managment problem is that I no longer have any tolerance for
> > Wintrolls. I don't go to Windows groups screaming that Windows is
> > crap, why do you jerks come here? Are you so unsure that your choice
> > of platform is best, that you have to bait people using other
> > platforms just to make yourself feel superior? The very fact that
> > Wintroll post here yell me that it's YOU that has the problems!
> >
> >> Someone mentioned something to the extent that the Mac could do more
> >> and I only asked what a Mac can do that a windows based pc cannot.
> >> I am sorry it's such a touchy subject for you...
> >>
> >> Did I hurt your feelings?
> >
> > Not hardly.
> >
> > You Wintrolls come here to this group to tell me that my choice of
> > computer is a piece of shit and then expect civility from me? Think
> > again, please!
>
> Think AGAIN George? He has yet to start...
>

Sorry, I was giving him the benefit of the doubt.

> >
> >
> >> Trepain
> >> http://www.trepain.com
> >> !Remove "NOSPAM" from email address to reply!
> >> "George Graves" wrote in message
> >> news:gmgraves-C22139.20572913082003@news.sf.sbcglobal.net...
> >>> In article <8MB_a.139718$uu5.19376@sccrnsc04>,
> >>> "Trepain" wrote:
> >>>
> >>>> Not to feed the trolls... what makes your Mac more capable than a
> >>>> windows based
> >>>> machine? What can you possibly do that I cannot?
> >>>
> >>> It's not so much "what" as it is "how."
> >>>
> >>> I can do anything with my Mac that you can do with your PC, but I
> >>> can do it without:
> >>>
> >>> Daily security patches
> >>> Weekly Viruses and Worms
> >>> Microsoft 'Spy Ware'
> >>> WindBlows operating system.
> >>> And therein lies all the difference I need. And who the fuck are
> >>> you to come here and try to tell me that I'm wrong?
> >>>
> >>>
> >>>> --
> >>>> Trepain
> >>>> http://www.trepain.com
> >>>> !Remove "NOSPAM" from email address to reply!
> >>>> "Brock McNuggets" wrote in message
> >>>> news:BB6027A8.25E04%krappe@cableone.net...
> >>>>> On 8/13/03 5:05 PM, in article
> >>>>> 392ef116.0308131605.6912c030@posting.google.com, "Lord Teviolus"
> >>>>> wrote:
> >>>>>
> >>>>>> Throw away this shit and buy a PC !
> >>>>>
> >>>>> Thank you for your insight. I have been using a Mac for years
> >>>>> and have always greatly preferred them to Win machines (which I
> >>>>> also use). Until this thought provoking post I always thought Mac
> >>>>> was just better. Now I see the error in my ways.
> >>>>>
> >>>>> Thanks. My life has been changed for the better due to your
> >>>>> knowledge.
> >
> >

5615. Re: University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 21:55:49 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <bhh0h6$ndl9$1@ID-40235.news.uni-berlin.de>
Source record: 24497

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.08.14.20.50.15.906233@removenoaspam.atari-source.com...
> On Wed, 13 Aug 2003 11:45:10 +0200, Dennis Vermeire wrote:
>
> > From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
> > Date: Mon, 11 Aug 2003 17:36:52 +0200
> >
> > Hi Jos,
> >
> >>Papyrus can import and export Word files. Texel is Excel compatibel,
when
> >>saved in an older Excel format.
> >
> > Since when can Papyrus export/save files in Word format? Let's hope it
does a
> > better job at exporting them then importing...
> >
> > Cheers from Belgium
> > Dennis
>
> Tee hee, surely calamus could import and export Word format? But that's
> not so much of a word processor as it is a DTP application is it?
>
> Mark
> http://atari-source.com

What about that much vaunted, but never seen (by me at least) product Atari Works? I have never tried it but might it work. And could bits of OpenOffice be persuaded to compile under MINT?. I guess that is just too big :-(

I might also add that for my recent course none of the above mentioned Atari software would suffice. Even though I have been studying to teach Mathematics we have had to produce dynamic maths work sheets that work in Excel. Now OpenOffice can (just about) do this but I don't think any of the other spread sheet products are compatible enough. The VB Script involved is really rather horrid...

We have also been passed documents in PDF format, which again can be fun to read on an Atari. I gave also needed to read the odd Power Point presentation, again a pain on the ST. Lastly non of the software used to drive the Interactive White Boards we used works on anything other than Windows. (even then it does not always work 100%),

This might sound very pessimistic, but when I am late with an essay (as I usually was) I did not want to be struggling with software that was

unsupported by the University, so I would stick to a PC, or at least have one for backup.

Dave Wade
(Mega II, STE and TT030)

5616. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 21:57:23 UTC
From: Julian Wolfe <julianwolfe@earthlink.net>
Message-ID: <7BT_a.1219$f15.127066@newsread1.prod.itd.earthlink.net>
Source record: 24498

I guess I was trying to "constructively bitch". It's something Steve Sweet could learn something from. ;)

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message news:pan.2003.08.14.20.18.51.654907@removenoaspam.atari-source.com...
> On Thu, 14 Aug 2003 08:44:47 -0700, Julian Wolfe wrote:
>
> > You know, Ben, you really should take some business classes and learn
> > better advertising. All you're doing here is pissing people
> > off...it's sort of like having popups on Usenet. Also, you really
> > need to take PayPal if you're running a web business. It's essential
> > these days.
> >
> > Oh, your web site really could use a redesign too...perhaps an online
> > ordering system of some kind?
> >
> > Honestly, these are only some of several reasons why I have not done
> > business with you in the past. If you stop/fix some of these things,
> > perhaps I (and others) will see you as a viable Atari source in the
> > future.
> >
>
> While this may be as constructive as your stop fighting about MagiC/MiNT
> discussion, this has all been tried before and is pointless. You either
> live with him or publicly bitch. He will NOT CHANGE. I'd venture to say
> he's incapable of it, but I don't buy that at all. He actually considers
> the bitching to be the best free advertising. Negative press isn't good
> advertising. He just doesn't get that. Of course what other dealer
> incessantly posts "Hey I'm broke, PLEASE buy stuff". Gee I wonder why
> nobody is buying stuff!? Doesn't take a rocket scientist to do a bit of
> market trend analysis and realize that people bitching about your methods
> is a bad thing. But anyway, I digress. Like I said, he won't change
> anything unless it involves typing 3 letters into the keyboard.
>
> He also doesn't understand that the reason people bitch instead of
> killfiling him is because they know he could be a valuable resource to
> the community. Instead he's an annoying one. But then so am I ;)
>
> Mark
> http://atari-source.com
>
>

5617. How much memory?

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 21:59:38 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f3c0b12$0$16185$2c56edd9@news.cablerocket.com>
Source record: 24499

One more question - how do I tell how much memory I have in a Stacy and STBook? I can bring up the desktop, but nothing seems to give me installed memory.

Thanks in advance!

Bob

5618. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 22:34:45 UTC
From: Trepain <trepain@trepainnospam.com>
Message-ID: <98U_a.145403$o%2.62022@sccrnsc02>
Source record: 24500
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

```
Aw thank you!

--
Trepain
http://www.trepain.com
!Remove "NOSPAM" from email address to reply!
"iq" <iq@notreal.co.uk> wrote in message
news:07P_a.1446$Pm5.10535109@news-text.cableinet.net...
>
> "Trepain" <trepain@trepainnospam.com> wrote in message
> news:e%N_a.2450$2x.251@rwcrnsc52.ops.asp.att.net...
> > F*CK is the only thing I could make out...
>
> 32 = space
>
>
```

5619. Re: CT60 Problems - FRB

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 22:46:43 UTC
From: grannygrove@hotmail.com
Message-ID: <ee058627.0308141446.3f16b3fe@posting.google.com>
Source record: 24501

"Mark Bedingfield" <mark@computercom.com.au> wrote in message
news:<OIGYa.20061$bo1.18750@news-server.bigpond.net.au>...
> And I found this too
>

Some old Apex Media info off Google.....might be of interest to people
who understand how the 060 works, ect..

Msg #123 / 1-129 Time: 26 Dec 94 21:57:52
From: Doug Little on 90:90/0.2
To : Daron Brewood(fwdr) on 90:90/0.1
Subj: Re: Forwarded InterNet Mail
---------[Netmail]---
To be forwarded to:

@earlgrey.exnet.com:graham.irvine1.11254e-308rin.mettav@exnet.com

DB> Hi Doug ,
DB>
DB> I spoke to you breifly at the London Show about adding VIDI(12)
DB> support to Apex .have you had a chance to speak to Rombo about
this
DB> (availability of
DB> source code which they say to me they are happy to release to
anyone
DB> who want
DB> it) ? And probably more to the point is it feasible given its
DB> relatively low
DB> spec point ?

Nope, sorry - have not had the time yet, but I'll give them a ring
next week.
The only hassle I can forsee is that Vidi12 does not generate a
true-colour
image. This means a bit of additional image-conversion which although
easy,
does not comply with the way the program works just now. You will not
be able
to grab truecolour animations in realtime etc. but I imagine thats
pretty
obvious anyway.

DB> Anyway apart from that I am having lots of Fun messing about with
DB> Apex anyway ,

Great, glad you are having fun with it!

DB> plenty to keep me occupied until Expose is available ,what is
the
DB> current
DB> projected release date ATM for That ?

As far as I know (Expose is a Titan Designs project, BSS are only
involved with
the software side), the card should be available early next year. i.e.
February.

If you want a more accurate date, call Dave on 021 693 6669.

DB> Glad to hear that you are getting a lot of interest in it because
it
DB> is truly a
DB> fine program and deserves to do extremely well !

Thanks!

DB> Only One minor problem encountered so far though which might just
be
DB> down to other programs (outside).

Okay,

DB> If I have outside installed and I try to load JPG files onto a
DB> larger page
DB> (640*400)than screen sized (320*200) image Apex locks up ,this is
DB> with Outside
DB> set to compatible ,RAM into ROM protected, and all other switch's
DB> OFF , IS this
DB> due to VRAM not liking to deal with screen display , although
IIRC
DB> the same
DB> problem doesn't happen with GIF or TGA files .

Hmm, Outside does seem to have a few probs with the FileSelectors now
and
again, as well as other things.

To be honest though, if you only get problems with JPEG files then I
think I
know what the problem is - we use the Audio DMA to transfer the JPEG
data to &
from the DSP to give us a little more parallelism. This means the
program can
convert & process the pixels as they are
generated.

I think we have made the mistake of providing available 'virtual'
memory to the
JPEG routine for general use - the problem being that ALL
hardware, including BLITTER, AUDIO DMA, SCREEN DMA etc. cannot use
virtual

memory at all. The memory accessed by these chips does not go via the 68030 &
therefore bypass the MMU which is doing all the 'virtual' stuff. This is why
OUTSIDE allows you to leave some normal memory for the OS -it needs it for the
hardware!

DB> What it the best
DB> settings you
DB> have found for Outside ?

For good all-round results, set the pagesize to 16k. This prevents exaggerated
disk-thrashing (as with 8k) and is more efficiently managed than 32k. I think
copying ROM to RAM might (don't quote me on this one) be a little unsafe, as it
means the OS will start swapping in & out of RAM as the machine begins to use
up more space. It's a little scary that a program calls a routine in the OS and
it's on disk at the time! Generally, try to keep programs in ST memory by
setting their flags - but let them ALLOCATE from VIRTUAL memory. This should be
a much safer way to go.

Also, when you choose the amount of normal/alternative ram for use, always
leave about 2megs of normal space. This is absolutely mandatory for Apex to be
able to allocate screens. The value you enter as 'alternative' is simply the
size of the cache you wish to use on the virtual disk - the bigger it is, the
less disk-swapping you will have to put up with - but it is just a luxury & not
highly important.

If you get out of memory problems, try making the alternative 'cache' smaller.

DB> And any hints for setting up the CPX (I
DB> have found it
DB> necessary to limit the amount of VRAM to be used else you cannot
DB> load or save
DB> files)

That's weird - I'll need to try it.

I use these settings > LEAVE 32k (ST-RAM) : LEAVE 1024k (VRAM)

Hope this helps...

Regards,

Doug - dlittle@nest.demon.co.uk

5620. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 23:08:33 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <RDU_a.8523$CN.5974@nwrddc03.gnilink.net>
Source record: 24502
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

George Graves wrote ...

>My anger managment problem is that I no longer have any tolerance for
>Wintrolls. I don't go to Windows groups screaming that Windows is crap,
>why do you jerks come here? Are you so unsure that your choice of
>platform is best, that you have to bait people using other platforms
>just to make yourself feel superior? The very fact that Wintroll post
>here yell me that it's YOU that has the problems!

Yep. You do seem to have an anger management problem. But it is
misdirected. Look at the message header. Notice the groups that this
thread has been crossposted to. Now for some more information.

The troll who started this thread, who, at least part of the time, calls
himself Lord Teviolus, has been making other attempts at starting flame
wars. His other recent attempts were aimed, for the most part, at several
8-bit newsgroups. Here is a sample:

"Why would anyone invest time in these stoneage systems like the ugly
C64 , the even uglier ATARI 800 and the most ugly "mutated
calculator", the Spectrum ?"

However, his attemps to troll started very few flames in the 8-bit
newsgroups. He seems to have found more fertile ground here though.

>You Wintrolls come here to this group to tell me that my choice of
>computer is a piece of shit and then expect civility from me? Think
>again, please!

Think yourself. You have done more to feed this troll than anyone else in
this thread that I have read thus far.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

5621. Re: Falcon and STe

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 23:12:35 UTC
From: Ernest Odgen <idonoteatspam@haveitback.com>
Message-ID: <bhh5en$sc9$1@newsg4.svr.pol.co.uk>
Source record: 24503
Cross-posted to: rec.music.makers.marketplace,comp.sys.atari.st

"Jonathan" <jonny_morrisuk@yahoo.co.uk> wrote in message
news:f6895097.0308141001.58e0ed3f@posting.google.com...
> Hi
>
> I have been thinking of selling this for a while now, so here goes...
> I have a 4MB Atari Falcon for sale, (probably around 20-30 UKP), or
personal collection is fine.

sounds about the right price for such a low memory machine

5622. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-14 23:47:45 UTC
From: Ernest Odgen <idonoteatspam@haveitback.com>
Message-ID: <bhh7gockp1@news8.svr.pol.co.uk>
Source record: 24504
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
news:392ef116.0308131605.6912c030@posting.google.com...
> Throw away this shit and buy a PC !

Ok but as I have no money for a better system could you please send me some

5623. Re: Gemvelope

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 00:27:19 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0308141627.534186bb@posting.google.com>
Source record: 24505

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<3f3b375816b9fa9@comcast.net>...

> Like I said things were find at first, now when I print using the
> 360dpi draft mode, Gemvelope does not print the complete address.
> It only prints every other line. If I use the Normal mode, then it
> prints everything. What I am doing is running the envelope through
> twice which gives me a good result.
>
What happens if you use an Epson Stylus Color (not Photo) driver?

Galen

5624. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 00:35:31 UTC
From: Edwin <thorne25@juno.com>
Message-ID: <bhh9sk$ntc0$1@ID-56786.news.uni-berlin.de>
Source record: 24506
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

"C Lund" <clund@NOSPAMnotam02.no> wrote in message
news:clund-2E58B5.09214814082003@amstwist00.chello.com...
> In article <3qE_a.96061$cF.29970@rwcrnsc53>,
> "Trepain" <trepain@trepainnospam.com> wrote:
>
> > I addressed the virus and worm issue. They do exist on the Macintosh.
> > It's your own platform
>
> Yeah; we have *one*.

Does it take more than one bullet to the head to kill someone?

> > and it's funny how you apparently were not
> > aware of them.
>
> We weren't aware of it because - unlike Blaster - it doesn't go on a
> wild rampage throughout the internet.

You weren't aware of it because you weren't watching for it, because you
thought it couldn't happen. Such naivety leaves you open to attack.

If there can be one, there can be thousands. Most viruses are only
variants.

Edwin

5625. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 00:36:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060921712-101379AEicMi@gmx.net>
Source record: 24510

From: Janez Valant <swe@atari.org>
Date: Wed, 13 Aug 2003 21:58:15 +0200

Hi Janez,

>And here u go again... I didnt complain, i just propose a solution i find
>okay. I also used question mark on end, since it was just a proposal for a
>problem. Problem exist, since ppl did ask for explanation.. But it seems, i
>proposed Unix/MiNT like solution, or the method u dislike, so u couldnt
>resist... So im apologising to even react on question and propose a
>solution, how foolish of me.. Dennis forgive me such act.. o master..

For god sake man!!! Why on earth are you so touchy?
Whenever and whatever I write in here, there's one certainty... you'll feel targetted and come moaning about it. Shit... it is like walking on bloody eggshells all the time!
Whatever I post in whatever thread in this group, there's always someone who feels offended by it. I think it's about time that I start posting anonymously also, I get the impression that reading my name is enough to set you and some other people here in alarm fase 2...

>What i need to do, not to trigger bad reaction from u.. Shutup and
>vanish? I dont mind correction, i didnt know for magix/extension folder,
>but u had to revert it into bad thing again... thanx

I honestly don't know Janez !!!!!
All I did was to point out that the commands are already fully explained and that they happen to be in plain English just like the other MagiC docs. And now all of a sudden this is "triggering a bad reaction"...

I could have replied to several posts in this thread, I choose to reply to yours, because it actually was one of the few that made sense... but I should have known of course that this was a "bad" move.
Don't worry, you won't get any corrections from me no more, so you don't have to shutup at all and certainly not vanish from here. Unlike you I happen to appreciate your contributions, and unlike you I don't seek things in your posts that aren't there either.

Cheers from Belgium
Dennis
--

/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5626. Re: Composcript

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 01:00:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060921718-102579AEicMi@gmx.net>
Source record: 24512

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Wed, 13 Aug 2003 20:53:16 +0200

Hi Martin,

>Is there a place where I could still buy it ?
>Is it copy protected (dongle or disk ?), or, if not, I would like to try a
>copy of it.
>
>I use Ghostscript now to print music scores that I create with abcm2ps.
>The user interface however is horrible, even when using the GEMGS version.

Get in touch via personal mail.... I live in "Vlaanderen", so Dutch is just
fine by me :-)

Cheers from Belgium
Dennis
--

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http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5627. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 01:06:39 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhhbms$q3b$1@sparta.btinternet.com>
Source record: 24507

Hi Pete

> >Like I said though, it sucks that this happens. I like MagiC. And it's
> >not like I have some warez copy or something. I have several different
> >versions of MagiC on original disks and a CD. I don't know what more I
> >could change to make things more stable?
>
> Hi Mark!
>
> Perhaps a rogue ACC or CPX, or 'wrong' AUTO folder or START folder
> order? I use XBoot, which shows the order of AUTO, ACC and CPX
> folders and have various booting set-ups, one of which is a clean
> computer with only XBoot itself in use. This allows me to check if
> there is any problem with the hardware very quickly. Then I can
> add ACCs, CPXs and AUTOs one by one. Unfortunately the MagiC START
> apps have to be switched on/off externally :-(

XBoot can also be configured to accommodate this via its batch function,
simply do a rename from something.prg to something.prx.

--

Regards Steve

Rope me a sheep and I'll make it smile.

5628. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 01:21:51 UTC
From: GlennGlenn <dipthotdipthot@yahoo.yahoo.com.com>
Message-ID: <1408200318214857 37%dipthotdipthot@yahoo.yahoo.com.com>
Source record: 24508
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <392ef116.0308131605.6912c030@posting.google.com>, Lord
Teviolus <darmzunge@yahoo.de> wrote:

> Throw away this shit and buy a PC !

Um, no.

--
--GlennGlenn--aa#825--
--dipthotdipthot@yahoo.yahoo.com.com--
--Lost & seeing double somewhere in Hollywood, CA--

5629. Re: HighWire 0.1.4 is released

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 01:32:03 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <aqpt01-bni2.ln1@sd.swampdog>
Source record: 24509

```
GokMasE wrote:

> Hi all,

[snip]

> Do download and test this release! Future development will surely
> benefit from your feedback!

As I was in the vicinity...

--- highwire/HighWire.c.ORIGINAL Fri Aug 15 02:17:33 2003
+++ highwire/HighWire.c Fri Aug 15 01:58:32 2003
@@ -2,6 +2,7 @@
*/
#include <stdlib.h>
#include <stdio.h>
+#include <string.h>

#ifdef __PUREC__
#include <tos.h>
@@ -51,6 +52,22 @@

*========================================================================*/
+static void
+gdos_or_exit(long gdostype)
+{
+ if (
+ (gdostype != GDOS_FSM)
+ &&
+ (gdostype != -65536L)
+ &&
+ (0 != strncmp("fVDI",(char*)&gdostype,4))
+ ) {
+
+ form_alert(1, _ERROR_SPEEDO_);
+ exit(EXIT_FAILURE);
+ }
+}
+
*========================================================================*/
int
main (int argc, char **argv)
{
@@ -76,11 +93,8 @@
/* This next test is a potential candidate if the -65536 test doesn't work
```

```
*/
/* if ((gdostype == GDOS_FNT)||(gdostype == -2)) {*/

- if ((gdostype != GDOS_FSM)&&(gdostype != -65536L)) {
- form_alert(1, _ERROR_SPEEDO_);
- exit(EXIT_FAILURE);
- }
-
+ gdos_or_exit(gdostype);
+
/* Allocate all GLOBAL memory merged to one block. The reason for using
one
* block is, that MiNT with memory protection internally allocates 8 KiB.
* GLOBAL is needed for inter process communication under memory
protection.

...and if anyone can tell me how to fix me clunky mouse under aranym please
be forthcoming! ;-)

--
Guy Harrison
```

5630. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 02:00:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060921726-104323AEicMi@gmx.net>
Source record: 24515

From: Mark D <mducksub@removenoaspam.atari-source.com>
Date: Wed, 13 Aug 2003 13:43:15 -0400

Hi Mark,

>I can't accept this "configured wrong" argument. I run a network with 80
>servers on it on a daily basis. I deal with bugged development
>applications all the time. I know about computers and know how to fix
>things. I've been over magx.inf many times. I've booted magic up with no
>auto prgs, no desk acc, no slb, no anything and it still can crash after a
>while. SOMETHING is inherently wrong with MagiC. Even the MagiC PC demo
>OUT OF BOX installation CRASHED on me in the same way! I'm not crazy!
>It does it on my Mega STe, it does it on my TT, and it does it on my
>Falcon, and it is the SINGLE MOST ANNOYING thing I have ever experienced
>;-)

Look no one is suggesting that you're dumb, but we're all humans and tend to
make mistakes from time to time. In my experience catching such a mistake by
yourself can take forever... while someone else could see it almost on the
spot. I'm not saying that your magx.inf file or the contents of your XTENSION
folder are no good, I'm just saying that there "might" be something wrong...

>Look, I'm quite sure it's nothing I've been doing wrong. I've been
>wrestling these problems for several versions of MagiC since I ever
>started using it. If it works great for everyone else. That's really
>good. But it *does* not work for me and I will not just say it, I'll
>spray it because it pisses me off ;-) I feel like it was nothing but a
>massive waste of money for me. Sorry.

About a year ago I suggested to you that there might be something wrong with
your TT, and IIRC gave you the example of my first TT, which I eventually
trashed. Yesterday, Andreas Kromke suggested more or less the same thing...
I've once known a falcon owner who couldn't get a stable MagiC setup, I've
turned his machine inside out and finally had to give in. There was no way I
could install a stable MagiC on that Falcon, from time to time I read the same
thing here... so one can only conclude that Atari must have made a batch of
Falcons which have slightly different specs then the mainstream Falcons. If
you happen to own such a Falcon (or TT), then that's bad luck...

>The kind of applications I run under MagiC/MiNT include aFTP, CAB 2.8,
>Highwire, Aniplay 2.21, HD-Driver 8.11, and Magxnet.
>
>But you can't blame any one of these apps because I've tried alternatives
>for each.

Never say never Mark...
I happen to be looking into someones magx.inf file right at this moment, that guy just like you also uses Magxnet... and he has stability problems as well. I'm not blaming Magxnet, it's the way he setup his magx.inf file that sucks... Using his file instead of my own, causes my MagiC to behave strange also. You have no idea how many "weird" MagiC setups I've seen over the years. I don't laugh of turn these people into morons....
Sometimes apps that are being installed edit/change the file, other times one experiments a little adding or deleting things and forget to remove/put them back in later on.

>Actually from what I understand, MagiC 6.20 has a lot of MiNT
>functionality built in. This could be a load but it came from a rather
>reputable source.

Every MagiC has a lot of MiNT functionality build in. That's what I've always been shouting here, but no one wants to know. One only has to read the MagiC programmers docs to realise that the programmer sometimes went through great lenghts to make MagiC more or less compatible with yet again a new MINT command. If he wouldn't have done so, we would have two really incompatible systems now. It's just sad that making the OS more compatible always came from one side only, if the MiNT developers would have only implemented some of the Magic features instead of reinventing the wheel then the two OS's would be even more compatible...

>> You don't have to convince me!!
>> Tell it to Jo Even and Adam, they're not convinced at all...
>>
>MagiC is faster. What do we use atari for? The AES.. The windowing
>system. It's the most important part of the machine, and nothing beats
>MagiC's AES. Nothing.

Yep.... but like I said, you don't need to tell me.
I know it since 1987, that's when I bought my first KAOS TOS, and ever since I never looked back :-)

Cheers from Belgium
Dennis
--

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http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5631. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 02:04:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060921724-103739AEicMi@gmx.net>
Source record: 24514

From: "BonnyBum" <bonny@bum.com>
Date: Wed, 13 Aug 2003 22:55:32 +0100

>the rest is too disgusting to mention, needless to say Mr Sweet has been
>duly reported for abuse and copies sent to btopenworld.com
>he will no doubt get another and still persist with this discusting
>American type of insult that does him no favours

Yo Steve !!!
Did you know that a *BLOWJOB* is an discusting American insult?
Gee.... I think my next holiday will be to the US, insulting lots of nice
American women :-)

Who said this newsgroup was dull again? I wonder how btopenworld will treat
this obviously xenophobic complaint? They'll probably ROTFL <fat grin>

Cheers from Belgium
Dennis
--

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http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5632. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 02:05:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060921716-102059AEicMi@gmx.net>
Source record: 24511

From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Date: Thu, 14 Aug 2003 09:38:50 +0100

Hi Derryck,

>So what's wrong with copying the fully-documented version of magx.inf over
>the cut-down one that you have a problem with?

Actually, there is a problem doing this for a number of users. People using magxdesk as desktop can't use this proposed method, because the file will be overwritten when they save their desktop. The magx.inf file has two purposes, it's a config file for MagiC but also for magxdesk.prg.

Please don't feel targetted, offended, made a fool or blamed for. I honestly didn't mean to .... :-/

Cheers from Belgium
Dennis
--


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http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5633. Re: University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 02:06:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1060921720-103139AEicMi@gmx.net>
Source record: 24513

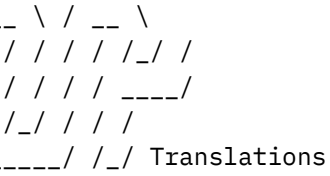
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Date: Wed, 13 Aug 2003 20:23:22 +0200

Hi Jos,

>>Since when can Papyrus export/save files in Word format? Let's hope it
>>does a better job at exporting them then importing...
>>
>Well it really has that option, I've done it several times! What Papyrus
>does is giving the textfile the extension .doc. Word can open it without any
>problems. When you try to save it to your Windhoze computer, Word recognises
>the file as RTF.

Sorry Jos, but that's not the same thing.
Papyrus isn't even able to read its own exported RTF files properly...
e.g: load a file, no matter which one, but make sure it contains pics, for the sake of argument let's use bilder.pap (part of the demo docs) and export the file in RTF or if you like in *.doc. Now, load that document back into Papyrus and see what happens... and exactly the same thing will happen if you load it into MS Word or in whatever other word processor. Papyrus still can't after a zillion updates save/export RTF properly. And as you've just explained it surely can't save in MS Word format either... there's a lot of difference between RTF and MS WORD format...

Cheers from Belgium
Dennis
--



http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5634. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 04:20:08 UTC
From: keved <kevedAFRAIDOFSPAM@pacbell.net>
Message-ID: <BB61AD87.18485%kevedAFRAIDOFSPAM@pacbell.net>
Source record: 24516
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

in article bhh9sk$ntc0$1@ID-56786.news.uni-berlin.de, Edwin at
thorne25@juno.com wrote on 8/14/03 5:35 PM:

>
> "C Lund" <clund@NOSPAMnotam02.no> wrote in message
> news:clund-2E58B5.09214814082003@amstwist00.chello.com...
>> In article <3qE_a.96061$cF.29970@rwcrnsc53>,
>> "Trepain" <trepain@trepainnospam.com> wrote:
>>
>>> I addressed the virus and worm issue. They do exist on the Macintosh.
>>> It's your own platform
>>
>> Yeah; we have *one*.
>
> Does it take more than one bullet to the head to kill someone?
>
>>> and it's funny how you apparently were not
>>> aware of them.
>>
>> We weren't aware of it because - unlike Blaster - it doesn't go on a
>> wild rampage throughout the internet.
>
> You weren't aware of it because you weren't watching for it, because you
> thought it couldn't happen. Such naivety leaves you open to attack.
>
> If there can be one, there can be thousands. Most viruses are only
> variants.
>
> Edwin
>

No we do NOT have one virus for OSX. That site had a humor column featuring
an article which personally I find totally irresponsible.

Repeat after me...

There has never been a single virus for OSX!

5635. Re: How much memory?

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 07:49:49 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0308150945590.791-100000@feanor.schunter.etc.tu-bs.de>
Source record: 24517

Hi, Bob!

BW> One more question - how do I tell how much memory I have in a Stacy
BW> and STBook? I can bring up the desktop, but nothing seems to give me
BW> installed memory.

During bootup the installed memory is tested. When the test is finished,
the available amount is printed out. You have the chance to read it if you
don't press a key to abort the HD spin up delay...

If you have some tools installed on the HDs, there might be some variant
of a "control center" reachable from the "Desk" drop down menu. These also
give information about installed memory.

Regards,

Alexander

5636. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 08:00:34 UTC
From: George Nakos <ggn@atarirocks.org>
Message-ID: <oprtxsi8nw0mms9a@news.ntua.gr>
Source record: 24518

On Thu, 14 Aug 2003 17:27:29 +0200, Didier MΓ©quignon <NOSPAMS@wanadoo.fr> wrote:

```
> Andreas Kromke <Andreas.Kromke.nospam@gmx.de> wrote:
>
>> 6.
>>
>> Regarding open source: As long as I am maintaining MagicMacX, MagiC
>> will not going to be open source. Further, it is unlikely to become
>> open source later, because the source code is nearly 100% assembler
>> und hardly understandable.
>
> It's not a problem. I know a crasy people who prefer write bigs programs
> (binary more than 600KB) in 100% assembler.
>

I'll second that. When something isn't working of pisses me off, I
disassemble it
to find the problem. 68000 asm is far more clear to me than C.

> Regards,
>
> Didier.
>

--

George Nakos AKA ggn/KUA software productions - Atari or buST!
-------------------------------------------------------------------------------
Real programmers disdain structured programming. Structured programming is
for compulsive neurotics who were prematurely toilet-trained. They wear
neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g
```

5637. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 08:16:09 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <bhi4sb$d5h$1@server4.gts.cz>
Source record: 24519

Hi Andreas!

What about trying the ARAnyM instead of the old HW? Atari MagiC runs
quite well on that (although I didn't try for quite a long time now).

> long tests with various configurations. Unfortunately I now do not
> have the hardware, not the time, no beta testers, and nobody would
> ever pay me for that work.
>
> So, if problems occur now, the "non-MacOSX"-MagiC users must be either
> able to find or at least reproduce the problem for themselves. If a
> suitable bug fix can be derived, I then would be glad to create an
> update (MagiC 6.20++). But there is not much more I can do, e.g. I
> will not install and test magxnet.

This is a good news. I can provide you a disk image of running MagiC if
you can provide some sort of special licence for ARAnyM developers to
let us debug problems.

best regards

STan

5638. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 08:31:41 UTC
From: C Lund <clund@NOSPAMnotam02.no>
Message-ID: <clund-7CBE15.10314115082003@amstwist00.chello.com>
Source record: 24521
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <bhh9sk$ntc0$1@ID-56786.news.uni-berlin.de>,
"Edwin" <thorne25@juno.com> wrote:
> "C Lund" <clund@NOSPAMnotam02.no> wrote in message
> news:clund-2E58B5.09214814082003@amstwist00.chello.com...
> > In article <3qE_a.96061$cF.29970@rwcrnsc53>,
> > "Trepain" <trepain@trepainnospam.com> wrote:
> > > I addressed the virus and worm issue. They do exist on the Macintosh.
> > > It's your own platform
> > Yeah; we have *one*.
> Does it take more than one bullet to the head to kill someone?

1) This particular bullet would have been more like a splinter in the
thumb. It would not have killed anybody.

2) This one virus turned out to be a hoax. IOW the number of viruses on
OS X is still zero.

> > > and it's funny how you apparently were not
> > > aware of them.
> > We weren't aware of it because - unlike Blaster - it doesn't go on a
> > wild rampage throughout the internet.
> You weren't aware of it because you weren't watching for it,

No, I wasn't aware of it because it was a hoax.

> because you
> thought it couldn't happen.

I am very aware of the fact that sooner or later there will be a virus
that runs on OS X. It's only a matter of time. But we'll never have a
Blaster-type virus.

> Such naivety leaves you open to attack.

There is no such naivity.

> If there can be one, there can be thousands. Most viruses are only
> variants.

Whatever.

> Edwin

--
C Lund, www.notam02.no/~clund

5639. Re: How much memory?

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 08:33:48 UTC
From: Jean-Marie de Boer <JM-at-complicated-dot-net>
Message-ID: <ne6pjv893jqju8iviqcot44ukkv03it8vg@4ax.com>
Source record: 24522

On Fri, 15 Aug 2003 09:49:49 +0200, Alexander Beuscher
<alexb@feanor.schunter.etc.tu-bs.de> wrote:

>
> Hi, Bob!
>
>BW> One more question - how do I tell how much memory I have in a Stacy
>BW> and STBook? I can bring up the desktop, but nothing seems to give me
>BW> installed memory.
>
>During bootup the installed memory is tested. When the test is finished,
>the available amount is printed out. You have the chance to read it if you
>don't press a key to abort the HD spin up delay...

IIRC, this is only the case on STe and TT machines. Not sure about the
STBook (even though I have one). Definitely not so on the STacy.
Assuming the STacy hasn't been upgraded, if it says 'Atari Stacy' on
it then it's a 1 MB machine. Otherwise it will be labeled 'Stacy 2' or
'Stacey 4'.

>If you have some tools installed on the HDs, there might be some variant
>of a "control center" reachable from the "Desk" drop down menu. These also
>give information about installed memory.

The Atari XControl accessoiry will do this, you need general.cpx I
think.

JM

5640. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 08:40:20 UTC
From: C Lund <clund@NOSPAMnotam02.no>
Message-ID: <clund-70CCFA.10402015082003@amstwist00.chello.com>
Source record: 24523
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <RDU_a.8523$CN.5974@nwrddc03.gnilink.net>,
"Sam Gillett" <samgillett@msn.com> wrote:

> However, his attemps to troll started very few flames in the 8-bit
> newsgroups. He seems to have found more fertile ground here though.

That is because CSMA is a drainage ditch for keeping the wintrolls out
of the "real" maccie forums. IOW this place is full of trolls. Fertile
soil indeed. B)

--
C Lund, www.notam02.no/~clund

5641. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 09:05:56 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB6260EE.4FFF%derryck@nospam.cix.co.uk.invalid>
Source record: 24524

In article IZN_a.1205$2B6.265830@news.siol.net, Janez Valant at
swe@atari.org wrote on 14/8/03 17:33:

>> So what's wrong with copying the fully-documented version of magx.inf over
>> the cut-down one that you have a problem with?
>
> Um nothing.. I didnt have probs btw.. There was a discussion bout
> magx.inf and i only propsed to use documented cnf as main... Or make one

The cut-down one is only meant to be a starter, it's up to the user to add
from the full version once he or she is happy that it is basically working
FWIW. IAC Dennis has pointed out a potential problem with this approach.

> since i wasnt aware of the one in extension folder.. That was plain,
> friendly proposal, and i dont see why im blamed now.. Or just because im
> MiNTer?

Not at all Janez, I don't have any problem at all with anyone who wants to
use MiNT.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5642. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 09:05:56 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB625A7E.4FD8%derryck@nospam.cix.co.uk.invalid>
Source record: 24525

In article 1060921716-102059AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 15/8/03 03:05:

>> So what's wrong with copying the fully-documented version of magx.inf over
>> the cut-down one that you have a problem with?
>
> Actually, there is a problem doing this for a number of users. People using
> magxdesk as desktop can't use this proposed method, because the file will be
> overwritten when they save their desktop. The magx.inf file has two purposes,
> it's a config file for MagiC but also for magxdesk.prg.

I had no idea actually, I'd never felt the need to do that and in any case I
use jinnee!

> Please don't feel targetted, offended, made a fool or blamed for. I honestly
> didn't mean to .... :-/

I've learnt something :-)

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5643. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 09:28:45 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <jR0%a.1223$2B6.268019@news.siol.net>
Source record: 24520

Dennis Vermeire wrote:

Dennis,

> Whatever I post in whatever thread in this group, there's always someone
> who feels offended by it. I think it's about time that I start posting
> anonymously also, I get the impression that reading my name is enough to
> set you and some other people here in alarm fase 2...

Well i think we would guess from contents, who the sender was ;)

> I honestly don't know Janez !!!!!
> All I did was to point out that the commands are already fully explained
> and that they happen to be in plain English just like the other MagiC
> docs. And now all of a sudden this is "triggering a bad reaction"...
>
> I could have replied to several posts in this thread, I choose to reply to
> yours, because it actually was one of the few that made sense... but I
> should have known of course that this was a "bad" move.

No it wasnt a bad move on contrary. But look from my perspective: u didnt
correct us, and prompt us to EXTENSION folder etc, but u also spiced with
your usual spice:

"...it would be nice knowing that someone somewhere actually reads
them instead of complaining about the lack of documentation..."

U also used some bold text earky in message... This is the part i dont like
and im touchy about... Replies and sugestion CAN be made more polite...
From your message we all looked like some complainers which refuse to read
docs and then hag bout lack ofthem.... Hard to ignore docs if u arent aware
of them....

Im preety sure, u would react the same, if u would have MiNT (or other,
not realy matter) guess and i would reply, that u need to read docs, before
u moan... (and u would prolly extend it to "you all") TBH, i do read docs a
lot, kinda need to do in Unix, but i realy wouldnt expect Magic docs in
EXTENSION folder... It is my fault, but u can prompt me normaly....

> Don't worry, you won't get any corrections from me no more, so you don't
> have to shutup at all and certainly not vanish from here. Unlike you I
> happen to appreciate your contributions, and unlike you I don't seek
> things in your posts that aren't there either.

Well as u wish.. I repeat that i dont mind to be corrected or guided, i
actualy apreciate help. And if u would just bite the tongue (fingers
actualy :) before adding "final touch" i bet we could get along much

better....

>
> Cheers from Belgium
> Dennis

5644. Atari SLM605

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 10:25:40 UTC
From: HP Guy <HPguy@Noemail.com>
Message-ID: <3f3cb52c$0$23612$5a62ac22@freenews.iinet.net.au>
Source record: 24526

I have a brand new Drum Kit & 4xtoners for this printer, including the compatibles. They're in Toshiba branded box's but are the same.

anyone interested?

5645. 060 pipeline

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 10:55:56 UTC
From: mikrox@atlas.sk
Message-ID: <3971bb2f.0308150255.445afc4e@posting.google.com>
Source record: 24527

Hi,

I would to ask you if someone from you haven't got any docs about 060 pipeline optimization.. you know, that stuff with pOEP and sOEP. In 060 User's Manual it's very shortly mentioned (in my opinion)... it would be a pity to don't use this fantastic feature of 060 only because of lack of informations...

Greetings,

Miro Kropacek
http://mikro.atari.org

5646. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 11:28:31 UTC
From: Andreas.Kromke.nospam@gmx.de
Message-ID: <dc0fb4f6.0308150328.267abea1@posting.google.com>
Source record: 24528

mail@freeman-studio.com (Mike Freeman) wrote in message
news:<5c1cf651.0308141017.3150bc2c@posting.google.com>...
(...)
> misinterpreting. Anyway, what about the possibility of making a port
> of the Magic GUI to Mint? As you say, Mint has its advantages over
> Magic, and is very stable. Unfortunately, the GUI's on Mint aren't
> nearly as nice as Magic's GUI. I would pay for Magic all over again to

Unfortunately in MagiC AES and GEMDOS are not cleanly separated. E.g.
contrary to MiNT, the basic scheduler/task/thread modules (today one
could call it the nanokernel) are part of AES, not GEMDOS. So MagiC's
AES cannot be used as replacement for MiNT's one. The same with vice
versa. If I did total rewrite of MagiC today, I would do it much
better and use a layered design.

5647. Re: How much memory?

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 11:47:54 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0308151339400.791-100000@feanor.schunter.etc.tu-bs.de>
Source record: 24529

Hi, Jean-Marie!

JdB> IIRC, this is only the case on STe and TT machines. Not sure about
JdB> the STBook (even though I have one).

Here I am sure. For the STacy I don't know. It's a matter of the installed
TOS version...

JdB> Assuming the STacy hasn't been upgraded, if it says 'Atari Stacy' on
JdB> it then it's a 1 MB machine. Otherwise it will be labeled 'Stacy 2'
JdB> or 'Stacey 4'.

Right, this can be seen as the "lower border" of installed RAM.

JdB> The Atari XControl accessoiry will do this, you need general.cpx I
JdB> think.

I was not sure about its non german name...

Regards,

Alexander

5648. Re: HighWire 0.1.4 is released

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 13:13:41 UTC
From: ciholland@talk21.co.uk
Message-ID: <927978b.0308150513.4ddf6e08@posting.google.com>
Source record: 24530

GokMasE <fake@email.se> wrote in message news:<Usenet.iqbrbqns@localhost>...
>
> Do download and test this release! Future development will surely
> benefit from your feedback!
>
> NOTE: Please make sure to carefully check out the example highwire
> configuration file for details on how to setup the cache as well as the
> default background colour.

Mmmm!

It's getting very quick, isn't it! Someone must be super-optimising the HTML rendering part :) Mind you, I am using a CT2, but I've got a CT60 waiting to be fitted ;-)

I got the cache to work, so only a matter of time before things like full online graphics support methinks ;-) Highwire will come into its own when porno, erm Jpeg displayers are included!!

From a non-technical or 'user' point of view, it tends to get stuck permanently if trying to access a very busy site. I think that a 'timeout' or extra-powerful 'stop' button would be useful, but I'm sure that is in your list of things to do.

My personal favourite moment with Highwire so far, was when it first went online last Xmas. This was on the first anniversary of the project's current active period. I wonder where we'll be by the end of this year? :) If the intention is still to go for shareware, time to start saving up perhaps!

Keep going, this thing is getting better all the time!

5649. Re: HighWire 0.1.4 is released

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 14:28:57 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.15.14.28.55.374228@removenoaspam.atari-source.com>
Source record: 24531

On Fri, 15 Aug 2003 02:32:03 +0100, Guy Harrison wrote:

> /* Allocate all GLOBAL memory merged to one block. The reason for using
> one
> * block is, that MiNT with memory protection internally allocates 8 KiB.
> * GLOBAL is needed for inter process communication under memory
> protection.
>
> ...and if anyone can tell me how to fix me clunky mouse under aranym please
> be forthcoming! ;-)

Guy,

I believe that in recent CVS versions of Aranym the clunky mouse issue may be fixed. However I wouldn't know as I have discovered an alternative method. For me, the clunky mouse issue only occurs when running aranym in a frame buffer. If i run it in an X window, it's fine. Well the X window sucks right? Press the scroll lock to switch back and forth between full screen. So the proper procedure is start aranym, press scroll lock. To switch back to x, press scroll lock again and then minimize. This works for me and I can run aranym for a very long time without the clunky mouse issues. Now I just have to figure out why the ethernet gives up on me after a few megs xferred.

Mark
http://atari-source.com

5650. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 15:39:46 UTC
From: lp <gfa@basic.net>
Message-ID: <BB627702.18A9%gfa@basic.net>
Source record: 24532

in article de454671.0308140734.3ba8c2d6@posting.google.com, Julian Wolfe at julianwolfe@earthlink.net wrote on 8/14/03 11:34 AM:

> To those of you who wish to fight about MiNT vs MagiC, realize a few
> facts here, regardless of what you prefer:

If you read the entire thread, or all the threads that took that
turn you will see a trend. I understand your frustration, but I'd
prefer you were more specific as to who you are addressing.

If you followed the threads at all you'd know that:
1) They think it is somehow funny that I have a hades.
2) I mentioned open source and aIRC and suddenly I'm stealing code.
3) They propose a magic setup is faster at mp3 encoding than a mint setup.
4) Others have had comments made about their mother.

Which side went to these extremes? Certain magic users.
It is all to clear which side needs to grow up and I am not saying
all magic users here, you can tell by the posts which ones it is.

And it almost always starts the same way. If I just suggest for a moment
that there are a couple of free unix alternatives to say PhotoTip, well
I have just pissed off Dennis.

And to those that cannot run these free alternatives need to remember
they have chosen that path. I do not think the entire platform should be
frozen in time just because others refuse to upgrade. Just because you
can't run a specific program with a small memory foot print, doesn't
automatically make that application bad. Likewise, other apps are judged by
whether they are ported, regardless of whether they ever used that app or
not. If I had an original 520st and tried to run PhotoTip (binary is over
512kb) would that make PhotoTip a bad program? Heck no, it's simply aimed
at a different hardware arrangement.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5651. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 15:44:40 UTC
From: rccharles@my-deja.com
Message-ID: <c6bb75ff.0308150744.713d88ea@posting.google.com>
Source record: 24533
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

"Trepain" <trepain@trepainnospam.com> wrote in message
news:<kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net>...
> www.macvirus.com is a site with Mac related virus information. They do
> exist on the Mac whether you have experienced them or not.
>
Did you visit the site?

Mac Virus II is open for business
(but not making a profit!)

Last updated 28th January 2001

1) Notice that they are not making a profit ... guess there are not
enough viruses to report.

2) Site last updated in January, 2001. I guess on the Mac we have
enough time to download our latest virus checking software.

Read a front page article in my local paper about the latest Windows
virus. I guess all publicity is good publicity.

Robert

5652. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 16:01:36 UTC
From: Trepain <trepain@trepainnospam.com>
Message-ID: <At7%a.150973$YN5.99463@sccrnsc01>
Source record: 24534
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

"Robert" <rccharles@my-deja.com> wrote in message
news:c6bb75ff.0308150744.713d88ea@posting.google.com...

> Did you visit the site?

No, I just knew of the URL off the top of my head. Yes, I did, but I
didn't read enough of the information on it. I said I was foolish to
mention that site. Why not read the entire thread before commenting
on something a half dozen others have addressed ?

> 1) Notice that they are not making a profit ... guess there are not
> enough viruses to report.

Keep guessing. There could be dozens of reasons.

> 2) Site last updated in January, 2001. I guess on the Mac we have
> enough time to download our latest virus checking software.

Again. I have been virus free for many years. That doesn't mean it
cannot happen. I would't be so smug. You have too much faith in your
operating system to think there are zero vulerabilities. Virex is
still selling Macintosh virus software. I have a feeling it is
looking for mostly pc viruses, but it would be interesting to know how
many it protects against targetting OSX. If any at all.

> Read a front page article in my local paper about the latest Windows
> virus. I guess all publicity is good publicity.

How many more red herrings will be thrown into this discussion?

Trepain

5653. WTB: Atari computer in Toronto

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 17:26:06 UTC
From: coledavis2000@hotmail.com
Message-ID: <990ffe53.0308150926.75e205a9@posting.google.com>
Source record: 24535

I'm looking for an Atari ST, TT, or Falcon, preferably in the Toronto,
Ontario (Canada) area. Email me offlist with info/offers. Thanks!

5654. Re: HighWire 0.1.4 is released

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 19:01:49 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.elflfrma@localhost>
Source record: 24536

Chris Holland CiH wrote:

> It's getting very quick, isn't it! Someone must be super-optimising
> the HTML rendering part :)

AltF4 is doing a terrific job at pushing HW to the limit it seems :))

> I got the cache to work, so only a matter of time before things like
> full online graphics support methinks ;-) Highwire will come into its
> own when porno, erm Jpeg displayers are included!!

Sure, the online caching support opens up possibilities for adding new features. We'll have to wait and see what feature gets added next.

> From a non-technical or 'user' point of view, it tends to get stuck
> permanently if trying to access a very busy site. I think that a
> 'timeout' or extra-powerful 'stop' button would be useful, but I'm
> sure that is in your list of things to do.

The scheduler is still in the works, but do keep this problem in mind when testing future releases. If it persists, you might perhaps consider mentioning to the HighWire forum, or submit a bugreport to the bugtracker. (find both at http://highwire.atari-users.net)

> project's current active period. I wonder where we'll be by the end of
> this year? :)

Hopefully progressed further, with maintained (or even improved) stability we hope ;)

> If the intention is still to go for shareware, time to
> start saving up perhaps!

Since going open source, this is not the intention anymore afaik.

/Joakim

5655. Re: HighWire 0.1.4 is released

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 19:06:59 UTC
From: AltF4 <AltF4@freemint.de>
Message-ID: <3F3D2F53.F15AAAB@freemint.de>
Source record: 24537

"J.J.van de Gruiter" wrote:
>
> Hi,
>
> Sounds fantastic. Is the 030 binary especially for the Falcon. Any reason?

No, it is for all machines >= 030, compiled with gcc because Pure C
can only produce 000..020. But because gcc provides a better inteface
for assembler parts this one is a bit faster than the other for Falcon
256 colours mode.

Ralph

5656. Re: HighWire 0.1.4 is released

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 19:09:45 UTC
From: AltF4 <AltF4@freemint.de>
Message-ID: <3F3D2FF9.B60AF891@freemint.de>
Source record: 24538

```
Guy Harrison wrote:
[...]
>
> As I was in the vicinity...
>
> --- highwire/HighWire.c.ORIGINAL Fri Aug 15 02:17:33 2003
> +++ highwire/HighWire.c Fri Aug 15 01:58:32 2003

After this patch, is HighWire working correctly under fVDI?

Ralph
```

5657. Re: Atari SLM605

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 20:19:28 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0308152212010.791-100000@feanor.schunter.etc.tu-bs.de>
Source record: 24539

HG> I have a brand new Drum Kit & 4xtoners for this printer, including the
HG> compatibles. They're in Toshiba branded box's but are the same.

Which country do you live in?

Regards,

Alexander

5658. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 20:48:34 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhjgv1$m6j$1@sparta.btinternet.com>
Source record: 24541

Hi Julian

> I guess I was trying to "constructively bitch". It's something Steve
Sweet
> could learn something from. ;)

> > > You know, Ben, you really should take some business classes and learn
> > > better advertising. All you're doing here is pissing people
> > > off...it's sort of like having popups on Usenet. Also, you really
> > > need to take PayPal if you're running a web business. It's essential
> > > these days.
> > >
> > > Oh, your web site really could use a redesign too...perhaps an online
> > > ordering system of some kind?
> > >
> > > Honestly, these are only some of several reasons why I have not done
> > > business with you in the past. If you stop/fix some of these things,
> > > perhaps I (and others) will see you as a viable Atari source in the
> > > future.

Been there, done that, don't work.

--

Regards, Steve S.

5659. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 20:48:36 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhjgv3$m6j$2@sparta.btinternet.com>
Source record: 24540

Hi Dennis

> >So what's wrong with copying the fully-documented version of magx.inf
over
> >the cut-down one that you have a problem with?
>
> Actually, there is a problem doing this for a number of users. People
using
> magxdesk as desktop can't use this proposed method, because the file will
be
> overwritten when they save their desktop. The magx.inf file has two
purposes,
> it's a config file for MagiC but also for magxdesk.prg.

If he were to copy this new file over and then do a load inf then that would
be the one in memory and hence saved when required.

> Please don't feel targetted, offended, made a fool or blamed for. I
honestly
> didn't mean to .... :-/

Kick him while he's down!!. 9~)

--

Regards Steve

Rope me a sheep and I'll make it smile.

5660. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 21:05:17 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vjqioimi0m1425@corp.supernews.com>
Source record: 24542
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
news:392ef116.0308131536.2a18ab46@posting.google.com...
> because ATARIs and AMIGAs are crap,so nobody bought them !
>
> Throw away the old crappy computers and get a PC or a Playstation if
> you want to play !
>
> Nobody is interested in these stoneage systems anymore ...
>
> Windows rulz !
>
> Bill Gates rulz !

Man it sure must get boring down in Mommy's basement, Huh? The time you
have spent trolling on old computer furums, you could of actually gotten a
job and your own place!

Hahhahahaha

5661. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 21:12:53 UTC
From: keved <kevedAFRAIDOFSPAM@pacbell.net>
Message-ID: <BB629AE4.186E1%kevedAFRAIDOFSPAM@pacbell.net>
Source record: 24545
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Note: I'm consolidating and replying to various posts:

> Again. I have been virus free for many years. That doesn't mean it
> cannot happen. I would't be so smug. You have too much faith in your
> operating system to think there are zero vulerabilities. Virex is
> still selling Macintosh virus software. I have a feeling it is
> looking for mostly pc viruses, but it would be interesting to know how
> many it protects against targetting OSX. If any at all.
>

What part of "ZERO viruses for Mac OSX" do you not understand? Virex and Norton Antivirus do not check for OSX viruses because there are none.

They are not "mostly looking for PC viruses", they are *only* able to check for PC viruses because....There are no Mac OSX viruses.

There is no reason to purchase these programs unless you have a particular need to check files received from Windows that you plan on passing on to other Windows users and you care about passing on the virus.

This is an important point because there really has been no need to ever purchase Mac antivirus software (living solely in a Mac world). On the other hand, I can't imagine not having Norton Antivirus for Windows. This is worth calculating in terms of overall cost, and time/productivity considerations.

> I KNOW what the Macintosh can do and it's a wonderful machine. I
> don't think the average Macintosh users know what a windows machine is
> capable of aside from BSOD, worms, viruses, etc.

I know what a windows machine is capable of. I've been developing cross-platform for years as well as doing service and support. I've owned more PCs than Macs over the years (because I go through them faster), but I've always preferred using my Mac for any software app as well as for any task.

Wasn't the original post asking for what can you do with a Mac that you can't do with a PC? Well, you're not going to get any direct answer to that or vice versa. It's like asking what you can do with a new Mercedes that you can't do with a 72 Ford Pinto. Macs and PCs are both computers neither of which is capable of doing any task that the other can't...it's all about how you can do those tasks.

The Mac is easier, more elegant, more reliable, and just plain more enjoyable.

> I just don't buy it. I think it goes deeper than that. I think the
> common perception of the Macintosh is that it, for whatever reason, is
> able to produce higher quality output in terms of video and publishing
> solutions.
>
> At one time this was true because the windows based machines couldn't
> compete on a hardware of software level and were purely outclassed.
> Years later the times have changed and the windows machines have the
> same software and hardware just as powerful, but we still see this
> disproportionate usage because people are stuck in old mindsets.

No, not the same software. There are PC apps that perform similar functions, but they aren't the same as iPhoto, iDVD, Final Cut Express, Final Cut Pro, iTunes, etc...

And the hardware isn't always the same either. FireWire on a Mac means *powered* FireWire. FireWire on a PC usually doesn't mean powered, but it might, you need to check the manual, though if you PC came with FireWire your manual might not actually state this, though if the store where you purchased it installed a 3rd party card, maybe they would know, but usually they'll just check to see if FireWire itself provides power and do a Google search on FireWire, coming across Apple's site and thinking all FireWire does provide power, so they'll tell you this only to find out that the device you bought won't work and aaaaaahhhhh!!!!! Just give me a computer that works like it's supposed to! Why wouldn't you provide power with FireWire if some devices would require it...oh, because PCs are *cheaper*.

A lot of people still perceive Macs to be better for doing things like creating DVDs because it is so damn easy to teach a monkey to do it without additional hardware or software on a Mac. People with "Google-Hz" PCs souped up to function (sometimes) as a $100 Xbox or Playstation see the DVDs and ask, "uh, how do I do that?"

The Mac person tells them that it's really easy, you just need a DVD burner with your computer. The PC person goes out and buys a DVD burner, then discovers they need a FireWire card...oh, one with power...then they discover they need video editing software. They purchase some piece of crap software package...Oh, how do I get video from my VHS? Mac user, "Geez, it's really not rocket science you know".

Then there's the whole dealing with the audio/video synch problems and the stuttering and then "how do I do the menus and stuff?" and "how do I put photos on a DVD?" Oh, of course they need even more software to do this...at some point they ask, "can't I just make a VCD?"

Ugh, it's just time and time again I run into people who evaluate a Mac versus PC purchase. They don't include the price of everything like anti-virus software or software *they can use*. They end up buying the PC to save $100 and then realize that while their PC came with a DVD burner just like the Mac, they can't use the DVD burner just like they could've with the Mac.

5662. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 22:26:39 UTC
From: "Brian E. Doe" <bdoe.spamsucks@nozirev.net>
Message-ID: <93571106141641430.NC-1.57.bdoe.spamsucks@news.verizon.net>
Source record: 24543
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

On 13 Aug 2003 16:36:44 -0700, darmzunge@yahoo.de (Lord Teviolus) ranted and raved about <392ef116.0308131536.2a18ab46@posting.google.com> in :

> because ATARIs and AMIGAs are crap,so nobody bought them !
>
> Throw away the old crappy computers and get a PC or a Playstation if
> you want to play !
>
> Nobody is interested in these stoneage systems anymore ...
>
> Windows rulz !
>
> Bill Gates rulz !

Ummmmmmmmm.... ooooo-kay!

Another poor, ignorant lemming leaves his mark here.

--
Brian Team *AMIGA* NewsCoaster v1.57
Member "I Am Amiga" Fan Club
"La Amiga est morte. Viva la Amiga!"

5663. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 22:37:26 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.08.15.22.37.14.959917@pandora.be>
Source record: 24544
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**docs**
ftp://chapelie.rma.ac.be/atari/docs/hypertext/syshelp-112.zip
(67.849 bytes) System help hypertext. Mostly about MagiC. German only

**game**
ftp://chapelie.rma.ac.be/atari/game/tartan-e.zip
(34.754 bytes) Chess Game, English version

ftp://chapelie.rma.ac.be/atari/game/tartan-g.zip
(34.753 bytes) Chess Game. Original German version

ftp://chapelie.rma.ac.be/atari/game/baller1e.zip
(32.768 bytes) This is the English version of BallerBurg v1.0 (extended),
the well-known German public domain strategy game.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/attrib05.zip
(14.647 bytes) Utility to change fast and easy the TOS file flags. German/English version

ftp://chapelie.rma.ac.be/atari/utilities/rscvie06.zip
(20.783 bytes) Small RSC viewer. German/English version

Have Fun,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

5664. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-15 23:54:25 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <Roe%a.427929$nU.20916212@amsnews03.chello.com>
Source record: 24446

Andreas Kromke wrote:

> mail@freeman-studio.com (Mike Freeman) wrote in message
> news:<5c1cf651.0308141017.3150bc2c@posting.google.com>... (...)
>> misinterpreting. Anyway, what about the possibility of making a port
>> of the Magic GUI to Mint? As you say, Mint has its advantages over
>> Magic, and is very stable. Unfortunately, the GUI's on Mint aren't
>> nearly as nice as Magic's GUI. I would pay for Magic all over again to
>
> Unfortunately in MagiC AES and GEMDOS are not cleanly separated. E.g.
> contrary to MiNT, the basic scheduler/task/thread modules (today one
> could call it the nanokernel) are part of AES, not GEMDOS. So MagiC's
> AES cannot be used as replacement for MiNT's one. The same with vice
> versa. If I did total rewrite of MagiC today, I would do it much
> better and use a layered design.

Thank you Andreas for your dignified and clear explanations.

I actually recommend MagiC to people with a plain 68000 (when they ask
about MiNT ;-)
.
MagiC's amazing speed remains unparallelled.
Without MagiC, multitasking on a 68000 would be practically impossible.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

5665. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 00:27:10 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-AD6D58.20271015082003@nr-tor02.bellnexxia.net>
Source record: 24447
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

.....FOR ME TO POOP ON!

5666. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 01:18:21 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <xDf%a.1970$kK4.608@nwrddc02.gnilink.net>
Source record: 24448
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

C Lund wrote ...

>In article <RDU_a.8523$CN.5974@nwrddc03.gnilink.net>,
> "Sam Gillett" <samgillett@msn.com> wrote:
>
>> However, his attemps to troll started very few flames in the 8-bit
>> newsgroups. He seems to have found more fertile ground here though.
>
>That is because CSMA is a drainage ditch for keeping the wintrolls out
>of the "real" maccie forums. IOW this place is full of trolls. Fertile
>soil indeed. B)

Once the troll finds such great response from a one .mac group (s)he will be looking for more .mac groups on his/her next break from school. (Such immature trolls as the one who started this thread are obviously just kids.)

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

5667. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 02:06:19 UTC
From: Blacklord <llyon@nospam.intas.net.au>
Message-ID: <3f3d918f@dnews.tpgi.com.au>
Source record: 24450
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

"keved" <kevedAFRAIDOFSPAM@pacbell.net> wrote in message
news:BB629AE4.186E1%kevedAFRAIDOFSPAM@pacbell.net...
> Note: I'm consolidating and replying to various posts:
>
> What part of "ZERO viruses for Mac OSX" do you not understand? Virex and
> Norton Antivirus do not check for OSX viruses because there are none.

Ummmm... I seem to recall the "Doom" or "Snow Doom" virus that started
doing the rounds a few weeks ago, this one's a file deletion virus/trojan -
for the Mac - don't know a vast amount about it, but McAffee gives it a
mention.

cheers,

Lance

--
// http://commodore.thebbs.org
telnet://commodore.thebbs.org
Since 1987 - Australia's oldest Amiga BBS //

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.509 / Virus Database: 306 - Release Date: 13/08/2003

5668. Re: Atari SLM605

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 04:06:17 UTC
From: HP Guy <HPguy@Noemail.com>
Message-ID: <3f3dadc1$0$23602$5a62ac22@freenews.iinet.net.au>
Source record: 24449

I'm in Australia, but can deliver internationally.

"Alexander Beuscher" <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
news:Pine.LNX.4.44.0308152212010.791-100000@feanor.schunter.etc.tu-bs.de...
>
> HG> I have a brand new Drum Kit & 4xtoners for this printer, including the
> HG> compatibles. They're in Toshiba branded box's but are the same.
>
> Which country do you live in?
>
>
> Regards,
>
> Alexander
>

5669. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 07:02:42 UTC
From: C Lund <clund@NOSPAMnotam02.no>
Message-ID: <clund-AC367A.09024216082003@amstwist00.chello.com>
Source record: 24451
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <xDf%a.1970$kK4.608@nwrddc02.gnilink.net>,
"Sam Gillett" <samgillett@msn.com> wrote:

> C Lund wrote ...
> >In article <RDU_a.8523$CN.5974@nwrddc03.gnilink.net>,
> > "Sam Gillett" <samgillett@msn.com> wrote:
> >> However, his attemps to troll started very few flames in the 8-bit
> >> newsgroups. He seems to have found more fertile ground here though.
> >That is because CSMA is a drainage ditch for keeping the wintrolls out
> >of the "real" maccie forums. IOW this place is full of trolls. Fertile
> >soil indeed. B)
> Once the troll finds such great response from a one .mac group (s)he will be
> looking for more .mac groups on his/her next break from school.

CSMA has kept the maccie forums relatively troll-free for a very long
time now. I don't think there's any danger of that happening. B)

> (Such
> immature trolls as the one who started this thread are obviously just kids.)

> Best regards,

--
C Lund, www.notam02.no/~clund

5670. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 08:17:58 UTC
From: Woofbert <woofbert.spam@infernosoft.com>
Message-ID: <woofbert.spam-9A9B0D.01175816082003@typhoon.sonic.net>
Source record: 24452
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <3f3d918f@dnews.tpgi.com.au>,
"Blacklord" <llyon@nospam.intas.net.au> wrote:

> "keved" <kevedAFRAIDOFSPAM@pacbell.net> wrote in message
> news:BB629AE4.186E1%kevedAFRAIDOFSPAM@pacbell.net...
> > Note: I'm consolidating and replying to various posts:
> >
> > What part of "ZERO viruses for Mac OSX" do you not understand? Virex and
> > Norton Antivirus do not check for OSX viruses because there are none.
>
> Ummmm... I seem to recall the "Doom" or "Snow Doom" virus that started
> doing the rounds a few weeks ago, this one's a file deletion virus/trojan -
> for the Mac - don't know a vast amount about it, but McAffee gives it a
> mention.

Do you say "virus slash trojan"?

So. Is it a virus or a Trojan horse?

They are very different animals. There's a lot of confusion about
viruses, worms, and Trojan horses. I recently read an article in which
it said "worms, unlike viruses, make copirs of themselves..." I stopped
reading the article after that.

--
Woofbert, Chief Rocket Surgeon, Infernosoft
Woofbert's Law on Learning Linux: When attempting to learn Linux,
study it thoroughly before you begin.

5671. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 09:17:03 UTC
From: keved <kevedAFRAIDOFSPAM@pacbell.net>
Message-ID: <BB63449E.18B42%kevedAFRAIDOFSPAM@pacbell.net>
Source record: 24454
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

in article 3f3d918f@dnews.tpgi.com.au, Blacklord at
llyon@nospam.intas.net.au wrote on 8/15/03 7:06 PM:

>
> "keved" <kevedAFRAIDOFSPAM@pacbell.net> wrote in message
> news:BB629AE4.186E1%kevedAFRAIDOFSPAM@pacbell.net...
>> Note: I'm consolidating and replying to various posts:
>>
>> What part of "ZERO viruses for Mac OSX" do you not understand? Virex and
>> Norton Antivirus do not check for OSX viruses because there are none.
>
> Ummmm... I seem to recall the "Doom" or "Snow Doom" virus that started
> doing the rounds a few weeks ago, this one's a file deletion virus/trojan -
> for the Mac - don't know a vast amount about it, but McAffee gives it a
> mention.

Virus/Trojans in your imagination don't really count...try again:

There are no viruses for OSX.

Feel free to try to link to any real news source saying otherwise.

5672. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 09:45:15 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0308160145.591476ea@posting.google.com>
Source record: 24453

There are many MagiC-only apps available. People seem to have
forgotten that Atari choose MiNT to be the basis for MultiTOS..

Personally, I think it is bad coding to not support our two major
operating systems. They are not that different from eachother. (No
offence guys)

Both OS's have their pro:s and con:s, but thats not the issue. Some
people actually think it is a good idea to make programs that only
work with one of these OS:es, or that there must be something wrong
with the other OS when his/her program does not work on it.

In short:
All this reduces our small platform even further. Get along, folks.
Make compatible stuff - that way we can continue using our beloved
machines a bit longer.

Regards

-- Peter

5673. Re: Atari SLM605

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 12:10:28 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <G9p%a.12892$Kx1.194380@newsfep4-glfd.server.ntli.net>
Source record: 24455

Hello.

I have two SLM 605 printers for sale, one in working order, the other with a paper jam problem.

Both gotta go, sensible offers?

UK based.

5674. Re: Atari SLM605

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 12:37:45 UTC
From: HP Guy <HPguy@Noemail.com>
Message-ID: <3f3e25a1$0$23589$5a62ac22@freenews.iinet.net.au>
Source record: 24456

I have one that's done 50 pages since new, only thing wrong with it is the wiper blade in the drumkit has failed. Its as new. would love to sell it to some one who would use it or collect it.
but in Aus only.

also have an slm804 with a dud wiper blade in the drumkit, they are repairable as aftermarket parts are available, but I have no use for it so I'll probably never fix it.

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message news:G9p%a.12892$Kx1.194380@newsfep4-glfd.server.ntli.net...
> Hello.
>
> I have two SLM 605 printers for sale, one in working order, the other with a
> paper jam problem.
>
> Both gotta go, sensible offers?
>
> UK based.
>
>
>

5675. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 13:20:01 UTC
From: Peter Hayes <peter@NOSPAM.seahaze.demon.co.uk>
Message-ID: <0udlhb.k93.ln@vlad.seahaze>
Source record: 24457
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

keved wrote:

> Note: I'm consolidating and replying to various posts:
>
>> Again. I have been virus free for many years. That doesn't mean it
>> cannot happen. I would't be so smug. You have too much faith in your
>> operating system to think there are zero vulerabilities. Virex is
>> still selling Macintosh virus software. I have a feeling it is
>> looking for mostly pc viruses, but it would be interesting to know how
>> many it protects against targetting OSX. If any at all.
>>
>
> What part of "ZERO viruses for Mac OSX" do you not understand? Virex and
> Norton Antivirus do not check for OSX viruses because there are none.
>
> They are not "mostly looking for PC viruses", they are *only* able to check
> for PC viruses because....There are no Mac OSX viruses.
>
> There is no reason to purchase these programs unless you have a particular
> need to check files received from Windows that you plan on passing on to
> other Windows users and you care about passing on the virus.
>
> This is an important point because there really has been no need to ever
> purchase Mac antivirus software (living solely in a Mac world).

That is just completely untrue. There might not be any at the moment but only
if you live solely in an OSX world, but I can assure you there are plenty of
people still using MacOS on "legacy" machines that /do/ need some antivirus
software.

--

Peter

Remove NOSPAM. to e-mail

5676. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 17:30:40 UTC
From: Lukasz Jokiel <Lukasz.Jokiel@cos.trzeba.wyciac.klonex.com.pl>
Message-ID: <pan.2003.08.16.17.28.32.813707@cos.trzeba.wyciac.klonex.com.pl>
Source record: 24458
Cross-posted to:
comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.misc,comp.sys.amiga.advocacy

On Wed, 13 Aug 2003 16:36:44 -0700, Lord Teviolus wrote:

> because ATARIs and AMIGAs are crap,so nobody bought them !
>

```
_---________---__________
| }
/ DO NOT FEED THE TROLL \
\____ __/
-------------------`
|#:|
|#:|
|#:|
\\\|#:|/ /
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

--
-=[Lukasz C. Jokiel]=- | Klonex VCS, Zbozowa 27, 45-837 Opole.
CCNA & CCCS; DOCSIS,HFC,CMTS,cable modems,ISD; Linux Cable Services
sys & net adm @ klonex.com.pl | phone: +48 77 4572901 e. 116
-=[http://klonex.com.pl/~lcj]=-

5677. "brain blasters"

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 19:11:38 UTC
From: google@asktoby.com
Message-ID: <25a29397.0308161111.5e855524@posting.google.com>
Source record: 24459

Anyone got this game? I'd love to get hold of it.
Thanks if you've the time to look...

Toby

5678. Re: Composcript

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 19:16:11 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhlvtm$27d$1@hercules.btinternet.com>
Source record: 24460

Harry baby!!!

> I've got an original fully boxed copy of Ultrascript here (with its
original
> $245 invoice too!). I could send it to you for a nominal cost plus
postage,
> if you like.
>
> regards
> Harry (in sales mode only)

What, not going to say hello??.

--

Regards Steve

You've not seen a worried sheep until you've seen a sheep worried by me!!

5679. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 19:16:14 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhlvts$27d$2@hercules.btinternet.com>
Source record: 24463

Why its Lonny, it must be getting warm under that rock

> If you followed the threads at all you'd know that:

> 1) They think it is somehow funny that I have a hades.

No one has mentioned any humour with regard to your Hades, I'd like one
myself except they seem to turn you into a reclusive a-hole.

> 2) I mentioned open source and aIRC and suddenly I'm stealing code.

No, you specifically mentioned stealing code and tried to twist it otherwise
when you realised your public admission to theft backfired.

> 3) They propose a magic setup is faster at mp3 encoding than a mint setup.

> 4) Others have had comments made about their mother.

No they didn't you moron, go back and read the post concerned.

> And it almost always starts the same way. If I just suggest for a moment
> that there are a couple of free unix alternatives to say PhotoTip, well
> I have just pissed off Dennis.

You wished you did.

--

Regards Steve

You've not seen a worried sheep until you've seen a sheep worried by me!!

5680. Re: ram test prog

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 19:16:19 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhlvtv$27d$3@hercules.btinternet.com>
Source record: 24461

Hi "exxos"

<exxos@home.co.uk> wrote in message
news:3f3a9b39$0$18494$cc9e4d1f@news.dial.pipex.com...
> HI all,
>
> does anyone have the Marpet Ram test program ? I did have it a long time
ago
> though can't find it :(

Is there a reason you want that specific app, surely any mem test program
will do the business?.

--

Regards Steve

You've not seen a worried sheep until you've seen a sheep worried by me!!

5681. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 19:16:23 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhlvu5$27d$4@hercules.btinternet.com>
Source record: 24462

Yo! Dennis

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1060921724-103739AEicMi@gmx.net...
> From: "BonnyBum" <bonny@bum.com>
> Date: Wed, 13 Aug 2003 22:55:32 +0100
>
> >the rest is too disgusting to mention, needless to say Mr Sweet has been
> >duly reported for abuse and copies sent to btopenworld.com
> >he will no doubt get another and still persist with this discusting
> >American type of insult that does him no favours
>
> Yo Steve !!!
> Did you know that a *BLOWJOB* is an discusting American insult?
> Gee.... I think my next holiday will be to the US, insulting lots of nice
> American women :-)

I thought it was the main method of conception for the yanks, Male cousin
gives father a blowjob, cousin gobbles mother, result a new baby cousin
spanger.

> Who said this newsgroup was dull again? I wonder how btopenworld will
treat
> this obviously xenophobic complaint? They'll probably ROTFL <fat grin>

Sure, dissin sheep shagging is racist as far as I'm concerned, after all its
our national sport, our only real competition being the Aussies. 8~)

--

Regards Steve

You've not seen a worried sheep until you've seen a sheep worried by me!!

5682. Re: HighWire 0.1.4 is released

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 19:47:26 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <o4f211-of31.ln1@sd.swampdog>
Source record: 24464

Mark D wrote:

> On Fri, 15 Aug 2003 02:32:03 +0100, Guy Harrison wrote:
>
>> /* Allocate all GLOBAL memory merged to one block. The reason
>> for using
>> one
>> * block is, that MiNT with memory protection internally
>> allocates 8 KiB. * GLOBAL is needed for inter process
>> communication under memory
>> protection.
>>
>> ...and if anyone can tell me how to fix me clunky mouse under aranym
>> please be forthcoming! ;-)
>
> Guy,
>
> I believe that in recent CVS versions of Aranym the clunky mouse issue may
> be fixed.

Drat. That's what I'm using.

> However I wouldn't know as I have discovered an alternative
> method. For me, the clunky mouse issue only occurs when running aranym in
> a frame buffer. If i run it in an X window, it's fine. Well the X window
> sucks right? Press the scroll lock to switch back and forth between full
> screen. So the proper procedure is start aranym, press scroll lock. To
> switch back to x, press scroll lock again and then minimize. This works
> for me and I can run aranym for a very long time without the clunky mouse
> issues.

Hmm, interesting. I "clunk" all the time and was beginning to think it was a FreeBSD issue (I have occasional mouse jumping in Doom for instance). I've now also tried plain vanilla tos image and that's the same. Hopefully there's something in the code I can find, or something I can twiddle concerning my mouse.

> Now I just have to figure out why the ethernet gives up on me
> after a few megs xferred.

'Fraid I disabled that for the moment (it wouldn't configure).

--
Guy Harrison

5683. Re: HighWire 0.1.4 is released

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 20:00:28 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <q4f211-of31.ln1@sd.swampdog>
Source record: 24465

AltF4 wrote:

> Guy Harrison wrote:
> [...]
>>
>> As I was in the vicinity...
>>
>> --- highwire/HighWire.c.ORIGINAL Fri Aug 15 02:17:33 2003
>> +++ highwire/HighWire.c Fri Aug 15 01:58:32 2003
>
> After this patch, is HighWire working correctly under fVDI?

Initial indications are "yes". Now that it recognises the cookie Highwire (I built an 030 version) launches under fVDI. This is a stock "afros" off the aranym site - that fVDI has no fonts installed. Unfortunately my "clunky" mouse renders it nigh on impossible to do anything else atm (like install fonts).

I don't see any mention of fVDI in the highwire source - was there a specific issue you had in mind?

--
Guy Harrison

5684. Atari Software/Hardware Sale

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 20:51:21 UTC
From: daja300@aol.com
Message-ID: <20030816165121.22785.00000101@mb-m05.aol.com>
Source record: 24466

Hi everyone

I now have access to my Atari Software/Hardware stuff and will try to compile a list of everything I have for sale. I have mostly software. If you need something and know it by name, it would be best for you to tell me what you want.

As I said up top I will create a list but this might take weeks and maybe even months before it's completed.

I am still pulling stuff out my storage but have lots here with me as well. I am sorting things out.

Email me privately if you are interested. Again, I apologize in advance if I cannot find what you need up front, but I might still have an idea if I do have it and will try and locate it or let you know if it will be a wait.

Or simply wait for the list.

Thanks
Dave
daja300@aol.com
dave@paraisocz.com
daja300@aol.com

5685. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 21:01:59 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D98EBFEDCC3wildstar128hotmailco@216.168.3.44>
Source record: 24467
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

"Blacklord" <llyon@nospam.intas.net.au> wrote in
news:3f3d918f@dnews.tpgi.com.au:

> Ummmm... I seem to recall the "Doom" or "Snow Doom" virus that
> started doing the rounds a few weeks ago, this one's a file deletion
> virus/trojan - for the Mac - don't know a vast amount about it, but
> McAffee gives it a mention.
>
> cheers,
>
> Lance
>

A Trojan is nothing more than a subroutine or subprogram in a program
that either deletes, corrupt, add dummy files (waste of time), or ceven
formats the HD and does things like automatically filling in the
specification of the prompts and clicking OK without you ever realize
this kind of stuff is happening. As the prompt window would never be
seen. These kind of codes (often destructive) would be a hidden task
inside an addictive game environment (best way to keep you from noticing
anything). Then funny part is this would be triggered either by
completing a level or some action in a game or triggered by the clock or
a timer running in the background. This stuff often does things that you
don't want and you never realize it is doing those things because you the
unsuspected victim would be merely too addicted to the game that you
don't care about anything going on. MacOS is not completely fool proof.
No OS ever is. MacOS is simply more stable. All a program has to do is
remap the keyboard and lock out certain keys and would have to "overide"
the OS which can be done especially through creative techniques.

The main reason this is not done is Microsoft is too big and hated and
this is one of the many methods of "protesting" by trying to destroy the
OS by making it so unreliable that people will use another OS. It is a
war between these "vandals" and "Microsoft". They will not stop until
Microsoft cease to exist or they cease to exist or give up. This is their
mentality described. Who says MacOS doesn't have security holes. All it
takes is someone exploiting the weak areas.

The overall point is NO operating system is invincible. Simply because it
is written by people that are not perfect. If the person (programmer(S))
is imperfect then there will be some sort of imperfection somewhere. It
always will be.

5686. Can anyone recommend for a STFM emulator to play OIDS

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 21:22:32 UTC
From: Andrew Johnson <andyj34@yahoo.co.uk>
Message-ID: <vjt8f3dieltsb1@corp.supernews.com>
Source record: 24468

All,
Can anyone recommend for a STFM emulator to play OIDS?

5687. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 22:49:04 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <Axy%a.3750$_P1.350@nwrddc01.gnilink.net>
Source record: 24469
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Woofbert wrote ...

>In article <3f3d918f@dnews.tpgi.com.au>,
> "Blacklord" <llyon@nospam.intas.net.au> wrote:
>> Ummmm... I seem to recall the "Doom" or "Snow Doom" virus that started
>> doing the rounds a few weeks ago, this one's a file deletion
>> virus/trojan - for the Mac - don't know a vast amount about it, but
>> McAffee gives it a mention.
>
>Do you say "virus slash trojan"?
>
>So. Is it a virus or a Trojan horse?

Don't you know that a trojan can be used to help propagate a virus?

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

5688. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 22:49:05 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <Bxy%a.3751$_P1.3363@nwrddc01.gnilink.net>
Source record: 24470
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

keved wrote ...

>> Ummmm... I seem to recall the "Doom" or "Snow Doom" virus that started
>> doing the rounds a few weeks ago, this one's a file deletion
>> virus/trojan - for the Mac - don't know a vast amount about it, but
>> McAffee gives it a mention.
>
>
>Virus/Trojans in your imagination don't really count...try again:

The only thing imaginary here is OSX safety.

>There are no viruses for OSX.

For how much longer?

>Feel free to try to link to any real news source saying otherwise.

Here is a quote from Macworld's web site.

"Computer viruses are, unfortunately, a fact of life these days. And
although we Mac users don't experience the onslaught of malware that folks
in the Windows camp have to fight off, we're not invulnerable, and we
mustn't become complacent. An antivirus program is a must. "

You do have browsers for OSX don't you? What happens if someone aims a
malevolent java applet at OSX users? I really doubt that _any_ modern
operating system is 100% bulletproof.

May I remind you that OSX is based on Unix? Unix viruses were running
rampant _before_ Windows became popular enough to become a target. A
bulletproof operating system? I don't think so!

For your own sake, hope that OSX never becomes popular. The most popular
operating system will _always_ be the prime target.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

5689. Willie's Adventures?

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 23:00:25 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vjtds9b5oj1k2a@corp.supernews.com>
Source record: 24471

What happened to the development of Willie's Adventures for the Falcon030?

Tim

5690. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 23:36:54 UTC
From: keved <kevedAFRAIDOFSPAM@pacbell.net>
Message-ID: <BB640E23.18D17%kevedAFRAIDOFSPAM@pacbell.net>
Source record: 24474
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

in article Bxy%a.3751$_P1.3363@nwrddc01.gnilink.net, Sam Gillett at
samgillett@msn.com wrote on 8/16/03 3:49 PM:

>
> keved wrote ...
>
>>> Ummmm... I seem to recall the "Doom" or "Snow Doom" virus that started
>>> doing the rounds a few weeks ago, this one's a file deletion
>>> virus/trojan - for the Mac - don't know a vast amount about it, but
>>> McAffee gives it a mention.
>>
>>
>> Virus/Trojans in your imagination don't really count...try again:
>
> The only thing imaginary here is OSX safety.
>
>> There are no viruses for OSX.
>
> For how much longer?

Who knows? The point here is that there are no viruses for OSX and due to
OSX being less vulnerable, as well as being a minority OS, and not hated
like MS, there is significantly less risk.

Even more important is that with OSX (world), there is no need for virus
protection because there are no viruses. The day there is an OSX virus
there may be a need to purchase software...but maybe not as it may be
patched or as back in the days when there were Mac viruses, there may be
free programs like Disinfectant.

For Windows, it doesn't matter if there ever are more viruses because there
already are some that exist. This is why I can't imagine not purchasing
Norton Anti-Virus for my Windows boxes. I consider the cost of NAV when
budgeting for PCs. I do not consider the cost of anti-virus software when
budgeting for a Mac, since in almost 20 years of using Macs, I haven't had a
need to purchase anti-virus software for the Mac.

>
>> Feel free to try to link to any real news source saying otherwise.
>
> Here is a quote from Macworld's web site.

Which specifically doesn't say there has ever been an OSX virus.

>
> "Computer viruses are, unfortunately, a fact of life these days. And
> although we Mac users don't experience the onslaught of malware that folks
> in the Windows camp have to fight off, we're not invulnerable, and we
> mustn't become complacent. An antivirus program is a must. "

The article is wrong. Here's why... Norton et al, offer no protection against a future unknown virus. This is why staying constantly updated is important, right? So let's look at the mustness of NAV for OSX over the years:

2001 - worthless
2002 - worthless
2003 - worthless so far

Now suppose in 2004 we get a virus. If you already own NAV, you'll download an update and be protected. If you don't already own NAV, you can evaluate the risk, and if desired, you can purchase NAV at that time.

Even if there is a virus in the future, running NAV for 2001, 2002, and so far in 2003 has been a waste of time, money and resources.

Yes, a virus *could* come out for OSX, and it is a must to be aware of the potential risk, but it's not necessary to pay money, spend time, and consume resources to scan for something that simply isn't there.

> You do have browsers for OSX don't you? What happens if someone aims a
> malevolent java applet at OSX users? I really doubt that _any_ modern
> operating system is 100% bulletproof.
>
> May I remind you that OSX is based on Unix? Unix viruses were running
> rampant _before_ Windows became popular enough to become a target. A
> bulletproof operating system? I don't think so!
>
> For your own sake, hope that OSX never becomes popular. The most popular
> operating system will _always_ be the prime target.

As an OSX user, I will be much less bothered as OSX becomes more popular. Right now, I find it annoying as hell to get warning about Windows viruses, I hate having my Mac Weblogs still being hit by codered running on Windows machines, I hate receiving all the .scr, .pif, message.zip files from idiots still using Windows *and* not using NAV.

OSX is not bulletproof, but it is much better protected than Windows, and it is not solely due to the marketshare.

MS really needs to address the virus issue. I don't understand why they're so willing to take over every market and dictate how things will be done, but they won't take over the anti-virus market and dictate that all PCs connected to the Internet will auto-update patches...oh, wait, they can't event get their patches to be safe...never mind.

5691. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 23:39:47 UTC
From: keved <kevedAFRAIDOFSPAM@pacbell.net>
Message-ID: <BB640ED1.18D18%kevedAFRAIDOFSPAM@pacbell.net>
Source record: 24473
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

in article 0udlhb.k93.ln@vlad.seahaze, Peter Hayes at
peter@NOSPAM.seahaze.demon.co.uk wrote on 8/16/03 6:20 AM:

> keved wrote:
>
>> Note: I'm consolidating and replying to various posts:
>>
>>> Again. I have been virus free for many years. That doesn't mean it
>>> cannot happen. I would't be so smug. You have too much faith in your
>>> operating system to think there are zero vulerabilities. Virex is
>>> still selling Macintosh virus software. I have a feeling it is
>>> looking for mostly pc viruses, but it would be interesting to know how
>>> many it protects against targetting OSX. If any at all.
>>>
>>
>> What part of "ZERO viruses for Mac OSX" do you not understand? Virex and
>> Norton Antivirus do not check for OSX viruses because there are none.
>>
>> They are not "mostly looking for PC viruses", they are *only* able to check
>> for PC viruses because....There are no Mac OSX viruses.
>>
>> There is no reason to purchase these programs unless you have a particular
>> need to check files received from Windows that you plan on passing on to
>> other Windows users and you care about passing on the virus.
>>
>> This is an important point because there really has been no need to ever
>> purchase Mac antivirus software (living solely in a Mac world).
>
> That is just completely untrue. There might not be any at the moment but only
> if you live solely in an OSX world, but I can assure you there are plenty of
> people still using MacOS on "legacy" machines that /do/ need some antivirus
> software.

I should've specified *purchase* antivirus software for Classic MacOS and
have installed any antivirus software in OSX.

With Classic MacOS, Disinfectant which is free and other free patches and
repairs can be used.

5692. Atari Online News, Etc. #05-33

Newsgroup: comp.sys.atari.st
Date: 2003-08-16 23:53:13 UTC
From: danap8@aol.comno-spam
Message-ID: <20030816195313.28022.00000088@mb-m29.aol.com>
Source record: 24472

A-ONE #0533 08/15/03

~ HighWire Update News! ~ People Are Talking! ~ ATI Gets Xbox Deal!
~ Blaster Worm Runs Amok ~ Help For Blaster Worm! ~ Iomega Readies RRD!
~ Online Sports Games! ~ RIAA Suffers Setback! ~ MS Updates MacOffice
~ Microsoft "High Heat"! ~ ~ Blackout of 2003!

-* AOL Time Warner Name Split? *-
-* U.S. Seeks To Reinstate COPA Laws! *-
-* Microsoft Braces For Onslaught of the Worm *-

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___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
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5693. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 00:34:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1061125702-100039AEicMi@gmx.net>
Source record: 24480

From: Janez Valant <swe@atari.org>
Date: Fri, 15 Aug 2003 11:28:45 +0200

Hi Janez,

>No it wasnt a bad move on contrary. But look from my perspective: u
>didnt correct us, and prompt us to EXTENSION folder etc, but u also
>spiced with your usual spice:
>
>"...it would be nice knowing that someone somewhere actually reads
>them instead of complaining about the lack of documentation..."

Look, someone had a problem, and the solution was handed on a plate. Then
all of a sudden the thread evolves in a "let's blame MagiC for it's poor
documentation". The MagiC docs are far from perfect, but I know a lot of
docs which are much worser...
1. The #_TSL variable is explained in the manual
2. it's explained in the "large" magx.inf file
3. it's explained in the MagiC Config HYP file

I can only conclude that the people complaining never read any of the
three, if they would have, then we wouldn't be discussing this...

>From your message we all looked like some complainers which refuse to
>read docs and then hag bout lack ofthem.... Hard to ignore docs if u
>arent aware of them....

I can understand you skip one doc, but all three? Also I only posted
after other people here pointed out that #_TSL was documented and where
it was located. Since nobody took notice, I posted the damn thing...

>Im preety sure, u would react the same, if u would have MiNT (or other,
>not realy matter) guess and i would reply, that u need to read docs,
>before u moan... (and u would prolly extend it to "you all") TBH, i do
>read docs a lot, kinda need to do in Unix, but i realy wouldnt expect
>Magic docs in EXTENSION folder... It is my fault, but u can prompt me
>normaly....

I'm pretty sure that I wouldn't react this way... I'm not mister know it
all, just like everyone here I come across a problem from time to time
as well. Untill today however I haven't encountered one that couldn't be
solved by reading the docs and in the event that the docs lack the
necessary information I apply some logical thinking, and sometimes just
plain luck or coincidence solved the problems also... I do get pissed
off however when people refer me to reading docs, and the relevant info
isn't there.
BTW: I goofed... the magx.inf file isn't located in the XTENSION folder,

but in the UTILS folder, If you never looked inside that folder, now is the time.... there's some more helpfull stuff in that folder.

>Well as u wish.. I repeat that i dont mind to be corrected or guided, i
>actualy apreciate help. And if u would just bite the tongue (fingers
>actualy :) before adding "final touch" i bet we could get along much
>better....

I wasn't aware that we don't get along very well... I'm convinced if we would ever meet each other, we would jump into the first pub on our way, and discuss Atari related stuff until the landlord throws us out, and we would say bye bye as the very best friends. As for biting in parts of my body before adding the final touch.... sorry, can't do that. We've all got our own style, after all these years people know that I'm upfront, I like to call a horse a horse... changing my style, would make it fake.

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5694. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 00:37:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1061125698-99395AEicMi@gmx.net>
Source record: 24479

From: pep@hms.se (Peter)
Date: 16 Aug 2003 02:45:15 -0700

Hi Peter,

>There are many MagiC-only apps available. People seem to have
>forgotten that Atari choose MiNT to be the basis for MultiTOS..

Would you care to name a couple of those "many" MagiC-only apps? And
please don't say the IConnect clients, that's old hat...

>
>In short:
>All this reduces our small platform even further. Get along, folks.
>Make compatible stuff - that way we can continue using our beloved
>machines a bit longer.

AFAIK the TOS and MagiC developers have been doing this very thing for
years, It's the MiNT corner you need to address, they're the ones who
spewing out all kinds of "alien" bullshit...

Cheers from Belgium
Dennis

5695. Re: University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 01:37:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1061125704-100795AEicMi@gmx.net>
Source record: 24481

From: Mark D <mducksub@removenoaspam.atari-source.com>
Date: Thu, 14 Aug 2003 16:50:15 -0400

Hi Mark,

>Tee hee, surely calamus could import and export Word format? But that's
>not so much of a word processor as it is a DTP application is it?

It probably can...
But then it costs an arm and a leg also compared to Papyrus. On the other
hand Papyrus claims to be a "DTP-alternative", but I think that's just
an example of German humour.

Cheers from Belgium
Dennis

5696. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 01:38:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1061125708-101319AEicMi@gmx.net>
Source record: 24482

From: "Steve Sweet" <steve.sweet@btopenworld.com>
Date: Sat, 16 Aug 2003 19:16:14 +0000 (UTC)

Hi Steve,

>> 1) They think it is somehow funny that I have a hades.
>
>No one has mentioned any humour with regard to your Hades, I'd like one
>myself except they seem to turn you into a reclusive a-hole.

It's not the Hades by it self that turns someone into a reclusive a-hole,
it's the OS which runs on it that is responsible for the brainwashing and
the blurred vision. A clove of garlic on the monitor is rumoured to help,
ported unix stuff can't stand the smell.

>>4) Others have had comments made about their mother.
>
>No they didn't you moron, go back and read the post concerned.

That could be a bit of a problem... he has replaced Pine for Entourage,
that's even bigger crap.
It's sad really, here's an oh so dedicated Atarian, and to follow what's
going on here, he has to use a Mac and software from enemy number one...

>>And it almost always starts the same way. If I just suggest for a
>>moment that there are a couple of free unix alternatives to say
>>PhotoTip, well I have just pissed off Dennis.
>
>You wished you did.

In his wildest dreams perhaps... <fat grin>

>You've not seen a worried sheep until you've seen a sheep worried by
>me!!

As long as it doesn't end up on my plate !!!

Cheers from Belgum
Dennis

5697. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 01:40:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1061125694-98691AEicMi@gmx.net>
Source record: 24478

From: lp <gfa@basic.net>
Date: Fri, 15 Aug 2003 11:39:46 -0400

Hi Lonny,

>If you followed the threads at all you'd know that:
>1) They think it is somehow funny that I have a hades.
>2) I mentioned open source and aIRC and suddenly I'm stealing code.
>3) They propose a magic setup is faster at mp3 encoding than a mint setup.
>4) Others have had comments made about their mother.

Spewing your usual bullshit again I see?
PRODUCE the relevant posts or crawl back under your rock...

>It is all to clear which side needs to grow up and I am not saying
>all magic users here, you can tell by the posts which ones it is.

Changed your mind all of a sudden?
"So play with your kiddy OS as the rest of us adults move on. ;-)"

Does that quote ring a bell? If not, I *can* produce the post.

>And it almost always starts the same way. If I just suggest for a moment
>that there are a couple of free unix alternatives to say PhotoTip, well
>I have just pissed off Dennis.

You'll need stronger ammo to piss me off...
Oh and about PhotoTip, I put it to you that there isn't one free ported
unix alternative that comes even close. Take a good look at the PhotoTip
features, it's much more then just another digital camera driver...
You don't have to suggest unix alternatives to me, I'm a Atari user, unix
stands as far from me as Amiga alternatives. I don't settle for second best
either, supposing that I would be even remotely interested in running your
suggestions, I certainly wouldn't do it on this platform. A Mac or PC are
far more suited for running these... It's gonna take more then pine, wget,
samba etc to convert me.

>Likewise, other apps are judged by whether they are ported, regardless of
>whether they ever used that app or not.

To be able to use the apps, one must use MiNT. The fact that these apps are
tied to one OS are enough to judge them. And the very few that do run on
the other two OS's are hampered by a non available GUI, lousy docs and a
lack of features... if fifteen years ago someone would have released such
crap he would have been nailed against a wall, but now all of a sudden
we're expected to cheer...

Cheers from Belgium
Dennis

5698. Re: Gemvelope

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 01:50:32 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3f3edf77$0$198$75868355@news.frii.net>
Source record: 24475

Edward S. Baiz Jr. wrote:
> Hello all,
>
> Well I thought things all well and good with Gemvelope, but now I
> have run into a little snag. At first thing were fine, but now I
> am getting some weird printing results. First of all I need to
> have the NVDI driver for my Epson Photo 700 printer set to 360dpi
> draft. I know it sounds strange, but the resulting print is nice
> and dark like it should be. If I use the 360dpi Normal mode, the
> result print is too light. I am thinking that the program is too
> old and needs an update inorder to print correctly using NVDI.
>
> Like I said things were find at first, now when I print using the
> 360dpi draft mode, Gemvelope does not print the complete address.
> It only prints every other line. If I use the Normal mode, then it
> prints everything. What I am doing is running the envelope through
> twice which gives me a good result.
>
> I was just wondering if anyone had any ideas. I emailed the author
> and he said that he does not even own an Atari system anymore.

Just an FYI, Ed, the current register author is not the original author.
:-)

5699. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 06:36:54 UTC
From: Julian Wolfe <julianwolfe@earthlink.net>
Message-ID: <aoF%a.18349$BC2.13435@newsread2.news.atl.earthlink.net>
Source record: 24476

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bhjgv1$m6j$1@sparta.btinternet.com...
> Hi Julian
>
>
> > I guess I was trying to "constructively bitch". It's something Steve
> Sweet
> > could learn something from. ;)
>
> Been there, done that, don't work.

If you have, then I digress :)

However, Janez is right...this guy really could be an asset to the Atari community...

You know I'm tempted to start my own Atari mail order business in the US...just to show Ben how it's done.

Then again, he was probably one of the kids who never learned that square pegs don't fit in round holes, so I guess it would be a lot like winning an award at the Special Olympics, huh?

Oh well.

Peace, Atarians!

Julian

5700. Re: Turbo cache

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 08:24:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200308171024.a27447@b.maus.de>
Source record: 24485

Y> What is the last release of his program ?

The last version I know is the 6.4a.

Gerhard

5701. Re: Atari SLM605

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 10:01:21 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0308171152360.770-100000@feanor.schunter.etc.tu-bs.de>
Source record: 24477

HG> I'm in Australia, but can deliver internationally.

I think it's much simpler to sell it to somebody within Australia.

HG> I have one that's done 50 pages since new, only thing wrong with it is the
HG> wiper blade in the drumkit has failed. Its as new. would love to sell it to
HG> some one who would use it or collect it.
HG> but in Aus only.

Make it a bundle with the drum kit and toner!

If you were living just some hundred kilometers away I'd instantly come
and collect it...

Hope you find someone who appreciates this printer.

Regards,

Alexander

5702. Re: Atari SLM605

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 12:23:58 UTC
From: HP Guy <HPguy@Noemail.com>
Message-ID: <3f3f73e8$0$23598$5a62ac22@freenews.iinet.net.au>
Source record: 24483

> Hope you find someone who appreciates this printer.
>

not likely, the amount of Atari enthusiasts left in this dank red neck
island can be just about counted on one hand.

5703. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 13:10:54 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.08.17.13.10.54.76314@nossspamXXatari-source.com>
Source record: 24484

On Fri, 08 Aug 2003 04:21:48 +0000, Mark Bedingfield wrote:

>
> Did you put a cryo unit on it;-). I know the UK is bloody cold but 13
> degrees?
>
> Mark

Heh.. I dunno. That's what it was running. After a few days of
operation if climbs to about 15-18 degrees. Or maybe the ambient room
temp is higher ;-)

Mark
http://atari-source.com

5704. Re: CT2 - CentScreen3

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 15:10:57 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <3f3f99e4$0$16568$626a54ce@news.free.fr>
Source record: 24488

"Robert Schaffner" <rsmac@t-online.de> a �crit dans le message news:
1fzjfcv.1pd0vn1dygwz6N%rsmac@t-online.de...
> Martin Tarenskeen <nospam@zonnet.nl> wrote:
>
> > I downloaded and tried it, but I see only 640*480 in the listed
> > resolutions. Are you sure you uploaded the right file ??
>
> Same as here :) It contain text like 1024x768 but i can�t use it.
> After loading it shows 640x480 only.

I am sure the file is the right one.
It looks like cntscrn3.prg doesn't find the file.

Did you put the file in c:\ ?

Does CNTSCRN3.PRG display an error message at boot ?

Did you try to click the "load" icon (hard disk with blue arrow)
in VIDEOMOD ?

Did you try to make custom resolutions with centvid3.app to
verify that your centscreen setup is working ok ?

What software versions do you use ?

I use centscreen v3.3.1, centvidel v3.1.9 and videomod v1.2.0

--

J�r�me

5705. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 15:15:15 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <C6M%a.1268$2B6.276734@news.siol.net>
Source record: 24486

Dennis Vermeire wrote:

> I can understand ***you**** skip one doc, but all three? Also I only
> posted after other people here pointed out that #_TSL was documented and
> where it was located. Since nobody took notice, I posted the damn thing...

Again, I didnt skip ANYTHIG.. I didnt seek docs. I only send a general message of possible solution i prefer most: if there is .cnf to edit, its nice that it has short description in it.. And i make error, i mentioned that this is common solution in Unices.. without that, u could maybe even agree... Now from your message to Derrick i realised that thats not possible with Magic, since it would be overwriten.. But hardly that i blamed Magic for anything... And if u realy meant message for all, why u start it with "Hi Janez"?

> I'm pretty sure that I wouldn't react this way... I'm not mister know it
> all, just like everyone here I come across a problem from time to time
> as well. Untill today however I haven't encountered one that couldn't be
> solved by reading the docs and in the event that the docs lack the
> necessary information I apply some logical thinking, and sometimes just
> plain luck or coincidence solved the problems also... I do get pissed
> off however when people refer me to reading docs, and the relevant info
> isn't there.

But u see, u are.. U know all, u know so much that u can decide who i dreamer, who is lame coder, who is half capable moron, who is to call names...

> I wasn't aware that we don't get along very well... I'm convinced if we
> would ever meet each other, we would jump into the first pub on our way,
> and discuss Atari related stuff until the landlord throws us out, and we
> would say bye bye as the very best friends.

Thats your view.. I assure u, i wouldnt... U bashed me and some ppl i find very usefull to scene too much, that i would go and drink with u... Person can be blunt to me, can set things on right place, correct me.. but not bash and call names.. All only on basis that i use other OS. So far u didnt agree with ONE argument i told so tell me what we could talk in pub then... I dont know how things are in Belgium, in Slovenia we are a lot more polite. Being blunt can be done diferently as u do....

> body before adding the final touch.... sorry, can't do that. We've all
> got our own style, after all these years people know that I'm upfront, I
> like to call a horse a horse... changing my style, would make it fake.

No u dont call horse a horse... If u think u are honest and non biased, then u live in mistake... In message to Peter, u again generalise all to

MiNT corner and "spewing bulshits".. Same u do when bashing developers, u dont distinguish betwen MiNT OS developers, who work hard on MiNT, to preserve all Atari flavours, or AES developers do the same or APP developers who also do exactly the same.. For u ALL developers associated to MiNT are just lame, braindead porters.. Developing MiNT kernel or AES is not porting, its true developing. MiNT kernel is not just ported like Linux one, its done from scratch, with bios/xbios etc, genuine Atari development.

Name me one reason why MiNT dont use linux kerenel, if its so alienated as u wana ppl to believe? Or why MiNT braindead porters develop Airc, Amail etc when we can use alienated pine etc? Or why there is NAES, or why XAAES is developed (not ported) it MiNT dev team goal was to alienate the platform?

But in MiNT corner, "spewing alien bulshit" is Lonny, with his Airc which is true atari app, using va_start, drag n drop etc protocols, stik stack, AES developers, hard to imagine they alienate or port stuff, Frederic who also did some usefull tools, geniune Atari apps, altough mainly oriented to setup MiNT or shells for shell commands, MiNT kernel guys, which does great job with kernel, which is NOT porting like some Linux kernel, but unique Atari only code, and many other, inlcuding me. And, please, dont give me "its no use to me" argument, since that dont make those apps any less Atari apps....

So u call only your own horse a horse, others horses, maybe just diferent colors u call donkey, and their owners even harder words...

I can understand that u dislike ports, i dont like them too much as as well They are necessary evil to get some tasks done... But why u must generalizing that tho whole scene, calling developers names, and so on? I didnt hear that anyone would force u or anyone else from magic to MiNT or anything else. U still go berserk when see MiNT written in a message that dont call ppl names and declare MiNT a shit.. And on other side, u saw message which u intepreted as threat to magic (this thread) and u went up....

Janez

5706. Re: "brain blasters"

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 15:20:01 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <2bM%a.1269$2B6.276734@news.siol.net>
Source record: 24487

Toby Newman wrote:

> Anyone got this game? I'd love to get hold of it.
> Thanks if you've the time to look...

I should have the original somewhere. I will look ASAP. Prolly in 2-3 days
ill have it here....

Janez

5707. Re: CT2 - CentScreen3

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 16:00:01 UTC
From: rsmac@t-online.de
Message-ID: <1fzujhb.ys0qmxugzxbuN%rsmac@t-online.de>
Source record: 24489

Jï¿½rï¿½me Ginestet <ginesj@free.fr> wrote:

> Did you put the file in c:\ ?

Yes

> Does CNTSCRN3.PRG display an error message at boot ?

No

> Did you try to click the "load" icon (hard disk with blue arrow)
> in VIDEOMOD ?

Yes :) One and only i got after is 640x480

> Did you try to make custom resolutions with centvid3.app to
> verify that your centscreen setup is working ok ?

Yes. I use it since years..

> What software versions do you use ?
>
> I use centscreen v3.3.1, centvidel v3.1.9 and videomod v1.2.0

CentScreen 3.5.1, CentVidel 3.2.4, VideoMod 1.2.2

I think thatï¿½s the problem..

Regards, Robert

--
-= Home of DOIT-Archive =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5708. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 18:10:41 UTC
From: Julian Wolfe <julianwolfe@earthlink.net>
Message-ID: <ByP%a.27471$vo2.22111@newsread1.news.atl.earthlink.net>
Source record: 24490

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1061125698-99395AEicMi@gmx.net...
> From: pep@hms.se (Peter)
> Date: 16 Aug 2003 02:45:15 -0700
>
> AFAIK the TOS and MagiC developers have been doing this very thing for
> years, It's the MiNT corner you need to address, they're the ones who
> spewing out all kinds of "alien" bullshit...
>
Quit pointing fingers at groups of people, i.e."The MiNT Developers". If you have a complaint with one particular developer, then I suggest you address it to them, not bash the MiNT developers as a whole. This is the exact kind of shitty attitude that alienates people, not applications that won't run on YOUR system. You don't see me bitching because I can't run the latest version of Calamus on my Mega/STE. We need new software for the Atari platform. Period. Even if it only runs on 5 people's machines, it still keeps people interested. It's something to talk about...in other words A CONSTRUCTIVE CONTRIBUTION TO THE ATARI COMMUNITY...hint hint.

Now, here's my suggestion if you actually want to HELP the situation:

Start a list of the apps you notice don't run on your system. Build a website around it. Email the developers about the problem, and get other users who are interested in those programs with similar setups to back you in your statement...have them email the developers too. These kind of actions will bring about change. Not publicly bitching that your apps won't run, then bashing those who write software as a labor of love.

Okay....I'm done. Anyone else wanna step up to the plate? ;-)

Peace, Atarians!

Julian

5709. Re: CT2 - CentScreen3

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 18:18:04 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <3f3fc5c0$0$16553$626a54ce@news.free.fr>
Source record: 24491

"Robert Schaffner" <rsmac@t-online.de> a �crit dans le message news:
1fzujhb.ys0qmxugzxbuN%rsmac@t-online.de...

> > What software versions do you use ?
> >
> > I use centscreen v3.3.1, centvidel v3.1.9 and videomod v1.2.0
>
> CentScreen 3.5.1, CentVidel 3.2.4, VideoMod 1.2.2
>
> I think that�s the problem..

```
It seems so.

I've updated the file

http://ginesj.free.fr/VIDEO.DAT

--
```

J�r�me

5710. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 20:48:59 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0308171248.4e45c38f@posting.google.com>
Source record: 24492

"Julian Wolfe" <julianwolfe@earthlink.net> wrote in message
news:<ByP%a.27471$vo2.22111@newsread1.news.atl.earthlink.net>...

> Okay....I'm done. Anyone else wanna step up to the plate? ;-)

Sure, I'll bite. As I've said before in another thread, it doesn't
matter where software comes from, what type of interface it has, what
OS(es) it runs on. As long as *someone* finds it useful and enjoys
using it, even if it's one person, it's valuable to this platform. If
you don't like it, don't use it, and definitely don't bash it. I
personally don't like CLI's and text-based apps as much as GUI-based.
But that doesn't mean I should call them all crap, or say they
shouldn't exist on the platform because something with a GUI or
other/more/better features exists. Just like in life, diversity can
make for a much more healthy and interesting situation on our
platform, and we should welcome it!

Also, as far as "Mint-only" software not running on Magic, that's not
entirely true. Someone else suggested, and I've tested successfully,
that most Mint-ported Unix apps *will* run on Magic. The only problem
is that *some* require something other than vt52 emulation, and a U:
drive capable of long filenames in its root directory (which I've yet
to get Magic to do). Some also require a termcap definition, which I
haven't figured out how to do (someone please tell me if they know).
Otherwise, as long as it doesn't absolutely require these, it'll run
just happily on Magic.

As a side note, we *really* need a more versatile terminal program
that is able to run on Magic other than vt52, one that can handle
vt100, 102, 200, etc. If Magic stuck to the Atari-defined AES
standards, it wouldn't be a problem (I'd love full AES 4.1
implementation). We would then be able to use TOSWIN.

Basically, I've used both Mint and Magic, and I like both for certain
reasons. I would personally *love* to see them combined into one
glorious, full featured OS! Both are lacking in areas that the other
excels in. I'd love to see Magic's GUI ported to Mint, upgraded to
full AES 4.1 compatibility, running on a complete Mint setup.

At any rate, I agree. This bickering is stupid. I can't stand watching
elitist attitudes causing arguments that 1. aren't productive, and 2.
can only do harm to the platform. So why do it? Both OSes are valid
and well-written. They both have their good and bad points. And you
use the one with the fewest bad points that would affect you and let
the other one be just as useful for someone else.

Just my 2 cents... again.

Mike Freeman
mail@freeman-studio.com

5711. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 20:56:19 UTC
From: Ernest Odgen <idonoteatspam@haveitback.com>
Message-ID: <bhoqjiokn1@news8.svr.pol.co.uk>
Source record: 24494

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bhlvu5$27d$4@hercules.btinternet.com...
> Yo! Dennis
>
> "Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
> news:1060921724-103739AEicMi@gmx.net...
> > From: "BonnyBum" <bonny@bum.com>
> > Date: Wed, 13 Aug 2003 22:55:32 +0100
> >
> > >the rest is too disgusting to mention, needless to say Mr Sweet has
been
> > >duly reported for abuse and copies sent to btopenworld.com
> > >he will no doubt get another and still persist with this discusting
> > >American type of insult that does him no favours
> >
> > Yo Steve !!!
> > Did you know that a *BLOWJOB* is an discusting American insult?
> > Gee.... I think my next holiday will be to the US, insulting lots of
nice
> > American women :-)
>
> I thought it was the main method of conception for the yanks, Male cousin
> gives father a blowjob, cousin gobbles mother, result a new baby cousin
> spanger.
>
> > Who said this newsgroup was dull again? I wonder how btopenworld will
> treat
> > this obviously xenophobic complaint? They'll probably ROTFL <fat grin>
>
> Sure, dissin sheep shagging is racist as far as I'm concerned, after all
its
> our national sport, our only real competition being the Aussies. 8~)
>
> --
>
> Regards Steve
>
> You've not seen a worried sheep until you've seen a sheep worried by me!!
>
>
REPORTED!!

5712. Re: Willie's Adventures?

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 21:02:57 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0308171302.9914c39@posting.google.com>
Source record: 24493

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:<vjtds9b5oj1k2a@corp.supernews.com>...
> What happened to the development of Willie's Adventures for the Falcon030?

It's supposedly still in development. See http://nb.atari.org/ for
details. Unfortunately they haven't released a new preview since 1997.
I really wish they would, though! Their description of where the
project is now seems *so* vastly improved over the preview. They've
probably put it on the back burner, or at least half-way there, in
order to work on ACE. Still, even with just a one-level preview, it's
the most impressive run-n-jump style game I've seen on our platform. I
hope they finish the thing soon, or release another preview!

Mike Freeman
mail@freeman-studio.com

5713. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 21:05:39 UTC
From: lp <gfa@basic.net>
Message-ID: <BB656663.192F%gfa@basic.net>
Source record: 24495

in article ByP%a.27471$vo2.22111@newsread1.news.atl.earthlink.net, Julian Wolfe at julianwolfe@earthlink.net wrote on 8/17/03 2:10 PM:

>
> "Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
> news:1061125698-99395AEicMi@gmx.net...
>> From: pep@hms.se (Peter)
>> Date: 16 Aug 2003 02:45:15 -0700
>>
>> AFAIK the TOS and MagiC developers have been doing this very thing for
>> years, It's the MiNT corner you need to address, they're the ones who
>> spewing out all kinds of "alien" bullshit...
>>
> Quit pointing fingers at groups of people, i.e."The MiNT Developers". If
> you have a complaint with one particular developer, then I suggest you
> address it to them, not bash the MiNT developers as a whole. This is the
> exact kind of shitty attitude that alienates people, not applications that
> won't run on YOUR system. You don't see me bitching because I can't run the
> latest version of Calamus on my Mega/STE. We need new software for the
> Atari platform. Period. Even if it only runs on 5 people's machines, it
> still keeps people interested. It's something to talk about...in other
> words A CONSTRUCTIVE CONTRIBUTION TO THE ATARI COMMUNITY...hint hint.

MiNT isn't going to go away, they should just except that this option is as valid as magic, if not more. Rather than sink my money in magic to get a lowend system useable, and still have memory limits, I took the path of sinking that money into better hardware. I can run PhotoTip and the unix alternatives, and regardless of what Dennis thinks, the main issue is getting the dam images off the camera. I can post process them with any number of graphics apps later. It's just like in 'The Matrix', the problem is "choice". Why they can't let the other side live in peace is beyond me. Dennis would rather run mint and anything related to into the ground. It is a piss poor attitude for sure.

> Now, here's my suggestion if you actually want to HELP the situation:
>
> Start a list of the apps you notice don't run on your system. Build a
> website around it. Email the developers about the problem, and get other
> users who are interested in those programs with similar setups to back you
> in your statement...have them email the developers too. These kind of
> actions will bring about change. Not publicly bitching that your apps won't
> run, then bashing those who write software as a labor of love.
>
> Okay....I'm done. Anyone else wanna step up to the plate? ;-)

Well said.

PS> Dennis, please archive this for later retrieval. lol

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5714. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 21:09:24 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.josptotp@localhost>
Source record: 24346

Mike Freeman wrote:
>
> At any rate, I agree. This bickering is stupid. I can't stand watching
> elitist attitudes causing arguments that 1. aren't productive, and 2.
> can only do harm to the platform. So why do it? Both OSes are valid
> and well-written. They both have their good and bad points. And you
> use the one with the fewest bad points that would affect you and let
> the other one be just as useful for someone else.
>
> Just my 2 cents... again.

I'd say those 2 cents were well spent, and well put.

Regards,

Joakim

http://www.ataricq.org

5715. Re: Falcon and STe

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 21:25:22 UTC
From: FCR <frosaire@olypen.com>
Message-ID: <vjvsm41iumj57b@corp.supernews.com>
Source record: 24347
Cross-posted to: rec.music.makers.marketplace,comp.sys.atari.st

>
> sounds about the right price for such a low memory machine
>
>

another moron heard from

5716. Re: Willie's Adventures?

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 22:03:00 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vjvusl7jblqcd2@corp.supernews.com>
Source record: 24348

"Mike Freeman" <mail@freeman-studio.com> wrote in message
news:5c1cf651.0308171302.9914c39@posting.google.com...
> "Tim" <tjlazer@nospam.mail.com> wrote in message
news:<vjtds9b5oj1k2a@corp.supernews.com>...
> > What happened to the development of Willie's Adventures for the
Falcon030?
>
> It's supposedly still in development. See http://nb.atari.org/ for
> details. Unfortunately they haven't released a new preview since 1997.
> I really wish they would, though! Their description of where the
> project is now seems *so* vastly improved over the preview. They've
> probably put it on the back burner, or at least half-way there, in
> order to work on ACE. Still, even with just a one-level preview, it's
> the most impressive run-n-jump style game I've seen on our platform. I
> hope they finish the thing soon, or release another preview!
>

Yeah a 3rd preview is in order!! Well one thing I hate about the 2nd one is
that it quits after you take a hit...

Tim

5717. Re: Megafile Drives Error

Newsgroup: comp.sys.atari.st
Date: 2003-08-17 23:47:27 UTC
From: swampfax1@atlantic.net
Message-ID: <juU%a.349$if4.228813@newshog.newsread.com>
Source record: 24350

On 29 Jul 2003 07:17:10 , Uwe Seimet wrote:
>jon wrote:
>
>> format/partition. I have not tried Uwe's yet, but, if that will fix it, I
>> will order right away. I found out Best carries it in the US.
>
>Note that if you want to try the HDDRIVER demo version you will not be
>able to partition or format the drive as this is not supported by the demo.
>
>--
>--
> Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
> http://www.seimet.de
>
>

Hi Uwe,
I have a different problem when trying to boot a Megafile30 from a
floppy (tried AHDI, ICD, and HDDriver). HDDriver (8.04) loads but it's APP
says the Megafile is not supported (not SCSI).

John G.

5718. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 00:33:59 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0308171633.30100cef@posting.google.com>
Source record: 24352

Mike Freeman & Julian Wolfe, well said. Discussions and disagreements are good, but arguments of this nature are worthless. They show a lack of perspective, meaning they show no awareness of anothers perspective. I once saw a piece of wisdom on a bar room wall that I think applies. (aimed at no one and everyone!)
"It makes no sence to argue with a fool, because onlookers can't tell which is which!"

Wayne

5719. Re: Falcon and STe

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 00:38:04 UTC
From: "r.spanger" <haha@tbounce.com>
Message-ID: <bhp41h$7i9$1@news6.svr.pol.co.uk>
Source record: 24349
Cross-posted to: rec.music.makers.marketplace,comp.sys.atari.st

"Jonathan" <jonny_morrisuk@yahoo.co.uk> wrote in message
news:f6895097.0308141001.58e0ed3f@posting.google.com...
> Hi
>
> I have been thinking of selling this for a while now, so here goes...
> I have a 4MB Atari Falcon for sale(probably around 20-30 UKP

>>>"FCR" <frosaire@olypen.com> wrote in message
news:vjvsm41iumj57b@corp.supernews.com...
>>>> another moron heard from

I agree just why do they bother??

5720. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 01:01:19 UTC
From: "r.spanger" <haha@tbounce.com>
Message-ID: <bhp5d3$uv3$1@news7.svr.pol.co.uk>
Source record: 24351

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bhlvu5$27d$4@hercules.btinternet.com...
> Yo! Dennis
>
> "Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
> news:1060921724-103739AEicMi@gmx.net...
> > From: "BonnyBum" <bonny@bum.com>
> > Date: Wed, 13 Aug 2003 22:55:32 +0100
> >
> > >the rest is too disgusting to mention, needless to say Mr Sweet has
been
> > >duly reported for abuse and copies sent to btopenworld.com
> > >he will no doubt get another and still persist with this discusting
> > >American type of insult that does him no favours
> >
> > Yo Steve !!!
> > Did you know that a *BLOWJOB* is an discusting American insult?
> > Gee.... I think my next holiday will be to the US, insulting lots of
nice
> > American women :-)
>
> I thought it was the main method of conception for the yanks, Male cousin
> gives father a blowjob, cousin gobbles mother, result a new baby cousin
> spanger.
>
> > Who said this newsgroup was dull again? I wonder how btopenworld will
> treat
> > this obviously xenophobic complaint? They'll probably ROTFL <fat grin>
>
> Sure, dissin sheep shagging is racist as far as I'm concerned, after all
its
> our national sport, our only real competition being the Aussies. 8~)
>
> --
>
> Regards Steve
>
> You've not seen a worried sheep until you've seen a sheep worried by me!!
>
>

A sad day for true Atari fans,this sickening stuff is from the UK, and it
seems Steve Sweet is supported from Belgium by
http://ddp.atari.org

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
I always admired these guys in the past but, this has made me decide to bin all my remaining Atari gear,I just hope they can sleep at night, knowing that children have read these posts and are asking a lot of embarrassing questions, I never thought I would leave the Atari community because of something like this!!

5721. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 01:07:39 UTC
From: lp <gfa@basic.net>
Message-ID: <BB659F1B.194E%gfa@basic.net>
Source record: 24353

in article bhp5d3$uv3$1@news7.svr.pol.co.uk, r.spanger at haha@tbounce.com
wrote on 8/17/03 9:01 PM:

[filth removed]

> A sad day for true Atari fans,this sickening stuff is from the UK, and it
> seems Steve Sweet is supported from Belgium by
> http://ddp.atari.org
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> I always admired these guys in the past but, this has made me decide to
> bin all my remaining Atari gear,I just hope they can sleep at night, knowing
> that children have read these posts and are asking a lot of embarrassing
> questions, I never thought I would leave the Atari community because of
> something like this!!

Don't do that, just do whatever it takes to filter them out.
My last scan of usenet trashed 22 posts. It works.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5722. Re: Megafile Drives Error

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 06:19:36 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bhpr5o$1so8n$1@ID-27442.news.uni-berlin.de>
Source record: 24354

John Garone wrote:

> I have a different problem when trying to boot a Megafile30 from a
> floppy (tried AHDI, ICD, and HDDriver). HDDriver (8.04) loads but it's APP
> says the Megafile is not supported (not SCSI).

Can you be more specific with the error message? Something like
"Megafile is not supported (not SCSI)" is nothing reported by HDDRUTIL,
at least I cannot remember any similar message.
Note that the Megafile is ACSI, not SCSI.
The very first thing to do is running the ID check. If the drive is not
found then there is a hardware problem (cables, drive) and it makes no
sense to run anything else as long as this has not been fixed.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

5723. Re: "brain blasters"

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 07:19:16 UTC
From: google@asktoby.com
Message-ID: <25a29397.0308172319.1a7cad94@posting.google.com>
Source record: 24355

Janez Valant <swe@atari.org> wrote in message
news:<2bM%a.1269$2B6.276734@news.siol.net>...
> Toby Newman wrote:
>
> > Anyone got this game? I'd love to get hold of it.
> > Thanks if you've the time to look...
>
> I should have the original somewhere. I will look ASAP. Prolly in 2-3 days
> ill have it here....
>
> Janez

Thankyou Janez, I look forward to hearing from you!
Toby

5724. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 10:00:52 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB665F8B.514D%derryck@nospam.cix.co.uk.invalid>
Source record: 24356

In article BB659F1B.194E%gfa@basic.net, lp at gfa@basic.net wrote on 18/8/03
02:07:

[Someone I've most likely filtered out wrote]
>> I always admired these guys in the past but, this has made me decide to
>> bin all my remaining Atari gear,I just hope they can sleep at night, knowing

I don't have any problem sleeping at night; my kill filter does a very fine
job of screening the person who jumped down my neck when I offered a Falcon
for sale here some weeks ago, plus the Ben ads and other sundry idiots.

I would suggest however that the DDP Translations sig not be used for
postings in this and the MagiC/MiNT thread so as to avoid confusion with
personal opinions.

> Don't do that, just do whatever it takes to filter them out.

None of our stuff is of any interest to you anyway Lonnie.

--
Cheers,

Derryck

5725. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 10:48:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1061237518-53887AEicMi@gmx.net>
Source record: 24371

From: "Julian Wolfe" <julianwolfe@earthlink.net>
Date: Sun, 17 Aug 2003 18:10:41 GMT

Hi Julian,

>You don't see me bitching because I can't run the latest version of
>Calamus on my Mega/STE. We need new software for the Atari platform.
>Period. Even if it only runs on 5 people's machines, it still keeps
>people interested. It's something to talk about...in other words A
>CONSTRUCTIVE CONTRIBUTION TO THE ATARI COMMUNITY...hint hint.

Should I tell you where you can put your "hint hint"? :-)
If you've followed this and some related threads the last six weeks then
it should be obvious to you that this is not a MiNT versus MagiC issue,
although some people like to think it is.
And 5 people's machines hasn't got anything to do at all with the Atari
community, five people is a tiny club... not a community. That proposed
app running on 5 machines, well *that* would alienate people from this
platform.
And that ported stuff isn't exactly "new" either....

>Now, here's my suggestion if you actually want to HELP the situation:
>
>Start a list of the apps you notice don't run on your system. Build a
>website around it. Email the developers about the problem, and get other
>users who are interested in those programs with similar setups to back
>you in your statement...have them email the developers too. These kind
>of actions will bring about change. Not publicly bitching that your apps
>won't run, then bashing those who write software as a labor of love.

I suppose that you are the funniest one at home when the cat is out? Did
you get the impression that I was even remotely tempted to run that crap?
I couldn't give shit if that crap runs well or blows up the computer, it
has absolutely nothing to do with Atari, and I won't spend one second of
my time on it... And whenever someone comes cheering about it, I'll come
bitching... if only to keep the balance in... :-)
Call it what ever you like, people porting software IMO aren't developers,
they don't create anything, they just add more crap to the ever growing
pile of shit... one day that pile will collapse, and the remains won't be
a pretty sight, one doesn't need a crystal ball for this, it's plain and
obvious to see.

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5726. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 11:04:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1061237512-52471AEicMi@gmx.net>
Source record: 24370

From: Janez Valant <swe@atari.org>
Date: Sun, 17 Aug 2003 17:15:15 +0200

>In message to Peter, u again generalise all to MiNT corner and "spewing
>bulshits".. Same u do when bashing developers, u dont distinguish betwen
>MiNT OS developers, who work hard on MiNT, to preserve all Atari
>flavours, or AES developers do the same or APP developers who also do
>exactly the same.. For u ALL developers associated to MiNT are just lame,
>braindead porters.. Developing MiNT kernel or AES is not porting, its
>true developing. MiNT kernel is not just ported like Linux one, its done
>from scratch, with bios/xbios etc, genuine Atari development.

There's your usual blablabla again....
First of all I replied to a post which advocates apps that run on the
three major used OS's on this platform. So don't coming singing the song
about MiNT or AES developers, they have nothing do to with this and aren't
targetted either.

>And if u realy meant message for all, why u start it with "Hi Janez"?

That's merely being polite... I've responded to your post, so I address
you, if it's personal then I'll mail you.

>Name me one reason why MiNT dont use linux kerenel, if its so alienated
>as u wana ppl to believe?

Because (luckily) our hardware lacks the necessary power ?

>Or why MiNT braindead porters develop Airc, Amail etc when we can use
>alienated pine etc?

Because even the greatest MiNT die hard realised that Pine is ported crap,
and nothing beats a platform specific app?

>Or why there is NAES,

Because the developers recognised a market for it...

> or why XAAES is
>developed (not ported) it MiNT dev team goal was to alienate the platform?

They're all having wet dreams about implementing X shit, but (luckily) the
hardware lacks the necessary power... :-)

>Or why MiNT braindead porters develop Airc, Amail etc when we can use
>alienated pine etc? Or why there is NAES, or why XAAES is developed (not
>ported) it MiNT dev team goal was to alienate the platform?

>But in MiNT corner, "spewing alien bulshit" is Lonny, with his Airc which
>is true atari app, using va_start, drag n drop etc protocols, stik stack,
>AES developers, hard to imagine they alienate or port stuff, Frederic who
>also did some usefull tools, geniune Atari apps, altough mainly oriented
>to setup MiNT or shells for shell commands

You know very well that I don't have anything against these apps, but if it suits you, you'll use it as an argument against me, time and time again. The "alien bullshit" is the ported stuff, who's recently been cheered
here as the next best thing to come. That crap stands as far from my bed as a PC program. And since almost everything is one OS-specfic all it does is split the platform even more, you can argue until you drop dead, it's useless.... I'll never change my mind or views on this.

>So u call only your own horse a horse, others horses, maybe just diferent
>colors u call donkey, and their owners even harder words...

Thanks for the free analysing however these are your views...

>I can understand that u dislike ports, i dont like them too much as as
>well They are necessary evil to get some tasks done... But why u must
>generalizing that tho whole scene, calling developers names, and so on? I
>didnt hear that anyone would force u or anyone else from magic to MiNT or
>anything else.

You interprete it that way, if Lonny for example tells me to stay and play further with my kiddie OS, I know very well he's not generalizing, but you on the other hand would automatically come to the conclusion that he means that *all* MagiC users are kids playing with a kid OS.... that's the main difference between us, so start reading what really is written, instead of looking for things between the lines...

>U still go berserk when see MiNT written in a message that dont call ppl
>names and declare MiNT a shit.. And on other side, u saw message which u
>intepreted as threat to magic (this thread) and u went up....

See Janez, that's an example of what I just wrote.... you read things into my posts that I've never written : I never declared MiNT shit, but I did and do declare almost all the MiNT-specific things crap, shit, lousy etc... almost all the Mint-specific stuff is ported and it shows, MiNT isn't responsible for this, it's just an OS. And it's a pity really, it deserves much better.

>> I wasn't aware that we don't get along very well... I'm convinced if we
>> would ever meet each other, we would jump into the first pub on our way,
>> and discuss Atari related stuff until the landlord throws us out, and we
>> would say bye bye as the very best friends.
>
>Thats your view.. I assure u, i wouldnt... U bashed me and some ppl i find
>very usefull to scene too much, that i would go and drink with u... Person
>can be blunt to me, can set things on right place, correct me.. but not
>bash and call names..

Where did I mention "drinking"? :-/
But OK... if we ever would meet, let's have a wrestling match, I will wear a T-shirt with MagiC logo and you can wear your favourite Open Source for all logo T-shirt. Although beating an "old man" up isn't very fair....
And BTW: I'm pretty sure that I've *NEVER* bashed you personally, once again you're generalising the issue. Have you any idea how many times I've been bashed and people I find usefull when I would apply the same standards as you? So it's OK to write that all MagiC users are morons but not vice versa?

>I dont know how things are in Belgium, in Slovenia we are a lot more
>polite. Being blunt can be done diferently as u do....

Let's not bring politics into this....

>U still go berserk when see MiNT written in a message that dont call ppl
>names and declare MiNT a shit.. And on other side, u saw message which u
>intepreted as threat to magic (this thread) and u went up....

MagiC isn't in danger at all, there's absolutely no need to come forward and defend it, an OS is as good as the applications running on it... The way things are going, we're not going forewards at all, the gap between our platform and others gets wider weekly, not because of the OS, but because the lack of apps, and since it's quite clear now after all these weeks of discussing, that we shouldn't expect a lot coming from the MiNT corner in that respect, MagiC is very safe....

Cheers from Belgium
Dennis
--

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http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5727. Re: Megafile Drives Error

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 11:21:44 UTC
From: swampfax1@atlantic.net
Message-ID: <cF20b.378$qJ6.261618@monger.newsread.com>
Source record: 24357

On 18 Aug 2003 08:19:36 , Uwe Seimet wrote:
>John Garone wrote:
>
>> I have a different problem when trying to boot a Megafile30 from a
>> floppy (tried AHDI, ICD, and HDDriver). HDDriver (8.04) loads but it's APP
>> says the Megafile is not supported (not SCSI).
>
>Can you be more specific with the error message? Something like
>"Megafile is not supported (not SCSI)" is nothing reported by HDDRUTIL,
>at least I cannot remember any similar message.
>Note that the Megafile is ACSI, not SCSI.
>The very first thing to do is running the ID check. If the drive is not
>found then there is a hardware problem (cables, drive) and it makes no
>sense to run anything else as long as this has not been fixed.
>
>

Hi Uwe,
I didn't want to get into my problem in someone elses post (although
it sounded like that). The point I was trying to make was that I didn't
think HDDriver would be useful on a Megafile. Please correct me if I'm
wrong.

More specifically:

After HDDRIVER.PRG is run the message appears: no partitions found.
In HDDRUTIL.APP, Tools, Configure Devices shows "Atari..SH/Megafile"
highlighted and clicking on OK gets the following message:
STOP (w/eye catching red sign :) This device is not compatible with
the SCSI or the ATAPI specification.
I don't see an separate ID Check program but Device Check shows:
Bus 0:Atari ACSI
00:00 Atari SH/Megafile Direct Access

John G.

5728. Re: Megafile Drives Error

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 12:23:45 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bhqggn$24mqs$1@ID-27442.news.uni-berlin.de>
Source record: 24358

John Garone wrote:

> I didn't want to get into my problem in someone elses post (although
> it sounded like that). The point I was trying to make was that I didn't
> think HDDriver would be useful on a Megafile. Please correct me if I'm
> wrong.

I bet I will :-). HDDRIVER actually supports any kind of drive that can
be connected to an Atari, including any Megafile drive.

> More specifically:
>
> After HDDRIVER.PRG is run the message appears: no partitions found.
> In HDDRUTIL.APP, Tools, Configure Devices shows "Atari..SH/Megafile"
> highlighted and clicking on OK gets the following message:
> STOP (w/eye catching red sign :) This device is not compatible with
> the SCSI or the ATAPI specification.

I see. This indicates that there was a communication error with the
drive. A hardware problem is extremely likely. The error messages
referring to Megafile drives are often quite unspecified since these
drives do not return as much (and as precise) error information as SCSI
drives. But still much more than IDE drives :-).

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

5729. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 13:06:24 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0308180506.c52d6a@posting.google.com>
Source record: 24359

> AFAIK the TOS and MagiC developers have been doing this very thing for
> years, It's the MiNT corner you need to address, they're the ones who
> spewing out all kinds of "alien" bullshit...

"Spewing all kinds of "alien" bullshit.." ??

Creative.

-- Peter

5730. Re: Megafile Drives Error

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 15:05:51 UTC
From: swampfax1@atlantic.net
Message-ID: <jX50b.384$qJ6.267913@monger.newsread.com>
Source record: 24360

```
On 18 Aug 2003 14:23:45 , Uwe Seimet wrote:
>John Garone wrote:
>
>> I didn't want to get into my problem in someone elses post (although
>> it sounded like that). The point I was trying to make was that I didn't
>> think HDDriver would be useful on a Megafile. Please correct me if I'm
>> wrong.
>
>I bet I will :-). HDDRIVER actually supports any kind of drive that can
>be connected to an Atari, including any Megafile drive.
>
>> More specifically:
>>
>> After HDDRIVER.PRG is run the message appears: no partitions found.
>> In HDDRUTIL.APP, Tools, Configure Devices shows "Atari..SH/Megafile"
>> highlighted and clicking on OK gets the following message:
>> STOP (w/eye catching red sign :) This device is not compatible with
>> the SCSI or the ATAPI specification.
>
>I see. This indicates that there was a communication error with the
>drive. A hardware problem is extremely likely. The error messages
>referring to Megafile drives are often quite unspecified since these
>drives do not return as much (and as precise) error information as SCSI
>drives. But still much more than IDE drives :-).
>

your correction and info is appreciated!

John G.
```

5731. Re: Willie's Adventures?

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 16:05:09 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <CX50b.1320$2B6.281917@news.siol.net>
Source record: 24361

Tim wrote:

>> It's supposedly still in development. See http://nb.atari.org/ for
>> details. Unfortunately they haven't released a new preview since 1997.
>> I really wish they would, though! Their description of where the
>> project is now seems *so* vastly improved over the preview. They've
>> probably put it on the back burner, or at least half-way there, in
>> order to work on ACE. Still, even with just a one-level preview, it's
>> the most impressive run-n-jump style game I've seen on our platform. I
>> hope they finish the thing soon, or release another preview!
>>
>
> Yeah a 3rd preview is in order!! Well one thing I hate about the 2nd one
> is that it quits after you take a hit...

Iwe seem new levels, Waterlands and Snowlands, and new characters (Wilhelm ans Wilhelma), etc and all i can say its that it realy is worth all the waiting... Thomas is superb, he does all the code, gfx and music by himself, so things dont move so fast, esp since he also did ACE and FlexTrax meantime, and both are verz good apps.. He does say he will finish it, just uncertain when.. But waiting will be rewarded :))

Janez

5732. Re: CT2 - CentScreen3

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 16:32:15 UTC
From: rsmac@t-online.de
Message-ID: <1fzwa40.1c88mla1w0v0xkN%rsmac@t-online.de>
Source record: 24362

Jï¿½rï¿½me Ginestet <ginesj@free.fr> wrote:

> http://ginesj.free.fr/VIDEO.DAT

I try it again, thank you! ;)

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5733. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 17:09:05 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhr17f$1jm$1@titan.btinternet.com>
Source record: 24364

Hi "Julian Wolfe"

> > > I guess I was trying to "constructively bitch". It's something Steve
Sweet
> > > could learn something from. ;)
> >
> > Been there, done that, don't work.

> If you have, then I digress :)

After all this isn't a new problem.

> However, Janez is right...this guy really could be an asset to the Atari
> community...

I doubt it, he's a retard, his hobby is 'Inventory', he'll not be cured,
he'll have to be stopped.

> You know I'm tempted to start my own Atari mail order business in the
> US...just to show Ben how it's done.

Hey you couldn't do it any worse.

> Then again, he was probably one of the kids who never learned that square
> pegs don't fit in round holes, so I guess it would be a lot like winning
an
> award at the Special Olympics, huh?

He's a regular in the 'special' Olympics.

>
> Oh well.
>
> Peace, Atarians!

Amen

> Julian

Steve

5734. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 17:09:08 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhr17i$1jm$2@titan.btinternet.com>
Source record: 24363

Yo!,

> >You wished you did.
>
> In his wildest dreams perhaps... <fat grin>
>
> >You've not seen a worried sheep until you've seen a sheep worried by me!!
>
> As long as it doesn't end up on my plate !!!

Check for my signature on the left haunch, and maybe teeth marks. 9~)

--

Regards Steve

Rope me a sheep and I'll make it smile.

5735. Re: University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 17:09:12 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhr17m$1jm$3@titan.btinternet.com>
Source record: 24365

Yo! "Dennis Vermeire"

> an example of German humour.

Isn't that a double negative?. 9~)

--

Regards Steve

You've not seen a worried sheep
until you've seen a sheep worried by me!!

5736. Re: CT2 - CentScreen3

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 17:55:16 UTC
From: rsmac@t-online.de
Message-ID: <1fzwkfo.14ui6ou1hjji0N%rsmac@t-online.de>
Source record: 24366

Jï¿½rï¿½me Ginestet <ginesj@free.fr> wrote:

> http://ginesj.free.fr/VIDEO.DAT

Yeah, works great ;)
H-Size is a bit too large for my tft, i will reduce it tomorrow.

Thank you!

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5737. Re: Falcon and STe

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 18:21:11 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhr5em$am0$1@titan.btinternet.com>
Source record: 24367
Cross-posted to: rec.music.makers.marketplace,comp.sys.atari.st

Oy!, DIllmunch

"r.spanger"

Do you realise your name rhymes with "Arse banger"

--

Regards Steve

You've not seen a worried sheep
until you've seen a sheep worried by me!!

5738. Re: Atari SLM605

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 18:28:23 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bhr5s7$21u$1@reader1.panix.com>
Source record: 24368

I am. Where are you, and how much? Best Electronics also has, and that is
a price starting point.

HP Guy <HPguy@Noemail.com> writes:

: I have a brand new Drum Kit & 4xtoners for this printer, including the
: compatibles. They're in Toshiba branded box's but are the same.

: anyone interested?

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5739. Re: Atari SLM605

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 18:40:17 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bhr6ih$2r7$1@reader1.panix.com>
Source record: 24372

One way to fix a wiper blade is simpler than making a new one into the right shape. SLM 804 wiper blades cannot be had in the USA.

With a very sharp blade to help, peel the wiper part off any new wiper blade assembly. Tear the wiper part off the SLM part, and clean up the slight mess on the metal left behind. Then, using a glue sold in the USA as Goop, or Shoe Goo, glue the new rubber to the old metal. It needs to be pressed into place, and is more slippery than your best analogy, so a few small nails into an old board to make a weighting fixture might help.

Leaving the completed assembly in an oven set to the lowest possible temperature for about a half an hour also helps in the difficult project of sticking rubber to metal.

Works for me. Also have a 605, and intend to use that in a business application, and want spares.

Also, would like contact information for SLM 805 parts from Australia, if you have it.

Jim

HP Guy <HPguy@Noemail.com> writes:

: I have one that's done 50 pages since new, only thing wrong with it is the
: wiper blade in the drumkit has failed. Its as new. would love to sell it to
: some one who would use it or collect it.
: but in Aus only.

: also have an slm804 with a dud wiper blade in the drumkit, they are
: repairable as aftermarket parts are available, but I have no use for it so
: I'll probably never fix it.

: "Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
: news:G9p%a.12892$Kx1.194380@newsfep4-glfd.server.ntli.net...
: > Hello.
: >
: > I have two SLM 605 printers for sale, one in working order, the other with
: a
: > paper jam problem.
: >
: > Both gotta go, sensible offers?
: >
: > UK based.
: >
: >
: >

```
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

5740. Re: ram test prog

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 19:04:22 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3f412335$0$15038$cc9e4d1f@news.dial.pipex.com>
Source record: 24369

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bhlvtv$27d$3@hercules.btinternet.com...
> Hi "exxos"
>
> <exxos@home.co.uk> wrote in message
> news:3f3a9b39$0$18494$cc9e4d1f@news.dial.pipex.com...
> > HI all,
> >
> > does anyone have the Marpet Ram test program ? I did have it a long time
> ago
> > though can't find it :(
>
> Is there a reason you want that specific app, surely any mem test program
> will do the business?.
>

Tis the only one I know which works..... but dun matter I found it now :D

Chris

> --
>
> Regards Steve
>
> You've not seen a worried sheep until you've seen a sheep worried by me!!
>
>

5741. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 20:23:18 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.paepbhpl@localhost>
Source record: 24373

Dennis Vermeire wrote:

>
> >You don't see me bitching because I can't run the latest version of
> >Calamus on my Mega/STE. We need new software for the Atari platform.
> > Period. Even if it only runs on 5 people's machines, it still
> > keeps
> >people interested. It's something to talk about...in other words A
> >CONSTRUCTIVE CONTRIBUTION TO THE ATARI COMMUNITY...hint hint.
>
> Should I tell you where you can put your "hint hint"? :-)

IMO no, I think he is right. You need to consider what is of use to
others than yourself. And everyone should keep in mind, that an opinion
is nothing more than opinion, not an absolute truth.

An open mind can often be rather handy.

Regards,

Joakim

5742. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 21:51:25 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10308181617480.11390-100000@www.coazter.com>
Source record: 24381

On Mon, 18 Aug 2003, Dennis Vermeire wrote:

> Because even the greatest MiNT die hard realised that Pine is ported crap,
> and nothing beats a platform specific app?

Pine a ported crap?
What emailer on atari (not ported) supports IMAP? (yes I use that)
Please do some research before you claim something to be crap.
PINE is awesome because of IMAP, speed, low reqs (specially good on low
end Atari), you can print, spellcheck, addressbook, check newsgroup mixed
with email, easy interface, constantly developed/updated, multiplatform
mailer, you can use any editor you want to type your messages, (wanna use
Luna to type your email? no problem, set pine to use external editor),
wanna view Attachement pictures (MIME) from PINE? define a viewer to start
a GEM viewer etc.
Very powerful mailer, this is not crap, and has been available since AGES!
Didn't have to wait for ash to release their mailer, half-assed.

Besides, because it is text based (ncurses), i can check my email,
newsgroups from anywhere (from work for example) as long as I can telnet,
or ssh to my machine, like if I was at home.
How do you do that on magic?
You probably don't care anyway.

Oh, and btw, if pine was such crap, why does it even exist on windows?
Or even macosx!!!
Don't they have good mailer as well?
The entire must be mad.

> See Janez, that's an example of what I just wrote.... you read things into
> my posts that I've never written : I never declared MiNT shit, but I did
> and do declare almost all the MiNT-specific things crap, shit, lousy
> etc... almost all the Mint-specific stuff is ported and it shows, MiNT
> isn't responsible for this, it's just an OS. And it's a pity really, it
> deserves much better.

One thing you seem to forget is:

Mint environment = all main GEM application + magic apps (most of them
anyway).
So in what way is that bad?
Oh and let's not forget that ON TOP of that you can run a shit load of
unix apps, at the same time as your GUI! with no need to switch anything.
It all cooperate very nicely.
Do you know how cool it is to have papyrus, or calamus or whatever Atari
GEM application running and in another window having some unix

application?

MiNT = what you've got + extra.
(perfect combination if you ask me)

Some people are getting pissed because:
Magic = what you use to have - some extra that don't work anymore.
(otherwise GEMDOS FATAL ERROR)

5743. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 21:58:57 UTC
From: lp <gfa@basic.net>
Message-ID: <BB66C461.1973%gfa@basic.net>
Source record: 24377

in article BB665F8B.514D%derryck@nospam.cix.co.uk.invalid, Derryck Croker at derryck@nospam.cix.co.uk.invalid wrote on 8/18/03 6:00 AM:

> In article BB659F1B.194E%gfa@basic.net, lp at gfa@basic.net wrote on 18/8/03
> 02:07:
>
> [Someone I've most likely filtered out wrote]
>>> I always admired these guys in the past but, this has made me decide to
>>> bin all my remaining Atari gear,I just hope they can sleep at night, knowing
>
> I don't have any problem sleeping at night; my kill filter does a very fine
> job of screening the person who jumped down my neck when I offered a Falcon
> for sale here some weeks ago, plus the Ben ads and other sundry idiots.
>
> I would suggest however that the DDP Translations sig not be used for
> postings in this and the MagiC/MiNT thread so as to avoid confusion with
> personal opinions.
>
>> Don't do that, just do whatever it takes to filter them out.
>
> None of our stuff is of any interest to you anyway Lonnie.

Well you totally miss-interpreted, I was only suggesting the guy
filter whom ever it is that he finds offensive. Geesh you guys
are touchy. I did not list anyone specific I said "them" and you
read to much into it.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5744. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 22:04:07 UTC
From: lp <gfa@basic.net>
Message-ID: <BB66C597.1975%gfa@basic.net>
Source record: 24378

in article bhrh7k$3si$1@newsg1.svr.pol.co.uk, Brother Blessed at
haveitbak@tpests.com wrote on 8/18/03 6:32 PM:

>
> "Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
> news:BB665F8B.514D%derryck@nospam.cix.co.uk.invalid...
>> In article BB659F1B.194E%gfa@basic.net, lp at gfa@basic.net wrote on
> 18/8/03
>> 02:07:
>>
>> [Someone I've most likely filtered out wrote]
>>>> I always admired these guys in the past but, this has made me decide
> to
>>>> bin all my remaining Atari gear,I just hope they can sleep at night,
> knowing
>>
>> I don't have any problem sleeping at night; my kill filter does a very
> fine
>> job of screening the person who jumped down my neck when I offered a
> Falcon
>> for sale here some weeks ago, plus the Ben ads and other sundry idiots.
>>
>> I would suggest however that the DDP Translations sig not be used for
>> postings in this and the MagiC/MiNT thread so as to avoid confusion with
>> personal opinions.
>
> To Quote
>
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> http://ddp.atari.org
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
>
> so I guess they specialize in translating good language into bad!!

That's one way of putting it. hehe
But from what I see it's just one of them, and the others don't have the nerve to tell him to shut up.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5745. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 22:07:00 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10308181704560.11390-100000@www.coazter.com>
Source record: 24382

On Sun, 17 Aug 2003, Dennis Vermeire wrote:

<snip>
> far more suited for running these... It's gonna take more then pine, wget,
> samba etc to convert me.

By the way, how do you browse the net?
Using CAB?
How about SSL pages?
How does one on magic go to the SSL sites?

5746. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 22:13:47 UTC
From: lp <gfa@basic.net>
Message-ID: <BB66C7DB.1977%gfa@basic.net>
Source record: 24379

in article c2e0bef7.0308180506.c52d6a@posting.google.com, Peter at pep@hms.se wrote on 8/18/03 9:06 AM:

>> AFAIK the TOS and MagiC developers have been doing this very thing for
>> years, It's the MiNT corner you need to address, they're the ones who
>> spewing out all kinds of "alien" bullshit...
>
> "Spewing all kinds of "alien" bullshit.." ??
>
> Creative.

Like I said narrow minded.
The irony is I don't even read his posts, yet I'm told he's replying to mine. Who has the problem? If I'm so full of bullshit, them one should be able to ignore my posts. He claims he's not pissed off, but he can't let all the posts go by. Comedy.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5747. Re: Falcon and STe

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 22:29:51 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.lpdgfhgh@localhost>
Source record: 24380

Brother Blessed wrote:
>
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:bhr5em$am0$1@titan.btinternet.com...
> > Oy!, DIllmunch
> >
> > "r.spanger"
> >
> > Do you realise your name rhymes with "Arse banger"

> Is there nothing that can be done about this filth? just who
> moderates this group?

Noone is moderating this group, hence anyone can make their own rules.
Some like to notoriously post advertisements, some like to insult
people.

But then, there are also people who likes Atari computers and
compatibles.

regards,

Joakim

http://www.ataricq.org

5748. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 22:32:22 UTC
From: Brother Blessed <haveitbak@tpests.com>
Message-ID: <bhrh7k$3si$1@newsg1.svr.pol.co.uk>
Source record: 24374

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BB665F8B.514D%derryck@nospam.cix.co.uk.invalid...
> In article BB659F1B.194E%gfa@basic.net, lp at gfa@basic.net wrote on
18/8/03
> 02:07:
>
> [Someone I've most likely filtered out wrote]
> >> I always admired these guys in the past but, this has made me decide
to
> >> bin all my remaining Atari gear,I just hope they can sleep at night,
knowing
>
> I don't have any problem sleeping at night; my kill filter does a very
fine
> job of screening the person who jumped down my neck when I offered a
Falcon
> for sale here some weeks ago, plus the Ben ads and other sundry idiots.
>
> I would suggest however that the DDP Translations sig not be used for
> postings in this and the MagiC/MiNT thread so as to avoid confusion with
> personal opinions.

To Quote

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

so I guess they specialize in translating good language into bad!!

5749. Re: Falcon and STe

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 22:43:36 UTC
From: Brother Blessed <haveitbak@tpests.com>
Message-ID: <bhrhmu$s4b$1@newsg3.svr.pol.co.uk>
Source record: 24376
Cross-posted to: rec.music.makers.marketplace,comp.sys.atari.st

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bhr5em$am0$1@titan.btinternet.com...
> Oy!, DIllmunch
>
> "r.spanger"
>
> Do you realise your name rhymes with "Arse banger"
>
> --
>
> Regards Steve
>
> You've not seen a worried sheep
> until you've seen a sheep worried by me!!
>
>
Is there nothing that can be done about this filth? just who moderates this
group?

5750. Re: Falcon and STe

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 23:00:32 UTC
From: Mike Hunt <boomarang@back.com>
Message-ID: <bhrpgv$qg0$1@news7.svr.pol.co.uk>
Source record: 24384

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bhr5em$am0$1@titan.btinternet.com...
> Oy!, DIllmunch
>
> "r.spanger"
>
> Do you realise your name rhymes with "Arse banger"
>
> --
>
> Regards Steve
>
> You've not seen a worried sheep
> until you've seen a sheep worried by me!!
>
>
I'm sayin nowt!!!

5751. pppd

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 23:34:15 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f414657.0@entanet>
Source record: 24375

I have been trying to get ppp dial-up working again under Mint
and I am struggling.

Connexion can now find ppp but I can only get this in the console
window and the modem does not attempt to dial.

Aug 18 22:17:14 milan pppd[103]: pppd 2.3.11 started by root, uid 0
Aug 18 22:17:16 milan chat[104]: timeout set to 60 seconds
Aug 18 22:17:16 milan chat[104]: abort on (NO DIALTONE)
Aug 18 22:17:16 milan chat[104]: expect (^M)

The file /etc/ppp/option has one line containing

ttyS3

The file /etc/ppp/options.ttyS3 has the dial-up connection info
but I don't think it is getting that far at the moment.

I know that the port is ttyS3 because my Handspring will sync
using JPilot on ttyS3

Do I need a file /etc/sysconfig/ppp.config ?
What should I put in it for dial-up ?

All help gratefully received.

Regards,

Peter

5752. Re: Falcon and STe

Newsgroup: comp.sys.atari.st
Date: 2003-08-18 23:42:23 UTC
From: "r.spanger" <gfdskrsghhg@vdchrdtjfxjgfc.co.uk>
Message-ID: <bhrp2l$52d$1@news6.svr.pol.co.uk>
Source record: 24383

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bhr5em$am0$1@titan.btinternet.com...
> Oy!, DIllmunch
>
> "r.spanger"
>
> Do you realise your name rhymes with "Arse banger"
>
> --
>
> Regards Steve
>
> You've not seen a worried sheep
> until you've seen a sheep worried by me!!
>
>
Take the syringe out and pick a prize from the top shelf!!! " DORK"
have you only just sussed this

5753. Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 00:13:09 UTC
From: notator_logic@hotmail.com
Message-ID: <b662b21f.0308181613.748078ec@posting.google.com>
Source record: 24385

I have since moved my operations to a TT, and so have decided to part with my much loved falcon. It has everything required for a top music setup.

14mb atari falcon with 6 gig internal hard drive (mouse and svga adapter inculded)
1 gig external scsi hard drive (required for audio recording in cubase audio)
Cubase audio 2 & steingerg spdif interface
Soundpool FA8 analog output device
Steinberg SMP24 (2 in 4 out midi interface with smpte)

I have an idea at the srt of money I'd want for this lot, and I'd prefer to sell it as a whole, but for now I'm happy to take offers (ater all, I can only say no).

I also have a near complete notator logic setup (software, log3 and unitor 2)

I'm in the Uk, but happy to ship anywhere, though I imagine cost may be an issue, but am happy to do it.

5754. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 01:25:24 UTC
From: Mike Hunt <boomarang@back.com>
Message-ID: <bhrr6a$2tn$1@newsg3.svr.pol.co.uk>
Source record: 24386

"Rob" <notator_logic@hotmail.com> wrote in message
news:b662b21f.0308181613.748078ec@posting.google.com...
> I have since moved my operations to a TT, and so have decided to part
> with my much loved falcon. It has everything required for a top music
> setup.
>
> 14mb atari falcon with 6 gig internal hard drive (mouse and svga
> adapter inculded)
> 1 gig external scsi hard drive (required for audio recording in cubase
> audio)
> Cubase audio 2 & steingerg spdif interface
> Soundpool FA8 analog output device
> Steinberg SMP24 (2 in 4 out midi interface with smpte)
>
>
> I have an idea at the srt of money I'd want for this lot, and I'd
> prefer to sell it as a whole, but for now I'm happy to take offers
> (ater all, I can only say no).
>
> I also have a near complete notator logic setup (software, log3 and
> unitor 2)
>
>
> I'm in the Uk, but happy to ship anywhere, though I imagine cost may
> be an issue, but am happy to do it.

well according to some posts and specs by Derryck Croker you are sat on a
goldmine,
it must be worth a swap for a 3 bedroomed semi in Cheshire, a fleet of Jet
Skis, or single engine light aircraft or fully equipped narrowboat.

5755. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 02:38:49 UTC
From: lp <gfa@basic.net>
Message-ID: <BB6705F9.19A0%gfa@basic.net>
Source record: 24387

in article Pine.SGI.4.10.10308181617480.11390-100000@www.coazter.com,
Frederic Fouche at g213778@coazter.com wrote on 8/18/03 5:51 PM:

> On Mon, 18 Aug 2003, Dennis Vermeire wrote:
>
>> Because even the greatest MiNT die hard realised that Pine is ported crap,
>> and nothing beats a platform specific app?

This is a utterly wrong statement. Just cause the GUI is not what you
expect it to be doesn't lessen the feature set. On any platform pine
out performs anything I've ever seen, especially on the Atari.
Nothing comes to close to all these features. You really need to separate
MiNT from pine, the 2 are not related since pine exists for nearly all
platforms. I can see your comments come full circle, this is where the
piss poor attitude began, back with CLI's and pine and so on.
I don't even use pine and still nothing on this platform comes close to it.
Nothing probably ever will.

> Pine a ported crap?
> What emailer on atari (not ported) supports IMAP? (yes I use that)
> Please do some research before you claim something to be crap.
> PINE is awesome because of IMAP, speed, low reqs (specially good on low
> end Atari), you can print, spellcheck, addressbook, check newsgroup mixed
> with email, easy interface, constantly developed/updated, multiplatform
> mailer, you can use any editor you want to type your messages, (wanna use
> Luna to type your email? no problem, set pine to use external editor),
> wanna view Attachement pictures (MIME) from PINE? define a viewer to start
> a GEM viewer etc.
> Very powerful mailer, this is not crap, and has been available since AGES!
> Didn't have to wait for ash to release their mailer, half-assed.
>
> Besides, because it is text based (ncurses), i can check my email,
> newsgroups from anywhere (from work for example) as long as I can telnet,
> or ssh to my machine, like if I was at home.
> How do you do that on magic?
> You probably don't care anyway.
>
> Oh, and btw, if pine was such crap, why does it even exist on windows?
> Or even macosx!!!
> Don't they have good mailer as well?
> The entire must be mad.

I agree about pine!
The entire world must be mad. ;-)

>> See Janez, that's an example of what I just wrote.... you read things into
>> my posts that I've never written : I never declared MiNT shit, but I did
>> and do declare almost all the MiNT-specific things crap, shit, lousy
>> etc... almost all the Mint-specific stuff is ported and it shows, MiNT
>> isn't responsible for this, it's just an OS. And it's a pity really, it
>> deserves much better.

This is your fatal mistake, and the main reason I consider your posts worthless. Yes, I happen to see this one, only cause someone quoted it. Not only do you insult the dedicated Atari users who take the time to make this software available. You are insulting the users that use pine on any platform. You also insult the authors of pine itself. These apps are 100% optional under a mint setup, I don't see why they are viewed with such hatred. I personally used pine on my TT030 and Hades for quite sometime and hense I take those comments as offensive as others do.

Not only is that ignorance on your part, you fail to grasp that pine looks nearly identical to all other versions on other platforms. It's suppose to look like that. Duh! Some people prefer this stuff, and yes it's not for everyone, but it most definitely has great value to many, and not just on the Atari platform.

I could easily say all magic apps that refuse to run on my mint setup are complete junk, trash, whatever. But in reality that is only my opinion and they will still have value to someone else. Someone such as yourself maybe. Apparently you have no feelings whatsoever for the other guy who finds the stuff you can't use very useful. Sad.

> Some people are getting pissed because:
> Magic = what you use to have - some extra that don't work anymore.
> (otherwise GEMDOS FATAL ERROR)

Well, the hatred comes from somewhere, it might be related to the fact that they can't run the stuff easily if at all. But the culprit is magic, as it is the one that fails to follow the standards, followed by iconnect. Yes let's reinvent the wheel and make it non-networkable and incompatible with mintnet, which was out long before it.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5756. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 02:58:29 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1061243276-440106AEicMi@adelphia.net>
Source record: 24388

Hi Rustynutt,
I agree with you whole heartedly!!!! People
sometimes expect other people to give up there
machines for a little bit of nothing. If you really
wanted to buy my Falcon I would not let it go for
anything less than 750 to 1000 dollars. Think it is
highway robbery??? Read the signature at the end then
say that agian. I also have a 120GB hard drive I have
to get added onto the IDE chain of the Falcon yet!!!!
For storing movies and music over my networked falcon
and Apple computers!!!! Basically for backup of those
files. What would one offer this kinda setup???

Thanks,

5757. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 04:14:17 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.08.19.04.14.17.699903@nossspamXXatari-source.com>
Source record: 24389

On Tue, 19 Aug 2003 02:58:29 +0000, Carey Christenson wrote:

> Hi Rustynutt,
> I agree with you whole heartedly!!!! People
> sometimes expect other people to give up there
> machines for a little bit of nothing. If you really
> wanted to buy my Falcon I would not let it go for
> anything less than 750 to 1000 dollars. Think it is
> highway robbery??? Read the signature at the end then
> say that agian. I also have a 120GB hard drive I have
> to get added onto the IDE chain of the Falcon yet!!!!
> For storing movies and music over my networked falcon
> and Apple computers!!!! Basically for backup of those
> files. What would one offer this kinda setup???
>
> Thanks,

This is a $500-$600 machine and it's that simple. If someone won't pay, don't part. I saw a bone stock Falcon go on eBay for $350 a few days ago. People think they're going to get the quite expensive FA8 and SPDIF for free? I WANT those two items SOOO BADLY. But I know I'm going to have to pay an arm and a leg for them :-/

Mark
http://atari-source.com

5758. Re: Atari SLM605

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 08:45:40 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB679538.526D%derryck@nospam.cix.co.uk.invalid>
Source record: 24390

In article bhr6ih$2r7$1@reader1.panix.com, Jim DeClercq at
jimd@panix1.panix.com wrote on 18/8/03 19:40:

> With a very sharp blade to help, peel the wiper part off any new wiper
> blade assembly. Tear the wiper part off the SLM part, and clean up the
> slight mess on the metal left behind. Then, using a glue sold in the USA
> as Goop, or Shoe Goo, glue the new rubber to the old metal. It needs to be

That glue sounds like what's called Evostik in the UK; it's a contact
adhesive that smells very powerfully! It produces a strong bond.

--

Cheers

Derryck

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5759. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 08:45:40 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB679E62.528D%derryck@nospam.cix.co.uk.invalid>
Source record: 24391

In article bhrr6a$2tn$1@newsg3.svr.pol.co.uk, Mike Hunt at
boomarang@back.com wrote on 19/8/03 02:25:

>> I have an idea at the srt of money I'd want for this lot, and I'd

> well according to some posts and specs by Derryck Croker you are sat on a
> goldmine,

Someone else with nothing to say.

<plop>

--

Cheers

Derryck

5760. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 08:45:40 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB679D5A.528D%derryck@nospam.cix.co.uk.invalid>
Source record: 24392

In article BB66C597.1975%gfa@basic.net, lp at gfa@basic.net wrote on 18/8/03 23:04:

>> so I guess they specialize in translating good language into bad!!
>
> That's one way of putting it. hehe

I very strongly resent this by the way. Missing smiley or not, the amount of work put into the translations available for /free/ download by the three members of DDP Translations would stagger you.

I'm not addressing this to you in person Lonnie, but in general, as I'm fed up with posters apparently coming out of the woodwork to deliver some jibe or other and then nip back again.

I'm strongly reconsidering how much effort I'm prepared to put in supporting the Atari community.

> But from what I see it's just one of them, and the others don't have the
> nerve to tell him to shut up.

Everyone is entitled to their own opinion, and Dennis (and Peter too) are entitled to theirs. Again, all I'm suggesting/asking is that Dennis just change his sig for posts which reflect an individual opinion. I'm leaving my sig just as it is for this one post as a reminder.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5761. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 08:45:40 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB679EC4.528D%derryck@nospam.cix.co.uk.invalid>
Source record: 24393

In article BB66C461.1973%gfa@basic.net, lp at gfa@basic.net wrote on 18/8/03 22:58:

> Well you totally miss-interpreted, I was only suggesting the guy

I guess we're all guilty of misunderstanding from time to time Lonnie, but a little selective pruning of the message that you were quoting might have put your point over more clearly maybe?

--

Cheers

Derryck

5762. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 08:45:40 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB679F72.528D%derryck@nospam.cix.co.uk.invalid>
Source record: 24394

In article bhrh7k$3si$1@newsg1.svr.pol.co.uk, Brother Blessed at haveitbak@tpests.com wrote on 18/8/03 23:32:

> To Quote

I've tried and tried but have completely failed to understand how this contributes to this thread?

Don't bother replying by the way, as I won't see it.

--

Cheers

Derryck

5763. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 09:28:01 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB67AC31.5298%derryck@nospam.cix.co.uk.invalid>
Source record: 24395

In article BB66C461.1973%gfa@basic.net, lp at gfa@basic.net wrote on 18/8/03 22:58:

My apologies for mis-spelling your name in the earlier version of this posting Lonny :-/

> Well you totally miss-interpreted, I was only suggesting the guy

[Snip]

--

Cheers

Derryck

5764. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 09:32:48 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB67AD4A.5299%derryck@nospam.cix.co.uk.invalid>
Source record: 24296

In article BB66C597.1975%gfa@basic.net, lp at gfa@basic.net wrote on 18/8/03
23:04:

Whoops, I've managed to mis-spell your name again Lonny :-/

>> so I guess they specialize in translating good language into bad!!
>
> That's one way of putting it. hehe

But at least that gives me the opportunity to say that I was guilty of
saying "arse" once. Dennis has never used bad language, and I know that
Peter hasn't either (well, not in English anyway ;-)) So the suggestion
that DDP Translations are at all guilty of corrupting children with the use
of bad language as suggested by someone or other does seem to be actually
slander!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5765. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 10:41:42 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.cfbimtdl@localhost>
Source record: 24297

Mike Hunt wrote:

> > I have an idea at the srt of money I'd want for this lot, and I'd
> > prefer to sell it as a whole, but for now I'm happy to take offers
> > (ater all, I can only say no).
> > I'm in the Uk, but happy to ship anywhere, though I imagine cost may
> > be an issue, but am happy to do it.
>
>
> well according to some posts and specs by Derryck Croker you are sat
> on a goldmine,
> it must be worth a swap for a 3 bedroomed semi in Cheshire, a fleet
> of Jet Skis, or single engine light aircraft or fully equipped
> narrowboat.

You're point being? You can hardly accuse Derryck just because you
don't want to pay the price he demands. Even if the price is steep, he
is free to do whatever he wants. You're free not to buy it.

You're also not forced to write bitter and silly remarks about this
issue from now on until the end of time. Let it go, will you?

/Joakim

http://www.ataricq.org

5766. Re: pppd

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 11:04:43 UTC
From: "M.A. Kehr" <m.kehr@ndh.net>
Message-ID: <20030819130443.000013b7.m.kehr@ndh.net>
Source record: 24298

Hi,

is it possible, that one of your configuration files does not have unix line ends? You can see this, if you load them with vi, at the end of every line is a ^M, this means it does not have unix line ends. you can change the files with a tool called crlf or cr2lf AFAIR.

Bye

Marc-Antón

--
****
Business: http://www.st-katharina-apotheke.de
Photography: http://www.ndh.net/home/kehr
Atari: http://atari.st-katharina-apotheke.de
****

5767. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 13:17:05 UTC
From: ciholland@talk21.co.uk
Message-ID: <927978b.0308190517.16af52cc@posting.google.com>
Source record: 24299

GokMasE <fake@email.se> wrote in message news:<Usenet.cfbimtdl@localhost>...
> Mike Hunt wrote:
>
> > well according to some posts and specs by Derryck Croker you are sat
> > on a goldmine,
> > it must be worth a swap for a 3 bedroomed semi in Cheshire, a fleet
> > of Jet Skis, or single engine light aircraft or fully equipped
> > narrowboat.
>
> You're point being? You can hardly accuse Derryck just because you
> don't want to pay the price he demands. Even if the price is steep, he
> is free to do whatever he wants. You're free not to buy it.
>
> You're also not forced to write bitter and silly remarks about this
> issue from now on until the end of time. Let it go, will you?

It looks like our anonymous poster lives up to his name and is a total
and utter "Hunt". Maybe he should get together with "Fanny Batter" and
choose a less confrontational stance ;-)

5768. FA: UK - 1040ST with Spectre GCR Mac emulator!

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 14:53:01 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <wa6UEaUNnjQ$EwS3@dmc12.demon.co.uk>
Source record: 24300

Good condition 1040STFM with Spectre GCR Mac emulator. The emulator is complete with Mac ROMs and manuals, disks and Mac system disks, and fully working.

US buyers are welcome to bid; I will exchange the 1040ST for US shipping costs (i.e. win the auction and you can either pay US shipping costs for the whole system, which would be expensive and result in you owning a PAL, 240V ST, or I will cover the costs over the UK amount and send the Spectre GCR package without the ST).

For ST owners who don't know what the Spectre is - it's a Mac Plus emulator that is pretty reliable, offers most of the ST RAM to the Mac, and can read and write Mac 800K disks in ST drives! Check out the auction screenshots for an idea of how cool this is.

You need a mono monitor to be able to use it; I'm assuming most people will have one. I still use mine, but have offered it for ï¿½30 on the auction, likewise I've offered the upgrade from a 1040STFM to a 1040STE for ï¿½15. These are just options; I'd prefer to keep the monitor and STE, hence the prices!

Currently sitting at ï¿½2.70, which is a bargain for a relatively rare and unusual bit of kit in operational condition (no! Not the STFM! The Spectre GCR!).

I'm auctioning a load of my old computer stuff; I don't have time or the enthusiasm for them that I used to - but I'm keeping an ST around for old synthesizer uses!

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=richardk66

I will also consider a swap, if anyone is quick enough to offer.

My STE and 1040ST, plus Spectre GCR, for a MegaSTE. May have other things of interest, too.

Richard
--
Richard Kilpatrick, long haired prophet of doom. |\ _,,,---,,_
Musical suicide - www.mp3.com/RichardKilpatrick /,`.-'`' -. ;-;;,
Work: Icon Publications, Group Sales Manager |,4-))-,_. ,\ (`'::.
Homepage: http://www.dmc12.demon.co.uk/ '----''(_/--' `-'_)Morticia

5769. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 15:25:09 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <7ir0b.15127$Kx1.232293@newsfep4-glfd.server.ntli.net>
Source record: 24301

Hello......
"Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
news:pan.2003.08.19.04.14.17.699903@nossspamXXatari-source.com...

> This is a $500-$600 machine and it's that simple. If someone won't pay,
> don't part. I saw a bone stock Falcon go on eBay for $350 a few days ago.
> People think they're going to get the quite expensive FA8 and SPDIF for
> free? I WANT those two items SOOO BADLY. But I know I'm going to have to
> pay an arm and a leg for them :-/

I have one of each for sale, make me a sensible offer. Body parts not
accepted.......

Barrie.

5770. Re: Can anyone recommend for a STFM emulator to play OIDS

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 16:07:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f41f6b8c9d198@comcast.net>
Source record: 24302

>All,
>Can anyone recommend for a STFM emulator to play OIDS?

If you are talking about for the PC, I would try Pacifist.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5771. Re: How much memory?

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 16:07:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f41f6b8c9d199@comcast.net>
Source record: 24305

>One more question - how do I tell how much memory I have in a Stacy and
>STBook? I can bring up the desktop, but nothing seems to give me installed
>memory.
>
>Thanks in advance!
>
>Bob

I have a nice little program called Memwatch. Run it and it will
tell you how much memory is in your computer. Email me if you want
me to send you a copy.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5772. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 16:07:03 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f41f6b8c9d19a@comcast.net>
Source record: 24303

>So, does this mean you are not planning on upgrading or further
>maintaining the Atari version of Magic? Maybe I'm just
>misinterpreting. Anyway, what about the possibility of making a port
>of the Magic GUI to Mint? As you say, Mint has its advantages over
>Magic, and is very stable. Unfortunately, the GUI's on Mint aren't
>nearly as nice as Magic's GUI. I would pay for Magic all over again to
>have it be able to run on the Mint kernal! That would be the ultimate
>update, as far as I'm concerned!
>
> Mike Freeman
> mail@freeman-studio.com

Geeze, I would love to have a version of Magic for my Hades that
would run the Mint kernal. That would be super and I would pay
almost anything for that.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5773. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 16:07:03 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f41f6b8c9d19b@comcast.net>
Source record: 24304

>mail@freeman-studio.com (Mike Freeman) wrote in message
news:<5c1cf651.0308141017.3150bc2c@posting.google.com>...
>(...)
>> misinterpreting. Anyway, what about the possibility of making a port
>> of the Magic GUI to Mint? As you say, Mint has its advantages over
>> Magic, and is very stable. Unfortunately, the GUI's on Mint aren't
>> nearly as nice as Magic's GUI. I would pay for Magic all over again to
>
>Unfortunately in MagiC AES and GEMDOS are not cleanly separated. E.g.
>contrary to MiNT, the basic scheduler/task/thread modules (today one
>could call it the nanokernel) are part of AES, not GEMDOS. So MagiC's
>AES cannot be used as replacement for MiNT's one. The same with vice
>versa. If I did total rewrite of MagiC today, I would do it much
>better and use a layered design.

It would be so nice to have a total rewrite of Magic. It runs so
nice on my Hades, that a newer updated version would be welcomed
and appreciated.

5774. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 16:07:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f41f6b8c9d19c@comcast.net>
Source record: 24306

>And what about cases like ARAnyM? Do you focus on supporting
> MagiC at
>all? What if it's a major pain. The only thing I wanted to address was
>my issues that on nearly every piece of atari hardware I own, MagiC
>unfortunately is a bit unstable for me. But yeah.. <3 your ataris well..
>and hug MiNT and MagiC too. They're both great.
>
>Mark
>http://atari-source.com

I can agree with that which is why I have and use both OS's as
well as Geneva. I will admit that setting up Magic is a lot easier
that setting up Mint.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5775. Re: Gemvelope

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 16:07:05 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f41f6b8c9d19e@comcast.net>
Source record: 24307

>Edward S. Baiz Jr. wrote:
>> Hello all,
>>
>> Well I thought things all well and good with Gemvelope, but now I
>> have run into a little snag. At first thing were fine, but now I
>> am getting some weird printing results. First of all I need to
>> have the NVDI driver for my Epson Photo 700 printer set to 360dpi
>> draft. I know it sounds strange, but the resulting print is nice
>> and dark like it should be. If I use the 360dpi Normal mode, the
>> result print is too light. I am thinking that the program is too
>> old and needs an update inorder to print correctly using NVDI.
>>
>> Like I said things were find at first, now when I print using the
>> 360dpi draft mode, Gemvelope does not print the complete address.
>> It only prints every other line. If I use the Normal mode, then it
>> prints everything. What I am doing is running the envelope through
>> twice which gives me a good result.
>>
>> I was just wondering if anyone had any ideas. I emailed the author
>> and he said that he does not even own an Atari system anymore.
>
>
>Just an FYI, Ed, the current register author is not the original author.
> :-)

Oh really... Do you know who is the original author? Maybe he
could help.... I will have to do some searching...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5776. Re: Gemvelope

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 16:07:05 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f41f6b8c9d19d@comcast.net>
Source record: 24308

>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<3f3b375816b9fa9@comcast.net>...
>
>> Like I said things were find at first, now when I print using the
>> 360dpi draft mode, Gemvelope does not print the complete address.
>> It only prints every other line. If I use the Normal mode, then it
>> prints everything. What I am doing is running the envelope through
>> twice which gives me a good result.
>>
>What happens if you use an Epson Stylus Color (not Photo) driver?
>
>Galen

I get the same result. I know it is something small that I have
done, but I think it is goes to take me a while to figure out.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5777. Re: pppd

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 17:20:53 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.08.19.17.20.52.499564@pandora.be>
Source record: 24311

Op Tue, 19 Aug 2003 13:04:43 +0200, schreef M.A. Kehr:

> Hi,
>
> is it possible, that one of your configuration files does not have unix
> line ends? You can see this, if you load them with vi, at the end of
> every line is a ^M, this means it does not have unix line ends. you can
> change the files with a tool called crlf or cr2lf AFAIR.

Instead of vi he can also use Qed for instance. In "Show info"
([control]+[i]) one can change the kind of line ends in Atari, Unix and
Apple.

HTH,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5778. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 18:05:58 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <VOs0b.1375$2B6.288559@news.siol.net>
Source record: 24309

All,

Ill reply this in some kind of 3rd person, since i only wana explain my views on MiNT, why i like it, and why i think its prefered OS for Atari in future. "in future" explicitely means on newer hardware, hardware yet to come, ct60 etc.. Im not claiming this hardware will happen, but it was said there, that CT60 will never happen, but one is now ticking in my machine...

> On Mon, 18 Aug 2003, Dennis Vermeire wrote:
>
>> Because even the greatest MiNT die hard realised that Pine is ported
>> crap, and nothing beats a platform specific app?

Well can all that be twisted even more? Reason as may as well be the fact that even if there is Pine, those guys prefer Atari and know that all cant run Pine and they still wana contribute. I know thats the facty with Atack guys, they dont refer to pine as crap, but as great mailer. Also they say that they wanted to do usefull browser for GEM too because Pine cant run on most Ataris, they used many Pine things in Amail, also the importer of Pine mailbox, addresbook, and started on newsgroups as well, sadly we can only read news, and cant reply. They also did mintet, stik.. stacks. And the thing is even free.

> Pine a ported crap?
> What emailer on atari (not ported) supports IMAP? (yes I use that)
> Please do some research before you claim something to be crap.
> PINE is awesome because of IMAP, speed, low reqs (specially good on low
> end Atari), you can print, spellcheck, addressbook, check newsgroup mixed
> with email, easy interface, constantly developed/updated, multiplatform
> mailer, you can use any editor you want to type your messages, (wanna use
> Luna to type your email? no problem, set pine to use external editor),
> wanna view Attachement pictures (MIME) from PINE? define a viewer to start
> a GEM viewer etc.
> Very powerful mailer, this is not crap, and has been available since AGES!
> Didn't have to wait for ash to release their mailer, half-assed.

Well i have divided feelings bout Pine. I do agre with Dennis that Pine aint native app, and that all services we like under GEM doesnt apply to it and that it is "alien" application, and in recent times i started to use AtackMail... On other hand, IMAP is very good feature, esp for modem users, also Pine has advantages like good spellchecker (ispell), good adressbook, newsreader and definately not a crap... Like Lonny said, calling it crap, just since dont use our GUI is insult to users and developers, and thats esxactly the part i disagre with Dennis! Especialy since he stretch that to all what he dont like/use... I dont like Magic, still i never did say its bad or that Andreas is bad... I even called it a "gem". And even as Andreas

said he did a mistake not to use layered design, i NEVER bitch about Magic's monolite design. It was prolly the best way to do it then, and he choosed that option.. By NO MEANS that make him lame... Dennis on other hand, use word lame, lamers, crap a LOT. Also must mention, that Dennis said that those apps (pine etc...) work better on PC anyway so no use to run them on Atari... thats TRUE Atari spirit. All is better as runing Pine on Atari (since it dont run in magic) even buying pc, or Mac etc.. Im a lot more happy with my TT runing MiNT and riebl ethernet card, acting like server with ip masquarading, so i had falcon pliped to it and accesed inet via TT.... I have MiNT installed, alien servers like ftp and apache httpd servers, and that is.. Still beats any REAL alien linux/windows servers, or inet gateways.. Im proud on my 100% atari hardware inet acces... Anyone saying thats LESS spirit as using other machines and put Ataris to closet, is just plain wrong. For end> TT being server still runs GEM, can be admninstrated via GEM, or just play games or anythings WHILE alien crap runing in bacground, transparently....

I would be VERY happy, if i could use similar native app, maybe a bit worse, but sadly Newsie has problems, MyMail also, so i did used Pine as mailer, later AtackMail and Knews (X11 newsreader) since it has great thread abilites.. I still run Pine as well, depends on mood i am.. Also i do use ircII (CLI). I find Airc great app, especialy VA_Start and stuff, but i dont use it. And i never called it crap, also Lonny knows i prefer ircII and ve NEVER had any grudge about it.. I still do test all new releases. And i also must explain why i use ircII: I love CLI, but especialy virtual consoles. That way i can run ircII, maybe Pine etc on virtual consoles, and have AES free for other apps. Im a lot on irc, Airc takes 2/3 of screen, i hate switiching or moving windows.. Other thing what i like is that vconsoles are indendent of AES, so if ircing or fetching large file from internet etc, i still may change resolution, or crash AES, which can happen frequently, esp if im coding, i can use full screen apps like Apex or Neon etc. Vconsoles and apps runing in them, dont exit etc, when AES is restarted or res change take place...

> Besides, because it is text based (ncurses), i can check my email,
> newsgroups from anywhere (from work for example) as long as I can telnet,
> or ssh to my machine, like if I was at home.

Yes SSH is big reason... It is very good to use machines remotely, and since telnet is mainly not used anymore, SSH is needed. If i enter Unix domain, which is not related to Atari, its still great to acces own machine from work, read mail, which in many cases, came directly to our machines, not on remote pop servers etc, maybe even do some maintenance.... Also need to mention SSL. Without that, u cant use e-banking etc.. and MiNT offers SSL to be used with CAB, not only with some alien app. Other problem is that CAB has probs with some forms and dialogs, esp things introduced after CAB developing stoped, but SSL support to GEM is done via MiNT.

> How do you do that on magic?

U cant... But that dont make it bad OS.. Its great little os, and by "little" i meant that in GOOD way... Its capable os, look nice, mtask as

its need to be done.. If u look so "great" Amiga OS, Magic does better and with a lot less resources.. Some things are missing, but nothing essential.

BUT, again, i need to say that all stuff i do like in MiNT, all which in my eyes makes it "better" as Magic are BONUS in MiNT. Atari feeling is not risked. I know many ppl, with Mtos like setup only (just kernel + naes), just to take advantages of loadable devices, like ext2 drivers, since, lets be fair, ext2 partitons are fast and rock solid. Long names also aint problem on them etc.. or just to use some inet drivers, maybe nfs. I do admit, that sometimes (esp net stuff) do require some fiddling with U: drive, but i NEVER dismissed anyone who asked for help if i was able to help. Dont forget, such driver, let say some internet protocol, can be compiled on MiNT easily and its ready to use.. Dont fell on "antipropaganda" that all that is just talk and dreaming, and there is no scsi<>ethernet drivers etc... Those devices are NOT free, and driver sources are NOT available, same as hardware specs for devices, so they cant just be compiled...

And again, those things are bonus and optional! U may use them or not, u may install full Easy MiNT or u may install just kernel + N.AES. The problem as i see it, is that MiNT, esp FreeMiNT and EasyMiNT are freeware, but N.AES is not. So atm, there is no distribution which would install AES as well. That means, that unfortunately, EasyMiNT installer installs MiNT and Unix envoriment, but not N.AES. so that must be done manualy... And dont hesitate to ask for help, we are NOT monsters, ppl wana show us as!

> You probably don't care anyway.

Yes, thats another thing which imho is bad.. "I dont need that. so i dont care" attitude... that dont help scene a bit.. imho, its destructive.... So if someone makes app for calculating popcorn baking times so what.. Better spen time and knowledge as the time spent for bashing him wht he did such useles crap...

> Oh, and btw, if pine was such crap, why does it even exist on windows?
> Or even macosx!!!
> Don't they have good mailer as well?
> The entire must be mad.

Good point....

>> See Janez, that's an example of what I just wrote.... you read things
>> into my posts that I've never written : I never declared MiNT shit, but I
>> did and do declare almost all the MiNT-specific things crap, shit, lousy
>> etc... almost all the Mint-specific stuff is ported and it shows, MiNT
>> isn't responsible for this, it's just an OS. And it's a pity really, it
>> deserves much better.

He didnt declare it shit... But he did declare it some other names, u declared Andreas Kromke the only capable coder left, and MiNT developers half brained loosers... To avoid mistake: Andreas is great coder and Magic is extraorindary product! But on other hand Frank Nauman, Konrad and company are good coders as well, they put BIG efforts so that MiNT can be

as fast as it is (run Linux on Atari for example) to implmemnt complete bios/xbios in, to even create new cals, and all in goal that MiNt will STAY Atari OS, not even one Atari app, clearly written dont crap on MiNT since developers cutted something out.. Now, how many Macos<X apps run on MacosX, without emulation, patches etc? Macs even came with both OSes installed....

Also remeber, he is a master of selective quoting... i NEVER seen any quoting in his replys, showing that i actualy said good things bout Magic etc.. or other ppl that is... He is one person agains many MiNTers here, yet word counting for crap, idiotic, etc, he would win easily....

> One thing you seem to forget is:
>
> Mint environment = all main GEM application + magic apps (most of them
> anyway).
> So in what way is that bad?
> Oh and let's not forget that ON TOP of that you can run a shit load of
> unix apps, at the same time as your GUI! with no need to switch anything.
> It all cooperate very nicely.

Yes! That is forgotten selectively.... SSL, ethernet drivers, nfs drivers and so on runs transparently... Any GEM application benefit from that. If u for example use NFS driver (network file system - imagine a virtual hdd, which via lan or internet is actualy HDD on remote machine, like your PC, or pals PC in XXX place, and u can access it like own hdd) any GEM app, including Desktop, will have acces to it, like normal partiton/path, only diference is acces time, which is as fast as your inet/lan acces. im my case (OZKs MiNT ethernec drivers and Stimps ethernec) thats up to 400kb/s to PC in LAN. U may say thats only inet drivers... but imho there is actualy real strenght of MiNT vs Magic/TOS. Inet changes, inet protocols change, ppp protocol change, cable replaces ppp, DSL, new protocols are yet to come and MiNT stack, and ability to load external devices alows us to adopt quickly.. I have my Ataris directly to cable for 5+ years for example. I dont go via PC, but directly (ok last few months via router, to have proper LAN)

> Do you know how cool it is to have papyrus, or calamus or whatever Atari
> GEM application running and in another window having some unix
> application?

Personaly i dont think that bare fact of running some X app in GEM is cool. Many X apps are bad, to say atleast, and better ones are quite demanding. But i am very excited, that we have software which allows to run alien apps on TOP of our native OS, without rebooting, ditching native GUI and so on. Even more exciting is, that MiNT, with its transparent features (here i mean drivers etc, not some ultra hyper cool port of an big application) allows us to run X apps remotely. That means binaries are executed on host machine, so they run fast, and display is redirected to GEM window... only limit is connection speed... Now, lets be fair, sense of such thing is questionable, but pure fact that its possible, its only available on demand (wont eat resources if u dont wana it) an not harm native OS/GUI or need reboot is very exciting... We have saying here, which

say something like this:"U cant miss things, if u have too much of them"
and i realy dont know why bonus ability should be bad...

One can say, that instead of adding extras to OS, coders should rather
develop apps... that may seems true, but, to make better apps, more
capable, u need to have better OS, especialy for GEM apps... Magic coders
did introduce new things, and only when that was done, apps, which Magic
comunity likes a lot, were possible to exist. MiNT coders are small portion
of coders, so we must ask others do do new stuff etc, not blame MiNT
developers bout lack of apps. Especialy since any clearly written
application will work on most Ataro OSes. I didnt do much GEM stuff, but
GGT2 i did in GFA, with Face Value in TOS, didnt spent 1s thinking bout OS
at all, and it works correctly...

>
> MiNT = what you've got + extra.
> (perfect combination if you ask me)

Yes. With one exception: it is resource hungry. All goodies i counted, can
be used on clone, or accelerated falcon... Accelerated more because ct2/60
have lots of FastRAM, not so much cause of CPU power,since Unix envoirment,
apps etc are ram hungry. But of course, speed is welcome, and no OS is
exception here.. Many "hardcore" atarians went MagicMAC because of power..
Many Magic fans ordered Ct60 as well. Odd, since here we hear that only
MiNT is sloooooooow.

> Some people are getting pissed because:
> Magic = what you use to have - some extra that don't work anymore.
> (otherwise GEMDOS FATAL ERROR)

Yes, and that what i realy cant grasp... We mention that we can runs some
extra stuff, and suddenly we are traitors, OS lack Atari spirit etc.. And
no bad words of those who for SAME stuff bought PC or MAC, or sent Atari in
closets or in bin and now use MagicMAC.. All that is perfectly okay, but
attempt to run those apps on our Ataris, is dreaming and so on.. But well,
Lindbergh was called dreamer as well, same as Wright brothers..

I LOVE my Ataris, i use them daily, lately i use PC as well for
newsreading and 3d astronomy apps, stuff i cant realy so far use on
Ataris, either cause lack of power or lack of apps. I love Ataris with
their bad sides, because they have so many good sides, because even today,
they feel the same as in days of glory... I use alien apps, and i use it
from simple reason, IF i have to use alien app (no matter if pine, outlook
express, whatwewer) i rather do that on my Atari. No one, using ALIEN apps
on ALIEN machine has right to question my Atari spirit, or spirit of those
developing ANYTHIG for Atari!! Thats all...

Janez

P.S> Forgot this: even XAAES got its share of critics. Magic fans, MiNT
haters, Dennis, instead of bitching, and moaning and cursing, try to
contact XAAES authors, or mailing list and suggest changes, what ud like,
what u dont like... It is AES in making, oportunity to add, and make it

more likely for u... Same for Highwire, instead of ranting its bad offline browser, contact authors and try to make it better... That is one of good things with open projects.

5779. Re: "brain blasters"

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 18:06:44 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <APs0b.1376$2B6.288559@news.siol.net>
Source record: 24310

Toby Newman wrote:

> Thankyou Janez, I look forward to hearing from you!
> Toby

Got it, send me private mail plz....

Janez

5780. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 18:19:28 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <1DH3OQ9womQ$Ewi2@my-ste.demon.co.uk>
Source record: 24312

On Tue, 19 Aug 2003, Rustynutt wrote:-

<snip>

>I wouldn't let mine go for anything less.

Once mine arrives, the only way mine goes is if it's pried from my cold,
dead fingers :)

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62

5781. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 18:20:43 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <8zV1iw97pmQ$EwA9@my-ste.demon.co.uk>
Source record: 24313

On Tue, 19 Aug 2003, Derryck Croker wrote:-

<snip wanabee-troll>

>Someone else with nothing to say.

Looks like you're gaining a bit of a fan club.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62

5782. Re: ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 19:28:19 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f427a4a$0$27029$626a54ce@news.free.fr>
Source record: 24314

There is -12 V on Falcon mb but it is maked from +5V with a TL497
converter...
It is done for RS-232 signals and drivers !!

eh eh

"Frank Szymanski" <f.szymanski@dmt.de> a crit dans le message de news:
674c5603.0308130656.52d58898@posting.google.com...
> > > The NOVA adaptor needs +12V and -12V from the mainboard.
> > Are you sure about -12V? I know there's a space for it, but I seem to
> > recall Jo Even telling me to just connect the +12V (I still haven't
> > installed mine yet).
>
> No, I am not sure about -12V. I only know that there are two cables on
> the adaptor and the manual says that you have to connect both cables.
> With +12V and -12V it worked with my Falcon (with afterburner) but I
> didn't try without -12V.
>
> Regards,
>
> Frank

5783. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 21:55:56 UTC
From: lp <gfa@basic.net>
Message-ID: <BB68152C.19BD%gfa@basic.net>
Source record: 24315

in article BB67AD4A.5299%derryck@nospam.cix.co.uk.invalid, Derryck Croker at derryck@nospam.cix.co.uk.invalid wrote on 8/19/03 5:32 AM:

> In article BB66C597.1975%gfa@basic.net, lp at gfa@basic.net wrote on 18/8/03
> 23:04:
>
> Whoops, I've managed to mis-spell your name again Lonny :-/
>
>>> so I guess they specialize in translating good language into bad!!
>>
>> That's one way of putting it. hehe
>
> But at least that gives me the opportunity to say that I was guilty of
> saying "arse" once. Dennis has never used bad language, and I know that
> Peter hasn't either (well, not in English anyway ;-)) So the suggestion
> that DDP Translations are at all guilty of corrupting children with the use
> of bad language as suggested by someone or other does seem to be actually
> slander!

If you said "arse" previously, I never seen it. I wouldn't worry about it as others seem to throw that or worse words around as easily as "the". Don't worry about the spelling, everyone gets my name wrong anyway, I'm used to it.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5784. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 22:05:52 UTC
From: truth <truth@truth.com>
Message-ID: <bhu7d1mhm1@newsg3.svr.pol.co.uk>
Source record: 24317

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BB67AD4A.5299%derryck@nospam.cix.co.uk.invalid...
> In article BB66C597.1975%gfa@basic.net, lp at gfa@basic.net wrote on
18/8/03
> 23:04:
>
> Whoops, I've managed to mis-spell your name again Lonny :-/
>
> >> so I guess they specialize in translating good language into bad!!
> >
> > That's one way of putting it. hehe
>
> But at least that gives me the opportunity to say that I was guilty of
> saying "arse" once. Dennis has never used bad language, and I know that
> Peter hasn't either (well, not in English anyway ;-)) So the suggestion
> that DDP Translations are at all guilty of corrupting children with the
use
> of bad language as suggested by someone or other does seem to be actually
> slander!
>
> --
>
> Cheers
>
> Derryck
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://ddp.atari.org
>
>
HUH!! are you blind ? here goes then it would seem every single post by
these "translators" have bad language, a small selection from the last few
days!! slander???? see your lawyer then

dennis.vermeire@gmx.net 17 August 2003 02:38
It's not the Hades by it self that turns someone into a reclusive a-hole
.....
That could be a bit of a problem... he has replaced Pine for Entourage,

that's even bigger crap

dennis.vermeire@gmx.net 17 August 2003 01:37
Spewing your usual bullshit again I see?
.....
You'll need stronger ammo to piss me off
.....
... if fifteen years ago someone would have released such
crap

dennis.vermeire@gmx.net 17 August 2003 01:37
It's the MiNT corner you need to address, they're the ones who
spewing out all kinds of "alien" bullshit...

dennis.vermeire@gmx.net 18 August 2003 11:48
Did
you get the impression that I was even remotely tempted to run that crap?
.....
they just add more crap to the ever growing
pile of shit...

From: pep@hms.se (Peter) 18 August 2003 14:06 and in English Quoting
"Spewing all kinds of "alien" bullshit.." ??

Creative.

-- Peter

5785. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 22:12:39 UTC
From: lp <gfa@basic.net>
Message-ID: <BB681917.19BF%gfa@basic.net>
Source record: 24316

in article BB679D5A.528D%derryck@nospam.cix.co.uk.invalid, Derryck Croker at derryck@nospam.cix.co.uk.invalid wrote on 8/19/03 4:45 AM:

> In article BB66C597.1975%gfa@basic.net, lp at gfa@basic.net wrote on 18/8/03
> 23:04:
>
>>> so I guess they specialize in translating good language into bad!!
>>
>> That's one way of putting it. hehe
>
> I very strongly resent this by the way. Missing smiley or not, the amount of
> work put into the translations available for /free/ download by the three
> members of DDP Translations would stagger you.

I think your work has great value, I always have. I'm certain I've downloaded something from there at one time or another.

> I'm not addressing this to you in person Lonnie, but in general, as I'm fed
> up with posters apparently coming out of the woodwork to deliver some jibe
> or other and then nip back again.

As am I. I am totally open to the fact that there are apps that don't run on my setup, but I respect the fact that others can use them and find them useful. I also respect the effort that went into them even if I cannot use them. I simply do not use them and leave it at that.
The constant negative feedback aimed at mint, mint groups, or whatever wording is getting really old. In fact it is Dennis who perpetuates the split.

> I'm strongly reconsidering how much effort I'm prepared to put in supporting
> the Atari community.

If you really want to cut back on the effort, just dump the trouble maker from the group. Only takes one bad apple to spoil the rest. Mind you that is only a suggestion, but the constant ranting is not helping matters at all.

>> But from what I see it's just one of them, and the others don't have the
>> nerve to tell him to shut up.
>
> Everyone is entitled to their own opinion, and Dennis (and Peter too) are
> entitled to theirs. Again, all I'm suggesting/asking is that Dennis just
> change his sig for posts which reflect an individual opinion. I'm leaving my
> sig just as it is for this one post as a reminder.

Opinions are one thing, I don't care if they thinks stuff is crap, but at least take into account that others use this stuff on a regular basis.

Telling him to drop the sig, and then letting him run a muck on his own is one solution though. Hope it solves the problem for you.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5786. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 22:25:35 UTC
From: lp <gfa@basic.net>
Message-ID: <BB681C1F.19D6%gfa@basic.net>
Source record: 24318

in article VOs0b.1375$2B6.288559@news.siol.net, Janez Valant at
swe@atari.org wrote on 8/19/03 2:05 PM:

[big snip]

> I would be VERY happy, if i could use similar native app, maybe a bit
> worse, but sadly Newsie has problems, MyMail also, so i did used Pine as
> mailer, later AtackMail and Knews (X11 newsreader) since it has great
> thread abilites.. I still run Pine as well, depends on mood i am.. Also i
> do use ircII (CLI). I find Airc great app, especialy VA_Start and stuff,
> but i dont use it. And i never called it crap, also Lonny knows i prefer
> ircII and ve NEVER had any grudge about it.. I still do test all new
> releases. And i also must explain why i use ircII: I love CLI, but
> especialy virtual consoles. That way i can run ircII, maybe Pine etc on
> virtual consoles, and have AES free for other apps. Im a lot on irc, Airc
> takes 2/3 of screen, i hate switiching or moving windows.. Other thing
> what i like is that vconsoles are indendent of AES, so if ircing or
> fetching large file from internet etc, i still may change resolution, or
> crash AES, which can happen frequently, esp if im coding, i can use full
> screen apps like Apex or Neon etc. Vconsoles and apps runing in them, dont
> exit etc, when AES is restarted or res change take place...

Let me add there are 2 unix irc clients available for mint, I recommend
people try them. I even like ircII (has scripting and all), but since I
have huge screen, aIRC is good enough. ;-)
Nice post btw.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5787. DSP Clock for Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 22:45:19 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0308191445.28244731@posting.google.com>
Source record: 24319

"Pascal Ricard" <nospam@mydomain.thanx.invalid> wrote in message
news:<3ed6b5d2a5e1ad0@europe-shareware.org>...

> > Everyone,
> > Thanks for the information!!! I really appreciate
> > all the information. Just a few questions. I would
> > like to get one of these DSP clocks anyone know where
> > they are available at??
>
> You may want to ask to Jan Krupka
> http://jaysoft.atari.org
>
> He is going to built a few ones for people interested. Price should be
> under 15 EUR / 10 ï¿½ if there are enough people.
>
Does anyone know what happened to this project? I was going to build
a 44.1 external clock (and possibly a 40 as well, since the NOVA
doesn't appear to be working with the CT60), but the link disappeared.
I'd be happy with a schematic or an address to send my $16.

Galen

5788. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-19 22:49:02 UTC
From: lp <gfa@basic.net>
Message-ID: <BB68219E.19D8%gfa@basic.net>
Source record: 24320

in article bhu7d1mhm1@newsg3.svr.pol.co.uk, truth at truth@truth.com wrote
on 8/19/03 6:05 PM:

>> But at least that gives me the opportunity to say that I was guilty of
>> saying "arse" once. Dennis has never used bad language, and I know that
>> Peter hasn't either (well, not in English anyway ;-)) So the suggestion
>> that DDP Translations are at all guilty of corrupting children with the
> use
>> of bad language as suggested by someone or other does seem to be actually
>> slander!

[snipped DDP sig]

> HUH!! are you blind ? here goes then it would seem every single post by
> these "translators" have bad language, a small selection from the last few
> days!! slander???? see your lawyer then
>
> dennis.vermeire@gmx.net 17 August 2003 02:38
> It's not the Hades by it self that turns someone into a reclusive a-hole
> ....
> That could be a bit of a problem... he has replaced Pine for Entourage,
> that's even bigger crap
>
> dennis.vermeire@gmx.net 17 August 2003 01:37
> Spewing your usual bullshit again I see?
> ....
> You'll need stronger ammo to piss me off
> ....
> ... if fifteen years ago someone would have released such
> crap
>
> dennis.vermeire@gmx.net 17 August 2003 01:37
> It's the MiNT corner you need to address, they're the ones who
> spewing out all kinds of "alien" bullshit...
>
> dennis.vermeire@gmx.net 18 August 2003 11:48
> Did
> you get the impression that I was even remotely tempted to run that crap?
> ....
> they just add more crap to the ever growing
> pile of shit...
>
> From: pep@hms.se (Peter) 18 August 2003 14:06 and in English Quoting
> "Spewing all kinds of "alien" bullshit.." ??

It's clearly almost all dennis, please don't lump them all together.
Nearly all those are aimed at me. I don't read all his posts, I pick
what I want to respond to and ignore other ones, much like he bobbles around
on topics. Needless to say, the foul language is a sign of weakness.
They think they can run people out of here, well it won't work with me.
Certain people here need to adjust their attitude, learn to skip posts or
get a mailer than can automate post skipping. I am not going anywhere.
If I'm so full of "it" then why the harsh replies, go figure... ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5789. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 00:53:22 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhugq0$bl1$2@hercules.btinternet.com>
Source record: 24321

Yo! "Derryck Croker"

> >> I have an idea at the srt of money I'd want for this lot, and I'd
>
> > well according to some posts and specs by Derryck Croker you are sat on
a
> > goldmine,
>
> Someone else with nothing to say.

Seeing as you know how much you sold it for and i know how much you sold it
for, there is nothing to say, we can both just laugh, at all the arseholes
who thought you'd never sell it at that price!!. 8~)

> <plop>

Oops, curry last night!.

--

Regards Steve

You've not seen a worried sheep
until you've seen a sheep worried by me!!

5790. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 00:53:23 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhugq2$bl1$3@hercules.btinternet.com>
Source record: 24322

Hi "David Bolt"

> <snip wanabee-troll>
>
> >Someone else with nothing to say.
>
> Looks like you're gaining a bit of a fan club.

I'm getting concerned, if he gets wound up anymore he'll put his bingo card down, and then they'll be sorry!!.

--

Regards Steve

You've not seen a worried sheep
until you've seen a sheep worried by me!!

5791. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 00:53:25 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhugq4$bl1$4@hercules.btinternet.com>
Source record: 24323

Hi "GokMasE"

> Mike Hunt wrote:
>
> > > I have an idea at the srt of money I'd want for this lot, and I'd
> > > prefer to sell it as a whole, but for now I'm happy to take offers
> > > (ater all, I can only say no).

> > well according to some posts and specs by Derryck Croker you are sat
> > on a goldmine, it must be worth a swap for a 3 bedroomed semi in
Cheshire, a fleet
> > of Jet Skis, or single engine light aircraft or fully equipped
narrowboat.
>
> You're point being? You can hardly accuse Derryck just because you
> don't want to pay the price he demands. Even if the price is steep, he
> is free to do whatever he wants. You're free not to buy it.

The point is that the buyer paid the amount of his own free will and boy did
he leave with a smile on his face, he didn't have to make Derryck an offer.

I'll not disclose the amount concerned, i was told in confidence, suffice it
to say "In your face big-time" to My k unt.

> You're also not forced to write bitter and silly remarks about this
> issue from now on until the end of time. Let it go, will you?

--

Regards Steve

You've not seen a worried sheep
until you've seen a sheep worried by me!!

5792. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 00:53:26 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhugq5$bl1$5@hercules.btinternet.com>
Source record: 24324

Hi Guys

"Carey Christenson" <falcon060@adelphia.net> wrote in message
news:1061243276-440106AEicMi@adelphia.net...
> Hi Rustynutt,

> I agree with you whole heartedly!!!! People
> sometimes expect other people to give up there
> machines for a little bit of nothing. If you really
> wanted to buy my Falcon I would not let it go for
> anything less than 750 to 1000 dollars.

He point is you can set a price of your own free will and the purchaser is
free to accept or negotiate, the final deal is a collective decision.

> Think it is highway robbery??? Read the signature at the end then
> say that agian. I also have a 120GB hard drive I have
> to get added onto the IDE chain of the Falcon yet!!!!
> For storing movies and music over my networked falcon
> and Apple computers!!!! Basically for backup of those
> files. What would one offer this kinda setup???

My MegaSTe cost me well over £1600 to buy, I'll not sell it for less.

--

Regards Steve

You've not seen a worried sheep
until you've seen a sheep worried by me!!

5793. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 00:53:28 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhugq7$bl1$6@hercules.btinternet.com>
Source record: 24325

Hi "Frederic Fouche"

> Oh, and btw, if pine was such crap, why does it even exist on windows?

Bad analogy, big hole in foot 8~)

--

Regards Steve

You've not seen a worried sheep
until you've seen a sheep worried by me!!

5794. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 01:08:33 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1061323080-124550AEicMi@adelphia.net>
Source record: 24326

Steve,
I totally agree with you 100 percent!!!!! I have a CT60 installed and an Eclipse Graphic Card. A 40 GB IDE Maxtor and soon a 120 GB IDE Western Digital with the 8 MB cache. I also plan on getting the CT60 Graphic Card and any adapters or such that R. Czuba plans on making. In the end I would probably not let mine go for less than 1500 dollars once my system is all upgraded. For those of you do not know, I have a 24X Cyberdrive and a 10X4X32X Sony CD-Burner and a 4.5 GB Seagate Barracuda all of the above are SCSI. I have a DSP external clock and a EtherNEC card for the Cartridge port and a 19 inch Samsung 955DF VGA monitor. All totalled this to me would not go for any less than 1000 dollars easily. As stated above with all other upgrades to me this is a 1500 dollar computer easy and non-negotiable. Did I mention the 060 is a 60mhz. version FULL??? But your right Stive about one thing stated in all of these post it is negotiable only to the people who are selling and the few people who are interested in buying or purchasing the computer.

Long live all Atari computers!!!!!

Thanks,
Carey Christenson

5795. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 01:50:16 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB684C18.19F8%gfabasic@mint.net>
Source record: 24327

in article 1061323080-124550AEicMi@adelphia.net, Carey Christenson at falcon060@adelphia.net wrote on 8/19/03 9:08 PM:

> Steve,
> I totally agree with you 100 percent!!!!! I have a
> CT60 installed and an Eclipse Graphic Card. A 40 GB
> IDE Maxtor and soon a 120 GB IDE Western Digital with
> the 8 MB cache. I also plan on getting the CT60
> Graphic Card and any adapters or such that R. Czuba
> plans on making. In the end I would probably not let
> mine go for less than 1500 dollars once my system is
> all upgraded. For those of you do not know, I have a
> 24X Cyberdrive and a 10X4X32X Sony CD-Burner and a 4.5
> GB Seagate Barracuda all of the above are SCSI. I
> have a DSP external clock and a EtherNEC card for the
> Cartridge port and a 19 inch Samsung 955DF VGA
> monitor. All totalled this to me would not go for any
> less than 1000 dollars easily. As stated above with
> all other upgrades to me this is a 1500 dollar
> computer easy and non-negotiable. Did I mention the
> 060 is a 60mhz. version FULL??? But your right Stive
> about one thing stated in all of these post it is
> negotiable only to the people who are selling and the
> few people who are interested in buying or purchasing
> the computer.

Hopefully, when you get that gfx card you can bump it up to 80 columns. ;-)
Seriously though, any particular reason for narrow columns?

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.q1.net/~atari/ [AtarIRC, GFA-Basic, Hades060, 4Sale]

5796. New Forum site about Atari (software/hardware)

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 06:31:45 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10308200130550.16581-100000@www.coazter.com>
Source record: 24328

Check it out on http://atari.coazter.com

Free registration, just username and email address.
no reg needed for just browsing the forum.

5797. Re: New Forum site about Atari (software/hardware)

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 09:59:37 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB68BEC9.1A0D%gfabasic@mint.net>
Source record: 24329

in article Pine.SGI.4.10.10308200130550.16581-100000@www.coazter.com,
Frederic Fouche at g213778@coazter.com wrote on 8/20/03 2:31 AM:

>
> Check it out on http://atari.coazter.com
>
> Free registration, just username and email address.
> no reg needed for just browsing the forum.

I'll check it out. Thanks for the support!

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.q1.net/~atari/ [AtarIRC, GFA-Basic, Hades060, 4Sale]

5798. Re: DSP Clock for Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 10:47:55 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f4351d1$0$27009$626a54ce@news.free.fr>
Source record: 24330

The NOVA doesn't work because of a problem in the driver !
But I just call here again that we have the sources available for a guy
who'd want to have a look...

Who want to have a look ?

Just a time question now...

"Galen" <ekaljuma@mtsac.edu> a crit dans le message de news:
926a9946.0308191445.28244731@posting.google.com...
> "Pascal Ricard" <nospam@mydomain.thanx.invalid> wrote in message
news:<3ed6b5d2a5e1ad0@europe-shareware.org>...
>
> > > Everyone,
> > > Thanks for the information!!! I really appreciate
> > > all the information. Just a few questions. I would
> > > like to get one of these DSP clocks anyone know where
> > > they are available at??
> >
> > You may want to ask to Jan Krupka
> > http://jaysoft.atari.org
> >
> > He is going to built a few ones for people interested. Price should be
> > under 15 EUR / 10 if there are enough people.
> >
> Does anyone know what happened to this project? I was going to build
> a 44.1 external clock (and possibly a 40 as well, since the NOVA
> doesn't appear to be working with the CT60), but the link disappeared.
> I'd be happy with a schematic or an address to send my $16.
>
> Galen

5799. Falcon for sale UK

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 10:53:37 UTC
From: sausages <sausages@tesco.net>
Message-ID: <mxl0b.208$5U2.162092@newsfep1-win.server.ntli.net>
Source record: 24331

Hi All
I have one of these that has not been used for quite some time and was told in the past it was worthless but in view of some posts on here it would seem it is still a sought after machine.

It has 16 meg of memory, a Nemesys accelerator and a 3gig 3.5 inch hard drive squezed into the orignal case, I am not stating a price but would like offers here if poss, that way others could see the offers and I think I could get the best price.

I would prefer the buyer to see working and pick up in Lancashire as I would not trust an irreplaceable Item like this to the post

Sausages

5800. Stacy 4 for sale.

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 14:25:29 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <7wL0b.17$L15.12@newsfep4-winn.server.ntli.net>
Source record: 24332

Hello.

I have a Stacy 4 to dispose of. It came in as a non runner after the owner tried to fix it himself but will boot to the desktop from floppy.

The hard drive is toast and binned but the driver card is present but not tested.

The screen is also present but not tested.

I think it's worth £50 for spares so offer are invited.

UK shipping will be £10.

5801. WTB: 1040 ST internal floopy drive

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 15:53:31 UTC
From: Douglas C White <douglas@WPI.EDU>
Message-ID: <Pine.LNX.4.56.0308201149520.18842@ccc6.WPI.EDU>
Source record: 24333

I'm still looking for a solution to replacing my defunct disc drive.

People have told me various ways to adapt other drives. So far none have worked. Does anyone have first hand experience adapting a currently available disc drive to use in a 1040 ST? If you do, please tell me which model drive, and jumper settings etc..

Thanks,

-doug

Rising and falling on the ebb and flow of tide, I watched in amazement as our small craft continued sailing steadfast. We were moving towards the horizon and a mountain of lights..

Douglas White douglas@wpi.edu
Dept. of Chem. Eng.
WPI

5802. MagiCNet help wanted :-(

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 17:50:32 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.a7240280.8ca05262.wdwd@wd.com>
Source record: 24334

Hello,

I'm desperately trying to make MagXNet work on my TT, in
replacement of STinG.
Is there anywhere a description of how to achieve this, step
by step, other than Mille Babic's site, where the links are dead ?

Thanks in advance,

J.-Luc
--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

5803. Re: New Forum site about Atari (software/hardware)

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 18:01:45 UTC
From: grannygrove@hotmail.com
Message-ID: <ee058627.0308201001.383d8802@posting.google.com>
Source record: 24335

lp <gfabasic@mint.net> wrote in message news:<BB68BEC9.1A0D%gfabasic@mint.net>...
> in article Pine.SGI.4.10.10308200130550.16581-100000@www.coazter.com,
> Frederic Fouche at g213778@coazter.com wrote on 8/20/03 2:31 AM:
>
> >
> > Check it out on http://atari.coazter.com
> >
> > Free registration, just username and email address.
> > no reg needed for just browsing the forum.
>
> I'll check it out. Thanks for the support!

I like it! Divided by topic, and oppertunity for decent discussions:)
Rustynutt

5804. Help? STe going loopy

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 18:25:35 UTC
From: trevorcjspencer@aol.com
Message-ID: <20030820142535.23307.00002392@mb-m29.aol.com>
Source record: 24336

When I switched on the Atari the picture on the monitor, a Microvitech Multisynch, started looping, and I assumed it was the vertical hold as per a TV. When I checked with my spare STe however the monitor was fine so presumably the fault must be with the STe itself.

I'd like to canabalise the appropriate part(s) from the spare STe because the one I use is heavily modified, e.g Veloce 68020, 4Mb ST ram + 2Mb TT ram, modified serial port, HD floppy drive and so on.

The Atari is still in regular use on the net as well as for many other things. I'd appreciate any ideas so that I can keep it going,

Trevor

5805. Re: DSP Clock for Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 18:37:45 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0308202036240.198-100000@hadesbox>
Source record: 24342

On Wed, 20 Aug 2003, Rodolphe Czuba wrote:

> The NOVA doesn't work because of a problem in the driver !
> But I just call here again that we have the sources available for a guy
> who'd want to have a look...
>
> Who want to have a look ?

You have the NOVA vdi sources? If so, I'd be most interested in getting
my hands on those! :)

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

5806. Re: New Forum site about Atari (software/hardware)

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 19:38:35 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10308201435230.18244-100000@www.coazter.com>
Source record: 24337

Hello Rustynut, Lonny,

Thanks for the comment. I think it could be a good discussion forum and
the software hosting it is pretty damn good.
If you didn't know, you can change the theme to change the full appearance
of the forum, some of them are really nice, try it out.

Don't hesitate to advertize your website (commercial, software, freeware
whatever).

You can also assign your ID with an Avatar, be creative :)

On 20 Aug 2003, rustynutt wrote:

> lp <gfabasic@mint.net> wrote in message news:<BB68BEC9.1A0D%gfabasic@mint.net>...
> > in article Pine.SGI.4.10.10308200130550.16581-100000@www.coazter.com,
> > Frederic Fouche at g213778@coazter.com wrote on 8/20/03 2:31 AM:
> >
> > >
> > > Check it out on http://atari.coazter.com
> > >
> > > Free registration, just username and email address.
> > > no reg needed for just browsing the forum.
> >
> > I'll check it out. Thanks for the support!
>
> I like it! Divided by topic, and oppertunity for decent discussions:)
> Rustynutt
>
>

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://www.coazter.com

5807. New Forum site about Atari (software/hardware)

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 19:39:58 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10308201438430.18244-100000@www.coazter.com>
Source record: 24338

Hello everybody,

anyone care to submit some graphics for the logo?
The main one (fuji) is a little too simple and not good quality.
Anyone has a GIF (animated or not) transparent that could fit the forum?

Please contact me.
Thanks

5808. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 19:57:46 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bi0jroakd1@hercules.btinternet.com>
Source record: 24340

Hi "Rustynutt"

> >"Carey Christenson" <falcon060@adelphia.net> wrote in message
> >news:1061243276-440106AEicMi@adelphia.net...
> >> Hi Rustynutt,
> > >
> >My MegaSTe cost me well over £1600 to buy, I'll not sell it for less.
>
> Oh Frack!

Yes!, Frak 1, that's why its only got 16MB of 32 bit ram, i could buy a Frak 2 i suppose!. 8~)

--

Regards from STeve & his nice warm cosy PAK'd MegaSTe.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
* Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
*

5809. Re: Help? STe going loopy

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 19:57:47 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bi0jrqakd2@hercules.btinternet.com>
Source record: 24339

Hi "Trevorcjspencer"

> When I switched on the Atari the picture on the monitor, a Microvitech
> Multisync, started looping, and I assumed it was the vertical hold as per
a
> TV. When I checked with my spare STe however the monitor was fine so
> presumably the fault must be with the STe itself.

Its possible the Vertical sync or video signal is low level or missing, try putting light pressure on the little blue coils near the video socket and see if the sync returns,

> I'd like to canabalise the appropriate part(s) from the spare STe because
the
> one I use is heavily modified, e.g Veloce 68020, 4Mb ST ram + 2Mb TT ram,
> modified serial port, HD floppy drive and so on.
>
> The Atari is still in regular use on the net as well as for many other
things.
> I'd appreciate any ideas so that I can keep it going,

Slow down and play for a while.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

5810. Re: Help? STe going loopy

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 20:17:26 UTC
From: trevorcjspencer@aol.com
Message-ID: <20030820161726.23307.00002398@mb-m29.aol.com>
Source record: 24341

Hi Steve

Thanks for that, it's definfitely worth a try!

Trevor

In article <bi0jrqakd2@hercules.btinternet.com>, "Steve Sweet"
<steve.sweet@btopenworld.com> writes:

>> When I switched on the Atari the picture on the monitor, a Microvitech
>> Multisync, started looping, and I assumed it was the vertical hold as per
>a
>> TV. When I checked with my spare STe however the monitor was fine so
>> presumably the fault must be with the STe itself.
>
>Its possible the Vertical sync or video signal is low level or missing, try
>putting light pressure on the little blue coils near the video socket and
>see if the sync returns,
>
>> I'd like to canabalise the appropriate part(s) from the spare STe because
>the
>> one I use is heavily modified, e.g Veloce 68020, 4Mb ST ram + 2Mb TT ram,
>> modified serial port, HD floppy drive and so on.
>>
>> The Atari is still in regular use on the net as well as for many other
>things.
>> I'd appreciate any ideas so that I can keep it going,
>
>Slow down and play for a while.
>

5811. Re: ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2003-08-20 23:05:29 UTC
From: grannygrove@hotmail.com
Message-ID: <ee058627.0308201505.64bf1df0@posting.google.com>
Source record: 24343

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3f427a4a$0$27029$626a54ce@news.free.fr>...
> There is -12 V on Falcon mb but it is maked from +5V with a TL497
> converter...
> It is done for RS-232 signals and drivers !!
>
> eh eh
>
>

Right, and the RS-422. If your comm port stop working, the TL 497 is a
good place to start looking....Feel how hot it runs when powered up.
Tip, if RS 232 burns out, use chip out of RS 422, no one uses that:)

Mike

> "Frank Szymanski" <f.szymanski@dmt.de> a ï¿½crit dans le message de news:
> 674c5603.0308130656.52d58898@posting.google.com...
> > > > The NOVA adaptor needs +12V and -12V from the mainboard.
> > > Are you sure about -12V? I know there's a space for it, but I seem to
> > > recall Jo Even telling me to just connect the +12V (I still haven't
> > > installed mine yet).
> >
> > No, I am not sure about -12V. I only know that there are two cables on
> > the adaptor and the manual says that you have to connect both cables.
> > With +12V and -12V it worked with my Falcon (with afterburner) but I
> > didn't try without -12V.
> >
> > Regards,
> >
> > Frank

5812. FS] 4 Meg TT-RAM board (USA)

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 00:04:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0028a940@fmlynet.org>
Source record: 24411

FamilyNet Newsgate

For Sale, one working four meg TT-Ram board for the Atari TT030.

$50.00 plus shipping. Write to greg.goodwin@fmlybbs.net.

Take care,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5813. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 00:33:22 UTC
From: glhansen@steel.ucs.indiana.edu
Message-ID: <bi140i$169$1@hood.uits.indiana.edu>
Source record: 24344
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

I'm sure you meant "Macinosh = Crapinosh".

--
"A good plan executed right now is far better than a perfect plan
executed next week."
-Gen. George S. Patton

5814. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 00:51:40 UTC
From: waldo <waldo_xx@yahoo.com>
Message-ID: <1s58kv8j12d159ohada9ugb1reshcnas5e@4ax.com>
Source record: 24345

Is the ST Book still available or what? I emailed several times.
Thanks

5815. Re: Megafile 30 Bad?

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 05:42:32 UTC
From: swampfax1@atlantic.net
Message-ID: <cZY0b.536$qJ6.377078@monger.newsread.com>
Source record: 24396

On 13 Aug 2003 07:58:18 , Julian Wolfe wrote:
>swampfax1@atlantic.net (John Garone) wrote in message news:<b3j_a.108
>$if4.51422@newshog.newsread.com>...

some snips

>> Hi All,
>> I'm trying to boot a Megafile 30 on my Mega4. I let it spin up
>> and run AHDI from the floppy but I get a message saying "ID unavailble"
>> "not bootloaded".
>
>How long has it been since you've used the system? I've heard of
>similar stuff happening when people haven't used the system for a long
>time, or have just moved. It sounds like a flaky connection

Hi Julian (& Uwe if your listening :)
Without opening anything, ICD now boots the Megafile and shows 4 GEM
partitions but AHDI shows "ID unavailable". HDDriver shows "no partitions
found" at boot-up but Device check shows it as available. ICD's utility is
showing 1/3 of drive C as haviing bad sectors /:)
It seems to me that if the other partitions are the same as "C" and I
can mark the bad sctors and re-partition the 4 into 1 then the Megafile may
be only useful as a boot drive (or the trash)!
But, why doesn't AHDI or HDDriver boot it when ICD does? Too sensitive
to so many bad sectors or still a hardware problem? Note that Diamond Edge
shows the partitions as Atari and not ICD.

John G.

5816. Re: Megafile 30 Bad?

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 06:24:49 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bi1ojh$4bc3n$1@ID-27442.news.uni-berlin.de>
Source record: 24397

John Garone wrote:

> But, why doesn't AHDI or HDDriver boot it when ICD does? Too sensitive
> to so many bad sectors or still a hardware problem? Note that Diamond Edge
> shows the partitions as Atari and not ICD.

They might see other bad sectors. I have had such a problem with an old
Megafile once, where the position and number of bad sectors varied with
each access and the temperature of the drive.
A drive that has so many bad sectors is severely damaged and I would not
expect a constistent behaviour.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

5817. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 08:12:46 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB68F0B6.5338%derryck@nospam.cix.co.uk.invalid>
Source record: 24400

In article 1DH3OQ9womQ$Ewi2@my-ste.demon.co.uk, David Bolt at
nospam@my-ste.demon.co.uk wrote on 19/8/03 19:19:

Hi David,

>> I wouldn't let mine go for anything less.
>
> Once mine arrives, the only way mine goes is if it's pried from my cold,
> dead fingers :)

You may as well come forward to say that you're the proud owner of the
Falcon in question, and no, you didn't pay the amount that I originally
asked for.

It's now only the Post Office that seems to be dragging its feet!

--
Cheers,

Derryck

5818. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 08:12:48 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB68F1A6.5339%derryck@nospam.cix.co.uk.invalid>
Source record: 24398

In article 8zV1iw97pmQ$EwA9@my-ste.demon.co.uk, David Bolt at
nospam@my-ste.demon.co.uk wrote on 19/8/03 19:20:

> <snip wanabee-troll>
>
>> Someone else with nothing to say.
>
> Looks like you're gaining a bit of a fan club.

Sadly, there are a lot of people coming out of the woodwork these days, I
can only think that it must be as a result of the school holidays.

--
Cheers,

Derryck

5819. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 08:12:48 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB68F234.533A%derryck@nospam.cix.co.uk.invalid>
Source record: 24399

In article bhugq0$bl1$2@hercules.btinternet.com, Steve Sweet at
steve.sweet@btopenworld.com wrote on 20/8/03 01:53:

Hi Steve,

>> Someone else with nothing to say.
>
> Seeing as you know how much you sold it for and i know how much you sold it
> for, there is nothing to say, we can both just laugh, at all the arseholes

Not quite right though Steve; see my reply to David.

>> <plop>
>
> Oops, curry last night!.

The contents of my kill filter are very malodourous these days!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5820. Graphics routines in C

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 08:37:00 UTC
From: LAFABRIE Florent <lafabrie@club-internet.fr>
Message-ID: <3F4484AC.6030503@club-internet.fr>
Source record: 24401
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello,

Taking again the programming of Icon Extract after several tests for Rodolphe on the CT60, I will like to know if one among you know some routines of transfer of pallet of 256 colors towards another 256 colors. I am explained: by reading the pallets of the Windows icons to format ICO, CUR, and ANI, the pallet 256 colors is always different from that of Falcon. It thus should be adapted to just, my current routines try to find color RVB nearest and that functions well. I will want to optimize the speed of the treatment and I am certain that there is an algorithm already existing faster than mine. I search on Internet, but I anything out of C would you have do not find sought some tracks?

In the same way, I use my routines to transfer from the icons 24 and 32 bits to 256 colors. The more there are colors, the more the treatment is long to find value RVB corresponding. Also, if you have tracks (without using options of dithering), you would help me well. Thank you for your assistance.

Florent

5821. Re: [ANN] Cresus beta 5

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 08:56:29 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB6A3FB7.53CC%derryck@nospam.cix.co.uk.invalid>
Source record: 24402

In article 3f3495ea$0$9622$7a628cd7@news.club-internet.fr, Pierre TONTHAT at ptonthatNO@SPAMclub-internet.fr wrote on 9/8/03 07:34:

Hi Pierre,

>> I have some suggested changes for the resource file for you which I will
>> forward to you when I've had a chance.
>
> Okay :)

I sent you an updated resource file a week ago, did you get it OK?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5822. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 08:56:29 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB6A442D.53D0%derryck@nospam.cix.co.uk.invalid>
Source record: 24403

In article bhu7d1mhm1@newsg3.svr.pol.co.uk, truth at truth@truth.com wrote on 19/8/03 23:05:

[snip]

If you think that any of those swear words will corrupt children as was suggested then I suggest that you stand and listen outside any junior school. You might learn some new words.

--
Cheers,

Derryck

5823. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 08:56:29 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB6A4326.53CF%derryck@nospam.cix.co.uk.invalid>
Source record: 24404

In article BB681917.19BF%gfa@basic.net, lp at gfa@basic.net wrote on 19/8/03 23:12:

Hi Lonny,

> I think your work has great value, I always have. I'm certain I've
> downloaded something from there at one time or another.

Thank you. It's a pity that some others don't feel the same.

> The constant negative feedback aimed at mint, mint groups, or whatever
> wording is getting really old. In fact it is Dennis who perpetuates the
> split.

I don't think that it does as much damage as some other threads undoubtably do, and at least there's always the chance of learning something!

>> I'm strongly reconsidering how much effort I'm prepared to put in supporting
>> the Atari community.
>
> If you really want to cut back on the effort, just dump the trouble maker

It's such a shame that there's been so many recently; for years there were only two occupants in my kill file :-(

> Opinions are one thing, I don't care if they thinks stuff is crap, but at
> least take into account that others use this stuff on a regular basis.
> Telling him to drop the sig, and then letting him run a muck on his own
> is one solution though. Hope it solves the problem for you.

Hmm, I can't tell anyone to do anything, it's up to the users of this newsgroup to moderate by consent.

--
Cheers,

Derryck

5824. Re: Falcon for sale UK

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 08:56:29 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB6A4062.53CD%derryck@nospam.cix.co.uk.invalid>
Source record: 24405

In article mxI0b.208$5U2.162092@newsfep1-win.server.ntli.net, sausages at sausagesNOSPAM@tesco.net wrote on 20/8/03 11:53:

> Hi All
> I have one of these that has not been used for quite some time and was told
> in the past it was worthless but in view of some posts on here it would seem
> it is still a sought after machine.

It is.

Take my advice and put it on eBay, or you'll get all the lurkers coming out of the woodwork again :-(

--
Cheers,

Derryck

5825. Re: Megafile 30 Bad?

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 09:12:59 UTC
From: swampfax1@atlantic.net
Message-ID: <v201b.539$qJ6.380823@monger.newsread.com>
Source record: 24406

On 21 Aug 2003 08:24:49 , Uwe Seimet wrote:
>John Garone wrote:
>
>> But, why doesn't AHDI or HDDriver boot it when ICD does? Too sensitive
>> to so many bad sectors or still a hardware problem? Note that Diamond Edge
>> shows the partitions as Atari and not ICD.
>
>They might see other bad sectors. I have had such a problem with an old
>Megafile once, where the position and number of bad sectors varied with
>each access and the temperature of the drive.
>A drive that has so many bad sectors is severely damaged and I would not
>expect a constistent behaviour.
>

Hi Uwe,
What you state is confirmed by ICD not seeing partitions now either!
Oh well. It was an adventure trying! I'll put the Megafile on the shelf
with other doorstops (Cristmas fruitcakes, etc.).

Thanks for the feedback,
John G.

5826. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 10:34:30 UTC
From: truth <truth@truth.com>
Message-ID: <bi27ko$d3k$1@newsg2.svr.pol.co.uk>
Source record: 24407

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BB6A442D.53D0%derryck@nospam.cix.co.uk.invalid...
> In article bhu7d1mhm1@newsg3.svr.pol.co.uk, truth at truth@truth.com
wrote
> on 19/8/03 23:05:
>
> [snip]
>
> If you think that any of those swear words will corrupt children as was
> suggested then I suggest that you stand and listen outside any junior
> school. You might learn some new words.
>
> --
> Cheers,
>
> Derryck
>
You have just contradicted yourself, first you suggest that there is no bad
launguage and now you call it swear words

5827. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 11:18:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1061496890-146923AEicMi@gmx.net>
Source record: 24415

From: mail@freeman-studio.com (Mike Freeman)
Date: 17 Aug 2003 13:48:59 -0700

Hi mike,

>and a U: drive capable of long filenames in its root directory (which I've
>yet to get Magic to do)

It seems to me that you need to get MagiC to do a lot... until a couple of days ago you never heard of #_TSL and now this... before commenting on the flaws of MagiC, you should first configure it correctly.

>At any rate, I agree. This bickering is stupid. I can't stand watching
>elitist attitudes causing arguments that 1. aren't productive, and 2.
>can only do harm to the platform.

1. I've never seen a productive argument in here :-/
2. Explain how these discussions could harm the platform, CSAST isn't the platform, it's just a very tiny part of it...

If one doesn't like reading this discussion he can apply filtering, someone reading it agreeing or not with the expressed views is interested otherwise he wouldn't be following and reading the thread(s). All what threads like these can do is damage certain people their enormous ego's... in my book that's a good thing ;-)

Cheers from Belgium
Dennis
--

http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5828. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 11:18:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1061496884-145623AEicMi@gmx.net>
Source record: 24414

From: lp <gfa@basic.net>
Date: Sun, 17 Aug 2003 17:05:39 -0400

>I can run PhotoTip and the unix alternatives, and regardless of what
>Dennis thinks, the main issue is getting the dam images off the camera.

One doesn't even need a program to get the "damn" images...
PhotoTip has the unique ability to turn the combination printer/scanner
into a monochrome/colour photo copier, that feature alone is well worth
the money... so where's the free ported unix alternative?

>It's just like in 'The Matrix', the problem is "choice".

In this particular case there is no choice...

>I can post process them with any number of graphics apps later.

Sure you can... and since everything originating from this platform needs
to be avoided like the plague, you'll probably use some ported crap for
that also.

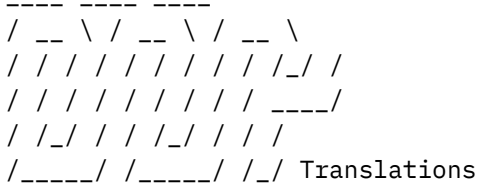
>Why they can't let the other side live in peace is beyond me.

Because you spread FALSE information, someone who never heard of PhotoTip
won't even look at it after reading your brainless drivel... as long as
you and some others here keep on cheering that ported crap which offers
nothing more, on the contrary, then the "real" thing I won't let you live
in peace for one single day. If that's beyond you....

>It is a piss poor attitude for sure.

It takes one to know one... :-)

Cheers from Belgium
Dennis
--



http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5829. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 11:18:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1061496896-148103AEicMi@gmx.net>
Source record: 24416

From: "r.spanger" <haha@tbounce.com>
Date: Mon, 18 Aug 2003 02:01:19 +0100

>A sad day for true Atari fans,this sickening stuff is from the UK, and it
>seems Steve Sweet is supported from Belgium by

He's not supported by Belgium you moron, he's supported by someone from
Belgium....

>I always admired these guys

I didn't admire you at all....

>I just hope they can sleep at night, knowing that children have read
>these posts and are asking a lot of embarrassing questions,

What's the problem? Tell them to mail Steve or me... We'll explain them
all the "embarrassing" questions in *detail* including the sickening
stuff ofcourse... coming to think of it, I'll send them the Larry Leisure
Suits, Strip pokers, Geishas's and that cute little game with small men
carrying a condom on their head (forgot the name) in any case that should
enlighten them a little....

>I never thought I would leave the Atari community because of something
>like this!!

Gee... you'll have to crawl back under your rock now, well goodbye...:-)

Cheers from Belgium
Dennis

5830. ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 12:06:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0308210500530.31661-100000@shell1.aracnet.com>
Source record: 24408
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Due to Popular Demand, I'm extending my Christmas in July into August!
This is how it works. Buy the HardWare/Accessories for any Classic Atari
8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with
Games/SoftWare and/or Books/References. You be good to me and I'll be good
to you! The more you spend on HardWare/Accessories, the better I outfit
your system. The more HardWare you buy for your system, the more Software/
Games and/or Books/References you receive! You choose the Atari Hardware
you want to buy and You & I choose the Books/References and/or Software/
Games I'll include in your Order.This will be a good opportunity to renew
lost interest in collecting Atari or building a New Atari system for the
first time. ReLive your Atari Youth! Call Ben anytime at (503)256-9974!!!

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I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5831. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 12:15:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0308210510340.31661-100000@shell1.aracnet.com>
Source record: 24409
Cross-posted to: comp.sys.atari.st,pdx.forsale

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Wanted: Mega ST4 and an ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4 & ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5832. Re: New Forum site about Atari (software/hardware)

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 15:10:43 UTC
From: grannygrove@hotmail.com
Message-ID: <ee058627.0308210710.7aa35281@posting.google.com>
Source record: 24410

Frederic Fouche <g213778@coazter.com> wrote in message
news:<Pine.SGI.4.10.10308201438430.18244-100000@www.coazter.com>...
> Hello everybody,
>
>
> anyone care to submit some graphics for the logo?
> The main one (fuji) is a little too simple and not good quality.
> Anyone has a GIF (animated or not) transparent that could fit the forum?
>
> Please contact me.
> Thanks

I have a good one, might have to ask John Klockers if we can use it.
Ever seen the "Fuji Girl"?
Mike

5833. CT60 watercooling !

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 17:18:08 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1g021wo.101zyt21yuygawN%NOSPAMS@wanadoo.fr>
Source record: 24412

There are 3 photos at the end of this page :

http://perso.wanadoo.fr/didierm/falcon-e.htm

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5834. TAMW: Hotz Box Photo Gallery added

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 17:38:02 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0308210938.6b3c0f8b@posting.google.com>
Source record: 24413

8-21-03
HOTZ BOX PHOTO GALLERY added
Go here (http://tamw.atari-users.net/hotzbox) for the The Hotz Box Photo Gallery These photos were supplied by Joe Ruszkowski who was/is selling his Hotz Box. They show many details on the Hotz Box including the many aux outputs, MIDI ports and the rather large Atari logo!

Thanks Joe!

BTW: on my home page you will notice I have a News section now. All updates will be added here as well.I have also updated my music page with more MP3's showing off Pulsar, Autobusk and Tunesmith.

Tim

****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

5835. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 19:30:57 UTC
From: truth <truth@truth.com>
Message-ID: <bi372l$35f$1@news8.svr.pol.co.uk>
Source record: 24418

"Dennis Vermeire" <dennis.vermeire@gmx.net>

(all rubbish removed)

congrats Dennis you have posted without a Pi** Cr** or S** I'm pleased to
see my posts have made you change your ways

5836. TAMW: Hotz Box Photo Gallery added: correction

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 19:32:00 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0308211132.e031d75@posting.google.com>
Source record: 24417

Hi all

Too much in a hurry last time. Here is the corrected URL:

http://tamw.atari-users.net/hotzbox.htm

Have fun

Tim Conrardy
http://tamw.atari-users.net

5837. Re: Can anyone recommend for a STFM emulator to play OIDS

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 20:20:35 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vkaacihi7h344@corp.supernews.com>
Source record: 24419

STEEM rocks
"Andrew Johnson" <andyj34@yahoo.co.uk> wrote in message
news:vjt8f3dieltsb1@corp.supernews.com...
All,
Can anyone recommend for a STFM emulator to play OIDS?

5838. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 20:47:17 UTC
From: truth <truth@truth.com>
Message-ID: <bi3bhrfij1@newsg4.svr.pol.co.uk>
Source record: 24420

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1061496896-148103AEicMi@gmx.net...
> From: "r.spanger" <haha@tbounce.com>
> Date: Mon, 18 Aug 2003 02:01:19 +0100
>
> >A sad day for true Atari fans,this sickening stuff is from the UK, and it
> >seems Steve Sweet is supported from Belgium by
>
> He's not supported by Belgium you moron, he's supported by someone from
> Belgium....

Huh!!!!! more blindness it stated the latter, back to sleep filthmouth

5839. Online Atari ST computer shop & More

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 20:55:42 UTC
From: bugster@fidalgo.net
Message-ID: <24d69685.0308211255.26c14aa5@posting.google.com>
Source record: 24421

Hey everyone, I just wanted to let you know that I have an online vintage computer and console shop called Vintage Fun World. I have an area dedicated to the Atari ST line of computers there, so if you're looking for something for the Atari ST I might just have it. I'm just starting to accumulate an inventory for the ST, so it's a bit small right now, but it continues to grow. The website is: http://www.vintagefunworld.com

Thanks.
-Chris

5840. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 21:03:32 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <Y5TcA9BkOTR$Ew8w@my-ste.demon.co.uk>
Source record: 24423

On Thu, 21 Aug 2003, Derryck Croker wrote:-

>In article 1DH3OQ9womQ$Ewi2@my-ste.demon.co.uk, David Bolt at
>nospam@my-ste.demon.co.uk wrote on 19/8/03 19:19:
>
>Hi David,
>
>>> I wouldn't let mine go for anything less.
>>
>> Once mine arrives, the only way mine goes is if it's pried from my cold,
>> dead fingers :)
>
>You may as well come forward to say that you're the proud owner of the
>Falcon in question,

Proud is the right word for it :)

>and no, you didn't pay the amount that I originally asked for.

But it wasn't that far off, and well worth what I paid for it :)

>It's now only the Post Office that seems to be dragging its feet!

Which is quite typical of the PO :/

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62

5841. Re: 1040 ST internal floopy drive

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 21:12:01 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bi3ciu$i4j$1@titan.btinternet.com>
Source record: 24422

Hi Douglas

What part of the world re you in?.

> I'm still looking for a solution to replacing my defunct disc drive.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

5842. MagXNet is turning me crazy :-(

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 21:30:08 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.159bb03f.878856e2.wdwd@wd.com>
Source record: 24424

And WENSuite doesn't help things going better! :-(

Hello,

This is the 6th time I write this - and I hope this time WS will
not crash and ruin my work! :-(

Well, I still can't make MagXNet work on my TT, tough the
parameters are the same as the ones used for STinG, which works
fine! So, I would greatly appreciate any kind of help that
could make me progress ;-)
And, in order to avoid useless questions, here is what I did :

```
- \START
+MAGXCONF.PRG
+MAGX_RC.NET, containing
etc_path D:\ETC
ifconfig lo0 addr 127.0.0.1 up
# My TT's ip and subnet mask
ifconfig en0 addr 192.64.1.2 up
ifconfig en0 netmask 255.255.255.0
# But... where's the route ?
```

```
- \XTENSION
+ENEC3.MIF
+MAGX_SLD.OVL
+SLIP.MIF
+SOCKETS.DEV
```

```
- D:\ETC
+DOMAINNAME, unmodified
+HOST.CONF, unmodified
+HOSTNAME, containing
TT030
+HOSTS, containing
127.0.0.1 localhost loopback
192.64.1.2 TT030 en0
+NETMASKS, containing
192.64.1.0 255.255.255.0
+NETWORKS, unmodified
+PROTOCOLS, unmodified
+RESOLV, containing
domain localhost
nameserver 127.0.0.1
+RPC, unmodified
+SERVICES, unmodified
```

As I only intend to link my TT to a PC (192.64.1.1) and a laser
printer (192.64.1.9) via a hub, I didn't bother with domainnames.
Once again, with STinG, I can ping the PC as well as the printer.
Now, what happens with this configuration when I launch the
utilities in \tools :

* ifconfig (with no parameters) returns the following :
lo0: flags=0x4b<UP,BROADCAST,LOOPBACK,RUNNING>
inet 127.0.0.1 netmask 255.0.0.0 broadcast 127.255.255.255
metric 0 mtu 16384
....
en0: flags=0x43<UP,BROADCAST,RUNNING>
inet 192.64.1.2 netmask 255.255.255.0 broadcast 192.64.1.255
metric 0 mtu 1500
....

This *BROADCAST* next to en0 tends to puzzle me... your opinion ?

* route (with no parameters) returns :
Destination Gateway Flags Ref Use Metric Iface
127.0.0.0 * U 1 0 0 lo0
127.0.0.1 * UH 1 0 0 lo0
192.64.1.2 * UH 1 0 0 lo0

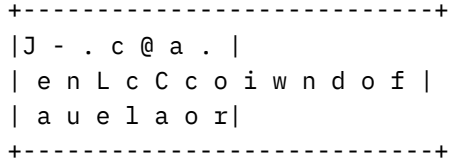
if, then, I type
del 192.64.1.2, and
add en0 192.64.1.2, then, after I type
arp add 192.64.1.2 00:00:b4:80:cd:e1 perm
the 3rd line becomes
192.64.1.2 * UHD 1 1 0 en0
and arp, as is, returns
192.64.1.2 0:0:b4:80:cd:e1 2 0s PRCOM,HWCOM,PERM

which, IMO, sounds a little better - but still doesn't work :-(

Well, I'm almost sure it's nearly nothing, but I can't find the
reason why it doesn't work.
So, please, anyone, help me!

Thanks in advance,

J.-Luc
--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.



5843. Re: CT60 watercooling !

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 21:38:35 UTC
From: Julian Wolfe <julianwolfe@earthlink.net>
Message-ID: <vZa1b.8257$B8.2301@newsread2.news.atl.earthlink.net>
Source record: 24425

That...is the MOST AWESOME bit of Atari scener ingenuity I have seen in a long long time!!!!!!!!!!!!

I'm green with envy!

Julian

"Didier M□quignon" <NOSPAMS@wanadoo.fr> wrote in message news:1g021wo.101zyt21yuygawN%NOSPAMS@wanadoo.fr...
> There are 3 photos at the end of this page :
>
> http://perso.wanadoo.fr/didierm/falcon-e.htm
>
> Regards,
>
> Didier.
>
> --
> Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
> □□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
> Atari FALCON 030/CT□60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5844. Re: Online Atari ST computer shop & More

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 21:58:20 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f454e7c51f3180@tripnet.se>
Source record: 24426

In comp.sys.atari.st <24d69685.0308211255.26c14aa5@posting.google.com>
Chris wrote on Thu 21-08-2003 13:55 (-0700):

>Hey everyone, I just wanted to let you know that I have an online
>vintage computer and console shop called Vintage Fun World. I have an
>area dedicated to the Atari ST line of computers there, so if you're
>looking for something for the Atari ST I might just have it. I'm just
>starting to accumulate an inventory for the ST, so it's a bit small
>right now, but it continues to grow. The website is:
>http://www.vintagefunworld.com

Nice site... I just placed an order for a couple of harddisks and the
"online shop" worked well using CAB. No offending Javascript and PayPal
support makes a good combination.

Now I'm just hoping the harddisks are bootable and that this guy is of
the honest type...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5845. Re: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 22:22:05 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f4544ba$0$95045$c30e37c6@lon-reader.news.telstra.net>
Source record: 24428
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0308210500530.31661-100000@shell1.aracnet.com...
> Due to Popular Demand

Liar.

5846. Re: CT60 watercooling !

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 22:32:59 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0308211432.12d3f632@posting.google.com>
Source record: 24429

Hi Didier,

How about a Peltier device between the '060 and the water block?

5847. Re: MagiCNet help wanted :-(

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 23:36:03 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0308211536.75b56fb6@posting.google.com>
Source record: 24430

Jean-Luc CECCOLI <wdwd@wd.com> wrote in message
news:<WS3.a7240280.8ca05262.wdwd@wd.com>...
> Hello,
>
> I'm desperately trying to make MagXNet work on my TT, in
> replacement of STinG.
> Is there anywhere a description of how to achieve this, step
> by step, other than Mille Babic's site, where the links are dead ?

Are you trying to get a dial-up connection, or other kind of network?
I have MagXNet working just fine on my Falcon for a dial-up
connection. I haven't tried putting a local network together yet, so I
couldn't help with that. Another place to try searching would be Unix
newsgroups, since the configuation of MagXNet and MintNet is basically
a Unix networking setup.

If you are just trying to get a dial-up internet connection, let me
know, and I can send you an outline of my complete setup. It would
also help if you sent me all of your MagXNet files to see if they're
set up right (passwords omitted, of course).

Mike Freeman
mail@freeman-studio.com

5848. Re: pppd

Newsgroup: comp.sys.atari.st
Date: 2003-08-21 23:40:35 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f453c53.0@entanet>
Source record: 24427

On 19 Aug 2003 17:20:53 , Martin Byttebier wrote:
>Op Tue, 19 Aug 2003 13:04:43 +0200, schreef M.A. Kehr:
>
>> Hi,
>>
>> is it possible, that one of your configuration files does not have unix
>> line ends? You can see this, if you load them with vi, at the end of
>> every line is a ^M, this means it does not have unix line ends. you can
>> change the files with a tool called crlf or cr2lf AFAIR.
>
>
>Instead of vi he can also use Qed for instance. In "Show info"
>([control]+[i]) one can change the kind of line ends in Atari, Unix and
>Apple.
>
>HTH,
>Martin
>

Yes I have considered that as well. I normally use Everest (I just happen
to like its simplicity). It too can save as Unix but I may have missed
a file. I will check again.

The ppd rpm that I have does not have a file /etc/sysconfig/ppp.config
but I think that the NFL documentation refers to one.

Regards,

Peter

5849. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-22 01:51:48 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10308212042140.20688-100000@www.coazter.com>
Source record: 24431

On Thu, 21 Aug 2003, Dennis Vermeire wrote:

> From: lp <gfa@basic.net>
> Date: Sun, 17 Aug 2003 17:05:39 -0400
>
> >I can run PhotoTip and the unix alternatives, and regardless of what
> >Dennis thinks, the main issue is getting the dam images off the camera.
>
> One doesn't even need a program to get the "damn" images...
> PhotoTip has the unique ability to turn the combination printer/scanner
> into a monochrome/colour photo copier, that feature alone is well worth
> the money... so where's the free ported unix alternative?

My gosh Dennis,

Why would you need a unix alternative if a better GEM version is already
available??
Do you understand that concept?
Use the best tool for the given task.

Just run the freaking phototip under mint and be done.
What's the problem?

>
> >It's just like in 'The Matrix', the problem is "choice".
>
> In this particular case there is no choice...

why? care to explain that one?

Just showed to you that you can run the GEM applications + the ported one
if you feel the GEM ones don't cut it, and you are talking about having no
choice?

5850. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-22 03:52:13 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB6B0BAD.1A74%gfabasic@mint.net>
Source record: 24432

> On Thu, 21 Aug 2003, Dennis Vermeire wrote:
>
>> From: lp <gfa@basic.net>
>> Date: Sun, 17 Aug 2003 17:05:39 -0400
>>
>>> I can run PhotoTip and the unix alternatives, and regardless of what
>>> Dennis thinks, the main issue is getting the dam images off the camera.
>>
>> One doesn't even need a program to get the "damn" images...

So the images stored on the camera just magically appear on my HD?
PhotoTip is a program. That is it's main purpose, to access serial
based cameras. Without that feature it would pale in comparison to
other such printing/scanning apps.

>> PhotoTip has the unique ability to turn the combination printer/scanner
>> into a monochrome/colour photo copier, that feature alone is well worth
>> the money... so where's the free ported unix alternative?

The other apps I have already do this, PhotoTip is a fine app, just
the so called extra features I don't need. I don't have any problems
opening a CLI and entering something like "camedia -modem2 -d"
or whatever. Five minutes reading some docs and I've accomplished
my task and saved some money as do others on different platforms.

Where are the unix ports? Wow, short term memory. Tried looking
on the SpareMiNT page? Of course not, too easy.
The next complaint will be that they are stored in RPM format.
Round and round we go, where it stops no one knows. lol

>>> It's just like in 'The Matrix', the problem is "choice".
>>
>> In this particular case there is no choice...

There's where you are wrong. You just think you have no choice, since you
took the path you took. It wouldn't kill you to have a dual boot system.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.q1.net/~atari/ [AtarIRC, GFA-Basic, Hades060, 4Sale]

5851. Milan 060 for sale

Newsgroup: comp.sys.atari.st
Date: 2003-08-22 05:21:15 UTC
From: gaiyan@atari.org
Message-ID: <384396f2.0308212121.6022b307@posting.google.com>
Source record: 24433

School has started for me and it is taking up all the little time and resources that I have. So I have figured it is best for me to sell my Milan 060. I am doing this very reluctantly as it is a great machine and I have enjoyed it immensely. The sale would be for just the board, cpu, ram, sound card, and gfx card. The specs are:

Milan motherboard
68LC060 66Mhz
060 adapter
64MB Ram (4 x 16MB)
S3 Trio64v 2MB
SB 64 ES1371

Best/fastest offer gets it. I am located in Finland. I will ship to anywhere in the world.

Joshua.

5852. Vintage Computer Festival - Australia

Newsgroup: comp.sys.atari.st
Date: 2003-08-22 07:51:35 UTC
From: Blacklord <llyon@nospam.intas.net.au>
Message-ID: <3f45cba9@dnews.tpgi.com.au>
Source record: 24434

Hi ppl's,

Many of you would be aware of the Vintage Computer Festival in the US - we are trying to get a similar thing running here (& it will be run by the organisers of the VCF). A Yahoo group has been set up to get the ball rolling. Obviously we need exhibitors & people that'd be interested in attending.

If you're interested, the link to subscribe is :

mailto:VCF-OZ-subscribe@yahoogroups.com

cheers,

Lance

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.512 / Virus Database: 309 - Release Date: 19/08/2003

5853. Re: Milan 060 for sale

Newsgroup: comp.sys.atari.st
Date: 2003-08-22 09:39:07 UTC
From: HP Guy <HPguy@Noemail.com>
Message-ID: <3f45e4c0$0$23603$5a62ac22@freenews.iinet.net.au>
Source record: 24435

how much are you looking at, im interested !

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
news:384396f2.0308212121.6022b307@posting.google.com...
> School has started for me and it is taking up all the little time and
> resources that I have. So I have figured it is best for me to sell my
> Milan 060. I am doing this very reluctantly as it is a great machine
> and I have enjoyed it immensely. The sale would be for just the board,
> cpu, ram, sound card, and gfx card. The specs are:
>
> Milan motherboard
> 68LC060 66Mhz
> 060 adapter
> 64MB Ram (4 x 16MB)
> S3 Trio64v 2MB
> SB 64 ES1371
>
> Best/fastest offer gets it. I am located in Finland. I will ship to
> anywhere in the world.
>
> Joshua.

5854. Re: Megafile 30 Bad?

Newsgroup: comp.sys.atari.st
Date: 2003-08-22 11:59:46 UTC
From: swampfax1@atlantic.net
Message-ID: <SAn1b.629$qJ6.418133@monger.newsread.com>
Source record: 24436

Hi All,
Well, the megafile didn't turn into a doorstop (yet!). I opened it,
pressed on the chips and connectors and will do the same with the MegaST4
(when my next burst of motivation hits). After numerous attempts at booting
with HDDriver (8.04) it started to respond using Device Check in the APP.
So I went ahead and reformatted it (before it died again) and partitioned
it. It still takes a few resets for it to boot but it's a bit stable now.

Thanks all for the help,
John G.

5855. Re: MagiCNet help wanted :-(

Newsgroup: comp.sys.atari.st
Date: 2003-08-22 14:05:44 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.0722a286.816c5a02.wdwd@wd.com>
Source record: 24437

Dans le message <5c1cf651.0308211536.75b56fb6@posting.google.com>
Mike Freeman a ï¿½crit:

Hello,

>Are you trying to get a dial-up connection, or other kind of network?

Well, for the moment, I'm just trying to have it networking
with my PC. I found there is a smb client, so I could use
the PC as a server. I own a hub, so no connection problem.

>If you are just trying to get a dial-up internet connection, let me
>know, and I can send you an outline of my complete setup.

Well, it wasn't planned straight now, but I can't refuse such
a proposal : when all works great, I won't have to face problems
I hadn't thought about.

Thanks,

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

5856. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-22 14:42:02 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0308220642.7f8afe92@posting.google.com>
Source record: 24438

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message news:<1061496890-146923AEicMi@gmx.net>...

> 1. I've never seen a productive argument in here :-/

Polite discussions and disagreements are productive. "Productive argument" is an oxymoron.

> 2. Explain how these discussions could harm the platform, CSAST isn't the
> platform, it's just a very tiny part of it...

Dennis, first let me say that I really appreciate your groups translation of vatious apps, I think that your work is some of the most productive and helpful that our platform has seen. I'm also a Magic and Geneva(sp?) user. IMHO, Magic has been one of the most useful advances in our small world. I am also interested in trying the new forms of mint, ect., I also think that new hardware and capabilities in hardware are ultimately an important part of the continuing life of any platform.
Harm can come to our platform from the tone, rather than the content of discussions. A discussion that contains any sort of distain or belittlment is what I would call an "argument." I don't know, but suspect that you have been subjected to a lot of negative tone throughout your time, but I submit to anyone that it is counter-productive to return to anyone in kind. I'm a musician, and my interests and needs are different from others. Cuebase Audio Falcon and the soundpool apps are the main reason I'm still useing my Falcon. (I've got 2, 1 with a CT2B, another with a Nemisis awaiting installation of my CT60.) I love MagiC dispite the fact the CAF will not run on it.
By all means, discuss and politely disagree with people when your knowledge and experience lead you to think otherwise, but if you "sink to their level" by ingaging in disparagement or distain, the larger number of people who read rather than participate in these newsgroups will (1. give your opinions less validity, (2. be less willing to participate in discussions for fear that they will also be subjected to negative posts. We are all ignorant about something. Ignorance is not stupidity. (Not that I think you've called anyone stupid, lazy, ect...)

As I quoted from a barroom picture, showing 2 angry, shouting, gesturing men, "It makes no sence to argue with a fool, because onlookers can't tell which is which."

5857. Connect

Newsgroup: comp.sys.atari.st
Date: 2003-08-22 16:30:00 UTC
From: Gerhard Jungsberger <jungsi@gmx.de>
Message-ID: <p4hckvkogikep520full7kkjlhr2loq0ul@4ax.com>
Source record: 24439

Hello!
Does somebody know how to copy not only one file (more files or
folders at one time) with the terminalprogramm Connect?

Thanks + greetings

Gerhard

Atari ST 1040 STFM - Monitor SM 124 - Megafile SH 205
Sinclair QL
Sinclair ZX-81

5858. Re: CT60 watercooling !

Newsgroup: comp.sys.atari.st
Date: 2003-08-22 16:36:56 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bi5gr8$of4$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24440

In article <1a7d6495.0308211432.12d3f632@posting.google.com>,
Lyndon Amsdon <lyndonamsdon@hotmail.com> wrote:

>How about a Peltier device between the '060 and the water block?

What for?

A 060 can be easily cooled with a normal heatsink plus moderately slow fan -
in a good design, the fan that cools the case could also cool the 060,
without generating additional noise.

A peltier device produces more heat inside the case, and gives no benefit
since the CPU is cool enough without.

cu
Michael

5859. Re: MagiCNet help wanted :-(

Newsgroup: comp.sys.atari.st
Date: 2003-08-22 16:50:52 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB6BFE92.54EF%derryck@nospam.cix.co.uk.invalid>
Source record: 24441

In article 5c1cf651.0308211536.75b56fb6@posting.google.com, Mike Freeman at mail@freeman-studio.com wrote on 22/8/03 00:36:

> Jean-Luc CECCOLI <wdwd@wd.com> wrote in message
> news:<WS3.a7240280.8ca05262.wdwd@wd.com>...

>> I'm desperately trying to make MagXNet work on my TT, in
>> replacement of STinG.

> I have MagXNet working just fine on my Falcon for a dial-up
> connection. I haven't tried putting a local network together yet, so I

I have MagxNet working together with an ethernet network FWIW, IIRC you just change the default route to point to your ethernet port rather than the modem.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5860. Re: MagXNet is turning me crazy :-(

Newsgroup: comp.sys.atari.st
Date: 2003-08-22 16:50:52 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB6C0335.54F0%derryck@nospam.cix.co.uk.invalid>
Source record: 24442

In article WS3.159bb03f.878856e2.wdwd@wd.com, Jean-Luc CECCOLI at
wdwd@wd.com wrote on 21/8/03 22:30:

> Well, I still can't make MagXNet work on my TT, tough the

> And, in order to avoid useless questions, here is what I did :
>
> - \START
> +MAGXCONF.PRG
> +MAGX_RC.NET, containing

This is mine:

```
# Where is your /etc path (please use a VFAT partition)
etc_path i:\etc

# Absolutely necessary!
ifconfig lo0 addr 127.0.0.1 up

# Serial lines ( if any is to be used )
# iflink -i sl0 -d u:\dev\serial2
# ifconfig sl0 addr 44.154.0.26 dstaddr 44.154.0.28 mtu 1500 link04 up
# ifconfig sl0 netmask 255.255.255.0
# route add 44.154.0.28 sl0

# Ethernet adapters
# Falcon
ifconfig en0 addr 192.168.1.4 up

# Laptop
route add 192.168.1.3 en0

# Pulsar
route add 192.168.1.2 en0

# Pulsar2
route add 192.168.1.5 en0

# Default route for Masquerades, NATs, proxys etc
# Router/Gateway
route add default en0 gw 192.168.1.1
```

> # But... where's the route ?

Each computer in my network has its own address as listed above; with
255.255.255.0 as subnet and 192.168.1.1 as the gateway (my router). If you
don't have a router I don't know what goes there, perhaps it doesn't matter.

> +HOSTS, containing
> 127.0.0.1 localhost loopback

I have these listed in mine, as well as the localhost:

192.168.1.2 Pulsar
192.168.1.3 Laptop
192.168.1.4 Falcon
192.168.1.5 Pulsar1

> +NETMASKS, containing
> 192.64.1.0 255.255.255.0

Mine doesn't seem to have been changed from the orginal file.

> +RESOLV, containing
> domain localhost
> nameserver 127.0.0.1

Mine has settings pertaining to ntl's dns server.

> As I only intend to link my TT to a PC (192.64.1.1) and a laser
> printer (192.64.1.9) via a hub, I didn't bother with domainnames.

I'm intrigued by this, how will you print to this laser from your TT?

Anyhow, I'm not at all expert in any of this but it all seems to work.
Biggest problem I encountered was failing to unpack MagxNet to a LFN
partition...

You might need Link2U.prg as well to make all this work properly.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

5861. Re: Connect

Newsgroup: comp.sys.atari.st
Date: 2003-08-22 17:17:11 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.08.22.17.17.11.164994@pandora.be>
Source record: 24443

Op Fri, 22 Aug 2003 18:30:00 +0200, schreef Gerhard Jungsberger:

> Hello!
> Does somebody know how to copy not only one file (more files or
> folders at one time) with the terminalprogramm Connect?
>

Hmm, it has been a long time I used Connect. AFAIK, you can copy multiple files by holding down the shift key and select the files you want to copy. I don't know if copying a folder is possible though.

HTH,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5862. Please help a newbie.

Newsgroup: comp.sys.atari.st
Date: 2003-08-22 23:11:02 UTC
From: Alexey Podrezov <podrezov@hotmail.com>
Message-ID: <3F46A306.7070705@hotmail.com>
Source record: 24444

Hi guys,

I am an MSX freak, but I also like some other old computers including C64, Sinclair, Amiga and Atari. I have a problem with my Atari 1040ST, so I hope I will get some help in this newsgroup.

I downloaded a lot of .ST images from some German site, they work find under emulator, but I can't transfer them onto a diskette with MAKEDISK utility. Is there any other way to create Atari floppies using .ST images and PC? Are old Atari disks available in some other format?

Maybe I am doing something wrong with MAKEDISK, but I can't make a single diskette. Please help the newbie.

Alex

5863. Re: MagiCNet help wanted :-(

Newsgroup: comp.sys.atari.st
Date: 2003-08-22 23:29:37 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f4652f09c4394@comcast.net>
Source record: 24445

>Hello,
>
>I'm desperately trying to make MagXNet work on my TT, in
>replacement of STinG.
>Is there anywhere a description of how to achieve this, step
>by step, other than Mille Babic's site, where the links are dead ?
>
>Thanks in advance,
>
>J.-Luc

I wrote an article about setting up MagicNet for MyAtari magazine.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5864. Re: Please help a newbie. [Problem Solved]

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 00:02:45 UTC
From: Alexey Podrezov <podrezov@hotmail.com>
Message-ID: <3F46AF25.7020905@hotmail.com>
Source record: 24246

Alexey Podrezov wrote:
>
> I am an MSX freak, but I also like some other old computers including
> C64, Sinclair, Amiga and Atari. I have a problem with my Atari 1040ST,
> so I hope I will get some help in this newsgroup.
>
> I downloaded a lot of .ST images from some German site, they work find
> under emulator, but I can't transfer them onto a diskette with MAKEDISK
> utility. Is there any other way to create Atari floppies using .ST
> images and PC? Are old Atari disks available in some other format?
>
> Maybe I am doing something wrong with MAKEDISK, but I can't make a
> single diskette. Please help the newbie.

Problem solved with STDISK utility and some help from 8-bit Atari
newsgroup (thanks Tim). I even managed to make this utility work from
Windows XP. ;)

BIG thanks to the author of STDISK!

Now I would like to ask you guys the following:

1. The shell (Amiga-like GUI) that my Atari boots into is in Dutch (or
some similar language). Is there any way I can switch to English version
or get an English version of this shell on a floppy ?

2. Is it possible to change the default colors (white-green) to
something less disturbing ?

3. I use Philips M8833 II monitor and it looks like it doesn't like the
Atari's signal intensity - when the screen is filly white, I see some
disturbance in the right side of the screen. Did anyone have the same
problem ? (I built a simple RGB cable and connected R->R, G->G, B->B,
CSYNC->CSYNC between Atari 1040 and the monitor).

Thanks in advance.

Alex

5865. Re: MagXNet is turning me crazy :-(

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 00:47:10 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.6e71cbd5.8bca5c42.wdwd@wd.com>
Source record: 24247

Dans le message <BB6C0335.54F0%derryck@nospam.cix.co.uk.invalid>
Derryck Croker a ï¿½crit:

> [Many interesting things]

Thanks for your explanations. I'll try it all in a few hours,
now I need going to bed and sleep ;-)

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

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+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

5866. Re: MagiCNet help wanted :-(

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 00:48:12 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.722ad78e.8c0c5c42.wdwd@wd.com>
Source record: 24248

Dans le message <3f4652f09c4394@comcast.net>
Edward S. Baiz Jr. a ï¿½crit:

>I wrote an article about setting up MagicNet for MyAtari magazine.

Great! Which issue was it, please ?

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

5867. Re: Gemvelope

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 04:21:31 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3f46ebce$0$199$75868355@news.frii.net>
Source record: 24249

Edward S. Baiz Jr. wrote:
>>Edward S. Baiz Jr. wrote:
>>
>>>Hello all,
>>>
>>>Well I thought things all well and good with Gemvelope, but now I
>>>have run into a little snag. At first thing were fine, but now I
>>>am getting some weird printing results. First of all I need to
>>>have the NVDI driver for my Epson Photo 700 printer set to 360dpi
>>>draft. I know it sounds strange, but the resulting print is nice
>>>and dark like it should be. If I use the 360dpi Normal mode, the
>>>result print is too light. I am thinking that the program is too
>>>old and needs an update inorder to print correctly using NVDI.
>>>
>>>Like I said things were find at first, now when I print using the
>>>360dpi draft mode, Gemvelope does not print the complete address.
>>>It only prints every other line. If I use the Normal mode, then it
>>>prints everything. What I am doing is running the envelope through
>>>twice which gives me a good result.
>>>
>>>I was just wondering if anyone had any ideas. I emailed the author
>>>and he said that he does not even own an Atari system anymore.
>>
>>
>>Just an FYI, Ed, the current register author is not the original author.
>> :-)
>
>
> Oh really... Do you know who is the original author? Maybe he
> could help.... I will have to do some searching...
>

Original author, AFAIK, is a Roger Richards. IIRC, the newer features
were added by the current author, so even if you could locate him, I
doubt he would be any help.

Sorry for the late reply, I've had nothing but computer problems here.

Ken

5868. Selling off my Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 07:52:07 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0308222352.1c74144c@posting.google.com>
Source record: 24250
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

If you are looking for Atari software / hardware take a look at my web site for listings with suggested prices. If you see something you want and think the price is too high contact me and we will see if we can reach a mutually acceptable price.

WEBSITE: http://www33.brinkster.com/myatari4sale/

Robert Trowbridge

5869. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 09:44:17 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bi7d1f$5kv$1@hercules.btinternet.com>
Source record: 24251

Why its nothing other than the "truth"

> "Dennis Vermeire" <dennis.vermeire@gmx.net>
>
> (all rubbish removed)
>
> congrats Dennis you have posted without a Pi** Cr** or S** I'm pleased
to
> see my posts have made you change your ways

I'm sure its a mistake on his part, I'm confident he would otherwise have
told to you pi** off because he thought you were a cr** who's mouth smells
so much of sh** that your own granny wouldn't kiss you drop dead!.

Enjoy your right hander.
--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

5870. MagXNet now works!

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 11:17:06 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.bc88192c.84465da2.wdwd@wd.com>
Source record: 24252

Hello,

First, I must thank You who spend time helping me.
I found the issue with the Lantastic, and read it thorougly.
I went on Chapelie and downloaded MintNet too.
I read, examined, then read again, compared... but still couldn't
find anything that could cause MagXNet not working on my TT.
I even moved the etc folder to i:\ (and modified the conf file
to match it!), but still nothing.
Then, I did try a last thing : I opened the files networks and
hosts, and replaced all tabs or multi-spaces by single spaces.
Then, I rebooted and still couldn't get it working.
I changed from enec3 to enec in the XTENSION folder, but it
didn't change anything.
Then, I made an archive containing the files I use, and was typing
a mail to Edward, and as I needed to describe what happened when
I tryed to ping something else than the localhost, I launched
ping.ttp and typed "laser" (unquotted, of course!), and, at my
great surprise, it worked!
Since then, I can ping whatever is tied to my hub! I rebooted the
TT, switched it off, the printer, the hub... whatever I do, it
now works - the leds of the TT and the pinged device blink
together on the hub!
So, I think I will let it as is, and hope it will gon on working
with no problems.

J.-Luc

Who still wonders what can have been wrong so far, anyway :-/

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

5871. Manual for 1040ST

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 12:16:40 UTC
From: Alexey Podrezov <podrezov@hotmail.com>
Message-ID: <3F475B28.8080409@hotmail.com>
Source record: 24253

Hello everyone,

Is there any possibility to get a manual and some tech docs for my Atari
1040STfm in electronic form ?

Alex

5872. Re: MagXNet now works!

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 12:45:42 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f476ffa3300120@tripnet.se>
Source record: 24254

In comp.sys.atari.st <WS3.bc88192c.84465da2.wdwd@wd.com>
Jean-Luc CECCOLI wrote on Sat 23-08-2003 13:17 (+0200):

>I changed from enec3 to enec in the XTENSION folder, but it
>didn't change anything.

>now works - the leds of the TT and the pinged device blink
>together on the hub!
>So, I think I will let it as is, and hope it will gon on working
>with no problems.

Note that EtherNEC has some timing(?) problems when used on a TT. If you
got it working keep track of how it is installed as at least with STinG
it is very dependent on physical order of drivers in the STING folder and
TT RAM settings on the modules. It may work from Magic but not TOS or the
other way round. On some TT's it seems impossible to get EtherNEC working
at all.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5873. FS: ISA ATI Mach 64s (and spare Falcon casing)

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 12:47:08 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0308230447.217e1543@posting.google.com>
Source record: 24255

Hello,

I have a couple of these to sell, I think they would work in a Nova or Milan/Hades. I can get some photos if that helps, dated 1995. They have 2MB each. So good for 1024*768 in 16bit, or maybe 1600*1200 in 8bit.

Offers really, bought them to develop with, going to keep one still (I have three).

I also have my Falcon casing, it is in excellent condition with shielding and original Falcon cardboard box packaging. Again offers.

Thanks, Lyndon (UK)

5874. Re: Please help a newbie. [Problem Solved]

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 12:53:48 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bi7o5j$j8q$1@news6.svr.pol.co.uk>
Source record: 24256

> 1. The shell (Amiga-like GUI) that my Atari boots into is in Dutch (or
> some similar language). Is there any way I can switch to English version
> or get an English version of this shell on a floppy ?

The OS is stored in two (or sometimes six) rom chips inside the machine. To change the OS, you need to find rom images, and a friend who owns an eprom programmer, and make replacements.

However, I'd doubt if you have a foreign OS in your machine unless you actually bought it abroad. The thing is, most atari disks have a desktop settings file, which stores your desktop options and loads them on bootup. If the disks are german (are you sure it didn't actually say "Deutsch"?), the odds are the desktop settings are all in german too. Try booting up without a disk in the drive (it will take a lot longer). If the desktop is in english then you've got an english OS. If it's STILL in German, then you've got a german OS.

>
> 2. Is it possible to change the default colors (white-green) to
> something less disturbing ?
>

Only in much later versions of the OS - and you'll need an STE to use them. Remember, these are old machines, and the GUI will appear primitive by todays standards. I've heard it said that some third party boot-up programs were made to allow you to have background images and screensavers and stuff, though. You'll also find that most enthusiasts are quite fond of the colour scheme.

> 3. I use Philips M8833 II monitor and it looks like it doesn't like the
> Atari's signal intensity - when the screen is filly white, I see some
> disturbance in the right side of the screen. Did anyone have the same
> problem ? (I built a simple RGB cable and connected R->R, G->G, B->B,
> CSYNC->CSYNC between Atari 1040 and the monitor).
>

Here's what I think the problem is - sources disagree on exactly what the "csync" pin on the atari does. On my machine, it actually appears to give a composite video signal, which would explain the sync problems you've been having - bright images make the sync pulses on the composite signal hard to tell apart from luminance. By advice is to forget that pin, and instead use the separate horizontal and vertical sync signals the Atari puts out. If your montior only has composite sync input, you'll need to find a circuit to combine the signals before they go into the monitor. There are several out there, as quite a few classic computers have this problem of combining or splitting sync signals for driving various monitors.

> Thanks in advance.
>
> Alex
>

5875. Re: Megafile 30 Bad?

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 13:30:24 UTC
From: swampfax1@atlantic.net
Message-ID: <Q%J1b.783$if4.438967@newshog.newsread.com>
Source record: 24257

* Please excuse if this posted twice! It's been over 24 hours. Either it never arrived or my news server isn't getting all the posts! Does anyone see it twice?

Hi All,
Well, the megafile didn't turn into a doorstop (yet!). I opened it, pressed on the chips and connectors and will do the same with the MegaST4 (when my next burst of motivation hits).
After numerous attempts at booting with HDDriver (8.04) it started to respond using Device Check in the APP. So I went ahead and reformatted and partitioned it before it died again. It still takes a few resets for it to boot but it seems to be revived!

Thanks all for the help,
John G.
P.S. My apologies to Uwe for my un-educated comment that HDDriver was no good on the Megafile!

5876. Re: Please help a newbie. [Problem Solved]

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 15:41:54 UTC
From: Alexey Podrezov <podrezov@hotmail.com>
Message-ID: <3F478B42.4050407@hotmail.com>
Source record: 24258

Tom McEwan wrote:
>
> The OS is stored in two (or sometimes six) rom chips inside the machine. To
> change the OS, you need to find rom images, and a friend who owns an eprom
> programmer, and make replacements.

I have the EEPROM programmer. Are these chips on 1040STFM detacheable or
I will have to cut them out of the board ?

> However, I'd doubt if you have a foreign OS in your machine unless you
> actually bought it abroad. The thing is, most atari disks have a desktop
> settings file, which stores your desktop options and loads them on bootup.
> If the disks are german (are you sure it didn't actually say "Deutsch"?),
> the odds are the desktop settings are all in german too. Try booting up
> without a disk in the drive (it will take a lot longer). If the desktop is
> in english then you've got an english OS. If it's STILL in German, then
> you've got a german OS.

The thing is that I don't have any floppy disks with desktop settings. I
can boot only to GEM that is in ROM. If someone could send me an image
of an English GEM disk I would be very greatful.

> Only in much later versions of the OS - and you'll need an STE to use them.
> Remember, these are old machines, and the GUI will appear primitive by
> todays standards. I've heard it said that some third party boot-up programs
> were made to allow you to have background images and screensavers and stuff,
> though. You'll also find that most enthusiasts are quite fond of the colour
> scheme.

Does anyone still have these boot-up programs ?

> Here's what I think the problem is - sources disagree on exactly what the
> "csync" pin on the atari does. On my machine, it actually appears to give a
> composite video signal, which would explain the sync problems you've been
> having - bright images make the sync pulses on the composite signal hard to
> tell apart from luminance. By advice is to forget that pin, and instead use
> the separate horizontal and vertical sync signals the Atari puts out. If
> your montior only has composite sync input, you'll need to find a circuit to
> combine the signals before they go into the monitor. There are several out
> there, as quite a few classic computers have this problem of combining or
> splitting sync signals for driving various monitors.

Thanks for the info. That little disturbance is not a problem unless it
can damage circuits of Atari or monitor. Fully white screen is quite
rare event, so I think I can live with it.

Alex

5877. ADV: fixed a mouse

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 18:34:34 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <bi8c3qcpq1@reader2.panix.com>
Source record: 24259

I fixed a mouse with a dead button. The switch itself is $0.18 USD. By the time you pay the minimum order charge, and shipping, it costs nearly $10 USD. So I bought 25 of the things, which will last me several lifetimes.

If anyone wants one, considering one thin dime for my expenses in getting to the post office, and spending a quarter gallon of gasoline, it will be $0.70 plus a suitable shipping envelope for a little thing with sharp leads, and postage.

If you want to do it all yourself, it is an Omron, and the cheapest one in the DigiKey catalog.

Jim

--
--
/"\ DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5878. Re: FS] 4 Meg TT-RAM board (USA)

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 19:18:37 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <bi8emd$dd4$1@reader2.panix.com>
Source record: 24260

That address gave me a bounce. I do want that board, so how much is
shipping to 43560?

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> writes:

: FamilyNet Newsgate

: For Sale, one working four meg TT-Ram board for the Atari TT030.
:
: $50.00 plus shipping. Write to greg.goodwin@fmlybbs.net.
:
: Take care,
:
: Doctor Clu

: FamilyNet <> Internet Gated Mail
: http://www.fmlynet.org

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5879. Re: Please help a newbie. [Problem Solved]

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 21:56:02 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bi8nub$36u$1@newsg4.svr.pol.co.uk>
Source record: 24262

"Alexey Podrezov" <podrezov@hotmail.com> wrote in message
news:3F478B42.4050407@hotmail.com...
>
> Tom McEwan wrote:
> >
> > The OS is stored in two (or sometimes six) rom chips inside the machine.
To
> > change the OS, you need to find rom images, and a friend who owns an
eprom
> > programmer, and make replacements.
>
> I have the EEPROM programmer. Are these chips on 1040STFM detacheable or
> I will have to cut them out of the board ?

The roms are always in sockets, but on later machines with the larger rom sockets there are sometimes jumpers, which are actually soldered in position, to tell the machine what size of rom chip you've installed. Be warned that downloading TOS rom images is illegal, although I doubt anyone would kick up much of a fuss if you're simply switching to a different language of the same version you've already got. Also, if you do plan to do this, the single OS file will need to be split into two halves, one on each rom, one containing odd bytes and the other even bytes. There should be "HI" and "LO" printed on the motherboard in two-chip models, corresponding to the odd and even addresses, respectively (If it doesn't work, I could have got that backwards, in which case try swapping them round - you can't damage the machine doing that) There are programs out there that split the file, but they can be very unreliable. In particular, some TOS versions are bigger files than others, and some splitter programs whcih were designed for the smaller ones tend to stop before they reach the end of the file. Infuriatingly, many of these programs are also written for TOS, so you need another working Atari to use them! Your eprom software might have the ability to do this automatically - it's a standard trick for using two eproms to hold a large file with minimal additional address circuitry.

One final warning - the Atari ST series casing, while very compact, rugged and aesthetically pleasing, is an absolute nightmare to dismantle for upgrade or repair. To get at the roms in early models, you'll need to remove, in order: the top half of the plastic outer casing, the keyboard, the disk drive, the power supply RF shield, the power supply module, and the upper motherboard RF shield. On your first try, this will probably take at least half an hour. On later models, the Atari engineers realised the stupidity of the design, and moved the roms to beneath the disk drive, so if you're lucky enough to have a later model, all you need to do is open the case and take out the disk drive and keyboard - which is good, because the main RF shield is virtually impregnable. Even so, be SURE that you need to

change the OS before going through all this.

> > However, I'd doubt if you have a foreign OS in your machine unless you
> > actually bought it abroad. The thing is, most atari disks have a
desktop
> > settings file, which stores your desktop options and loads them on
bootup.
> > If the disks are german (are you sure it didn't actually say
"Deutsch"?),
> > the odds are the desktop settings are all in german too. Try booting up
> > without a disk in the drive (it will take a lot longer). If the desktop
is
> > in english then you've got an english OS. If it's STILL in German, then
> > you've got a german OS.
>
> The thing is that I don't have any floppy disks with desktop settings. I
> can boot only to GEM that is in ROM. If someone could send me an image
> of an English GEM disk I would be very greatful.
>

I'm not sure you understand - the desktop preference file only contains things like the preferred resolution on startup, names and positions of drives, and stuff like that - even using one of these files, the OS loaded is still the one in rom. And the preference file is usually included on practially EVERY Atari disk, regardless of whatever else is on it, so you don't have to faff about putting your preference disk in on bootup and then switching to the disk you actually want to use. If the disks you've got were saved on a german-os machine, the desktop files on them will still load properly on an english-os machine, but the trashcan will be called "papierkorb", and stuff like that. I'd be very surprised if the disks you've got don't have preference files on them.

The conclusive test is booting up with all drives physically empty - whatever language the desktop is in then is the language of the os.

I wouldn't recommend getting the OS on disk, though. While the machines are capable of using these, they load the entire operating system into ram on bootup, so you can then remove the OS disk and put in your application disk or whatever. Understandably, this takes a massive bite out of your available ram (which aint that much - 1MB on a 1040, unless it's been upgraded), and will cause problems with any large programs that need lots of memory.

> > Only in much later versions of the OS - and you'll need an STE to use
them.
> > Remember, these are old machines, and the GUI will appear primitive by
> > todays standards. I've heard it said that some third party boot-up
programs
> > were made to allow you to have background images and screensavers and
stuff,
> > though. You'll also find that most enthusiasts are quite fond of the
colour

> > scheme.
>
> Does anyone still have these boot-up programs ?

Not me, mate, sorry. I use my machine exclusively for games, and since they always start immediately on bootup (Autoplay's nothing new, you know!) , I rarely see the actual desktop. But give it a while - you may get used to it, and those programs will all cost you valuable ram and processing time, for nothing more than a pretty picture (although this argument does, on reflection, have some relevance to computer games!).

> > Here's what I think the problem is - sources disagree on exactly what the
> > "csync" pin on the atari does. On my machine, it actually appears to give a
> > composite video signal, which would explain the sync problems you've been
> > having - bright images make the sync pulses on the composite signal hard to
> > tell apart from luminance. My advice is to forget that pin, and instead use
> > the separate horizontal and vertical sync signals the Atari puts out. If
> > your montior only has composite sync input, you'll need to find a circuit to
> > combine the signals before they go into the monitor. There are several out
> > there, as quite a few classic computers have this problem of combining or
> > splitting sync signals for driving various monitors.
>
> Thanks for the info. That little disturbance is not a problem unless it
> can damage circuits of Atari or monitor. Fully white screen is quite
> rare event, so I think I can live with it.

Almost guaranteed not to damage the atari, and very unlikely to wreck the screen. But it's not much trouble to combine the signals - I think you can do it with just two diodes and a resistor, effectively making an M2L OR gate.

5880. Re: MagXNet now works!

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 22:10:46 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.08.23.22.10.43.350060@removenoaspam.atari-source.com>
Source record: 24263

On Sat, 23 Aug 2003 12:45:42 +0000, Kenneth Medin wrote:

> In comp.sys.atari.st <WS3.bc88192c.84465da2.wdwd@wd.com>
> Jean-Luc CECCOLI wrote on Sat 23-08-2003 13:17 (+0200):
>
>>I changed from enec3 to enec in the XTENSION folder, but it
>>didn't change anything.
>
>>now works - the leds of the TT and the pinged device blink
>>together on the hub!
>>So, I think I will let it as is, and hope it will gon on working
>>with no problems.
>
> Note that EtherNEC has some timing(?) problems when used on a TT. If you
> got it working keep track of how it is installed as at least with STinG
> it is very dependent on physical order of drivers in the STING folder and
> TT RAM settings on the modules. It may work from Magic but not TOS or the
> other way round. On some TT's it seems impossible to get EtherNEC working
> at all.

Hrmm? Works fantastic on my TT.

Mark
http://atari-source.com

5881. Re: Please help a newbie. [Problem Solved]

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 22:34:50 UTC
From: Alexey Podrezov <podrezov@hotmail.com>
Message-ID: <3F47EC0A.7040704@hotmail.com>
Source record: 24264

Thanks for the very detailed info Tom.

5882. Re: pppd

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 22:54:26 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f47d482.0@entanet>
Source record: 24261

On 21 Aug 2003 22:40:35 , Peter Slegg wrote:
>On 19 Aug 2003 17:20:53 , Martin Byttebier wrote:
>>Op Tue, 19 Aug 2003 13:04:43 +0200, schreef M.A. Kehr:
>>
>>> Hi,
>>>
>>> is it possible, that one of your configuration files does not have unix
>>> line ends? You can see this, if you load them with vi, at the end of
>>> every line is a ^M, this means it does not have unix line ends. you can
>>> change the files with a tool called crlf or cr2lf AFAIR.
>>
>>
>>Instead of vi he can also use Qed for instance. In "Show info"
>>([control]+[i]) one can change the kind of line ends in Atari, Unix and
>>Apple.
>>
>>HTH,
>>Martin
>>
>
>Yes I have considered that as well. I normally use Everest (I just happen
>to like its simplicity). It too can save as Unix but I may have missed
>a file. I will check again.
>
>The ppd rpm that I have does not have a file /etc/sysconfig/ppp.config
>but I think that the NFL documentation refers to one.
>
>Regards,
>
>Peter

Success. I found some rogue cr/lf in /etc/ppp/chat and my isp address
was wrong. My isp uses a different address for the broadband connection
that I use from home.

pppd now dials in to my isp and makes a connection displaying
the local and remote ip addresses. Also I can ping the remote address :-)

With Gluestik running I expected to be able to use CAB or MyMail but
neither responds. It works ok with my broadband router but I can't
test that here.

A bit more troubleshooting is needed.

Regards and thanks,

Peter

5883. Re: FS: ISA ATI Mach 64s (and spare Falcon casing)

Newsgroup: comp.sys.atari.st
Date: 2003-08-23 23:53:57 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0308231553.6fe1b814@posting.google.com>
Source record: 24265

lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote in message
news:<1a7d6495.0308230447.217e1543@posting.google.com>...
> Hello,
>
> I have a couple of these to sell, I think they would work in a Nova or
> Milan/Hades.

"Might work on a Nova" brings a much lower offer than "Tested and
guaranteed to work on a Nova". Have you any means to test the card?

Galen

5884. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 00:14:40 UTC
From: truth <truth@truth.com>
Message-ID: <bi90enuqh1@newsg3.svr.pol.co.uk>
Source record: 24266

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bi7d1f$5kv$1@hercules.btinternet.com...
> I am sorry for all the bad things I have said and done and will never
swear or use bad launguage online again please forgive me.

That's OK Steve, I am glad that my campaign along with help from the good
lord has made you Dennis and Derryck change your ways, my good work on this
NG is finished and I will now unsubscribe, goodbye and God bless you

5885. Re: ADV: fixed a mouse

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 01:25:51 UTC
From: Benoit Morrissette <benoitmorrissetteNOSPAM@hotmail.com>
Message-ID: <9v4gkv8imkjr81q4dqam1m3overmifl1i4@4ax.com>
Source record: 24267

On Sat, 23 Aug 2003 18:34:34 +0000 (UTC), Jim DeClercq <jimd@panix3.panix.com>
wrote:

>I fixed a mouse with a dead button. The switch itself is $0.18 USD. By the
>time you pay the minimum order charge, and shipping, it costs nearly $10
>USD. So I bought 25 of the things, which will last me several lifetimes.
>
>If anyone wants one, considering one thin dime for my expenses in getting
>to the post office, and spending a quarter gallon of gasoline, it will be
>$0.70 plus a suitable shipping envelope for a little thing with sharp
>leads, and postage.
>
>If you want to do it all yourself, it is an Omron, and the cheapest one in
>the DigiKey catalog.
>
>Jim
>
>--
That is why i kept all my old mice, for their right mouse button...
Benoï¿½t Morrissette

5886. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 05:39:15 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB6CD837.5562%derryck@nospam.cix.co.uk.invalid>
Source record: 24268

In article bi27ko$d3k$1@newsg2.svr.pol.co.uk, truth at truth@truth.com wrote on 21/8/03 11:34:

Rather than waste any more time arguing this ridiculous thread I've decided to let you into my kill filter. Sorry if I ever miss anything useful you might say in the future - too bad.

--
Cheers,

Derryck

5887. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 08:19:42 UTC
From: Julian Wolfe <julianwolfe@earthlink.net>
Message-ID: <yy_1b.3866$jY2.2491@newsread1.news.atl.earthlink.net>
Source record: 24269

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1061496884-145623AEicMi@gmx.net...
> From: lp <gfa@basic.net>
> Date: Sun, 17 Aug 2003 17:05:39 -0400
>
> >I can run PhotoTip and the unix alternatives, and regardless of what
> >Dennis thinks, the main issue is getting the dam images off the camera.
>
> One doesn't even need a program to get the "damn" images...
> PhotoTip has the unique ability to turn the combination printer/scanner
> into a monochrome/colour photo copier, that feature alone is well worth
> the money... so where's the free ported unix alternative?
>
> >It's just like in 'The Matrix', the problem is "choice".
>
> In this particular case there is no choice...
>
> >I can post process them with any number of graphics apps later.
>
> Sure you can... and since everything originating from this platform needs
> to be avoided like the plague, you'll probably use some ported crap for
> that also.
>
> >Why they can't let the other side live in peace is beyond me.
>
> Because you spread FALSE information, someone who never heard of PhotoTip
> won't even look at it after reading your brainless drivel... as long as
> you and some others here keep on cheering that ported crap which offers
> nothing more, on the contrary, then the "real" thing I won't let you live
> in peace for one single day. If that's beyond you....

Oh please, Dennis...let's be realistic about this. Atari users play with apps for the hell of it, and everyone here knows that. And stop contradicting yourself...if CSAST is such a small part of the scene, why would anyone make a decision not to use an app based on one user's post in a very small part of the scene?

The fact is, ported or not, any app for the Atari platform is good. It's more apps, and more choices. Undeniably, this creates scene traffic, which is another good result.

This argument is completely bogus. Give it up.

Julian

5888. WTD: Atari TT

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 10:15:49 UTC
From: Julian Lewis-Booth <julian@portland.co.uk>
Message-ID: <of02b.93$ml5.150620@newsfep1-win.server.ntli.net>
Source record: 24270

Hi There,

cant stay away I am afraid! miss the Atari and having cleared out over the last two years want just one a TT again.

If you have one that you are willing to sell please drop me a line with an indication of price and where in the UK (or possibly world) you are, if you are looking to swap platform I do have a reasonable selection of Mac and PC hardware (current) that I would gladly trade. If it is cold cash you want no problem, if you are close to Manchester I will collect from you and bring the cash!

Regards

Julian

5889. Re: CT60 watercooling !

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 13:00:22 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1g07aka.12qa0yc7husfwN%NOSPAMS@wanadoo.fr>
Source record: 24271

Michael Schwingen <michaels@ccac.rwth-aachen.de> wrote:

> In article <1a7d6495.0308211432.12d3f632@posting.google.com>,
> Lyndon Amsdon <lyndonamsdon@hotmail.com> wrote:
>
> >How about a Peltier device between the '060 and the water block?
>
> What for?
>
> A 060 can be easily cooled with a normal heatsink plus moderately slow fan -
> in a good design, the fan that cools the case could also cool the 060,
> without generating additional noise.
>
> A peltier device produces more heat inside the case, and gives no benefit
> since the CPU is cool enough without.

At 66 MHz I can work without fan, I obtain 50 degrees, but at 30 degrees
and 69.7 MHz my 68060 crashes so watercooling is a good idea for me.

Now I have moved the cooper radiator for get external air (not inside
the tower like the photo), and removed the base of the Rodolphe's
radiator (1mm) so the waterblock is on the 68060 surface.
I have updated the photos.

Atfer 5 hours, I obtain good results inside my closed tower :
Room : 26 degrees
68060 : 26-27 degrees
Tower : 28-29 degrees.

Before, with a the 486 fan, inside the 060 I had 32-34 degrees.

I'am happy my CT60 works fine now at 69,7 MHz :-))

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5890. Re: FS: ISA ATI Mach 64s (and spare Falcon casing)

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 13:04:08 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0308240504.60384f46@posting.google.com>
Source record: 24272

Hi Galen,

> > I have a couple of these to sell, I think they would work in a Nova or
> > Milan/Hades.
>
> "Might work on a Nova" brings a much lower offer than "Tested and
> guaranteed to work on a Nova". Have you any means to test the card?

I've never had a Nova, or even seen one. The cards work fine in a PC
ISA slot, thats why I said I can provide further information on the
chipset or photos of it. If its anything like the Eclipse, only some
ATI cards work. I do know the ISA version is rare, I had to buy some
from USA.

5891. Re: CT60 watercooling !

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 15:08:05 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1061719014-179156AEicMi@adelphia.net>
Source record: 24273

Didier,
Is this temperature in Celsius or Farenheit???
Where did you get this watercooling device??? I may
be interested in purchasing one of these to get the
most out of my CT60!!! Also one last question how did
you get 69.7 Mhz?? Is this controlled inside the CT60
CPX or is different Mhz. crystal needed???

Thanks for the information in advance!!!

Carey C.

5892. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 15:23:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1061753528-93267AEicMi@gmx.net>
Source record: 24275

From: Janez Valant <swe@atari.org>
Date: Tue, 19 Aug 2003 20:05:58 +0200

Hi Janez,

>All,
>
>Ill reply this in some kind of 3rd person, since i only wana explain my
>views on MiNT, why i like it, and why i think its prefered OS for Atari in
>future. "in future" explicitely means on newer hardware, hardware yet to
>come, ct60 etc..

Nice start for a posting :-)

>Dennis on other hand, use word lame, lamers, crap a LOT. Also must mention,
>that Dennis said that those apps (pine etc...) work better on PC anyway so
>no use to run them on Atari... thats TRUE Atari spirit. All is better as
>runing Pine

Whoops! you've just missed a bend, what happened to your initial intentions
about explaining your views on MiNT?

>Like Lonny said, calling it crap, just since dont use our GUI is insult to
>users and developers, and thats esxactly the part i disagre with Dennis!

Whoops! you've missed another bend.... sorry, game over. :-/

There are two reasons why I call it crap, the biggest reason which you and
Lonny like to overlook is that these apps only run on one of three major
used OS's... and yes the second reason is that I like to use apps with a
GUI... I don't like apps which are OS-specific, I don't even like MagiC-
specific apps, luckily there are only a handfull of them (the Iconnect
clients). It took a while before MagiC developers realised this and were
told that MagiC-specific apps were not the way to persue on this platform,
and now it's time someone tells the MiNT-community the same thing, because
they are making the same mistake (yep, I call it a mistake). If you really
so worried for the future of this platform, then it should be crystal clear
that supporting only one OS can only lead to a lot of people turning their
back on it. Developing & porting apps that only run on one OS, will leave a
lot of people standing in the cold, and they'll look for a warmer place. We
all agree that MiNT really needs a powerfull setup, and since it's only a
small minority who happens to have and enjoy such a setup....
So yes, I refer to OS-specific apps which on top of that come with no GUI as
crap... so what? What's in a name? Would you like me to call them in future
"Apps I rather don't use"? Let's call a horse a horse.... you would flame me
just the same for not respecting the work of the author and the community,
the thing is, you don't want to see anything negative written about that

stuff... Like I said before, you like us all to cheer and be gratefull to
who ever ported it....sorry Janez, can't to that :-/

>Dennis on other hand, use word lame, lamers, crap a LOT.
>
Yes I did use them a lot, but that's because you and others here kept
dishing out a lot of stuff that deserves to be called like that.

>Also must mention, that Dennis said that those apps (pine etc...) work
>better on PC anyway so no use to run them on Atari... thats TRUE Atari
>spirit.

I'm talking about real Atari's here, not clones or a mere 150 CT-60 powered
Falcons... taking that in account do you really advice someone with a normal
TT or Falcon to run that stuff? Did I say run? Sorry I ment crawl....

>All is better as runing Pine on Atari (since it dont run in magic) even
>buying pc, or Mac etc..

Irony doesn't suit you Janez....
Let's rephrase that sentence a little :"All is better as running Pine on
Atari (since it's OS-specific), buy a PC or Mac if you really want to use
it, otherwise use a Atari-specific program."
How about that? That's what I really ment... no need to twist words around.

>I find Airc great app, especialy VA_Start and stuff,but i dont use it. And
>i never called it crap, also Lonny knows i prefer ircII and ve NEVER had
>any grudge about it..

We finally found something we agree on.... :-)
I never said that Airc is crap either, it's not because Lonny doesn't think
much of my "contributions" that I automatically think the same of his. We
have an argument at the moment, but that doesn't have anything to do with
what he created and/or will develop in future.

>Yes, and that what i realy cant grasp... We mention that we can runs some
>extra stuff, and suddenly we are traitors, OS lack Atari spirit etc.. And
>no bad words of those who for SAME stuff bought PC or MAC, or sent Atari in
>closets or in bin and now use MagicMAC..

You can't grasp it because you still look at this subject with a blurred
vision... there are people who buy a PC or Mac and forget all about Atari,
they do come back from time to time here asking how to convert their old
games to a format which their new platforms understands. These people aren't
Atari users anymore. Then there are people who love working with Atari but
some of their favourite applications need power, power which their original
hardware lacks. If they happen to use a Falcon they could have tried to get
hold of a CT-60, and having to wait for it 2 years... If they happen to have
a TT, they don't even have a choice. There are no more clones for sale, sure
they could wait for the next clone to arrive, that one is almost three years
in the pipeline... waiting for stuff to appear is nice, if you don't need the
power today... so these people bought a PC or Mac and run their apps on an
emulator, an in the mean time they can use stuff from that other platform as

well, stuff which is not available on this platform. As a matter of fact I'm writing this post on a Mac running MagiCMac right now... so what? If this was a Mac newsgroup I could be flamed for using "alien" software, but since this isn't the case...
I've got a 060-clone gathering dust here ever since I bought the Mac. MagiCMac is almost 20X faster, and everything that runs under Atari-MagiC runs under Mac-MagiC also. So from where I am sitting, I moved forward... although the clone is gathering dust, the TT isn't, I use it almost every day for doing things that are not processor intensive. And yes, I enjoy working with the TT much more, but at a certain point one has to make a choice. Unlike many I didn't bought the Mac to move away from this platform, my only reason was to run MagiCMac and have a fast Atari, in the mean time I discovered some Mac apps which we haven't got, so from time to time I use Mac software, but only if there's no alternative. For Internet access I still use the IConnect-clients except for browsing, I browse with Opera now. There's absolutely no reason for me to start using a Mac mailer, news, ftp etc client, they aren't any better and don't really offer anything more either... and the same can be said for a lot of the Atari apps. If tomorrow someone announces a 060 or PowerPC upgrade for the TT, I'll be standing in front of the line to get my hands on one, but until then I'll use MagiCMac.

>All that is perfectly okay, but attempt to run those apps on our Ataris, is
>dreaming and so on.. But well, Lindbergh was called dreamer as well, same as
>Wright brothers..

You can port the apps and start them up, but there's no way you'll ever see them "run", at best they'll "crawl" on a Atari, clone or powered Falcon. And anyone stating different in my book is a dreamer... I've been reading the silliest claims here over the years and kept my trap shut just like all the others, now I don't keep it shut anymore... though! The best you can do is port some small utilities, drivers and apps that don't require power from the processor.If you think *that* stuff is going to save this platform....
Who are we kidding anyway? A 68060 is a lot faster then a 68030 but by today standards it's just as outdated.

>Also need to mention SSL. Without that, u cant use e-banking etc.. and MiNT
>offers SSL to be used with CAB, not only with some alien app. Other problem
>is that CAB has probs with some forms and dialogs, esp things introduced
>after CAB developing stoped, but SSL support to GEM is done via MiNT.

We gaven't got a browser on this platform that allows entrance, most of the sites that require SSL, require JavaScript as well... at the time that SSL was developed for MinTNet it was iilegal to export it out of the States.
The programmer of IConnect didn't want to break any laws, and that's probably the reason why all the other stacks haven't got SSL either but IMO this isn't an OS related matter...

BTW: I work in a bank.... and I've seen too many horror stories the last couple of years. I would **never ever** use e-banking. And no, I will not comment further on this issue.... work it out for yourself.

>BUT, again, i need to say that all stuff i do like in MiNT, all which in
>my eyes makes it "better" as Magic are BONUS in MiNT. Atari feeling is not
>risked. I know many ppl, with Mtos like setup only (just kernel + naes),
>just to take advantages of loadable devices, like ext2 drivers, since, lets
>be fair, ext2 partitons are fast and rock solid. Long names also aint
>problem on them etc..

Yes let's be fair: what's wrong with FAT32 partitions? these are fast and
rock solid also, and long names aren't a problem either... and they are
recognised by PC and Mac, which is great for compatibility reasons.

>Dont forget, such driver, let say some internet protocol, can be
>compiled on MiNT easily and its ready to use.. Dont fell on
>"antipropaganda" that all that is just talk and dreaming, and there is no
>scsi<>ethernet drivers etc... Those devices are NOT free, and driver
>sources are NOT available, same as hardware specs for devices, so they cant
>just be compiled...

Antipropaganda? You've just shown what I'm on about for the last two months.
Don't expect miracles... and if anyone promises them, call them dreamers. The
best we can hope for is a bunch of drivers, which will only be of use to a
very small minority. People that develop apps from scratch are obviously
not part of the MiNT-community, except for people improving the OS itself and
a bunch of guys porting over some more exotic drivers.... that's it.
If you wannna see a new word processor, spreadsheet, PDF reader, DTP, graphic
or even a DVD driver appear, then better put yout trust in the gang that caters
for the three major used OS's. Oh, but there's one small difference ofcourse,
these people want to be payed for their work... so the choice is easy realy,
you all put your money on the dreamers dreaming up dreams, or you all are
realistic for once and support the side that never comes in here, shouting
out loud and claiming silly things, which never appear....

>And again, those things are bonus and optional! U may use them or not, u
>may install full Easy MiNT or u may install just kernel + N.AES. The
>problem as i see it, is that MiNT, esp FreeMiNT and EasyMiNT are freeware,
>but N.AES is not. So atm, there is no distribution which would install AES
>as well. That means, that unfortunately, EasyMiNT installer installs MiNT
>and Unix envoriment, but not N.AES. so that must be done manualy... And
>dont hesitate to ask for help, we are NOT monsters, ppl wana show us as!

So why can't XaAES and Thing be put in a distribution? Someone who wants a
better setup can still opt to install N.AES and/or Jinnee later on... and
IMHO an installer should be able to install the whole lot, without people
having to ask help afterwards.... ever seen the GEMinstaller in action? How
difficult can it be to write a script for it that covers almost every possible
setup? hell I even done it....

>> You probably don't care anyway.
>
>Yes, thats another thing which imho is bad.. "I dont need that. so i dont
>care" attitude... that dont help scene a bit.. imho, its destructive....

There's nothing bad about it... I'm not even remotely interested in anything coming from the unix world. And from what I've written above it should be crystal clear that I don't believe in the fairy tale about that stuff helping the "scene" at all either. So yep, I DON'T CARE. And please stop with that "destructive" tale... that word is used here whenever it suits someone. The only thing that will get destroyed eventually is the enormous ego of the guy who ported that crap... Why would I or anyone else care for something that doesn't interest him?
E.g: I'm not interested at all in the scene that codes demo's, it's beyond me why on earth some people waste valuable time on coding that stuff, if tomorow someone codes the *ultimate* demo, fine...
But you won't hear me cheering, that demo won't help this platform one little step further at all, so IMO it'll be useless, a waste of time, not necessary, and I'll most likely will refer to it as "crap". But I really fail to see how this could be destructive? Someone who creates something, no matter what, be it a program, book, music or whatever, should be prepared to be critisized, and not all critic is constructive...
Now, supposing you would port a nfs driver.... fine, it's probably because you needed it, and if a few others can use it so much the better. But when you or someone else come in here cheering about it and telling us this is the way foreward for this platform, expect to find me on your path... that driver might be usefull for some people, but the patform itself won't move forward at all with or without that driver.
It's simple really, look at this and all the other platforms, and see what the most used applications are.. that's the stuff which needs to be spewed out, if you can port is and it runs at a reasonable speed, so much the better, if not then it'll need to be created from scratch. One thing this and related threads made painfully clear is that the majority here wants a better newsreader, and since the majority wants it, it'll need to be more then a CLI running in a GEM window... a GEM newsreader running on the three OS's and preferably with the three major used stacks (MiNTNet, STiK/STiNG and IConnect) is one of the things I call moving forward...

>So if someone makes app for calculating popcorn baking times so what..
>Better spen time and knowledge as the time spent for bashing him wht he did
>such useles crap...

Not at all.... he after all ****MADE**** it, he didn't port it. And that is something completely different. That popcorn baking time utility would also run on the three OS's. Unlike some people I never bash Atari software or Atari programmers, as long as they cater for the whole platform, everything is just fine by me... I don't bake popcorn so I don't need it, but it'll be an asset for the ever growing catalogue... ever looked at that ported stuff catalogue?

>>Oh, and btw, if pine was such crap, why does it even exist on windows?
>>Or even macosx!!!
>>Don't they have good mailer as well?
>>The entire must be mad.
>
>Good point....

The fact that something exists on a platform doesn't automatically means it's good... Have you ever see and used Word Perfect and MS Word for Atari? These two are crap also... The number of people using it in general is a good way to measure how popular an app is. Just take a look in the Mac and PC groups, and see the amazing number of people posting with Pine there for yourself. Still think it's a good point? I think it's a stupid to make point... Kobold, Papyrus, Phoenix database, GFA basic etc... are also available for the PC, existing on a different platform, doesn't say anything about the quality of the software...

>Also remeber, he is a master of selective quoting... i NEVER seen any
>quoting in his replys, showing that i actualy said good things bout Magic
>etc.. or other ppl that is..

Ofcourse you didn't see me quoting that, I'm not going to reply to something I agree on... I don't think that there is one person here that doesn't apply selective quoting. If we would all have to reply to posts in full, then we would be writing night and day... This and some other related threads, take enough of my time as it is. Applying selective quoting is not something which I've invented. We all do it....
You also only reply to bits and pieces of posts that suits you, so we've got another thing in common :-)

>He is one person agains many MiNTers here, yet word counting for crap,
>idiotic, etc, he would win easily....

I'm counting 4 or 5 MiNTers, if that number is "many" by your standards then this platform is in a much worser shape then I thought...
As for the word counting: just like you I'm not an English native speaker, I've learned traditional English at school, and picked up foul English in here. "Spewing bullshit" has the trademark from Lonny stamped all over it, "idiot, idiots, idiotic" carries the Frederic Fouchet trademark. etc. Let's say that I've stooped down to their own level and that they don't appreciate it... so yes, I'm winning on points :-)
In general you don't use foul language when addressing me, and neither do I, you'll only see me using it when someone dished a bowl out for me...

>P.S> Forgot this: even XAAES got its share of critics. Magic fans, MiNT
>haters, Dennis, instead of bitching, and moaning and cursing, try to
>contact XAAES authors, or mailing list and suggest changes, what ud like,
>what u dont like...

Janez, you really need to read my posts better.... I've repeatedly said here that XaAES is a *LOT* better then N.AES, I even gave examples of apps not or incorrectly running under N.AES, while being perfect under XaAES. So all that moaning, bitching and cursing comes from someone else.... it can't come from MagiC fans or MiNT haters either... so you'll better look in your own corner to blame a couple of persons.

>Same for Highwire, instead of ranting its bad offline browser, contact
>authors and try to make it better... That is one of good things with open
>projects.

You are number three on the list so far who would love to hear me make some comments on Highwire... so far, I can only say this about it: I have a much better offline browser here and since I can't go online with it (no Iconnect support), the actual version is rather useless for me... But I do disagree completely about "one of the good things with open projects", give me just *one* example of an open project that is now better then it's equivalent, be it shareware or commercial...
You guys want everything to become open projects the problem however is that hardly anyone is capable of bringing it to a good end... What happened to QED since it's an open project? What happened to Chagall? etc...

>Many "hardcore" atarians went MagicMAC because of power..
>Many Magic fans ordered Ct60 as well. Odd, since here we hear that only
>MiNT is slooooooooow.

Read the posts again.... almost all these statements were made by MiNT users, hell you even said it yourself...
MagiC is a little faster but it's not like we're talking factor 2X here, what I also remember from these posts it that the impression was given that MagiC is only usable on lowerend machines. Why would only MiNT benefit from running on a 68060? Remember MagiC-Milan? Also remember that the Milan came pre-installed with MiNT+N.AES+Thing? Ever thought why on earth some 50% of the users payed $200 extra for running a different OS? People recognise crap when they see it... The Milan was a MiNT machine.... it's dead, which only goes to show ;-)

Cheers from Belgium
Dennis

5893. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 15:25:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1061753546-96863AEicMi@gmx.net>
Source record: 24278

From: lp <gfa@basic.net>
Date: Tue, 19 Aug 2003 18:12:39 -0400

>Opinions are one thing, I don't care if they thinks stuff is crap, but at
>least take into account that others use this stuff on a regular basis.

Since when are you so a considerate person? All I'm doing is dishing soup out
of the same bowl some people here have used for years. Ain't it funny that once
you attack something one of these people like, all of a sudden its an enormous
issue... it used to be moaning and crying if it came from the other side, but
now its destructive and harming the platform...

>The constant negative feedback aimed at mint, mint groups, or whatever
>wording is getting really old. In fact it is Dennis who perpetuates the
>split.

"MagiC is a kiddie OS"
"MagiC is for people who have no needs"
"MagiC is only used by morons"
etc....
Remarks like these have been made here for years on end, well, the wind has
changed direction and the dirt is blown back.
You obviously don't like it..... tough!

>Telling him to drop the sig, and then letting him run a muck on his own
>is one solution though. Hope it solves the problem for you.

If you would have paid any attention at all, you would have noticed that I've
dropped the DDP signature a couple of days ago, without anyone having to ask
me to do so. It was very obvious to me that the anonymous moron who seems to
have a problem with Derryck, would use this issue to his advantage...

And he did...
The "foul" and "bad" language quoted, coincidence or not all come from posts
which don't carry the DDP signature. In that light your comments are worthless,
but then what's new ? ;-)

Cheers from Belgium
Dennis

5894. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 15:28:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1061753542-96011AEicMi@gmx.net>
Source record: 24277

From: Frederic Fouche <g213778@coazter.com>
Date: Mon, 18 Aug 2003 16:51:25 -0500

Hi Frederic,

>>Because even the greatest MiNT die hard realised that Pine is ported crap,
>>and nothing beats a platform specific app?
>
>Pine a ported crap?

Yep :-)

>What emailer on atari (not ported) supports IMAP? (yes I use that)
>Please do some research before you claim something to be crap.

AFAIK none... supporting IMAP or not doesn't change one thing to the fact
that it's crap on *THIS* platform. And since there are hardly any Pine users
here I presume that IMAP is not an important issue for most of us...

>PINE is awesome because of IMAP, speed, low reqs (specially good on low
>end Atari), you can print, spellcheck, addressbook, check newsgroup mixed
>with email, easy interface, constantly developed/updated, multiplatform
>mailer, you can use any editor you want to type your messages, (wanna use
>Luna to type your email? no problem, set pine to use external editor),
>wanna view Attachement pictures (MIME) from PINE? define a viewer to start
>a GEM viewer etc.

Gee... you've just described my mailer, and it ain't called Pine. Oh you
forgot a couple of minor issues, like filtering, a database mode, drag &
drop, GEMScript client, perfect integration with other clients of the same
family etc.

>Besides, because it is text based (ncurses), i can check my email,
>newsgroups from anywhere (from work for example) as long as I can telnet,
>or ssh to my machine, like if I was at home.
>How do you do that on magic?
>You probably don't care anyway.

I don't need to.... I can check my mail anywhere in the world, all I need is
a computer and an internet connection. I can even check it on my cell phone,
I can check it on a web based server also. You're example would have been an
issue a couple of years ago, today however just like Telnet it's superseded.

>Oh, and btw, if pine was such crap, why does it even exist on windows?
>Or even macosx!!!
>Don't they have good mailer as well?
>The entire must be mad.

Since when it that a sign of quality? Take a peek in a Mac or PC newsgroup to see how may people post with Pine... for the record, I don't care about what runs and is available on other platforms. Pine on this platform is crap, and there are several good alternatives available...

>Do you know how cool it is to have papyrus, or calamus or whatever Atari
>GEM application running and in another window having some unix
>application?

I don't care if it's cool or not. For the same money you can open a real Atari application in that window, one which is even cooler... I always thought one ran apps out of necessity, but you run them because it's cool, that's a waste of time in my book :-)

>MiNT = what you've got + extra.
>(perfect combination if you ask me)
>
> Some people are getting pissed because:
>Magic = what you use to have - some extra that don't work anymore.
>(otherwise GEMDOS FATAL ERROR)

That's one view....
You still don't won't to understand that in principle I haven't got anything against extra's. If tomorrow someone codes something that uses MagiC or MiNT threads, that app will be OS-specific also. What I don't like is the plain ported stuff, regardless if it runs or not on more then one of the three OS's. I'm convinced that if more time and effort would be put in those ports, like for example a GUI, they would be more popular. Let's face it, those ports are hardly used by anyone, it's always the same small group of people that knows/uses them and is enthusiastic about them.... are all the others morons? I don't think so... so there must be another reason, this is 2003, we all have a mouse attached to our computer, its ment to be used...
Those extra's are not the future or a way foreward for this platform, the normal day to day apps are... and since these can't be ported because our hardware lacks the power to run them, the solution is simple if you ask me, stop wasting energy in those extra's and put that energy towards developing some real Atari goodies, preferably goodies that run on the three OS's...

Cheers from Belgium
Dennis

5895. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 15:29:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1061753538-95435AEicMi@gmx.net>
Source record: 24276

From: lp <gfa@basic.net>
Date: Tue, 19 Aug 2003 18:49:02 -0400

>It's clearly almost all dennis, please don't lump them all together.
>Nearly all those are aimed at me. I don't read all his posts, I pick
>what I want to respond to and ignore other ones, much like he bobbles
>aroundon topics.

>Needless to say, the foul language is a sign of weakness.

R.Spanger, Thruth and Brother Blessed who are in fact one and the same
person, sorry I ment moron... took the time to search up all the foul
language I've used lately.
If foul language is a sign of weakness, welcome to the club Lonny:-)
I won't quote all the slip ups you've made, but if I get a dollar for
everytime you used the word "BS" .....

>They think they can run people out of here, well it won't work with me.
>Certain people here need to adjust their attitude, learn to skip posts or
>get a mailer than can automate post skipping. I am not going anywhere.
>If I'm so full of "it" then why the harsh replies, go figure... ;-)

The anonymous moron made it easy for you and everyone to see... he gave
the date and/or thread where those "harch" replies were made, check them
out, and see to what kind of "posts" I reply "harch"....
You've started it, so don't come crying here.... END IT, and I'll do just
the same, keep it up, and you ain't seen nothing yet. And yep, I know I
should be sensible and let it go... but I won't, you've gone too far.

Cheers from Belgium
Dennis

5896. Atari, etc., Swap and Sale September

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 17:56:40 UTC
From: "R. Wayne Arenz" <atari6502@yahoo.com>
Message-ID: <s%62b.80781$hc.33733@fe3.columbus.rr.com>
Source record: 24274

The Atari Computer Enthusiasts of Columbus, Ohio, wish to announce their 2003 swap and sale. Date: Saturday, September 13. Place: the same as it has been (mapquest to: 980 Lenore St., Columbus, Ohio -- Oakland Park Community Center. A bmp scan of the map is available if you have a fast connection or can deal with zip). Time: same as it has been (9 am to 3 pm, EDT). Price: same as it has been ($6 for a table which includes admission for one, $4 for single admission, maximum of $8 for family admission).

What to buy/sell: Though generally anything Atari and Atari-related, we're absolutely tolerant of other game systems, computers, electronics, software, etc. The CCAG gaming show in Cleveland was canceled for 2003 ... you folks are all welcome!

This year ACEC will NOT be doing a massive mailing campaign due to cost. I will be mailing to the 30-odd who indicated they have wished snail mail. Therefore, please help us get the word out: post everywhere of which you know, e-mail your friends, etc. Also, if you wish, let me know of physical and e-mailing addresses for almost-certain attendees. In a similar vein, let me know if you want OFF these mailing lists.

See ACEC's web page at:

http://www.angelfire.com/oh4/acec/acec.html

5897. Re: CT60 watercooling !

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 18:49:30 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1g07psi.cj6a6oyghtgkN%NOSPAMS@wanadoo.fr>
Source record: 24279

Carey Christenson <falcon060@adelphia.net> wrote:

> Didier,
> Is this temperature in Celsius or Farenheit???

Celcius, sorry...

> Where did you get this watercooling device??? I may
> be interested in purchasing one of these to get the
> most out of my CT60!!! Also one last question how did
> you get 69.7 Mhz?? Is this controlled inside the CT60
> CPX or is different Mhz. crystal needed???

Look at the photos, there are your answers.
http://www.thermaltake.com
It's easy to found distributors of the Aquarius II kit (with google).
You need another 68060 because it's impossible normally to remove the
radiator of rodolphe without destroy the 68060 !!!
My cy2291 cloked by 20MHz send the 69.7MHz on the CT60, I use this
frequency because my 68060 not works at 72 MHz !
So it's not easy to found a oscillator with a frequency between 66 and
72 Mhz.
There are just some 68060-60 MHz who works at 72 MHz, I know for example
the coder XI. I not remember his website, but you can found a link on
the CT60 forum http://www.dhs.nu. This 68060 works with a normal fan !!!
The limit of my 68060 is just 66MHz, so I have tried to bypass this
limit because at 69.7MHz my 68060 crashes a 30 degrees celcius.

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
☐☐☐Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT☐60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5898. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 19:01:40 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bib22k$j21$1@thorium.cix.co.uk>
Source record: 24280

In message <BB679D5A.528D%derryck@nospam.cix.co.uk.invalid>,
derryck@nospam.cix.co.uk.invalid said:

>Everyone is entitled to their own opinion, and Dennis (and Peter too) are
>entitled to theirs. Again, all I'm suggesting/asking is that Dennis just
>change his sig for posts which reflect an individual opinion.

I second that!

Regards, /Peter/

5899. Re: Atari SLM605

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 19:01:40 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bib22k$j20$1@thorium.cix.co.uk>
Source record: 24281

In message <BB679538.526D%derryck@nospam.cix.co.uk.invalid>,
derryck@nospam.cix.co.uk.invalid said:
>jimd@panix1.panix.com wrote on 18/8/03 19:40:
>
>> With a very sharp blade to help, peel the wiper part off any new wiper
>> blade assembly. Tear the wiper part off the SLM part, and clean up the
>> slight mess on the metal left behind. Then, using a glue sold in the USA
>> as Goop, or Shoe Goo, glue the new rubber to the old metal. It needs to be
>
>That glue sounds like what's called Evostik in the UK; it's a contact
>adhesive that smells very powerfully! It produces a strong bond.

Depends on it's colour. If yellowish, it may well be like Evostik;
if black, it might be Bostik, which I have always found very good
for sticking rubber to metal or soles to shoes (there is also a
clear version, but IME this does not form as good a bond). Again a
contact adhesive - spread thinly on both parts, wait till nearly
dry, then bring together. If you do it while wet, it might take
ages to dry out the solvent, and the parts may slip relative to
each other; while the suggested oven curing method might help,
judging by the smell the solvent is something like benzene, so it
may not be 100% safe to do this!

Regards, /Peter/

5900. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 19:01:41 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bib22l$j23$1@thorium.cix.co.uk>
Source record: 24282

In message <Usenet.cfbimtdl@localhost>, fake@email.se said:

>You're point being? You can hardly accuse Derryck just because you
>don't want to pay the price he demands. Even if the price is steep, he
>is free to do whatever he wants. You're free not to buy it.

I agree, Joakim. When will people realize that the worth or value
of something is what a buyer is willing to pay?

The only problem of setting a price that seems high is that after
a while people reading the bids/messages may think that it
represents the norm, and this forces prices up.

Regards, /Peter/

5901. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 19:01:41 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bib22l$j24$1@thorium.cix.co.uk>
Source record: 24283

In message <bhu7d1mhm1@newsg3.svr.pol.co.uk>, truth@truth.com said:

>HUH!! are you blind ? here goes then it would seem every single post by
>these "translators" have bad language, a small selection from the last few
>days!!

--SNIP---

>From: pep@hms.se (Peter) 18 August 2003 14:06 and in English Quoting
>"Spewing all kinds of "alien" bullshit.." ??
>
>Creative.

What makes you think that pep@hms.se is part of DDP Translations?
I can assure you he's not! 'Peter' is not an uncommon name! :-)

I'm pretty sure you have never seen bad language from me, in this
group or elsewhere!!!

Regards, /Peter/

5902. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 19:01:41 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bib22l$j25$1@thorium.cix.co.uk>
Source record: 24284

In message <BB684C18.19F8%gfabasic@mint.net>, gfabasic@mint.net said:

>> I totally agree with you 100 percent!!!!! I have a
>> CT60 installed and an Eclipse Graphic Card. A 40 GB

---SNIP---
(HOW I WISH PEOPLE LEARNED TO CUT UNNECESSARY VERBIAGE!)
Excuse the shouting :-)
---UNSNIP---

>Hopefully, when you get that gfx card you can bump it up to 80 columns. ;-)
>Seriously though, any particular reason for narrow columns?

I'd much rather see such narrow columns than over-wide ones, as
produced occasionally by others in this group. In my newsreader,
at least (CixRead), These are *very* difficult to read as it does
not wrap lines properly - the last character at extreme right is
lost and the (usually short) rest of the line appears as a line on
its own, followed by the next message line. Although this is a
reader provblem, ISTR that RFCs specify lines not exceeding 70-odd
characters, and it would be helpful if everyone kept to this. One
of the problems is that the ASH Emailer (I think) doesn't respect
the set width.

While on reading difficulties, Janez I wish you wouldn't use 'u'
for 'you' - it brings me up short and breaks my line of thought
each time I read it. 'Ppl' for 'people' isn't so bad, as it
doesn't occur as often. But I feel such abbreviations, while
useful for phone texting, are out of place in news groups or
email. What do others feel?

Regards, /Peter/

5903. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 21:05:37 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <ZN92b.1535$2B6.315728@news.siol.net>
Source record: 24285

Dennis Vermeire wrote:

> There are two reasons why I call it crap, the biggest reason which you and
> Lonny like to overlook is that these apps only run on one of three major
> used OS's... and yes the second reason is that I like to use apps with a
> GUI... I don't like apps which are OS-specific, I don't even like MagiC-
> specific apps, luckily there are only a handfull of them (the Iconnect
> clients). It took a while before MagiC developers realised this and were
> told that MagiC-specific apps were not the way to persue on this platform,
> and now it's time someone tells the MiNT-community the same thing, because
> they are making the same mistake (yep, I call it a mistake). If you really
> so worried for the future of this platform, then it should be crystal
> clear that supporting only one OS can only lead to a lot of people turning
> their back on it. Developing & porting apps that only run on one OS, will
> leave a lot of people standing in the cold, and they'll look for a warmer
> place.

Again, again and again u showed yourself as MASTER of twisting and turning the facts as u like... WHERE did i say developers MUST develop apps only for MiNT. I said like 100 times, that if application is developed in accordance to GEM guidelines, it will work in MiNT, Magic and TOS... Even in post u replied, i mentioned that guys developing MiNT are OS developers, and to blame them is as stupid as to blame Andreas Kromke why there is no new Word proccesors and other apps. U again in your manner overlooked quite big chunk of my message, and answer only parts u can make harmfull. Again: MiNT developers develop MiNT, they work hard and they work on it to be ATARI os and stay compatible.. Thus all GEM apps, new ones like Porthos etc work without ANY troubles, if we forgot on Magic AES problem... And this clearly show, that MiNT developers CARE bout Atari and feeling, and there is not a single directive, to guide coders how to code for MiNT. Since to code for MiNT is totaly equal as coding for Atari... Any language we have produce working apps, FaceVAlue (builds generic GEM code from RSC files) apps work like poem. Even more, in MiNT docs, proper GEM coding is encouraged, and MiNT specific calls are well documented.... Now, u name me one application (not port) specificaly developed for MiNT? Its fair to exclude setup apps, like MiNTSetter etc, since those are a mustbe OS specific, same as Magic INF file editor...

> So yes, I refer to OS-specific apps which on top of that come with no GUI
> as crap... so what? What's in a name? Would you like me to call them in
> future "Apps I rather don't use"? Let's call a horse a horse.... you would
> flame me just the same for not respecting the work of the author and the
> community, the thing is, you don't want to see anything negative written
> about that stuff... Like I said before, you like us all to cheer and be
> gratefull to who ever ported it....sorry Janez, can't to that :-/

Only have one question for you: IS magic a CRAP? Did i EVER call Magic a crap, or let say Iconnect and Iconnect related apps since they are bonded to one OS? I didnt. WE didnt... I have no use of those apps, they ARE OS specific but i still wont call them a crap.. Many arent bad apps at all, just wrongly designed....

>>Dennis on other hand, use word lame, lamers, crap a LOT.
>>
> Yes I did use them a lot, but that's because you and others here kept
> dishing out a lot of stuff that deserves to be called like that.

Now, u must blame others dont you...

>
>>Also must mention, that Dennis said that those apps (pine etc...) work
>>better on PC anyway so no use to run them on Atari... thats TRUE Atari
>>spirit.
>
> I'm talking about real Atari's here, not clones or a mere 150 CT-60
> powered Falcons... taking that in account do you really advice someone
> with a normal TT or Falcon to run that stuff? Did I say run? Sorry I ment
> crawl....

Dennis u have no idea what u talking about. As i explained in my message, and u again seems to "overlook" it, i used TT with 4/4 mb ram as my server to cable modem from 1997/8. I used it as cable modem server via riebl VME ethernet card and as ip masquarading machine, since my main machine, Falcon, was pliped to TT. PLIP in MiNT is proper LAN, and since TT acted as ip masking, i accesed inet directly, speeds up to 150kb/s. Since ethernet drivers, ip masking, mintnet are daemons, they dont crawl, but they hardly aree noticed... Same for "crappy" non GUI apps, which do not spend 90% of cpu power to draw nice icons... runs decently, read that fast... Above that i ran n.aes but lack of ram kicked in, so i didnt run much things.. And ill say again, i am proud on all Atari lan and cable inet connection... Beat any Atari user, who would ditch TT to closet and use a PC as server....

>>All is better as runing Pine on Atari (since it dont run in magic) even
>>buying pc, or Mac etc..
>
> Irony doesn't suit you Janez....
> Let's rephrase that sentence a little :"All is better as running Pine on
> Atari (since it's OS-specific), buy a PC or Mac if you really want to use
> it, otherwise use a Atari-specific program."
> How about that? That's what I really ment... no need to twist words
> around.

No one twist them, now how can Pine be OS specific? From SAME sources it run on MiNT, Linux, Irix, Macos, BeOS, Windows, and some 10 other OSes. And no, i wont buy PC or Mac, if i can make a task on Atari. U prolly also watch jpegs on Atari, or GIFs, u dont just watch PI* or NEO pics and use a PC for alien formats.... The money saved ill rather spend for buying and suporting remaining Atari developers (which make apps according to GEM standards, so they run on any OS)

> We finally found something we agree on.... :-)
> I never said that Airc is crap either, it's not because Lonny doesn't
> think much of my "contributions" that I automatically think the same of
> his. We have an argument at the moment, but that doesn't have anything to
> do with what he created and/or will develop in future.

Really.. U didnt say Airc is crap, u just called him a thief etc.. and
make suggestions bout stealing code etc.. remember that thread?

>>Yes, and that what i realy cant grasp... We mention that we can runs some
>>extra stuff, and suddenly we are traitors, OS lack Atari spirit etc.. And
>>no bad words of those who for SAME stuff bought PC or MAC, or sent Atari
>>in closets or in bin and now use MagicMAC..
>
> You can't grasp it because you still look at this subject with a blurred
> vision... there are people who buy a PC or Mac and forget all about Atari,
> they do come back from time to time here asking how to convert their old
> games to a format which their new platforms understands. These people
> aren't Atari users anymore. Then there are people who love working with
> Atari but some of their favourite applications need power, power which
> their original hardware lacks. If they happen to use a Falcon they could
> have tried to get hold of a CT-60, and having to wait for it 2 years... If
> they happen to have a TT, they don't even have a choice. There are no more
> clones for sale, sure they could wait for the next clone to arrive, that
> one is almost three years in the pipeline... waiting for stuff to appear
> is nice, if you don't need the power today... so these people bought a PC
> or Mac and run their apps on an emulator, an in the mean time they can use
> stuff from that other platform as well, stuff which is not available on
> this platform. As a matter of fact I'm
> writing this post on a Mac running MagiCMac right now... so what?

:))) Your nick should be Twister.... I knoiw u use MagicMAC and did i EVER
use that against you. But u have the balls to use alien hardware, on that
hardware use alien OS/apps BUT spit and insult everyone else who just use
some alien apps (AGAIN: as bonus feature) in order not to leave Ataris in
closets! That is the wrong part, not u or anyone using Mac or PC. But u use
Mac, love Magic (all okay with that), which wasnt updated in years, spit
and insult everyone, no matter if thats MiNT OS developer (who actualy
support Atari a lot) or me, since i dare to used alien apps, to have cable
working on my Ataris, or since i ran pine or ircii (altough i did say i
then stated to use Amail) or anyone else not fitting in your scheme. Thats
pure hatery. U just cant say, or type, that MiNt is a good and definately
an ATARI os, that its developers makes great job, u rather left all such
parts from replys and use parts in which u only can spit on ported apps...

> I've got a 060-clone gathering dust here ever since I bought the Mac.
> MagiCMac is almost 20X faster, and everything that runs under Atari-MagiC
> runs under Mac-MagiC also. So from where I am sitting, I moved forward...
> although the clone is gathering dust, the TT isn't, I use it almost every
> day for doing things that are not processor intensive. And yes, I enjoy
> working with the TT much more, but at a certain point one has to make a
> choice. Unlike many I didn't bought the Mac to move away from this

> platform, my only reason was to run MagiCMac and have a fast Atari, in the
> mean time I discovered some Mac apps which we haven't got, so from time to
> time I use Mac software, but only if there's no alternative. For Internet
> access I still use the IConnect- clients except for browsing, I browse
> with Opera now. There's absolutely no reason for me to start using a Mac
> mailer, news, ftp etc client, they aren't
> any better and don't really offer anything more either... and the same
> can
> be said for a lot of the Atari apps. If tomorrow someone announces a 060
> or PowerPC upgrade for the TT, I'll be standing in front of the line to
> get my hands on one, but until then I'll use MagiCMac.

Use it as u wish... But remember, in my eyes your Atari spirit does not
grow up, since u use Mac and have Ataris in closets... Its totaly your call

> You can port the apps and start them up, but there's no way you'll ever
> see them "run", at best they'll "crawl" on a Atari, clone or powered
> Falcon. And anyone stating different in my book is a dreamer...

Well I am a dreamer then... We talk bout ports here, and there is one
fact u dont know: CLI ports run preety fast, even on plain machine. Even
those with NCURSES GUI. Even more, running them makes a lot less stress on
CPU as GEM/GUI apps. That dont apply to all apps, but Pine, ircii, lynx,
ncftp... runs, not crawl, happy. So i am stating that, and u run some 1st,
then make judgements.... X apps are the one which are harder to run....

> reading the silliest claims here over the years and kept my trap shut just
> like all the others, now I don't keep it shut anymore... though! The best
> you can do is port some small utilities, drivers and apps that don't
> require power from the processor.If you think *that* stuff is going to
> save this platform.... Who are we kidding anyway? A 68060 is a lot faster
> then a 68030 but by today standards it's just as outdated.

Again, u do TWIST my words again: I did say that MiNT is not something u
want to show (in wrong sense) instant saver of Atari as platform. What im
saying, and ill again repeat is this: MiNT with GCC and ability to compile
unix sources (OS independant) allowed ppl to use ethernet and cable modems
years ago. And since MiNT is native Atari OS, that means all GEM/Native
apps can benefit from that. If your ISP cancel dialin and go cable/adsl
only, MiNT can adopt fast. that is done already, but if some of inet
services change specs, maybe to ipv6 or something like that, MiNT will
provide drivers fast, on OS level, transparent to apps. That is not joking
anyone, those are facts (i gave me as an example with my TT). Other example
are unixfs drivers, fat32, amigaFS drivers etc.. Its not important that
virtualy noone can benefit from AmigaFS, important is that its easy to add
such stuff, and that its done on OS level and transparent to apps.

> We gaven't got a browser on this platform that allows entrance, most of
> the sites that require SSL, require JavaScript as well...

I did say that as well, but to adopt to my stuff above: it was done, it is
working and its transparent to CAB. Thats important imho. If u can adopt to

XXX new protocol quicky and on OS level, u dont need to adapt applications,
and in days of lacking developers, thats important....

> at the time that SSL
> was developed for MinTNet it was iilegal to export it out of the States.
> The programmer of IConnect didn't want to break any laws, and that's
> probably the reason why all the other stacks haven't got SSL either but
> IMO this isn't an OS related matter...

Please... So now are US laws quilty that no SSL? As u say "probably",
since u have no clue...

> BTW: I work in a bank.... and I've seen too many horror stories the last
> couple of years. I would **never ever** use e-banking. And no, I will not
> comment further on this issue.... work it out for yourself.

I will, u dont use/need it.. so coder is an idiot to make it... And do i
really need to tell ALL. Its not just ebanking, its also ordering things
via browser etc etc.. i did order few things sucessfully via inet and credt
card....

> Yes let's be fair: what's wrong with FAT32 partitions? these are fast and
> rock solid also, and long names aren't a problem either... and they are
> recognised by PC and Mac, which is great for compatibility reasons.

Yes let's be fair: what' wrong with ext2fs partitons? Or Minixfs
partitons? Or FAT32? Nothing. MiNT has them all. And Inode based ones are
more reliable as FAT table ones...

>>Dont forget, such driver, let say some internet protocol, can be
>>compiled on MiNT easily and its ready to use.. Dont fell on
>>"antipropaganda" that all that is just talk and dreaming, and there is no
>>scsi<>ethernet drivers etc... Those devices are NOT free, and driver
>>sources are NOT available, same as hardware specs for devices, so they
>>cant just be compiled...
>
> Antipropaganda? You've just shown what I'm on about for the last two
> months. Don't expect miracles... and if anyone promises them, call them
> dreamers. The best we can hope for is a bunch of drivers, which will only
> be of use to a *very small minority*. People that develop apps from
> scratch are obviously not part of the MiNT-community, except for people
> improving the OS itself and a bunch of guys porting over some more exotic
> drivers.... that's it.

You are soo right! Problem is that i claim EXACTLY the same for quite some
time u just twisted it every time. There is no Magic/MiNT coders (apart
from actual OS developers) but just coders... I said in previous post
(imagine, u overlooked it) that GGT2 i did run on both OSes and TOS and i
didnt spent a second thinking bout that. Same for any coder... They only
need to think bout OSes when inplementing either ifussion or mintnet stacks
and such things.. And most of them do that in forms of OVLs novadays...

The other bunch of guys port apps and drivers... Whats wrong with that? they dont port each and every app, but those they may find usefull. Im surely gratefull they ported NFS, and riebl drivers, inet sockets

> If you wannna see a new word processor, spreadsheet, PDF reader, DTP,
> graphic or even a DVD driver appear, then better put yout trust in the
> gang that caters for the three major used OS's. Oh, but there's one small
> difference ofcourse, these people want to be payed for their work... so
> the choice is easy realy, you all put your money on the dreamers dreaming
> up dreams, or you all are realistic for once and support the side that
> never comes in here, shouting out loud and claiming silly things, which
> never appear....

Dennis, WHY are u doing this, i know u are not SO stupid. Thats EXACTLY what im babbling here for quite some time and u ignoore... And now repeat that as own invention. Those coders code ATARI apps. And those apps work on any ATARI OS, sometimes TOS is excluded. They work on ANY OS because OS developers made their OSes compatible... Im telling that for long here.. Those coders do not develop MiNT ot Magic apps, just GEM apps. Money has no issue here, i did and do pay for apps i use. I also want to reward coders for hard work... And if there is app i dont like/use/need i STILL test it and usualy send friendly message, i dont call them lamers if they happen to used Magic AES methods...

And when ull found one item i shouted about and it didnt appear, let me know...

> So why can't XaAES and Thing be put in a distribution? Someone who wants a
> better setup can still opt to install N.AES and/or Jinnee later on... and
> IMHO an installer should be able to install the whole lot, without people
> having to ask help afterwards.... ever seen the GEMinstaller in action?
> How difficult can it be to write a script for it that covers almost every
> possible setup? hell I even done it....

Well this part is easy. XaAES is now part of official FreeMiNT CVS tree, but its not good enough yet. Thing is NOT Free, so can't be added as well.

> There's nothing bad about it... I'm not even remotely interested in
> anything coming from the unix world. And from what I've written above it
> should be crystal clear that I don't believe in the fairy tale about that
> stuff helping

What u believe or not is not neccesary to the right thing... U arent remotely interested in stuff came from Unix world... Okay, so u dont use Anodyne CD writer software, Aniplayers jpg/mpg etc decoders.. and so on..

> the "scene" at all either. So yep, I DON'T CARE. And please stop with
> that "destructive" tale... that word is used here whenever it suits
> someone. The only thing that will get destroyed eventually is the enormous
> ego of the guy who ported that crap... Why would I or anyone else care for
> something that doesn't interest him?

Thats all tale for you... U think its tale. But i AM offended by many of your bashings, i repeat bashings, not criticism in proper way. Result is,

that i stopped seeking for problem someone reported for GGT2 on Magic. And that purely cause of your mouth... But ah, u dont care bout that or the GGT2, it wont run on Mac anyway, so i guess i "can crawl in pit i crawled out...."

> E.g: I'm not interested at all in the scene that codes demo's, it's beyond
> me why on earth some people waste valuable time on coding that stuff, if
> tomorow someone codes the *ultimate* demo, fine...
> But you won't hear me cheering, that demo won't help this platform one
> little step further at all, so IMO it'll be useless, a waste of time, not
> necessary, and I'll most likely will refer to it as "crap". But I really
> fail to see how this could be destructive? Someone who creates something,
> no matter what, be it a program, book, music or whatever, should be
> prepared to be critisized, and not all critic is constructive...

There are serious apps, which directly came from demo coders or their techiques. U dont need to cheer demos if u dont use them, but since u dont exactly create anything, dont call them crap, since many demos are coding wonders, and coders lamers etc....

> Now, supposing you would port a nfs driver.... fine, it's probably because
> you needed it, and if a few others can use it so much the better. But when
> you or someone else come in here cheering about it and telling us this is
> the way foreward for this platform, expect to find me on your path... that
> driver might be usefull for some people, but the patform itself won't move
> forward at all with or without that driver.

Thats your view... But if that driver prevent ONE person to migrate from Atari, the job is done and benefit was done as well. If I will say NFS driver is Atari saviour etc bla bla, u can disagree, but if ill say its nice that i can use NFS WITH GEM apps, then dont bitch and call me lamer and so on. There is HUGE difference...

> It's simple really, look at this and all the other platforms, and see what
> the most used applications are.. that's the stuff which needs to be spewed
> out, if you can port is and it runs at a reasonable speed, so much the
> better, if not then it'll need to be created from scratch. One thing this
> and related threads made painfully clear is that the majority here wants a
> better newsreader, and since the majority wants it, it'll need to be more
> then a CLI running in a GEM window... a GEM newsreader running on the
> three OS's and preferably with the three major used stacks (MiNTNet,
> STiK/STiNG and IConnect) is one of the things I call moving forward...

I agree. But dont bitch MiNT developers if such app dont appear. It only takes that one write GEM newsreader, Stik compatible. Both OSes will be happy. But u NEVER bitch on Magic developers (and we know Kromke cant help there) but only on MiNT developers (what Frank, Draco etc) has to do with that?

> Not at all.... he after all ****MADE**** it, he didn't port it. And that
> is something completely different. That popcorn baking time utility would
> also run on the three OS's. Unlike some people I never bash Atari software

> or Atari programmers, as long as they cater for the whole platform,
> everything
> is just fine by me... I don't bake popcorn so I don't need it, but it'll
> be an asset for the ever growing catalogue... ever looked at that ported
> stuff catalogue?

Well u want to twist (o suprise) my post. U know VERY well that i on few ocasions wanted u to differ MiNT developers (guys working on MiNT) and those who port. Your saying, that u never bashed Atari programmers is just not true... U know, i know that. But even if people port software, thats not reason to bash and insult. As i already said, if a port prevents one user (i can speak that for myself, it did prevent me) from ditching Atari and went to other platform, it helped the comunity. Again speaking for myself, i did bought certain Atari internet programm, since i was able to use cable....

> The fact that something exists on a platform doesn't automatically means
> it's good... Have you ever see and used Word Perfect and MS Word for
> Atari? These
> two are crap also... The number of people using it in general is a good
> way to measure how popular an app is. Just take a look in the Mac and PC
> groups, and see the amazing number of people posting with Pine there for
> yourself.

:)) Well take a look in some Unix groups and count Pine users there. Then for a comparision, count Outlook or Claris users there.... And then u will see that many users actualy do use Pine.. Ofcourse, they are prolly morons, but still, quite a lot of them....

> Still think it's a good point? I think it's a stupid to make
> point... Kobold, Papyrus, Phoenix database, GFA basic etc... are also
> available for the PC, existing on a different platform, doesn't say
> anything about the quality of the software...

Yes i do, as said above: dont expect many unix apps users in PC/Mac groups and vice versa. If application is used a lot, and Pine is (u need to know we can run other CLI mailers, not stucked with Pine) there is a development going. And Pine is developed... Claris/Outlook are apps, which in most cases adopt the Pine/Unix featires, like IMAP etc, if they have them

> Ofcourse you didn't see me quoting that, I'm not going to reply to
> something I agree on... I don't think that there is one person here that
> doesn't apply selective quoting. If we would all have to reply to posts in
> full, then we would be writing night and day... This and some other
> related threads, take enough of my time as it is. Applying selective
> quoting is not something which I've invented. We all do it....
> You also only reply to bits and pieces of posts that suits you, so we've
> got another thing in common :-)

Well u do reply and use own old arguments, which dont take in consideration stuff u didnt quote, and u claim u agree on them? If thats true, start distinguish MiNT developers from porters, and stop distunguish

betwen Magic/MiNT/TOS coders, or platforms... We said and u know that any proper GEM app run on them.....

> Janez, you really need to read my posts better.... I've repeatedly said
> here that XaAES is a *LOT* better then N.AES, I even gave examples of apps
> not or incorrectly running under N.AES, while being perfect under XaAES.
> So all that moaning, bitching and cursing comes from someone else.... it
> can't come from MagiC fans or MiNT haters either... so you'll better look
> in your own corner to blame a couple of persons.

Bitching does NOT come from Magic fans, it comes from You and Steve, respectively, some hard words as well. I do read your posts, and u shoud do mine as well: if n.aes have troubles, more as XaAES then something is wrong. We all actively folow XaAES, coders of it have N.AES and we all know N.AES is still a lot better. I did say that, we keep saying that N.AES is very stable, u dont reckognize that. I cant help if u think im either lying or hyping N.AES....

> You are number three on the list so far who would love to hear me make
> some comments on Highwire... so far, I can only say this about it: I have
> a much better offline browser here and since I can't go online with it (no
> Iconnect support), the actual version is rather useless for me... But I do
> disagree completely about "one of the good things with open projects",
> give me just *one* example of an open project that is now better then it's
> equivalent, be it shareware or commercial...

I dont want to hear comments. I want u to recognize a chance to sent comments and suggestions (not bitching) to HW developers. Instead of monaing about no Iconnect support, be usefull, talk with them. If Iconnect is NOT open to others, then rather blame Iconnect authors. U may ask them if they can make them open. Or u may use iffusion, and it will be ok, since Highwire is Stik compatible... Or its really easier to declare it usefull and crap?

Again u twisted: i dont mean open projects are necessary better (i know some in non atari domain|) but being open is also a chance u contribute, and get authors to make it better for u: try to get them iconnect stack specs, or suggest tabbed browsing etc...

> You guys want everything to become open projects the problem however is
> that hardly anyone is capable of bringing it to a good end... What
> happened to QED since it's an open project? What happened to Chagall?
> etc...

We guys? HW is not open since WE (who is we?) wanted to be open. It happened its open. And it staring to look good. I dont care if new product is open or not, only what im care is is there someone work something. I bought and still will my share of apps. And i keep sending bug reports or suggestions. Better as bitching. And opposite way is: u seems to dislike any open stuff, u are covinced that ppl who charge are better coders...

> Read the posts again.... almost all these statements were made by MiNT
> users, hell you even said it yourself...

> MagiC is a little faster but it's not like we're talking factor 2X here,
> what I also remember from these posts it that the impression was given
> that MagiC is only usable on lowerend machines. Why would only MiNT
> benefit from running on a 68060? Remember MagiC-Milan? Also remember that
> the Milan came pre-installed with MiNT+N.AES+Thing? Ever thought why on
> earth some 50% of the users payed $200 extra for running a different OS?

No, i said Magic is a GEM (as diamond, good stuff) on low end machines.
Regardiong 060: magic needs to be patched so it can work on 060, but it
dont use 060 specific commands. MiNT can be compiled to use them, that is
an advantage. Ofcourse ppl payed usd200, they like OS, they are used to it,
i would do the same, if Milan would come with Magoc...

> People recognise crap when they see it... The Milan was a MiNT machine....
> it's dead, which only goes to show ;-)

Uh Dennis, how come it be dead, if 50% of milan users went to Magic?
Atleast 50% of Milan could be undead then... But this statement is exactly
what i meant by your spice... So MiNT killed Milan, okay. I give up, u dont
need to reply, i just refuse to talk on this level and answer such
stupidty. u may declare u won or whatewer u want, im off with you.. Enjoy
your Mac, call Atari users loosers and live happy....

5904. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 21:41:26 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB6EA946.1C5E%gfabasic@mint.net>
Source record: 24286

in article yy_1b.3866$jY2.2491@newsread1.news.atl.earthlink.net, Julian Wolfe at julianwolfe@earthlink.net wrote on 8/24/03 4:19 AM:

>> Because you spread FALSE information, someone who never heard of PhotoTip
>> won't even look at it after reading your brainless drivel... as long as
>> you and some others here keep on cheering that ported crap which offers
>> nothing more, on the contrary, then the "real" thing I won't let you live
>> in peace for one single day. If that's beyond you....

I'm a registered PhotoTip user. However it's gone unused for quite sometime now. So who is really spreading false information? You are the one that is beating down many things you have never tried. If you wish to be remember as the most narrow minded individual here, just keep it up.

I did not say anything to keep people from using PhotoTip, I stated the binary size, fact. I stated it's main purpose, I stated it had extra options, which other apps do better if you happen to already have other such apps. I stated it was a fine app. You can twist it into something else if you like, or perhaps you should seek some sort of English translation refresher course.

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FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.q1.net/~atari/ [AtarIRC, GFA-Basic, Hades060, 4Sale]

5905. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 22:24:53 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB6EB375.1C62%gfabasic@mint.net>
Source record: 24287

in article ZN92b.1535$2B6.315728@news.siol.net, Janez Valant at swe@atari.org wrote on 8/24/03 5:05 PM:

> Really.. U didnt say Airc is crap, u just called him a thief etc.. and
> make suggestions bout stealing code etc.. remember that thread?

Actually that was Steeve who started that, not Dennis.

>>> Yes, and that what i realy cant grasp... We mention that we can runs some
>>> extra stuff, and suddenly we are traitors, OS lack Atari spirit etc.. And
>>> no bad words of those who for SAME stuff bought PC or MAC, or sent Atari
>>> in closets or in bin and now use MagicMAC..
>>
>> You can't grasp it because you still look at this subject with a blurred
>> vision... there are people who buy a PC or Mac and forget all about Atari,
>> they do come back from time to time here asking how to convert their old
>> games to a format which their new platforms understands. These people
>> aren't Atari users anymore. Then there are people who love working with
>> Atari but some of their favourite applications need power, power which
>> their original hardware lacks. If they happen to use a Falcon they could
>> have tried to get hold of a CT-60, and having to wait for it 2 years... If
>> they happen to have a TT, they don't even have a choice. There are no more
>> clones for sale, sure they could wait for the next clone to arrive, that
>> one is almost three years in the pipeline... waiting for stuff to appear
>> is nice, if you don't need the power today... so these people bought a PC
>> or Mac and run their apps on an emulator, an in the mean time they can use
>> stuff from that other platform as well, stuff which is not available on
>> this platform. As a matter of fact I'm
>> writing this post on a Mac running MagiCMac right now... so what?

Ok, we are getting somewhere now. You are stuck because you can't run MiNT under magicmac. But again that is the path you took, yet you project your frustration on others who can do more.

>> I've got a 060-clone gathering dust here ever since I bought the Mac.
>> MagiCMac is almost 20X faster, and everything that runs under Atari-MagiC
>> runs under Mac-MagiC also. So from where I am sitting, I moved forward...
>> although the clone is gathering dust, the TT isn't, I use it almost every
>> day for doing things that are not processor intensive. And yes, I enjoy
>> working with the TT much more, but at a certain point one has to make a
>> choice. Unlike many I didn't bought the Mac to move away from this
>> platform, my only reason was to run MagiCMac and have a fast Atari, in the
>> mean time I discovered some Mac apps which we haven't got, so from time to
>> time I use Mac software, but only if there's no alternative. For Internet
>> access I still use the IConnect- clients except for browsing, I browse
>> with Opera now. There's absolutely no reason for me to start using a Mac

>> mailer, news, ftp etc client, they aren't
>> any better and don't really offer anything more either... and the same
>> can
>> be said for a lot of the Atari apps. If tomorrow someone announces a 060
>> or PowerPC upgrade for the TT, I'll be standing in front of the line to
>> get my hands on one, but until then I'll use MagiCMac.

Why not dust off the clone and sell it to someone who wishes to remain
true to the platform, someone who doesn't want to use a mere emulator.
Take the money and get a faster mac.

> Use it as u wish... But remember, in my eyes your Atari spirit does not
> grow up, since u use Mac and have Ataris in closets... Its totaly your call

>> You can port the apps and start them up, but there's no way you'll ever
>> see them "run", at best they'll "crawl" on a Atari, clone or powered
>> Falcon. And anyone stating different in my book is a dreamer...

These things do not crawl on clones. You have become so hook on the
magicmac speed there's no turning back now. See, I never questioned
your equipment before either, look through your so called massive msg
archive. I question it now, I don't take emulator users serious.
All your comments about speed just went out the window. There's no
reference point to compare speed, as magicmac isn't really qualified as an
Atari. It's merely a 68k emulator, which has a poor design as well, since
it forces an OS apon you that you cannot swap out.

I have magicmac for both os9 full version, osx demo. I also have a
mac of course, fairly new one I might add. However, I will not and I
do not use magicmac for anything but looking at HYP files. I have found
it's handy for that when I run across one on the web. Outside of that
it's of no use to me. I am not interested in becoming an emulator user.

>> Still think it's a good point? I think it's a stupid to make
>> point... Kobold, Papyrus, Phoenix database, GFA basic etc... are also
>> available for the PC, existing on a different platform, doesn't say
>> anything about the quality of the software...

GFA-Basic is effectively dead on the PC. Case anyone wonders. ;-)

>> People recognise crap when they see it... The Milan was a MiNT machine....
>> it's dead, which only goes to show ;-)

Both the Milan and Hades have magic versions available, that is a remark
from someone who uses a mac exclusively. Now that I know you are simply
a mac user, I care even less what you say. So mint and mint ports don't
meet your emulators requirements. To bad for you.

So what's your real grip with me, now that I know you are a mac user,
are you upset that aIRC don't run under your emulator?

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html

L. Pursell http://www.q1.net/~atari/ [AtarIRC, GFA-Basic, Hades060, 4Sale]

5906. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 22:32:03 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB6EB523.1C66%gfabasic@mint.net>
Source record: 24288

in article BB6EB375.1C62%gfabasic@mint.net, lp at gfabasic@mint.net wrote on 8/24/03 6:24 PM:

> in article ZN92b.1535$2B6.315728@news.siol.net, Janez Valant at
> swe@atari.org wrote on 8/24/03 5:05 PM:
>
>> Really.. U didnt say Airc is crap, u just called him a thief etc.. and
>> make suggestions bout stealing code etc.. remember that thread?
>
> Actually that was Steeve who started that, not Dennis.

Let me also say even though I don't find anything Steeve says of much value, since his posts tend to contain foul language, he is however a genuine Atari user, unlike Dennis and his emulator.

Cheers to you Steeve, nice pic on the myatari site!

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.q1.net/~atari/ [AtarIRC, GFA-Basic, Hades060, 4Sale]

5907. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 23:09:15 UTC
From: aftermath <aftermath@aftermath.com>
Message-ID: <bibh02$19f$1@newsg4.svr.pol.co.uk>
Source record: 24289

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1061753538-95435AEicMi@gmx.net...
> From: lp <gfa@basic.net>
> Date: Tue, 19 Aug 2003 18:49:02 -0400

SNOOZEEEEEEEE, YAWN, FART, ROLL OVER

5908. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 23:16:23 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bibh06$6kb$2@hercules.btinternet.com>
Source record: 24290

Hi "truth"

> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:bi7d1f$5kv$1@hercules.btinternet.com...
> > I am sorry for all the bad things I have said and done and will never
> swear or use bad launguage online again please forgive me.
>
>
>
>
> That's OK Steve, I am glad that my campaign along with help from the good
> lord has made you Dennis and Derryck change your ways, my good work on
this
> NG is finished and I will now unsubscribe, goodbye and God bless you

Good, fuck off, close the door on the way out.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

5909. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 23:28:53 UTC
From: aftermath <aftermath@aftermath.com>
Message-ID: <bibi4rqsj1@newsg2.svr.pol.co.uk>
Source record: 24292

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bibh06$6kb$2@hercules.btinternet.com...
> Hi "truth"
>
> > "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> > news:bi7d1f$5kv$1@hercules.btinternet.com...
> > > I am sorry for all the bad things I have said and done and will never
> > swear or use bad launguage online again please forgive me.
> >
> >
> >
> >
> > That's OK Steve, I am glad that my campaign along with help from the
good
> > lord has made you Dennis and Derryck change your ways, my good work on
> this
> > NG is finished and I will now unsubscribe, goodbye and God bless you
>
> Good, fuck off, close the door on the way out.
>
> --
>
> Regards Steve

OHH DEAR!! just when I thought you were cured? , well my bishop says you
must suffer all over again

5910. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-24 23:30:25 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10308241813080.25160-100000@www.coazter.com>
Source record: 24291

On Sun, 24 Aug 2003, Dennis Vermeire wrote:

> >What emailer on atari (not ported) supports IMAP? (yes I use that)
> >Please do some research before you claim something to be crap.
>
> AFAIK none... supporting IMAP or not doesn't change one thing to the fact
> that it's crap on *THIS* platform. And since there are hardly any Pine users
> here I presume that IMAP is not an important issue for most of us...

Once again,

It is crap because it has features that are not relevant to Dennis.
Who the F cares?
Dear Dennis, you are a moron. Sorry to be the one telling you.

> >Besides, because it is text based (ncurses), i can check my email,
> >newsgroups from anywhere (from work for example) as long as I can telnet,
> >or ssh to my machine, like if I was at home.
> >How do you do that on magic?
> >You probably don't care anyway.
>
> I don't need to.... I can check my mail anywhere in the world, all I need is
> a computer and an internet connection. I can even check it on my cell phone,
> I can check it on a web based server also. You're example would have been an
> issue a couple of years ago, today however just like Telnet it's superseded.

oh please tell me how you check your mailbox (old messages included) from
your POP3 server? web based? your ISP provides this?
It's very nice of them to let you use their linux servers but it is crap
as you put it, as I don't need it myself. (a Dennism)

> >Oh, and btw, if pine was such crap, why does it even exist on windows?
> >Or even macosx!!!
> >Don't they have good mailer as well?
> >The entire must be mad.
>
> Since when it that a sign of quality? Take a peek in a Mac or PC newsgroup to
> see how may people post with Pine... for the record, I don't care about what
> runs and is available on other platforms. Pine on this platform is crap, and
> there are several good alternatives available...

Stop contradicting yourself, this is annoying.
here you say, numbers don't speak for quality. In another post you say
that because it is used a lot, it is a sign of quality. Make up your mind
will you?

> >Do you know how cool it is to have papyrus, or calamus or whatever Atari
> >GEM application running and in another window having some unix
> >application?
>
> I don't care if it's cool or not. For the same money you can open a real
> Atari application in that window, one which is even cooler... I always
> thought one ran apps out of necessity, but you run them because it's cool,
> that's a waste of time in my book :-)

What a lame "comeback". You know exactly what i meant, is that all you
could come up with? you're running dry Dennis.

> >MiNT = what you've got + extra.
> >(perfect combination if you ask me)
> >
> > Some people are getting pissed because:
> >Magic = what you use to have - some extra that don't work anymore.
> >(otherwise GEMDOS FATAL ERROR)
>
> That's one view....
> You still don't won't to understand that in principle I haven't got anything
> against extra's. If tomorrow someone codes something that uses MagiC or MiNT

you totally do have somethin against extras.

Get OVER IT.
With MiNT you can run all your fancy MOUSE/16bit color icons GUI GEM
application. PLUS if you felt like it, run other EXTRA programs,
applications that do not exist on atari. (did I mention for free as well?)

> threads, that app will be OS-specific also. What I don't like is the plain
> ported stuff, regardless if it runs or not on more then one of the three
> OS's. I'm convinced that if more time and effort would be put in those ports,

don't like it?
Who the hell cares if you don't like it, get over it, don't use it, don't
be a party pooper.

> like for example a GUI, they would be more popular. Let's face it, those
> ports are hardly used by anyone, it's always the same small group of people
> that knows/uses them and is enthusiastic about them.... are all the others
> morons? I don't think so... so there must be another reason, this is 2003, we
> all have a mouse attached to our computer, its ment to be used...

Are you retarded or stupid?
I am confused now, the mouse is a vital part of MiNT, like it or not.
MiNT users, guess what, run an AES as WELL! :)
The only people that would have to disable the GUI to do anything
productive would be the ones with stf with 1 meg of memory.

> Those extra's are not the future or a way foreward for this platform, the
> normal day to day apps are... and since these can't be ported because our
> hardware lacks the power to run them, the solution is simple if you ask me,
> stop wasting energy in those extra's and put that energy towards developing

> some real Atari goodies, preferably goodies that run on the three OS's...

Allelujia, behold..
Dennis has spoken..
ooooooooooh
aaaaaaaaaah

whatever dennis.

5911. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 00:16:34 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB6ECDA2.1C70%gfabasic@mint.net>
Source record: 24293

Dennis babbled:

>> Those extra's are not the future or a way foreward for this platform, the
>> normal day to day apps are... and since these can't be ported because our
>> hardware lacks the power to run them, the solution is simple if you ask me,
>> stop wasting energy in those extra's and put that energy towards developing
>> some real Atari goodies, preferably goodies that run on the three OS's...

And at the same time you post that from your magicmac setup. You have a clone in the closet that you think is to slow to use. Actions speak louder than words, you are saying one thing and doing another. If all the real machines are as slow as you state, there won't be anymore gem apps. Why code a bunch of slow sluggish gem apps? You are not making any sense the longer this goes on. You just keep digging a deeper hole.

There basically is no Atari market, it's pretty much all users doing their own thing. It's going to gravitate to open source and ports, and until you fully come to grips with that you are going to sound like a nut case. Thanks to you, since you wouldn't just drop it, we all now know the status of magic, and it's more or less not going anywhere. When you classify stuff as crap you are doing far more damage than I ever will. Just stating stuff is crap is destructive. Why not just say you prefer not to use this or that. It goes over a lot better and doesn't create and bad feelings. A lot of people have tried to explain the subtleness of opinions, but you seem to prefer making it more personal in nature.

The flipside of this is that someone so hopefully narrow minded such as yourself won't ever realize the error in their ways.

Anyone reading this stuff can see the obvious, you have one side that just deems everything of no interest as crap. The the other side simply tries to educate and correct the inaccurate comments, especially since they are coming from people who don't even use the stuff at all.

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FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.q1.net/~atari/ [AtarIRC, GFA-Basic, Hades060, 4Sale]

5912. Scan with Epson GT6500

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 05:35:17 UTC
From: LAFABRIE Florent <lafabrie@club-internet.fr>
Message-ID: <3F49A015.6090306@club-internet.fr>
Source record: 24294

Hello,
I have just recovered a scanner EPSON GT 6500 (on parallel port) with his software LOOK II. I am able well to make it function on my Falcon and his CT60, but I will want to have a copy of the handbook which is missing to me. I would be taking of a photocopy of the handbook by taking responsibility for my the expenses bus on the Internet website Epson, manual. relating to this scanner is non-existent. Thank you by advance.

Florent

5913. Re: Can anyone recommend for a STFM emulator to play OIDS

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 07:27:35 UTC
From: Andreas.Kromke.nospam@gmx.de
Message-ID: <dc0fb4f6.0308242327.6a403135@posting.google.com>
Source record: 24295

"Andrew Johnson" <andyj34@yahoo.co.uk> wrote in message
news:<vjt8f3dieltsb1@corp.supernews.com>...
> All,
> Can anyone recommend for a STFM emulator to play OIDS?

There is an OIDS-X for MacOS X. In that case you do not need any emulator at all.

5914. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 08:22:16 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bich5u$2nt$1@reader11.wxs.nl>
Source record: 24196

Julian Wolfe wrote:

> - Magic runs on 68000 machines, and MiNT does not.

?!

Misinformation is one of the most important sources of emotions and
flames in Magic-MiNT wars. So stop it.

Maurits.

5915. Newbie Questions

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 11:26:10 UTC
From: Philippe Kirsch <philippe.kirsch@iee.lu>
Message-ID: <3f49f356$1_2@news.vo.lu>
Source record: 24197

Hello everyone,

I just got my hands on an old 1040stf, and i was wondering if i could use it as a midi sequencer. Therefore, i have the following questions:

*Do you need an atari mouse or will any serial mouse do the job?

*I found little information about the HDD connector. What interface type is it? I have an SCSI and a LPT zipdrive, any possibility to use any of them?

*As i'm interested in using it as a sequencer, how many midi channels does it have?

*Where can i get a copy of cubase for atari?

THanks for your help,

Philippe

5916. Drivers GDPS

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 12:24:58 UTC
From: LAFABRIE Florent <lafabrie@club-internet.fr>
Message-ID: <3F4A001A.6020304@club-internet.fr>
Source record: 24219

Hello,
Somebody would know it where I can recover driver GDPS for scanners
EPSON GTxxxx. I could see on Internet which it was present on a cï¿½dï¿½rom
Crawly Crypt under name EP_GDPS1.ZIP but as I do not have thoseï¿½ Thank
you for your assistance.
Florent

Logiciels Icon Extract et Hardware pour ordinateurs Atari
(Falcon 030 - TT ï¿½ Milan et ordinateurs Mac et PC ï¿½quipï¿½s de Magic)

Atari Falcon 030 - Tos 4.04 - CT60 - 256 Mo de TT Ram - 14 Mo ST Ram
Atari Falcon 030 - Tos 4.02 - CT2B - 32 Mo de TT Ram - 14 Mo ST Ram
Atari Falcon 030 - Tos 4.01 - - 0 Mo de TT Ram - 04 Mo ST Ram

Web : http://www.lafabrie.net
Mï¿½l : florent@lafabrie.net

5917. Re: CT060 power connection

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 13:04:51 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbkk1ds.1ns.atari@core.preferuje.luzik.pl>
Source record: 24198

On Mon, 25 Aug 2003 06:00:51 GMT, Rustynutt <rustynuttspamblock@hotmail.com> had a noticeable pleasure while writting:
> Just want to be sure I understand the power connection for the CT060:)
> (I've read the website a few times:)
>
> The main ATX power plug is connected to the CT060. That I understand.
>
> What i'm not sure about is the power connector on the Falcon
> motherboard. Is it used at all, or is the Falcon motherboard now
> powered through the connector on the CT060?

It is not used at all. MB is powered by a cable that originally coumes out of it to floppy, now it is connected to CT60.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5918. Atari ST Games for Sale

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 13:45:19 UTC
From: swmoretp@aol.com
Message-ID: <20030825094519.21433.00000456@mb-m10.aol.com>
Source record: 24199

We have a few Atari ST games for sale on eBay plus many more vintage games for other computers.
Atari ST games.
Enchanter by Infocom for the Atari ST - NEW
3042044448 Aug-28 20:15:16
Trinity by Infocom for the Atari ST - NEW
3042045009 Aug-28 20:18:18
Jixter by Magnetic Scrolls, Golden Path by Firebird and Knight Orc by Rainbird/Firebird maybe more.

GAMES FOR OTHER COMPUTERS
Gandalf, The Sorcerer for Commodore 64 - NEW
3042035515 Aug-25 19:30:58
Altered Beast for Amiga.- NEW
3042036525 Aug-25 19:34:28
Echelon for the Commodore 64 - NEW
3042037996 Aug-25 19:41:45
Hacker II for the Commodore 64 - NEW
3042038246 Aug-25 19:43:18
Firestorm for the Commodore 64 - NEW
3042038425 Aug-25 19:44:30
Tracker by Rainbird for Commodore 64 - NEW
3042038775 Aug-25 19:45:57
Tobruk by Datasoft for Commodore 64 - NEW
3042038987 Aug-25 19:47:23
Willow for the Commodore 64
3042039272 Aug-25 19:48:58
WWF Superstars Vol. 1 for C-64 - NEW
3042039582 Aug-25 19:50:39
L.A. Crackdown by Epyx for Commodore 64
3042039843 Aug-25 19:52:10
Battles of Napoleon by SSI for C-64 - NEW
3042040290 Aug-25 19:54:59
Apple II Mines of Titan by Infocom - NEW
3042600634 Aug-28 19:24:47
Pool of Radiance by SSI for Commodore 64, NEW
3042600882 Aug-28 19:26:01
War of the Lance by SSI for Commodore 64, NEW
3042601106 Aug-28 19:27:15
Infiltrator for the Commodore 64
3042602376 Aug-28 19:33:13
Red Storm Rising for Commodore 64 - NEW
3042603067 Aug-28 19:36:08
The Guild of Thieves for Commodore 64 - NEW

3042603981 Aug-28 19:40:16
Space Station Oblivion by Epyx for Amiga, NEW
3042604804 Aug-28 19:43:53
Zork I by Infocom, Solid Gold for C-64 - NEW
3042605735 Aug-28 19:48:54
Uninvited for the Commodore 64 - NEW
3042606748 Aug-28 19:55:10
Transformers for the Commodore 64 - NEW
3042607482 Aug-28 19:58:20
AD&D Dragons of Flame by SSI for Amiga - NEW
3042608454 Aug-28 20:02:42
Questron II by SSI for Commodore 64 - NEW
3042042684 Aug-28 20:04:56
Silicon Dreams by Firebird for C-64 - NEW
3042609339 Aug-28 20:06:41
Kampfgruppe, Scenario Disk 1 by SSI, C-64
3042043456 Aug-28 20:09:02
Enlightenment by Rainbird for C-64 - NEW
3042610231 Aug-28 20:10:56
Roadwar Europa by SSI for Amiga - NEW
3042043913 Aug-28 20:11:43
The Bard's Tale II for Amiga - NEW
3042610973 Aug-28 20:15:15
Corruption by Rainbird for Amiga - NEW
3042611638 Aug-28 20:18:50
Fish by Rainbird for Amiga - NEW
3042612076 Aug-28 20:21:26
Beyond Zork for Commodore 64 by Infocom - NEW
3042045568 Aug-28 20:21:49
OGRE by Origin for the Amiga - NEW
3042046072 Aug-28 20:24:57
Commodore 64 Buyer's Guide by Compute!
3042612846 Aug-28 20:26:39
Operation Market Garden by SSI for C-64
3042046703 Aug-28 20:28:21
Cosmic Balance by SSI, Rapid Fire, Apple II
3042047405 Aug-28 20:31:50
Jinxter by Magnetic Scrolls for Amiga - NEW
2749058155 Aug-28 20:33:05
Galactic Invasion for Amiga - NEW
2749058761 Aug-28 20:36:10
Computer Baseball by SSI for Amiga - NEW
2749059209 Aug-28 20:39:12
Harrier Combat Simulator for Amiga - NEW
2749059758 Aug-28 20:42:20
Black Lamp by Rainbird for Amiga - NEW
2749060250 Aug-28 20:45:13
Federation for the Commodore Amiga - NEW
2749060947 Aug-28 20:49:07
Swords of Twilight for Amiga - NEW

2749061458 Aug-28 20:52:08
Iron Lord for Amiga - NEW
2749062009 Aug-28 20:55:20
Atari 800, C-64 Guderian by Avalon Hill - NEW
3038855036
Hillsfar by SSI for Commodore 64
3038855403
IBM Shadowcaster by Origin Complete in Box
3042399399
Blue Max by Synapse for the Commodore 64
3042400535
Ft. Apocalypse by Synapse, 1982 - Atari 800
3042757870
Dimension X by Synapse, 1983 - Atari 800
3042758064
Empire by Intersel for Apple in the Box
3042960546
Questron II by SSI for Amiga - NEW
3042960929
SWMoreTP@aol.com
http://members.aol.com/SWMoreTP/AP.html
Apple II, Mac, C-64, Amiga, Atari ST & IBM catalogs on-line for download.
SOFTWARE & MORE
7250 AUBURN BLVD
CITRUS HTS CA 95610
(916) 725-0228

5919. Re: Newbie Questions

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 14:43:45 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <bid75v$u7m$1@news3.tilbu1.nb.home.nl>
Source record: 24200

Hi Philippe,

"Philippe Kirsch" <philippe.kirsch@iee.lu> schreef in bericht
news:3f49f356$1_2@news.vo.lu...
>
> *Do you need an atari mouse or will any serial mouse do the job?
>
You can't put serial mouses directly in the Atari mouse port, but you can use serial mouses with the serial port of the Atari (if it doesn't fit, even most PC shops will have converters) and you need a driver like Genmouse (free software). Works fantastic. There are also third party Atari/Amiga mouses which will fit in the Atari mouse port.

> *I found little information about the HDD connector. What interface type
> is it? I have an SCSI and a LPT zipdrive, any possibility to use any of
> them?

It's an ACSI connector, you can use it with an original Megafile and ACSI cable or buy a SCSI converter like ICD The Link 2: http://www.icd.com/atari/ But you don't really need a harddisk, you can work from a 0.7 MB DD diskette (yes, they still make and sell them). Harddisks work faster with loading and saving though.

> *As i'm interested in using it as a sequencer, how many midi channels
> does it have?
Standard 16 channels (and nearly unlimited tracks) with Cubase. If you use extra midi hardware, like the Midex, you can have 64 channels (4x16)

> *Where can i get a copy of cubase for atari?
Cubase Lite is free now, though very limited. Some Atari dealers stell sell Cubase (Peter Denk in Germany) and watch Ebay.

>
> Philippe
>

Regards,

Jos van de Gruiter

5920. Atari Online News, Etc. #05-34

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 15:07:06 UTC
From: danap8@aol.comno-spam
Message-ID: <20030825110706.28093.00000958@mb-m29.aol.com>
Source record: 24201

A-ONE #0534 08/22/03

~ RIAA Wants The Big Fish ~ People Are Talking! ~ eBay Blacks Out!
~ FCC Allows Video on AIM ~ Discount ISPs Growing! ~ New Mac Opera!
~ Sobig.f Worm Joins In! ~ Songbird CGE Report! ~ Power Mac G5 Ships!
~ Creative Computing 3! ~ Digitize Your Vinyl! ~ Office 2003 Soon!

-* Microsoft Thwarts Blaster! *-
-* Librarians Settle Internet Porn Case *-
-* FTC Chief Says Anti-Spam Bills Won't Work! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

5921. Re: Newbie Questions

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 15:26:08 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <VSp2b.4070$L15.2755@newsfep4-winn.server.ntli.net>
Source record: 24202

Hello.

"Philippe Kirsch" <philippe.kirsch@iee.lu> wrote in message
news:3f49f356$1_2@news.vo.lu...
> Hello everyone,
>
> I just got my hands on an old 1040stf, and i was wondering if i could
> use it as a midi sequencer. Therefore, i have the following questions:
>
> *Do you need an atari mouse or will any serial mouse do the job?

I have Atari mice in stock.
>
> *I found little information about the HDD connector. What interface type
> is it?

Atari ACSI, you can use a Megafile or a SCSI with a Link 2 or Link 97.

All in stock.

I have an SCSI and a LPT zipdrive, any possibility to use any of
> them?

The SCSI Zip with difficulty, forget the parallel.
>
> *As i'm interested in using it as a sequencer, how many midi channels
> does it have?

16 channels from the Atari port, there are add ons like the Midex, Unitor
or SMP boxes to give up to 80 tracks over the 16 channels.

All in stock.

> *Where can i get a copy of cubase for atari?

Surprise, surprise, genuine Cubase v3 in stock.

Barrie at Keychange. www.keychange.co.uk

5922. Re: pppd

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 16:44:27 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.08.25.16.44.27.155666@pandora.be>
Source record: 24204

Op Sat, 23 Aug 2003 21:54:26 -0100, schreef Peter Slegg:

> Success. I found some rogue cr/lf in /etc/ppp/chat and my isp address
> was wrong. My isp uses a different address for the broadband connection
> that I use from home.
>
> pppd now dials in to my isp and makes a connection displaying
> the local and remote ip addresses. Also I can ping the remote address :-)
>
> With Gluestik running I expected to be able to use CAB or MyMail but
> neither responds. It works ok with my broadband router but I can't
> test that here.
>
Do you've in the root of your boot disk a dir called "stik_cfg"?
In this dir there should be a file called default.cfg. The line beneath is
the only entry that must be set in that file:
ALLOCMEM = 300000

Adjust the value to your need.

HTH,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5923. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 17:10:13 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bidfti$5hm$1@titan.btinternet.com>
Source record: 24205

Hi Peter

> >HUH!! are you blind ? here goes then it would seem every single post by
> >these "translators" have bad language, a small selection from the last
few
> >days!!
>
> --SNIP---
>
> >From: pep@hms.se (Peter) 18 August 2003 14:06 and in English Quoting
> >"Spewing all kinds of "alien" bullshit.." ??
> >
> >Creative.
>
> What makes you think that pep@hms.se is part of DDP Translations?
> I can assure you he's not! 'Peter' is not an uncommon name! :-)
>
> I'm pretty sure you have never seen bad language from me, in this
> group or elsewhere!!!

I second that, at least for any of the languages that i speak!. 8~)

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

5924. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 17:10:19 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bidftn$5hm$2@titan.btinternet.com>
Source record: 24206

Why its...

"Janez Valant"

> Really.. U didnt say Airc is crap, u just called him a thief etc.. and
> make suggestions bout stealing code etc.. remember that thread?

You've got a borfed up memory then, it was me that added that slant after he
came in here and publicly announced he stole software, what the nice word
for that pastime!!.

> :))) Your nick should be Twister....

And yours should be dickhead since when your mouth opens little tadpoles
flow out.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

5925. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 17:10:24 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bidftt$5hm$3@titan.btinternet.com>
Source record: 24207

Why its

Killfile Kenny

Hello Lonny

> > Really.. U didn't say Airc is crap, u just called him a thief etc.. and
> > make suggestions bout stealing code etc.. remember that thread?
>
> Actually that was Steeve who started that, not Dennis.

You started that when you publicly advocated theft of other peoples code, i added the lemon twist and umbrella and the nice name.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

5926. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 17:10:30 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bidfu2$5hm$4@titan.btinternet.com>
Source record: 24208

Hello "lp"

> >> Really.. U didnt say Airc is crap, u just called him a thief etc.. and
> >> make suggestions bout stealing code etc.. remember that thread?
> >
> > Actually that was Steeve who started that, not Dennis.
>
> Let me also say even though I don't find anything Steeve says of much
> value, since his posts tend to contain foul language, he is however
> a genuine Atari user, unlike Dennis and his emulator.
>
> Cheers to you Steeve, nice pic on the myatari site!

Why thank you, I'm the fat barstard in the top pic for anyone else who's
interested.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

5927. Re: pppd

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 17:31:16 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f4a2bc4.0@entanet>
Source record: 24203

On 23 Aug 2003 21:54:26 , Peter Slegg wrote:
>
>pppd now dials in to my isp and makes a connection displaying
>the local and remote ip addresses. Also I can ping the remote address :-)
>
>With Gluestik running I expected to be able to use CAB or MyMail but
>neither responds. It works ok with my broadband router but I can't
>test that here.
>
>A bit more troubleshooting is needed.

I suspect it is a clash between the router/network set-up and the
dial-up settings.

Is it possible to have both working at once without having to
reconfigure ?

Regards,

Peter

5928. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 17:57:55 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <78s2b.1578$2B6.352246@news.siol.net>
Source record: 24209

Hi lp,

> Actually that was Steeve who started that, not Dennis.

Okay, But Dennis realy feel to correct us the all time and didnt correct Steve's claims either....

>>> I've got a 060-clone gathering dust here ever since I bought the Mac.
>>> MagiCMac is almost 20X faster, and everything that runs under
>>> Atari-MagiC runs under Mac-MagiC also. So from where I am sitting, I
>>> moved forward... although the clone is gathering dust, the TT isn't, I
>>> use it almost every day for doing things that are not processor
>>> intensive. And yes, I enjoy working with the TT much more, but at a
>>> certain point one has to make a choice. Unlike many I didn't bought the
>>> Mac to move away from this platform, my only reason was to run MagiCMac
>>> and have a fast Atari, in the mean time I discovered some Mac apps which
>>> we haven't got, so from time to time I use Mac software, but only if
>>> there's no alternative. For Internet access I still use the IConnect-
>>> clients except for browsing, I browse with Opera now.

And Iconnect on MagicMAC uses underlying MACs inet stack and daemons. So Dennis actualy say that using MagicMAC and use MAC OS resources is good, he even even feel proud, but adopting any of such resources or drivers to Atari is bad and killing the scene... There is just something wrong with that claim... And whats wrong is MiNT hatery: if Magic is run on MAC is good, if Magic use and rely on FOREIGN OS is good, if Magic also use FOREIGN OS resources and drivers is also good, but to use ONLY small parts (drivers) of FOREIGN resources on NATIVE OS is BAD! As long OS is called MiNT and not Magic.. Thats whole point.. I dont see other in Mac/Magic user blame MiNT and developers.....

>>> be said for a lot of the Atari apps. If tomorrow someone announces a
>>> 060 or PowerPC upgrade for the TT, I'll be standing in front of the line
>>> to get my hands on one, but until then I'll use MagiCMac.

And i dont believe that. 060 clone gathering dust since Mac is faster? I dont see how much quicker if at all TT will be ,so it wont beat Mac in speed....

> I have magicmac for both os9 full version, osx demo. I also have a
> mac of course, fairly new one I might add. However, I will not and I
> do not use magicmac for anything but looking at HYP files. I have found
> it's handy for that when I run across one on the web. Outside of that
> it's of no use to me. I am not interested in becoming an emulator user.

I have 2 Mac's none latest spec. I use then with Mac apps and also enjoy some games. Have MagicMAC on laptop, but i dont use it at all. For me point

of using Mac are Mac aps and os. I have 35+ machines and only on PC i have installed "foreign" OS. All other are used with native software. Needless to say, that MagicMAC, or other "loosy" emulators, only are GEM compatible. Atari feeling is soo much more as GEM only, its non GEM apps, games, trackers, tos apps, there is a lot! And all that spirit is efectively killed by MagicMAC (not Magic, if anyone will feel urge to mix that!!)

And i im perfectly aware, that all that cant be preserved, im aware that GEM apps etc benefit most from fast machines. But i just wont accept babbling about killing Atari spirit from MagicMAC/PC etc users.. I know many MagicMAC users, clone users.. and VERY VERY litle of then actualy babble about killing the spirit with MiNT or with fact we use Ataris still.

5929. Re: CT060 power connection

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 20:24:16 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f4a706e$0$26845$626a54ce@news.free.fr>
Source record: 24210

```
Floppy power cable is sourcing +5V & +12V FROM CT60 to MB !
CT60 - F30 connectors are sourcing +5V from CT60 to MB !

CT60 is powered by ATX cable....

ATX PSU -> CT60 -> F30 MB
```

"Rustynutt" <rustynuttspamblock@hotmail.com> a crit dans le message de news: t99jkv82q6fabcd22s22pniujtdiuub7ku@4ax.com...
> Just want to be sure I understand the power connection for the CT060:)
> (I've read the website a few times:)
>
> The main ATX power plug is connected to the CT060. That I understand.
>
> What i'm not sure about is the power connector on the Falcon
> motherboard. Is it used at all, or is the Falcon motherboard now
> powered through the connector on the CT060?
>
> Thanks,
> Mike
>
>

5930. Re: FS: ISA ATI Mach 64s (and spare Falcon casing)

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 20:49:20 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0308251249.6a6e1394@posting.google.com>
Source record: 24211

lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote in message
news:<1a7d6495.0308240504.60384f46@posting.google.com>...
> Hi Galen,
>
> > > I have a couple of these to sell, I think they would work in a Nova or
> > > Milan/Hades.
> >
> > "Might work on a Nova" brings a much lower offer than "Tested and
> > guaranteed to work on a Nova". Have you any means to test the card?
>
> I've never had a Nova, or even seen one. The cards work fine in a PC
> ISA slot, thats why I said I can provide further information on the
> chipset or photos of it. If its anything like the Eclipse, only some
> ATI cards work. I do know the ISA version is rare, I had to buy some
> from USA.

A picture or at least the numbers & markings on the chip might help to
cross reference.

Galen

5931. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 22:07:26 UTC
From: Claus Vunderbra <claus@dasmech.de>
Message-ID: <bie1o6$c5f$1@newsg3.svr.pol.co.uk>
Source record: 24212

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1061753546-96863AEicMi@gmx.net...
> From: lp <gfa@basic.net>
> Date: Tue, 19 Aug 2003 18:12:39 -0400
>
> >Opinions are one thing, I don't care if they thinks stuff is crap, but at
> >least take into account that others use this stuff on a regular basis.
>
> Since when are you so a considerate person? All I'm doing is dishing soup
out
> of the same bowl some people here have used for years. Ain't it funny that
once
> you attack something one of these people like, all of a sudden its an
enormous
> issue... it used to be moaning and crying if it came from the other side,
but
> now its destructive and harming the platform...
>
> >The constant negative feedback aimed at mint, mint groups, or whatever
> >wording is getting really old. In fact it is Dennis who perpetuates the
> >split.
>
> "MagiC is a kiddie OS"
> "MagiC is for people who have no needs"
> "MagiC is only used by morons"

I object to these last insult with the most overwhelming weight, the MagiC
operating
system is a fine example of Germans programming, and the Mormon religion has
nothing to do with computer operating systems
Claus

5932. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-25 22:20:17 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB7003E1.1CA5%gfabasic@mint.net>
Source record: 24213

in article 78s2b.1578$2B6.352246@news.siol.net, Janez Valant at swe@atari.org wrote on 8/25/03 1:57 PM:

> And Iconnect on MagicMAC uses underlying MACs inet stack and daemons. So
> Dennis actualy say that using MagicMAC and use MAC OS resources is good, he
> even even feel proud, but adopting any of such resources or drivers to
> Atari is bad and killing the scene... There is just something wrong with
> that claim... And whats wrong is MiNT hatery: if Magic is run on MAC is
> good, if Magic use and rely on FOREIGN OS is good, if Magic also use
> FOREIGN OS resources and drivers is also good, but to use ONLY small parts
> (drivers) of FOREIGN resources on NATIVE OS is BAD! As long OS is called
> MiNT and not Magic.. Thats whole point.. I dont see other in Mac/Magic user
> blame MiNT and developers.....

He makes no sense whatsoever. He uses his TT for non-intensive stuff
yet has a clone unused collecting dust. Main machine is magicmac,
one thing is magic already is non-standard, then to use it on a
mac emulator, then use that to judge what the rest of us do.
On top of that, comments about all machines and clones being to slow
to use. One can only assume he also thinks everybody that just
got their ct60 must be an idiot to buy such a slow thing.
I don't care if someone does contribute to the platform, it don't
automatically exclude someone from being a jerk. So far I've gathered
that demos, games, unix ports, and anything missing a gem front end is
complete crap and worthless to the platform. What I see is someone with an
agenda, with the sole purpose of slandering mint. Regardless of his
comments, which I now think are lies, he does indeed hate mint. But the
problem is the same, magic is in dev limbo, mint is not.

I am quite aware that other magic users do not think this way, in fact
Dennis is way out in left field. Anyone that would take this extreme
position that Dennis has displayed, isn't dealing with a full deck.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.q1.net/~atari/ [AtarIRC, GFA-Basic, Hades060, 4Sale]

5933. Re: Online Atari ST computer shop & More

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 03:44:53 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <UVA2b.789$6j6.8@news.inreach.com>
Source record: 24214

Can Not Display Page

--
"In this universe the night was falling,the shadows were lengthening
towards an east that would not know another dawn.
But elsewhere the stars were still young and the light of morning
lingered: and along the path he once had followed, man would one day go
again."

Arthur C. Clarke, The City & The Stars

SIAR
www.starlords.org
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Freelance Writers Shop
http://www.freelancewrittersshop.netfirms.com
Telescope Buyers FAQ
http://home.inreach.com/starlord

"Chris" <bugster@fidalgo.net> wrote in message
news:24d69685.0308211255.26c14aa5@posting.google.com...
> Hey everyone, I just wanted to let you know that I have an online
> vintage computer and console shop called Vintage Fun World. I have an
> area dedicated to the Atari ST line of computers there, so if you're
> looking for something for the Atari ST I might just have it. I'm just
> starting to accumulate an inventory for the ST, so it's a bit small
> right now, but it continues to grow. The website is:
> http://www.vintagefunworld.com
>
> Thanks.
> -Chris

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.512 / Virus Database: 309 - Release Date: 8/19/03

5934. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 09:32:17 UTC
From: HP Guy <HPguy@Noemail.com>
Message-ID: <3f4b2922$0$23596$5a62ac22@freenews.iinet.net.au>
Source record: 24215

if you plan on having a holiday to Perth western Australia some time soon, I can sell you one, cant be bothered sending a package that far though.

"Julian Lewis-Booth" <julian@portland.co.uk> wrote in message news:of02b.93$ml5.150620@newsfep1-win.server.ntli.net...
> Hi There,
>
> cant stay away I am afraid! miss the Atari and having cleared out over the
> last two years want just one a TT again.
>
> If you have one that you are willing to sell please drop me a line with an
> indication of price and where in the UK (or possibly world) you are, if you
> are looking to swap platform I do have a reasonable selection of Mac and PC
> hardware (current) that I would gladly trade. If it is cold cash you want no
> problem, if you are close to Manchester I will collect from you and bring
> the cash!
>
> Regards
>
> Julian
>
>

5935. Re: Online Atari ST computer shop & More

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 10:14:35 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f4b411083ed80@tripnet.se>
Source record: 24216

In comp.sys.atari.st <UVA2b.789$6j6.8@news.inreach.com>
Starlord wrote on Mon 25-08-2003 20:44 (-0700):

>Can Not Display Page

>> http://www.vintagefunworld.com

Probably DNS errors at your ISP. Try with http://65.161.254.20/ but I
guess you will run into errors anyway when following links on the site.

I might add that this site worked nicely with CAB so you can put orders
in the online shop etc. No offending Javascript.

Seems to be a good guy. I ordered some harddisks from him that were
listed in the Atari ST section. When he replied back with the exact model
the disks turned out to have differential interfaces and as Ataris have
single ended SCSI not compatible.

These disks are no longer listed on his site (at least not in the Atari
section) so it looks like he is doing his best to have only good stuff on
sale.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5936. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 12:05:38 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <N3I2b.1646$2B6.368324@news.siol.net>
Source record: 24217

lp wrote:

Hi Lonny,

> I am quite aware that other magic users do not think this way, in fact
> Dennis is way out in left field. Anyone that would take this extreme
> position that Dennis has displayed, isn't dealing with a full deck.

I agree. Imho most Magic users and developers are tolerant. Maybe tolerant is wrong word, i actualy dont tolerate Magic, im happy it exist! Its just my bad english... Magic is their choice, i wont question their choices and i respect that. I know many Magic owners, i am one of them actualy, and i really dont argue with them. I even seek for some Magic related tool and problem solutions for pals of mine, who havent inet acces (i do that mainly via email and in irc tho...). I also wont question their application choices. If thats Jinnee, which is Macos wannabee, or Emailer (not to original either) thats okay with me, those apps are not bad.

And to be clear: i dont have any troubles with MagicMAC/PC users. Or clone users. We have different views on clone/atari thing, but i doubt our arguing ever went overboard or became insulting... Since i didnt ever heard u say that demo coders are lamers, or dreamers or wasting time.. And u wont hear me saying Hades is crap, Milan developers are morons.. I will and did say, Milan is for me boring machine, it lack those aspect of Atari feeling i hapen to love. Same for MagicMAC: i just love nongem etc things a lot, so GEM only clone is not to nice option for me, but its still an option! And a lot beter one as PC/Mac and emulators still...

I will also use this oportunity for excuse if i accidentaly or in anger insult some of Magic users/developers. It was unintentional and i am sorry for that!! (i know we could say that MiNT etc is super easy to install etc, and it may in heat sound like that ppl who didnt succed 1st time, etc, are stupid.. That is NOT true! I know how odd Unix or CLI may be to GUI only user, i learnt that myself and learnt that hard way: with Watchtower1 linux distribution)

Janez

5937. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 12:13:59 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <FbI2b.1647$2B6.368405@news.siol.net>
Source record: 24218

Dennis,

>> "MagiC is a kiddie OS"
>> "MagiC is for people who have no needs"
>> "MagiC is only used by morons"

Well i definately dont agree with that, and i also never said such things. If i did them, it was in heat and in anger, and then all sort of words can be spelled out... If i did a apologise. In reply for being called names, dreamer, platform killer, moron, mother**** its easy to say to much or to fast... And u definately are quick on those... If u still claim, u call horse a horse, then im all those things (or most)...

Janez

5938. Differential?

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 14:30:18 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <_9K2b.194338$0u.13663114@amsnews03.chello.com>
Source record: 24220

Hi

I laid my hands on the following Hard drive:

IBM DDRS - 34560

I did some search in the WEB and found few additional words
along the above:

single ended ultra-1 SCSI

Can it be a differential one?

Well, it might just have been ditched for a reason. ;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

5939. Re: Drivers GDPS

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 14:43:59 UTC
From: LAFABRIE Florent <lafabrie@club-internet.fr>
Message-ID: <3F4B722F.4050500@club-internet.fr>
Source record: 24164

But the website (http://crawlycrypt.chromagic.net/) for download the
source is offline !
Florent

Galen a ï¿½crit:
> LAFABRIE Florent <lafabrie@club-internet.fr> wrote in message
news:<3F4A001A.6020304@club-internet.fr>...
>
>>Hello,
>>Somebody would know it where I can recover driver GDPS for scanners
>>EPSON GTxxxx. I could see on Internet which it was present on a cï¿½dï¿½rom
>>Crawly Crypt under name EP_GDPS1.ZIP but as I do not have thoseï¿½ Thank
>>you for your assistance.
>
>
> The Crawly Crypt CDs are online at
> http://www.spythis.com/cca/dir.html. Happy hunting!
>
> Galen

5940. Re: Differential?

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 17:09:24 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <big483$jq0$1@reader2.panix.com>
Source record: 24221

I suspect not. It should work. There were some fast and loose marketing words attached to hard disks, in hopes of selling newer ones.

If they have 50, or 68, or 80 pins on the back, they can all be made to work as SCSI-1 with an appropriate adaptor, which should cost less than $40 USD.

The 80 pin adapter will let you connect either a 50 pin connector or a 68 pin connector.

The 68 pin adapters come with or without pullups. You need the ones with pullups.

I think the differential ones have more pins, and can be distinguished on that basis. The number 120 sticks in my mind, but I could be wrong.

Anyway, this project begins with the task of counting very tiny pins.

Jim

Henk Robbers <h.robbers@chello.nl> writes:

: Hi

: I laid my hands on the following Hard drive:

: IBM DDRS - 34560

: I did some search in the WEB and found few additional words
: along the above:

: single ended ultra-1 SCSI

: Can it be a differential one?

: Well, it might just have been ditched for a reason. ;-)

: --
: Groeten; Regards.
: Henk Robbers. mailto:h.robbers@chello.nl
: http://members.ams.chello.nl/h.robbers/Home.html
: Interactive disassembler: TT-Digger; http://digger.atari.org
: A Home Cooked teXt editor: AHCX
: The free desktop: TERADESK

5941. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 17:42:16 UTC
From: Edwin <thorne25@juno.com>
Message-ID: <big67t$92bdh$1@ID-56786.news.uni-berlin.de>
Source record: 24222
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

"Trepain" <trepain@trepainnospam.com> wrote in message
news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
> www.macvirus.com is a site with Mac related virus information. They do
> exist on the Mac whether you have experienced them or not.
>
> Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
> here you will find quite a few. They also exist.
>
> FIXING YOUR MAC - Solving Common Mac ERRORS -
> http://www.macforce.com/support_cure.php - well I guess Macs have
> errors like any other computer.
>
> So you never really went into specifics. What can YOU do that I
> cannot? What can you do better on your Mac? How many times must I ask
> this?

No Mac advocate will ever answer those questions, no matter how many times
you ask. The best they can come up with is "I just like the Mac," and to
perhaps point you to a study that compares Windows 3.x to the Mac.

[snip]

Edwin

5942. Re: Differential?

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 17:44:49 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f4baa925aad2f0@tripnet.se>
Source record: 24223

In comp.sys.atari.st <big483$jq0$1@reader2.panix.com>
Jim DeClercq wrote on Tue 26-08-2003 17:09 (GMT):

>I think the differential ones have more pins, and can be distinguished on
>that basis. The number 120 sticks in my mind, but I could be wrong.

No. of pins does not generally tell if a drive i single ended or
differential.

On a single ended drive the signal lines have one corresponding line each
connected to ground. That is actually the reason you can have a 25 pin
connector like the Atari TT has at the back. The grounds are simply
"winded" together.

On a differential drive the difference between to lines makes the data.
Quite similar to how a linear balanced mirophone works, actually.

So, a 50 pin harddisk can easily by either differential or single ended.

>: IBM DDRS - 34560
>
>: I did some search in the WEB and found few additional words
>: along the above:
>
>: single ended ultra-1 SCSI
>
>: Can it be a differential one?

If it says single ended perhaps that's actually what it is :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5943. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 18:39:37 UTC
From: Elizabot <booREMOVE@grayREMOVErock.org>
Message-ID: <3f4ba96a$0$62081$75868355@news.frii.net>
Source record: 24224
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Edwin wrote:
> "Trepain" <trepain@trepainnospam.com> wrote in message
> news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
>
>>www.macvirus.com is a site with Mac related virus information. They do
>>exist on the Mac whether you have experienced them or not.
>>
>>Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
>>here you will find quite a few. They also exist.
>>
>>FIXING YOUR MAC - Solving Common Mac ERRORS -
>>http://www.macforce.com/support_cure.php - well I guess Macs have
>>errors like any other computer.
>>
>>So you never really went into specifics. What can YOU do that I
>>cannot? What can you do better on your Mac? How many times must I ask
>>this?
>
>
> No Mac advocate will ever answer those questions, no matter how many times
> you ask. The best they can come up with is "I just like the Mac," and to
> perhaps point you to a study that compares Windows 3.x to the Mac.
>
> [snip]
>
> Edwin

Back in 4 days. Is this a new record?

--
- How many MS engineers does it take to screw in a light bulb?
- None, they just define darkness as an industry standard.

5944. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 18:51:07 UTC
From: Edwin <thorne25@juno.com>
Message-ID: <biga99$8p0t7$1@ID-56786.news.uni-berlin.de>
Source record: 24225
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

```
"Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
news:3f4ba96a$0$62081$75868355@news.frii.net...
> Edwin wrote:
> > "Trepain" <trepain@trepainnospam.com> wrote in message
> > news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
> >
> >>www.macvirus.com is a site with Mac related virus information. They do
> >>exist on the Mac whether you have experienced them or not.
> >>
> >>Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
> >>here you will find quite a few. They also exist.
> >>
> >>FIXING YOUR MAC - Solving Common Mac ERRORS -
> >>http://www.macforce.com/support_cure.php - well I guess Macs have
> >>errors like any other computer.
> >>
> >>So you never really went into specifics. What can YOU do that I
> >>cannot? What can you do better on your Mac? How many times must I ask
> >>this?
> >
> >
> > No Mac advocate will ever answer those questions, no matter how many
times
> > you ask. The best they can come up with is "I just like the Mac," and
to
> > perhaps point you to a study that compares Windows 3.x to the Mac.
> >
> > [snip]
> >
> > Edwin
>
> Back in 4 days. Is this a new record?

Back? Back where? Did you see how many groups this is cross-posted to?
I'm posting to comp.os.ms-windows.advocacy myself.

Edwin
```

5945. Re: Drivers GDPS

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 19:28:31 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0308261128.17724ac4@posting.google.com>
Source record: 24226

LAFABRIE Florent <lafabrie@club-internet.fr> wrote in message
news:<3F4A001A.6020304@club-internet.fr>...
> Hello,
> Somebody would know it where I can recover driver GDPS for scanners
> EPSON GTxxxx. I could see on Internet which it was present on a cï¿½dï¿½rom
> Crawly Crypt under name EP_GDPS1.ZIP but as I do not have thoseï¿½ Thank
> you for your assistance.

The Crawly Crypt CDs are online at
http://www.spythis.com/cca/dir.html. Happy hunting!

Galen

5946. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 19:32:35 UTC
From: Elizabot <booREMOVE@grayREMOVErock.org>
Message-ID: <3f4bb5d5$0$62081$75868355@news.frii.net>
Source record: 24227
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Edwin wrote:

> "Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
> news:3f4ba96a$0$62081$75868355@news.frii.net...
>
>>Edwin wrote:
>>
>>>"Trepain" <trepain@trepainnospam.com> wrote in message
>>>news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
>>>
>>>
>>>>www.macvirus.com is a site with Mac related virus information. They do
>>>>exist on the Mac whether you have experienced them or not.
>>>>
>>>>Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
>>>>here you will find quite a few. They also exist.
>>>>
>>>>FIXING YOUR MAC - Solving Common Mac ERRORS -
>>>>http://www.macforce.com/support_cure.php - well I guess Macs have
>>>>errors like any other computer.
>>>>
>>>>So you never really went into specifics. What can YOU do that I
>>>>cannot? What can you do better on your Mac? How many times must I ask
>>>>this?
>>>
>>>
>>>No Mac advocate will ever answer those questions, no matter how many
>
> times
>
>>>you ask. The best they can come up with is "I just like the Mac," and
>
> to
>
>>>perhaps point you to a study that compares Windows 3.x to the Mac.
>>>
>>>[snip]
>>>
>>>Edwin
>>
>>Back in 4 days. Is this a new record?
>
>

> Back? Back where? Did you see how many groups this is cross-posted to?
> I'm posting to comp.os.ms-windows.advocacy myself.
>
> Edwin

You're going to be very bored there. That group has been abandoned.

--
- How many MS engineers does it take to screw in a light bulb?
- None, they just define darkness as an industry standard.

5947. Re: Differential?

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 19:37:43 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0308261137.26777ea9@posting.google.com>
Source record: 24228

Henk Robbers <h.robbers@chello.nl> wrote in message
news:<_9K2b.194338$0u.13663114@amsnews03.chello.com>...
> Hi
>
> I laid my hands on the following Hard drive:
>
> IBM DDRS - 34560
>
> I did some search in the WEB and found few additional words
> along the above:
>
> single ended ultra-1 SCSI
>
> Can it be a differential one?
>
> Well, it might just have been ditched for a reason. ;-)

Unfortunately, this model was made in both differential and ultra
forms.
You might try connecting it as a solo drive and playing with
termination combinations in the hope of making it work. It won't hurt
the drive or ST to do so.

Galen

5948. MagicMac X

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 19:38:26 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0308261138.1fc8f5aa@posting.google.com>
Source record: 24229

Did MagicMac X ever come out in an English version?

Galen

5949. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 19:51:13 UTC
From: Mayor of R'lyeh <ev515o@hotmail.com>
Message-ID: <sgenkvo4o5r405s9p85ga8p81294l07cvn@4ax.com>
Source record: 24230
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

On Tue, 26 Aug 2003 13:32:35 -0600, Elizabot
<booREMOVE@grayREMOVErock.org> chose to bless us with the following
wisdom:

>Edwin wrote:
>
>> "Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
>> news:3f4ba96a$0$62081$75868355@news.frii.net...
>>
>>>Edwin wrote:
>>>
>>>>"Trepain" <trepain@trepainnospam.com> wrote in message
>>>>news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
>>>>
>>>>
>>>>>www.macvirus.com is a site with Mac related virus information. They do
>>>>>exist on the Mac whether you have experienced them or not.
>>>>>
>>>>>Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
>>>>>here you will find quite a few. They also exist.
>>>>>
>>>>>FIXING YOUR MAC - Solving Common Mac ERRORS -
>>>>>http://www.macforce.com/support_cure.php - well I guess Macs have
>>>>>errors like any other computer.
>>>>>
>>>>>So you never really went into specifics. What can YOU do that I
>>>>>cannot? What can you do better on your Mac? How many times must I ask
>>>>>this?
>>>>
>>>>
>>>>No Mac advocate will ever answer those questions, no matter how many
>>
>> times
>>
>>>>you ask. The best they can come up with is "I just like the Mac," and
>>
>> to
>>
>>>>perhaps point you to a study that compares Windows 3.x to the Mac.
>>>>
>>>>[snip]
>>>>
>>>>Edwin

>>>
>>>Back in 4 days. Is this a new record?
>>
>>
>> Back? Back where? Did you see how many groups this is cross-posted to?
>> I'm posting to comp.os.ms-windows.advocacy myself.
>>
>> Edwin
>
>You're going to be very bored there. That group has been abandoned.

Why don't you two just get a room and be done with it!

--

"Whoever is advising them [Democrats] on gun control
should be shot."

Blaine Rummel, spokesman for the Coalition to
Stop Gun Violence.

5950. Gaim on Atari

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 20:00:29 UTC
From: mduckworth@nospamatari-source.com
Message-ID: <1061927949.513716@toad>
Source record: 24231

Hey guys,

This may not be that newsworthy but it's fun nonetheless. Today I
successfully ported the most recent GTK 1.x version of gaim to atari!

Check out screenshots here:
http://aoi.atari-source.com/~mduckworth/gaim1.gif
http://aoi.atari-source.com/~mduckworth/gaim2.gif

Names have been blotted to protect the innocent. This has been done
mainly so I can chat while I'm developing GEM Instant Messenger ;-)

Mark
http://atari-source.com

5951. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 20:03:49 UTC
From: Sandman <mr@sandman.net>
Message-ID: <mr-9C7373.22034926082003@news.fu-berlin.de>
Source record: 24232
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <3f4bb5d5$0$62081$75868355@news.frii.net>,
Elizabot <booREMOVE@grayREMOVErock.org> wrote:

> > Back? Back where? Did you see how many groups this is cross-posted to?
> > I'm posting to comp.os.ms-windows.advocacy myself.
> >
> > Edwin
>
> You're going to be very bored there. That group has been abandoned.

Indeed - I actually went there to ask a question that was rather
advocacy-related (allthough not provokative), and got no replies. Seems like a
desrted place to me - no one seems to want to advocate windows anymore...

--
Sandman[.net]

5952. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 20:04:28 UTC
From: Trepain <trepain@trepainnospam.com>
Message-ID: <g3P2b.267179$o%2.121887@sccrnsc02>
Source record: 24233
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

I realize that Edwin. I knew the answer. I just couldn't believe how
many were arguing with me concerning it. It was so obvious.

--
Trepain
!Remove "NOSPAM" from email address to reply!

"Edwin" <thorne25@juno.com> wrote in message
news:big67t$92bdh$1@ID-56786.news.uni-berlin.de...
>
> "Trepain" <trepain@trepainnospam.com> wrote in message
> news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
> > www.macvirus.com is a site with Mac related virus information.
They do
> > exist on the Mac whether you have experienced them or not.
> >
> > Trojans -
http://members.fortunecity.com/reapers_virii/trojans.html
> > here you will find quite a few. They also exist.
> >
> > FIXING YOUR MAC - Solving Common Mac ERRORS -
> > http://www.macforce.com/support_cure.php - well I guess Macs have
> > errors like any other computer.
> >
> > So you never really went into specifics. What can YOU do that I
> > cannot? What can you do better on your Mac? How many times must I
ask
> > this?
>
> No Mac advocate will ever answer those questions, no matter how many
times
> you ask. The best they can come up with is "I just like the Mac,"
and to
> perhaps point you to a study that compares Windows 3.x to the Mac.

5953. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 20:08:37 UTC
From: Horst Claphanger <horst@dasmachinefurmixencement.de>
Message-ID: <bigfih$5m3$1@news7.svr.pol.co.uk>
Source record: 24235

> I object to these last insult with the most overwhelming weight, the MagiC
> operating
> system is a fine example of Germans programming, and the Mormon religion
has
> nothing to do with computer operating systems
> Claus
>
>
>
>
>
>
I aggree whih you my freind, it is an insuklt to both the Fatherland and the
Fuehrer

5954. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 20:15:19 UTC
From: Edwin <thorne25@juno.com>
Message-ID: <bigf7q$8f18j$1@ID-56786.news.uni-berlin.de>
Source record: 24234
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

```
"Mayor of R'lyeh" <ev515o@hotmail.com> wrote in message
news:sgenkvo4o5r405s9p85ga8p81294l07cvn@4ax.com...
> On Tue, 26 Aug 2003 13:32:35 -0600, Elizabot
> <booREMOVE@grayREMOVErock.org> chose to bless us with the following
> wisdom:
>
> >Edwin wrote:
> >
> >> "Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
> >> news:3f4ba96a$0$62081$75868355@news.frii.net...
> >>
> >>>Edwin wrote:
> >>>
> >>>>"Trepain" <trepain@trepainnospam.com> wrote in message
> >>>>news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
> >>>>
> >>>>
> >>>>>www.macvirus.com is a site with Mac related virus information. They
do
> >>>>>exist on the Mac whether you have experienced them or not.
> >>>>>
> >>>>>Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
> >>>>>here you will find quite a few. They also exist.
> >>>>>
> >>>>>FIXING YOUR MAC - Solving Common Mac ERRORS -
> >>>>>http://www.macforce.com/support_cure.php - well I guess Macs have
> >>>>>errors like any other computer.
> >>>>>
> >>>>>So you never really went into specifics. What can YOU do that I
> >>>>>cannot? What can you do better on your Mac? How many times must I ask
> >>>>>this?
> >>>>
> >>>>
> >>>>No Mac advocate will ever answer those questions, no matter how many
> >>
> >> times
> >>
> >>>>you ask. The best they can come up with is "I just like the Mac,"
and
> >>
> >> to
> >>
```

> >>>>perhaps point you to a study that compares Windows 3.x to the Mac.
> >>>>
> >>>>[snip]
> >>>>
> >>>>Edwin
> >>>
> >>>Back in 4 days. Is this a new record?
> >>
> >>
> >> Back? Back where? Did you see how many groups this is cross-posted
to?
> >> I'm posting to comp.os.ms-windows.advocacy myself.
> >>
> >> Edwin
> >
> >You're going to be very bored there. That group has been abandoned.
>
> Why don't you two just get a room and be done with it!

Again?

Edwin

5955. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 20:22:59 UTC
From: Edwin <thorne25@juno.com>
Message-ID: <bigfm6$928dk$1@ID-56786.news.uni-berlin.de>
Source record: 24236
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

"Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
news:3f4bb5d5$0$62081$75868355@news.frii.net...
> Edwin wrote:
>
> > "Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
> > news:3f4ba96a$0$62081$75868355@news.frii.net...
> >
> >>Edwin wrote:
> >>
> >>>"Trepain" <trepain@trepainnospam.com> wrote in message
> >>>news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
> >>>
> >>>
> >>>>www.macvirus.com is a site with Mac related virus information. They do
> >>>>exist on the Mac whether you have experienced them or not.
> >>>>
> >>>>Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
> >>>>here you will find quite a few. They also exist.
> >>>>
> >>>>FIXING YOUR MAC - Solving Common Mac ERRORS -
> >>>>http://www.macforce.com/support_cure.php - well I guess Macs have
> >>>>errors like any other computer.
> >>>>
> >>>>So you never really went into specifics. What can YOU do that I
> >>>>cannot? What can you do better on your Mac? How many times must I ask
> >>>>this?
> >>>
> >>>
> >>>No Mac advocate will ever answer those questions, no matter how many
> >
> > times
> >
> >>>you ask. The best they can come up with is "I just like the Mac," and
> >
> > to
> >
> >>>perhaps point you to a study that compares Windows 3.x to the Mac.
> >>>
> >>>[snip]
> >>>
> >>>Edwin
> >>

> >>Back in 4 days. Is this a new record?
> >
> >
> > Back? Back where? Did you see how many groups this is cross-posted
to?
> > I'm posting to comp.os.ms-windows.advocacy myself.
> >
> > Edwin
>
> You're going to be very bored there. That group has been abandoned.

Not by the MS bashers. One guy is trying to convince everyone to give up
Windows because the Sinclair ZX Spectrum was better than the original IBM
PC...

Edwin

5956. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 20:26:07 UTC
From: Elizabot <booREMOVE@grayREMOVErock.org>
Message-ID: <3f4bc260$0$62081$75868355@news.frii.net>
Source record: 24237
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Mayor of R'lyeh wrote:

> On Tue, 26 Aug 2003 13:32:35 -0600, Elizabot
> <booREMOVE@grayREMOVErock.org> chose to bless us with the following
> wisdom:
>
>
>>Edwin wrote:
>>
>>
>>>"Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
>>>news:3f4ba96a$0$62081$75868355@news.frii.net...
>>>
>>>
>>>>Edwin wrote:
>>>>
>>>>
>>>>>"Trepain" <trepain@trepainnospam.com> wrote in message
>>>>>news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
>>>>>
>>>>>
>>>>>
>>>>>>www.macvirus.com is a site with Mac related virus information. They do
>>>>>>exist on the Mac whether you have experienced them or not.
>>>>>>
>>>>>>Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
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>>>>>>FIXING YOUR MAC - Solving Common Mac ERRORS -
>>>>>>http://www.macforce.com/support_cure.php - well I guess Macs have
>>>>>>errors like any other computer.
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>>>>>>So you never really went into specifics. What can YOU do that I
>>>>>>cannot? What can you do better on your Mac? How many times must I ask
>>>>>>this?
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>>>>>
>>>>>No Mac advocate will ever answer those questions, no matter how many
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>>>times
>>>
>>>
>>>you ask. The best they can come up with is "I just like the Mac," and

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>>>to
>>>
>>>
>>>>>perhaps point you to a study that compares Windows 3.x to the Mac.
>>>>>
>>>>>[snip]
>>>>>
>>>>>Edwin
>>>>
>>>>Back in 4 days. Is this a new record?
>>>
>>>
>>>Back? Back where? Did you see how many groups this is cross-posted to?
>>>I'm posting to comp.os.ms-windows.advocacy myself.
>>>
>>>Edwin
>>
>>You're going to be very bored there. That group has been abandoned.
>
>
> Why don't you two just get a room and be done with it!

Jealous?

--
- How many MS engineers does it take to screw in a light bulb?
- None, they just define darkness as an industry standard.

5957. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 20:36:44 UTC
From: Edwin <thorne25@juno.com>
Message-ID: <biggg1$93cmm$1@ID-56786.news.uni-berlin.de>
Source record: 24238
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

"Sandman" <mr@sandman.net> wrote in message
news:mr-9C7373.22034926082003@news.fu-berlin.de...
> In article <3f4bb5d5$0$62081$75868355@news.frii.net>,
> Elizabot <booREMOVE@grayREMOVErock.org> wrote:
>
> > > Back? Back where? Did you see how many groups this is cross-posted
to?
> > > I'm posting to comp.os.ms-windows.advocacy myself.
> > >
> > > Edwin
> >
> > You're going to be very bored there. That group has been abandoned.
>
> Indeed - I actually went there to ask a question that was rather
> advocacy-related (allthough not provokative), and got no replies. Seems
like a
> desrted place to me - no one seems to want to advocate windows anymore...

Sure.. that must be it... snicker...

Edwin

5958. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 20:43:32 UTC
From: Sandman <mr@sandman.net>
Message-ID: <mr-A7DC27.22433226082003@news.fu-berlin.de>
Source record: 24239
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <biggg1$93cmm$1@ID-56786.news.uni-berlin.de>, "Edwin"
<thorne25@juno.com> wrote:

>>>> Back? Back where? Did you see how many groups this is
>>>> cross-posted to? I'm posting to comp.os.ms-windows.advocacy myself.
>>>>
>>>> Edwin
>>>
>>> You're going to be very bored there. That group has been abandoned.
>>
>> Indeed - I actually went there to ask a question that was rather
>> advocacy-related (allthough not provokative), and got no replies.
>> Seems like a desrted place to me - no one seems to want to advocate
>> windows anymore...
>
> Sure.. that must be it... snicker...

I agree... There aren't many MS advocates around anymore, and it's a shame - we
could use some here in csma.

--
Sandman[.net]

5959. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 20:43:35 UTC
From: Edwin <thorne25@juno.com>
Message-ID: <biggt5$957eg$1@ID-56786.news.uni-berlin.de>
Source record: 24240
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

"Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
news:3f4bc260$0$62081$75868355@news.frii.net...
> Mayor of R'lyeh wrote:
>
> > On Tue, 26 Aug 2003 13:32:35 -0600, Elizabot
> > <booREMOVE@grayREMOVErock.org> chose to bless us with the following
> > wisdom:
> >
> >
> >>Edwin wrote:
> >>
> >>
> >>>"Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
> >>>news:3f4ba96a$0$62081$75868355@news.frii.net...
> >>>
> >>>
> >>>>Edwin wrote:
> >>>>
> >>>>
> >>>>>"Trepain" <trepain@trepainnospam.com> wrote in message
> >>>>>news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
> >>>>>
> >>>>>
> >>>>>
> >>>>>www.macvirus.com is a site with Mac related virus information. They
do
> >>>>>exist on the Mac whether you have experienced them or not.
> >>>>>
> >>>>>Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
> >>>>>here you will find quite a few. They also exist.
> >>>>>
> >>>>>FIXING YOUR MAC - Solving Common Mac ERRORS -
> >>>>>http://www.macforce.com/support_cure.php - well I guess Macs have
> >>>>>errors like any other computer.
> >>>>>
> >>>>>So you never really went into specifics. What can YOU do that I
> >>>>>cannot? What can you do better on your Mac? How many times must I
ask
> >>>>>this?
> >>>>>
> >>>>>
> >>>>>No Mac advocate will ever answer those questions, no matter how many

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> >>>times
> >>>
> >>>
> >>>>>you ask. The best they can come up with is "I just like the Mac,"
and
> >>>
> >>>to
> >>>
> >>>
> >>>>>perhaps point you to a study that compares Windows 3.x to the Mac.
> >>>>>
> >>>>>[snip]
> >>>>>
> >>>>>Edwin
> >>>>
> >>>>Back in 4 days. Is this a new record?
> >>>
> >>>
> >>>Back? Back where? Did you see how many groups this is cross-posted
to?
> >>>I'm posting to comp.os.ms-windows.advocacy myself.
> >>>
> >>>Edwin
> >>
> >>You're going to be very bored there. That group has been abandoned.
> >
> >
> > Why don't you two just get a room and be done with it!
>
> Jealous?

Can you blame him? After all he is entombed in an obscene, slime covered
tower at the bottom of the Pacific Ocean... you can see how that would make
one jealous of those living in the light and air...

Edwin

5960. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 20:45:37 UTC
From: Edwin <thorne25@juno.com>
Message-ID: <bigh0p$979m0$1@ID-56786.news.uni-berlin.de>
Source record: 24241
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

"Sandman" <mr@sandman.net> wrote in message
news:mr-A7DC27.22433226082003@news.fu-berlin.de...
> In article <biggg1$93cmm$1@ID-56786.news.uni-berlin.de>, "Edwin"
> <thorne25@juno.com> wrote:
>
> >>>> Back? Back where? Did you see how many groups this is
> >>>> cross-posted to? I'm posting to comp.os.ms-windows.advocacy myself.
> >>>>
> >>>> Edwin
> >>>
> >>> You're going to be very bored there. That group has been abandoned.
> >>
> >> Indeed - I actually went there to ask a question that was rather
> >> advocacy-related (allthough not provokative), and got no replies.
> >> Seems like a desrted place to me - no one seems to want to advocate
> >> windows anymore...
> >
> > Sure.. that must be it... snicker...
>
> I agree... There aren't many MS advocates around anymore, and it's a
shame - we
> could use some here in csma.

Add 'sarcasm impaired' to your list of 'talents...'

Edwin

5961. Richard Kurz

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 21:11:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bigidn$8n5$1@thorium.cix.co.uk>
Source record: 24242

I posted this before but haven't seen it come up in the group, so
I ask again: Does anyone here have the current email address of
Richard Kurz, the author of Wrap-Mouse? Those given in the README

Fido 2:241/7232.5
Maus @UN
Compuserve 100025,2263

seem out of date. How do you send mail to Maus addresses anyway
please? Maus@UN.de, or what?

Regards, /Peter/

5962. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 21:13:30 UTC
From: Sandman <mr@sandman.net>
Message-ID: <mr-DEE196.23133026082003@news.fu-berlin.de>
Source record: 24243
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <bigh0p$979m0$1@ID-56786.news.uni-berlin.de>, "Edwin"
<thorne25@juno.com> wrote:

>>>>>> Back? Back where? Did you see how many groups this is
>>>>>> cross-posted to? I'm posting to comp.os.ms-windows.advocacy
>>>>>> myself.
>>>>>>
>>>>>> Edwin
>>>>>
>>>>> You're going to be very bored there. That group has been
>>>>> abandoned.
>>>>
>>>> Indeed - I actually went there to ask a question that was rather
>>>> advocacy-related (allthough not provokative), and got no replies.
>>>> Seems like a desrted place to me - no one seems to want to advocate
>>>> windows anymore...
>>>
>>> Sure.. that must be it... snicker...
>>
>> I agree... There aren't many MS advocates around anymore, and it's a
>> shame - we could use some here in csma.
>
> Add 'sarcasm impaired' to your list of 'talents...'

Don't you think we could use some?

--
Sandman[.net]

5963. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 21:32:45 UTC
From: Alan Baker <alangbaker@telus.net>
Message-ID: <alangbaker-7D39D0.14324726082003@news.telus.net>
Source record: 24244
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <bigfm6$928dk$1@ID-56786.news.uni-berlin.de>,
"Edwin" <thorne25@juno.com> wrote:

> "Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
> news:3f4bb5d5$0$62081$75868355@news.frii.net...
> > Edwin wrote:
> >
> > > "Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
> > > news:3f4ba96a$0$62081$75868355@news.frii.net...
> > >
> > >>Edwin wrote:
> > >>
> > >>>"Trepain" <trepain@trepainnospam.com> wrote in message
> > >>>news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
> > >>>
> > >>>
> > >>>>www.macvirus.com is a site with Mac related virus information. They do
> > >>>>exist on the Mac whether you have experienced them or not.
> > >>>>
> > >>>>Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
> > >>>>here you will find quite a few. They also exist.
> > >>>>
> > >>>>FIXING YOUR MAC - Solving Common Mac ERRORS -
> > >>>>http://www.macforce.com/support_cure.php - well I guess Macs have
> > >>>>errors like any other computer.
> > >>>>
> > >>>>So you never really went into specifics. What can YOU do that I
> > >>>>cannot? What can you do better on your Mac? How many times must I ask
> > >>>>this?
> > >>>
> > >>>
> > >>>No Mac advocate will ever answer those questions, no matter how many
> > >
> > > times
> > >
> > >>>you ask. The best they can come up with is "I just like the Mac," and
> > >
> > > to
> > >
> > >>>perhaps point you to a study that compares Windows 3.x to the Mac.
> > >>>
> > >>>[snip]
> > >>>

> > >>>Edwin
> > >>
> > >>Back in 4 days. Is this a new record?
> > >
> > >
> > > Back? Back where? Did you see how many groups this is cross-posted
> to?
> > > I'm posting to comp.os.ms-windows.advocacy myself.
> > >
> > > Edwin
> >
> > You're going to be very bored there. That group has been abandoned.
>
> Not by the MS bashers. One guy is trying to convince everyone to give up
> Windows because the Sinclair ZX Spectrum was better than the original IBM
> PC...

LOL

Since August 9, there have only been 52 messages posted that aren't
cross posted to include CSMA (there are only around 200 even if you
include the CSMA cross posts).

That's less than three posts a day.

Dead.

--
Alan Baker
Vancouver, British Columbia
"If you raise the ceiling 4 feet, move the fireplace from that wall
to that wall, you'll still only get the full stereophonic effect
if you sit in the bottom of that cupboard."

5964. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 21:59:26 UTC
From: George Graves <gmgraves@pacbell.net>
Message-ID: <gmgraves-CB7478.14592526082003@news.sf.sbcglobal.net>
Source record: 24245
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <big67t$92bdh$1@ID-56786.news.uni-berlin.de>,
"Edwin" <thorne25@juno.com> wrote:

> "Trepain" <trepain@trepainnospam.com> wrote in message
> news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
> > www.macvirus.com is a site with Mac related virus information. They do
> > exist on the Mac whether you have experienced them or not.
> >
> > Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
> > here you will find quite a few. They also exist.
> >
> > FIXING YOUR MAC - Solving Common Mac ERRORS -
> > http://www.macforce.com/support_cure.php - well I guess Macs have
> > errors like any other computer.
> >
> > So you never really went into specifics. What can YOU do that I
> > cannot? What can you do better on your Mac? How many times must I ask
> > this?
>
> No Mac advocate will ever answer those questions, no matter how many times
> you ask. The best they can come up with is "I just like the Mac," and to
> perhaps point you to a study that compares Windows 3.x to the Mac.
>
> [snip]
>
> Edwin
>
>

Weren't gone very long, this time, were you Edwin? BTW, tell your doctor
that the new meds aren't working any better than the old ones. It's back
to Happy Acres for you!

5965. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 22:05:56 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB715204.1CFF%gfabasic@mint.net>
Source record: 24146

in article FbI2b.1647$2B6.368405@news.siol.net, Janez Valant at
swe@atari.org wrote on 8/26/03 8:13 AM:

>
> Dennis,
>
>>> "MagiC is a kiddie OS"
>>> "MagiC is for people who have no needs"
>>> "MagiC is only used by morons"
>
>
> Well i definately dont agree with that, and i also never said such
> things. If i did them, it was in heat and in anger, and then all sort of
> words can be spelled out... If i did a apologise. In reply for being called
> names, dreamer, platform killer, moron, mother**** its easy to say to much
> or to fast... And u definately are quick on those... If u still claim, u
> call horse a horse, then im all those things (or most)...

Rest assured you didn't say any of those.
I've heard a few times about msg archives, yet never a full msg with header
or some google link is provided. So it's all taken out of context.
Further more, any such comments if they are even accurate, came after
already being insulted *several* times...

Some one went to the SpareMiNT site, then came back here and said something
to the effect that what they saw was not for kids. Which leads me to think
MiNT is for adults, so I made some funny comment with a smiley about kids.
As you can see Dennis is again attempting miss-information...

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.q1.net/~atari/ [AtarIRC, GFA-Basic, Hades060, 4Sale]

5966. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 22:05:59 UTC
From: Edwin <thorne25@juno.com>
Message-ID: <biglnv$98f78$1@ID-56786.news.uni-berlin.de>
Source record: 24147
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

```
"Alan Baker" <alangbaker@telus.net> wrote in message
news:alangbaker-7D39D0.14324726082003@news.telus.net...
> In article <bigfm6$928dk$1@ID-56786.news.uni-berlin.de>,
> "Edwin" <thorne25@juno.com> wrote:
>
> > "Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
> > news:3f4bb5d5$0$62081$75868355@news.frii.net...
> > > Edwin wrote:
> > >
> > > > "Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
> > > > news:3f4ba96a$0$62081$75868355@news.frii.net...
> > > >
> > > >>Edwin wrote:
> > > >>
> > > >>>"Trepain" <trepain@trepainnospam.com> wrote in message
> > > >>>news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
> > > >>>
> > > >>>
> > > >>>>www.macvirus.com is a site with Mac related virus information.
They do
> > > >>>>exist on the Mac whether you have experienced them or not.
> > > >>>>
> > > >>>>Trojans -
http://members.fortunecity.com/reapers_virii/trojans.html
> > > >>>>here you will find quite a few. They also exist.
> > > >>>>
> > > >>>>FIXING YOUR MAC - Solving Common Mac ERRORS -
> > > >>>>http://www.macforce.com/support_cure.php - well I guess Macs have
> > > >>>>errors like any other computer.
> > > >>>>
> > > >>>>So you never really went into specifics. What can YOU do that I
> > > >>>>cannot? What can you do better on your Mac? How many times must I
ask
> > > >>>>this?
> > > >>>
> > > >>>
> > > >>>No Mac advocate will ever answer those questions, no matter how
many
> > > >
> > > > times
> > > >
> > > >>>you ask. The best they can come up with is "I just like the Mac,"
```

```
and
> > > >
> > > > to
> > > >
> > > >>>perhaps point you to a study that compares Windows 3.x to the Mac.
> > > >>>
> > > >>>[snip]
> > > >>>
> > > >>>Edwin
> > > >>
> > > >>Back in 4 days. Is this a new record?
> > > >
> > > >
> > > > Back? Back where? Did you see how many groups this is
cross-posted
> > to?
> > > > I'm posting to comp.os.ms-windows.advocacy myself.
> > > >
> > > > Edwin
> > >
> > > You're going to be very bored there. That group has been abandoned.
> >
> > Not by the MS bashers. One guy is trying to convince everyone to give
up
> > Windows because the Sinclair ZX Spectrum was better than the original
IBM
> > PC...
>
> LOL
>
> Since August 9, there have only been 52 messages posted that aren't
> cross posted to include CSMA

There goes the Maccie claim that they don't post to Windows groups...

>(there are only around 200 even if you
> include the CSMA cross posts).
>
> That's less than three posts a day.

If there were more, you'd be claiming that the posters have no life outside
of Usenet. Typical Maccie double-talk.

> Dead.

Dead = Zero posts per day.

Edwin
```

5967. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 22:08:56 UTC
From: Edwin <thorne25@juno.com>
Message-ID: <biglth$8s2qn$1@ID-56786.news.uni-berlin.de>
Source record: 24149
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

```
"George Graves" <gmgraves@pacbell.net> wrote in message
news:gmgraves-CB7478.14592526082003@news.sf.sbcglobal.net...
> In article <big67t$92bdh$1@ID-56786.news.uni-berlin.de>,
> "Edwin" <thorne25@juno.com> wrote:
>
> > "Trepain" <trepain@trepainnospam.com> wrote in message
> > news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
> > > www.macvirus.com is a site with Mac related virus information. They do
> > > exist on the Mac whether you have experienced them or not.
> > >
> > > Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
> > > here you will find quite a few. They also exist.
> > >
> > > FIXING YOUR MAC - Solving Common Mac ERRORS -
> > > http://www.macforce.com/support_cure.php - well I guess Macs have
> > > errors like any other computer.
> > >
> > > So you never really went into specifics. What can YOU do that I
> > > cannot? What can you do better on your Mac? How many times must I ask
> > > this?
> >
> > No Mac advocate will ever answer those questions, no matter how many
times
> > you ask. The best they can come up with is "I just like the Mac," and
to
> > perhaps point you to a study that compares Windows 3.x to the Mac.
> >
> > [snip]
> >
> > Edwin
> >
> >
>
> Weren't gone very long, this time, were you Edwin?

I'm posting to comp.os.ms-windows.advocacy.

> BTW, tell your doctor
> that the new meds aren't working any better than the old ones. It's back
> to Happy Acres for you!

Whatever ya say, ya crazy ol' coot..

Edwin
```

5968. Re: Gaim on Atari

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 22:11:23 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB71534B.1D02%gfabasic@mint.net>
Source record: 24148

in article 1061927949.513716@toad, Mark D at
mduckworth@nospamatari-source.com wrote on 8/26/03 4:00 PM:

> This may not be that newsworthy but it's fun nonetheless. Today I
> successfully ported the most recent GTK 1.x version of gaim to atari!
>
> Check out screenshots here:
> http://aoi.atari-source.com/~mduckworth/gaim1.gif
> http://aoi.atari-source.com/~mduckworth/gaim2.gif
>
> Names have been blotted to protect the innocent. This has been done
> mainly so I can chat while I'm developing GEM Instant Messenger ;-)

Nice! I know you've been at this for some time now. Congrats.
Thanks for the accidental aIRC shot. ;-)

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.q1.net/~atari/ [AtarIRC, GFA-Basic, Hades060, 4Sale]

5969. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 22:15:17 UTC
From: Alan Baker <alangbaker@telus.net>
Message-ID: <alangbaker-97CA98.15151926082003@news.telus.net>
Source record: 24150
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

```
In article <biglnv$98f78$1@ID-56786.news.uni-berlin.de>,
"Edwin" <thorne25@juno.com> wrote:

> "Alan Baker" <alangbaker@telus.net> wrote in message
> news:alangbaker-7D39D0.14324726082003@news.telus.net...
> > In article <bigfm6$928dk$1@ID-56786.news.uni-berlin.de>,
> > "Edwin" <thorne25@juno.com> wrote:
> >
> > > "Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
> > > news:3f4bb5d5$0$62081$75868355@news.frii.net...
> > > > Edwin wrote:
> > > >
> > > > > "Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
> > > > > news:3f4ba96a$0$62081$75868355@news.frii.net...
> > > > >
> > > > > >Edwin wrote:
> > > > > >
> > > > > >>"Trepain" <trepain@trepainnospam.com> wrote in message
> > > > > >>news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
> > > > > >>>
> > > > > >>>
> > > > > >>>www.macvirus.com is a site with Mac related virus information.
> They do
> > > > > >>>exist on the Mac whether you have experienced them or not.
> > > > > >>>
> > > > > >>>Trojans -
> http://members.fortunecity.com/reapers_virii/trojans.html
> > > > > >>>here you will find quite a few. They also exist.
> > > > > >>>
> > > > > >>>FIXING YOUR MAC - Solving Common Mac ERRORS -
> > > > > >>>http://www.macforce.com/support_cure.php - well I guess Macs have
> > > > > >>>errors like any other computer.
> > > > > >>>
> > > > > >>>So you never really went into specifics. What can YOU do that I
> > > > > >>>cannot? What can you do better on your Mac? How many times must I
> ask
> > > > > >>>this?
> > > > > >>>
> > > > > >>>
> > > > > >>>No Mac advocate will ever answer those questions, no matter how
> many
> > > > > >
> > > > > > times
```

> > > > >
> > > > >>>you ask. The best they can come up with is "I just like the Mac,"
> and
> > > > > >
> > > > > > to
> > > > > >
> > > > > >>>perhaps point you to a study that compares Windows 3.x to the Mac.
> > > > > >>>
> > > > > >>>[snip]
> > > > > >>>
> > > > > >>>Edwin
> > > > > >>
> > > > > >>Back in 4 days. Is this a new record?
> > > > > > >
> > > > > > >
> > > > > > > Back? Back where? Did you see how many groups this is
> cross-posted
> > > to?
> > > > > > > I'm posting to comp.os.ms-windows.advocacy myself.
> > > > > > >
> > > > > > > Edwin
> > > > > >
> > > > > > You're going to be very bored there. That group has been abandoned.
> > > >
> > > Not by the MS bashers. One guy is trying to convince everyone to give
> up
> > > Windows because the Sinclair ZX Spectrum was better than the original
> IBM
> > > PC...
> > >
> > LOL
> >
> > Since August 9, there have only been 52 messages posted that aren't
> > cross posted to include CSMA
>
> There goes the Maccie claim that they don't post to Windows groups...
>
> >(there are only around 200 even if you
> > include the CSMA cross posts).
> >
> > That's less than three posts a day.
>
> If there were more, you'd be claiming that the posters have no life outside
> of Usenet. Typical Maccie double-talk.

Typical Edwin lies. You have no clue what I'd say. And you're not smart
enough to figure out that I *am* smart enough not to make such a remark
because it could immediately be turned back on me. <g>

>
> > Dead.

>
> Dead = Zero posts per day.

So you admit that the Mac is far from dead, then?

--
Alan Baker
Vancouver, British Columbia
"If you raise the ceiling 4 feet, move the fireplace from that wall
to that wall, you'll still only get the full stereophonic effect
if you sit in the bottom of that cupboard."

5970. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 22:19:20 UTC
From: Edwin <thorne25@juno.com>
Message-ID: <bigmh4$960dc$1@ID-56786.news.uni-berlin.de>
Source record: 24151
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

```
"Alan Baker" <alangbaker@telus.net> wrote in message
news:alangbaker-97CA98.15151926082003@news.telus.net...
> In article <biglnv$98f78$1@ID-56786.news.uni-berlin.de>,
> "Edwin" <thorne25@juno.com> wrote:
>
> > "Alan Baker" <alangbaker@telus.net> wrote in message
> > news:alangbaker-7D39D0.14324726082003@news.telus.net...
> > > In article <bigfm6$928dk$1@ID-56786.news.uni-berlin.de>,
> > > "Edwin" <thorne25@juno.com> wrote:
> > >
> > > > "Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
> > > > news:3f4bb5d5$0$62081$75868355@news.frii.net...
> > > > > Edwin wrote:
> > > > >
> > > > > > "Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
> > > > > > news:3f4ba96a$0$62081$75868355@news.frii.net...
> > > > > >
> > > > > > >Edwin wrote:
> > > > > > >
> > > > > > > >>"Trepain" <trepain@trepainnospam.com> wrote in message
> > > > > > > >>>news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
> > > > > > > >>>
> > > > > > > >>>
> > > > > > > >>>> www.macvirus.com is a site with Mac related virus information.
> > > They do
> > > > > > > >>>> exist on the Mac whether you have experienced them or not.
> > > > > > > >>>>
> > > > > > > >>>> Trojans -
> > > http://members.fortunecity.com/reapers_virii/trojans.html
> > > > > > > >>>> here you will find quite a few. They also exist.
> > > > > > > >>>>
> > > > > > > >>>> FIXING YOUR MAC - Solving Common Mac ERRORS -
> > > > > > > >>>> http://www.macforce.com/support_cure.php - well I guess Macs
have
> > > > > > > >>>> errors like any other computer.
> > > > > > > >>>>
> > > > > > > >>>> So you never really went into specifics. What can YOU do that
I
> > > > > > > >>>> cannot? What can you do better on your Mac? How many times
must I
> > > ask
> > > > > > > >>>> this?
```

> > > > > >>>
> > > > > >>>
> > > > > >>>No Mac advocate will ever answer those questions, no matter how
> > many
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> > > > > > > times
> > > > > > > >
> > > > > > >>>you ask. The best they can come up with is "I just like the
Mac,"
> > and
> > > > > > > >
> > > > > > > > to
> > > > > > > >
> > > > > > >>>perhaps point you to a study that compares Windows 3.x to the
Mac.
> > > > > > >>>
> > > > > > >>>[snip]
> > > > > > >>>
> > > > > > >>>Edwin
> > > > > > >>
> > > > > > >>Back in 4 days. Is this a new record?
> > > > > > > >
> > > > > > > >
> > > > > > > > Back? Back where? Did you see how many groups this is
> > cross-posted
> > > > > to?
> > > > > > > > I'm posting to comp.os.ms-windows.advocacy myself.
> > > > > > > >
> > > > > > > > Edwin
> > > > > > >
> > > > > > > You're going to be very bored there. That group has been
abandoned.
> > > > >
> > > > > Not by the MS bashers. One guy is trying to convince everyone to
give
> > up
> > > > > Windows because the Sinclair ZX Spectrum was better than the
original
> > IBM
> > > > > PC...
> > > >
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> > > >
> > > > Since August 9, there have only been 52 messages posted that aren't
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> > > There goes the Maccie claim that they don't post to Windows groups...
> > >
> > > >(there are only around 200 even if you
> > > > include the CSMA cross posts).

> > >
> > > That's less than three posts a day.
> >
> > If there were more, you'd be claiming that the posters have no life
outside
> > of Usenet. Typical Maccie double-talk.
>
> Typical Edwin lies. You have no clue what I'd say. And you're not smart
> enough to figure out that I *am* smart enough not to make such a remark
> because it could immediately be turned back on me. <g>

Typical Alan "Full of Bullsh*t" Baker reply.

> >
> > > Dead.
> >
> > Dead = Zero posts per day.
>
> So you admit that the Mac is far from dead, then?

Did you fail to understand my last post made directly to
comp.sys.mac.advocacy?

Edwin

5971. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 22:29:02 UTC
From: Alan Baker <alangbaker@telus.net>
Message-ID: <alangbaker-CB25FD.15290426082003@news.telus.net>
Source record: 24152
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

```
In article <bigmh4$960dc$1@ID-56786.news.uni-berlin.de>,
"Edwin" <thorne25@juno.com> wrote:

> "Alan Baker" <alangbaker@telus.net> wrote in message
> news:alangbaker-97CA98.15151926082003@news.telus.net...
> > In article <biglnv$98f78$1@ID-56786.news.uni-berlin.de>,
> > "Edwin" <thorne25@juno.com> wrote:
> >
> > > "Alan Baker" <alangbaker@telus.net> wrote in message
> > > news:alangbaker-7D39D0.14324726082003@news.telus.net...
> > > > In article <bigfm6$928dk$1@ID-56786.news.uni-berlin.de>,
> > > > "Edwin" <thorne25@juno.com> wrote:
> > > >
> > > > > "Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
> > > > > news:3f4bb5d5$0$62081$75868355@news.frii.net...
> > > > > > Edwin wrote:
> > > > > >
> > > > > > > "Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
> > > > > > > news:3f4ba96a$0$62081$75868355@news.frii.net...
> > > > > > > >
> > > > > > > >>Edwin wrote:
> > > > > > > >>
> > > > > > > >>>"Trepain" <trepain@trepainnospam.com> wrote in message
> > > > > > > >>>news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
> > > > > > > >>>
> > > > > > > >>>
> > > > > > > >>>>www.macvirus.com is a site with Mac related virus information.
> > > They do
> > > > > > > >>>>exist on the Mac whether you have experienced them or not.
> > > > > > > >>>>
> > > > > > > >>>>Trojans -
> > > http://members.fortunecity.com/reapers_virii/trojans.html
> > > > > > > >>>>here you will find quite a few. They also exist.
> > > > > > > >>>>
> > > > > > > >>>>FIXING YOUR MAC - Solving Common Mac ERRORS -
> > > > > > > >>>>http://www.macforce.com/support_cure.php - well I guess Macs
> have
> > > > > > > >>>>errors like any other computer.
> > > > > > > >>>>
> > > > > > > >>>>So you never really went into specifics. What can YOU do that
> I
> > > > > > > >>>>cannot? What can you do better on your Mac? How many times
> must I
```

> > > ask
> > > > > > >>>>this?
> > > > > > >>>
> > > > > > >>>
> > > > > > >>>No Mac advocate will ever answer those questions, no matter how
> > > many
> > > > > > > >
> > > > > > > > times
> > > > > > > >
> > > > > > >>>you ask. The best they can come up with is "I just like the
> Mac,"
> > > and
> > > > > > > > >
> > > > > > > > > to
> > > > > > > > >
> > > > > > >>>perhaps point you to a study that compares Windows 3.x to the
> Mac.
> > > > > > >>>
> > > > > > >>>[snip]
> > > > > > >>>
> > > > > > >>>Edwin
> > > > > > >>
> > > > > > >>Back in 4 days. Is this a new record?
> > > > > > > >
> > > > > > > >
> > > > > > > > Back? Back where? Did you see how many groups this is
> > > cross-posted
> > > > > > to?
> > > > > > > > I'm posting to comp.os.ms-windows.advocacy myself.
> > > > > > > >
> > > > > > > > Edwin
> > > > > > >
> > > > > > You're going to be very bored there. That group has been
> abandoned.
> > > > > >
> > > > > Not by the MS bashers. One guy is trying to convince everyone to
> give
> > > up
> > > > > > Windows because the Sinclair ZX Spectrum was better than the
> original
> > > IBM
> > > > > > PC...
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> > > > LOL
> > > > > >
> > > > Since August 9, there have only been 52 messages posted that aren't
> > > > > cross posted to include CSMA
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> > > There goes the Maccie claim that they don't post to Windows groups...
> > >

> > > >(there are only around 200 even if you
> > > > include the CSMA cross posts).
> > > >
> > > > That's less than three posts a day.
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> > > If there were more, you'd be claiming that the posters have no life
> outside
> > > of Usenet. Typical Maccie double-talk.
> >
> > Typical Edwin lies. You have no clue what I'd say. And you're not smart
> > enough to figure out that I *am* smart enough not to make such a remark
> > because it could immediately be turned back on me. <g>
>
> Typical Alan "Full of Bullsh*t" Baker reply.

Typical in that I only related the truth and not lies? Agreed.

>
> > >
> > > > Dead.
> > >
> > > Dead = Zero posts per day.
> >
> > So you admit that the Mac is far from dead, then?
>
> Did you fail to understand my last post made directly to
> comp.sys.mac.advocacy?

Which last post? There've been so many, you see.

--
Alan Baker
Vancouver, British Columbia
"If you raise the ceiling 4 feet, move the fireplace from that wall
to that wall, you'll still only get the full stereophonic effect
if you sit in the bottom of that cupboard."

5972. Re: Differential?

Newsgroup: comp.sys.atari.st
Date: 2003-08-26 22:40:16 UTC
From: vdjole@EUnet.yu
Message-ID: <bignkd$ja2$1@news.eunet.yu>
Source record: 24153

On 26 Aug 2003 14:30:18 , Henk Robbers wrote:

>I laid my hands on the following Hard drive:
>
>IBM DDRS - 34560
>
>I did some search in the WEB and found few additional words
>along the above:
>
>single ended ultra-1 SCSI

A not-so-short time ago, I found quite complete specifications for
my IBM DSAS-series hard disk on <http://www.storage.ibm.com>; I suppose
that the address is still valid. There were docs for many different
types of IBM's disks there.

>Can it be a differential one?

If it says "single ended" than I suppose that most probably it is NOT
differential, but single-ended :) - depending how that "single ended"
information is reliable.

Bbtw. At least with the (older) disks having the then-standard SCSI-2 "berg"
connector (2x25 pins), one could -not- tell from the number of pins only
if it was differential or single-ended.

Bbtw. My IBM DSAS-3540 disk has a number of jumpers beside the usual SCSI-ID.
They had to be set just exactly right for the disk to work on an Atari.
After these initial troubles, it has been working nicely here for more
than five years now. It is very quiet.

Regards;

5973. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 00:25:38 UTC
From: Claus Vunderbra <claus@dasmech.de>
Message-ID: <bigu7c$5uu$1@news6.svr.pol.co.uk>
Source record: 24154

```
> As you can see Dennis is again attempting miss-information...
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.q1.net/~atari/ [AtarIRC, GFA-Basic, Hades060,
4Sale]
>
>
He is a bloody stinking one that Dennis! I refuse to honour him with respect
Claus
```

5974. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 04:03:41 UTC
From: Ruud Dingemans <rtech@home.nl>
Message-ID: <bihail$m0s$1@news1.tilbu1.nb.home.nl>
Source record: 24155
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Edwin wrote:

>>So you never really went into specifics. What can YOU do that I
>>cannot? What can you do better on your Mac?
>
> No Mac advocate will ever answer those questions, no matter how many times
> you ask.

After the C64, Amiga, and Mac (the 'real' one) now the Powermac is
currently my main machine. (On MacOS X, a BSD Unix machine, really -
these days, it's a bit sloppy to talk about 'the Mac' in general; the
old Mac is dead.)

It can run Mac apps beside MS-Office and Unix programs.

It can still network directly to an old Apple II(gs) and using the same
standard hardware use Ethernet to access things like the Internet.

Name another machine that does *those* particular tricks - and no, using
computer emulators doesn't count ;)

> The best they can come up with is "I just like the Mac,"

Hopefully, I did a bit better.

I still have and love my C64, Mac, IIGS, Amiga, Lisa and PET 2001
though. The PC is... well, used for games here, really. Grand Prix
Legends still rules the simracing world!

Regards, Rudy
(GPLRank -7.8)

5975. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 04:08:07 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <H8W2b.9602$Jq1.3977@nwrddc03.gnilink.net>
Source record: 24156
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Mayor of R'lyeh wrote ...

>Why don't you two just get a room and be done with it!

You forgot to specify padded walls for their room. ;-)

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

5976. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 04:34:59 UTC
From: StormDrain <Liberty@MS-Free.com>
Message-ID: <Liberty-8EDF72.21345826082003@cnews.newsguy.com>
Source record: 24157
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

In article <bihail$m0s$1@news1.tilbu1.nb.home.nl>,
Ruud Dingemans <rtech@home.nl> wrote:

> Edwin wrote:
>
> >>So you never really went into specifics. What can YOU do that I
> >>cannot? What can you do better on your Mac?
> > >
> > > No Mac advocate will ever answer those questions, no matter how many times
> > > you ask.
> >
> >
> > After the C64, Amiga, and Mac (the 'real' one) now the Powermac is
> > currently my main machine. (On MacOS X, a BSD Unix machine, really -
> > these days, it's a bit sloppy to talk about 'the Mac' in general; the
> > old Mac is dead.)
> >
> >
> > It can run Mac apps beside MS-Office and Unix programs.
> >
> > It can still network directly to an old Apple II(gs) and using the same
> > standard hardware use Ethernet to access things like the Internet.
> >
> > Name another machine that does *those* particular tricks - and no, using
> > computer emulators doesn't count ;)
> >
> > > The best they can come up with is "I just like the Mac,"
> >
> > Hopefully, I did a bit better.

Everyone that answered did better than "I just like the Mac", it's not
that hard given the marginal usability of windows. The problem is that
is all they choose to hear.

Watch how they spin your response. :)

SD

> I still have and love my C64, Mac, IIGS, Amiga, Lisa and PET 2001
> though. The PC is... well, used for games here, really. Grand Prix
> Legends still rules the simracing world!
>
> Regards, Rudy
> (GPLRank -7.8)

>

5977. Re: Richard Kurz

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 04:50:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200308270650.a43707@wun.maus.de>
Source record: 24169

Hallo Peter!

X>How do you send mail to Maus addresses anyway please? Maus@UN.de, or
X>what?

Just like my address: Ekkehard_Flessa@wun.maus.de. For Richard, it would be
Richard_Kurz (at) un.maus.de, but I doubt it's still valid.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

5978. Re: Richard Kurz

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 07:43:20 UTC
From: yves.rogne@free.fr
Message-ID: <3f4c6117$0$16550$626a54ce@news.free.fr>
Source record: 24158

Hello,

On 26 Aug 2003 21:11:19 , xlator@cix.compulink.co.uk wrote:
>I posted this before but haven't seen it come up in the group, so
>I ask again: Does anyone here have the current email address of
>Richard Kurz, the author of Wrap-Mouse? Those given in the README
>Fido 2:241/7232.5
>Maus @UN
>Compuserve 100025,2263
>seem out of date. How do you send mail to Maus addresses anyway
>please? Maus@UN.de, or what?

For Maus adresses are like that richard@un.maus.de or john@UN.maus.de

I can't figure out if they are smalcaps only letters.

Regards

5979. Re: Richard Kurz

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 08:12:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200308271012.a21697@ll.maus.de>
Source record: 24188

Hallo xlator,

X>How do you send mail to Maus addresses anyway please? Maus@UN.de, or
X>what?

it's richard_kurz (at) un.maus.de

Gruï¿½

Martin [PGP-Key available]

Fï¿½r Mails >16 kByte: martin@melsaesser.de

5980. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 09:21:23 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <biht6k$o0g$1$8302bc10@news.demon.co.uk>
Source record: 24159

Fact is, I have a FULL at 50Mhz which will run at 66 or maybe a little faster, however, an LC at 75Mhz should be able to do 100Mhz with cooling (assuming other CT060 parts are happy with that) maybe a little more. Sure there are FULL 60 and 66 chips out there but they are realy hard to find.

The only down side I can see is that it is not possible to figure out if you have an EC or an LC chip so they both run as an EC (is that right?), if the FPU was enabled somehow (manual selection maybe) then you would only be missing the MMU which I am not that bothered about (Mint never worked for me!). Fact is I am not that nothered about the FPU.

I would like to see the results of a 100Mhz LC against a 66Mhz FULL, if it can be done I know which I think will be faster!

Thanks

Elliot.

"rustynutt" <rustynutt@hotmail.com> wrote in message
news:fc53daf3.0305160821.16686262@posting.google.com...
> Guys,
> I think instead of a technical debate here, a survey of CT060
> purchasers would be a wiser topic. Full versions of the 68060 are
> plentiful in the US. I have no idea the cost or availability of the
> full version in other parts of the world. I personally have three full
> version 68060s, obtained at the cost of $70.00 USD each. If many
> purchasers are going to squibble over a few grams of gold in price
> differences between EC-LC and RC, then maybe that is an issue. I would
> think that ANY prospective CT060 users would want a full version
> 68060. If benchmarks proved that an EC-LC could out perform an RC
> using soft FPU, then there might be an issue, but I doubt that is the
> case.
> Lets just get the cards shipped, fully functioning with a full version
> 68060 and be happy. A product that at least supports that
> configuration is in no way "crippled".
> Mike Grove
>
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3ec4b5f3$0$23449$626a54ce@news.free.fr>...
> > > Huh? I need to look up the source, but the Milan does distinguish
68LC060
> > > and 68060 - I have both working here. We can not use the EC060 since
we
> > need
> > > the MMU, however, I know of one EC060 that worked fine (including the
> > > supposedly missing MMU).

> > >
> >
> > What didier explained me is that we can distinguish between Full and
LC/EC
> > but not between EC and LC...
> >
> >
> >
> > > >Personnally, my point of view is stronger : I think I should propose
a
> > > >unique product : FULL and nothing else !
> > >
> > > If you can get it, the EC060 is a lot cheaper.
> > >
> > > >It is so better to have total compatibility with all software that
will
> > be
> > > >done for CT60 !!
> > > >I don't want to hear " I get the last demo 'truc' and it is not
working
> > > >because I have no FPU on my CT60.
> > > >Do you remember the 68882 on falcon as an option ?
> > > >Because of that a majority of software arrived with 00 code not 030 +
882
> > > >code !
> > > >
> > > >In the few days I may decide to cancel the EC version too !
> > >
> > > Good idea in terms of compatibility - I would rather cancel the EC
first,
> > > since there is a lot more use for the MMU.
> >
> > We are agree..
> >
> > >
> > > I was just wondering if there are technical reasons not to support the
LC.
> > >
> > > >Ok, let me add that I discovered a big non referenced bug into the
FULL
> > bus
> > > >manager : when using the TCI pin (transfer Cache Inhibit = no cache
for
> > the
> > > >current transfer), in some circonstances (to be determined), the EC
don't
> > > >care about the state of this pin and try to fill a line (for longs).
> > > >The precise situation for the CT60 is as follows :
> > > >By example for the IO on $00Fxxxxx or $FFFxxxxx you have some
accesses

```
> > with
> > > >bytes or words from the CPU (TOS and programs).
> > > >With the Full , no problems because this address area is Burst
Inhbited
> > (TBI
> > > >pin inserted by CT60) and Cache Inhibited (TCI pin) !
> > > >But with the FULL, I can see a four long transfer with increment of
the
> > > >A3,A2 addresses.
> > >
> > > One more reason for the MMU - set up MMU tables that declare the IO
space
> > as
> > > non-cached, serialized areas and you are fine.
> >
> > Yes it's done with the Full.
```

5981. Re: Differential?

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 10:26:10 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bii102$a8l$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24160

In article <_9K2b.194338$0u.13663114@amsnews03.chello.com>,
Henk Robbers <h.robbers@chello.nl> wrote:
>
>I did some search in the WEB and found few additional words
>along the above:
>
>single ended ultra-1 SCSI
>
>Can it be a differential one?

If it *is* single-ended, then ist not differential.

However, from a web search, you can't be sure which version you have - many
SCSI drives are available in both interface variants.

cu
Michael

5982. Re: Drivers GDPS

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 11:29:58 UTC
From: LAFABRIE Florent <lafabrie@club-internet.fr>
Message-ID: <3F4C9636.9010207@club-internet.fr>
Source record: 24103

Thank's, but I receveid the file by mail.
Florent

Galen a ï¿½crit:
> LAFABRIE Florent <lafabrie@club-internet.fr> wrote in message
news:<3F4B722F.4050500@club-internet.fr>...
>
>>But the website (http://crawlycrypt.chromagic.net/) for download the
>>source is offline !
>
>
>>>The Crawly Crypt CDs are online at
>>>http://www.spythis.com/cca/dir.html. Happy hunting!
>>>
>>
>
> $^&#%$^! Tell me where the file is and I'll get it for you. I own the CC CDs.
>
> Galen

5983. CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 11:30:48 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <bii4p9$2e0$1$8302bc10@news.demon.co.uk>
Source record: 24161

I remember that Czuba was thinking about doing a TT version but only had 20
or so requested - any change of mind?

Elliot.

5984. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 12:39:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062010994-67327AEicMi@gmx.net>
Source record: 24177

From: lp <gfabasic@mint.net>
Date: Sun, 24 Aug 2003 18:24:53 -0400

>Ok, we are getting somewhere now. You are stuck because you can't run
>MiNT under magicmac. But again that is the path you took, yet you
>project your frustration on others who can do more.

MiNT is installed on the TT, it has a 2 GB ext2fs partition all for
itself, that's 2 GB wasted space reserved for future crap....
I can't run MiNT under MagiCMac that's true, but I can run MacMiNT under
the Mac OS.... that's an adventure by itself :-)
IIRC it's also installed on that clone in the closet, so that's three
times MiNT on three different computers... still think I'm frustrated?

>Why not dust off the clone and sell it to someone who wishes to remain
>true to the platform, someone who doesn't want to use a mere emulator.
>Take the money and get a faster mac.

That's my business.... I don't advice you to sell your mac and use the
money to buy a CT-60 powered falcon either.

>
>These things do not crawl on clones. You have become so hook on the
>magicmac speed there's no turning back now. See, I never questioned
>your equipment before either, look through your so called massive msg
>archive. I question it now, I don't take emulator users serious.
>All your comments about speed just went out the window. There's no
>reference point to compare speed, as magicmac isn't really qualified as
>an Atari. It's merely a 68k emulator, which has a poor design as well,
>since it forces an OS apon you that you cannot swap out.

Hey wise guy... look at google, they've got an even more massive mgs
archive. Whenever I made comments on speed, I always made it clear that
it was on a TT... if I would have used these from MagiCMac you all would
have declared me nuts... like I said in the previous mail, the G4/800
runs MagiCMac at almost 20X the speed of a 68060/50Mhz...

>I have magicmac for both os9 full version, osx demo. I also have a
>mac of course, fairly new one I might add. However, I will not and I
>do not use magicmac for anything but looking at HYP files. I have found
>it's handy for that when I run across one on the web. Outside of that
>it's of no use to me. I am not interested in becoming an emulator user.

Of course you don't, it's a kiddie OS, remember?

>>Still think it's a good point? I think it's a stupid to make
>>point... Kobold, Papyrus, Phoenix database, GFA basic etc... are also

>>available for the PC, existing on a different platform, doesn't say
>>anything about the quality of the software...
>
>GFA-Basic is effectively dead on the PC. Case anyone wonders. ;-)

It sure is, just like Kobold, Phoenix database, Xact etc...

>So what's your real grip with me, now that I know you are a mac user,
>are you upset that aIRC don't run under your emulator?

You know very well what the grip is all about... and calling me a Mac user won't help solving the matter. Stop this ridiculous campaign, and so will I.... continue it and together we'll probably destroy CSAST...

Cheers from Belgium
Dennis

5985. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 12:40:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062010972-63139AEicMi@gmx.net>
Source record: 24175

From: lp <gfabasic@mint.net>
Date: Sun, 24 Aug 2003 18:32:03 -0400

>Let me also say even though I don't find anything Steeve says of much
>value, since his posts tend to contain foul language, he is however
>a genuine Atari user, unlike Dennis and his emulator.

First of all, let me say that you are pathetic...
I knew it would eventually happen, and it did. When I killfile someone I'll never reply to his posts knowing that I'll get to see only bits and pieces of selected quoted text in related posts from that person...
And that's exactly what you've been replying to, you moron !!!
If you would have read my post, you would have known the whole story, so sit on it, you idiot...

My TT runs 24Hrs a day, it's been running non stop for almost two years now, I don't need to receive lessons from someone using a clone, I've explained why I've put my clone in the closet and why it'll remain there. You wouldn't recognise a genuine Atari user if you bumped into one... just like your Mac, your clone is a machine without a soul, and I can make this statement, because I speak from experience. Ain't it funny how the kettle tells the pot he's black? Tell us Lonny, which genuine Atari computer you're using besides that fake Hades, and it is a fake, a patched TOS on a motherboard does't turn a computer automatically into a genuine Atari.

You've really made my day :-)
Thanks

Cheers from Belgium
Dennis

5986. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 12:41:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062010968-62139AEicMi@gmx.net>
Source record: 24174

From: lp <gfabasic@mint.net>
Date: Sun, 24 Aug 2003 17:41:26 -0400

>I'm a registered PhotoTip user. However it's gone unused for quite
>sometime now. So who is really spreading false information? You are
>the one that is beating down many things you have never tried. If you
>wish to be remember as the most narrow minded individual here, just
>keep it up.`

Narrow minded? do you perhaps think that you are the "only" registered
PotoTip user?

>I stated it was a fine app. You can twist it into something else if
>you like, or perhaps you should seek some sort of English translation
>refresher course.

I don't think so... who do you think wasted two months of his life
translating the app and docs? Derryck and me wasted our time on it, why
didn't anyone told us that there was something far more better available?
And I'm not going to tell you who you have to thank that it even runs on
MiNT, you wouldn't believe it anyway, let's say his name starts with an S.

Cheers from Belgium
Dennis

5987. Re: FS: ISA ATI Mach 64s (and spare Falcon casing)

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 12:48:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062010956-59732AEicMi@gmx.net>
Source record: 24171

From: lyndonamsdon@hotmail.com (Lyndon Amsdon)
Date: 24 Aug 2003 06:04:08 -0700

Hi Lyndon,

>I've never had a Nova, or even seen one. The cards work fine in a PC
>ISA slot, thats why I said I can provide further information on the
>chipset or photos of it. If its anything like the Eclipse, only some
>ATI cards work. I do know the ISA version is rare, I had to buy some
>from USA.

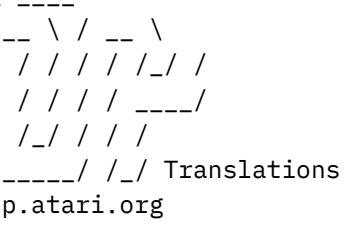
Most of the ATI Mach64 cards will work without a single glitch, but....
(unfortunatley there's always a but...)

The NOVA interface contains a GAL, there are four types of GAL's, one
for every type of card:

- ET 4000
- Mach32
- Mach64 without VRAM
- Mach64 with VRAM

Putting a Mach64 card into an interface with for example a GAL suited
for ET4000 cards, will either give a shifted/scrambled display or no
display at all... so it's essential that one has the correct GAL fitted
on the interface for the Mach64 card, sorry for the rather bad news...

Cheers from Belgium
Dennis
--



Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5988. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 13:04:11 UTC
From: Julian Lewis-Booth <julian@portland.co.uk>
Message-ID: <e%13b.1487$SY4.611499@newsfep2-win.server.ntli.net>
Source record: 24162

Humm tempting prospect, but I'd never convince my wife to let me bring the
TT back, holidays are a tech free zone I am afraid!

Thanks anyway

Julian
"HP Guy" <HPguy@Noemail.com> wrote in message
news:3f4b2922$0$23596$5a62ac22@freenews.iinet.net.au...
> if you plan on having a holiday to Perth western Australia some time soon,
I
> can sell you one, cant be bothered sending a package that far though.
>
>
> "Julian Lewis-Booth" <julian@portland.co.uk> wrote in message
> news:of02b.93$ml5.150620@newsfep1-win.server.ntli.net...
> > Hi There,
> >
> > cant stay away I am afraid! miss the Atari and having cleared out over
the
> > last two years want just one a TT again.
> >
> > If you have one that you are willing to sell please drop me a line with
an
> > indication of price and where in the UK (or possibly world) you are, if
> you
> > are looking to swap platform I do have a reasonable selection of Mac and
> PC
> > hardware (current) that I would gladly trade. If it is cold cash you
want
> no
> > problem, if you are close to Manchester I will collect from you and
bring
> > the cash!
> >
> > Regards
> >
> > Julian
> >
> >
>
>

5989. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 13:09:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062010980-64419AEicMi@gmx.net>
Source record: 24176

From: Janez Valant <swe@atari.org>
Date: Sun, 24 Aug 2003 23:05:37 +0200

Hi,

>Again, again and again u showed yourself as MASTER of twisting and turning
>the facts as u like... WHERE did i say developers MUST develop apps only
>for MiNT. I said like 100 times, that if application is developed in
>accordance to GEM guidelines, it will work in MiNT, Magic and TOS...

I know you've said it a 100 times... and I've asked you a hundred times to name me the apps, I'm still waiting BTW. I can only conclude that there are no MiNT users developing apps which run in accordance to the GEM guidelines, but you'll call that twisting words around ofcourse... So let's one straight question, and please reply to it in the same manner. What apps have been developed by MINT users/coders/developers that run on the three OS's? And I said apps, not drivers or utilities....

>and to blame them is as stupid as to blame Andreas Kromke why there is no
>new Word proccesors and other apps.

There is a new word processor, and it's better and faster then anything you've ever seen on this platform...

>Only have one question for you: IS magic a CRAP? Did i EVER call Magic a
>crap, or let say Iconnect and Iconnect related apps since they are bonded
>to one OS? I didnt. WE didnt... I have no use of those apps, they ARE OS
>specific but i still wont call them a crap.. Many arent bad apps at all,
>just wrongly designed....

True you didn't, but then you are the odd one out.
Iconnect and the Iconnect clients are OS-specific, just like MinTNeT and the MinTNet clients are OS-specific, but apart from the Iconnect issue I really don't know any other MagiC-specific apps... do you?
Time and time again the MagiC-specific apps are slapped in my face, but when I ask to name a couple from that *lot* all you guys can come up with are the IConnect clients....

>No one twist them, now how can Pine be OS specific? From SAME sources it
>run on MiNT, Linux, Irix, Macos, BeOS, Windows, and some 10 other OSes. And
>no, i wont buy PC or Mac, if i can make a task on Atari. U prolly also
>watch jpegs on Atari, or GIFs, u dont just watch PI* or NEO pics and use a
>PC for alien formats.... The money saved ill rather spend for buying and
>suporting remaining Atari developers (which make apps according to GEM
>standards, so they run on any OS)

Ofcourse you twist words.... I'm talking about OS-specific apps on this platform and you give me platform platform specific apps. I don't give a damn on how many platforms an app runs. This is the Atari platform, and that's the plaform we're discussing here... an app only running on one of the three major used OS's doesn't really deserve to be called "Atari program" if you ask me...

>Really.. U didnt say Airc is crap, u just called him a thief etc.. and
>make suggestions bout stealing code etc.. remember that thread?

No I don't remember that thread.... I didn't partcipate in it.
I've asked Lonny and ozk to produce or quote the reference number of the post, and now I'm asking you... you're number 3 now who accuses me... I've also been accused of making fun of your mother while being very sick, ever remember me making such a statement?

>:))) Your nick should be Twister.... I knoiw u use MagicMAC and did i EVER
>use that against you. But u have the balls to use alien hardware, on that
>hardware use alien OS/apps BUT spit and insult everyone else who just use
>some alien apps (AGAIN: as bonus feature) in order not to leave Ataris in
>closets!

I use MagiCMac on the Mac and MagiC on the TT. Sometimes I use the TT to post here, other times the Mac... it depends on what machine I happen to be busy. The TT runs night and day, it's always available when I need it, and take it from me Janez, it's still being used very intensively...
What I ment to explain was that even if someone has a Mac or PC, there's no need to start using specific stuff to post or mail here. The Atari software is capable, very capable if it comes down to it. People using Entourage on a Mac to post here, are the ones with the balls....
For the record: there are no Atari's in closets here, the only computer that is gathering dust in a closet is the clone, and that clone is not a real Atari anyway, because just like the Mac it has no "soul".

>But u use Mac, love Magic (all okay with that), which wasnt updated in
>years, spit and insult everyone, no matter if thats MiNT OS developer

The English MagiC was updated february 2003, when was the last MiNT update again.... gee, how time fies...

>(who actualy support Atari a lot) or me, since i dare to used alien apps, to
>have cable working on my Ataris, or since i ran pine or ircii (altough i did
>say i then stated to use Amail) or anyone else not fitting in your scheme.
>Thats pure hatery. U just cant say, or type, that MiNt is a good and
>definately an ATARI os, that its developers makes great job, u rather left
>all such parts from replys and use parts in which u only can spit on ported
>apps...

I've written it time and time again, but you don't want to read it.... MiNT is OK, it's the crap that's being produced for it that is not OK...

>Use it as u wish... But remember, in my eyes your Atari spirit does not
>grow up, since u use Mac and have Ataris in closets... Its totaly your call

Are you deaf? The only computer in the closet is the clone. And I don't care
if all the clone users now join in also: a clone is not an Atari....

>> You can port the apps and start them up, but there's no way you'll ever
>> see them "run", at best they'll "crawl" on a Atari, clone or powered
>> Falcon. And anyone stating different in my book is a dreamer...
>
>Well I am a dreamer then... We talk bout ports here, and there is one
>fact u dont know: CLI ports run preety fast, even on plain machine. Even
>those with NCURSES GUI. Even more, running them makes a lot less stress on
>CPU as GEM/GUI apps. That dont apply to all apps, but Pine, ircii, lynx,
>ncftp... runs, not crawl, happy. So i am stating that, and u run some 1st,
>then make judgements.... X apps are the one which are harder to run....

This is like an old cracked record running. I'm talking about apps that the
average user needs, and here you are dishing out the same stuff again. Why
didn't you put Ghostscript in that list? And when can we see an office suit
or parts of it being ported, according to your logic, it should run smoother
then what we've been using up until now.... like I said: keep on dreaming :-)

>If your ISP cancel dialin and go cable/adsl only, MiNT can adopt fast. that
>is done already, but if some of inet services change specs, maybe to ipv6 or
>something like that, MiNT will provide drivers fast, on OS level,transparent
>to apps. That is not joking anyone, those are facts (i gave me as an example
>with my TT). Other example are unixfs drivers, fat32, amigaFS drivers etc..
>Its not important that virtualy noone can benefit from AmigaFS, important is
>that its easy to add such stuff, and that its done on OS level and
>transparent to apps.

We have a conflicting view on this issue, we can discuss it for another ten
years, we'll never see eye on eye on this. For you the OS is the most
important factor, for me it's the apps that run on that OS that are the main
factor. You may have the most advanced and stable OS in the world, without
apps taking advantage/showing it off, then in reality you've got nothing.

>>at the time that SSL
>>was developed for MinTNet it was iilegal to export it out of the States.
>>The programmer of IConnect didn't want to break any laws, and that's
>>probably the reason why all the other stacks haven't got SSL either but
>>IMO this isn't an OS related matter...
>
>Please... So now are US laws quilty that no SSL? As u say "probably",
>since u have no clue...

I know for certain about Iconnect that this was the reason, I wrote probably
for the other stacks, because I indeed have no clue...
but applying a little logic goes far...

>>BTW: I work in a bank.... and I've seen too many horror stories the last
>>couple of years. I would **never ever** use e-banking. And no, I will not
>>comment further on this issue.... work it out for yourself.
>
>I will, u dont use/need it.. so coder is an idiot to make it... And do i

>really need to tell ALL. Its not just ebanking, its also ordering things
>via browser etc etc.. i did order few things sucessfully via inet and credt
>card....

Who said I don't need it? I said that I would never ever use it. But there's
a difference between e-banking and paying/ordering goods online. I'm not
allowed to make public comments on e-banking related stuff (non disclosure-
agreement), but I've ordered a lot of stuff with CAB also, without needing
SSL and Java applets. If a site demands this, then I just move on to another
one, there's enough competition out there. And I haven't met a dealer yet who
didn't want to sell his goods if I ordered them by email...

>Yes let's be fair: what' wrong with ext2fs partitons? Or Minixfs
>partitons? Or FAT32? Nothing. MiNT has them all. And Inode based ones are
>more reliable as FAT table ones...

There's nothing wrong with ext2fs partitions, did I say there was something
wrong? I just added FAT32 because you overlooked it...

>Dennis, WHY are u doing this, i know u are not SO stupid. Thats EXACTLY
>what im babbling here for quite some time and u ignoore... And now repeat
>that as own invention. Those coders code ATARI apps. And those apps work on
>any ATARI OS, sometimes TOS is excluded. They work on ANY OS because OS
>developers made their OSes compatible... Im telling that for long here..

We might be "babbling" about the same thing but we have conflicting views on
the issue :-)

>Those coders do not develop MiNT ot Magic apps, just GEM apps. Money has no
>issue here, i did and do pay for apps i use. I also want to reward coders
>for hard work... And if there is app i dont like/use/need i STILL test it
>and usualy send friendly message, i dont call them lamers if they happen to
>used Magic AES methods...

Fine, I've already asked to name a couple of these apps... and I'm honestly
not doing this on purpose: I just don't know and never heard of these apps
that are coded by people using MiNT as basic OS. I know it sounds silly but
it's like nothing ever appears from that corner of the world... not the kind
of apps that you mentioned, if we're talking about CLI or OS-specific stuff
then it's different of course.

>Well this part is easy. XaAES is now part of official FreeMiNT CVS tree,
>but its not good enough yet. Thing is NOT Free, so can't be added as well.

Yep, Thing is shareware, I have no clue why this is an issue so I'm not going
to comment on it. But be realistic, how can you claim an easy all in install
when the package contains no desktop?

>> There's nothing bad about it... I'm not even remotely interested in
>> anything coming from the unix world. And from what I've written above it
>> should be crystal clear that I don't believe in the fairy tale about that
>> stuff helping
>

>What u believe or not is not neccesary to the right thing... U arent
>remotely interested in stuff came from Unix world... Okay, so u dont use
>Anodyne CD writer software, Aniplayers jpg/mpg etc decoders.. and so on..

True... I use CD Recorder Pro from SoundPool, and I don't use Aniplayer at all, Photoline depacks jpg's much faster, and as for mpg... on the TT these are played at 3 fps, on the clone it used to be in slow motion, so I watch mpg's on the Mac.

>Thats all tale for you... U think its tale. But i AM offended by many of
>your bashings, i repeat bashings, not criticism in proper way. Result is,
>that i stopped seeking for problem someone reported for GGT2 on Magic. And
>that purely cause of your mouth... But ah, u dont care bout that or the
>GGT2, it wont run on Mac anyway, so i guess i "can crawl in pit i crawled
>out...."

Well Janez, that a poor attitude. If every film director, song writer or novel writer would pack it in because their efforts are being critisized then their wouldn't be much left anymore... As for GGT2, I don't even have a clue what it is, so I'm pretty sure that I've never commented on it... if it's been bashed or critisized, it wasn't me (for once).

>There are serious apps, which directly came from demo coders or their
>techiques. U dont need to cheer demos if u dont use them, but since u dont
>exactly create anything, dont call them crap, since many demos are coding
>wonders, and coders lamers etc....

I create a lot of noise.... and I mess around in others their work, so don't say I'm not creative. :-)

>I dont want to hear comments. I want u to recognize a chance to sent
>comments and suggestions (not bitching) to HW developers. Instead of
>monaing about no Iconnect support, be usefull, talk with them. If Iconnect
>is NOT open to others, then rather blame Iconnect authors. U may ask them
>if they can make them open. Or u may use iffusion, and it will be ok, since
>Highwire is Stik compatible... Or its really easier to declare it usefull
>and crap?

IIRC it was claimed that HW would be a replacement for CAB?
When it's finished I expect to see a program that is better then CAB, better means more stable, html 4.0 compliant, etc... but I do expect it to have at least the same features as CAB also. One of the nice things about CAB is that it can be used with almost any stack, the fact that I can use Ifusion to go online with it, is not a valid point. This program is still in beta, so I give it the benefit of doubt, that's also the reason I don't "bitch" about it, but if the final version doesn't support Iconnect then I'll put that as a negative point in my book. As a matter of fact, for me it might be a reason not to use it at all. And I'm not the only Iconnect user in the world. If you ever used Ifusion then you should know that it slows the whole lot down quite a bit.... that doesn't matter much for stuff like email or newsgroups, for a browser however it's different.

>Better as bitching. And opposite way is: u seems to dislike
>any open stuff, u are covinced that ppl who charge are better coders...

I'm convinced that ppl who charge are more dedicated, "better" is not the exact phrasing, the "chargers" have an incentive to code, even if they are not in the mood or it's beautifull weather outside. I don't really dislike open stuff, but so far I haven't seen much coming from that corner which should change my views on it, in general it goes like this: something is declared open source, some people are rumoured to be working on it, and that's it. I gave you QED and Chagall as two examples, but you've choosen conveniently to overlook those. I gave these two examples because I was so stupid to "contribute" to these, in amid two projects which took all our attention, Peter and me took the time to mail over sources, translations, docs etc to the guys working on Chagall, I had to literally turn the place here up side down to find all that stuff back. I was even stupid enough to edit and translate large parts of it to make it easier for them to grasp, and what have we got to show for it ? peanuts....
It's not the first time this has happened, so yes I bitch at the open stuff corner. I've never experienced anything like this with coders who "charge", they deliver and get the job done...

You accuse me of bitching, while you haven't got the faintest clue what I do and contribute in the background....
TBH: I'm fed up contributing, when dreamers get in touch with me, they ask for sources, beta's, translated docs etc... that's stuff I've put a lot of time, work and sweat in, it's not appreciated and if I mail it over nothing happens with it... from now on I'm gonna keep it all locked away in the closet. Just like you don't wanna continue working on GGT2, I'm through with handing out my stuff, let's face it, you've said it yourself.... it has no value

>If Iconnect is NOT open to others, then rather blame Iconnect authors. U may
>ask them if they can make them open. Or u may use iffusion, and it will be
>ok, since Highwire is Stik compatible...

I don't have to ask anything at all.... it's the coders who must ask for it, and to your and their surprise they will get all necessary info, and if the info isn't enough they'll even receive help. ASH has never refused handing out the specs of Iconnect, but if nobody care to ask.... how do you think that Vassilis implemented it in MagicNet? I know... and he knows.

The info will be in German of course, if the coders don't understand it, all they have to do is to contact me, and I'll translate it for them. If they don't want to deal with me, fine, I'm convinced that Derryck or Peter will do it without any hesitation also. And the same thing applies to MagiC.... the fact that it's not open doesn't mean that it's top secret, if you have a problem get in touch with the author, he's not a monster.... as long as you don't ask to make it open source I'm convinced he'll give you all the needed info.
That silly argument that something is not open has been used time and time again here... except perhaps for one or two programmers, all the people that code "closed" stuff will be jumping up and down if you contact them... but it's easier ofcourse to say that it's closed and not bother at all with it.

Cheers from Belgium
Dennis

5990. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 13:10:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062010960-60455AEicMi@gmx.net>
Source record: 24172

From: lp <gfabasic@mint.net>
Date: Thu, 21 Aug 2003 23:52:13 -0400

>PhotoTip is a program. That is it's main purpose, to access serial
>based cameras. Without that feature it would pale in comparison to
>other such printing/scanning apps.

That particular feature can't be compared with other printing/scanning
apps since there aren't any for this platform. Someone who wants/needs
his printer and scanner to work as a colour photocopier can only use
PhotoTip for this purpose. So like I said, that feature on its own is
worth the price....

>>>It's just like in 'The Matrix', the problem is "choice".
>>>
>>In this particular case there is no choice...
>
>There's where you are wrong. You just think you have no choice, since
>you took the path you took.

I've just explained that I'm not wrong.... and even if I was, I prefer
taking the shortest route. With photoTip I can catalogue, edit, delete,
put back, number, time stamp, produce thumbnails in html format, print,
send scanned pics to the camera, send pics to the camera in sequential
format, delete protected pics, rotate and scale the pics in the camera,
etc... it has a feature list which is a mile long. One program for all
tasks... that's called efficient working, what you propose will do the
job also of course, but why make it difficult if all can be done from
single app?

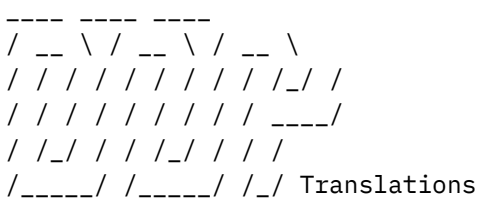
Another thing which that CLI lacks are the long established protocols
and standards, and it's that stuff which makes using Atari programs
different then on any other platform....
Long filenames, AV protocol, Drag&Drop protocol, xFSL font selector,
DHST, ST-Guide help, Bubble help with BGH support, Display and printing
using NVDI5 routines, MagiC-style window dialogs, GDPS scanner interface
Threads under MagiC, GEMScript etc....
All that stuff sets this app miles ahead of your ported crap... and yes
sorry, but in comparisation it's crap... and I don't care that it costs
nothing, that's no excuse.

>It wouldn't kill you to have a dual boot system.

I have... TOS and MagiC :-)

Cheers from Belgium
Dennis

--



Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

5991. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 13:12:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062010964-61375AEicMi@gmx.net>
Source record: 24173

From: "Julian Wolfe" <julianwolfe@earthlink.net>
Date: Sun, 24 Aug 2003 08:19:42 GMT

Hi Julian,

>Oh please, Dennis...let's be realistic about this. Atari users play
>with apps for the hell of it, and everyone here knows that.

Well I for one wasn't aware of it... many thanks for enlightening me.
It explains a lot...

Cheers from Belgium
Dennis

5992. AtarICQ 0.159 is released

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 14:10:48 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.lbjsdaci@localhost>
Source record: 24163

Hi all,

A new release of the Atari GEM ICQ client for STiK is now available.
This time the following major changes have been made:

* Sound can now be configured in preferences dialog (Please read
the HYP!) * Fixed a problem causing aICQ to enter "away" mode also
when user wasn't idle * Right click on search results (UIN) will
open "add contact" dialog * Support for several languages updated
(French, German, Polish, Swedish) * Quite a few bugfixes, see
update.txt for details

To download and read more about AtarICQ, please visit www.ataricq.org

Regards,

Joakim

5993. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 14:47:21 UTC
From: Mayor of R'lyeh <ev515o@hotmail.com>
Message-ID: <o1hpkvsefrire4nna3s1uldfq8qvutme1j@4ax.com>
Source record: 24165
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

```
On Tue, 26 Aug 2003 15:43:35 -0500, "Edwin" <thorne25@juno.com> chose
to bless us with the following wisdom:

>
>"Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
>news:3f4bc260$0$62081$75868355@news.frii.net...
>> Mayor of R'lyeh wrote:
>>
>> > On Tue, 26 Aug 2003 13:32:35 -0600, Elizabot
>> > <booREMOVE@grayREMOVErock.org> chose to bless us with the following
>> > wisdom:
>> >
>> >
>> >>Edwin wrote:
>> >>
>> >>
>> >>>"Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
>> >>>news:3f4ba96a$0$62081$75868355@news.frii.net...
>> >>>
>> >>>
>> >>>>Edwin wrote:
>> >>>>
>> >>>>
>> >>>>>"Trepain" <trepain@trepainnospam.com> wrote in message
>> >>>>>news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
>> >>>>>
>> >>>>>
>> >>>>>
>> >>>>>www.macvirus.com is a site with Mac related virus information. They
>do
>> >>>>>exist on the Mac whether you have experienced them or not.
>> >>>>>
>> >>>>>Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
>> >>>>>here you will find quite a few. They also exist.
>> >>>>>
>> >>>>>FIXING YOUR MAC - Solving Common Mac ERRORS -
>> >>>>>http://www.macforce.com/support_cure.php - well I guess Macs have
>> >>>>>errors like any other computer.
>> >>>>>
>> >>>>>So you never really went into specifics. What can YOU do that I
>> >>>>>cannot? What can you do better on your Mac? How many times must I
>ask
>> >>>>>this?
```

>> >>>>>
>> >>>>>
>> >>>>>No Mac advocate will ever answer those questions, no matter how many
>> >>>
>> >>>times
>> >>>
>> >>>
>> >>>>>you ask. The best they can come up with is "I just like the Mac,"
>and
>> >>>
>> >>>to
>> >>>
>> >>>
>> >>>>>perhaps point you to a study that compares Windows 3.x to the Mac.
>> >>>>>
>> >>>>>[snip]
>> >>>>>
>> >>>>>Edwin
>> >>>>
>> >>>>Back in 4 days. Is this a new record?
>> >>>
>> >>>
>> >>>Back? Back where? Did you see how many groups this is cross-posted
>to?
>> >>>I'm posting to comp.os.ms-windows.advocacy myself.
>> >>>
>> >>>Edwin
>> >>
>> >>You're going to be very bored there. That group has been abandoned.
>> >
>> >
>> > Why don't you two just get a room and be done with it!
>>
>> Jealous?
>
>Can you blame him? After all he is entombed in an obscene, slime covered
>tower at the bottom of the Pacific Ocean... you can see how that would make
>one jealous of those living in the light and air...
>
>Edwin
>
But its a very nice obscene, slime covered tower at the bottom of the
Pacific Ocean. If you ever saw it you would be SO jealous.

--

"Whoever is advising them [Democrats] on gun control
should be shot."

Blaine Rummel, spokesman for the Coalition to
Stop Gun Violence.

5994. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 14:47:57 UTC
From: Mayor of R'lyeh <ev515o@hotmail.com>
Message-ID: <14hpkvs2nbi098bh4bkkdcp5tf8d6qqci5@4ax.com>
Source record: 24166
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

```
On Tue, 26 Aug 2003 14:26:07 -0600, Elizabot
<booREMOVE@grayREMOVErock.org> chose to bless us with the following
wisdom:

>Mayor of R'lyeh wrote:
>
>> On Tue, 26 Aug 2003 13:32:35 -0600, Elizabot
>> <booREMOVE@grayREMOVErock.org> chose to bless us with the following
>> wisdom:
>>
>>
>>>Edwin wrote:
>>>
>>>
>>>>"Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
>>>>news:3f4ba96a$0$62081$75868355@news.frii.net...
>>>>
>>>>
>>>>>Edwin wrote:
>>>>>
>>>>>
>>>>>>"Trepain" <trepain@trepainnospam.com> wrote in message
>>>>>>news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
>>>>>>
>>>>>>
>>>>>>
>>>>>>>www.macvirus.com is a site with Mac related virus information. They do
>>>>>>>exist on the Mac whether you have experienced them or not.
>>>>>>>
>>>>>>>Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
>>>>>>>here you will find quite a few. They also exist.
>>>>>>>
>>>>>>>FIXING YOUR MAC - Solving Common Mac ERRORS -
>>>>>>>http://www.macforce.com/support_cure.php - well I guess Macs have
>>>>>>>errors like any other computer.
>>>>>>>
>>>>>>>So you never really went into specifics. What can YOU do that I
>>>>>>>cannot? What can you do better on your Mac? How many times must I ask
>>>>>>>this?
>>>>>>
>>>>>>
>>>>>>No Mac advocate will ever answer those questions, no matter how many
>>>>
```

>>>>times
>>>>
>>>>
>>>>>>you ask. The best they can come up with is "I just like the Mac," and
>>>>
>>>>to
>>>>
>>>>
>>>>>>perhaps point you to a study that compares Windows 3.x to the Mac.
>>>>>>
>>>>>>[snip]
>>>>>>
>>>>>>Edwin
>>>>>
>>>>>Back in 4 days. Is this a new record?
>>>>
>>>>
>>>>Back? Back where? Did you see how many groups this is cross-posted to?
>>>>I'm posting to comp.os.ms-windows.advocacy myself.
>>>>
>>>>Edwin
>>>
>>>You're going to be very bored there. That group has been abandoned.
>>
>>
>> Why don't you two just get a room and be done with it!
>
>Jealous?

I'm not but Dee is definitely wishing he was you!

--

"Whoever is advising them [Democrats] on gun control
should be shot."

Blaine Rummel, spokesman for the Coalition to
Stop Gun Violence.

5995. Re: Differential?

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 15:13:24 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <oU33b.220160$0u.16780415@amsnews03.chello.com>
Source record: 24167

Michael Schwingen wrote:

> In article <_9K2b.194338$0u.13663114@amsnews03.chello.com>,
> Henk Robbers <h.robbers@chello.nl> wrote:
>>
>>single ended ultra-1 SCSI
>>
>>Can it be a differential one?
>
> If it *is* single-ended, then ist not differential.
>

OK, not being a technicien, that was what I wanted to know. :-)

> However, from a web search, you can't be sure which version you have -
> many SCSI drives are available in both interface variants.
>

Thanks everybody for most learning replies.

The disk has 50 pins.

I have set the following jumpers:

1 spare = 0
2 id bit 2 = 0
3 id bit 1 = 0
4 id bit 0 = 1
5 enable autospin = 0
6 scsi termination = 1
7 disable unit attention = 1
8 ti sync nego = 0
9 autostart delay = 0
10 delay start 6/12 = 0
11 disable parity = 1
12 led out not connected

AHDI recognizes a scsi disc on 1.0 but doesnt get a name.
After that the correctly recognized disk on 0.0 cannot be read
and the TT starts up with the empty desktop although there
is a C harddisc icon below the standard A & B icons.

Looks like the termination thingy.

I havnt tried jumper 8, 9 & 10

--
Groeten; Regards.

Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

5996. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 15:45:06 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Ck43b.5869$L15.4319@newsfep4-winn.server.ntli.net>
Source record: 24168

Hello.

"RSE" <stuff@recycledTAKECAPSOUTsteel.co.uk> wrote in message
news:bii4p9$2e0$1$8302bc10@news.demon.co.uk...
> I remember that Czuba was thinking about doing a TT version but only had
20
> or so requested - any change of mind?

If he did I have few TTs they could go into.........

5997. Re: Richard Kurz

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 16:31:26 UTC
From: Karsten Lüdersen <karsten@kalue.de>
Message-ID: <biiv21$9s2g1$1@ID-163102.news.uni-berlin.de>
Source record: 24179

yves.rogne@free.fr (Mï¿½gamodeste) schrieb:

>For Maus adresses are like that richard@un.maus.de or john@UN.maus.de

Almost. Maus adresses always contain both names, e.g.
richard.kurz@un.maus.de. But if Richard still have (or ever had) this
adress I donï¿½t know.

Gruï¿½,
Karsten

--
http://www.kalue.de/

5998. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 17:27:58 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <biiqpq$7t1$1$8300dec7@news.demon.co.uk>
Source record: 24170

> Did you put a cryo unit on it;-). I know the UK is bloody cold but 13
> degrees?
>
> Mark

Maybe you have Air Con, the UK has not ben that cold recently, we have had a good few days peeking at 38 - 39 and the general temp over the past few months has been in the late 20s (cooler now though).

Mine also appears to run cold. What speed CPU do you have in it, mine is LC 66Mhz, a FULL 50Mhz may well get much hoter as it is being overclocked and has more stuffs inside.

Elliot.

5999. Re: FS: ISA ATI Mach 64s (and spare Falcon casing)

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 18:45:42 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0308271045.7f5e0d70@posting.google.com>
Source record: 24178

Hi,

> A picture or at least the numbers & markings on the chip might help to
> cross reference.

http://hardware.atari.org/photos/mach64.jpg sorry it's a bit over
exposed, anyone wanting clearer image can email me and I will fiddle
with the settings.

Mach 64 chipset number 210888GX00
AT&T Precision DAC ATT20C408-13

Lyndon

6000. Re: Differential?

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 20:06:52 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bij30sjrf1@nets3.rz.RWTH-Aachen.DE>
Source record: 24180

In article <oU33b.220160$0u.16780415@amsnews03.chello.com>,
Henk Robbers <h.robbers@chello.nl> wrote:
>
>Thanks everybody for most learning replies.
>
>The disk has 50 pins.

Which still does not mean much - both single-ended and differential have 50
pins if narrow (8-bit) SCSI is used.

>AHDI recognizes a scsi disc on 1.0 but doesnt get a name.
>After that the correctly recognized disk on 0.0 cannot be read
>and the TT starts up with the empty desktop although there
>is a C harddisc icon below the standard A & B icons.
>
>Looks like the termination thingy.

Might also be a drive that *requires* bus arbitration. Use the SCSI port on
a TT or Falcon, try to use HDdriver with arbitration enabled. Connect the
disk to an external power supply and power it up *after* the machine has
booted, and then start the driver, because TOS may access the disk without
arbitration during boot, which may be enough to make the disk look dead.

Otherwise, it may still be a differential interface.

cu
Michael

6001. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 20:23:49 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <1t83b.1739$2B6.378247@news.siol.net>
Source record: 24181

Dennis Vermeire wrote:

> I know you've said it a 100 times... and I've asked you a hundred times to
> name me the apps, I'm still waiting BTW. I can only conclude that there
> are no MiNT users developing apps which run in accordance to the GEM
> guidelines, but you'll call that twisting words around ofcourse... So
> let's one straight question, and please reply to it in the same manner.
> What apps have been developed by MINT users/coders/developers that run on
> the three OS's? And I said apps, not drivers or utilities....

Dennis do u do this on purpose? Im talking, 100 times, that there is no MiNT/Magic developers when it comes to apps. There ARE only Atari apps. MiNT developers are guys developing MiNT itself, and Magic developers are guys developing Magic. Since they do care bout Atari, noone of those oses require special coding. The only exceptions so far are Iconnect and MiNT Net stacks and Magic objects. And if u want straight answer:

Lonny did AtariIRC, he is MiNTer, Atack guys did Aftp, Amail, they are MiNTers as well, i did GGT2... Still i repeat, those apps run widelly and they cane be put into category "MiNT application coders" There is no such category.. I know ud like to spit on it, but there is nothing.. Being Magic user, or MiNT, most use either GFA, or PureC or Devpac or Tasm.. even GCC users have to use GEMlibs. And call for fileselector, or window opening etc is exactly the SAME for both OSes as its all GEM, bios, Xbios calls, except from those MiNT or Magic have extra....

>>and to blame them is as stupid as to blame Andreas Kromke why there is no
>>new Word proccesors and other apps.
>
> There is a new word processor, and it's better and faster then anything
> you've ever seen on this platform...

And u totaly missed the point i was talking about....

>
>>Only have one question for you: IS magic a CRAP? Did i EVER call Magic a
>>crap, or let say Iconnect and Iconnect related apps since they are bonded
>>to one OS? I didnt. WE didnt... I have no use of those apps, they ARE OS
>>specific but i still wont call them a crap.. Many arent bad apps at all,
>>just wrongly designed....
>
> True you didn't, but then you are the odd one out.
> Iconnect and the Iconnect clients are OS-specific, just like MinTNeT and
> the MinTNet clients are OS-specific, but apart from the Iconnect issue I
> really don't know any other MagiC-specific apps... do you?

Dennis, rare oportunity i use hard words: "FUCK YOU" U asking me this question? After my kazzilion messages that there is actualy NO MiNT ot Magic apps! Even Iconnect client or MiNT NET client would work under "other" OS with simple stack translator, same as Stik and Adamas apps runs with MiNT net. I claim that from beggining, and now u came up to me with this? U are on other hand, all over MiNT developers etc, because of ports, for which i said, also kazzilion times, that they are necessary for some tasks and EXTRA feature.. U keep showing them as MAIN feature of MiNT!

> Ofcourse you twist words.... I'm talking about OS-specific apps on this
> platform and you give me platform platform specific apps. I don't give a
> damn on how many platforms an app runs. This is the Atari platform, and
> that's the plaform we're discussing here... an app only running on one of
> the three major used OS's doesn't really deserve to be called "Atari
> program" if you ask me...

And who the fuck calls them Atari program?? I never did, noone actualy never did. U also forgot i mentioned i used Pine, but migrated to Atack mail, when it came out... Exactly the same reason as mentioned here.. But u have selective memory....

> I use MagiCMac on the Mac and MagiC on the TT. Sometimes I use the TT to
> post here, other times the Mac... it depends on what machine I happen to
> be busy. The TT runs night and day, it's always available when I need it,
> and take it from me Janez, it's still being used very intensively...
> What I ment to explain was that even if someone has a Mac or PC, there's
> no need to start using specific stuff to post or mail here. The Atari
> software is capable, very capable if it comes down to it. People using
> Entourage on a Mac to post here, are the ones with the balls....
> For the record: there are no Atari's in closets here, the only computer
> that
> is gathering dust in a closet is the clone, and that clone is not a real
> Atari anyway, because just like the Mac it has no "soul".

Still GEM apps ran in MagicMAC relies on MAC open transport, MAC eth drivers.. same as my GEM apps relies on nfs, unix sockets... Why my way is bad, and yours is good? Apart for few CLI apps, i use GEM stuff only, from same reasons as u do, yet u bitch me and question my way...

>
>>But u use Mac, love Magic (all okay with that), which wasnt updated in
>>years, spit and insult everyone, no matter if thats MiNT OS developer
>
> The English MagiC was updated february 2003, when was the last MiNT update
> again.... gee, how time fies...

Dennis dont throw updates of an emulator in my face, tell me about Atari Magic update. I do NOT wanna buy Mac to be able to use newest update of an ATARI OS, thats ABSURD. And about MiNT updates, im really happy u mentioned that, obviously u didnt care to look on pages i suggested, so ill help you:

2003-08-19 Tuesday 14:38 Standa Opichal <opichals@seznam.cz>

* sys/dosdir.c:

Fchown() syscall semantics changed to follow symlinks.

This is now in sync with the libc specification.

The mintlib falls back to Fchown() if the new Fchown16() syscall
is not present (older kernel is in use).

2003-08-19 Tuesday 11:28 Standa Opichal <opichals@seznam.cz>

* sys/: dosdir.c, dosdir.h, syscall_vectors.c, syscalls.master:

Adding the sys_f_chown16 syscall that is like sys_f_chown() but takes the
extra 'follow_symlinks' argument.

This is usefull to implement correct mintlib chown() and lchown() calls.

2003-08-19 Tuesday 11:25 Standa Opichal <opichals@seznam.cz>

* sys/: CONFIGVARS, arch/magic/Makefile:

Adjusted to be able to propagate CVS/CONFIGVARS GLOBAL variable setting.

This is usefull e.g. when you have the libc in other than default directory
on your system to specify the -I and -L paths.

2003-08-08 Friday 11:49 Adam Klobukowski <atari@gabo.pl>

* doc/programmer/newcall.html/shutdown.html:

Little bugfix (sorry)

2003-08-08 Friday 11:45 Adam Klobukowski <atari@gabo.pl>

* doc/programmer/newcall.html/shutdown.html:

Update about poweroff mode

2003-08-07 Thursday 09:31 Adam Klobukowski <atari@gabo.pl>

* sys/: cookie.h, dos.c:

CT60 poweroff support

2003-08-02 Saturday 17:03 Frank Naumann <fnaumann@freemint.de>

* sys/init.c:

Added missing #ifdef VERBOSE_BOOT.

2003-07-29 Tuesday 12:11 Jens Heitmann <jheitmann@debitel.net>

* tools/mgw/: main.c, syscalls.c:

Bugfix: EOF check in check_exception (called by select)

2003-07-28 Monday 20:49 Michael Schwingen <rincewind@a-tuin.dascon.de>

* sys/biosfs.c:

- disable (broken) biosfs support for Milan UARTs - use the XDD instead.

2003-07-28 Monday 20:48 Michael Schwingen <rincewind@a-tuin.dascon.de>

* sys/init.c:

- re-add code to run ROM AES: GEM=ROM sets init_is_gem==1 and init_prg == 0
- do not hook into reset vector - this should not be necessary, and can
cause problems on MagnumST

2003-07-28 Monday 20:46 Michael Schwingen <rincewind@a-tuin.dascon.de>

* sys/: info.c, info.h:

- add message for ROM AES

2003-07-28 Monday 20:45 Michael Schwingen <rincewind@a-tuin.dascon.de>

* sys/cnf.c:

- re-add code to run ROM AES: GEM=ROM sets init_is_gem==1 and init_prg == 0

2003-07-28 Monday 18:10 Konrad M. Kokoszkiewicz <draco@obta.uw.edu.pl>

* sys/mis.c:

Corrected the number of seconds in a Gregiorian year
for internal time calculations
(it is 365 days, 5 hours, 48 minutes and 45 seconds, and not
365 days, 6 hours, 11 minutes and 15 seconds :-))

2003-07-12 Saturday 16:46 Odd Skancke <ozk@atari.org>

* xaaes/src/: bootup.c, kernel.c, menuwidg.c, xa_shel.c:

Fixed Ssystem() call to get conterm value, fixes kbd repeat.
Fixed a problem caused by small apps terminating too fast, causing parent
code after Pvfork() call to work on a freed xa_client structure by
blocking sigchild longer.

2003-07-01 Tuesday 06:55 Jens Heitmann <jheitmann@debitel.net>

* xaaes/src/xa_form.c:

Fixed <RETURN> problem, with dialogs containing only
one edit field and no default button. (Was inserting
CR chars before)

--- snip ----

Here u go, MiNT and Xaaes updates, last few weeks, its updated almost
daily....

> I've written it time and time again, but you don't want to read it....
> MiNT is OK, it's the crap that's being produced for it that is not OK...

There is EXACTLY the same ammount of apps produced for MiNT as for other
Atari OSes. Excpet, again, for MiNT or Magic setup tools, if any in work..
the rest are ports from Unix world, addition to MiNT or Unix as i wish, not
for Atari directly, altough daemons or drivers may add to functionality of

GEM...

> Are you deaf? The only computer in the closet is the clone. And I don't
> care if all the clone users now join in also: a clone is not an Atari....

In not deaf, i just dont believe you. U put clone into closet cause its too slow, and now u use slower TT all the time? Why are u bought clone in 1st time, if its so not Atari?

> This is like an old cracked record running. I'm talking about apps that
> the average user needs, and here you are dishing out the same stuff again.
> Why didn't you put Ghostscript in that list? And when can we see an office
> suit or parts of it being ported, according to your logic, it should run
> smoother then what we've been using up until now.... like I said: keep on
> dreaming :-)

Dennis, u are abusive and make idiot out of me... Read my messages and ull see that i ALWAYS noted, that Xapps are slow, i also noted that GhostView is slow. I did also say, since i used it, that KNews wasnt so slow. Where the fuck "my logic" fit in? Stop abusing what i wrote and forget the hatery, what evil i did to you to deserve it?

> We have a conflicting view on this issue, we can discuss it for another
> ten years, we'll never see eye on eye on this. For you the OS is the most
> important factor, for me it's the apps that run on that OS that are the
> main factor. You may have the most advanced and stable OS in the world,
> without apps taking advantage/showing it off, then in reality you've got
> nothing.

Dennis, now u coinvinced that u dont wana let it go... That u genuine hate MiNT, MiNT users and all related.... I/WE may say XXX times that BOTH OSes run the same apps. And what matter OS better is how to serve those apps, and MiNT does that better. Same apps as on Magic, can do more things a same apps on Magic. Period.

> I know for certain about Iconnect that this was the reason, I wrote
> probably for the other stacks, because I indeed have no clue...
> but applying a little logic goes far...

Yes u know all....

> Fine, I've already asked to name a couple of these apps... and I'm
> honestly not doing this on purpose: I just don't know and never heard of
> these apps that are coded by people using MiNT as basic OS. I know it
> sounds silly but it's like nothing ever appears from that corner of the
> world... not the kind of apps that you mentioned, if we're talking about
> CLI or OS-specific stuff then it's different of course.

Really? Atack Mail, Atack Ftp, AtariIRC, EmuXL, GGT2. And prolly a lot more, since we realy cant say what OS authors use.. Many coders use singletos for coding anyway.... And they are all GEM apps, not Magic apps or MiNT apps... i dont know what u wana push ans prove here....

> Yep, Thing is shareware, I have no clue why this is an issue so I'm not
> going to comment on it. But be realistic, how can you claim an easy all in
> install when the package contains no desktop?

Find me my message, where i claimed its easy, and not noted obvious problems or catches? And where i didnt offer help? I always agreed or warned ppl with possible problems....

And at this point ill stop... U acting insulting and patronising, answering my claims i didnt say. I can not prove ONE point here, u all twist ALL out so why the heck ill loosing my nerves and time here. U dont mean nothing to me, enjoy tortuing other ppl's RSC's, bitching on coders or MiNTers i dont give a shit anymore. You think so high of yourself, but i remind u, translation is not creation... Do not forget that. U may translate Einsteins relative theory to Klingon if u wish, that wont make a physicist out of you.... And u add to scene aproximately that much... A bit of balast

6002. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 22:03:45 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB72A301.1D38%gfabasic@mint.net>
Source record: 24182

Dennis babbled:

> People using
>> Entourage on a Mac to post here, are the ones with the balls....

The mac here has a purpose, inet use. I got fed up with Cab, and flip flopping back and forth between the 2 machines. At least I'm not sitting behind my mac pretending it's an Atari with an emulator. Cab, yet another app from ASH, dead in the water...

Beside, you use Opera and other mac apps, just happens you don't use a mac mailer, so you have no leg to stand on with such a comment anyway. I'm guessing you are using os9, as OSX is unix based and so very scary. lol

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.q1.net/~atari/ [AtarIRC, GFA-Basic, Hades060, 4Sale]

6003. Re: Differential?

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 22:07:33 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bija35loq1@reader2.panix.com>
Source record: 24184

Try jumpering 5, unless you already tried it and found it did not help.

The disk has to be spinning before it can be read, but some other machines start the motor and wait. If that makes the disk spin when power is applied, it is what you want to do. You should be able to hear that.

I have had that particular symptom when I had the external disk set to address zero.

Does your drive have an on-board LED to indicate it is active? That LED should illuminate when you apply power, as the drive initializes itself, stay lit for a few seconds, and then go dark.

If it never goes off, the drive may be dead, or just disconnected. If no on-board LED, hook up the external. There are only two ways, and one of them is right.

Since the logic true state of jumper pins is a bit uncertain, first do what is necessary to get the thing spun up when power is applied, and that might mean fiddling a bit with jumpers, particularly 5, 9.

If it does spin up when power is applied, and it is connected properly (you can get an incorrect connection from a 68-pin drive with a 50-pin adapter with no pullups), there is likely an unfixable problem.

Jim

: Thanks everybody for most learning replies.

: The disk has 50 pins.

: I have set the following jumpers:

: 1 spare = 0
: 2 id bit 2 = 0
: 3 id bit 1 = 0
: 4 id bit 0 = 1
: 5 enable autospin = 0
: 6 scsi termination = 1
: 7 disable unit attention = 1
: 8 ti sync nego = 0
: 9 autostart delay = 0
: 10 delay start 6/12 = 0
: 11 disable parity = 1
: 12 led out not connected

: AHDI recognizes a scsi disc on 1.0 but doesnt get a name.
: After that the correctly recognized disk on 0.0 cannot be read

: and the TT starts up with the empty desktop although there
: is a C harddisc icon below the standard A & B icons.

: Looks like the termination thingy.

: I havnt tried jumper 8, 9 & 10

: --
: Groeten; Regards.
: Henk Robbers. mailto:h.robbers@chello.nl
: http://members.ams.chello.nl/h.robbers/Home.html
: Interactive disassembler: TT-Digger; http://digger.atari.org
: A Home Cooked teXt editor: AHCX
: The free desktop: TERADESK

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6004. Re: pppd

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 23:08:00 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f4d1db0.0@entanet>
Source record: 24183

On 25 Aug 2003 16:44:27 , Martin Byttebier wrote:
>Op Sat, 23 Aug 2003 21:54:26 -0100, schreef Peter Slegg:
>
>
>> With Gluestik running I expected to be able to use CAB or MyMail but
>> neither responds. It works ok with my broadband router but I can't
>> test that here.
>>
>Do you've in the root of your boot disk a dir called "stik_cfg"?
>In this dir there should be a file called default.cfg. The line beneath is
>the only entry that must be set in that file:
>ALLOCMEM = 300000
>
>Adjust the value to your need.

Yes, I have that. There are some other settings in there but GlueStik
does work with my Broadband network connection.

I suspect that the traffic is going to the default route (rtk0)
my network card instead of ppp0 The message "default route already
exists" suggests this to me.

Aug 27 20:24:01 milan pppd[114]: pppd 2.3.11 started by root, uid 0
Aug 27 20:24:03 milan chat[115]: timeout set to 60 seconds
Aug 27 20:24:03 milan chat[115]: abort on (NO DIALTONE)
Aug 27 20:24:03 milan chat[115]: abort on (NO CARRIER)
Aug 27 20:24:03 milan chat[115]: abort on (BUSY)
Aug 27 20:24:03 milan chat[115]: abort on (ERROR)
Aug 27 20:24:03 milan chat[115]: send (ATZ^M)
Aug 27 20:24:03 milan chat[115]: expect (OK)
Aug 27 20:24:03 milan chat[115]: ATZ^M^M
Aug 27 20:24:03 milan chat[115]: OK
Aug 27 20:24:03 milan chat[115]: -- got it
Aug 27 20:24:03 milan
Aug 27 20:24:03 milan chat[115]: send (atdt08451121400^M)
Aug 27 20:24:03 milan chat[115]: expect (CONNECT)
Aug 27 20:24:03 milan chat[115]: ^M
Aug 27 20:24:33 milan chat[115]: atdt08451121400^M^M
Aug 27 20:24:33 milan chat[115]: CONNECT
Aug 27 20:24:33 milan chat[115]: -- got it
Aug 27 20:24:33 milan
Aug 27 20:24:33 milan pppd[114]: Serial connection established.
Aug 27 20:24:33 milan pppd[114]: Using interface ppp0
Aug 27 20:24:33 milan pppd[114]: Connect: ppp0 <--> /dev/ttyS1
Aug 27 20:24:47 milan pppd[114]: default route already exits

```
Aug 27 20:24:47 milan pppd[114]: local IP address 195.74.115.192
Aug 27 20:24:47 milan pppd[114]: remote IP address 195.74.115.1
Aug 27 20:26:47 milan pppd[114]: Terminating on signal 15.
Aug 27 20:26:47 milan pppd[114]: Connection terminated.
Aug 27 20:26:49 milan pppd[114]: Exit.
```

I just tried starting pppd, deleting the default
route and entering:

```
route add default ppp0
```

this is wrong, it just said:

```
cannot add route: Network is unreachable.
```

The route looks like this:

```
bash-2.05a# route
Destination Gateway Flags Ref Use Metric Iface
192.168.0.201 * UH 1 0 0 lo0
192.168.0.0 * UD 1 0 0 rtk0
127.0.0.0 * U 1 0 0 lo0
127.0.0.1 * UH 1 54 0 lo0
195.74.115.192 * UH 1 1 0 lo0
195.74.115.1 * UHD 1 0 0 ppp0
```

Thanks for the help.

Regards,

Peter

6005. Re: Drivers GDPS

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 23:20:47 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0308271520.33d13714@posting.google.com>
Source record: 24185

LAFABRIE Florent <lafabrie@club-internet.fr> wrote in message
news:<3F4B722F.4050500@club-internet.fr>...
> But the website (http://crawlycrypt.chromagic.net/) for download the
> source is offline !

> > The Crawly Crypt CDs are online at
> > http://www.spythis.com/cca/dir.html. Happy hunting!
> >

$^&#%$^! Tell me where the file is and I'll get it for you. I own the CC CDs.

Galen

6006. Re: Differential?

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 23:24:12 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0308271524.48bcf89e@posting.google.com>
Source record: 24186

Henk Robbers <h.robbers@chello.nl> wrote in message
news:<oU33b.220160$0u.16780415@amsnews03.chello.com>...

> Looks like the termination thingy.

What are you connecting it to? Also, I've run into a couple of drives
over the years that worked with external terminators but not with the
termination jumper. Try a few variations.

Galen

6007. Re: FS: ISA ATI Mach 64s (and spare Falcon casing)

Newsgroup: comp.sys.atari.st
Date: 2003-08-27 23:34:55 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0308271534.4dddfd81@posting.google.com>
Source record: 24187

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1062010956-59732AEicMi@gmx.net>...

> Most of the ATI Mach64 cards will work without a single glitch, but....
> (unfortunatley there's always a but...)
>
> The NOVA interface contains a GAL, there are four types of GAL's, one
> for every type of card:
>
> - ET 4000
> - Mach32
> - Mach64 without VRAM
> - Mach64 with VRAM
>
> Putting a Mach64 card into an interface with for example a GAL suited
> for ET4000 cards, will either give a shifted/scrambled display or no
> display at all... so it's essential that one has the correct GAL fitted
> on the interface for the Mach64 card, sorry for the rather bad news...
>
I'm a bit confused by the last. Didn't all Mach64 cards have 1 or 2 Mb of VRAM?

Galen

6008. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 00:16:16 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <kRb3b.18354$vy5.12762@nwrddc01.gnilink.net>
Source record: 24189
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

StormDrain wrote ...

[snip]
>given the marginal usability of windows.
[snip]

My, my. You certainly have a vivid imagination.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

6009. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 01:54:40 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.08.28.01.54.40.122118@nossspamXXatari-source.com>
Source record: 24190

On Wed, 27 Aug 2003 16:45:06 +0100, Barrie at Keychange wrote:

> Hello.
>
> "RSE" <stuff@recycledTAKECAPSOUTsteel.co.uk> wrote in message
> news:bii4p9$2e0$1$8302bc10@news.demon.co.uk...
>> I remember that Czuba was thinking about doing a TT version but only had
> 20
>> or so requested - any change of mind?
>
> If he did I have few TTs they could go into.........

I have 2 that might like them as well ;-)

Mark
http://atari-source.com

6010. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 02:09:44 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.08.28.02.09.37.990395@nossspamXXatari-source.com>
Source record: 24191

On Wed, 27 Aug 2003 14:40:34 +0200, Dennis Vermeire wrote:

> First of all, let me say that you are pathetic...
> I knew it would eventually happen, and it did. When I killfile someone
> I'll never reply to his posts knowing that I'll get to see only bits and
> pieces of selected quoted text in related posts from that person...
> And that's exactly what you've been replying to, you moron !!!
> If you would have read my post, you would have known the whole story, so
> sit on it, you idiot...
>
> My TT runs 24Hrs a day, it's been running non stop for almost two years
> now, I don't need to receive lessons from someone using a clone, I've
> explained why I've put my clone in the closet and why it'll remain
> there. You wouldn't recognise a genuine Atari user if you bumped into
> one... just like your Mac, your clone is a machine without a soul, and I
> can make this statement, because I speak from experience. Ain't it funny
> how the kettle tells the pot he's black? Tell us Lonny, which genuine
> Atari computer you're using besides that fake Hades, and it is a fake, a
> patched TOS on a motherboard does't turn a computer automatically into a
> genuine Atari.
>
> You've really made my day :-)
> Thanks
>

Mhmm.. A Hades has a hell of a lot more soul than MagiCMac. And lets talk about Soul. You and lp have no right to argue because NEITHER of you use the computer for it's "soulful" parts, like the ym chip, non-gem applications, etc. Dennis you have MagiCMac, lp you have a Hades - you're stuck with GEM apps. Run them on anything, who gives a shit.

But the problem is that Dennis has been arguing from the position of a real Atarian. Someone sitting on a "slow" box. Well your TT and your Milan aren't slow boxes... period. And MagiCMac has a hell of a lot less soul than a Hades! IMHO, A Hades and a Milan are ATARI's, even if they don't have the name on them.

But that's just my opinion. I can't believe I managed to even respond to such rubbish. An emulator that CAN'T even boot to TOS is hardly what I'd call the soul of Atari either.

My CT60 uses Patched TOS? Oh shit, my falcon isn't a "real" Atari anymore!

Mark
http://atari-source.com

6011. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 02:24:06 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.08.28.02.24.06.775892@nossspamXXatari-source.com>
Source record: 24192

On Wed, 27 Aug 2003 15:09:50 +0200, Dennis Vermeire wrote:

> I don't have to ask anything at all.... it's the coders who must ask for it,
> and to your and their surprise they will get all necessary info, and if the
> info isn't enough they'll even receive help. ASH has never refused handing
> out the specs of Iconnect, but if nobody care to ask.... how do you think
> that Vassilis implemented it in MagicNet? I know... and he knows.
>
> The info will be in German of course, if the coders don't understand it, all
> they have to do is to contact me, and I'll translate it for them. If they
> don't want to deal with me, fine, I'm convinced that Derryck or Peter will do
> it without any hesitation also. And the same thing applies to MagiC.... the
> fact that it's not open doesn't mean that it's top secret, if you have a
> problem get in touch with the author, he's not a monster.... as long as you
> don't ask to make it open source I'm convinced he'll give you all the needed
> info.
> That silly argument that something is not open has been used time and time
> again here... except perhaps for one or two programmers, all the people that
> code "closed" stuff will be jumping up and down if you contact them... but
> it's easier ofcourse to say that it's closed and not bother at all with it.
>
> Cheers from Belgium
> Dennis

Here you raise a valid point. I will do the work for my applications to
contact authors and attempt to support iConnect in my software. Then
we'll see.

Mark
http://atari-source.com

6012. Re: CT60 : +23

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 02:33:42 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.08.28.02.33.41.55316@nossspamXXatari-source.com>
Source record: 24193

On Fri, 08 Aug 2003 04:21:48 +0000, Mark Bedingfield wrote:

>
> "Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
> news:pan.2003.08.08.03.54.44.48935@nossspamXXatari-source.com...
>> On Thu, 07 Aug 2003 21:36:45 +1000, Mark Bedingfield wrote:
>>
>> >
>> > "Frank Szymanski" <f.szymanski@dmt.de> wrote in message
>> > news:674c5603.0308070314.6ad90941@posting.google.com...
>> >> > Hey Mark, what is the standard operating temp of the 060, just a
> little
>> >> > curious as to how hot it gets.
>> >>
>> >> My ct60 has an average temperature of 47 degrees centigrade although
>> >> it is quite hot here ATM in Germany (~36 degrees).
>> >
>> > Hmmm, ambient temp always makes it worse. It is hotter in Germany than
>> > Australia. Been only 16 degrees here. Any other CPU temp's you lucky
> buggers
>> > want to share?
>> >
>> > Mark
>>
>> I dunno, mine seems to be running particularly cold. Almost colder than
>> the ambient temp of the room. In addition my heatsink feels ice cold to
>> the touch.
>
> Did you put a cryo unit on it;-). I know the UK is bloody cold but 13
> degrees?
>
> Mark

Hrmm.. Also I am from the USA, not the UK. And my Falcon sits on the cold
concrete basement floor. So it's probably a bit colder because of that.
Point is, the only thing that really affects the temp of the processor is
the ambient temp of the room. That's a cold running processor!

Mark
http://atari-source.com

6013. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 02:58:31 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB72E817.1D4D%gfabasic@mint.net>
Source record: 24194

On Wed, 27 Aug 2003 14:40:34 +0200, Dennis Vermeire wrote:

> You've really made my day :-)

You are welcome.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.q1.net/~atari/ [AtarIRC, GFA-Basic, Hades060, 4Sale]

6014. ATARI SM 124 MONITOR FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 04:01:58 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0308272001.5394c8f2@posting.google.com>
Source record: 24195

If interested see my eBay auction at:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2749381128&ssPageName=ADME:L:DS:US:8

Other ST items for sale at:

http://www33.brinkster.com/myatari4sale/

6015. Re: Selling off my Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 04:03:57 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0308272003.56d8e692@posting.google.com>
Source record: 24096
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

jclmaster@hotmail.com (Robert Trowbridge`) wrote in message
news:<b3917ecc.0308222352.1c74144c@posting.google.com>...
> If you are looking for Atari software / hardware take a look at my web
> site for listings with suggested prices. If you see something you
> want and think the price is too high contact me and we will see if we
> can reach a mutually acceptable price.
>
> WEBSITE: http://www33.brinkster.com/myatari4sale/
>
> Robert Trowbridge

Sold one of the XF-551 drives! Still have one available!

6016. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 09:20:44 UTC
From: Elizabot <booREMOVE@grayREMOVErock.org>
Message-ID: <3f4dc969$0$62082$75868355@news.frii.net>
Source record: 24097
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Rustynutt wrote:

> On Thu, 28 Aug 2003 00:16:16 GMT, "Sam Gillett" <samgillett@msn.com>
> wrote:
>
>
>>StormDrain wrote ...
>>
>>[snip]
>>
>>>given the marginal usability of windows.
>>
>>[snip]
>>
>>My, my. You certainly have a vivid imagination.
>>
>>Best regards,
>>
>>Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
>> Last 8-bit BBS in the Dallas area. Commodore lives!
>>
>>
>>
>
>
> Ok, we'll let the Commodore and Amiga users cross post, even the
> Sinclair and Trash 80 users, but would you fricking PC and Mac
> advocates please stop cross posting your drivel.
> Rusty

Who the hell do you think you are to boss the rest of us around like this???

8-)

--
- How many MS engineers does it take to screw in a light bulb?
- None, they just define darkness as an industry standard.

6017. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 09:31:51 UTC
From: Elizabot <booREMOVE@grayREMOVErock.org>
Message-ID: <3f4dcc03$0$62082$75868355@news.frii.net>
Source record: 24098
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Mayor of R'lyeh wrote:

> On Tue, 26 Aug 2003 14:26:07 -0600, Elizabot
> <booREMOVE@grayREMOVErock.org> chose to bless us with the following
> wisdom:
>
>
>>Mayor of R'lyeh wrote:
>>
>>
>>>On Tue, 26 Aug 2003 13:32:35 -0600, Elizabot
>>><booREMOVE@grayREMOVErock.org> chose to bless us with the following
>>>wisdom:
>>>
>>>
>>>
>>>>Edwin wrote:
>>>>
>>>>
>>>>
>>>>>"Elizabot" <booREMOVE@grayREMOVErock.org> wrote in message
>>>>>news:3f4ba96a$0$62081$75868355@news.frii.net...
>>>>>
>>>>>
>>>>>
>>>>>>Edwin wrote:
>>>>>>
>>>>>>
>>>>>>
>>>>>>>"Trepain" <trepain@trepainnospam.com> wrote in message
>>>>>>>news:kiE_a.96101$Vt6.31543@rwcrnsc52.ops.asp.att.net...
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>www.macvirus.com is a site with Mac related virus information. They do
>>>>>>>>exist on the Mac whether you have experienced them or not.
>>>>>>>>
>>>>>>>>Trojans - http://members.fortunecity.com/reapers_virii/trojans.html
>>>>>>>>here you will find quite a few. They also exist.
>>>>>>>>
>>>>>>>>FIXING YOUR MAC - Solving Common Mac ERRORS -
>>>>>>>>http://www.macforce.com/support_cure.php - well I guess Macs have

>>>>>>>>errors like any other computer.
>>>>>>>>
>>>>>>>>So you never really went into specifics. What can YOU do that I
>>>>>>>>cannot? What can you do better on your Mac? How many times must I ask
>>>>>>>>this?
>>>>>>>
>>>>>>>
>>>>>>>No Mac advocate will ever answer those questions, no matter how many
>>>>>
>>>>>times
>>>>>
>>>>>
>>>>>
>>>>>>>you ask. The best they can come up with is "I just like the Mac," and
>>>>>
>>>>>to
>>>>>
>>>>>
>>>>>
>>>>>>>perhaps point you to a study that compares Windows 3.x to the Mac.
>>>>>>>
>>>>>>>[snip]
>>>>>>>
>>>>>>>Edwin
>>>>>>
>>>>>>Back in 4 days. Is this a new record?
>>>>>
>>>>>
>>>>>Back? Back where? Did you see how many groups this is cross-posted to?
>>>>>I'm posting to comp.os.ms-windows.advocacy myself.
>>>>>
>>>>>Edwin
>>>>
>>>>You're going to be very bored there. That group has been abandoned.
>>>
>>>
>>>Why don't you two just get a room and be done with it!
>>
>>Jealous?
>
>
> I'm not but Dee is definitely wishing he was you!

I have better plans for Dee.

--
- How many MS engineers does it take to screw in a light bulb?
- None, they just define darkness as an industry standard.

6018. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 09:32:39 UTC
From: Elizabot <booREMOVE@grayREMOVErock.org>
Message-ID: <3f4dcc34$0$62082$75868355@news.frii.net>
Source record: 24099
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Sam Gillett wrote:

> Mayor of R'lyeh wrote ...
>
>
>>Why don't you two just get a room and be done with it!
>
>
> You forgot to specify padded walls for their room. ;-)
>
> Best regards,
>
> Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
> Last 8-bit BBS in the Dallas area. Commodore lives!

Padded walls are very sexy.

--
- How many MS engineers does it take to screw in a light bulb?
- None, they just define darkness as an industry standard.

6019. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 09:44:16 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0308280144.7bef5469@posting.google.com>
Source record: 24100

Hi,

> I would like to see the results of a 100Mhz LC against a 66Mhz FULL, if it
> can be done I know which I think will be faster!

The LC contains a PMMU, but no FPU. So, for integer stuff, the 100Mhz
LC will ofcourse be faster than a 66Mhz full, but the FPU of the full
version is incredibly fast compared to the FPU in the 040 and the
68882...

Have a look at the source below. Both routines are used for fixed
point calculations, but it is actually faster to use the FPU even in
this case.

Extract from Amiga DOOM:

***** This: ************************

```
@FixedMul_060fpu
fmove.l d0,fp0
fmul.l d1,fp0
fmul.s #0.0000152587890625,fp0 ; d0 * d1 / 65536 (* reciprocal)
fmove.l fp0,d0
rts
```

***** is actualy faster than this ********

```
@FixedMul_060 movem.l d2-d5,-(sp)

clr.b d5 ; clear sign tag
tst.l d0 ; multiplier negative?
bge .not1
neg.l d0
or.b #1,d5
.not1
tst.l d1 ; multiplicand negative?
bge .not2
neg.l d1
eor.b #1,d5
.not2
move.l d0,d2 ; mr
move.l d0,d3 ; mr
move.l d1,d4 ; md
swap d3 ; hi_mr in lo d3
swap d4 ; hi_md in lo d4
```

```
mulu.w d1,d0 ; [1] lo_mr * lo_md
mulu.w d3,d1 ; [2] hi_mr * lo_md
mulu.w d4,d2 ; [3] lo_mr * hi_md
mulu.w d4,d3 ; [4] hi_mr * hi_md

clr.l d4
swap d0
add.w d1,d0
addx.l d4,d3
add.w d2,d0
addx.l d4,d3
swap d0

clr.w d1
clr.w d2

swap d1
swap d2
add.l d2,d1
add.l d3,d1

tst.b d5 ; check sign of result
beq .skip

not.l d0
not.l d1
addq.l #1,d0
addx.l d4,d1

.skip
move.w d1,d0
swap d0

movem.l (sp)+,d2-d5
rts

-- Peter
```

6020. Dying forum ?

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 09:58:31 UTC
From: fuck.spammers@more.com
Message-ID: <3f4dd247$0$26835$626a54ce@news.free.fr>
Source record: 24101

Hello,

I was use to see the German forum de.comp.sys.atari to be prolific, but saw only a couple of messages for last weeks : were are our German freaks ?

Regards

M&#65533;gamodeste

yves.rogne(AT)online.fr

6021. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 10:07:09 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB734C8D.1D5A%gfabasic@mint.net>
Source record: 24102

in article pan.2003.08.28.02.24.06.775892@nossspamXXatari-source.com, Mark D
at mducksub@nossspamXXatari-source.com wrote on 8/27/03 10:24 PM:

>> That silly argument that something is not open has been used time and time
>> again here... except perhaps for one or two programmers, all the people that
>> code "closed" stuff will be jumping up and down if you contact them... but
>> it's easier ofcourse to say that it's closed and not bother at all with it.
>>
>> Cheers from Belgium
>> Dennis
>
> Here you raise a valid point. I will do the work for my applications to
> contact authors and attempt to support iConnect in my software. Then
> we'll see.

Anyway, I wrote the ifusion author back when it came out to try and solve
the dcc problem, never ever mentioned open source, or even asked for source
or anything of the sort. I just offered to help solve the dcc problem,
and I got no reply whatsoever. I think I sent a second mail some weeks
later, no reply again.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.q1.net/~atari/ [AtarIRC, GFA-Basic, Hades060, 4Sale]

6022. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 12:34:07 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <biksrt$sv5$1$8300dec7@news.demon.co.uk>
Source record: 24104

> And the bad pixels is normal on my config, my blitter has some problems
> with the bus at 25 MHz. It's good at 16 MHz.
> About explode I don't know because I have removed the caches after his
> crash.

Bus speeders (20, 25Mhz) will cause pixel errors on Videl, they will also cause missed pixels in Blitter copies. Have you tried with an Atari 4Mb board or better 14Mb board, what board are you using for ST-Ram?

Elliot.

6023. ADV: Atari Xmas in August Sale is Ending!

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 12:51:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0308280546460.12834-100000@shell1.aracnet.com>
Source record: 24106
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

The Sale is coming to an end, and I want to thank all who made it a raging success. Be Looking for the Next great thing from Bravo Sierra Computers!

http://www.aracnet.com/~atari/specials.htm Atari Specials!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6024. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 12:55:58 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <biku4t$6k3$1$830fa7b3@news.demon.co.uk>
Source record: 24105

Does DOOM use the FPU then? (I guess so).

But Magic and most of the apps I use do not use an FPU, surely it would run faster then? To be honst I probably will not be uping the Mhz anyway, it is just a thought.

Thanks

ELliot.

Why do my posts sometimes just apear at the top of a the list?

"Peter" <pep@hms.se> wrote in message news:c2e0bef7.0308280144.7bef5469@posting.google.com...
> Hi,
>
> > I would like to see the results of a 100Mhz LC against a 66Mhz FULL, if it
> > can be done I know which I think will be faster!
>
> The LC contains a PMMU, but no FPU. So, for integer stuff, the 100Mhz
> LC will ofcourse be faster than a 66Mhz full, but the FPU of the full
> version is incredibly fast compared to the FPU in the 040 and the
> 68882...
>
> Have a look at the source below. Both routines are used for fixed
> point calculations, but it is actually faster to use the FPU even in
> this case.
>
> Extract from Amiga DOOM:
>
> ***** This: **********
>
> @FixedMul_060fpu
> fmove.l d0,fp0
> fmul.l d1,fp0
> fmul.s #0.0000152587890625,fp0 ; d0 * d1 / 65536 (* reciprocal)
> fmove.l fp0,d0
> rts
>
> ***** is actualy faster than this ********
>
> @FixedMul_060 movem.l d2-d5,-(sp)
>
> clr.b d5 ; clear sign tag
> tst.l d0 ; multiplier negative?

```
> bge .not1
> neg.l d0
> or.b #1,d5
> .not1
> tst.l d1 ; multiplicand negative?
> bge .not2
> neg.l d1
> eor.b #1,d5
> .not2
> move.l d0,d2 ; mr
> move.l d0,d3 ; mr
> move.l d1,d4 ; md
> swap d3 ; hi_mr in lo d3
> swap d4 ; hi_md in lo d4
>
> mulu.w d1,d0 ; [1] lo_mr * lo_md
> mulu.w d3,d1 ; [2] hi_mr * lo_md
> mulu.w d4,d2 ; [3] lo_mr * hi_md
> mulu.w d4,d3 ; [4] hi_mr * hi_md
>
> clr.l d4
> swap d0
> add.w d1,d0
> addx.l d4,d3
> add.w d2,d0
> addx.l d4,d3
> swap d0
>
> clr.w d1
> clr.w d2
>
> swap d1
> swap d2
> add.l d2,d1
> add.l d3,d1
>
> tst.b d5 ; check sign of result
> beq .skip
>
> not.l d0
> not.l d1
> addq.l #1,d0
> addx.l d4,d1
>
> .skip
> move.w d1,d0
> swap d0
>
> movem.l (sp)+,d2-d5
> rts
```

>
>
> -- Peter

6025. Wanted: Atari Mega ST4 & ICD LINK 2!

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 12:56:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0308280552100.12834-100000@shell1.aracnet.com>
Source record: 24107
Cross-posted to: comp.sys.atari.st,pdx.forsale

Wanted: Mega ST4 and an ICD LINK 2! Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4 & ICD Link2! I need to keep this Deal Within the U.S. E-Mail me if Interested or Use Link below:

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Please direct all replies through E-Mail instead of NewsGroups directed to Ben at Atari@aracnet.com If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Or call Ben anytime at (503)256-9974!!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6026. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 13:04:30 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0308281459450.776-100000@hadesbox>
Source record: 24112

On Wed, 27 Aug 2003, Mark D wrote:

> On Wed, 27 Aug 2003 14:40:34 +0200, Dennis Vermeire wrote:
>
> > First of all, let me say that you are pathetic...
> > I knew it would eventually happen, and it did. When I killfile someone
> > I'll never reply to his posts knowing that I'll get to see only bits and
> > pieces of selected quoted text in related posts from that person...
> > And that's exactly what you've been replying to, you moron !!!
> > If you would have read my post, you would have known the whole story, so
> > sit on it, you idiot...
> >
> > My TT runs 24Hrs a day, it's been running non stop for almost two years
> > now, I don't need to receive lessons from someone using a clone, I've
> > explained why I've put my clone in the closet and why it'll remain
> > there. You wouldn't recognise a genuine Atari user if you bumped into
> > one... just like your Mac, your clone is a machine without a soul, and I
> > can make this statement, because I speak from experience. Ain't it funny
> > how the kettle tells the pot he's black? Tell us Lonny, which genuine
> > Atari computer you're using besides that fake Hades, and it is a fake, a
> > patched TOS on a motherboard does't turn a computer automatically into a
> > genuine Atari.

Ok. This is a collection of the most stupid statements I've heard from
anyone in here up till now.

> >
> > You've really made my day :-)
> > Thanks
> >
>
> Mhmm.. A Hades has a hell of a lot more soul than MagiCMac. And lets
> talk about Soul. You and lp have no right to argue because NEITHER of you
> use the computer for it's "soulful" parts, like the ym chip, non-gem
> applications, etc. Dennis you have MagiCMac, lp you have a Hades - you're
> stuck with GEM apps. Run them on anything, who gives a shit.

Uhmm... Hades has a YM ;-) Hades has got everything a TT has, except
shifter and scsii dma :)

> My CT60 uses Patched TOS? Oh shit, my falcon isn't a "real" Atari
> anymore!

Does your CT60 hardware have "Made by atari" on it? No? It's got no soul!
Oh god.. :)

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

6027. Re: Differential?

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 13:33:34 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <Own3b.239068$0u.19259306@amsnews03.chello.com>
Source record: 24108

Michael Schwingen wrote:

> In article <oU33b.220160$0u.16780415@amsnews03.chello.com>,
> Henk Robbers <h.robbers@chello.nl> wrote:

>>Looks like the termination thingy.
>
> Might also be a drive that *requires* bus arbitration.

> Use the SCSI port
> on a TT or Falcon, try to use HDdriver with arbitration enabled. Connect
> the disk to an external power supply and power it up *after* the machine
> has booted, and then start the driver, because TOS may access the disk
> without arbitration during boot, which may be enough to make the disk look
> dead.
>

OK I have the disc in a external box connected to the SCSI port at the back
of the TT. This worked with a QUANTUN LPS340 (which has passive
termination).

I first power up the external IBM. it starts to spin slowly (low noise).
When I power up the TT the disc immediately accellerates to probably its
working speed (7200 RPM). (loud noice ;-)
The disc keeps spinning fast, even after I switch off the TT again.

I just received HDDRiver from Uwe, so I can try out your suggestions.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

6028. Re: http://mot-sps.com not working?

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 14:03:19 UTC
From: "a@b.c" <a@b.com>
Message-ID: <HYn3b.864157$3C2.19476321@news3.calgary.shaw.ca>
Source record: 24109

"Rustynutt" <rustynuttspamblock@hotmail.com> wrote in message
news:nrvpkv831uu6hlu5qgju18s17t27q4hb45@4ax.com...
> Was trying to locate the motorola site that contains data sheets for
> simiconductors, the old one doesn't work, and e-motorola isn't working
> either. Where's the beef?
> Mike

http://e-www.motorola.com

Nicholas

6029. Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 14:05:16 UTC
From: "a@b.c" <a@b.com>
Message-ID: <w_n3b.52789$la.969422@news1.calgary.shaw.ca>
Source record: 24110

Hi,
Are there any decompression programs that will unzip files that are
spanned across multiple floppies? Thanks.

Nicholas

6030. The third AHCX

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 14:33:25 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <Voo3b.239979$0u.19372238@amsnews03.chello.com>
Source record: 24111

LS

There is a new version available on my homepage (in sig).

Changes:
Splitting extremely large lines conveniently.
Better preservation of the small font option.

Read the HYP

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

6031. Re: pppd

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 15:34:35 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.56.0308281726010.1189@wh58-508.st.uni-magdeburg.de>
Source record: 24113

Hello!

> I suspect that the traffic is going to the default route (rtk0)
> my network card instead of ppp0 The message "default route already
> exists" suggests this to me.

Why do you set a default route if your intertet connection is a dialup
connection over ppp? This is wrong for sure.

> I just tried starting pppd, deleting the default
> route and entering:

It's better you don't set a default route at all or remove the default
route before you start ppp.

> route add default ppp0
>
> this is wrong, it just said:
>
> cannot add route: Network is unreachable.

Sure, your syntax is wrong:

route add ppp0 default gw <ip>

where <ip> is the ip of the default gateway, in your case it's the remote
address that pppd received (that's why it's best to let pppd setup the
default route).

Ciao
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

6032. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 15:43:56 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bil86n$qj0$1@reader11.wxs.nl>
Source record: 24114

ozk@atari-RULES.org wrote:

>>>how the kettle tells the pot he's black? Tell us Lonny, which genuine
>>>Atari computer you're using besides that fake Hades, and it is a fake, a
>>>patched TOS on a motherboard does't turn a computer automatically into a
>>>genuine Atari.
>
>
> Ok. This is a collection of the most stupid statements I've heard from
> anyone in here up till now.

Yes, this really is going nowhere. It shows why these discussions always
end up in crap; it's because certain people argue for the sake of it,
instead of trying to coming up with logic in order to establish some
sensible viewpoint. They first assume X sucks (whether X is an OS, an
Atari-derived computer or a person) and then will come up with any silly
argument that points in that way.

I'll stop reading these threads now, there's really no intellectual gain
that can be expected here. :)

Maurits.

6033. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 17:22:08 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bildo0ame1@reader2.panix.com>
Source record: 24115

I personally do not know of any. But Edith (freeware, now, I think) is good at patching files into one large file. Google Edith, should work. The latest versions are for Linux.

If you have sufficient memory, that may be the easiest thing to do. If you have a TTM195 monitor, it gets even easier.

The only thing that will put together multiple files that I know of is the original version of UUencode, and that takes files with the proper headers and footers.

a@b.c <a@b.com> writes:

: Hi,
: Are there any decompression programs that will unzip files that are
: spanned across multiple floppies? Thanks.

: Nicholas

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6034. Re: Differential?

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 19:15:24 UTC
From: vdjole@EUnet.yu
Message-ID: <bilkc7foe1@news.eunet.yu>
Source record: 24117

> The disk has 50 pins.
>
> I have set the following jumpers:
>
> 1 spare = 0
> 2 id bit 2 = 0
> 3 id bit 1 = 0
> 4 id bit 0 = 1
> 5 enable autospin = 0
> 6 scsi termination = 1
> 7 disable unit attention = 1
> 8 ti sync nego = 0
> 9 autostart delay = 0
> 10 delay start 6/12 = 0
> 11 disable parity = 1
> 12 led out not connected

Probably 5 should be ON (i.e. 1). State of 6 depends on physical layout of devices on the SCSI chain- is IBM disk at the end? If so, then 6 = ON correctly, but any other termination on other devices or the cable itself should be removed (seeing that the new disk causes problems with the previously installed one, I am inclined to think of improper termination, or maybe even a bad cable). Jumper 7 seems to be ON correctly (this caused problem to me with TOS2.06 while it was OFF). I am not familiar with effects of 8,9,10, but from their names they seem to be important as well, at least 8. State of jumper 11 should match capability of the controller in your machine, but ON (i.e. disabled) is probably correct.

Maybe this could be of some help as well:

1: Until I properly configured it, my IBM disk was not correctly recognized by the computer. I had to additionally reset the computer to get everything working properly. Of course, this is not an acceptable option for everyday work, but might be of help to determine whether the disk is ok.

2: Even now various disk formatting/partitioning utilities (e.g. AHDI, ICD, Hushi...) utilities obtain various results when trying to notice my IBM disk. Sometimes a repeated SCSI scan results in recognition while the first one does not. Also, for some reason, some of them (I think Hushi) could not recognize it when searching was enabled for other SCSI-IDs past the IBM's one. This all probably sounds rather horrifying, but amazingly all those drivers normally recognize the disk at bootup and it works very reliably. I don't know why is it that -only- bus-scan programs and the said formatting utilities have problems. Possibly it even has nothing

to do with the disk but with the controller/adapter (a Ge-Soft, one, I don't remember the model).

cu;

6035. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 19:17:52 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0308281117.1ad73c7b@posting.google.com>
Source record: 24116

> Does DOOM use the FPU then? (I guess so).

Nah, AmigaDoom uses the FPU on the 060 because it's faster.. PMDoom
probably does not.

> But Magic and most of the apps I use do not use an FPU, surely it would run
> faster then? To be honst I probably will not be uping the Mhz anyway, it is
> just a thought.

Everything else will be faster with an overclocked EC/LC!

-- Peter

6036. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 20:21:39 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bilo88$3rr$1@titan.btinternet.com>
Source record: 24118

Hi Dennis

> >It wouldn't kill you to have a dual boot system.
>
> I have... TOS and MagiC :-)

That reminds me, i must get this fish eating OS out of its box one day just to see how it swims. 8~)

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

6037. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 20:21:54 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bilo8o$3rr$2@titan.btinternet.com>
Source record: 24119

Hi "Dennis Vermeire"

> Hi Julian,
>
> >Oh please, Dennis...let's be realistic about this. Atari users play
> >with apps for the hell of it, and everyone here knows that.
>
> Well I for one wasn't aware of it... many thanks for enlightening me.
> It explains a lot...

What complete cack!, i used to use my Atari to administer my Cub Pack, a
friend used his Atari network to run his business.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

6038. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 20:29:39 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <TCt3b.22758$vy5.15228@nwrddc01.gnilink.net>
Source record: 24120
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Elizabot wrote ...

>Padded walls are very sexy.

I am having trouble deciding if that is perverted or not...

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

6039. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 21:12:29 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.qrskgbee@localhost>
Source record: 23955

Steve Sweet wrote:
>
> Hi Joakim

> The calm collected approach was exhausted years ago after i spent
> hours translating and bug fixing and communicating with ROM, since
> they chose to leave me with a piece of crap I'm entitled to voice my
> opinion.

Yes and NOONE is suggesting otherwise,
but what do you hope to gain by doing it in this way?

I am telling you, you're coming off as a really rude person by using
this approach. Why not just present the facts? You can still make it
perfectly obvious that you're mad as hell about how things turned out.
No need to talk about piece of "crap", "shit" or whatever. Clearly it
is not a FACT that Papyrus is a "piece of shit".

/Joakim

6040. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 21:37:21 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.08.28.21.37.21.205692@nossspamXXatari-source.com>
Source record: 24121

On Thu, 28 Aug 2003 06:07:09 -0400, lp wrote:

> Anyway, I wrote the ifusion author back when it came out to try and solve
> the dcc problem, never ever mentioned open source, or even asked for source
> or anything of the sort. I just offered to help solve the dcc problem,
> and I got no reply whatsoever. I think I sent a second mail some weeks
> later, no reply again.

And if I get that kind of response, then I won't implement iConnect
support ever, and then Dennis can realize that maybe the authors should
have released specs and libs to begin with. But we'll see what happens
when I get to that bridge.

Mark
http://atari-source.com

6041. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 22:09:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062157974-45395AEicMi@gmx.net>
Source record: 24134

From: lp <gfabasic@mint.net>
Date: Tue, 26 Aug 2003 18:05:56 -0400

>Some one went to the SpareMiNT site, then came back here and said something
>to the effect that what they saw was not for kids. Which leads me to think
>MiNT is for adults, so I made some funny comment with a smiley about kids.
>As you can see Dennis is again attempting miss-information...

Miss-information?

<SNIP>
Date: Fri, 01 Aug 2003 11:38:29 -0400
Subject: Re: Magic, MiNT, GPL?
From: lp <gfa@basic.net>
Newsgroups: comp.sys.atari.st
Message-ID: <BB5001B5.1409%gfa@basic.net>

Dennis spews forth some more bullshit:

>>Next time you feel the urge to turn me into the black sheep, please check
>>your facts first. I turned a blind eye twice, don't step over the line
>>Lonny... I'm convinced you're much wiser.

Whatever, install a dam filter and turn a blind eye all the time.
You clearly know what is being said but refuse to comes to grips with
it, and I'm done dinking around with such a luser. So play with
your kiddy OS as the rest of us adults move on.
<SNAP>

LOL !!!

Cheers from Belgium
Dennis

6042. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 22:09:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062157976-45995AEicMi@gmx.net>
Source record: 24135

From: Janez Valant <swe@atari.org>
Date: Tue, 26 Aug 2003 14:13:59 +0200

Hi Janez,

>>> "MagiC is a kiddie OS"
>>> "MagiC is for people who have no needs"
>>> "MagiC is only used by morons"
>
>Well i definately dont agree with that, and i also never said such
>things

Did I claim that you said them? Why do you take everything I write so
personal? I gave you just a "small" example of the things I've had to
read here over the years. I kept my trap shut long enough, it's pay back
time now, feeling sorry or apolizising is water under the bridge... the
damage has been done.

>In reply for being called names, dreamer, platform killer, moron,
>mother**** its easy to say to much or to fast... And u definately are
>quick on those... If u still claim, u call horse a horse, then im all
>those things (or most)...

I do call a horse a horse. If I think you are a moron, I'll say it right
in your face, I never did.... but you take everything personal. Fine,
but just think that MagiC users may also take some remarks personal. It's
like I said a couple of days ago: I'm serving you guys a cookie made from
the same dough as you been treating us (MagiC users) with for years...
You're old and wise enough to conclude something from this.

Cheers from Belgium
Dennis

6043. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 22:09:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062157964-43347AEicMi@gmx.net>
Source record: 24131

From: Janez Valant <swe@atari.org>
Date: Mon, 25 Aug 2003 19:57:55 +0200

Hi Janez,

>> Actually that was Steeve who started that, not Dennis.
>
>Okay, But Dennis realy feel to correct us the all time and didnt correct
>Steve's claims either....

Why would I need to correct Steve's so called claims? AFAIK he didn't claim anything. It was your buddy Lonny who goofed.... Steve merely commented on them. Don't tell me your short memory is on the blink as well !!!

>And Iconnect on MagicMAC uses underlying MACs inet stack and daemons.

Really? If I'd say you are spewing bullshit, you'll probably feel offended again?

>So Dennis actualy say that using MagicMAC and use MAC OS resources is good,
>he even even feel proud, but adopting any of such resources or drivers to
>Atari is bad and killing the scene...

Where and when have I said that? When I go online with MagiCMac no Mac inet stack or deamons are used at all... don't believe me? Try it out on one of your macs... disable anything on the Mac that has something to do with coms and see what happens... Stop spewing bullshit.

>There is just something wrong with that claim... And whats wrong is MiNT
>hatery: if Magic is run on MAC is good, if Magic use and rely on FOREIGN OS
>is good, if Magic also use FOREIGN OS resources and drivers is also good,
>but to use ONLY small parts (drivers) of FOREIGN resources on NATIVE OS is
>BAD! As long OS is called MiNT and not Magic.. Thats whole point.. I dont
>see other in Mac/Magic user blame MiNT and developers.....

You are either doing this on purpose or you are a complete idiot. I'll give you the benefit of doubt and presume it's on purpose...

>>be said for a lot of the Atari apps. If tomorrow someone announces a
>>060 or PowerPC upgrade for the TT, I'll be standing in front of the line
>>to get my hands on one, but until then I'll use MagiCMac.
>
>And i dont believe that. 060 clone gathering dust since Mac is faster? I
>dont see how much quicker if at all TT will be ,so it wont beat Mac in
>speed....

Believe whatever you like...
I happen to love the TT, choosing between putting the clone or the TT to

rest wasn't a choice at all. Nothing beats the real genuine hardware, ofcourse the TT is slower then the clone, but for apps that don't need speed it's perfect, if I do need to run apps that require speed, I'll use the Mac, which outruns that clone not twice, not ten but almost 20X...
What's so difficult to grasp about that concept? The TT has always been my computer by choice, but this is the year 2003. If I wanna watch a DivX film or convert a CD into MP3 the TT let's me down, and with that clone.... it's barely possible, in this particular case the right tool is MagiCMac, not a TT and not a clone.

>I have 2 Mac's none latest spec. I use then with Mac apps and also enjoy
>some games. Have MagicMAC on laptop, but i dont use it at all.

Thanks !!!
You're the second guy who bought MagiCMac and don't use it, it's because of people like you supporting it, the real users are more or less sure that the development will continue... thanks again.
BTW: there's a new version hitting the shops now, time to contribute and update ;-)

>Atari feeling is soo much more as GEM only, its non GEM apps, games,
>trackers, tos apps, there is a lot! And all that spirit is efectively
>killed by MagicMAC (not Magic, if anyone will feel urge to mix that!!)

Just name me ** one ** app that runs perfect under MagiC, and doesn't under MagiCMac. I put it to you that *everything* that runs on a TT under MagiC with the NOVA graphic card, runs on MagiCMac also.

>And i im perfectly aware, that all that cant be preserved, im aware that
>GEM apps etc benefit most from fast machines. But i just wont accept
>babbling about killing Atari spirit from MagicMAC/PC etc users.. I know
>many MagicMAC users, clone users.. and VERY VERY litle of then actualy
>babble about killing the spirit with MiNT or with fact we use Ataris still.

You can only "enjoy" the Atari spirit on a genuine Atari computer, people using emulators or virtual machines like Aranym, are able to run 90% of the serious Atari software but the spirit is missing, I fully agree... but while trying to be nice to your companions you forgot to mention that on the clones there's no atari spirit either... MagiCMac or the clone, for me these two are simply ways to get a task done, but they are both miles away from even coming close to that famous Atari spirit.
And just like you I value that "spirit", and that's one of the main reasons why we're discussing for almost two months on end now. I want to see that spirit preserved, you and some others here don't seem to care that the "spirit" is being raped... and no it's not MiNT who's the rapist, it's the ported crap that abuses the spirit.
I wasn't babbling about killing the Atari spirit at all, I made it very clear that the TT is my preferred computer and that both the clone and the Mac with MagiCMac lack that spirit. You just don't want to read it, you have now stooped down to Lonny his level, congratulations...

Cheers from Belgium
Dennis

6044. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 22:09:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062157980-46579AEicMi@gmx.net>
Source record: 24136

From: Janez Valant <swe@atari.org>
Date: Tue, 26 Aug 2003 14:05:38 +0200

Hi Janez,

>>I am quite aware that other magic users do not think this way, in fact
>>Dennis is way out in left field. Anyone that would take this extreme
>>position that Dennis has displayed, isn't dealing with a full deck.
>
>I agree.

You agree? Based on what?
Because I've got conflicting views and don't lick Lonny his ****, like many do here?

>Imho most Magic users and developers are tolerant. Maybe tolerant
>is wrong word, i actualy dont tolerate Magic, im happy it exist! Its just
>my bad english...

Good, now you've got that off your chest. It's time to finally grasp that this whole issue hasn't got anything to do with Magic vs MiNT. Like allways threads like these are turned and twisted into the OS-Wars. I've walked on eggshells two months ago not to start an issue like this again, but alas it wasn't to be...
It all started when I wrote that I was fed up of the dreamers dreaming up stuff for other dreamers and that it was time that they produced something or shut the hell up. Before I knew it, we were back at the same game,

>Magic is their choice, i wont question their choices and i respect that.

Come again? Lets's blame it on your bad english...
I presume you wanted to say: "I wont question their choices, as long as they keep quiet about it and hide under that rock". You've shown that you don't respect someone his choice. Even in this post you show it again. As long as you can't pronounce that it doesn't make one single bit difference to you with what OS and on what setup someone does his thing, you have no right to say you respect people their choice.

>And to be clear: i dont have any troubles with MagicMAC/PC users. Or clone
>users. We have different views on clone/atari thing, but i doubt our
>arguing ever went overboard or became insulting...

Well, I'm a clone, a MagiCMac and A genuine Atari user and you have troubles with me. In view of this your statement is... It all comes down to one keeping his mouth shut doesn't it? If there is no discussion at all, then there's litte chance of an argument either.
If opposing and/or conflicting views are never aired then we can all go on

the way we did, and you can tell yourself that everything is just hunky dory in Atari-land.... well, I'm sorry to break the news to you, but it isn't.

>I will and did
>say, Milan is for me boring machine, it lack those aspect of Atari feeling
>i hapen to love. Same for MagicMAC: i just love nongem etc things a lot, so
>GEM only clone is not to nice option for me, but its still an option! And a
>lot beter one as PC/Mac and emulators still...

I said the same thing, but didn't get any applause for it, on the contrary, all of a sudden I'm a Mac user now... We've reached the stage now where everything I write shouldn't be taken seriously anymore, since I'm not a real Atari user. You and the gang conveniently overlooked what I wrote about using the TT... all you saw were those hated letters: MagiCMac.

You write about respecting people their choice, while at the same time doing your utter best to shut me up. If for certain tasks the speed offered by a clone isn't good enough for me anymore so what? The clones are getting on a bit, they use superseded technology and just like the genuine Atari's they lack modern interfaces and drivers. Suppose I want to watch a DivX film with Aniplayer? Should I tell you at how many frames per second that film will crawl on the screen? Running Aniplayer under MagiCMac will allow me to watch it, and in the end that is all what counts. I've written it time and time again but you don't wanna know it: the used OS isn't an issue for me , I only care that I can do whatever it is I'm doing at a reasonable speed with the least of worries, if I can't do it on a clone, then I'll do it on an emulator or whatever it takes.
A couple of weeks ago I asked several times how long it takes on a clone to convert an audio CD into MP3.... no one "dared" to give the figures. And you know just as well as me why, a 68060 based computer can't cut it. Not in a reasonable time anyway.
And there are some other issues to consider as well: hardware is getting cheaper all the time, unfortunately that hardware can't be used on the genuine Atari's and clones because no USB or Firewire interfaces are available. Well, I can use enjoy all those goodies with MagiCMac. Why should I miss out on them? MagiCMac is just a tool that allows me to use everthing that's attached to the Mac, and it's a tool allowing me to use all that stuff with Atari apps, apps I happen to like working with. You're all talking about moving foreward, well IMO moving foreward means more then implementing some improvements to the OS, in the global picture the OS after all is only one component. I move on with the hardware as well, and we all do it at a certain point, otherwise we would still be sitting happily behind a 1040STF with no hard disk.

>I will also use this oportunity for excuse if i accidentaly or in anger
>insult some of Magic users/developers. It was unintentional and i am sorry
>for that!!

Let's bomb them first, when we've flattened them we'll give then some sweets and say how sorry we are.... sounds familiar?
You've just managed to insult everyone who for whatever reason choose or was forced to use an emulator. But pay back time is getting closer all the time

Janez. I'm just waiting until one of you guys come telling us the advantages
of using MiNT under Aranym on a PC... then we'll have a real ball !!
And don't worry Lonny, I'll mark the releveant posts in my giant msg base...

Cheers from Belgium
Dennis

6045. Re: Stacey and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 22:09:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062157968-44283AEicMi@gmx.net>
Source record: 24132

From: "Claus Vunderbra" <claus@dasmech.de>
Date: Mon, 25 Aug 2003 23:07:26 +0100

>He is a bloody stinking one that Dennis! I refuse to honour him with
>respect

CRAWL BACK UNDER THAT ROCK !!!

And give my regards to your imaginary friends R.Spanger, Thruthfull,
Brother Blessed, BonnyBum and some other lunatics...

Cheers from Belgium
Dennis

6046. Re: Drivers GDPS

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 22:09:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062157972-44828AEicMi@gmx.net>
Source record: 24133

From: LAFABRIE Florent <lafabrie@club-internet.fr>
Date: Mon, 25 Aug 2003 14:24:58 +0200

Hi Florent,

>Somebody would know it where I can recover driver GDPS for scanners
>EPSON GTxxxx. I could see on Internet which it was present on a ci¿½di¿½rom
>Crawly Crypt under name EP_GDPS1.ZIP but as I do not have thoseï¿½ Thank
>you for your assistance.

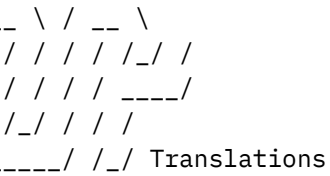
It'll be of little use to you... the program doesn't work on a Falcon, it
only works on the TT, Hades and a Milan with SCSI card...
Also note that the version on the Crawley Crypt CD is a fairly outdated one
with lots of features missing.

For your Epson GT6500 with parallel port I advice to go hunt after the
following apps:

Studio Scan (French program)
TMS Scan Design (German program)

These two commercial apps allow to scan from the parallel, serial with
adaptor and SCSI port. Note also that Epson GDPS only works with Epson SCSI
scanners.

Cheers from Belgium
Dennis
--



http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6047. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 22:20:09 UTC
From: Julian Wolfe <julianwolfe@earthlink.net>
Message-ID: <tev3b.15848$jY2.4273@newsread1.news.atl.earthlink.net>
Source record: 24122

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bhugq5$bl1$5@hercules.btinternet.com...

> My MegaSTe cost me well over £1600 to buy, I'll not sell it for less.

I'll happily sell mine for half that!

Interested? :)

6048. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 22:21:08 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f4e96065ccac70@europe-shareware.org>
Source record: 24124

Hello,

in article <Pine.MNT.4.31.0308281459450.776-100000@hadesbox> (comp.sys.atari.st), ozk@atari-RULES.org wrote on Thu 28-08-2003 15:04 (+0200):

> Does your CT60 hardware have "Made by atari" on it? No? It's got no soul!
> Oh god.. :)

It has "Rodolphe Czuba" on it. So it does have soul! :-)

Bye,
/Pascal/

6049. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 22:48:12 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB73FEEC.1D5D%gfabasic@mint.net>
Source record: 24123

in article pan.2003.08.28.02.09.37.990395@nossspamXXatari-source.com, Mark D
at mducksub@nossspamXXatari-source.com wrote on 8/27/03 10:09 PM:

> On Wed, 27 Aug 2003 14:40:34 +0200, Dennis Vermeire wrote:
>
>> First of all, let me say that you are pathetic...
>> I knew it would eventually happen, and it did. When I killfile someone
>> I'll never reply to his posts knowing that I'll get to see only bits and
>> pieces of selected quoted text in related posts from that person...
>> And that's exactly what you've been replying to, you moron !!!
>> If you would have read my post, you would have known the whole story, so
>> sit on it, you idiot...

So you just now come to this amazing discovery? If crap comes across my
screen I will respond, sound familiar? I can't control the quoting by other
individuals. Also, I said quite some time ago I will not come in here with
the filters removed. Secondly, what's more pathetic... me responding to what
I actually do see on my screen, or you responding to numerous post knowing
full well I most likely won't ever see them? Comical.

99.9% of what you say is worthless repetitive babbling which the filters
take care of. The other 1% is crap. Either invoke a filter on your end, or
skip the post if you don't like the content. It's easy, give it a try.

>> My TT runs 24Hrs a day, it's been running non stop for almost two years
>> now, I don't need to receive lessons from someone using a clone, I've
>> explained why I've put my clone in the closet and why it'll remain
>> there. You wouldn't recognise a genuine Atari user if you bumped into
>> one... just like your Mac, your clone is a machine without a soul, and I
>> can make this statement, because I speak from experience. Ain't it funny
>> how the kettle tells the pot he's black? Tell us Lonny, which genuine
>> Atari computer you're using besides that fake Hades, and it is a fake, a
>> patched TOS on a motherboard does't turn a computer automatically into a
>> genuine Atari.

I don't care if you sleep with your TT, you ranted about moving forward, and
20x speed. I and others, can only conclude that the mac is indeed your
main computer. So go ahead and attempt to back step if you like, it's just
like you. So anymore persons and/or groups you wish to offend? Now that
you just put down all clone developers and clone owners. Last I checked my
hades didn't boot macos and it's hardware built specifically to run TOS. In
fact that comment is utterly retarded, as if an apple is anything closer to
a real Atari. Fire up Opera, on my web page is may equipment in detail,
pictures even.

> Mhmm.. A Hades has a hell of a lot more soul than MagiCMac. And lets
> talk about Soul. You and lp have no right to argue because NEITHER of you
> use the computer for it's "soulful" parts, like the ym chip, non-gem
> applications, etc. Dennis you have MagiCMac, lp you have a Hades - you're
> stuck with GEM apps. Run them on anything, who gives a shit.

FYI, Hades has a ym-chip actually.

> But the problem is that Dennis has been arguing from the position of a
> real Atarian. Someone sitting on a "slow" box. Well your TT and your
> Milan aren't slow boxes... period. And MagiCMac has a hell of a lot less
> soul than a Hades! IMHO, A Hades and a Milan are ATARI's, even if they
> don't have the name on them.
>
> But that's just my opinion. I can't believe I managed to even respond to
> such rubbish. An emulator that CAN'T even boot to TOS is hardly what I'd
> call the soul of Atari either.

Indeed!

> My CT60 uses Patched TOS? Oh shit, my falcon isn't a "real" Atari
> anymore!

You are such a bad boy... shame on you. lol

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.q1.net/~atari/ [AtarIRC, GFA-Basic, Hades060, 4Sale]

6050. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 23:08:12 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB74039C.1D7A%gfabasic@mint.net>
Source record: 24125

in article 3f4e96065ccac70@europe-shareware.org, Pascal Ricard at nospam@mydomain.thanx.invalid wrote on 8/28/03 6:21 PM:

> Hello,
>
> in article <Pine.MNT.4.31.0308281459450.776-100000@hadesbox>
> (comp.sys.atari.st),
> ozk@atari-RULES.org wrote on Thu 28-08-2003 15:04 (+0200):
>
>> Does your CT60 hardware have "Made by atari" on it? No? It's got no soul!
>> Oh god.. :)
>
> It has "Rodolphe Czuba" on it. So it does have soul! :-)

The Hades motherboard has "Fredi Aschwanden" on it.

I am so glad these guys do what they do.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.q1.net/~atari/ [AtarIRC, GFA-Basic, Hades060, 4Sale]

6051. Tower preparation for CT60, Eiffel

Newsgroup: comp.sys.atari.st
Date: 2003-08-28 23:36:16 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0308281536.68eff51@posting.google.com>
Source record: 24126

Back in Feb 13th, Galan started a thread re; putting a falcon in a tower for his CT60. For some reason, it's not accessable, so I'm bringing it up again.
1 question was about what to do for a mouse and keyboard. The Eiffel seems to be the best solution if you're gonna use PC stuff. Does anyone know where I can get one? I don't want to try it myself. I'm in the US, but I'll buy "across the pond" if nessesary!
Another question he had was whether a Falcon MB could be mounted flush with the back of the PC case so that the ports are directly accessable. That's what I'd rather do to! When looking at the site by LAFABRIE Florent, I noticed that his CT2B installation seemed to be just so! Look at
http://perso.club-internet.fr/lafabrie/Atari/Centurbo/Index.htm

about the 3rd picture down shows the back.

In the previously mentioned thread, I asked about a cart port extender, as I didn't want my cartmaster lite to be inaccessable, so I got something from steve at Wizztronics that I hope will do the trick.

6052. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 04:40:05 UTC
From: "a@b.c" <a@b.com>
Message-ID: <FOA3b.866950$3C2.19605582@news3.calgary.shaw.ca>
Source record: 24127

Hi Jim,
Thanks for the info.

Nicholas

"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:bildo0ame1@reader2.panix.com...
> I personally do not know of any. But Edith (freeware, now, I think) is
> good at patching files into one large file. Google Edith, should work. The
> latest versions are for Linux.
>
> If you have sufficient memory, that may be the easiest thing to do. If you
> have a TTM195 monitor, it gets even easier.
>
> The only thing that will put together multiple files that I know of is the
> original version of UUencode, and that takes files with the proper headers
> and footers.
>
> a@b.c <a@b.com> writes:
>
>
> : Hi,
> : Are there any decompression programs that will unzip files that are
> : spanned across multiple floppies? Thanks.
>
> : Nicholas
>
>
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

6053. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 04:51:14 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.fjsbrtqh@localhost>
Source record: 23975

Steve Sweet wrote:

> > Actually, if I judge you by your language, you sure sound like an
> > idiot,
> which I am sure you're not.
>
> I really don't care what people think of me, i finished with this
> world and its occupants long ago.

Too bad, it kind of makes it hard for the those who wish to keep
conversations constructive and at a grown-up level.

Again, and again, and again: everybody would gain from a
peaceful/grownup/nonhostile/whatever approach. Unless of course the aim
is to get bad vibes going.

/Joakim

6054. -=[Vintage Computer Marketplace]=-

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 05:38:55 UTC
From: Sellam Ismail <sellam@vintage.org>
Message-ID: <PFB3b.290164$Ho3.41653@sccrnsc03>
Source record: 24128

The Vintage Computer Festival is proud to announce the grand opening of the Vintage Computer Marketplace, THE place on the web to buy, sell and trade vintage computers!

http://marketplace.vintage.org

The Vintage Computer Marketplace (VCM) has been designed to cater specifically to the vintage computer collector. The site features innovative sale and auction tools as well as inventory tools that allow you to keep a database of your computer collection online. It also features a powerful search tool to guarantee you find exactly what you're looking for. No more searches that return dozens or even hundreds of irrelevant hits.

At the VCM, you can Buy and Sell using standard fixed price and auction mechanisms. But we also feature innovative sale and auction mechanisms you won't find anywhere else, plus the ability to trade or even put items in your collection up for temporary loan.

Our powerful inventory feature allows you to maintain a database of your entire collection, including hardware, software, documentation, books, magazines, even ephemera such as posters, buttons, t-shirts, etc., in one centralized location. Our input forms are intuitive and easy to use. Once your collection is entered into the database, selling or trading off items to other collectors is a breeze. Even the database record gets transfered, so no additional data entry will be required, and a line of provenance is automatically created. The VCM really takes computer collecting to the next level!

The VCM offers one of the most powerful search engines on the web. Instead of putting in your search terms and then sifting through perhaps dozens or even hundreds of irrelevant links, you can target your search to exactly the make and model of the item you are looking for. We've pre-programmed hundreds of computer manufactures and thousands of models into our database, and are constantly updating it with new information. When you do a search on the VCM, you'll always find what you're looking for immediately.

During our grand opening period, the VCM will be free to use for an initial period of 6 weeks. After that time, the service will still be free to use for most users. Visit the VCM website and click on the "Help" link for more information.

The Vintage Computer Marketplace awaits your visit. Sign up now. It's FREE!

http://marketplace.vintage.org
vcf@siconic:~/2003> cat vcm
The Vintage Computer Festival is proud to announce the grand opening
of the Vintage Computer Marketplace, THE place on the web to buy,
sell and trade vintage computers!

http://marketplace.vintage.org

The Vintage Computer Marketplace (VCM) has been designed to cater
specifically to the vintage computer collector. The site features
innovative sale and auction tools as well as inventory tools that
allow you to keep a database of your computer collection online. It
also features a powerful search tool to guarantee you find exactly
what you're looking for. No more searches that return dozens or even
hundreds of irrelevant hits.

At the VCM, you can Buy and Sell using standard fixed price and
auction mechanisms. But we also feature innovative sale and auction
mechanisms you won't find anywhere else, plus the ability to trade or
even put items in your collection up for temporary loan.

Our powerful inventory feature allows you to maintain a database of
your entire collection, including hardware, software, documentation,
books, magazines, even ephemera such as posters, buttons, t-shirts,
etc., in one centralized location. Our input forms are intuitive and
easy to use. Once your collection is entered into the database,
selling or trading off items to other collectors is a breeze. Even
the database record gets transfered, so no additional data entry will
be required, and a line of provenance is automatically created. The
VCM really takes computer collecting to the next level!

The VCM offers one of the most powerful search engines on the web.
Instead of putting in your search terms and then sifting through
perhaps dozens or even hundreds of irrelevant links, you can target
your search to exactly the make and model of the item you are looking
for. We've pre-programmed hundreds of computer manufactures and
thousands of models into our database, and are constantly updating it
with new information. When you do a search on the VCM, you'll always
find what you're looking for immediately.

During our grand opening period, the VCM will be free to use for an
initial period of 6 weeks. After that time, the service will still
be free to use for most users. Visit the VCM website and click on the
"Help" link for more information.

The Vintage Computer Marketplace awaits your visit. Sign up now.
It's FREE!

http://marketplace.vintage.org

This is a live beta roll-out of the Vintage Computer Marketplace. As
such, you have the option of being actively involved in the final
stages of testing and development. Simply check the box in the user
registration form indicating you'd like to be enrolled in the VCM Beta

Tester mailing list and you'll be able to follow all the behind-the-scenes development and also make suggestions on what features you'd like to see. This is YOUR site. We want your feedback!

We look forward to seeing you on the Vintage Computer Marketplace!

Best regards,

Sellam Ismail and Patrick Rigney
Your Vintage Computer Marketplace SysOps!

6055. HELP! 3.5" DSDD Disks For Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 07:20:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0308282356390.22691-100000@shell1.aracnet.com>
Source record: 24129
Cross-posted to: comp.sys.atari.st,pdx.forsale

Recycled Floppy Disks, formerly from someone elses Software library. These were someone elses Data/Backup Disks. Comes in 3.5" Double Density Disks, for the Atari ST. May come with Bonus Disk Bank Holders! I want to keep this within the United States to Save on Shipping! Minimumal order of 50 Disks at .20 Cents a Disk or 50 for.....$10 U.S. I NEED HELP because I'm running out of Room for these! Please Reply in E-Mail: Atari@aracnet.com

===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6056. [UPD] September Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 11:15:19 UTC
From: Francois LE COAT <lecoat@lutece.net>
Message-ID: <3F4F35C7.3020805@lutece.net>
Source record: 24130

Hi,

The software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka309.zip
That is the Complete Common Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny044.zip
Is the OpenGL Extension (requires previous package)

Some work has been done during holidays. The Lite
Edition now works on MagiCMac, but furthermore, it is
compiled with PCGEM and PCTOS libraries, designed
by Martin Elsï¿½sser for PURE C.

I wish you big fun with all this new STuff !

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12
http://eureka.atari.org
mailto:lecoat@atari.org

6057. Re: Drivers GDPS

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 11:57:20 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f4f4da020b18e0@tripnet.se>
Source record: 24137

In comp.sys.atari.st <1062157972-44828AEicMi@gmx.net>
Dennis Vermeire wrote on Fri 29-08-2003 00:09 (+0200):

>From: LAFABRIE Florent <lafabrie@club-internet.fr>
>Date: Mon, 25 Aug 2003 14:24:58 +0200

>>Somebody would know it where I can recover driver GDPS for scanners
>>EPSON GTxxxx. I could see on Internet which it was present on a cï¿½dï¿½rom

>For your Epson GT6500 with parallel port I advice to go hunt after the
>following apps:
>
>Studio Scan (French program)
>TMS Scan Design (German program)

Note that GT-LOOK (now freeware) also works well with Epson scanners. I
have a GT-8500 that runs well with my TT (don't know about Falcon) on
SCSI.

GT-LOOK claims to work on parallel port as well and I have an adaptor
with an extra serial connector attached that should make this possible.

I have not tried the parallel connection yet, partly because I have no
manual for GT-LOOK. Anyone who might have a scanned version of this
manual?

Should not be impossible as I guess most GT-LOOK owners also own a
scanner :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6058. Re: Tower preparation for CT60, Eiffel

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 13:51:00 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0308290551.2b5e1c81@posting.google.com>
Source record: 24138

wmartz@firstpresdalton.org (Wayne Martz) wrote in message
news:<2f399fc7.0308281536.68eff51@posting.google.com>...
> Does
> anyone know where I can get one? I don't want to try it myself. I'm in
> the US, but I'll buy "across the pond" if nessesary!

Opps! Should have said "I don't want to try (to build) one myself."

Wayne :-/

6059. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 15:13:51 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0308290713.5920abb8@posting.google.com>
Source record: 24139

Steve,

> What complete cack!, i used to use my Atari to administer my Cub Pack, a
> friend used his Atari network to run his business.

Do you think generally that this is the case?

-- Peter

6060. CT60/PhantomSE

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 15:29:18 UTC
From: swampfax1@atlantic.net
Message-ID: <ijK3b.946$qJ6.692714@monger.newsread.com>
Source record: 24140

Hi All,
Can the CT60 be installed into a Falcon that's been fitted for the
PhantomSE (Ctirad @Phanatic) or does the Falcon need to be returned to
stock first? Note that the Phantom is software switchable on/off.

John

6061. atari st

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 16:09:19 UTC
From: Vittorio <vittorio.vincenti@fastwebnet.it>
Message-ID: <CUK3b.73753$sj6.1389920@tornado.fastwebnet.it>
Source record: 24141

Hi!
I'm an italian boy and i live in rome...
i'm looking for an atari 1040 st/ste/stf or atari tt or falcon in good conditions....
please help me...

contact me in email...
write in simple english please!

Thanks

Greetings

Vittorio

6062. [ANN] Meg 1.0

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 18:33:04 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3f4f9c5f$0$20943$7a628cd7@news.club-internet.fr>
Source record: 24142

Bonjour :)

Meg (Mail except gossip) is a mailbox checker and filter,
based upon the study of POPGEM.
Advised under multitasking environment and for permanent internet
connection. STiK or compatible TCP/IP layer is needed.

More infos on my hompage and in the ST-Guide documentation.

Download at http://rajah.atari.org or directly on
http://membres.lycos.fr/nef/files/ -> meg10_uk.zip (220 Kb)

The GFA source is provided in the archive.
Hope you'll find it usefull.

Au revoir :)

Rajah Lone / Renaissance

6063. Re: CT60/PhantomSE

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 18:43:46 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f4f9ed5$0$16573$626a54ce@news.free.fr>
Source record: 24143

YES

See http://www.atari.sk/satantronic/CT60/

See end of the page !

"John Garone" <swampfax1@atlantic.net> a crit dans le message de news:
ijK3b.946$qJ6.692714@monger.newsread.com...
> Hi All,
> Can the CT60 be installed into a Falcon that's been fitted for the
> PhantomSE (Ctirad @Phanatic) or does the Falcon need to be returned to
> stock first? Note that the Phantom is software switchable on/off.
>
> John
>
>

6064. Re: atari st

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 19:04:09 UTC
From: Vittorio <vittorio.vincenti@fastwebnet.it>
Message-ID: <ysN3b.74493$sj6.1393217@tornado.fastwebnet.it>
Source record: 24144

"Vittorio" <vittorio.vincenti@fastwebnet.it> ha scritto nel messaggio
news:CUK3b.73753$sj6.1389920@tornado.fastwebnet.it...
> Hi!
> I'm an italian boy and i live in rome...
> i'm searching for an atari 1040 st/ste/stf or atari tt or falcon in good
> conditions....
> please help me...
>
> contact me in email...
> write in simple english please!
>
> Thanks
>
> Greetings
>
> Vittorio
>
>

6065. Re: Is someone looking for an ATARI FALCON (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 20:43:08 UTC
From: sausages <sausages@tesco.net>
Message-ID: <f0P3b.920$b82.492821@newsfep1-win.server.ntli.net>
Source record: 24046

"Julian Wolfe" <julianwolfe@earthlink.net> wrote in message
news:tev3b.15848$jY2.4273@newsread1.news.atl.earthlink.net...
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:bhugq5$bl1$5@hercules.btinternet.com...
>
> > My MegaSTe cost me well over £1600 to buy, I'll not sell it for less.
>
> I'll happily sell mine for half that!
>
> Interested? :)
>
>

or mine for a Quarter

6066. Re: atari st

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 21:30:03 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vkvhetob8g06c5@corp.supernews.com>
Source record: 24047

http://www.ebay.com

"Vittorio" <vittorio.vincenti@fastwebnet.it> wrote in message
news:CUK3b.73753$sj6.1389920@tornado.fastwebnet.it...
> Hi!
> I'm an italian boy and i live in rome...
> i'm looking for an atari 1040 st/ste/stf or atari tt or falcon in good
> conditions....
> please help me...
>
> contact me in email...
> write in simple english please!
>
> Thanks
>
> Greetings
>
> Vittorio
>
>

6067. Re: pppd

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 21:54:44 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f4faf84.0@entanet>
Source record: 24145

On 28 Aug 2003 17:34:35 , Frank Naumann wrote:
>Hello!
>
>> I suspect that the traffic is going to the default route (rtk0)
>> my network card instead of ppp0 The message "default route already
>> exists" suggests this to me.
>
>Why do you set a default route if your intertet connection is a dialup
>connection over ppp? This is wrong for sure.

As I said earlier, when my Milan is at home I use an ADSL
broadband router. I don't really want to break that set-up
while getting the dial-up working. At the moment I am using Sting
for dial-up but I would like to avoid having to install Sting
when I want to dial.

>> I just tried starting pppd, deleting the default
>> route and entering:
>
>It's better you don't set a default route at all or remove the default
>route before you start ppp.
>
>> route add default ppp0
>>
>> this is wrong, it just said:
>>
>> cannot add route: Network is unreachable.
>
>Sure, your syntax is wrong:
>
>route add ppp0 default gw <ip>
>
>where <ip> is the ip of the default gateway, in your case it's the remote
>address that pppd received (that's why it's best to let pppd setup the
>default route).

I have only just got pppd to run and I was amazed that it connected.
(I must have got something right ;-) I don't yet know how to get
pppd to set the default route, I have just been starting it from
the toswin using 'pppd'

Regards,

Peter

6068. New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 21:57:20 UTC
From: Julian Wolfe <julianwolfe@earthlink.net>
Message-ID: <4%P3b.624$EW1.453@newsread1.news.atl.earthlink.net>
Source record: 24048

Hey there all!

Finally, some good news!

My correspondence with ROM follows:

There will be a new version in September, and to English TOS customers,
we sell via 16/32 bit Computers, Nick Harlow, England.

Julian Wolfe wrote:
>
> Hi,
>
> I am interested in purchasing an english TOS version of Papyrus Office.
Do you sell to Atari users in the USA?
>
> Thank You
>
> Julian

--

Mit freundlichen Gr��en

Ulli Ramps

(papyrus Support + GF)
R.O.M. logicware GmbH, Berlin

6069. [ANNOUNCE] Re-release of Talent adventures

Newsgroup: comp.sys.atari.st
Date: 2003-08-29 22:47:44 UTC
From: rwapsoftware@aol.com
Message-ID: <20030829184744.18208.00000117@mb-m06.aol.com>
Source record: 24049

We are currently converting various adventures written by Talent Computer Systems in the 1980s across to the Windows platform. These were written originally for the Sinclair QL, but many of these adventures were also released on the Atari.

We have currently converted the Lost Kingdom of ZKUL and WEST, with more to follow.

Have a look and relive some of the good old days

<URL:http://hometown.aol.co.uk/RWAPSoftware/PCadventures.html>

Rich Mellor
RWAP Services

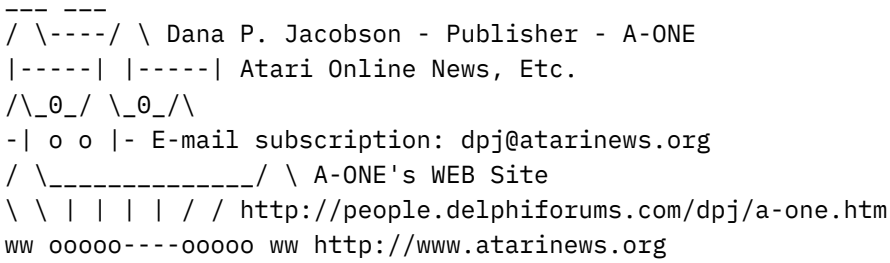
6070. Atari Online News, Etc. #05-35

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 00:14:48 UTC
From: danap8@aol.comno-spam
Message-ID: <20030829201448.23859.00000102@mb-m22.aol.com>
Source record: 24050

A-ONE #0535 08/29/03

~ Sobig.F Slows, Fizzles ~ People Are Talking! ~ ACEC 2003 News!
~ New AtarICQ Released! ~ The High Cost of Ink! ~ New EMUAPC Version!
~ McAfee Adds Worm-Block ~ Classic Gaming Expo! ~ New MSN Gets Ready!
~ Atari Basic XL Online! ~ ISPs Add Virus Filters ~ AOL Adds Blogging!

-* Blaster Worm Suspect Nabbed! *-
-* Earthlink Sues To Stop Two Spammers *-
-* Symantec Goes After Rogue Applications! *-



6071. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 04:42:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062259758-26155AEicMi@gmx.net>
Source record: 24063

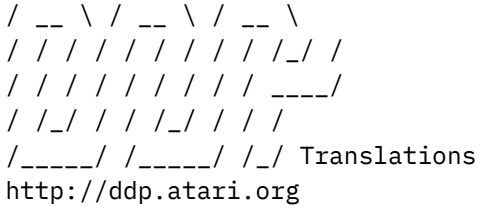
From: lp <gfabasic@mint.net>
Date: Thu, 28 Aug 2003 06:07:09 -0400

>> Here you raise a valid point. I will do the work for my applications to
>> contact authors and attempt to support iConnect in my software. Then
>> we'll see.
>
>Anyway, I wrote the ifusion author back when it came out to try and solve
>the dcc problem, never ever mentioned open source, or even asked for source
>or anything of the sort. I just offered to help solve the dcc problem,
>and I got no reply whatsoever. I think I sent a second mail some weeks
>later, no reply again.

That is very unfortunate of course but J.Koneckzny happens to be one of those rather unresponsive programmers I mentioned. He doesn't understand English at all, so unless you contact him in his native language, there's no chance of getting a response back, and even if you write in German, the chances of receiving a successfull reply back are minimal... I remember when Derryck and me were busy translating some of his apps, we had quite some trouble getting in touch with him not to mention staying touch.... if it wasn't because some people at ASH probably told him to talk to us, we would still be waiting. But then of course it's also possible that he wasn't interested at all in trying to solve that dcc problem... he after all wrote Chatter.

The other *very* unresponsive programmer in case anyone wonders is A.Diedering, getting him to reply is like trying to get water out of a stone :-(

Cheers from Belgium
Dennis
--



http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6072. Re: Drivers GDPS

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 04:42:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062259762-26951AEicMi@gmx.net>
Source record: 24064

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Fri, 29 Aug 2003 11:57:20 GMT

Hi Kenneth,

>>For your Epson GT6500 with parallel port I advice to go hunt after the
>>following apps:
>>
>>Studio Scan (French program)
>>TMS Scan Design (German program)
>
>Note that GT-LOOK (now freeware) also works well with Epson scanners. I
>have a GT-8500 that runs well with my TT (don't know about Falcon) on
>SCSI.

I know, but Florent mentioned in his original post that he already has this program, he wanted the Epson gdps_sc app because it uses the GDPS protocol, unfortunately that app doesn't work on the Falcon. The two other apps I've mentioned don't use the GDPS protocol either, but they do have a range of features which GT-Look lacks. Especially Studio Scan was ahead of its time.

>GT-LOOK claims to work on parallel port as well and I have an adaptor
>with an extra serial connector attached that should make this possible.

It does... my first scanner was a Epson GT-4000 which used that combination also, but it's a lot slower then when connected to the SCSI port.

While we're on the subject Epson scanners:
TT, Hades and Milan with a SCSI card users might be interested to know that the Epson 1640SU scanner (SCSI/USB interface) which is still in production works without any problems at all with the Epson gdps_sc program, for some reason however GT-Look doesn't want to know about it... so anyone who needs a new scanner, at least there is one driver left on this platform that can drive one of the latest scanners...

Cheers from Belgium
Dennis
--

dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6073. Re: Dying forum ?

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 04:42:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062259770-28583AEicMi@gmx.net>
Source record: 24066

From: fuck.spammers@more.com
Date: 28 Aug 2003 09:58:31 GMT

Hi Yves,

>I was use to see the German forum de.comp.sys.atari to be prolific, but saw
>only a couple of messages for last weeks : were are our German freaks ?

Try the maus groups...

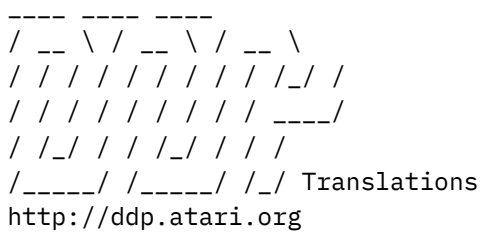
maus.computer.atari.hardware
maus.computer.atari.talk
maus.computer.atari.dtp
maus.computer.atari.falcon
maus.computer.atari.software
maus.computer.atari.internet
maus.computer.atari.spiele
maus.computer.atari.mint_mtos
etc...

That lot can keep you busy a couple of hours a day...

On the maus groups there is a certain etiquette, they don't appreciate posting
in non-German very much, and they're not to wild about people posting with fake

email addresses, so don't say you weren't warned ;-)

Cheers from Belgium
Dennis
--



http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6074. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 04:43:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062259766-27699AEicMi@gmx.net>
Source record: 24065

From: Jim DeClercq <jimd@panix1.panix.com>
Date: Thu, 28 Aug 2003 17:22:08 +0000 (UTC)

Hi Jim,

>The only thing that will put together multiple files that I know of is the
>original version of UUencode, and that takes files with the proper headers
>and footers.
>
>a@b.c <a@b.com> writes:
>
>: Hi,
>: Are there any decompression programs that will unzip files that are
>: spanned across multiple floppies? Thanks.

Actually, there are a couple of utilities out there that can concatenate all the pieces and write one outfile. My personal favourite is SCHNIP & SCHNAP, written in 1996 by Fred Nicklisch, the program is freeware. SCHNIP is used to cut files up and SCHNAP is used to restore files. Before SCHNAP attempts to restore a file which wasn't cut up by SCHNIP, it asks to insert all the different pieces of the cut up file, scans them, and has an almost 95% success rate. The archive also contains a cut down in features CLI...
If anyone wants a copy of the app, mail me...

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6075. Re: FS: ISA ATI Mach 64s (and spare Falcon casing)

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 04:43:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062259754-25435AEicMi@gmx.net>
Source record: 24062

From: ekaljuma@mtsac.edu (Galen)
Date: 27 Aug 2003 16:34:55 -0700

Hi Galen,

>I'm a bit confused by the last. Didn't all Mach64 cards have 1 or 2 Mb of
>VRAM?

The cards with VRAM were only available with 2 and 4Mb, and they used to cost
a small fortune. IIRC ComputerInsel referred to these as SuperPlus Nova cards.
They also offered Super Nova cards which came with the same memory but were a
little slower... The Mach32 cards was available in 1 or 2Mb and was referred
to as VME/MegaST Nova Plus card. ATI also produced Mach32 cards with 4MB but
AFAIK Computer Insel never used these.

Cheers from Belgium
Dennis
--

http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6076. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 05:11:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062259778-30147AEicMi@gmx.net>
Source record: 24067

From: lp <gfabasic@mint.net>
Date: Wed, 27 Aug 2003 18:03:45 -0400

>Beside, you use Opera and other mac apps, just happens you don't use a mac
>mailer, so you have no leg to stand on with such a comment anyway. I'm
>guessing you are using os9, as OSX is unix based and so very scary. lol

Yep just like you I'm forced to use a non-Atari browser. I don't use a mac mailer because the one I'm using right now is just as good. And for that very same reason I don't use a mac dtp, word processing, spreadsheet, graphics application and a whole bunch of other stuff either. If I can do it on Atari, I will, if it can't be done on the genuine hardware I'll do it under MagiCMac, and if that still isn't a solution, only then... I'll have a look around to see what is available for the mac.
But you're right about one thing: I do indeed use OS9, OSX isn't used here at all. And so far I haven't missed it at all either... just like those other estimated 15 million other OS9 users.
15 million morons.... I wouldn't wanna feed them, but if I was a programmer I would know who to support.

Cheers from Belgium
Dennis

6077. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 08:06:40 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <XXY3b.1879$2B6.412461@news.siol.net>
Source record: 24051

> I personally do not know of any. But Edith (freeware, now, I think) is
> good at patching files into one large file. Google Edith, should work. The
> latest versions are for Linux.
>
> If you have sufficient memory, that may be the easiest thing to do. If you
> have a TTM195 monitor, it gets even easier.
>
> The only thing that will put together multiple files that I know of is the
> original version of UUencode, and that takes files with the proper headers
> and footers.
>
> a@b.c <a@b.com> writes:
>
>
> : Hi,
> : Are there any decompression programs that will unzip files that are
> : spanned across multiple floppies? Thanks.

Hi,

Depends how they were splitted, u could also try "CAT" command from MiNT,
in mupfel shell maybe. "cat filename.z*>archive.zip" should do it, if file
was just splited. There is also GEM app, called spliter or xsplitter....

Janez

6078. Re: Help? STe going loopy

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 08:17:03 UTC
From: trevorcjspencer@aol.com
Message-ID: <20030830041703.21232.00000295@mb-m13.aol.com>
Source record: 24052

In article <20030820161726.23307.00002398@mb-m29.aol.com>,
trevorcjspencer@aol.com (Trevorcjspencer) writes:
Hi Steve

No, that didn't work :-((

Any more ideas?

Trevor

>Thanks for that, it's definfitely worth a try!
>
>Trevor
>
>In article <bi0jrqakd2@hercules.btinternet.com>, "Steve Sweet"
><steve.sweet@btopenworld.com> writes:
>
>>> When I switched on the Atari the picture on the monitor, a Microvitech
>>> Multisync, started looping, and I assumed it was the vertical hold as per
>>a
>>> TV. When I checked with my spare STe however the monitor was fine so
>>> presumably the fault must be with the STe itself.
>>
>>Its possible the Vertical sync or video signal is low level or missing, try
>>putting light pressure on the little blue coils near the video socket and
>>see if the sync returns,

6079. Re: Help? STe going loopy

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 08:46:22 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <bxZ3b.1880$2B6.412601@news.siol.net>
Source record: 24053

Trevorcjspencer wrote:

> No, that didn't work :-((
>
> Any more ideas?

Check the cable maybe?

6080. Re: CT060 and NOVA VDI

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 09:21:52 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f506ca2$0$16529$626a54ce@news.free.fr>
Source record: 24054

A CT60 developer (specialist of video cards !) has now the source of the driver and checked a first time with no success.
He told me he will try to get time to check better...

"Rustynutt" <rustynuttspamblock@hotmail.com> a crit dans le message de news: kiarkv88r5pg8ppncn64kud1oskl5n77eu@4ax.com...
> Finally, after more than 30 days <sic> of using Photoline 32 on my PC,
> I register a copy online. It's a fantastic application, pretty unique
> on the PC, very much Atari like. On the order form, there is a spot
> for comments. I asked Gehard to please look into the compatibility
> issue with NOVA VDI and the CT060.....for what it's worth. Even
> though Photoline is no longer supported (as far as new revisions go)
> in the TOS market, I think that Gehard and Computerinsel went a long
> way with us. It couldn't hurt to continue support via PC/Mac ownership
> for those of us that do utilize platforms other than TOS.
> My 2cents (rather $59.00 USD)
> Mike

6081. Re: [ANN] Meg 1.0 -> bugfix

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 10:01:54 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3f507611$0$20950$7a628cd7@news.club-internet.fr>
Source record: 24055

Bonjour :)

Version 1.0B

- bugfix of the "Cc" field read, this is generaly on several lines
that was here badly detected.
- bugfix of the start of the mail body read : could freeze the program
or worse, provoque a crash

Apologizes for the inconvenience

Rajah Lone / Renaissance

6082. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 10:40:11 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0308301237030.216-100000@hadesbox>
Source record: 24058

On Fri, 29 Aug 2003, Pascal Ricard wrote:

> Hello,
>
> in article <Pine.MNT.4.31.0308281459450.776-100000@hadesbox> (comp.sys.atari.st),
> ozk@atari-RULES.org wrote on Thu 28-08-2003 15:04 (+0200):
>
> > Does your CT60 hardware have "Made by atari" on it? No? It's got no soul!
> > Oh god.. :)
>
> It has "Rodolphe Czuba" on it. So it does have soul! :-)

Oh yes, it has! I'd say the CT60 has a lot more soul than hardware Atari
itself built. Rodolphe rocks, he is a genious. Fredi Aschwanden is another
dude which has my complete and uttermost respect :-) They made hardware
for our operating systems. I thank god they live!

>
> Bye,
> /Pascal/
>

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

6083. Re: Help? STe going loopy

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 11:56:11 UTC
From: trevorcjspencer@aol.com
Message-ID: <20030830075611.12501.00002073@mb-m04.aol.com>
Source record: 24056

In article <bxZ3b.1880$2B6.412601@news.siol.net>, Janez Valant <swe@atari.org>
writes:

>> No, that didn't work :-((
>>
>> Any more ideas?
>
>
> Check the cable maybe?
>

That seems to be OK as I installed a spare standard STE and that worked fine in
both medium and hi res. looks like it something more drastic but .... what?

Trevor

6084. Misc ST Items FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 12:03:20 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3F509288.793431DF@netzero.net>
Source record: 24057

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmh@netzero.net for
more info.

Last updated 08-24-03

HARDWARE

Atari 520ST Computer System. Unit is upgraded to 1 Meg of RAM.
Unit comes with mouse, power supply, floppy drive, and manuals
all in the original boxes!
$50.00

Atari SC1224 Color Monitor.
$30.00

Atari SM124 Mono Monitor.
$30.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor
$250.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual.
$25.00

Syquest 44 Meg Cartridges. These will be Atari HDX formatted

with no bad sectors.
$10.00

Syquest EZ-135 Cartridges. These will be IBM DOS formatted with
with no bad sectors.
$10.00

Syquest EZ-230 Cartridges. These will be IBM DOS formatted with
with no bad sectors.
$10.00

SC 1224 monitor cover by Classic Covers. This is a brown cover
with the Fuji logo and underneath "Atari SC 1224 Color Monitor".
Perfect to protect your monitor from dust and have it look cool
too.
$5.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $10.00 each.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Annex by D. Pritchard. An DOOM Alien shootem up game.
Docs, disk
$5.00

Bridge 4.0 by Artworx. A comphrehensive contract bridge-playing
program. Box, docs, disk
$5.00

Captain Blood by InfoGrames. An involved space game of exploration.
Box, docs, disks.
$5.00

Decimal Dungeon by Unicorn Software. An education program for

5th graders to Junior High. Uses a variety of decimal related math problems to help you escape the evil dungeon and caves. Color or mono. Box, docs, disks.
$5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room castle in this huge adventure game. Comes on 5 floppies. Comes with box, docs, and disks $10.00

Magical Math by Atari. The scholastic series math tutor program starring Bentley Bear. Box, Docs, Disk
$5.00

Mickey Mouse The Computer Game by Gremlin. Help Mickey rescue Merlin's Magic Wand in the enchanted Disney Castle.
Box, docs, disk.
$5.00

NightBreed by Ocean. A game based on a Clive Barker book/movie.
Box, docs, disks.
$5.00

Plan 9 From Outer Space by Gremlin. Complete with box, docs, and disks.
$5.00

Planetarium by Atari. The scholastic series observitory in your own house. One of the better if not best scholastic programs by Atari. Comes with box, docs, and disk.
$5.00

Quartet Gold by Red Rat Software. 4 games in this box, Pengy, Cosmos, Screaming Wings, The Secret of Steel. Pengo clone, Galaxian Clone, 1942 Clone, and a graphical adventure.
Box, docs, disks.
$5.00

Renegade by Mastertronic. A Star Raiders type space shooter type game. Manual and disk.
$4.00

S.D.I. by Mindscape. Complete with box, docs, and disks.
$5.00

Sinbad and the Throne of the Falcon by Cinemaware. Docs and disks
$5.00

Spelling Bee by Atari. The scholastic series spelling program for kids. Comes with box, docs, and disks.
$5.00

Their Finest Hour by LucasFilm Games. The Battle of Britain
flight sim. Box, docs, and disks.
$10.00

Transartica by Silmarils. A Falcon030 game where you are
the captain of the a Train on the frozen planet. Docs, Disks.
$15.00

MISC SOFTWARE

DC Shower by Double Click Software. Replaces the TOS "Show" button
when double clicking on a file from TOS. Many different types of files
can be manipulated like graphics, compressed files, and HEX.
Docs and disk
$5.00

Degas by Batteries Included. The classic graphics and drawing
program for the Atari ST platform. Comes with book and disk
$5.00

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.
For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope.
$30.00

Flash by Antic Software. Complete Gem based telecomunications program.
Has VT-100, CIS, Vidtex Graphics capabilities and more.
Box, docs, and disk.
$3.00

Geneva by Gribnif Software. A mulitasking operating system for
the ST/TT/Falcon. Now run more than one application at a time
and have up to 256 windows open at a time. Best thing is Geneva
is very fast and stable. Box, docs, disks.
$15.00

Image CAT by Wiz Works. The complete graphics cataloging system
for all Atari computers. Print a catalog of image files that you
have on your Atari or view the images on your screen. Docs and disk
$5.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.

This is a boxed Atari version and not the pack in with the Falcon.
Comes complete with binder, manual, and on 720K floppies
$15.00

PrintMaster Plus by Unison World. The ultimate designing program
for the ST to create banners, cards, posters, calendars and more!
Box, disks, and docs
$5.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Box and disk
$3.00

Stalker 3 by Gribnif Software. A great GEM based telecomunications
package. The most complete telecomunications and terminal program
produced for the Atari. Can be run as a desktop accessory which then
allows background downloading and more. Box, docs, disk
$5.00

STraTOS2 CD. This is a CD Magazine covering the Atari line of
computers.
It is dated 1997 and is mostly in French but many of the programs are
in English. It covers and contains software for MINT, Linux, Games
including DOOM, Internet and more. It has a program that runs the
magazine
and gets you to the software for automatic installation
$10.00

Thunder by Batteries Included. Sophisticated writing tools including
spell checker, speed-typing word expander & corrector, and statistics
on your document like the number or words, lines and more.
Manual and disk
$5.00

Time Link by Batteries Included. A time management software package.
Keep track of appointments and see them by the day, week, month,
or year. Manual and disk.
$5.00

Ultimate Virus Killer by Oregon Research. Protect your ST and repair
progarms that were infected. Manual and disk
$5.00

Universal Item Selector III by AD&D Software. Full Utility functions
from your item selector. Besides adding much need funtionality to TOS's

item selector you get to see available RAM, format floppies, print
directories
set file paths, set file attributes and much more. Docs and disk

$5.00

WANTED

MagiC Mac Ver 6.XX or MagiCMac OSX
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere

OTHER Platforms

I also have lists of software for other platforms like IBM DOS or
Windows,
OS/2, Mac, BeOS, NeXT, and Amiga. If interested please request a list.

6085. FREE: ST Magazines (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 13:25:18 UTC
From: hairy.biker@spamcop.net
Message-ID: <1g0id6t.100wo5z1wrm0mmN%hairy.biker@spamcop.net>
Source record: 24059

I'm having a clear out of my loft and have the following magazines I need to clear.

ST Format - 32 issues 1990 - 1994
ST Review - 15 issues 1992 - 1994
ST User - 21 issues 1991 - 1994

Sorry there aren't any cover discs, I gave those with my ST.

I live in Luton, Beds, UK.

These are free for anybody to collect, or I can deliver locally for a couple of beers :-)

Cheers.

--
Andy Hewitt ** FAF#1, OSOS#5 - BMW K100RS 8v, Honda Concerto 16v
Windows free zone (Mac G3)
<http://homepage.ntlworld.com/ahewitt/index.htm> (last update 12.02)

6086. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 14:42:57 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbl1d0b.5n5.atari@core.preferuje.luzik.pl>
Source record: 24061

On Tue, 12 Aug 2003 16:47:28 +0200, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
>>Unfortunately for everyone involved, MagiC is still LOADS faster than
>>anything else. Even if you have a CT60 like I do now, it's STILL
>>noticeable.
>
> You don't have to convince me!!
> Tell it to Jo Even and Adam, they're not convinced at all...

I'm listening. Ok, MagiC loads faster, np. for me, I reload my system very raerly. In most cases only once per session. And no, 2, 3 secs does not matter.

What matters? Put 5000+ files into one directory and try to view it. Thats matters.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6087. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 16:27:14 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB7648A2.1DF7%gfabasic@mint.net>
Source record: 24068

in article slrnbl1d0b.5n5.atari@core.preferuje.luzik.pl, Adam Klobukowski at atari@gabo.pl wrote on 8/30/03 10:42 AM:

> On Tue, 12 Aug 2003 16:47:28 +0200, Dennis Vermeire <dennis.vermeire@gmx.net>
> had a noticeable pleasure while writting:
>>> Unfortunately for everyone involved, MagiC is still LOADS faster than
>>> anything else. Even if you have a CT60 like I do now, it's STILL
>>> noticeable.
>>
>> You don't have to convince me!!
>> Tell it to Jo Even and Adam, they're not convinced at all...

Nor am I convinced. If you have an 030 or better Magic has no advantage that I can see. I have used a full KGMD installation with an AES for some years on a TT and never found it to slow to do what I needed to do. In fact it has disadvantages, magic would not let me network my TT into my lan.

> I'm listening. Ok, MagiC loads faster, np. for me, I reload my system very
> raerly. In most cases only once per session. And no, 2, 3 secs does not
> matter.
>
> What matters? Put 5000+ files into one directory and try to view it. Thats
> matters.

The loadable file systems are quite nice indeed.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

6088. Re: pppd

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 16:35:56 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f50b64c.0@entanet>
Source record: 24060

On 29 Aug 2003 20:54:44 , Peter Slegg wrote:
>On 28 Aug 2003 17:34:35 , Frank Naumann wrote:
>>Hello!

--snip--

>>Sure, your syntax is wrong:
>>
>>route add ppp0 default gw <ip>
>>
>>where <ip> is the ip of the default gateway, in your case it's the remote
>>address that pppd received (that's why it's best to let pppd setup the
>>default route).

Got it working :-)

By deleting the default route (route del default) and starting
pppd with the 'defaultroute' option.

I think this may be a bit unconventional so I will try to improve
it a bit.

Hopefully I haven't broken the Broadband, ethernet set-up.

Thanks for the tips.

Peter

6089. Re: Graphics routines in C

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 18:38:39 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <mi7721-8hk.ln1@sd.swampdog>
Source record: 24069
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

LAFABRIE Florent wrote:

> Hello,
>
> Taking again the programming of Icon Extract after several tests for
> Rodolphe on the CT60, I will like to know if one among you know some
> routines of transfer of pallet of 256 colors towards another 256 colors.
> I am explained: by reading the pallets of the Windows icons to format
> ICO, CUR, and ANI, the pallet 256 colors is always different from that
> of Falcon. It thus should be adapted to just, my current routines try to
> find color RVB nearest and that functions well. I will want to optimize
> the speed of the treatment and I am certain that there is an algorithm
> already existing faster than mine. I search on Internet, but I anything
> out of C would you have do not find sought some tracks?
>
> In the same way, I use my routines to transfer from the icons 24 and 32
> bits to 256 colors. The more there are colors, the more the treatment is
> long to find value RVB corresponding. Also, if you have tracks (without
> using options of dithering), you would help me well. Thank you for your
> assistance.

It *might* be possible, that there is something of use within SDL (http:/
www.libsdl.org) or one of its support libraries. One of the extra modules
adds support for extra file formats.

--
Guy Harrison

6090. EJP nightmares - please help, somebody!

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 19:40:30 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <biqukaaka1@newsg3.svr.pol.co.uk>
Source record: 24070

Some of you guys may remember me trying to build a homemade Jag pad for my STE a while back, and having some difficulty getting it to work. Well, after finally biting the bullet, opening the computer's case and poking around with a logic probe and oscilloscope for hours, I'm now fairly convinced the Atari itself is faulty.

Having spent a whole day searching, I finally found the official schematics for the STE, and tracked down the chips involved with the enhanced joystick ports. The fault with the joypad is that only buttons A, B, C and Pause are being registered by the two games I have that use the enhanced ports (Zero-5 and Substation), and all other buttons have no effect. Given that both games have exactly the same fault, that pretty much rules out software errors too.

Checking the circuit diagrams of the computer motherboard, it appeared obvious which chip was faulty - all the working input lines were handled by one buffer chip (U509), and the faulty ones by another (U512), which I therefore expected to be blown somehow (I think this machine was originally a display model, so it probably got a lot of rough treatment). However I then replaced the suspected faulty chip with an identical replacement, ie a 74LS244, and nothing changed. Checking with a scope, it appeared that all data presented to U512 was having the desired effect on the output pins when the chip was enabled. This is pretty weird, because after these chips the signals seem to go straight onto the main data bus of the machine, and if there was any kind of problem with that, nothing else would be working either. So basically, I've no idea where else the problem can be (It's definitely inside the STE, though - I've tried simulating pad buttons by manually connecting wires across the various chip terminals, bypassing the port altogether, and the problem remained).

Has anyone out there experienced a similar problem, or any idea at all about what the hell is going on with this thing? Please??

Tom

6091. Re: Richard Kurz

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 20:34:59 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bir1pjbcr1@thorium.cix.co.uk>
Source record: 24071

In message <200308270650.a43707@wun.maus.de>, Ekkehard_Flessa@wun.maus.de said:
>
For Richard, it would be
>Richard_Kurz (at) un.maus.de, but I doubt it's still valid.

Hi Ekkehard!

Thanks - I'll try a test mail that way and also with a dot between
names, and report what happens.

Regards, /Peter/

6092. Atari ST etc. Games for Sale

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 21:57:04 UTC
From: swmoretp@aol.com
Message-ID: <20030830175704.19971.00000303@mb-m28.aol.com>
Source record: 24072

Atari ST, Commodore 64, Amiga, IBM, Mac, Apple II etc. Games for Sale on eBay.
More Atari ST to be listed.
Atari 800, C-64 Guderian by Avalon Hill - NEW
Item - 3038855036
Hillsfar by SSI for Commodore 64
3038855403
Empire by Intersel for Apple II in the Box
3042960546
Apple II Mines of Titan by Infocom - NEW
3042963820
Fish by Rainbird & Magnetic Scrolls, IBM, NEW
3043979989
Enlightenment by Rainbird for Amiga - NEW
3043981106
Tracker by Rainbird & Firebird for Macintosh
3043982060
Jinxter, Rainbird, Magnetic Scrolls, Atari ST
3043337607
Knight Orc by Level 9 and Rainbird for IBM
3043982844
Tracker by Rainbird for the IBM - NEW
3043338341
Questron II by SSI for Amiga - NEW
3043983514
Golden Path by Firebird for Atari ST
3043338997
Knight Orc by Level 9, Rainbird - Atari ST
3043339933
Starglider by Rainbird and Firebird for IBM
3043340669
Battles of Napoleon by SSI for Apple II - NEW
3043341470
Knight Orc by Level 9/Rainbird, Macintosh - NEW
3043342282
Blue Max by Synapse for the Commodore 64
3042400535
Superman by Capstone & DC Comics, C-64
3042975093
Shootout at the OK Galaxy by Avalon Hill
3042989120
Tracker by Rainbird for Commodore 64 - NEW
3043346640
Altered Beast for Amiga.- NEW
3043347384

Hacker II for the Commodore 64 - NEW
3043347993
WWF Superstars Vol. 1 for C-64 - NEW
3043348722
Swords of Twilight for Amiga - NEW
2750453878
Federation for the Commodore Amiga - NEW
2750454277
Galactic Invasion for Amiga - NEW
2750454897
Questron II by SSI for Commodore 64 - NEW
3044054745
The Duel, Test Drive II for C-64, NEW
3038729929

6093. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 23:36:15 UTC
From: Sweet Steve <sweet@steve.com>
Message-ID: <bircqt$2lq$1@newsg4.svr.pol.co.uk>
Source record: 24073

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
> I love to look at my bottom in a mirror

Well Dennis that may be so but it is not really relevant to this NG
Love Steve

6094. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-08-30 23:58:18 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002a6fbc@fmlynet.org>
Source record: 24076

FamilyNet Newsgate

And me and possibly another user here in Dallas, TX - USA.

060... what speed would that clock the TT at?

Doctor Clu

> From: Mark D <mducksub@nossspamXXatari-source.com>
> On Wed, 27 Aug 2003 16:45:06 +0100, Barrie at Keychange wrote:
>> Hello.
>>
>> "RSE" <stuff@recycledTAKECAPSOUTsteel.co.uk> wrote in message
>> news:bii4p9$2e0$1$8302bc10@news.demon.co.uk...
>>> I remember that Czuba was thinking about doing a TT version but only had
>> 20
>>> or so requested - any change of mind?
>>
>> If he did I have few TTs they could go into.....
> I have 2 that might like them as well ;-)
> Mark
> http://atari-source.com

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6095. Re: CT60/PhantomSE

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 01:05:37 UTC
From: swampfax1@atlantic.net
Message-ID: <BRb4b.1088$if4.743085@newshog.newsread.com>
Source record: 24074

On 29 Aug 2003 15:29:18 , John Garone wrote:
>Hi All,
> Can the CT60 be installed into a Falcon that's been fitted for the
>PhantomSE (Ctirad @Phanatic) or does the Falcon need to be returned to
>stock first? Note that the Phantom is software switchable on/off.
>
>John
>

Hi Rudolphe,
Evidently my news server dropped your reply (after I read it) but
I went to the URL you gave and saw your atricle on a CT60/Phantom Falcon.
Good to know! Thanks.

Question #2 ---
Is the Phantom "SE" circuit (U20/U36/U37 patch) ok also with the CT60?

John G.

6096. Can STe / Mega / TT030 read Amiga floppys?

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 03:59:27 UTC
From: Glenn <glenn.bruner@verizon.net>
Message-ID: <zoe4b.16809$CC6.955@nwrddc01.gnilink.net>
Source record: 24075

Just wondering if anyone has ever been able to read Amiga floppy's on STe / Mega / TT030?

Thanks,
Glenn

6097. Is there an easy-to-use Atari emulator for Windows2000 for running Oxyd/Bolo ?

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 08:30:03 UTC
From: paulbabb@syscom.de
Message-ID: <bisbm6vgv07$1@news.t-online.com>
Source record: 24077

I am searching an easy to use emulator which enables me to play the famous Oxyd or Bolo game under Win2000. Currently there is a DOS resp. Win95-Dos-Box Version of Oxyd but it doesn't run under Win2000 (or WinXP). Does anyone know how to let Oxyd most conveniently run under Win2000 with which emulator ?

Paul

6098. Re: CT60/PhantomSE

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 09:59:07 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f51c6e9$0$16520$626a54ce@news.free.fr>
Source record: 24078

> Question #2 ---
> Is the Phantom "SE" circuit (U20/U36/U37 patch) ok also with the CT60?

I don't know .
Ask to the author of the page...

Regards

6099. Re: Can STe / Mega / TT030 read Amiga floppys?

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 10:14:27 UTC
From: thomas.raukamp@t-online.de
Message-ID: <b9eb3dd8.0308310214.3ef36fc2@posting.google.com>
Source record: 24079

Glenn.

The best way to exchange data between an Amiga and an Atari is the
DOS-format. Amigas can read and write DOS if they are equipped with OS
3.0 (or eben 2.0???) or higher using CrossDOS. Ataris can read and
write DOS-disks if you are using a TOS that is not too old.
I went this way for years and it worked great.

"Glenn" <glenn.bruner@verizon.net> wrote in message
news:<zoe4b.16809$CC6.955@nwrddc01.gnilink.net>...
> Just wondering if anyone has ever been able to read Amiga floppy's on STe /
> Mega / TT030?
>
> Thanks,
> Glenn

--
thomas

6100. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 10:26:48 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.08.31.10.26.48.476995@pandora.be>
Source record: 24080
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**editors**
ftp://chapelie.rma.ac.be/atari/editors/ahcx.zip
(65.197 bytes) A Handsome C teXt editor.

**game**
ftp://chapelie.rma.ac.be/atari/game/baller2e.zip
(72.034 bytes) Ballerburg English version.
Multitasking version of the classic from 1987!

**internet**
ftp://chapelie.rma.ac.be/atari/internet/meg10b_fr.zip
(222.192 bytes) Meg est un vi¿½rificateur automatique de
boï¿½tes aux lettres et un filtre anti-spams. Nï¿½cessite
la couche TCP/IP STiK, STinG ou compatible.

ftp://chapelie.rma.ac.be/atari/internet/meg10b_uk.zip
(221.580 bytes) Meg is a checker and anti-spam filter for your mailboxes.
Need STiK compatible TCP/IP Layer.

ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq159.zip
(131.337 bytes) Nice GEM based ICQ client for STiK,STing, Gluestik

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka309.zip
(856.241 bytes) 2D Graph Describer, 3D Modeller, complete version.
To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka309-020.zip
(867.019 bytes) 68020 version. To use Eureka to its full extend
one need tiny044.zip
```

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka309-fpu.zip
(810.891 bytes) fpu version. To use Eureka to its full extend
one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka309-lite.zip
(237.078 bytes) light version which can run on ST with 780 kb floppy drive

mint
ftp://chapelie.rma.ac.be/atari/mint/www/mgw033b4.zip
(90.018 bytes) Draconis to MiNT-Net gateway

Have Fun,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6101. Re: Stop fighting about MiNT vs MagiC

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 13:12:24 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <biss7fico1@hercules.btinternet.com>
Source record: 24081

Hi Peter

> > What complete cack!, i used to use my Atari to administer my Cub Pack, a
> > friend used his Atari network to run his business.
>
> Do you think generally that this is the case?

For the people that i know who 'use' their Atari the answer is yes, the rest
are gamers and probably wont ever see inside this base.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

6102. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 13:59:54 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bisv0n$ob1$1@hercules.btinternet.com>
Source record: 24082

Hi Julian

"Julian Wolfe" <julianwolfe@earthlink.net> wrote in message
news:4%P3b.624$EW1.453@newsread1.news.atl.earthlink.net...
> Hey there all!
>
> Finally, some good news!
>
> My correspondence with ROM follows:
>
> There will be a new version in September, and to English TOS customers,
> we sell via 16/32 bit Computers, Nick Harlow, England.

Is this gonna be better than that last bug ridden ugly piece of useless
shit!.

I think I'm due a freebie this time having spent shit loads on something i
had to translate for myself!!.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

6103. Re: Can STe / Mega / TT030 read Amiga floppys?

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 17:03:51 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bit9pmgfm1@hercules.btinternet.com>
Source record: 24083

Hi Glenn

> Just wondering if anyone has ever been able to read Amiga floppy's on STe
/
> Mega / TT030?

No they cant be read, Amigo used some variable speed system, only good for
playing tunes on?.

--

Regards Steve

Rope me a sheep and I'll make it smile.

6104. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 17:03:53 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bit9pngfm2@hercules.btinternet.com>
Source record: 24084

Why its

And he's talking to Dennis from an email address he knows nothing about and without his recollection,

Dennis will never realise this and will think I'm gonna be the one insulting his parentage, and heap loads of grief on me as a result!!, oh no!!, as if he'd give a shit anyway!, nice try dork!.

"Sweet Steve" <sweet@steve.com> wrote in message
news:bircqt$2lq$1@newsg4.svr.pol.co.uk...
>
> "Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
> > I love to look at my bottom in a mirror
>
> Well Dennis that may be so but it is not really relevant to this NG
> Love Steve

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

6105. Re: Help? STe going loopy

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 17:03:54 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bit9ppgfm3@hercules.btinternet.com>
Source record: 24085

Hi "Trevorcjspencer"

> No, that didn't work :-((
>
> Any more ideas?

Do you have access to an oscilloscope?.

--

Regards, Steve S.

6106. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 17:04:45 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.nodbinpo@localhost>
Source record: 24086

Steve Sweet wrote:
>
> Hi Julian
>
> "Julian Wolfe" <julianwolfe@earthlink.net> wrote in message
> news:4%P3b.624$EW1.453@newsread1.news.atl.earthlink.net...
> > Hey there all!

> > There will be a new version in September, and to English TOS
> > customers, we sell via 16/32 bit Computers, Nick Harlow, England.
>
> Is this gonna be better than that last bug ridden ugly piece of
> useless shit!.

I'm glad to see some are still releasing commercial software packages
for the Atari. Bugs can be cured, how about a bad attitude?

/Joakim

6107. STinG scripts for Tesco.net?

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 17:24:40 UTC
From: sonik@whsmithnet.co.uk
Message-ID: <sbq4b.316$hE6.385738@newsfep1-win.server.ntli.net>
Source record: 24087

Hi folks

As an online Atarian, I am keen to access my mail etc from either my STE 1040 or my PC and have been able to do so until recently via a pay-as-you-go account I had with Freeserve (my Atari was unable to access my usual paid-up WH Smith account). However, I think Freeserve have called time on that PAYG service as the number no longer connects.

Is there a dial script available for STinG for Tesco.net, my new ISP? Is there any site where I can download a template one so I can add my details? I seem to remember one for an early provider of mine, Zetnet.

Cheers
Al

6108. Edmonton atari users group - Does it exist anymore?

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 17:48:07 UTC
From: lotech <sinive1@telus.net>
Message-ID: <rxq4b.116725$K44.100509@edtnps84>
Source record: 24088

Edmonton atari users group - Does it exist anymore?

any info would be great

thanks

David

6109. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 18:28:46 UTC
From: kees <smacdab@xs4all.nl>
Message-ID: <3F523E5E.2020002@xs4all.nl>
Source record: 24089

Steve Sweet wrote:

>
> You've not seen a worried sheep...
> ...until you've seen a sheep worried by me!!
>
>

A sheep's worst enemy is another sheep........

6110. Richard Kurz address

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 19:30:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bitid6$e90$1@thorium.cix.co.uk>
Source record: 24090

Hi all!

Further to my last message on this subject, I tried all four variants:

richard.kurz@un.maus.de
richard.kurz@UN.maus.de
richard_kurz@un.maus.de
richard_kurz@UN.maus.de

but all were rejected at my ISP with messages like:

QUOTE
----- The following addresses had permanent fatal errors -----
richard.kurz@UN.maus.de
(reason: 550 Host unknown)

----- Transcript of session follows -----
550 5.1.2 richard.kurz@UN.maus.de... Host unknown (Name server: un.maus.de: host not found)
UNQUOTE

[Interesting that the domain does not seem to be case sensitive,
since this one was sent with UN but Host unknown has un !]

So does anyone have his current address please? And can I beg one
of our German readers to post this query in the maus Atari groups
please? Ta!

Regards, /Peter/

6111. Re: STinG scripts for Tesco.net?

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 22:38:10 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <bittcj$daqsg$1@ID-40235.news.uni-berlin.de>
Source record: 24091

"Al Ferrier" <sonik@whsmithnet.co.uk> wrote in message
news:sbq4b.316$hE6.385738@newsfep1-win.server.ntli.net...
> Hi folks
>
> As an online Atarian, I am keen to access my mail etc from either my STE
1040
> or my PC and have been able to do so until recently via a pay-as-you-go
account
> I had with Freeserve (my Atari was unable to access my usual paid-up WH
Smith
> account). However, I think Freeserve have called time on that PAYG
service
> as the number no longer connects.
>

The freeserve web page still lists anytime as being available. I am sure
there used to be two numbers but they
now only list 0845 079 6699 as the number. Also has your account expired?
If you don't use it for 90 days you need to do "Retrieve account" from the
freeserve home page. (top left, internet access panel)

> Is there a dial script available for STinG for Tesco.net, my new ISP? Is
there
> any site where I can download a template one so I can add my details? I
seem
> to remember one for an early provider of mine, Zetnet.
>
> Cheers
> Al
>

6112. Re: [ANN] Meg 1.0 -> bugfix

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 22:41:19 UTC
From: swampfax1@atlantic.net
Message-ID: <jQu4b.1072$qJ6.798925@monger.newsread.com>
Source record: 24092

On 30 Aug 2003 10:01:54 , Pierre TONTHAT wrote:
>Bonjour :)
>
>Version 1.0B
>
>- bugfix of the "Cc" field read, this is generaly on several lines
> that was here badly detected.
>- bugfix of the start of the mail body read : could freeze the program
> or worse, provoque a crash
>
>Apologizes for the inconvenience
>
>Rajah Lone / Renaissance
>.

Hi Pierre,
Note that this is all under single TOS 4.04 on a Falcon.

MEG looks like a nice program! A bit buggy though :) I have the "b"
version. It doesn't save the mailbox info and if the mailbox info is wrong
then it freezes the computer after attempting to check the mail. If the
mailbox info is ok then it checks for mail ok. It also doesn't launch the
news client.
After this is all corrected :) is it possible for it to run in the
background while doing other things.
Suggestion: A standard ASCII text file (not HYP) with your E-mail
address in the package would be helpful for bug reports.

Regards,
John
P.S. I also couldn't find an address on your site to ask about credits in
HTML headers regarding JOE (terrific program).

6113. Re: Can STe / Mega / TT030 read Amiga floppys?

Newsgroup: comp.sys.atari.st
Date: 2003-08-31 23:00:15 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <O6wpwBf$3nU$Ew3G@my-ste.demon.co.uk>
Source record: 24093

On Sun, 31 Aug 2003, Steve Sweet wrote:-

>Hi Glenn
>
>> Just wondering if anyone has ever been able to read Amiga floppy's on STe
>/
>> Mega / TT030?
>
>No they cant be read, Amigo used some variable speed system,

The Macs were the ones that used the variable speed drives. The Amigas,
on the other hand, had (still have?) the CPUs do all hard work since
they don't have a disc controller to do it for them.

>only good for playing tunes on?.

Not really, although they do "tick" quite often if there's no disc in
the drive.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62
Falcon 14Mb TOS 4.02

6114. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 01:00:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062443706-48187AEicMi@gmx.net>
Source record: 24003

From: GokMasE <fake@email.se>
Date: Sun, 31 Aug 2003 17:04:45 GMT

Hi Joakim,

>> Is this gonna be better than that last bug ridden ugly piece of
>> useless shit!.
>
>I'm glad to see some are still releasing commercial software packages
>for the Atari. Bugs can be cured, how about a bad attitude?

So am I, and bugs can be cured like you say... but I've been waiting for
some odd 6 years now, to see some of these bugs being fixed. The authors
either don't care or can't fix them at all...

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6115. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 04:29:50 UTC
From: "sympatico." <k_seumas@sympatico.ca>
Message-ID: <gXz4b.231$su.80910@news20.bellglobal.com>
Source record: 24094

incurable I am afraid.
yes, afraid, very very afraid.
ken

"GokMasE" <fake@email.se> wrote in message news:Usenet.nodbinpo@localhost...
> Steve Sweet wrote:
> >
> > Hi Julian
> >
> > "Julian Wolfe" <julianwolfe@earthlink.net> wrote in message
> > news:4%P3b.624$EW1.453@newsread1.news.atl.earthlink.net...
> > > Hey there all!
>
> > > There will be a new version in September, and to English TOS
> > > customers, we sell via 16/32 bit Computers, Nick Harlow, England.
> >
> > Is this gonna be better than that last bug ridden ugly piece of
> > useless shit!.
>
> I'm glad to see some are still releasing commercial software packages
> for the Atari. Bugs can be cured, how about a bad attitude?
>
> /Joakim
>

6116. Re: [ANN] Meg 1.0 -> bugfix

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 07:46:32 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <biut9m$ge6$1@news-reader5.wanadoo.fr>
Source record: 24095

Bonjour :)

> Note that this is all under single TOS 4.04 on a Falcon.

Meg is suited for multitasking environment such as MagiC. I wonder how you can run it 'while doing other things'. Note that you have to declare the email-client in the preferences and it can be launched only in multitasking mode (same thing about the log file and sound).

The environement variable HOME has to be there to retrieve the user preferences (and paths of small Meg's databases). If not, the INF file is located/taken next the PRG file.

> It doesn't save the mailbox info

Have you saved it with Control+S, or via the menu ?

> and if the mailbox info is wrong
> then it freezes the computer after attempting to check the mail.

Normal : 'resolving' the server that contains your mailbox. If if can't be found on the internet, the timeout is 30 seconds to exit. (STinG / STiK -> use escape to abort resolving ?)

> Suggestion: A standard ASCII text file (not HYP) with your E-mail
> address in the package would be helpful for bug reports.

Good suggestion, thanks :)

IMPORTANT : I suspect another bug (confuse 'Reply-To' and To'), so do not use "To + Cc is not for me" filter !

Au revoir

Rajah

6117. Re: STinG scripts for Tesco.net?

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 08:23:09 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB78BDE3.5BC4%derryck@nospam.cix.co.uk.invalid>
Source record: 23996

In article sbq4b.316$hE6.385738@newsfep1-win.server.ntli.net, Al Ferrier at sonik@whsmithnet.co.uk wrote on 31/8/03 18:24:

> Hi folks
>
> As an online Atarian, I am keen to access my mail etc from either my STE 1040
> or my PC and have been able to do so until recently via a pay-as-you-go
> account I had with Freeserve

A fellow club memner reported that he wasn't able to connect to Freeserve with STiNG any longer - they claimed though that nothing had changed in their login.

> Is there a dial script available for STinG for Tesco.net, my new ISP?

Don't get hung up about scripts. Try the default cfg file with your details added but don't bother adding anything into the dial.scr section. It's been a while since I've done this, but there's usually no need to enter anything in that section unless you really have to and the way to find out what to add is to log in using a terminal prog and make notes on what it's asking and what you have to respond with.

--
Regards, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://ccc.atari.org /

6118. Re: Is there an easy-to-use Atari emulator for Windows2000 for running Oxyd/Bolo ?

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 10:10:35 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <3260221.GuujGDDHty@jll.heim7.tu-clausthal.de>
Source record: 23997

```
On Sonntag, 31. August 2003 10:30, Paul Babb wrote:
> I am searching an easy to use emulator which enables me to play the famous
> Oxyd or Bolo game under Win2000. Currently there is a DOS resp.
> Win95-Dos-Box Version of Oxyd but it doesn't run under Win2000 (or WinXP).
> Does anyone know how to let Oxyd most conveniently run under Win2000 with
> which emulator ?

STEEM should fit for that purpose. Check http://steem.atari.org/ for
details.

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321
```

6119. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 14:03:21 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f52fd96482361@comcast.net>
Source record: 23998

>Hey there all!
>
>Finally, some good news!
>
>My correspondence with ROM follows:
>
>There will be a new version in September, and to English TOS customers,
>we sell via 16/32 bit Computers, Nick Harlow, England.
>
>Julian Wolfe wrote:
>>
>> Hi,
>>
>> I am interested in purchasing an english TOS version of Papyrus Office.
>Do you sell to Atari users in the USA?
>>
>> Thank You
>>
>> Julian

This is good. Finally a newer version. Any idea on the price? I
will be upgrading from version 8. Anyone know what the new
features are???

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6120. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 14:56:51 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0309010656.14f9a9f1@posting.google.com>
Source record: 23999

> > There will be a new version in September, and to English TOS customers,
> > we sell via 16/32 bit Computers, Nick Harlow, England.
>
> Is this gonna be better than that last bug ridden ugly piece of useless
> shit!.
> I think I'm due a freebie this time having spent shit loads on something i
> had to translate for myself!!.

Thanks Steve for being such a wonderful person and for all those
wonderful constructive comments on just about everything. Please,
don't stop. Continue spreading your cheerful messages on this forum.

I know that I speak for many when us when I say this: Thanks.

-- Peter

6121. Re: [ANN] Meg 1.0 -> bugfix

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 16:10:20 UTC
From: swampfax1@atlantic.net
Message-ID: <MbK4b.1096$qJ6.836251@monger.newsread.com>
Source record: 24017

On 1 Sep 2003 09:46:32 +, "Pierre TONTHAT" wrote:
>Bonjour :)
>
>> Note that this is all under single TOS 4.04 on a Falcon.
>
>Meg is suited for multitasking environment such as MagiC. I wonder how you
>can run it 'while doing other things'. Note that you have to declare the
>email-client in the preferences and it can be launched only in multitasking
>mode (same thing about the log file and sound).
>

ok. I had Magic running a while ago but had trouble with it and
certain programs wouldn't run under it so I stayed with single TOS.

>The environement variable HOME has to be there to retrieve the user
>preferences (and paths of small Meg's databases). If not, the INF file is
>located/taken next the PRG file.
>
>> It doesn't save the mailbox info
>
>Have you saved it with Control+S, or via the menu ?
>

from the menu. I'll try cntrl+s

>> and if the mailbox info is wrong
>> then it freezes the computer after attempting to check the mail.
>
>Normal : 'resolving' the server that contains your mailbox. If if can't be
>found on the internet, the timeout is 30 seconds to exit. (STinG / STiK ->
>use escape to abort resolving ?)
>

happens too fast. Keyboard is frozen.

>> Suggestion: A standard ASCII text file (not HYP) with your E-mail
>> address in the package would be helpful for bug reports.
>
>Good suggestion, thanks :)
>
>IMPORTANT : I suspect another bug (confuse 'Reply-To' and To'), so do not
>use "To + Cc is not for me" filter !
>

I'll look at at that too

John

6122. Re: EJP nightmares - please help, somebody!

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 17:17:45 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bivv0l$4rg$1@news6.svr.pol.co.uk>
Source record: 24000

Anybody? Any ideas at all?

6123. British ST Magzines For Sale

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 17:46:17 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <Pine.GSO.3.96.1030901134451.4027A-100000@bfn.org>
Source record: 24002

Hi! I have some British ST Format, etc. magazines with cover disks for sale. Email me for a list at:dane@buffnet.net. Thanks!

Dane S.

6124. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 17:46:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062443710-48811AEicMi@gmx.net>
Source record: 24004

From: "Steve Sweet" <steve.sweet@btopenworld.com>
Date: Sun, 31 Aug 2003 17:03:53 +0000 (UTC)

Yo Steve,

>Dennis will never realise this and will think I'm gonna be the one
>insulting his parentage, and heap loads of grief on me as a result!!, oh
>no!!, as if he'd give a shit anyway!, nice try dork!.

That moron forgot to add your famous sig, I suppose he's scared of sheeps,
Welch and Belgium mushrooms, and isn't very bright either... as far as I
can tell from here he's a member from the same loony family (BonnyBum,
Thruthfull, Brother Blessed, BonnyBum and the latest addition Sweet
Steve).

Let's not loose any sleep over this....

Cheers from Belgium
Dennis

6125. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 17:47:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062443716-50143AEicMi@gmx.net>
Source record: 24006

From: "Sweet Steve" <sweet@steve.com>
Date: Sun, 31 Aug 2003 00:36:15 +0100

Hi Moron,

>> I love to look at my bottom in a mirror
>
>Well Dennis that may be so but it is not really relevant to this NG

Oh but it is....

Whenever I look at it, I think of you... and since you are one of those valuable members of this community, it is relevant...
We don't see eye to eye, but I thought you were a lot smarter then this, me fucking up with Iconnect could be understandable, you fucking up with your precious MiNTNet however... If you wanna post anonymously read a couple of docs on the subject.
Regards to the wife, Steve will drop by next month, for her usual three months tune up.... and this time it's free, it's on me :-)

Cheers from Belgium
Dennis

6126. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 17:47:20 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj00n2$gv8$1@hercules.btinternet.com>
Source record: 24001

Hi "GokMasE"

> > > There will be a new version in September, and to English TOS
> > > customers, we sell via 16/32 bit Computers, Nick Harlow, England.
> >
> > Is this gonna be better than that last bug ridden ugly piece of
> > useless shit!.
>
> I'm glad to see some are still releasing commercial software packages
> for the Atari. Bugs can be cured, how about a bad attitude?

It doesn't seem that ROM can fix bugs, although you'd think they would considering the price they charged for this Sarz infected crap that they passed off as papyrus. You'd think that as it was so utterly useless that they'd provide a free bug fixed copy to all their extortionate-fee paying customers just to say 'sorry we bent you over on this one'.

Don't customers have opinions where you come from?, does your regime censor your thoughts when it comes to calling a spade a spade?, are the thought police gonna track you down for speaking to me.

The last Papyrus issue was complete shitte, people who paid for this crap should get the latest version completely free IMO.

As for attitude, how would yours be if you'd paid almost a weeks pay for something that was badly translated, full of bugs and offered less functionality than its predecessor.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6127. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 17:52:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062443718-50683AEicMi@gmx.net>
Source record: 24007

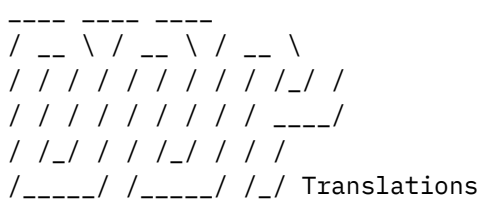
From: Adam Klobukowski <atari@gabo.pl>
Date: Sat, 30 Aug 2003 14:42:57 +0000 (UTC)

Hi Adam,

>What matters? Put 5000+ files into one directory and try to view it. Thats
>matters.

I agree... and that's why I use FAT32 partitions under MagiC, trying to view
those 5000 files is dead easy. One opens a directory, and there they are,
whizzing by in full glory... MiNT isn't the only OS who can use a different
and faster partion scheme...

Cheers from Belgium
Dennis
--



http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6128. Re: Richard Kurz address

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 17:53:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200309011953.a28261@b.maus.de>
Source record: 24015

X> richard.kurz@un.maus.de

richard_kurz at un.maus.de

But you try to find a email over <http://www.maxon.de>. I think works for
MAXON.

<info at maxon.de>

Gerhard

6129. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 17:56:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1062443712-49395AEicMi@gmx.net>
Source record: 24005

From: Janez Valant <swe@atari.org>
Date: Wed, 27 Aug 2003 22:23:49 +0200

>> The English MagiC was updated february 2003, when was the last MiNT update
>> again.... gee, how time fies...
>
>Dennis dont throw updates of an emulator in my face, tell me about Atari
>Magic update. I do NOT wanna buy Mac to be able to use newest update of an
>ATARI OS, thats ABSURD.

I don't throw anthing in your face.... but like usual you don't read what is
written. I've said that the English MagiC was updated, I didn't mention an
emulator at all....

>And about MiNT updates, im really happy u mentioned that, obviously u didnt
>care to look on pages i suggested, so ill help you:
<snipped>

I don't need to look at these.... where can I download that famous version?
AFAIK the latest OFFICIAL version, for general users is getting on quite a
bit.

>>I know it sounds silly but it's like nothing ever appears from that corner
>>of the world... not the kind of apps that you mentioned, if we're talking
>>about CLI or OS-specific stuff then it's different of course.
>
>Really? Atack Mail, Atack Ftp, AtariIRC, EmuXL, GGT2. And prolly a lot
>more, since we realy cant say what OS authors use.. Many coders use
>singletos for coding anyway.... And they are all GEM apps, not Magic apps
>or MiNT apps... i dont know what u wana push ans prove here....

Gee... 5 apps and a bit!!
Put the 5000 odd apps against these that were programmed by Tos and MagiC
users, call me anything you like but as long as nothing essential comes from
your part of the woods I'll keep repeating that the MiNT community makes a lot of

noise without anything to show.

>>Yep, Thing is shareware, I have no clue why this is an issue so I'm not
>>going to comment on it. But be realistic, how can you claim an easy all in
>>install when the package contains no desktop?
>
>Find me my message, where i claimed its easy, and not noted obvious
>problems or catches? And where i didnt offer help? I always agreed or
>warned ppl with possible problems....

There is no such message, you are one of the exceptions that admits that setting up a full blown MiNT takes more then just unpacking the archive. You offering help is nice of course, but its not the ideal situation. The ideal situation should be that people don't need to ask help at all...

>And at this point ill stop... U acting insulting and patronising, answering
>my claims i didnt say. I can not prove ONE point here, u all twist ALL out
>so why the heck ill loosing my nerves and time here. U dont mean nothing to
>me, enjoy tortuing other ppl's RSC's, bitching on coders or MiNTers i dont
>give a shit anymore.

You've called me a MASTER in twisting words, according to you I'm also the best when it comes down to selective quoting, so why are you surprised? I'm only showing that I'm a true master at this game. I've learned a lot in CSAST the last couple of years...

>You think so high of yourself, but i remind u, translation is not
>creation...

I know Janez...

>Do not forget that. U may translate Einsteins relative theory to Klingon if u
>wish, that wont make a physicist out of you. And u add to scene aproximately
>that much... A bit of balast

Don't worry, I won't put anymore "ballast" onto your scene anymore. The first person who dares to ask me for translated sources, beta's, docs etc.. will be referred to the MiNT community... that is your scene isn't it?

Cheers from Belgium
Dennis

6130. Re: Richard Kurz address

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 18:18:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200309012018.a21873@ll.maus.de>
Source record: 24024

Hallo Peter,

X>Further to my last message on this subject, I tried all four variants:
X>[...]
X>but all were rejected at my ISP with messages like:

Let's hava a look into some config files of the MausNet.... Hmm... Perhaps
it's <peter_kurz@un.maus.sauerland.de>.

Gruï¿½

Martin [PGP-Key available]

Fï¿½r Mails >16 kByte: martin@melsaesser.de

6131. I Turn on Atari 520ST --> See Cherry Bombs ???

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 18:57:27 UTC
From: Webmaster <gilian@lycosDEL.com>
Message-ID: <nEM4b.641$pB1.357454@newsfep1-win.server.ntli.net>
Source record: 24008

Hi all,
I just purchased Atari 520STfm and never had any experience with Atari computers before. When I turn it on, a row of black cherry boms appears across the white screen and refuses to go away. Resetting doesnt make any difference. Is it normal? Does anyone know how to get rid of it?

Thanks,
Gil
[please remove DEL from my e-mail address line to reply]

6132. Re: I Turn on Atari 520ST --> See Cherry Bombs ???

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 19:38:54 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.09.01.19.38.53.305106@removenoaspam.atari-source.com>
Source record: 24009

On Mon, 01 Sep 2003 19:57:27 +0100, Webmaster wrote:

> Hi all,
> I just purchased Atari 520STfm and never had any experience with Atari computers before. When I turn it on, a row of black cherry boms appears across the white screen and refuses to go away. Resetting doesnt make any difference. Is it normal? Does anyone know how to get rid of it?
>
> Thanks,
> Gil
> [please remove DEL from my e-mail address line to reply]

This computer is broken... Sorry :-/

Mark

6133. Re: I Turn on Atari 520ST --> See Cherry Bombs ???

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 19:52:08 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bj0825dam1@newsg1.svr.pol.co.uk>
Source record: 24010

The bomb symbol means it's crashed. The number of bombs seen corresponds to an error code, there's a list of them on the web somewhere...

Tom

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message news:pan.2003.09.01.19.38.53.305106@removenoaspam.atari-source.com...
> On Mon, 01 Sep 2003 19:57:27 +0100, Webmaster wrote:
>
> > Hi all,
> > I just purchased Atari 520STfm and never had any experience with Atari computers before. When I turn it on, a row of black cherry boms appears across the white screen and refuses to go away. Resetting doesnt make any difference. Is it normal? Does anyone know how to get rid of it?
> >
> > Thanks,
> > Gil
> > [please remove DEL from my e-mail address line to reply]
>
> This computer is broken... Sorry :-/
>
> Mark
>

6134. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 19:55:59 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj088e$5a2$1@hercules.btinternet.com>
Source record: 24011

Hi Peter

> > > There will be a new version in September, and to English TOS
customers,
> > > we sell via 16/32 bit Computers, Nick Harlow, England.
> >
> > Is this gonna be better than that last bug ridden ugly piece of useless
> > shit!.
> > I think I'm due a freebie this time having spent shit loads on something
i
> > had to translate for myself!!.
>
> Thanks Steve for being such a wonderful person and for all those
> wonderful constructive comments on just about everything. Please,
> don't stop. Continue spreading your cheerful messages on this forum.
>
> I know that I speak for many when us when I say this: Thanks.

WO!!, fuck me i almost expressed an opinion, what a travesty.

Tell me, did you spend a packet of money on something that turned out to be
shit, i did, i bought papyrus, and as such I'm entitled to this fare-paid
opinion whether you like it or not, i paid for this privilege. Did you buy
it or are you just opening your arsehole for exercise?.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

6135. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 19:56:01 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj088g$5a2$2@hercules.btinternet.com>
Source record: 24012

Hi Edward

> >Finally, some good news!
> >
> >My correspondence with ROM follows:
> >
> >There will be a new version in September, and to English TOS customers,
> >we sell via 16/32 bit Computers, Nick Harlow, England.

> This is good. Finally a newer version. Any idea on the price? I
> will be upgrading from version 8. Anyone know what the new
> features are???

See if you can test drive it first and give it a good test, i regret
spending the wad of dough i did on that last box of crap effort they
labelled Papyrus.

--

Regards Steve

Rope me a sheep and I'll make it smile.

.

6136. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 19:56:03 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj088h$5a2$3@hercules.btinternet.com>
Source record: 24013

Why its...

"kees" <smacdab@xs4all.nl> wrote in message
news:3F523E5E.2020002@xs4all.nl...
>
>
> Steve Sweet wrote:
>
> >
> > You've not seen a worried sheep...
> > ...until you've seen a sheep worried by me!!

> A sheep's worst enemy is another sheep........

You arsebandit moron, have you heard of wolves and foxes.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

6137. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 19:56:04 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj088j$5a2$4@hercules.btinternet.com>
Source record: 24014

Yo!, Dennis

> >Dennis will never realise this and will think I'm gonna be the one
> >insulting his parentage, and heap loads of grief on me as a result!!, oh
> >no!!, as if he'd give a shit anyway!, nice try dork!.
>
> That moron forgot to add your famous sig, I suppose he's scared of sheeps,
> Welch and Belgium mushrooms, and isn't very bright either... as far as I
> can tell from here he's a member from the same loony family (BonnyBum,
> Thruthfull, Brother Blessed, BonnyBum and the latest addition Sweet
> Steve).
>
> Let's not loose any sleep over this....

Sorry, what did you say, I'd nodded off. 8~)

--

Regards Steve

Rope me a sheep and I'll make it smile.

6138. Re: I Turn on Atari 520ST --> See Cherry Bombs ???

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 20:13:32 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f53b6723a3d630@tripnet.se>
Source record: 24016

In comp.sys.atari.st <pan.2003.09.01.19.38.53.305106@removenoaspam.atari-source.com>
Mark D wrote on Mon 01-09-2003 15:38 (-0400):

>On Mon, 01 Sep 2003 19:57:27 +0100, Webmaster wrote:

>> I just purchased Atari 520STfm and never had any experience with Atari
>computers before. When I turn it on, a row of black cherry boms appears across
>the white screen and refuses to go away. Resetting doesnt make any difference.
>Is it normal? Does anyone know how to get rid of it?

>This computer is broken... Sorry :-/

But may with a little luck be easy to repair...

Sounds like a classic case of bad contact on some IC's. The fix is to
press down all the chips firmly in there sockets.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6139. Re: Drivers GDPS

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 21:01:58 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1062536568-796642AEicMi@adel6.freeserve.co.uk>
Source record: 23953

Hi All

I am interested in finding:

>>>Studio Scan (French program)
>>>TMS Scan Design (German program)

Are they PD or commercial? Does anyone have any clues
for where to look?

I have GT Look2 and a SCSI Epson GT9500, but I'm
looking for a program that works better.

Neil :-)

3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

6140. WTB:Milan and STBook

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 22:30:53 UTC
From: bsarte@paradisewebdesign.net
Message-ID: <575acd5d.0309011430.36447a67@posting.google.com>
Source record: 24018

We are looking to buy a Milan system and STBook system.

We are willing to pay up to $500 US for working Milan systems
depending on configuration.

We are willing to pay up to $400 for an STBook system.

Plus, we'll pay all the shipping!

Pleaseget back to us @ bsarte@paradisewebdesign.net

Thanks!

6141. Re: Tower preparation for CT60, Eiffel

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 22:50:34 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309011450.2f7448b@posting.google.com>
Source record: 24019

wmartz@firstpresdalton.org (Wayne Martz) wrote in message
news:<2f399fc7.0308281536.68eff51@posting.google.com>...
> Back in Feb 13th, Galan started a thread re; putting a falcon in a
> tower for his CT60. For some reason, it's not accessable, so I'm
> bringing it up again.
> 1 question was about what to do for a mouse and keyboard. The Eiffel
> seems to be the best solution if you're gonna use PC stuff. Does
> anyone know where I can get one? I don't want to try it myself. I'm in
> the US, but I'll buy "across the pond" if nessesary!

The Eiffel does not seem to be available at the moment. I have had a
few chips programmed, but have not (yet) built the board since I
revived a dead Deka board and am hoping that Lyndon will post updated
schematics that allow for joystick & mouse connectors to the Eiffel.

> Another question he had was whether a Falcon MB could be mounted flush
> with the back of the PC case so that the ports are directly
> accessable. That's what I'd rather do to!

It is possible. Besides having to move the power supply, you will
have to cut the narrow rectangle to size from the back and possibly
reinforce the case. You need a pretty big case though, since you have
to suspend the falcon's board above the bottom so that you can access
the left-hand side's ports. I didn't have a desk large enough for
that, so I chose another approach.
>
> In the previously mentioned thread, I asked about a cart port
> extender, as I didn't want my cartmaster lite to be inaccessable, so I
> got something from steve at Wizztronics that I hope will do the trick.

It should work fine -- note however that the shorter the lines, the
better.

Galen

6142. Re: I Turn on Atari 520ST --> See Cherry Bombs ???

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 23:17:23 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309011517.37dfd29@posting.google.com>
Source record: 24020

"Webmaster" <gilian@lycosDEL.com> wrote in message
news:<nEM4b.641$pB1.357454@newsfep1-win.server.ntli.net>...
> Hi all,
> I just purchased Atari 520STfm and never had any experience with Atari computers before. When I turn it on, a row of black cherry boms appears across the white screen and refuses to go away. Resetting doesnt make any difference. Is it normal? Does anyone know how to get rid of it?

It's not normal.

For a first attempt, try opening the case (there are a bunch of screws on the bottom), and access the motherboard. Ground yourself (touch something large and metal nearby) and press moderately on all socketed chips. They tend to loosen over time. If that doesn't work, you have some serious work to do.

Galen

6143. Re: Edmonton atari users group - Does it exist anymore?

Newsgroup: comp.sys.atari.st
Date: 2003-09-01 23:18:17 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj0k3ocud5@titan.btinternet.com>
Source record: 24021

Hi "lotech"

> Edmonton atari users group - Does it exist anymore?
>
> any info would be great

I believe that club got swallowed up in the dark ages by the Cheshunt
Computer Club, details here. (Either way this is a local alternative!.)

you'll find us just off junction 25 of the M25 in...

The Garden rooms,
Wolsey hall,
Windmill Lane,
Cheshunt,
Herts., EN8 9

Next meeting on the 24th of September, you'll get a free cup of tea and get
to meet me!!.

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://ccc.atari.org /

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

6144. Re: [ANN] Meg 1.0 -> bugfix

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 00:07:07 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj0mv9$9ds$1@hercules.btinternet.com>
Source record: 24022

Hi John

> ok. I had Magic running a while ago but had trouble with it and
> certain programs wouldn't run under it so I stayed with single TOS.

Are you aware that specific apps can be made to run in so called single mode
under magiC?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6145. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 00:19:59 UTC
From: gokmase@fakenet.se
Message-ID: <bj0nn9$i9t$1@green.tninet.se>
Source record: 24023

On 1 Sep 2003 17:47:20 +, "Steve Sweet" wrote:
>Hi "GokMasE"

>Don't customers have opinions where you come from?, does your regime censor
>your thoughts when it comes to calling a spade a spade?, are the thought
>police gonna track you down for speaking to me.

I am simply suggesting that the way you expressed your opinion was unconcstructive
and in this case very disrespectful. Apart from that, I can sure understand
your problems. Trust me, I can. And opinions are allowed, but one can sure
choose bad as well as good ways of sharing them.

>As for attitude, how would yours be if you'd paid almost a weeks pay for
>something that was badly translated, full of bugs and offered less
>functionality than its predecessor.

That would of course not be good, and I would clearly be very unhappy about
it. But the way you let us know you're unhappy, made you look bad as well.
Better give people the full story, and skip the foul stuff.

It will better serve your purposes, I am quite sure.

Regards,

Joakim

6146. ST MONITOR - SM 124 FOR SALE $20 +Shipping

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 02:30:13 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0309011830.16f5c557@posting.google.com>
Source record: 24025
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I have a ATARI SM 124 monochrome monitor for sale - $20 + shipping costs (paid by the buyer!) Contact me at jclmaster@hotmail.com

Many other items for sale, bot 800/800XL and ST/STe, see my website at:

http://www33.brinkster.com/myatari4sale/

Robert Trowbridge

6147. Re: [ANN] Meg 1.0 -> bugfix

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 06:04:30 UTC
From: swampfax1@atlantic.net
Message-ID: <OpW4b.1173$if4.833021@newshog.newsread.com>
Source record: 24026

On 2 Sep 2003 00:07:07 +, "Steve Sweet" wrote:
>Hi John
>
>> ok. I had Magic running a while ago but had trouble with it and
>> certain programs wouldn't run under it so I stayed with single TOS.
>
>Are you aware that specific apps can be made to run in so called single mode
>under magiC?.

nope!

John

6148. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 06:50:37 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bj1ervhdq1@reader08.wxs.nl>
Source record: 24027

Steve Sweet wrote:

> It doesn't seem that ROM can fix bugs, although you'd think they would
> considering the price they charged for this Sarz infected crap that they
> passed off as papyrus. You'd think that as it was so utterly useless that
> they'd provide a free bug fixed copy to all their extortionate-fee paying
> customers just to say 'sorry we bent you over on this one'.

If I were a Papyrus developer and received mails like this, I'd probably move them to the trash after reading the first paragraph.

> The last Papyrus issue was complete shitte, people who paid for this crap
> should get the latest version completely free IMO.

There are some bugs in Papyrus 9 but I enjoy using it very much. The concept of "paying for bugfixes" applies much more to a program like CAB than Papyrus. Now THAT was a waste of good money. :)

But let's try to get this discussion to a more sensible level.. could you give a rational explanation of the bugs you saw in 8 that were still in 9, and preferably without swearing? I'm asking just out of curiosity.. I admit Papyrus 9 isn't perfect but to me it's a major improvement over 8.

> As for attitude, how would yours be if you'd paid almost a weeks pay for
> something that was badly translated, full of bugs and offered less
> functionality than its predecessor.

I'd get into contact with the developer and try and sort things out in a sensible way. I've learned that this usually gets me a lot further than just trying to impress people with my anger.

This would all the more be the case if I paid for something that had less functionality than it's predecessor, but I never had this happen to me. Not even with CAB, let alone Papyrus.

Maurits.

6149. Re: I Turn on Atari 520ST --> See Cherry Bombs ???

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 07:28:16 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <bj1gq1$g3t$1@pegasus.csx.cam.ac.uk>
Source record: 24028

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0309011517.37dfd29@posting.google.com...

< cut >

> For a first attempt, try opening the case (there are a bunch of
screws
> on the bottom), and access the motherboard.

Don't undo the screws below the internal floppy drive (if fitted),
they only hold the drive in place and have no effect on removing the
casing.

Stephen Moss

6150. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 07:33:38 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbl8gv9.9jq.atari@core.preferuje.luzik.pl>
Source record: 24029

On Mon, 01 Sep 2003 19:56:42 +0200, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
>>Really? Atack Mail, Atack Ftp, AtariIRC, EmuXL, GGT2. And prolly a lot
>>more, since we realy cant say what OS authors use.. Many coders use
>>singletos for coding anyway.... And they are all GEM apps, not Magic apps
>>or MiNT apps... i dont know what u wana push ans prove here....
>
> Gee... 5 apps and a bit!!
> Put the 5000 odd apps against these that were programmed by Tos and MagiC
> users, call me anything you like but as long as nothing essential comes from
> your part of the woods I'll keep repeating that the MiNT community makes a lot of
> noise without anything to show.

If an aplicationa was developed under Some-OS but runs under Some-other-OS and Some-even-other-OS, should we say it is Some-OS only?

Take tons of TOS software that run hapilly under FreeMiNT. 99% of them will run under MagiC too. Should we call them SingleTOS, FreeMiNT or MagiC apps?

FreeMiNT and MagiC (and even SingleTOS) share common API. This API is an extended version of SingleTOS API. As Andreas Kromke in his other post on this group said: he tried to mimick as much of MiNT API in MagiC, leaving only stuff that are not comonly used (and/or difficult to implement). In this context saying that some aplication belongs to only MiNT or only MagiC if a nonsense, as they are designed to be as close to each other as possible. Yes, they are some programs that run under one of those OSes and do not run under another - but they are very OS specific and they are no more then 1% of all programs.

>>Find me my message, where i claimed its easy, and not noted obvious
>>problems or catches? And where i didnt offer help? I always agreed or
>>warned ppl with possible problems....
>
> There is no such message, you are one of the exceptions that admits that
> setting up a full blown MiNT takes more then just unpacking the archive. You
> offering help is nice of course, but its not the ideal situation. The ideal
> situation should be that people don't need to ask help at all...

This situation is not possible. For some users it will be always to hard. (no offence anyone - this is not my point, my point is that there are pople that are not good at any technical rhings and computers are like black magic for them).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6151. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 07:37:24 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbl8h6b.9jq.atari@core.preferuje.luzik.pl>
Source record: 24030

On Mon, 01 Sep 2003 19:52:30 +0200, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
> From: Adam Klobukowski <atari@gabo.pl>
> Date: Sat, 30 Aug 2003 14:42:57 +0000 (UTC)
>
> Hi Adam,
>
>
>>What matters? Put 5000+ files into one directory and try to view it. Thats
>>matters.
>
> I agree... and that's why I use FAT32 partitions under MagiC, trying to view
> those 5000 files is dead easy. One opens a directory, and there they are,
> whizzing by in full glory... MiNT isn't the only OS who can use a different
> and faster partion scheme...

(one thing: MiNT (nor MAgic) use partition schemes. They relay on hard disk driver with that, what they use are diffrent Filesystems)

Try Ext2 partitions and you will understand why we MiNTers do not like FAT32 ;-)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6152. Re: I Turn on Atari 520ST --> See Cherry Bombs ???

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 07:56:09 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bj1imrivk1@reader08.wxs.nl>
Source record: 24031

Stephen Moss wrote:

> Don't undo the screws below the internal floppy drive (if fitted),
> they only hold the drive in place and have no effect on removing the
> casing.

Actually they made it easy: There are screws in square holes and screws
in round holes. Only one of these two sets of screws holds the casing
together (I think it was the square screws, but I don't have an ST at
hand to check.. should be obvious though).

Maurits.

6153. Re: Edmonton atari users group - Does it exist anymore?

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 09:01:34 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB7A1684.5C3C%derryck@nospam.cix.co.uk.invalid>
Source record: 24032

In article bj0k3ocud5@titan.btinternet.com, Steve Sweet at
steve.sweet@btopenworld.com wrote on 2/9/03 00:18:

Hi Steve,

>> Edmonton atari users group - Does it exist anymore?
>>
>> any info would be great
>
> I believe that club got swallowed up in the dark ages by the Cheshunt
> Computer Club, details here. (Either way this is a local alternative!.)

I do believe that this is the Edmonton on the other side of the pond Steve,
but thanks for the thought :-)

--
Regards, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://ccc.atari.org /

6154. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 09:25:19 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB79DA3F.1EAD%gfabasic@mint.net>
Source record: 24033

```
>> Gee... 5 apps and a bit!!
>> Put the 5000 odd apps against these that were programmed by Tos and MagiC
>> users, call me anything you like but as long as nothing essential comes from
>> your part of the woods I'll keep repeating that the MiNT community makes a
>> lot of
>> noise without anything to show.

Dennis makes a lot of noise with nothing to show.
It is you that classifies things, and judges which side you think
people are on... blah blah...

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]
```

6155. WTD Spectre GCR or 128

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 09:33:22 UTC
From: Julian Lewis-Booth <julian@portland.co.uk>
Message-ID: <3f546209$0$10775$afc38c87@news.easynet.co.uk>
Source record: 24034

Hi There,

does anyone have a spare Spectre GCR or 128 cart & leads/docs that they would part with, just want to make Dave Samll's creation fly again!

Regards

Julian

6156. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 10:03:28 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB79E330.1EB1%gfabasic@mint.net>
Source record: 24035

in article slrnbl8h6b.9jq.atari@core.preferuje.luzik.pl, Adam Klobukowski at atari@gabo.pl wrote on 9/2/03 3:37 AM:

> On Mon, 01 Sep 2003 19:52:30 +0200, Dennis Vermeire <dennis.vermeire@gmx.net>
> had a noticeable pleasure while writting:
>> From: Adam Klobukowski <atari@gabo.pl>
>> Date: Sat, 30 Aug 2003 14:42:57 +0000 (UTC)
>>
>> Hi Adam,
>>
>>
>>> What matters? Put 5000+ files into one directory and try to view it. Thats
>>> matters.
>>
>> I agree... and that's why I use FAT32 partitions under MagiC, trying to view
>> those 5000 files is dead easy. One opens a directory, and there they are,
>> whizzing by in full glory... MiNT isn't the only OS who can use a different
>> and faster partion scheme...
>
> (one thing: MiNT (nor MAgic) use partition schemes. They relay on hard disk
> driver with that, what they use are diffrent Filesystems)
>
> Try Ext2 partitions and you will understand why we MiNTers do not like FAT32
> ;-)
>

His file system of choice is the mac file system (ala magicmac), and as the author of Aniplayer pointed out that shields him from the sometimes fatal file locking problems magic has on real hardware.

He's not going to bother to test ext2, that requires installing and reading docs and or man pages. ;-)

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

6157. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 10:06:31 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bj1q9u$8d1$1@reader11.wxs.nl>
Source record: 24036

Dennis Vermeire wrote:

> Gee... 5 apps and a bit!!
> Put the 5000 odd apps against these that were programmed by Tos and MagiC
> users, call me anything you like but as long as nothing essential comes from
> your part of the woods I'll keep repeating that the MiNT community makes a lot of
> noise without anything to show.

ftp://ftp.funet.fi/pub/atari/mirror/wh58-508.st.uni-magdeburg.de/pub/sparemint/html/groups.html

But then of course you'll discard most applications as toys or useless,
whereas the 5000 odd apps programmed by Tos and Magic users (what does
that have to do with anything?) are of course all part of your daily
Atari use.

Maurits.

6158. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 12:15:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1062509150-451128AEicMi@xs4all.nl>
Source record: 24037

Hi Steve,

Can you mention some of these bugs? I've been
using Papyrus for more than 7 years now and have
never stumbled into any bug at all. Maybe you
use it in a specific way for a purpose. I am
very curious what that is and compare that with
my use of the programme.

Thanks in advance,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

6159. Re: WTD Spectre GCR or 128

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 13:48:38 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.09.02.13.48.38.145733@removenoaspam.atari-source.com>
Source record: 24038

On Tue, 02 Sep 2003 10:33:22 +0100, Julian Lewis-Booth wrote:

> Hi There,
>
> does anyone have a spare Spectre GCR or 128 cart & leads/docs that they
> would part with, just want to make Dave Samll's creation fly again!
>
> Regards
>
> Julian

I have an ENTIRE spectre setup, GCR, 128 2 floppy drives and cables, TONS of disks, MacOS, roms, etc that I can part with. For the whole thing I am thinking $100 but it's negotiable. I'm having trouble testing it though because I don't know what I'm doing, but I suspect it all works ;-)

Mark
http://atari-source.com

6160. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 13:53:09 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.09.02.13.53.09.8715@removenoaspam.atari-source.com>
Source record: 24039

On Tue, 02 Sep 2003 06:03:28 -0400, lp wrote:

>
> His file system of choice is the mac file system (ala magicmac), and as the
> author of Aniplayer pointed out that shields him from the sometimes fatal
> file locking problems magic has on real hardware.
>
> He's not going to bother to test ext2, that requires installing and reading
> docs and or man pages. ;-)

Or *gasp* the acceptance that he is not god and asking for help could be
good if it's available. Might be easier if so many bridges weren't burnt
eh?

Mark
http://portal.atari-source.com

6161. Re: [ANN] Meg 1.0 -> bugfix

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 15:41:08 UTC
From: swampfax1@atlantic.net
Message-ID: <oS25b.1187$if4.847297@newshog.newsread.com>
Source record: 24040

Hi Pierre,
Please see inserts:

On 1 Sep 2003 09:46:32 +, "Pierre TONTHAT" wrote:
>Bonjour :)
>
>> Note that this is all under single TOS 4.04 on a Falcon.
>
>Meg is suited for multitasking environment such as MagiC. I wonder how you
>can run it 'while doing other things'.

would be nice to be monitoring the mailbox on the server while playing
Doom :)

>Note that you have to declare the
>email-client in the preferences and it can be launched only in multitasking
>mode (same thing about the log file and sound).
>

ok. It runs under single TOS but with no features!

>The environement variable HOME has to be there to retrieve the user
>preferences (and paths of small Meg's databases). If not, the INF file is
>located/taken next the PRG file.
>
>> It doesn't save the mailbox info
>
>Have you saved it with Control+S, or via the menu ?
>

ok. That worked!

>> and if the mailbox info is wrong
>> then it freezes the computer after attempting to check the mail.
>
>Normal : 'resolving' the server that contains your mailbox. If if can't be
>found on the internet, the timeout is 30 seconds to exit. (STinG / STiK ->
>use escape to abort resolving ?)
>

happens too fast to use the esc key!

>> Suggestion: A standard ASCII text file (not HYP) with your E-mail
>> address in the package would be helpful for bug reports.
>
>Good suggestion, thanks :)
>

>IMPORTANT : I suspect another bug (confuse 'Reply-To' and To'), so do not
>use "To + Cc is not for me" filter !
>

would you consider a single TOS version which lets it's features work
(like "got mail" or a bell)? &/or remame as ACC?

John

6162. Re: [ANN] Meg 1.0 -> bugfix

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 16:09:09 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <bj2f3v$e67$1@news-reader3.wanadoo.fr>
Source record: 24041

Bonsoir :)

> would you consider a single TOS version which lets it's features work
> (like "got mail" or a bell)? &/or remame as ACC?

I can make it ACC easely for the next bugfix/update, but the some features
will always need a multitasking environment (AES > 3.99).
I do not know how to ring the bell, but i'll search ;p

Bye

Rajah

6163. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 18:55:10 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <CK55b.2058$2B6.447251@news.siol.net>
Source record: 24042

Dennis Vermeire wrote:

I know i said i will retreat, but this need answer:

> Gee... 5 apps and a bit!!
> Put the 5000 odd apps against these that were programmed by Tos and MagiC
> users, call me anything you like but as long as nothing essential comes
> from your part of the woods I'll keep repeating that the MiNT community
> makes a lot of

Dennis u are pathetic... Do u really see all that as MiNT vs other clash? Do u realy think that author of XXX apps consider himself as part of MiNT or Magic comunity? U really think any author who use Magic aim app he does (most prolly code in singletos anyway) as Magic app, or that coder who use MiNT as his OS aim his app as MiNT app? I use MiNT OS, any app i did or intend to arent aimed to an specific OS, except the ATARI OS, same i can say for Lonny, and for probably all coders on MiNT or Magic or TOS. And now u here wanna make sides on base what OS coder use? Thats sad indeed....

When u will realise that we are in SAME boat. In this message of yours u again divided scene and blame exactly one group, MiNTers. I speak for myself: i use MiNT OS, and i like it a lot.. There all difference to some Magic user ends. When i did GGT2, as my only GEM app so far, i didnt target on MiNT nor Magoc, but GEM. Period. Im sure same goes to Lonny, Didier, Papyrus authors etc.... And to reply something u said earlier: i DONT bomb Magic users and then appologise, i never generalise them with u, i only hate attitude u have and always had a quarrel with you, never with "u guys" or "u and your pals" or "your woods"....

Janez

6164. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 19:02:31 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0309021102.5101e736@posting.google.com>
Source record: 24043

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:<bj088g$5a2$2@hercules.btinternet.com>...

> See if you can test drive it first and give it a good test, i regret
> spending the wad of dough i did on that last box of crap effort they
> labelled Papyrus.

I'm not saying that ROM or Papyrus are perfect (well... what is?), but could you (and Dennis) tell me what better programs there are on the Atari platform as far as Word Processors/Databases that are *not limitted to German-speaking/reading users*, is capable of reading MS Word, and handling HTML fairly well? I personally haven't seen anything else, and while I've run into a bug or two in version 8.23, it is for the most part, a very tight program on my system, and worth every penny of its price (IMO, of course). If you can show me a better program, I'll check it out. Otherwise, I personally don't understand what all this Papyrus/ROM-bashing is all about. Seems kind of pointless to me (again, just my opinion).

Mike Freeman
mail@freeman-studio.com

6165. Re: Help? STe going loopy

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 19:06:41 UTC
From: trevorcjspencer@aol.com
Message-ID: <20030902150641.25517.00000416@mb-m15.aol.com>
Source record: 24044

Hi Steve

In article <bit9ppgfm3@hercules.btinternet.com>, "Steve Sweet"
<steve.sweet@btopenworld.com> writes:

>> No, that didn't work :-((
>>
>> Any more ideas?
>
>Do you have access to an oscilloscope?.

No and I can't think of anyone I know who might at the moment :-((

Trevor

6166. Re: DSP Clock for Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 19:58:48 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030902215848.a1546@du3.maus.de>
Source record: 24045

O> You have the NOVA vdi sources? If so, I'd be most interested in getting
O>my hands on those! :)

Yes, they are available now. Unfortunately it is not allowed to put them on a website or something similar but if you (or any other developer) would like I can send them to you (or him).

Regards,

Frank

6167. Booting-up is taking ages.

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 20:46:25 UTC
From: gilian <gilian@lycosDEL.com>
Message-ID: <Bk75b.327$8m4.71@newsfep1-gui.server.ntli.net>
Source record: 23946

Dear all,
thanks for your fruitful comments on my previous question, it really helped. Now I have a new problem. My Atari 520 STfm did manage to boot on couple of occations at first (the usual stuff, some "ticking" noise from empty internal floppy drive and green OS screen appears). But now, when I try to boot it up, the only thing I hear is the same usual "ticking" noise from the floppy drive which goes on forever (was waiting for over 30mins) but nothing happens, no green screen, no cherry bombs, nothing. I did try to boot up with floppy drive disconnected, didnt make any difference. Just was wondering what was going on, didnt have any luck in FAQ, so you guys is my last hope ;)

Moreover, when I did manage to boot up at first I was trying to format DD disk (3 to be precise) but failed every single time at around 80% format, OS was saying that there is some disk error. Not sure whether it is related to the above problem in any way.

My gear: Atari 520 STfm (internal floppy + modulator)
No internal Hard Drive and no other external/internal mods.
Just plain 520 STfm.

Thanks again,
Gil
[to reply remove DEL from e-mail address line]

6168. Re: Edmonton atari users group - Does it exist anymore?

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 20:49:52 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj2vpfhfo1@hercules.btinternet.com>
Source record: 23949

Yo!< Delboy!!

> >> Edmonton atari users group - Does it exist anymore?
> >>
> >> any info would be great
> >
> > I believe that club got swallowed up in the dark ages by the Cheshunt
> > Computer Club, details here. (Either way this is a local alternative!.)
>
> I do believe that this is the Edmonton on the other side of the pond
Steve,
> but thanks for the thought :-)

Ah!, the invite still stands!!. 8~)

--

Regards Steve

Rope me a sheep and I'll make it smile.

6169. Re: Help? STe going loopy

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 20:49:54 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj2vphhfo2@hercules.btinternet.com>
Source record: 23952

Hi "Trevorcjspencer"

> >> No, that didn't work :-((
> >>
> >> Any more ideas?
> >
> >Do you have access to an oscilloscope?.
>
> No and I can't think of anyone I know who might at the moment :-((

Well unless you've got a known good machine that you can swap chips 'n bits
from then you're buggered!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6170. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 20:49:56 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj2vpihfo3@hercules.btinternet.com>
Source record: 23947

Hi "Maurits van de Kamp"

> > It doesn't seem that ROM can fix bugs, although you'd think they would
> > considering the price they charged for this Sarz infected crap that they
> > passed off as papyrus. You'd think that as it was so utterly useless
that
> > they'd provide a free bug fixed copy to all their extortionate-fee
paying
> > customers just to say 'sorry we bent you over on this one'.
>
> If I were a Papyrus developer and received mails like this, I'd probably
> move them to the trash after reading the first paragraph.

In this country customers have the right to complain, and complaint volume
is acceptably related to the unacceptability of the product, besides, i
tried the civil approach but since they've already cashed my cheque they
aren't interested.

> > The last Papyrus issue was complete shitte, people who paid for this
crap
> > should get the latest version completely free IMO.
>
> There are some bugs in Papyrus 9 but I enjoy using it very much. The
> concept of "paying for bugfixes" applies much more to a program like CAB
> than Papyrus. Now THAT was a waste of good money. :)

I wouldn't know, my version of CAB was free due to the effort i put into
beta testing it. Besides that was a small amount of money compared to
papyrus.

> But let's try to get this discussion to a more sensible level.. could
> you give a rational explanation of the bugs you saw in 8 that were still
> in 9, and preferably without swearing? I'm asking just out of
> curiosity.. I admit Papyrus 9 isn't perfect but to me it's a major
> improvement over 8.

Yes i could, and i did, direct to the developers, i even sent them answers
to the problems, i even solved most of the problems on my own application to
prove it could be done, and then notified ROM. I even fully translated my
version to prove it could be done!!.

> > As for attitude, how would yours be if you'd paid almost a weeks pay for
> > something that was badly translated, full of bugs and offered less
> > functionality than its predecessor.
>
> I'd get into contact with the developer and try and sort things out in a

> sensible way. I've learned that this usually gets me a lot further than
> just trying to impress people with my anger.

Been there, and as stated above i even sent them files with corrections that they may use, silence was the stern reply.

> This would all the more be the case if I paid for something that had
> less functionality than it's predecessor, but I never had this happen to
> me. Not even with CAB, let alone Papyrus.

--

Regards, Steve S.

6171. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 20:49:57 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj2vpkhfo4@hercules.btinternet.com>
Source record: 23948

Hi "Raoul Teulings"

> Can you mention some of these bugs? I've been
> using Papyrus for more than 7 years now and have
> never stumbled into any bug at all. Maybe you
> use it in a specific way for a purpose. I am
> very curious what that is and compare that with
> my use of the programme.

I have not actually used it for quite some while, having moved to Word under XP-Pro but I'm surprised you cant find any problems. I can't think of any of the top of my head, lets see...

There were major problems with Translation, bugs in dialogs, driver path problems system folder problems, bugged drivers, colour display problems in high resolutions (1024 * 768 @256colour)

That's all i can recall atm.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6172. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 20:49:59 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj2vpmhfo5@hercules.btinternet.com>
Source record: 23951

Hi Mike

> I personally don't understand what all this Papyrus/ROM-bashing is all about. Seems kind of
> pointless to me (again, just my opinion).

No-one is ROM or Papyrus bashing in my opinion, i have a valid complaint with a crap product, i am legally entitled to an opinion and recompense even, since I'm getting nowhere with the refund I'm sure as hell going to have my say, maybe even save some people some of their hard earned green backs.

As for alternatives i don't know, i moved to Office XP under Win-XP Pro long ago.

--

Regards, Steve S.

6173. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 20:50:00 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj2vpnhfo6@hercules.btinternet.com>
Source record: 23950

Hi Joakim

> >Don't customers have opinions where you come from?, does your regime
censor
> >your thoughts when it comes to calling a spade a spade?, are the thought
> >police gonna track you down for speaking to me.
>
> I am simply suggesting that the way you expressed your opinion was
unconcstructive
> and in this case very disrespectful. Apart from that, I can sure
understand
> your problems. Trust me, I can. And opinions are allowed, but one can sure
> choose bad as well as good ways of sharing them.

The calm collected approach was exhausted years ago after i spent hours translating and bug fixing and communicating with ROM, since they chose to leave me with a piece of crap I'm entitled to voice my opinion.

> >As for attitude, how would yours be if you'd paid almost a weeks pay for
> >something that was badly translated, full of bugs and offered less
> >functionality than its predecessor.
>
> That would of course not be good, and I would clearly be very unhappy
about
> it. But the way you let us know you're unhappy, made you look bad as well.
> Better give people the full story, and skip the foul stuff.
>
> It will better serve your purposes, I am quite sure.

Yeah sure, and you'd listen just like ROM did.

--

Sincerely yours, Steve S.

6174. Re: Booting-up is taking ages.

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 21:34:24 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bj32dtkrb1@news8.svr.pol.co.uk>
Source record: 23954

The eternal disk check on bootup sounds a lot like loose ROM chips to me. You can open up the case and straighten them out, maybe clean the contacts with some methylated spirit, or you could just try the controversial "Universal 10.16cm (4 inch) Drop". On a stock Atari, everyone swears it can do no harm, but given I've made some structural mods to minee (replacing the FD mount pillars to fit a larger drive, to be exact, cos some moron had glued the disk eject button in on the old one), so I haven't risked trying it on my machine.

As for the format problems, I'm not sure what could be wrong. First thing, make sure you're using genuine low density disks (they don't have the extra hole on the opposite side to the write protect tab). Atari's generally don't like HD disks. Next, make sure the drive itself is connected and working properly (you can take it out of the atari and test it by plugging it into a PC, though I have a feeling you need to turn the cable upside down or something strange like that) Other than that, I can't think of much else.

Tom

"gilian" <gilian@lycosDEL.com> wrote in message
news:Bk75b.327$8m4.71@newsfep1-gui.server.ntli.net...
> Dear all,
> thanks for your fruitful comments on my previous question, it really
> helped. Now I have a new problem. My Atari 520 STfm did manage to boot
> on couple of occations at first (the usual stuff, some "ticking" noise
> from empty internal floppy drive and green OS screen appears). But now,
> when I try to boot it up, the only thing I hear is the same usual
> "ticking" noise from the floppy drive which goes on forever (was waiting
> for over 30mins) but nothing happens, no green screen, no cherry bombs,
> nothing. I did try to boot up with floppy drive disconnected, didnt make
> any difference. Just was wondering what was going on, didnt have any
> luck in FAQ, so you guys is my last hope ;)
>
> Moreover, when I did manage to boot up at first I was trying to format
> DD disk (3 to be precise) but failed every single time at around 80%
> format, OS was saying that there is some disk error. Not sure whether it
> is related to the above problem in any way.
>
> My gear: Atari 520 STfm (internal floppy + modulator)
> No internal Hard Drive and no other external/internal mods.
> Just plain 520 STfm.
>
> Thanks again,
> Gil

> [to reply remove DEL from e-mail address line]
>

6175. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-02 22:10:10 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB7A8D82.1ECC%gfabasic@mint.net>
Source record: 23956

in article Usenet.qrskgbee@localhost, GokMasE at fake@email.se wrote on 8/28/03 5:12 PM:

> Steve Sweet wrote:
>>
>> Hi Joakim
>
>> The calm collected approach was exhausted years ago after i spent
>> hours translating and bug fixing and communicating with ROM, since
>> they chose to leave me with a piece of crap I'm entitled to voice my
>> opinion.
>
> Yes and NOONE is suggesting otherwise,
> but what do you hope to gain by doing it in this way?
>
> I am telling you, you're coming off as a really rude person by using
> this approach. Why not just present the facts? You can still make it
> perfectly obvious that you're mad as hell about how things turned out.
> No need to talk about piece of "crap", "shit" or whatever. Clearly it
> is not a FACT that Papyrus is a "piece of shit".

The poor choice of words probably translates to "doesn't function correctly under magic", thus it's automatically something wrong with Papyrus. Just a guess. ;-)

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

6176. Re: [ANN] Meg 1.0 -> bugfix

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 00:51:07 UTC
From: swampfax1@atlantic.net
Message-ID: <%Va5b.1155$qJ6.916309@monger.newsread.com>
Source record: 23957

On 2 Sep 2003 18:09:09 +, "Pierre TONTHAT" wrote:
>Bonsoir :)
>
>> would you consider a single TOS version which lets it's features work
>> (like "got mail" or a bell)? &/or remame as ACC?
>
>I can make it ACC easely for the next bugfix/update, but the some features
>will always need a multitasking environment (AES > 3.99).
>I do not know how to ring the bell, but i'll search ;p
>

I'm not a programmer so I don't kow if it will help looking at Newsie's
"Got Mail" AVR feature.

John

6177. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 04:20:42 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <ni4i21-4pe1.ln1@sd.swampdog>
Source record: 23977

Janez Valant wrote:

>
>> I personally do not know of any. But Edith (freeware, now, I think) is
>> good at patching files into one large file. Google Edith, should work.
>> The latest versions are for Linux.
>>
>> If you have sufficient memory, that may be the easiest thing to do. If
>> you have a TTM195 monitor, it gets even easier.
>>
>> The only thing that will put together multiple files that I know of is
>> the original version of UUencode, and that takes files with the proper
>> headers and footers.
>>
>> a@b.c <a@b.com> writes:
>>
>>
>> : Hi,
>> : Are there any decompression programs that will unzip files that are
>> : spanned across multiple floppies? Thanks.
>
>
> Hi,
>
> Depends how they were splitted, u could also try "CAT" command from
> MiNT,
> in mupfel shell maybe. "cat filename.z*>archive.zip" should do it, if file
> was just splited. There is also GEM app, called spliter or xsplitter....

If it's the GEM app "splitter" (mine, original, or command line version thereof), then simple concatenation will do. These can be very easily be identified by:

[tick tick tick]

Bugger. WFAD! I have absolutely no [bleep]ing idea. :-(

--
Guy Harrison

6178. Re: [ANN] Meg 1.0 -> bugfix

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 06:30:22 UTC
From: Jean-Marc <Utilisez.le.Reply-to@merci.fr.invalid>
Message-ID: <3f558e53$0$26853$626a54ce@news.free.fr>
Source record: 23959

Hello Pierre :)

"Pierre TONTHAT" a ï¿½crit:
> I do not know how to ring the bell, but i'll search ;p

TOS bell: PRINT AT(1,1);CHR$(7);

AT(1,1) for not scrolling screen.

A Bientï¿½t ;)

Jean-Marc
"Vivement l'Adsl!"

6179. Re: ADV: Atari Xmas in August Sale is Ending!

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 06:41:56 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <Yp2cnT6wCqmpEMiiXTWJhQ@comcast.com>
Source record: 23958
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

```
In article <Pine.LNX.4.44.0308280546460.12834-100000@shell1.aracnet.com>,
Bravo Sierra Computers <atari@aracnet.com> wrote:
>The Sale is coming to an end, and I want to thank all who made it a raging
>success. Be Looking for the Next great thing from Bravo Sierra Computers!

I look forward to Chapter 7, Chapter 11, and every other Chapter in
between.

--
0------------------------------------------------------------------0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0------------------------------------------------------------------0
```

6180. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 07:21:50 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bj450o$3cc$1@reader11.wxs.nl>
Source record: 23960

Steve Sweet wrote:

> Hi "Maurits van de Kamp"

No need for the quotes, it is my real name ;)

> In this country customers have the right to complain, and complaint volume
> is acceptably related to the unacceptability of the product, besides, i
> tried the civil approach but since they've already cashed my cheque they
> aren't interested.

Ok. Still, you seem to want to convince us that Papyrus is crap, and in this case also your tone isn't helping you. Especially since other people here seem quite happy with it, and you don't want to tell us what exactly wrong with it.

> Besides that was a small amount of money compared to
> papyrus.

Yes, but Cab is unusable as a serious web browser and in that aspect WAY too expensive. Papyrus does what I want it to do, apart from some tiny glitches and is way better value for money.

Actually, the only annoyancy that comes to mind right now is the fact that the mouse clicks "through" the popup menus, ie if there is a button behind a pop-up menu, you'll accidentally press it when selecting an item. Or if the document window is behind the popup, you'll place the cursor under the mouse by clicking a pop-up item. But I got used to dragging popups instead of clicking them, that helps.

There's probably more but I don't even remember.

> Yes i could, and i did, direct to the developers, i even sent them answers
> to the problems, i even solved most of the problems on my own application to
> prove it could be done, and then notified ROM. I even fully translated my
> version to prove it could be done!!.

Well if you want to keep it all a secret I'm afraid me and others will be fooled by ROM again and happily pay for the upgrade. :)

Regards,

Maurits.

6181. Re: Can STe / Mega / TT030 read Amiga floppys?

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 09:21:25 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <0n5F7+CVKbV$EwZD@dmc12.demon.co.uk>
Source record: 23961

In message <O6wpwBf$3nU$Ew3G@my-ste.demon.co.uk>, David Bolt
<nospam@my-ste.demon.co.uk> writes
>>No they cant be read, Amigo used some variable speed system,
>
>The Macs were the ones that used the variable speed drives.

And my ST can read Mac disks ;)

Richard
--
Richard Kilpatrick, long haired prophet of doom. |\ _,,,---,,_
Musical suicide - www.mp3.com/RichardKilpatrick /,`.-'`' -. ;-;;,
Work: Icon Publications, Group Sales Manager |,4-))-,_. ,\ (`'::.
Homepage: http://www.dmc12.demon.co.uk/ '----''(_/--' `-'_)Morticia

6182. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 09:34:49 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB7B702F.5D2C%derryck@nospam.cix.co.uk.invalid>
Source record: 23962

In article BB7A8D82.1ECC%gfabasic@mint.net, lp at gfabasic@mint.net wrote on 2/9/03 23:10:

> The poor choice of words probably translates to "doesn't function
> correctly under magic", thus it's automatically something wrong with
> Papyrus. Just a guess. ;-)

You'd be quite wrong though ;-)

I know that Steve had severe problems with the Database section (remember, he was administering a Cub pack with it), there was a silly bug concerning folder names which bit if you were trying to add print modules (STFax), and some rather schoolboy errors concerning keyboard shortcuts in dialog boxes. I know that there were far more; these are the ones that I remember still.

These are the kinds of things that should have been weeded out as part of beta-testing or as part of consumer feedback.

I'm not surprised that Steve is angry.

--
Cheers,

Derryck

6183. Re: Can STe / Mega / TT030 read Amiga floppys?

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 09:35:29 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bj4crvach1@reader11.wxs.nl>
Source record: 23963

Richard Kilpatrick wrote:

>> The Macs were the ones that used the variable speed drives.
>
> And my ST can read Mac disks ;)

Aren't there MiNT XFS's for Amiga and Mac disks?

Been a long time since I touched a Mac with a disk drive by the way. :)

Maurits.

6184. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 10:20:17 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB7B38A1.1EFF%gfabasic@mint.net>
Source record: 23964

in article BB7B702F.5D2C%derryck@nospam.cix.co.uk.invalid, Derryck Croker at derryck@nospam.cix.co.uk.invalid wrote on 9/3/03 5:34 AM:

> In article BB7A8D82.1ECC%gfabasic@mint.net, lp at gfabasic@mint.net wrote on
> 2/9/03 23:10:
>
>> The poor choice of words probably translates to "doesn't function
>> correctly under magic", thus it's automatically something wrong with
>> Papyrus. Just a guess. ;-)
>
> You'd be quite wrong though ;-)
>
> I know that Steve had severe problems with the Database section (remember,
> he was administering a Cub pack with it), there was a silly bug concerning
> folder names which bit if you were trying to add print modules (STFax), and
> some rather schoolboy errors concerning keyboard shortcuts in dialog boxes.
> I know that there were far more; these are the ones that I remember still.
>
> These are the kinds of things that should have been weeded out as part of
> beta-testing or as part of consumer feedback.
>
> I'm not surprised that Steve is angry.

Well, why not sell it or ebay it, or request a refund?
Would be more useful than such language.
I find it odd you have to explain Steve's problems, as he's been asked
and just keeps using the lower form of English. ;-)

But yeah I can understand the problem, I agree with others the methods
used to convey them don't, and won't help the problem at all.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

6185. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 11:10:07 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bj4idievk1@reader11.wxs.nl>
Source record: 23965

Derryck Croker wrote:

> I know that Steve had severe problems with the Database section (remember,
> he was administering a Cub pack with it), there was a silly bug concerning
> folder names which bit if you were trying to add print modules (STFax), and
> some rather schoolboy errors concerning keyboard shortcuts in dialog boxes.
> I know that there were far more; these are the ones that I remember still.

Ok.. put like this it makes a lot more sense :)

Maurits.

6186. Re: Booting-up is taking ages.

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 11:54:55 UTC
From: gilian <gilian@lycosDEL.com>
Message-ID: <eEk5b.195$Ve3.128@newsfep4-winn.server.ntli.net>
Source record: 23966

Thanks Tom,
it helped! ROM chips did become loose, so pushing them down did do the
trick. After I've solved this problem, formatting problem has gone away,
nice. What do you need to do, for RAM chips not to get loose again?

It looks like you know what you're talking about (with all your mods,
etc). Where can I get new roms (with new OS, Ive got 1.2) at reasonable
price (im in the UK)?

Thanks again for all your help, much appreciated!
Gil
[to reply remove DEL from e-mail address line]

Tom McEwan wrote:
> The eternal disk check on bootup sounds a lot like loose ROM chips to me.
> You can open up the case and straighten them out, maybe clean the contacts
> with some methylated spirit, or you could just try the controversial
> "Universal 10.16cm (4 inch) Drop". On a stock Atari, everyone swears it can
> do no harm, but given I've made some structural mods to minee (replacing the
> FD mount pillars to fit a larger drive, to be exact, cos some moron had
> glued the disk eject button in on the old one), so I haven't risked trying
> it on my machine.
>
> As for the format problems, I'm not sure what could be wrong. First thing,
> make sure you're using genuine low density disks (they don't have the extra
> hole on the opposite side to the write protect tab). Atari's generally
> don't like HD disks. Next, make sure the drive itself is connected and
> working properly (you can take it out of the atari and test it by plugging
> it into a PC, though I have a feeling you need to turn the cable upside down
> or something strange like that) Other than that, I can't think of much
> else.
>
> Tom
>
> "gilian" <gilian@lycosDEL.com> wrote in message
> news:Bk75b.327$8m4.71@newsfep1-gui.server.ntli.net...
>
>>Dear all,
>>thanks for your fruitful comments on my previous question, it really
>>helped. Now I have a new problem. My Atari 520 STfm did manage to boot
>>on couple of occations at first (the usual stuff, some "ticking" noise
>>from empty internal floppy drive and green OS screen appears). But now,
>>when I try to boot it up, the only thing I hear is the same usual
>>"ticking" noise from the floppy drive which goes on forever (was waiting
>>for over 30mins) but nothing happens, no green screen, no cherry bombs,

>>nothing. I did try to boot up with floppy drive disconnected, didnt make
>>any difference. Just was wondering what was going on, didnt have any
>>luck in FAQ, so you guys is my last hope ;)
>>
>>Moreover, when I did manage to boot up at first I was trying to format
>>DD disk (3 to be precise) but failed every single time at around 80%
>>format, OS was saying that there is some disk error. Not sure whether it
>>is related to the above problem in any way.
>>
>>My gear: Atari 520 STfm (internal floppy + modulator)
>>No internal Hard Drive and no other external/internal mods.
>>Just plain 520 STfm.
>>
>>Thanks again,
>>Gil
>>[to reply remove DEL from e-mail address line]
>>
>
>
>

6187. Re: Can STe / Mega / TT030 read Amiga floppys?

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 13:53:18 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <WQf9W7MOJfVEw4@dmc12.demon.co.uk>
Source record: 23967

In message <bj4crvach1@reader11.wxs.nl>, Maurits van de Kamp
<james.t.kirk@enterprise.nasa.gov> writes
>Aren't there MiNT XFS's for Amiga and Mac disks?
>
>Been a long time since I touched a Mac with a disk drive by the way. :)

Amiga and Mac both use GCR as opposed to MFM 'formatting'. No, I can't
remember what the difference is, but for my STE to read a Mac disk I
have to use Spectre GCR, which has additional hardware for controlling
the disk drives.

Richard
--
Richard Kilpatrick, long haired prophet of doom. |\ _,,,---,,_
Musical suicide - www.mp3.com/RichardKilpatrick /,`.-'`' -. ;-;;,
Work: Icon Publications, Group Sales Manager |,4-))-,_. ,\ (`'::.
Homepage: http://www.dmc12.demon.co.uk/ '----''(_/--' `-'_)Morticia

6188. Re: Booting-up is taking ages.

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 16:22:19 UTC
From: "Paul Malcolm"
Message-ID: <%yo5b.3568043$mA4.489374@news.easynews.com>
Source record: 23968

On 3-Sep-2003, gilian <gilian@lycosDEL.com> wrote:

> Where can I get new roms (with new OS, Ive got 1.2) at reasonable
> price (im in the UK)?

http://www.atari-workshop.co.uk

Not cheap, but reliable!

PAUL

6189. Re: Booting-up is taking ages.

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 16:45:13 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <IUo5b.326$1%2.3989@newsfep4-glfd.server.ntli.net>
Source record: 23969

Hello.

> On 3-Sep-2003, gilian <gilian@lycosDEL.com> wrote:
>
> > Where can I get new roms (with new OS, Ive got 1.2) at reasonable
> > price (im in the UK)?

Unless you specifically need the later TOS 1.04 roms the 1.02 will do most
of what you need.

Changing will be waste of money unless e.g. you want to use a hard drive.

6190. Re: [ANN] Meg 1.0 -> bugfix

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 17:39:32 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj590f$qj2$1@hercules.btinternet.com>
Source record: 23970

Hi John

> >> ok. I had Magic running a while ago but had trouble with it and
> >> certain programs wouldn't run under it so I stayed with single TOS.
> >
> >Are you aware that specific apps can be made to run in so called single
mode
> >under magiC?.
>
> nope!

Select the app you want to single-task, visit the menubar and select Install
Application, select single modus.

--

Regards, Steve S.

6191. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 17:50:38 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0309030950.22e1d441@posting.google.com>
Source record: 23971

Hi "Steve",

Ofcourse you're entitled to your oppinion and have the right to express it - it is just that people get offended by your language! If you want us to listen to you, write about the actual problems instead of just using bad words and calling everybody else idiots.

Actually, if I judge you by your language, you sure sound like an idiot, which I am sure you're not.

Also, don't you get annoyed when half the posts on this forum is about someones attitude or language abuse instead of Atari stuff? I mean - this is litteraly chewing up the forum.

Regards

-- Peter Persson

PS. I know I wrote some ironic nasty stuff to you the other day, I appologize for this.

6192. Re: [ANN] Meg 1.0 -> bugfix

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 18:48:40 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3f563788$0$20951$7a628cd7@news.club-internet.fr>
Source record: 23972

```
On 3 Sep 2003 08:30:22 +, "Jean-Marc" wrote:
>TOS bell: PRINT AT(1,1);CHR$(7);
>AT(1,1) for not scrolling screen.

Thanks Daroou :)))

Best regards ;p

Rajah
```

6193. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 18:56:46 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj5dhc$6ot$1@hercules.btinternet.com>
Source record: 23974

Why its Lonny

> >> The calm collected approach was exhausted years ago after i spent
> >> hours translating and bug fixing and communicating with ROM, since
> >> they chose to leave me with a piece of crap I'm entitled to voice my
> >> opinion.
> >
> > Yes and NOONE is suggesting otherwise,
> > but what do you hope to gain by doing it in this way?
> >
> > I am telling you, you're coming off as a really rude person by using
> > this approach. Why not just present the facts? You can still make it
> > perfectly obvious that you're mad as hell about how things turned out.
> > No need to talk about piece of "crap", "shit" or whatever. Clearly it
> > is not a FACT that Papyrus is a "piece of shit".
>
> The poor choice of words probably translates to "doesn't function
> correctly under magic", thus it's automatically something wrong with
> Papyrus. Just a guess. ;-)

You brought Magic into it not me, the problems are there under Magic, TOS,
and MagicPC. now go finish masturbating your keyboard is getting sticky.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

6194. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 18:56:47 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj5dhe$6ot$2@hercules.btinternet.com>
Source record: 23973

Hi Peter

> Ofcourse you're entitled to your oppinion and have the right to
> express it - it is just that people get offended by your language! If
> you want us to listen to you, write about the actual problems instead
> of just using bad words and calling everybody else idiots.

This issue is so old i'd forgotten mosty of the problems and moved on, but
at the time the problems were addresed direct to the programer..
BTW, where were you when i addressed this issue all them months ago?

Never mind, you lot go and buy it, i'l at least have a good laugh before i
book off this hell hole.

> Actually, if I judge you by your language, you sure sound like an idiot,
which I am sure you're not.

I really don't care what people think of me, i finished with this world and
its occupants long ago.

> Also, don't you get annoyed when half the posts on this forum is about
> someones attitude or language abuse instead of Atari stuff? I mean -
> this is litteraly chewing up the forum.

> Regards
>
> -- Peter Persson
>
> PS. I know I wrote some ironic nasty stuff to you the other day, I
appologize for this.

I don't recall that, don't worry yourself about it.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

6195. Re: DSP Clock for Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 21:37:05 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.09.03.21.37.04.97128@removenoaspam.atari-source.com>
Source record: 23976

On Tue, 02 Sep 2003 19:58:48 +0000, Frank Szymanski wrote:

> O> You have the NOVA vdi sources? If so, I'd be most interested in getting
> O>my hands on those! :)
>
> Yes, they are available now. Unfortunately it is not allowed to put them on a website or something similar but if you (or any other developer) would like I can send them to you (or him).
>
> Regards,
>
> Frank

For what reasons are you allowed to request these sources? To develop drivers for other hardware or to get nova vdi working with ct60 only?

Mark
http://portal.atari-source.com

6196. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 22:14:15 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3f5667b7$0$193$4c56ba96@master.news.zetnet.net>
Source record: 23978

On 31 Aug 2003 17:04:45 , GokMasE wrote:

>I'm glad to see some are still releasing commercial software packages
>for the Atari.

I'm always pleased to see more software coming out for the Atari. O.K., it might not be perfect, and if you've spent money on it you expect it to work well. But how many PC users are constantly disappointed by the bugs in their software, and then, after upgrading it and just as they hope it is working O.K., MS announces they won't support it any more. You are forced to upgrade even if you don't want to, or the features you bought it for won't work any more (e.g. I had to upgrade from IE 5 to 6 or I couldn't continue to access the secure sites). Soon no doubt, I will be encouraged to spend on another version of Windows as MS won't keep supporting 98.

It's a far from perfect world, but I find most of the Atari platform software I use gives me fewer problems, and far more pleasure than the Windows stuff. I include Papyrus in that. I use it a lot, both on the PC and the Hades, and find very few problems. (The only ones that bother me are on the Windows version !)

I paid a lot of money for Cubase Score. Steinberg never finally debugged it, and I wish they had, but it still runs better than Cubasis on the PC, and I can do a lot of work with it.

and while I'm here .....

I've ignored countless posts on this list in recent months and resisted the urge to comment on the many that have been offensive, both in language and content.

There can be no justification for swearing, using obscene language, and indulging in the personal insults that have been posted here. This list is not on an "adults only" server. I would not expect to have to close the window if a child comes into the room, and I do not wish to be embarrassed if my wife, or any other person come to that, should look over my shoulder while I am at the computer.

Please let's keep this as an Atari forum, dedicated to helping other people, not offending them.

Paul

6197. Re: Edmonton atari users group - Does it exist anymore?

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 22:24:26 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bj5pmqhsq1@thorium.cix.co.uk>
Source record: 23979

In message <bj0k3ocud5@titan.btinternet.com>, steve.sweet@btopenworld.com said:

>Hi "lotech"
>
>> Edmonton atari users group - Does it exist anymore?
>>
>> any info would be great
>
>I believe that club got swallowed up in the dark ages by the Cheshunt
>Computer Club, details here. (Either way this is a local alternative!.)
>
>you'll find us just off junction 25 of the M25 in...
>
>The Garden rooms,
>Wolsey hall,
>Windmill Lane,
>Cheshunt,
>Herts., EN8 9

I /think/ he was referring to Edmonton, Canada - but it's a good
plug for CCC anyway! :-)

Regards, /Peter/

6198. Re: I Turn on Atari 520ST --> See Cherry Bombs ???

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 22:24:26 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bj5pmqhsr1@thorium.cix.co.uk>
Source record: 23980

In message <bj1gq1$g3t$1@pegasus.csx.cam.ac.uk>, sgm23@eng.cam.ac.uk said:

>"Galen" <ekaljuma@mtsac.edu> wrote in message
>news:926a9946.0309011517.37dfd29@posting.google.com...
>
>< cut >
>
>> For a first attempt, try opening the case (there are a bunch of
>screws
>> on the bottom), and access the motherboard.
>
>Don't undo the screws below the internal floppy drive (if fitted),
>they only hold the drive in place and have no effect on removing the
>casing.

Yep. The ones to undo are those in square holes. After that you
will have take off the top of the case and then the keyboard
(lifts off after unplugging one lead - make a note just how the
plug fits the socket!) and remove the shielding; this is held in
place with screws and also twist-tabs all round.

Before you do this, try the famous 'drop test': Lift the machine
4 or 5 inches (OK - 10 or 12 cms!) above a hard surface and drop
it down on it. Often this will jar loose chips into place. If it
works (or even if it doesn't), *then* open up the case and try
reseating all the socketed chips.

Regards, /Peter/

6199. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-03 22:36:04 UTC
From: gokmase@fakenet.se
Message-ID: <bj5qcgcuo1@green.tninet.se>
Source record: 23981

On 3 Sep 2003 22:14:15 G, Paul Williamson wrote:

>Please let's keep this as an Atari forum, dedicated to helping other
>people, not offending them.

Amen!

Basically, exactly this is what this forum is (or should be) about!

Regards,

Joakim

6200. Re: Drivers GDPS

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 00:33:17 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3f56884e$0$62080$75868355@news.frii.net>
Source record: 23982

Kenneth Medin wrote:

> GT-LOOK claims to work on parallel port as well and I have an adaptor
> with an extra serial connector attached that should make this possible.
>
> I have not tried the parallel connection yet, partly because I have no
> manual for GT-LOOK. Anyone who might have a scanned version of this
> manual?
>
> Should not be impossible as I guess most GT-LOOK owners also own a
> scanner :-)
>

I have an ES 800C scanner. The model number was different for Europe.
It has both parallel and SCSI ports, and I had better luck with the
parallel port than the SCSI port.

I never have had a manual for GT Look. :-(Even though I bought the
program too.

Ken

6201. Re: Drivers GDPS

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 00:57:08 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB7C0624.1F2E%gfabasic@mint.net>
Source record: 23983

in article 3f56884e$0$62080$75868355@news.frii.net, Ken Springer at wordworks@greeleynet.com wrote on 9/3/03 8:33 PM:

> I have an ES 800C scanner. The model number was different for Europe.
> It has both parallel and SCSI ports, and I had better luck with the
> parallel port than the SCSI port.
>
> I never have had a manual for GT Look. :-(Even though I bought the
> program too.

I have the disk and manual, or rather flyer. Not much to it, 3 or 4 folded pages. If ever you really need to know something about it, I could photocopy it.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

6202. Re: ADV: Atari Xmas in August Sale is Ending!

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 01:52:59 UTC
From: vairxpert@hotmail.com
Message-ID: <3f569a8c.4188575@news.netnitco.net>
Source record: 23984
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Wed, 03 Sep 2003 01:41:56 -0500, bangbond@comcast.netHORMEL (Sean
Connery) wrote:

>In article <Pine.LNX.4.44.0308280546460.12834-100000@shell1.aracnet.com>,
>Bravo Sierra Computers <atari@aracnet.com> wrote:
>>The Sale is coming to an end, and I want to thank all who made it a raging
>>success. Be Looking for the Next great thing from Bravo Sierra Computers!
>
>I look forward to Chapter 7, Chapter 11, and every other Chapter in
>between.

You mean you're not looking forward to the Christmas in December Sale
which will be starting in just a few short months?

George

6203. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 02:00:19 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <bj66bjcok1@reader2.panix.com>
Source record: 23985

Hello, Dennis

For some reason, cannot get there from here. Permanent errors reported.
words include does_not_like_recipient in your path.

So I cannot ask by e-mail.

Yes, indeed I would like a copy, if you would be so kind, and if you can
get here from there.

Thanks in advance

Jim

jimd@panix.com

Dennis Vermeire <dennis.vermeire@gmx.net> writes:

: From: Jim DeClercq <jimd@panix1.panix.com>
: Date: Thu, 28 Aug 2003 17:22:08 +0000 (UTC)

: Hi Jim,

: >The only thing that will put together multiple files that I know of is the
: >original version of UUencode, and that takes files with the proper headers
: >and footers.
: >
: >a@b.c <a@b.com> writes:
: >
: >: Hi,
: >: Are there any decompression programs that will unzip files that are
: >: spanned across multiple floppies? Thanks.

: Actually, there are a couple of utilities out there that can concatenate
all the : pieces and write one outfile. My personal favourite is SCHNIP &
SCHNAP, written : in 1996 by Fred Nicklisch, the program is freeware.
SCHNIP is used to cut files : up and SCHNAP is used to restore files.
Before SCHNAP attempts to restore a file : which wasn't cut up by SCHNIP,
it asks to insert all the different pieces of the : cut up file, scans
them, and has an almost 95% success rate. The archive also : contains a
cut down in features CLI... : If anyone wants a copy of the app, mail
me...

: Cheers from Belgium
: Dennis
: --
: ____ ____ ____
: / __ \ / __ \ / __ \

```
: / / / / / / / / / /_/ /
: / / / / / / / / / ____/
: / /_/ / / /_/ / / /
: /_____/ /_____/ /_/ Translations
: http://ddp.atari.org
: derryck@cix.co.uk
: dennis.vermeire@gmx.net
: xlator@cix.co.compulink.co.uk

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

6204. Re: [ANN] Meg 1.0 -> bugfix

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 02:37:46 UTC
From: swampfax1@atlantic.net
Message-ID: <_zx5b.1235$if4.926146@newshog.newsread.com>
Source record: 23986

On 3 Sep 2003 17:39:32 +, "Steve Sweet" wrote:
>
>Hi John
>
>> >> ok. I had Magic running a while ago but had trouble with it and
>> >> certain programs wouldn't run under it so I stayed with single TOS.
>> >
>> >Are you aware that specific apps can be made to run in so called single
>mode
>> >under magiC?.
>>
>> nope!
>
>Select the app you want to single-task, visit the menubar and select Install
>Application, select single modus.
>

thanks Steve! Next time I get ambitious and install Magic again I'll
keep that in mind.

John

6205. Re: Booting-up is taking ages.

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 07:40:09 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <bj6q86$mn3$1@pegasus.csx.cam.ac.uk>
Source record: 23987

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:IUo5b.326$1%2.3989@newsfep4-glfd.server.ntli.net...
> Hello.
>
> > On 3-Sep-2003, gilian <gilian@lycosDEL.com> wrote:
> >
> > > Where can I get new roms (with new OS, Ive got 1.2) at
reasonable
> > > price (im in the UK)?
>
> Unless you specifically need the later TOS 1.04 roms the 1.02 will
do most
> of what you need.

The main advantages of TOS 1.04 over 1.02 is Control+Alt+Delete
keyborad reset and DOS compatable disk formatting, although the latter
is only of importance in doing PC to ST file transfers and even then
you can format the disk on a PC.
TOS 1.04 in the last TOS version that can be fitted directly to ST's,
if you want a higher version than that you will have to install an
upgrade board. IIRC these usually involve an external switch that
allows you to select either the original TOS version or TOS 2.06 as
necessary because some software may not fuction with one of the TOS
versions.

> Changing will be waste of money unless e.g. you want to use a hard
drive.

Although hard drive communication my prove slightly faster I'm not
sure you would notice the difference detween using a hard drive with
TOS 1.04 and TOS 1.02.

Stephen Moss

6206. Re: Booting-up is taking ages.

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 07:55:46 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <6eC5b.82163$bo1.16908@news-server.bigpond.net.au>
Source record: 23988

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:bj6q86$mn3$1@pegasus.csx.cam.ac.uk...
>
> "Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
> news:IUo5b.326$1%2.3989@newsfep4-glfd.server.ntli.net...
> > Hello.
> >
> > > On 3-Sep-2003, gilian <gilian@lycosDEL.com> wrote:
> > >
> > > > Where can I get new roms (with new OS, Ive got 1.2) at
> reasonable
> > > > price (im in the UK)?
> >
> > Unless you specifically need the later TOS 1.04 roms the 1.02 will
> do most
> > of what you need.
>
> The main advantages of TOS 1.04 over 1.02 is Control+Alt+Delete
> keyborad reset and DOS compatable disk formatting, although the latter
> is only of importance in doing PC to ST file transfers and even then
> you can format the disk on a PC.
> TOS 1.04 in the last TOS version that can be fitted directly to ST's,
> if you want a higher version than that you will have to install an
> upgrade board. IIRC these usually involve an external switch that
> allows you to select either the original TOS version or TOS 2.06 as
> necessary because some software may not fuction with one of the TOS
> versions.

You need an address decoder for 2.06 on an STFM, you can also build a
switcher.
Tos 1.02 is 192k and 2.06 is 256k, so you need to address the extra space.

>
> > Changing will be waste of money unless e.g. you want to use a hard
> drive.
>
> Although hard drive communication my prove slightly faster I'm not
> sure you would notice the difference detween using a hard drive with
> TOS 1.04 and TOS 1.02.

It is also to to with reliability, Tos 1.04 was less prone to data
corruption.

Mark

6207. [WWW] Some new software on my site

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 08:58:08 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <0ru6jb.3k1.ln@127.0.0.1>
Source record: 23989

Hello,

I don't post a message for everything I port to Atari, so a brief message
about recently ported apps:

- gcc-3.3 et g++-3.3. Mintlib includes must be corrected, there is an
archive for this purpose on my site (mintbind-gcc3-*)
- physfs: library to transparently access file archives (zip, pak, etc...)
mainly for games and demos.
- sdl: version 1.2.6, with bug fixes (audio and video drivers).
- doom: version 0.30pre1, video mode selection, screen zoom.
- scummvm: version 0.5.3 (cvs 20030903), a game engine for some
point-n-click games (UNTESTED, I don't have any game to test).

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

6208. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 10:31:45 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <ltgj21-qi5.ln1@sd.swampdog>
Source record: 23990

Rustynutt wrote:

> On Wed, 03 Sep 2003 05:20:42 +0100, Guy Harrison
> <swamp-DEL-dog@ntlworld.com> wrote:
>
>>Janez Valant wrote:
>>
>>>
>>>> I personally do not know of any. But Edith (freeware, now, I think) is
>>>> good at patching files into one large file. Google Edith, should work.
>>>> The latest versions are for Linux.
>>>>
>>>> If you have sufficient memory, that may be the easiest thing to do. If
>>>> you have a TTM195 monitor, it gets even easier.
>>>>
>>>> The only thing that will put together multiple files that I know of is
>>>> the original version of UUencode, and that takes files with the proper
>>>> headers and footers.
>>>>
>>>> a@b.c <a@b.com> writes:
>>>>
>>>>
>>>> : Hi,
>>>> : Are there any decompression programs that will unzip files that
>>>> : are
>>>> : spanned across multiple floppies? Thanks.
>>>
>>>
>>> Hi,
>>>
>>> Depends how they were splitted, u could also try "CAT" command from
>>> MiNT,
>>> in mupfel shell maybe. "cat filename.z*>archive.zip" should do it, if
>>> file was just splited. There is also GEM app, called spliter or
>>> xsplitter....
>>
>>If it's the GEM app "splitter" (mine, original, or command line version
>>thereof), then simple concatenation will do. These can be very easily be
>>identified by:
>>
>>[tick tick tick]
>>
>>Bugger. WFAD! I have absolutely no [bleep]ing idea. :-(
>

> I'm personally glad to see that the childish commotion that has been
> going on here hasn't deterred the "Swamp dog" from checking back in.
> Glad your around.

More rotund than around! ;-)

I found the (ahem) windoze source code. The file with the *.000 extender is a plain old text file. It lists all the parts, sizes and checksums. Nothing special occurs when rejoining so a simple concatention of *.001 -> *.nnn will reconstruct the file. The windoze version was/is supposed to be compatible with the ST version and that one was compatible with the GEM version (which had a cli version in it) so the afore mentioned ought to work for them all.

It won't work on spanning zips. They're different. So are hedgehogs in case anyone was confused about them. It's definately not recommended to unzip a hedgehog. They don't like it.

--
Guy Harrison

6209. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 13:47:51 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0309040547.1cca62d4@posting.google.com>
Source record: 23991

paul.williamson@zetnet.co.uk (Paul Williamson) wrote in message
news:<3f5667b7$0$193$4c56ba96@master.news.zetnet.net>...

> There can be no justification for swearing, using obscene language, and
> indulging in the personal insults that have been posted here. This list
> is not on an "adults only" server. I would not expect to have to close
> the window if a child comes into the room, and I do not wish to be
> embarrassed if my wife, or any other person come to that, should look
> over my shoulder while I am at the computer.
>
> Please let's keep this as an Atari forum, dedicated to helping other
> people, not offending them.

I agree 100%! There are far less offensive ways to get your point
across. I guess some people just don't feel they are impacting the
group enough if they don't swear. They couldn't be more wrong, IMO.

Mike Freeman
mail@freeman-studio.com

6210. Re: Can STe / Mega / TT030 read Amiga floppys?

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 14:14:29 UTC
From: Glenn <glenn.bruner@verizon.net>
Message-ID: <9NH5b.14282$NF5.6021@nwrddc01.gnilink.net>
Source record: 23992

Thomas,

Thanks for the reply. Unfortunately, I haven't found an Amiga
yet to be able to do this. I'm trying to get the contents of some
disks from Atari that contain Lynx development software and
code.

Just have to keep combing the thrift shops until I find one.

Glenn

"cousteau" <thomas.raukamp@t-online.de> wrote in message
news:b9eb3dd8.0308310214.3ef36fc2@posting.google.com...
> Glenn.
>
> The best way to exchange data between an Amiga and an Atari is the
> DOS-format. Amigas can read and write DOS if they are equipped with OS
> 3.0 (or eben 2.0???) or higher using CrossDOS. Ataris can read and
> write DOS-disks if you are using a TOS that is not too old.
> I went this way for years and it worked great.
>
> "Glenn" <glenn.bruner@verizon.net> wrote in message
news:<zoe4b.16809$CC6.955@nwrddc01.gnilink.net>...
> > Just wondering if anyone has ever been able to read Amiga floppy's on
STe /
> > Mega / TT030?
> >
> > Thanks,
> > Glenn
>
> --
> thomas

6211. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 15:46:03 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.09.04.15.46.06.259487@pandora.be>
Source record: 23993

Op Wed, 03 Sep 2003 22:14:15 +0000, schreef Paul Williamson:

> On 31 Aug 2003 17:04:45 , GokMasE wrote:
>
>>I'm glad to see some are still releasing commercial software packages
>>for the Atari.
>
> I'm always pleased to see more software coming out for the Atari.

I think 99,9 % of the Atarians are pleased when new/updates, expecially commercials ones, see the light. We must be all glad there are still some software houses who supports our platform.

> O.K., it might not be perfect, and if you've spent money on it you
> expect it to work well.

Sure one expect the soft will work ok but the perfect piece of software doesn't exist and will never exist.
I can perfectly understand people gets upset when it turns out the soft contains lots of bugs but that doesn't give someone the right to break it down completely especialy when one doesn't provide evidence.

> But how many PC users are constantly
> disappointed by the bugs in their software, and then, after upgrading it
> and just as they hope it is working O.K., MS announces they won't
> support it any more. You are forced to upgrade even if you don't want
> to, or the features you bought it for won't work any more (e.g. I had to
> upgrade from IE 5 to 6 or I couldn't continue to access the secure
> sites). Soon no doubt, I will be encouraged to spend on another version
> of Windows as MS won't keep supporting 98.

That's why I don't use Windows anymore on pc. Whatever you do don't upgrade to XP. It looks nice and it works good but one isn't the master of the pc anymore. To give you one example read this:
<URL:http://www.theregister.co.uk/content/4/25956.html>
I should say install Linux and you'll be happy :-)

> It's a far from perfect world, but I find most of the Atari platform
> software I use gives me fewer problems, and far more pleasure than the
> Windows stuff. I include Papyrus in that. I use it a lot, both on the
> PC and the Hades, and find very few problems. (The only ones that
> bother me are on the Windows version !)

Isn't it strange only two people (always the same duo) have serious complaints about Papyrus? Dozens of others (including me) are happy with Papyrus. When Papyrus X see the light I'll buy it.

>
> I've ignored countless posts on this list in recent months and resisted
> the urge to comment on the many that have been offensive, both in
> language and content.

This is the best thing one can do. Ignore these offensive posting and the
will go away. I've put Dennis on my kill filter. If I would read then I'm
afraid I would lost my temper and post some nasty messages back.

> Please let's keep this as an Atari forum, dedicated to helping other
> people, not offending them.
>

100 % agree with that.

CU,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6212. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 15:46:28 UTC
From: nosi@no-si.de
Message-ID: <de2f0256.0309040746.4000deaa@posting.google.com>
Source record: 23994

mail@freeman-studio.com (Mike Freeman) wrote in message
news:<5c1cf651.0309021102.5101e736@posting.google.com>...

> I'm not saying that ROM or Papyrus are perfect (well... what is?), but
> could you (and Dennis) tell me what better programs there are on the
> Atari platform as far as Word Processors/Databases that are *not
> limitted to German-speaking/reading users*, is capable of reading MS
> Word, and handling HTML fairly well?

Tempus-Word NG will be coming soon in an English version.
One of the functions, planned for the near future, is HTML
export for a complete document, with i.e. navigation through
chapters.

As soon as this version is available, the English pages at
tempus-word.de will be extended; cross-grading from other
programs will be possible, too.

Norbert Simon
Member of Tempus-Word Project
info@tempus-word.de

6213. Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 18:44:12 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0309041044.5e51f5cf@posting.google.com>
Source record: 23995

Hi,

I am soon to make a small run of Eiffels, probably 9 or 12. I will be putting information on my website, it will have support for Atari joysticks. I will also put a package up containing the source code for the PIC so it is free to develop further.

I'd like to hear from people if anyone is interestted in them?

Thanks, Lyndon

6214. Re: [WWW] Some new software on my site

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 19:02:14 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0309041102.5832192a@posting.google.com>
Source record: 23846

Thank you Patrice, you're the best!

I've only tried your Doom port so far, but I will try the other stuff
as soon as I have finished assembling my CT60 F030!

Regards

-- Peter

6215. Re: ADV: Atari Xmas in August Sale is Ending!

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 19:22:10 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vlf473km0okkb1@corp.supernews.com>
Source record: 23847
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"vairxpert" <vairxpert@hotmail.com> wrote in message
news:3f569a8c.4188575@news.netnitco.net...
> On Wed, 03 Sep 2003 01:41:56 -0500, bangbond@comcast.netHORMEL (Sean
> Connery) wrote:
>
> >In article <Pine.LNX.4.44.0308280546460.12834-100000@shell1.aracnet.com>,
> >Bravo Sierra Computers <atari@aracnet.com> wrote:
> >>The Sale is coming to an end, and I want to thank all who made it a
raging
> >>success. Be Looking for the Next great thing from Bravo Sierra
Computers!
> >
> >I look forward to Chapter 7, Chapter 11, and every other Chapter in
> >between.
>
> You mean you're not looking forward to the Christmas in December Sale
> which will be starting in just a few short months?
>
> George

I thought it was the Summertime Celebration in December sale? ;) LOL

6216. Re: Booting-up is taking ages.

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 20:20:44 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj86qr$n0c$1@hercules.btinternet.com>
Source record: 23848

Hi "gilian"

> thanks for your fruitful comments on my previous question, it really
> helped. Now I have a new problem. My Atari 520 STfm did manage to boot
> on couple of occations at first (the usual stuff, some "ticking" noise
> from empty internal floppy drive and green OS screen appears). But now,
> when I try to boot it up, the only thing I hear is the same usual
> "ticking" noise from the floppy drive which goes on forever (was waiting
> for over 30mins) but nothing happens, no green screen, no cherry bombs,
> nothing. I did try to boot up with floppy drive disconnected, didnt make
> any difference. Just was wondering what was going on, didnt have any
> luck in FAQ, so you guys is my last hope ;)

The quickest way to boot an ST is with a blank formatted diskette in the
drive but it seems you have other problems.

--

Regards, Steve S.

6217. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 21:09:28 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0309041309.12b6903d@posting.google.com>
Source record: 23849

lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote in message
news:<1a7d6495.0309041044.5e51f5cf@posting.google.com>...
> Hi,
>
> I am soon to make a small run of Eiffels, probably 9 or 12. I will be
> putting information on my website, it will have support for Atari
> joysticks. I will also put a package up containing the source code
> for the PIC so it is free to develop further.
>
> I'd like to hear from people if anyone is interestted in them?
>
> Thanks, Lyndon

Me, Me! Do you have an idea about how much? Does it depend on how many?
Wayne

6218. Re: Can STe / Mega / TT030 read Amiga floppys?

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 21:40:31 UTC
From: Sweet Steve <sweet@steve.com>
Message-ID: <bj8bu1phr1@newsg2.svr.pol.co.uk>
Source record: 23850

"Glenn" <glenn.bruner@verizon.net> wrote in message
news:zoe4b.16809$CC6.955@nwrddc01.gnilink.net...
> Just wondering if anyone has ever been able to read Amiga floppy's on STe
/
> Mega / TT030?
>
> Thanks,
> Glenn
>
>
>
YO DUDE!!
Can the Pope shit in the woods

I love sheep blah bahh bahh!!

6219. Re: Can STe / Mega / TT030 read Amiga floppys?

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 22:00:38 UTC
From: Justin <exclusive@reserved.com>
Message-ID: <bj8d3o$8ed$1@news7.svr.pol.co.uk>
Source record: 23851

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bit9pmgfm1@hercules.btinternet.com...
> Hi Glenn
>
> > Just wondering if anyone has ever been able to read Amiga floppy's on
STe
> /
> > Mega / TT030?
>
> No they cant be read, Amigo used some variable speed system, only good for
> playing tunes on?.
>
> --
>
> Regards Steve
>
> Rope me a sheep and I'll make it smile.
>
>
>
>
I must say looking down upon you guys is quite an experience!!, you really
are a wacky bunch of wags, I often print out the replies for the chaps to
read in between lunch and evening tea and these wheezes and japes keep us
amused for seconds

6220. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 22:27:16 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309041427.5a19270d@posting.google.com>
Source record: 23852

lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote in message
news:<1a7d6495.0309041044.5e51f5cf@posting.google.com>...
> Hi,
>
> I am soon to make a small run of Eiffels, probably 9 or 12. I will be
> putting information on my website, it will have support for Atari
> joysticks. I will also put a package up containing the source code
> for the PIC so it is free to develop further.
>
> I'd like to hear from people if anyone is interestted in them?
>
I had a fellow Atarian program some PICs for me, but never made an
Eiffel for a couple of reasons. You didn't mention cost, but I'd be
interested in buying a ready made Eiffel as a model for my work.
(I've soldered before, but only to make repairs -- I've never actually
MADE anything.)

Galen

6221. Re: ADV: Atari Xmas in August Sale is Ending!

Newsgroup: comp.sys.atari.st
Date: 2003-09-04 23:21:03 UTC
From: vairxpert@hotmail.com
Message-ID: <3f57c8b9.3988858@news.netnitco.net>
Source record: 23853
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Thu, 4 Sep 2003 12:22:10 -0700, "Tim" <tjlazer@nospam.mail.com>
wrote:

>
>"vairxpert" <vairxpert@hotmail.com> wrote in message
>news:3f569a8c.4188575@news.netnitco.net...
>> On Wed, 03 Sep 2003 01:41:56 -0500, bangbond@comcast.netHORMEL (Sean
>> Connery) wrote:
>>
>> >In article <Pine.LNX.4.44.0308280546460.12834-100000@shell1.aracnet.com>,
>> >Bravo Sierra Computers <atari@aracnet.com> wrote:
>> >>The Sale is coming to an end, and I want to thank all who made it a
>raging
>> >>success. Be Looking for the Next great thing from Bravo Sierra
>Computers!
>> >
>> >I look forward to Chapter 7, Chapter 11, and every other Chapter in
>> >between.
>>
>> You mean you're not looking forward to the Christmas in December Sale
>> which will be starting in just a few short months?
>>
>> George
>
>I thought it was the Summertime Celebration in December sale? ;) LOL

Would that be like 4th of July in December Sale?

6222. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 00:05:18 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj8jvi$1cf$2@titan.btinternet.com>
Source record: 23854

Hi "Martin Byttebier"

> That's why I don't use Windows anymore on pc. Whatever you do don't
> upgrade to XP. It looks nice and it works good but one isn't the master of
> the pc anymore. To give you one example read this:

Did you get this from Misinformation r us?. I run under XP-Pro, it does what
its told.

--

Regards Steve

Rope me a sheep and I'll make it smile.

6223. Re: Can STe / Mega / TT030 read Amiga floppys?

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 00:14:12 UTC
From: Sweet Steve <different@everyday1234567890.com>
Message-ID: <bj8ku7$vn7$1@newsg3.svr.pol.co.uk>
Source record: 23856

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:0n5F7+CVKbV$EwZD@dmc12.demon.co.uk...
> In message <O6wpwBf$3nU$Ew3G@my-ste.demon.co.uk>, David Bolt

Oi! wern't you playing a cello in the buff last year?? PERVERT

6224. Re: Attachments

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 00:20:40 UTC
From: rcoolic403 <rcoolic403@rogers.com>
Message-ID: <sFQ5b.162330$_V.8223@news04.bloor.is.net.cable.rogers.com>
Source record: 23855
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There are a few programs that get around the limitation of (actually 6) accessories.

One is a commercial program from Codehead Software called MultiDesk. There's a free one called Chameleon. There are others, both commercial and free, that still have the limit but at boot time allow you to choose which 6 you'd like (basically rename others to .acx).

All worked very well.

- Ross.

"Paul Malcolm" <pmalcolm@"nospam".lineone.net> wrote in message news:kJK5b.3642022$mA4.499735@news.easynews.com...
> Does anyone know of a program that will allow more than 5 accessories to be
> loaded on an STe? If so, what is it and where can I find it?
>
> TIA
>
> PAUL

6225. Re: Help? STe going loopy

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 05:33:35 UTC
From: trevorcjspencer@aol.com
Message-ID: <20030905013335.08626.00000431@mb-m27.aol.com>
Source record: 23858

Hi Steve

In article <bj2vphhfo2@hercules.btinternet.com>, "Steve Sweet"
<steve.sweet@btopenworld.com> writes:

>> No and I can't think of anyone I know who might at the moment :-((
>
>Well unless you've got a known good machine that you can swap chips 'n bits
>from then you're buggered!
>
>--

That's the good news, I have got a spare STe, it's a bog standard 1040, hardly used and working fine. I need to transfer the necessary part from that one to the one that's having the problem but I need to identify the part in the case so I can remove it. Any help with that would be appreciated.

Trevor

6226. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 05:36:38 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.09.05.05.36.38.21005@nossspamXXatari-source.com>
Source record: 23857

On Thu, 04 Sep 2003 11:44:12 -0700, Lyndon Amsdon wrote:

> Hi,
>
> I am soon to make a small run of Eiffels, probably 9 or 12. I will be
> putting information on my website, it will have support for Atari
> joysticks. I will also put a package up containing the source code
> for the PIC so it is free to develop further.
>
> I'd like to hear from people if anyone is interestted in them?
>
> Thanks, Lyndon

Lyndon, I'll probably buy 2..
Thanks
Mark
http://portal.atari-source.com

6227. Atari 600XL $1

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 06:09:40 UTC
From: waldo <waldo_xx@yahoo.com>
Message-ID: <g4aglvk58f17e0io0l944acvq6978l7c2d@4ax.com>
Source record: 23859

```
Atari 600XL computer
$1

Pickup at Queen/Logan

Toronto, Canada
```

6228. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 07:17:29 UTC
From: f.szymanski@dmt.de
Message-ID: <674c5603.0309042317.3c881b85@posting.google.com>
Source record: 23860

> > I am soon to make a small run of Eiffels, probably 9 or 12. I will be
> > putting information on my website, it will have support for Atari
> > joysticks. I will also put a package up containing the source code
> > for the PIC so it is free to develop further.
> > I'd like to hear from people if anyone is interestted in them?
> I had a fellow Atarian program some PICs for me, but never made an
> Eiffel for a couple of reasons. You didn't mention cost, but I'd be
> interested in buying a ready made Eiffel as a model for my work.
> (I've soldered before, but only to make repairs -- I've never actually
> MADE anything.)

I am also quite interested in buying an Eiffel.

Regards,

Frank

6229. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 07:19:01 UTC
From: ciholland@talk21.co.uk
Message-ID: <927978b.0309042319.862f4b2@posting.google.com>
Source record: 23861

>
> I am soon to make a small run of Eiffels, probably 9 or 12. I will be
> putting information on my website, it will have support for Atari
> joysticks. I will also put a package up containing the source code
> for the PIC so it is free to develop further.
>
> I'd like to hear from people if anyone is interestted in them?
>
> Thanks, Lyndon

Yep,

Put me down for one too mate.

I think there may be a bit more general interest with up and coming
recasings, due to CT60 installation etc. So this move could be very
timely :)

6230. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 07:26:06 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <LJuYciCOqDW$EwE2@my-ste.in-the.bog>
Source record: 23862

On Thu, 4 Sep 2003, Lyndon Amsdon <lyndonamsdon@hotmail.com> wrote:-

>I am soon to make a small run of Eiffels, probably 9 or 12. I will be
>putting information on my website, it will have support for Atari
>joysticks. I will also put a package up containing the source code
>for the PIC so it is free to develop further.
>
>I'd like to hear from people if anyone is interestted in them?

You can put me down for one as well :)

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62
Falcon 14Mb TOS 4.02

6231. My Other XF-551 Diskette Drive Sale

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 07:50:53 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0309042350.9672738@posting.google.com>
Source record: 23863
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have listed my other XF-551 diskette drive for sale on eBay. Since I am needing to clear out my ATARI stuff I have lowered the reserve price.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2751847021

If you are looking for ATARI software or hardware check out my listings on my website - http://www33.brinkster.com/myatari4sale/

If you see something you want but think its priced too high make me a counter offer!

6232. Re: Attachments

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 10:39:51 UTC
From: "Paul Malcolm"
Message-ID: <SJZ5b.10$06.23550@newsfep2-gui.server.ntli.net>
Source record: 23864
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 5-Sep-2003, "Stephen Moss" <sgm23@eng.cam.ac.uk> wrote:

> You could use MakeCPX to convert normal accessories into CPX modules
> for use with Xcontrol, this would be one way if installing more
> accessories.
> You can download a copy from here
> http://www.geocities.com/SiliconValley/Bay/8745/pages/files1.html

Thanks, Stephen.

PAUL

6233. Bought A New Hard drive

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 10:59:05 UTC
From: nomenclature1@hotmail.com
Message-ID: <e7316071.0309050259.1fb20dd9@posting.google.com>
Source record: 23865

I bought a new hard drive for my computer and am trying to format it
so I can load Windows XP on it, it comes up to the DOS prompt screen
and I tried to use
C:/format and nothing happens says drive specifacation invalid, so
next I tried to fdisk it and it wont let me says invalid file command,
the only drives it recongnizes are the A:/ and B:/ ... Can anyone help
me?

6234. ADV: Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 13:01:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0309050557001.4544-100000@shell1.aracnet.com>
Source record: 23867
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari stuff coming out of my Ears and I need to make room for NEW Atari stock. I'm buying out an Atari Dealer & I need to make room for NEW Atari stock! So I'm Offering a 20% off the Top Discount for any customer on Atari ST and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more! For Regular Customers add another 10% off! A Whopping 30% off the Top Discount. Take advantage of this, because this is as Good as it Gets! A lot of the items on sale I only have One, Two or a Few of! So act NOW While I got it! Get the Catalogs while inventory Lasts! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

http://www.aracnet.com/~atari/specials.htm Atari Specials!
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http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6235. Re: Bought A New Hard drive

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 13:13:23 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0309050513.18b7bda2@posting.google.com>
Source record: 23866

Well, perhaps I could. This is however not the right forum for it.

> I bought a new hard drive for my computer and am trying to format it
> so I can load Windows XP on it, it comes up to the DOS prompt screen
> and I tried to use
> C:/format and nothing happens says drive specifacation invalid, so
> next I tried to fdisk it and it wont let me says invalid file command,
> the only drives it recongnizes are the A:/ and B:/ ... Can anyone help
> me?

You need some sort of DOS to be able to format/partition it. Create a
bootdisk first, and boot on floppy. Then perform the necessary
formatting and partitioning of the harddrive.

-- Peter

6236. Re: Attachments

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 13:26:09 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f583ac8c545b3@comcast.net>
Source record: 23869

>Does anyone know of a program that will allow more than 5 accessories to be
>loaded on an STe? If so, what is it and where can I find it?
>
>TIA
>
>PAUL

Multi-desk is the one I have used. It is a commercial product, but
I thought I remember a shareware program that did the same thing,
but I am not sure...
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6237. Re: Bought A New Hard drive

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 13:26:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f583ac8c545b4@comcast.net>
Source record: 23868

>I bought a new hard drive for my computer and am trying to format it
>so I can load Windows XP on it, it comes up to the DOS prompt screen
>and I tried to use
>C:/format and nothing happens says drive specifacation invalid, so
>next I tried to fdisk it and it wont let me says invalid file command,
>the only drives it recongnizes are the A:/ and B:/ ... Can anyone help
>me?

This is an Atari area, but I will say that inorder to use the
fdisk command, you must have that program on the "A" floppy disk
as well as all other needed commands. When you type "fdisk" the
computer is looking for it on the "A" disk. I will also say, it is
much easier to do this on an Atari computer.... <g>
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6238. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 13:26:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f583ac8c545b5@comcast.net>
Source record: 23870

>Hi Steve,
>
>Can you mention some of these bugs? I've been
>using Papyrus for more than 7 years now and have
>never stumbled into any bug at all. Maybe you
>use it in a specific way for a purpose. I am
>very curious what that is and compare that with
>my use of the programme.
>
>Thanks in advance,
>
>
>
>Raoul Teulings
>3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook,
>2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

On my Hades I have to turn off the caches in order for Papyrus to
boot. Once it has booted, I just the caches back on.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6239. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 13:33:09 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0309050533.50156e5@posting.google.com>
Source record: 23871

Hi,

OK, the support has been amazing! To let everyone know, I will be sending off an order to get a small batch made, then will need to order the components and assemble them.

I'll let people know how it progresses, I didn't realise that so many people wanted one.

Thanks for the support, Lyndon

6240. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 14:13:56 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.09.05.14.13.59.374342@pandora.be>
Source record: 23872

Op Fri, 05 Sep 2003 13:26:10 +0000, schreef Edward S. Baiz Jr.:

>>Hi Steve,
>>
>>Can you mention some of these bugs? I've been using Papyrus for more
>>than 7 years now and have never stumbled into any bug at all. Maybe you
>>use it in a specific way for a purpose. I am very curious what that is
>>and compare that with my use of the programme.

> On my Hades I have to turn off the caches in order for Papyrus to boot.
> Once it has booted, I just the caches back on.

On my Hades, running freeMiNT 1.15.12/N_AES 2.0.0 I don't have to switch
off the caches. Papyrus starts up just fine. Even with Ozk's mmutools,
which I use since quite some time, Papyrus works great.
I must say I don't use the latest version. I've v8.20a.

HTH,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6241. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 14:30:46 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.09.05.14.30.49.525259@pandora.be>
Source record: 23873

Op Fri, 05 Sep 2003 00:05:18 +0000, schreef Steve Sweet:

> Hi "Martin Byttebier"
>
>> That's why I don't use Windows anymore on pc. Whatever you do don't
>> upgrade to XP. It looks nice and it works good but one isn't the master
>> of the pc anymore. To give you one example read this:
>
> Did you get this from Misinformation r us?. I run under XP-Pro, it does
> what its told.

Sure it does what its told to do and even more. Anyway, it's no matter of misinformation, it's fact. Read the new EULA. If you want to use an insecure system that's your decision, but I've made my decision. No more XP for me. I don't want to give Bill Gates and others the opportunity to access my pc without my permission.
On pc Linux is my choice. On Atari freeMiNT is my choice.

quote of the day: Windows, the only virus I know with a manual.

TTFN,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6242. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 19:14:51 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0309051114.81d6dbf@posting.google.com>
Source record: 23874

lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote in message
news:<1a7d6495.0309050533.50156e5@posting.google.com>...
> Hi,
>
> OK, the support has been amazing! To let everyone know, I will be
> sending off an order to get a small batch made, then will need to
> order the components and assemble them.
>
> I'll let people know how it progresses, I didn't realise that so many
> people wanted one.
>
> Thanks for the support, Lyndon

Glad you are going ahead with it, but could you make a guess as to the price?
Wayne

6243. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 19:45:06 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1062772348-232715AEicMi@adelphia.net>
Source record: 23875

Lyndon,
Put me down for one as well!!!! I know 2 other
people that may also be interested in one of these as
well!!! I will let you know via e-mail how many to
reserve for us as well.

Thanks,
Carey

6244. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 19:58:06 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bjapsa$gm6$1@hercules.btinternet.com>
Source record: 23876

Hi Lyndon

> OK, the support has been amazing! To let everyone know, I will be
> sending off an order to get a small batch made, then will need to
> order the components and assemble them.

I'll be more than happy to assist in the assembly if you need any help and
I'm only a short trot by post away being in Kent.

I know someone who's interested in this project but who is temporarily
unavailable so stroke an interest for Mr. Mark Branson.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6245. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 19:58:11 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bjapsg$gm6$2@hercules.btinternet.com>
Source record: 23877

Hi

"Martin Byttebier" <donotusethisaddress@pandora.be> wrote in message
news:pan.2003.09.05.14.30.49.525259@pandora.be...

> > Hi "Martin Byttebier"
> >
> >> That's why I don't use Windows anymore on pc. Whatever you do don't
> >> upgrade to XP. It looks nice and it works good but one isn't the master
> >> of the pc anymore. To give you one example read this:
> >
> > Did you get this from Misinformation r us?. I run under XP-Pro, it does
> > what its told.
>
> Sure it does what its told to do and even more. Anyway, it's no matter of
> misinformation, it's fact. Read the new EULA. If you want to use an
> insecure system that's your decision, but I've made my decision. No more
> XP for me. I don't want to give Bill Gates and others the opportunity to
> access my pc without my permission.

My XP doesn't speak to anyone i don't let it to regardless of the EULA..

> On pc Linux is my choice. On Atari freeMiNT is my choice.
>
> quote of the day: Windows, the only virus I know with a manual.

More Misinformation, it doesn't come with a manual!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6246. Re: Tower preparation for CT60, Eiffel

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 20:31:38 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0309051231.14e125bb@posting.google.com>
Source record: 23878

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0309011450.2f7448b@posting.google.com>...

> The Eiffel does not seem to be available at the moment. I have had a
> few chips programmed, but have not (yet) built the board since I
> revived a dead Deka board and am hoping that Lyndon will post updated
> schematics that allow for joystick & mouse connectors to the Eiffel.

You probably saw that Lyndon is going to make a small run of Eiffels!

>
> It is possible. Besides having to move the power supply, you will
> have to cut the narrow rectangle to size from the back and possibly
> reinforce the case. You need a pretty big case though, since you have
> to suspend the falcon's board above the bottom so that you can access
> the left-hand side's ports. I didn't have a desk large enough for
> that, so I chose another approach.
> >
> > In the previously mentioned thread, I asked about a cart port
> > extender, as I didn't want my cartmaster lite to be inaccessable, so I
> > got something from steve at Wizztronics that I hope will do the trick.
>
> It should work fine -- note however that the shorter the lines, the
> better.
>
> Galen

I recently saw that Steve at Wizztronics is liquidating his remaining
stock of Falcon Racks. The price is still more than a PC case, and my
desk is set up for a pc case, but I've decided to get one. There will
be a lot fewer problems using something with good space for everything
I need, and designed for the falcon. I think I can f8nd a way to make
my desk work!

Wayne

6247. Re: CT60/PhantomSE

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 21:07:52 UTC
From: swampfax1@atlantic.net
Message-ID: <IW66b.1307$qJ6.1044707@monger.newsread.com>
Source record: 23879

On 31 Aug 2003 11:59:07 , "Rodolphe Czuba" wrote:
>Subject: Re: CT60/PhantomSE
>Date: Sun, 31 Aug 2003 11:59:07 +0200
>X-Priority: 3
>X-MSMail-Priority: Normal
>X-Newsreader: Microsoft Outlook Express 6.00.2720.3000
>X-MimeOLE: Produced By Microsoft MimeOLE V6.00.2727.1300
>Lines: 10
>Message-ID: <3f51c6e9$0$16520$626a54ce@news.free.fr>
>Organization: Guest of ProXad - France
>NNTP-Posting-Date: 31 Aug 2003 11:59:05 MEST
>NNTP-Posting-Host: 81.56.115.83
>X-Trace: 1062323945 news3-1.free.fr 16520 81.56.115.83:2428
>X-Complaints-To: abuse@proxad.net
>Xref: news-toy.newsread.com comp.sys.atari.st:267780
>
>> Question #2 ---
>> Is the Phantom "SE" circuit (U20/U36/U37 patch) ok also with the CT60?
>
>I don't know .
>Ask to the author of the page...
>

Just to let all know that I have contacted him and he states that the
CT60 does work with the Phantom + SE on the Falcon.

John

6248. Re: Bought A New Hard drive

Newsgroup: comp.sys.atari.st
Date: 2003-09-05 21:49:46 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bjb0dn$r06$1@hercules.btinternet.com>
Source record: 23880

Hi "PFC Daniel Weinland"

> I bought a new hard drive for my computer and am trying to format it
> so I can load Windows XP on it, it comes up to the DOS prompt screen
> and I tried to use
> C:/format and nothing happens says drive specifacation invalid, so
> next I tried to fdisk it and it wont let me says invalid file command,
> the only drives it recongnizes are the A:/ and B:/ ... Can anyone help
> me?

Yes!, you need to set your BIOS to boot from CD, once you do this the
Windows XP pre-installer will partition and format as you please and then
install WIN-XP for you. No extra formatter of partition software required

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6249. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-06 02:16:33 UTC
From: The6502Man <needonebad9@yahoo.com>
Message-ID: <5sb6b.272709$cF.85207@rwcrnsc53>
Source record: 23881

Silly question, but what is Eiffel??

"Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message
news:1a7d6495.0309041044.5e51f5cf@posting.google.com...
> Hi,
>
> I am soon to make a small run of Eiffels, probably 9 or 12. I will be
> putting information on my website, it will have support for Atari
> joysticks. I will also put a package up containing the source code
> for the PIC so it is free to develop further.
>
> I'd like to hear from people if anyone is interestted in them?
>
> Thanks, Lyndon

6250. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-06 03:12:27 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB7EC8DB.1FA0%gfabasic@mint.net>
Source record: 23882

in article 5sb6b.272709$cF.85207@rwcrnsc53, The6502Man at
needonebad9@yahoo.com wrote on 9/5/03 10:16 PM:

> Silly question, but what is Eiffel??

http://perso.wanadoo.fr/laurent.favard/eiffel_e.html

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

6251. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-06 03:22:36 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0309051922.39c820a6@posting.google.com>
Source record: 23883

Hi Lyndon,

Place me on the list for one also!

Rob
webmaster@atari-users.net
http://www.atari-users.net
http://www.atariforums.com

lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote in message
news:<1a7d6495.0309041044.5e51f5cf@posting.google.com>...
> Hi,
>
> I am soon to make a small run of Eiffels, probably 9 or 12. I will be
> putting information on my website, it will have support for Atari
> joysticks. I will also put a package up containing the source code
> for the PIC so it is free to develop further.
>
> I'd like to hear from people if anyone is interestted in them?
>
> Thanks, Lyndon

6252. Re: [WWW] Some new software on my site

Newsgroup: comp.sys.atari.st
Date: 2003-09-06 05:57:02 UTC
From: swampfax1@atlantic.net
Message-ID: <OGe6b.1380$if4.1003331@newshog.newsread.com>
Source record: 23884

On 4 Sep 2003 10:58:08 +, Patrice Mandin wrote:
>Hello,
>
>I don't post a message for everything I port to Atari, so a brief message
>about recently ported apps:
>
>- gcc-3.3 et g++-3.3. Mintlib includes must be corrected, there is an
>archive for this purpose on my site (mintbind-gcc3-*)
>- physfs: library to transparently access file archives (zip, pak, etc...)
>mainly for games and demos.
>- sdl: version 1.2.6, with bug fixes (audio and video drivers).
>- doom: version 0.30pre1, video mode selection, screen zoom.
>- scummvm: version 0.5.3 (cvs 20030903), a game engine for some
>point-n-click games (UNTESTED, I don't have any game to test).
>

Hi Patrice,
Is Doom 0.30pre1 for the Falcon? I'm running single TOS 4.04 and 50mhz
(PhantomSE) and the game runs extremely slow!
Also, is sdl needed for this version of Doom and is it for the same
system?

John

6253. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-06 09:51:09 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3f59ab69$0$27019$626a54ce@news.free.fr>
Source record: 23885

> > On pc Linux is my choice. On Atari freeMiNT is my choice.
> >
> > quote of the day: Windows, the only virus I know with a manual.
>
> More Misinformation, it doesn't come with a manual!.

So explain me why my Gericom laptop came with a small plastic bac containing a "Windows XP Home edition CD" and a "Windows XP Home edition QuickStart manual" ?

Dbug

6254. Atari Online News, Etc. #05-36

Newsgroup: comp.sys.atari.st
Date: 2003-09-06 14:20:38 UTC
From: danap8@aol.comno-spam
Message-ID: <20030906102038.22819.00000332@mb-m23.aol.com>
Source record: 23886

A-ONE #0536 09/05/03

~ Symantec Raises Prices ~ People Are Talking! ~ SC68 Is Released!
~ Lycos E-Mail Glitch! ~ New Eudora Upgrade! ~ NetHack Is Updated!
~ Dogpile Gets Better! ~ MS Issues New Warnings ~ Downloaders Amnesty!
~ AvP Author Site Launch ~ Targeting Web ID Theft ~ Anti-Spam Resources!

-* Second Virus Suspect Busted! *-
-* Colossal Computer Cartoon Book Live *-
-* New Internet Worm Targets UK's Tony Blair! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

6255. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-06 20:27:32 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <bjdfvj$7ea$1$8302bc10@news.demon.co.uk>
Source record: 23887

On 4 Sep 2003 11:44:12 -, Lyndon Amsdon wrote:
>Hi,
>
>I am soon to make a small run of Eiffels, probably 9 or 12. I will be
>putting information on my website, it will have support for Atari
>joysticks. I will also put a package up containing the source code
>for the PIC so it is free to develop further.
>
>I'd like to hear from people if anyone is interestted in them?
>
>Thanks, Lyndon
>.
Put me down for one please.

Mike Bedford

6256. Re: CT060 and NOVA VDI

Newsgroup: comp.sys.atari.st
Date: 2003-09-06 20:33:22 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030906223322.a2981@du3.maus.de>
Source record: 23888

R>The VDI source has been released to an active Atarian in the hope or
R>resolving the issue.
R>Gotten anywhere yet Frank? :)

Yes. I am happy that I am back from where I was. :-) (but that's a different story).

Apart from that I don't think that I am the right person to solve the 68060 issues with the NOVA VDI but who knows... ;-)

Regards,

Frank

6257. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-06 22:08:59 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bjdltn$8ar$1@sparta.btinternet.com>
Source record: 23889

Hi "Mickael Pointier"

> > > On pc Linux is my choice. On Atari freeMiNT is my choice.
> > >
> > > quote of the day: Windows, the only virus I know with a manual.
> >
> > More Misinformation, it doesn't come with a manual!.
>
> So explain me why my Gericom laptop came with a small plastic bac
containing
> a "Windows XP Home edition CD" and a "Windows XP Home edition QuickStart
manual" ?

"Quickstart", that's not a clue is it!!. Do!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6258. Re: CT060 and NOVA VDI

Newsgroup: comp.sys.atari.st
Date: 2003-09-06 22:28:17 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB7FD7C1.1FD0%gfabasic@mint.net>
Source record: 23890

in article 20030906223322.a2981@du3.maus.de, Frank Szymanski at
Frank_Szymanski@du3.ohse.de wrote on 9/6/03 4:33 PM:

> R>The VDI source has been released to an active Atarian in the hope or
> R>resolving the issue.
> R>Gotten anywhere yet Frank? :)
>
> Yes. I am happy that I am back from where I was. :-) (but that's a different
> story).
>
> Apart from that I don't think that I am the right person to solve the 68060
> issues with the NOVA VDI but who knows... ;-)

The Nova driver seems to have problems on my Hades060, which one can get
around by turning the caches on after the driver loads. I know ozk has
fixed this himself on his machine, with the help of a dissassembly.
However, since he uses the et6000 version and myself the et4000 version,
his fix won't help everyone. If you need help, ozk would be very willing to
help with this, just visit http://assemsoft.atari.org/

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

6259. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-09-06 23:45:59 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bjdrjnbku1@thorium.cix.co.uk>
Source record: 23892

In message <ltgj21-qi5.ln1@sd.swampdog>, swamp-DEL-dog@ntlworld.com said:

SNIP - Re splitting ZIP files

>I found the (ahem) windoze source code. The file with the *.000 extender is
>a plain old text file. It lists all the parts, sizes and checksums. Nothing
>special occurs when rejoining so a simple concatention of *.001 -> *.nnn
>will reconstruct the file. The windoze version was/is supposed to be
>compatible with the ST version and that one was compatible with the GEM
>version (which had a cli version in it) so the afore mentioned ought to
>work for them all.

Sounds like this is SPLITTER by S. Coates and M.J. Matts, which
needs both SPLITTER.TTP and SPLITTER.PRG if you want to use the
GEM version. They are only 70 kB in all, so I could email them to
you if you like.

Regards, /Peter/

6260. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-06 23:46:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bjdrjo$bl0$1@thorium.cix.co.uk>
Source record: 23893

In message <1a7d6495.0309050533.50156e5@posting.google.com>, lyndonamsdon@hotmail.com said:

>OK, the support has been amazing! To let everyone know, I will be
>sending off an order to get a small batch made, then will need to
>order the components and assemble them.
>
>I'll let people know how it progresses, I didn't realise that so many
>people wanted one.

Hi Lindon!

You might get even more people if you spelt out what Eiffel
actually does, and what hardware it needs :-)

Regards, /Peter/

6261. Re: CT060 and NOVA VDI

Newsgroup: comp.sys.atari.st
Date: 2003-09-06 23:46:17 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB7FEA09.1FD5%gfabasic@mint.net>
Source record: 23891

in article v9pklvcinlo129bldqls0q9khus1bfmbuo@4ax.com, Rustynutt at
rustynuttspamblock@hotmail.com wrote on 9/6/03 6:58 PM:

>> The Nova driver seems to have problems on my Hades060, which one can get
>> around by turning the caches on after the driver loads. I know ozk has
>> fixed this himself on his machine, with the help of a dissassembly.
>> However, since he uses the et6000 version and myself the et4000 version,
>> his fix won't help everyone. If you need help, ozk would be very willing to
>> help with this, just visit http://assemsoft.atari.org/
>
> Frank might try getting Johan Klockars involved. He seems to know his
> way around the VDI stuff pretty well:)
> Frank, have you tried to boot the NOVA (and CT060) with the caches
> off? I was thinking about that, if I could get the card running with
> the VDI installed, BSS Debug is something I know how to work with, but
> the machine has to be running. I can make changes on the fly and save
> the source. Guess it could be said I was ripping off code as well:)
> LP, again, thanks for selling me Phoenix and a bunch of other apps a
> long time ago. They have been put to good use the last 10 years or so.
> Michael Grove

Glad the programs found a good home.
As for the Nova driver, I'm not sure what the problems are on the ct60
with it, but on the Hades060 it's due to self modifying code. If such code
ends up in the cache at the wrong moment then it causes problems. It might
be that you need an assembler expert versus a VDI expert. Either way it
would be nice to see it fixed.

Some people in this group just don't grasp reverse engineering, what is
theft and what isn't. I wouldn't worry about it. lol

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

6262. Re: Toad Computers Catalog Wanted...

Newsgroup: comp.sys.atari.st
Date: 2003-09-07 03:09:06 UTC
From: Samspock <samspock@samspock.com>
Message-ID: <3f5aa156$1@shknews01>
Source record: 23895

dave@toad.net

I don't know if you will get very far with that since he gets an awful lot of emails. I personally have two copies of the Version 3.42 catalog, the 95-96 catalog and the "Barn" catalog. I should since I used to own half of that company. I don't have any problems with people scanning and posting these but since Dave Troy was the one who put them together you should get his OK.

"Doctor Clu" <drclu@swbell.net> wrote in message
news:BB13D710.334F%drclu@swbell.net...
> Do you have David Troy's address? (E-mail)
>
>
>
> in article 926a9946.0306161529.73cacd12@posting.google.com, Galen at
> ekaljuma@mtsac.edu wrote on 6/16/03 6:29 PM:
>
> > Doctor Clu <drclu@swbell.net> wrote in message
> > news:<BB0F085B.2CE5%drclu@swbell.net>...
> >> Oh geez! Alright, let's take this a step further... we post Atari
> >> catalogs and magazines all the time. The company and publishers are
long
> >> gone.
> >>
> >> What is the difference?
> >
> > Generally, we ask permission.
> >>
> >> Why do people have to give flack for everything that goes on this list?
> >
> > Perhaps because Atari suffered greatly from piracy years ago. Or
> > perhaps because we prefer to do things openly and honestly. In any
> > event, I suspect David Troy will be open to the idea, so why not email
> > him?
> >
> > Galen
>

6263. Classic Computer Games for Sale

Newsgroup: comp.sys.atari.st
Date: 2003-09-07 03:37:30 UTC
From: swmoretp@aol.com
Message-ID: <20030906233730.06150.00000711@mb-m10.aol.com>
Source record: 23894

We have lots of great classic games for sale on eBay (RPG, adventure, war simulations, etc.). Most are NEW. Many are for Atari ST.
If you like SSI games (simulations or AD&D) we have almost 20 of those for sale.
We will wait until you are done bidding then combine shipping.
ENDS SEPTEMBER 9 at 7:55pm US PST
Omnicron Conspiracy for IBM by Epyx - NEW
3044900942
Nord and Bert by Infocom - NEW
3044901657
Gateway to the Savage Frontier by SSI for IBM
3045402343
Empire Deluxe for IBM in the Box
3044902409
AD&D: Spelljammer by SSI for IBM
3045403554
Apple II Classic: Legend of Blacksilver - NEW
3044903271
Global Commander for Apple II - NEW
3044903863
Warlords Battlecry by SSI for the IBM
3045404396
Crusade in Europe for Apple II - NEW
3044904584
Steel Panthers II, Modern Battles by SSI, IBM
3044905377

ENDS SEPTEMBER 10 at 7:57pm US PST
DeJa Vu for Macintosh 512, XL etc.
3045575238
Rommel Battles for Tobruk, Atari 800 - NEW
3045575987
Ultima IX by Origin for IBM - NEW
3045577020
SSI AD&D Collectors Edition for IBM - NEW
3045577623 - BUY IT NOW
PANZER GRENADIER by SSI for Atari 800 - NEW
3045105199
Wizard's Crown by SSI for Atari ST - NEW
3045578619
MECH BRIGADE by SSI for Atari 800 - NEW
3045105941
OGRE by Origin for the Atari ST - NEW
3045579112 - BUY IT NOW

ROADWAR 2000 by SSI for Atari ST - NEW
3045106467
Empire of the Overmind for Apple II - NEW
3045107433

ENDS SEPTEMBER 16 at 7:50pm US PST
Rebel Charge at Chickamauga, SSI, Atari - NEW
3045738125
Battle of Antietam by SSI for Atari 800 - NEW
3045738656
Kampfgruppe by SSI for Atari 800 - NEW
3045739158
Gettysburg, The Turning Point, SSI, Atari,NEW
3045739971
Battle of Chickamauga, Atari 800 by GDW - NEW
3045741229
Gold Rush by Sierra On-Line for Atari ST, NEW
3045741799
Roadwar Europa by SSI for Atari ST - NEW
3045742299
NAM by SSI for the Atari 800 - NEW
3045742864
Questron II by SSI for Atari ST - NEW
3045743415
Demon's Winter by SSI for Atari ST - NEW
3045743901
RARE SierraVision Crossfire, Atari 800 - NEW
3045744619 - Sep-16 20:26:41

BUY IT NOW
Blue Max by Synapse for the Commodore 64
3042400535
Superman by Capstone & DC Comics, C-64
3042975093
Shootout at the OK Galaxy by Avalon Hill
3042989120
Tracker by Rainbird for Commodore 64 - NEW
3043346640
Altered Beast for Amiga.- NEW
3043347384
Hacker II for the Commodore 64 - NEW
3043347993
WWF Superstars Vol. 1 for C-64 - NEW
3043348722
Swords of Twilight for Amiga - NEW
2750453878
Federation for the Commodore Amiga - NEW
2750454277
Galactic Invasion for Amiga - NEW
2750454897
Questron II by SSI for Commodore 64 - NEW

3044054745
The Duel, Test Drive II for C-64, NEW
3038729929
Atari 800, Commodore 64 Guderian by Avalon Hill - NEW
3038855036
IBM Shadowcaster by Origin Complete in Box
3042399399
Hillsfar by SSI for Commodore 64
3038855403
Empire by Intersel for Apple II in the Box
3045137665
Ft. Apocalypse by Synapse, 1982 - Atari 800 - NO Box
3042757870
Dimension X by Synapse, 1983 - Atari 800 - NO Box
3042758064
The President's Plane is Missing for Commodore 64 - NEW
3045138112.
Knight Orc by Level 9, Rainbird - Atari ST
3045600443.
Golden Path by Firebird for Atari ST
3045600556
Tracker by Rainbird for Macintosh - NEW
3045600715
Tracker by Rainbird for the IBM - NEW
3045601182
Sentry by Firebird for Commodore 64 - NEW
3045601511
SSI AD&D: Curse of the Azure Bonds, IBM - NEW
3045601845

6264. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-07 11:38:43 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3f5b1616$0$27575$626a54ce@news.free.fr>
Source record: 23796

> > > > On pc Linux is my choice. On Atari freeMiNT is my choice.
> > > > quote of the day: Windows, the only virus I know with a manual.
> > >
> > > More Misinformation, it doesn't come with a manual!.
> >
> > So explain me why my Gericom laptop came with a small plastic bac
> containing
> > a "Windows XP Home edition CD" and a "Windows XP Home edition QuickStart
> manual" ?
>
> "Quickstart", that's not a clue is it!!. Do!.

And your point is ?
It's still a user manual, no ?

Dbug

6265. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-09-07 16:10:30 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <4t1s21-omc.ln1@sd.swampdog>
Source record: 23809

xlator@cix.compulink.co.uk wrote:

> In message <ltgj21-qi5.ln1@sd.swampdog>, swamp-DEL-dog@ntlworld.com said:
>
> SNIP - Re splitting ZIP files
>
>>I found the (ahem) windoze source code. The file with the *.000 extender
>>is a plain old text file. It lists all the parts, sizes and checksums.
>>Nothing special occurs when rejoining so a simple concatention of *.001 ->
>>*.nnn will reconstruct the file. The windoze version was/is supposed to be
>>compatible with the ST version and that one was compatible with the GEM
>>version (which had a cli version in it) so the afore mentioned ought to
>>work for them all.
>
> Sounds like this is SPLITTER by S. Coates and M.J. Matts, which
> needs both SPLITTER.TTP and SPLITTER.PRG if you want to use the
> GEM version. They are only 70 kB in all, so I could email them to
> you if you like.

Actually, strange though it may sound, the source code would be handy so yes
please. The sources to my windows version are dire - I'd only just got
Builder at the time and knew nothing about Delphi (VCL), C++, or windoze!

My email is as shown minus the -DEL- part.

TA :-)

--
Guy Harrison

6266. FA*ST Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2003-09-07 17:39:13 UTC
From: jon
Message-ID: <P2K6b.18744$n94.4631@fed1read04>
Source record: 23797

I just acquired an ICD FA*ST hard drive from ebay. It did not have a drive in it, but, the power supply and controller are there. I installed an IBM 2 gig scsi drive in it and it seemed to work fine. Now I get random drive restarts and other drive not found errors. Is there a limit to the drive size I can use?

Since I don't have the docs to this unit, I am stuck. Is there anyone out there who might have the docs that came with this unit? ICD's web page is of no help. A search of the web couldn't find them either. I'm assuming that I don't have something set right on the drive itself.

Thanks

6267. [ANN] Meg 1.1

Newsgroup: comp.sys.atari.st
Date: 2003-09-07 17:59:17 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3f5b71f4$0$20948$7a628cd7@news.club-internet.fr>
Source record: 23798

Bonsoir :)

Small update of Meg (mailboxes checker and anti-spam filter).
Download at http://rajah.atari.org or direclty on
http://membres.lycos.fr/nef/files/ -> meg11_uk.zip (220 Kb)

new features:
- bugfix of 'To' and 'Reply-To' field confusion
- bugfix of several lines field detection (both tab and space)
+ new parameter : number of lines of mail body to retrieve for analyse
+ accessory mode (with no guarantee on stability, prefer APP mode in
multitasking environment)
+ new filter : mail size
+ new notification type : in AtarICQ window
+ new notification type : system bell

Thanks to Jean-Marc, Pascal & John.

Bye

Rajah Lone / Renaissance

6268. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-07 18:35:52 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.7438d19c.98f41e82.wdwd@wd.com>
Source record: 23799

Dans le message <bjdrjo$bl0$1@thorium.cix.co.uk>
xlator@cix.compulink.co.uk a ï¿½crit:

>Hi Lindon!

>You might get even more people if you spelt out what Eiffel
>actually does, and what hardware it needs :-)

It's a little hardware that allows to connect both a PS/2 mouse
and keyboard to an Atari, and, with the latest release, it is
possible to connect joysticks and to control the internal
temperature too.
It was made by someone whose initials are F. L., hence the name.
More about it at http://eiffel.atari.org

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

6269. Re: Tower preparation for CT60, Eiffel

Newsgroup: comp.sys.atari.st
Date: 2003-09-07 18:55:05 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309071055.783b1eaa@posting.google.com>
Source record: 23800

wmartz@firstpresdalton.org (Wayne Martz) wrote in message
news:<2f399fc7.0309051231.14e125bb@posting.google.com>...

> I recently saw that Steve at Wizztronics is liquidating his remaining
> stock of Falcon Racks. The price is still more than a PC case, and my
> desk is set up for a pc case, but I've decided to get one. There will
> be a lot fewer problems using something with good space for everything
> I need, and designed for the falcon. I think I can f8nd a way to make
> my desk work!
>
The Falcon Rack is the way I decided to go too. The case is quite
strong, and could handle a 17" monitor on top. You have to make a
fair amount of custom cabling to extend the left hand and front ports
(the rear ports are flush against the case's edge) however, and at
least on mine, the mounting posts for the motherboard do not line up
perfectly (not too significant a problem).

Galen

6270. Re: Toad Asked (Was: Toad Computers Catalog Wanted...)

Newsgroup: comp.sys.atari.st
Date: 2003-09-07 19:10:50 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309071110.455679a@posting.google.com>
Source record: 23801

I emailed Dave Troy today at noon PST requesting permission to scan
and post the catalogs. I will await his reply.

Galen

"Samspock" <samspock@samspock.com> wrote in message news:<3f5aa156$1@shknews01>...
> dave@toad.net
>
> I don't know if you will get very far with that since he gets an awful lot
> of emails. I personally have two copies of the Version 3.42 catalog, the
> 95-96 catalog and the "Barn" catalog. I should since I used to own half of
> that company. I don't have any problems with people scanning and posting
> these but since Dave Troy was the one who put them together you should get
> his OK.
>

6271. Re: FA*ST Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2003-09-07 19:45:24 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bjg1skbij1@reader2.panix.com>
Source record: 23802

Maybe it is not a setting. I got four identical drives on E-bay, made by Honeywell. I am now on the fourth one, and it seems to be working OK.

The first three apparently started losing speed randomly, and the symptom was files not found. Finally each of them died by stopping, restarting, and finally not restarting.

But, every disk checking program I had showed nothing wrong with the drives, until they refused to do anything.

I would suggest trying another SCSI drive.

jon <jonm2no_@__@spam@cox.net> writes:

: I just acquired an ICD FA*ST hard drive from ebay. It did not have a drive
: in it, but, the power supply and controller are there. I installed an IBM
: 2 gig scsi drive in it and it seemed to work fine. Now I get random drive
: restarts and other drive not found errors. Is there a limit to the drive
: size I can use?

: Since I don't have the docs to this unit, I am stuck. Is there anyone out
: there who might have the docs that came with this unit? ICD's web page is
: of no help. A search of the web couldn't find them either. I'm assuming
: that I don't have something set right on the drive itself.

: Thanks

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6272. Software for Magic Sac?

Newsgroup: comp.sys.atari.st
Date: 2003-09-07 20:51:04 UTC
From: Julian Lewis-Booth <julian@portland.co.uk>
Message-ID: <_SM6b.10896$Ci1.1724244@newsfep2-win.server.ntli.net>
Source record: 23803

Hi There,

got a couple of Magic Sac carts from my prehistory and wanted to play with them again, as I should have expected the disks have degenerated and I have lost the software.

Any kind soul out there still got copies? please get in touch if you do.

Thanks

Julian

6273. Re _Honda 50 wheel bearings

Newsgroup: comp.sys.atari.st
Date: 2003-09-07 22:30:18 UTC
From: raz <nanbread@chilliesauce.com>
Message-ID: <bjgbvg$4np$1@news7.svr.pol.co.uk>
Source record: 23804

No, not unless you remove the woodruff keys first and then you will still find you have problems

6274. Re: Tower preparation for CT60, Eiffel

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 00:06:14 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0309071606.2ccac5e1@posting.google.com>
Source record: 23805

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0309071055.783b1eaa@posting.google.com>...
> wmartz@firstpresdalton.org (Wayne Martz) wrote in message
news:<2f399fc7.0309051231.14e125bb@posting.google.com>...
>
> > I recently saw that Steve at Wizztronics is liquidating his remaining
> > stock of Falcon Racks. The price is still more than a PC case, and my
> > desk is set up for a pc case, but I've decided to get one. There will
> > be a lot fewer problems using something with good space for everything
> > I need, and designed for the falcon. I think I can f8nd a way to make
> > my desk work!
> >
> The Falcon Rack is the way I decided to go too. The case is quite
> strong, and could handle a 17" monitor on top. You have to make a
> fair amount of custom cabling to extend the left hand and front ports
> (the rear ports are flush against the case's edge) however, and at
> least on mine, the mounting posts for the motherboard do not line up
> perfectly (not too significant a problem).
>
> Galen

Well, for the Cart and midi ports, I've bought stuff from steve at
wizztronics designed for the Falcon rack, so I should be good there.
For the mouse and joystick ports, I'm waiting for an Eiffel. If there
is any problem with that, steve makes something that should work.

6275. Re: FA*ST Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 04:19:06 UTC
From: Dave <Dave@nospam.com>
Message-ID: <3f5c0343$0$23613$5a62ac22@freenews.iinet.net.au>
Source record: 23806

is it terminated correctly?

"jon" <jonm2no_@__@spam@cox.net> wrote in message
news:P2K6b.18744$n94.4631@fed1read04...
> I just acquired an ICD FA*ST hard drive from ebay. It did not have a
drive
> in it, but, the power supply and controller are there. I installed an
IBM
> 2 gig scsi drive in it and it seemed to work fine. Now I get random drive
> restarts and other drive not found errors. Is there a limit to the drive
> size I can use?
>
> Since I don't have the docs to this unit, I am stuck. Is there anyone
out
> there who might have the docs that came with this unit? ICD's web page
is
> of no help. A search of the web couldn't find them either. I'm
assuming
> that I don't have something set right on the drive itself.
>
> Thanks
>
>

6276. vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 05:27:36 UTC
From: jdplace@prodigy.net
Message-ID: <crU6b.4460$BP1.3256@newssvr16.news.prodigy.com>
Source record: 23807

A google groups search on vernalelm.com returned some complaints.
Has anyone found this company to be a reputable source? Are there
any other good US sources for a full-version 68060?

6277. Re: [ANN] Meg 1.1

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 07:18:37 UTC
From: swampfax1@atlantic.net
Message-ID: <h3W6b.1428$qJ6.1150280@monger.newsread.com>
Source record: 23808

On 7 Sep 2003 17:59:17 G, Pierre TONTHAT wrote:
>Bonsoir :)
>
>Small update of Meg (mailboxes checker and anti-spam filter).
>Download at http://rajah.atari.org or direclty on
>http://membres.lycos.fr/nef/files/ -> meg11_uk.zip (220 Kb)
>
>new features:
>- bugfix of 'To' and 'Reply-To' field confusion
>- bugfix of several lines field detection (both tab and space)
>+ new parameter : number of lines of mail body to retrieve for analyse
>+ accessory mode (with no guarantee on stability, prefer APP mode in
> multitasking environment)
>+ new filter : mail size
>+ new notification type : in AtarICQ window
>+ new notification type : system bell
>
>Thanks to Jean-Marc, Pascal & John.
>
>Bye
>
>Rajah Lone / Renaissance
>
Hi Pierre,
Thought I'd let you know that the bell feature in 1.1 works nicely for
single TOS 4.04 on the Falcon. I like the way it rings twice :)
Handy program!

John

6278. Re: [ANN] Meg 1.1

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 08:46:19 UTC
From: swampfax1@atlantic.net
Message-ID: <vlX6b.1431$qJ6.1151685@monger.newsread.com>
Source record: 23810

Hi Pierre,
A surprising thing happened while downloading with CAB. The double bell rang! I forgot I had Meg installed as an accessory and it was checking the mail at the same time with no seemingly ill effects on the download! So I went to Newsie from CAB, got the mail and from there I went to Everest to reply and I noticed a slowdown of screen loading. By time I edited a letter the system slowed down to a dead stop!
I reralize Meg is for a multi-tasking system and you didn't advise using it as an ACC but I thought I'd let you know anyway.

John

6279. Re: Software for Magic Sac?

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 09:10:24 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <Zou+IbBAeEX$Ew8B@dmc12.demon.co.uk>
Source record: 23811

In message <_SM6b.10896$Ci1.1724244@newsfep2-win.server.ntli.net>,
Julian Lewis-Booth <julian@portland.co.uk> writes
>Hi There,
>
>got a couple of Magic Sac carts from my prehistory and wanted to play with
>them again, as I should have expected the disks have degenerated and I have
>lost the software.

Is it compatible at all with Spectre GCR software? I have the Spectre
transverter disk.

Best Wishes,
Richard

--
Richard Kilpatrick, long haired prophet of doom. |\ _,,,---,,_
Musical suicide - www.mp3.com/RichardKilpatrick /,`.-'`' -. ;-;;,
Work: Icon Publications, Group Sales Manager |,4-))-,_. ,\ (`'::.
Homepage: http://www.dmc12.demon.co.uk/ '----''(_/--' `-'_)Morticia

6280. Re: [WWW] Some new software on my site

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 10:47:19 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0309080247.6f9e0f25@posting.google.com>
Source record: 23812

Hi,

> Is Doom 0.30pre1 for the Falcon? I'm running single TOS 4.04 and 50mhz
> (PhantomSE) and the game runs extremely slow!

Try another videomode (using the '-videomode' parameter).

Note: Doom will still be slow, but not that slow. Patrice's Doom port
does not use the DSP, 68030@25Mhz in your case I guess.

> Also, is sdl needed for this version of Doom and is it for the same
> system?

Nope.

-- Peter

6281. Re: [ANN] Meg 1.1

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 12:30:51 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <bjhsi2cug1@news-reader5.wanadoo.fr>
Source record: 23813

Bonjour :)

> I went to Newsie from CAB, got the mail and from there I went to Everest
> to reply and I noticed a slowdown of screen loading.

The operation you describe is suited and convenient under multitasking mode.
CAB, Newsie, EvereST and Meg can run together withtout problems under MagiC.

Under SingleTOS, all of theses successives launches and program ends far
away form the desktop can damage the system : memory allocations above the
last program are deleted without warning by the TOS, or vice-versa, some
memory allocations are not made free. (you need also a big amount of RAM).

Still, with your sum of programs in memory, I'm not sure that Meg provokes
this "slowdown of screen loading", since the caller program (ie CAB) is
freezed under SingleTOS to run its child (ie Newsie), while STinG or Meg can
run coz the first is TSR (or something like that) and the second is running
as ACC.

Remember that the launch (pexec) of another child program is permited, but
it's not convenient : multitasking environment were created for that.

Bye

Rajah

6282. Re: vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 13:22:27 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f5c8282$0$27046$626a54ce@news.free.fr>
Source record: 23814

Some complaints ???!
What's about ??
I ordered some 060 to them for CT60 !!!

If I receive not my 060, I will not be able to ship the last 060 !!!
If I lost money I stop all now !

"Joseph D. Place" <jdplace@prodigy.net> a crit dans le message de news:
crU6b.4460$BP1.3256@newssvr16.news.prodigy.com...
> A google groups search on vernalelm.com returned some complaints.
> Has anyone found this company to be a reputable source? Are there
> any other good US sources for a full-version 68060?
>
>
>

6283. Re: FA*ST Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 13:48:37 UTC
From: jon
Message-ID: <LM%6b.22445$n94.22164@fed1read04>
Source record: 23815

It turned out to be a drive problem. It decided to spin up tonight and not
finish initializing. Oh well, thanks for the input on this. I guess I'll
be looking for a replacement.

Thanks again!

"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:bjg1skbij1@reader2.panix.com...
> Maybe it is not a setting. I got four identical drives on E-bay, made by
> Honeywell. I am now on the fourth one, and it seems to be working OK.
>
> The first three apparently started losing speed randomly, and the symptom
> was files not found. Finally each of them died by stopping, restarting,
> and finally not restarting.
>
> But, every disk checking program I had showed nothing wrong with the
> drives, until they refused to do anything.
>
> I would suggest trying another SCSI drive.
>
> jon <jonm2no_@__@spam@cox.net> writes:
>
> : I just acquired an ICD FA*ST hard drive from ebay. It did not have a
drive
> : in it, but, the power supply and controller are there. I installed an
IBM
> : 2 gig scsi drive in it and it seemed to work fine. Now I get random
drive
> : restarts and other drive not found errors. Is there a limit to the
drive
> : size I can use?
>
> : Since I don't have the docs to this unit, I am stuck. Is there anyone
out
> : there who might have the docs that came with this unit? ICD's web page
is
> : of no help. A search of the web couldn't find them either. I'm
assuming
> : that I don't have something set right on the drive itself.
>
> : Thanks
>
>
>
> --

```
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>
```

6284. New 15-16KHz vert. refresh monitors available!

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 15:33:02 UTC
From: julianwolfe@earthlink.net
Message-ID: <de454671.0309080733.2075406@posting.google.com>
Source record: 23816

I thought I'd point this out - this company sells combo TV/Monitor systems for about 225 USD. They support the 15-16KHz vertical refresh range, and also the 30-60 KHz.

Might be of interest for those of you looking to replace your old ST monitor in North America.

here's the link:

http://www.miraclebusiness.com

They also sell monochrome VGA diplays ideal for replacing the SM124/125 with.

Peace, Atarians!

Julian

6285. Re: Re _Honda 50 wheel bearings

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 15:46:08 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <0sku21-nmr2.ln1@sd.swampdog>
Source record: 23817

Rustynutt wrote:

> On Sun, 7 Sep 2003 23:30:18 +0100, "raz" <nanbread@chilliesauce.com>
> wrote:
>
>>No, not unless you remove the woodruff keys first and then you will still
>>find you have problems
>>
>
> Cool, another vintage biker and computer user miss-post:)
> Isn't it a great life having more than one hobby!

Dunno why the OP's asking about wheel bearings either. The *only* useful thing you can do with a honda 50 step-through, is pull excellent wheelies. Preferably whilst someone else is on it!

Hint: wait 'til the plonker riding it winds the throttle back, tap on his shoulder, then stamp it into gear. Often they flick right over. Easy 20 points that is (extra bonus 50 for nads).

--
Guy Harrison

6286. Re: NOVA sources

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 16:47:58 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030908184758.a3675@du3.maus.de>
Source record: 23819

MD>For what reasons are you allowed to request these sources? To develop
MD>drivers for other hardware or to get nova vdi working with ct60 only?

Why do you ask?

Regards,

Frank

6287. Re: vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 17:16:59 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <3f5cb84a$0$27586$626a54ce@news.free.fr>
Source record: 23818

"Rodolphe Czuba" <rczuba@free.fr> a �crit dans le message news:
3f5c8282$0$27046$626a54ce@news.free.fr...
>
> Some complaints ???!
> What's about ??
> I ordered some 060 to them for CT60 !!!
>
> If I receive not my 060, I will not be able to ship the last 060 !!!
> If I lost money I stop all now !
>

have a look at this thread

http://minilien.com/?kDGOLOnVgP

--

J�r�me

6288. Re: vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 18:59:36 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0309081059.2a46b47f@posting.google.com>
Source record: 23820

Hi,

I have ordered one too.. But I think he's OK - it just takes longer to process an order than it says on his webpage.

Regards

-- Peter

6289. Re: New 15-16KHz vert. refresh monitors available!

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 20:26:10 UTC
From: "James W. Krych" <james.krych@us.army.mil>
Message-ID: <CB57b.38261$Nc.9394238@news1.news.adelphia.net>
Source record: 23821

Hi!!!

They are nice! Just make DARN certain that the monitors can handle the
freaky RGB levels of the ST/Falcon line; 1.8V p-p @ 1.2VDC bias.

Jim

"Julian Wolfe" <julianwolfe@earthlink.net> wrote in message
news:de454671.0309080733.2075406@posting.google.com...
> I thought I'd point this out - this company sells combo TV/Monitor systems
> for about 225 USD. They support the 15-16KHz vertical refresh range, and
> also the 30-60 KHz.
>
> Might be of interest for those of you looking to replace your old ST
monitor
> in North America.
>
> here's the link:
>
> http://www.miraclebusiness.com
>
> They also sell monochrome VGA diplays ideal for replacing the SM124/125
> with.
>
> Peace, Atarians!
>
> Julian

6290. Re: vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 20:40:50 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f5ce940$0$27051$626a54ce@news.free.fr>
Source record: 23822

Just to say that stories about FULL 060 that are marked EC should not exist
!!

In fact I can a tell you that all 060 I shipped on CT60 are EC marked !!!

OK ?
WHY ??

Motorola produced some very important amount of FULL 060 that they marked EC
because at this moment some of their big customers were requesting EC low
cost 060 and motorola had no time to produce them, so they decide the stamp
some 060 as EC but they were FULL models !!

The CT60 BIOS analyse the registers of the 060, and all EC that I plugged
(and you use if you have a CT60 + 060 FULL) are well identified as 060 with
PMMU & FPU !! And the FPU works fine !!

Ok, on CT60 I have no problems with customers afraid by the EC letters
because I stick a heatsink on the 060....;-))

I hope the discussion about 'EC instead of FULL' shipping will end now !

I never had problems with Vernal Elm !
I had some bad 060 (four pieces) and they accepted to replace them...

My only problem now is that I wait for my order since a long time.... but
that's not the first time there is a delay and I not ordered only one
piece...so they may need more time for my order...

Regards

"J�r�me Ginestet" <ginesj@free.fr> a �crit dans le message de news:
3f5cb84a$0$27586$626a54ce@news.free.fr...
>
> "Rodolphe Czuba" <rczuba@free.fr> a �crit dans le message news:
> 3f5c8282$0$27046$626a54ce@news.free.fr...
> >
> > Some complaints ???!
> > What's about ??
> > I ordered some 060 to them for CT60 !!!
> >
> > If I receive not my 060, I will not be able to ship the last 060 !!!
> > If I lost money I stop all now !
> >
>
> have a look at this thread
>

> http://minilien.com/?kDGOLOnVgP
>
> --
>
> J�r�me
>
>
>
>

6291. Re: vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-09-08 22:46:30 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f5d1cce8fc31c0@europe-shareware.org>
Source record: 23824

Hello,

in article <3f5ce940$0$27051$626a54ce@news.free.fr> (comp.sys.atari.st),
Rodolphe Czuba wrote on Mon 08-09-2003 22:40 (+0200):

> Ok, on CT60 I have no problems with customers afraid by the EC letters
> because I stick a heatsink on the 060....;-))

:-)

Bye,
/Pascal/

6292. Re: Gaim on Atari

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 00:44:15 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f5d063f.0@entanet>
Source record: 23823

On 26 Aug 2003 15:00:29 , Mark D wrote:
>Hey guys,
>
>This may not be that newsworthy but it's fun nonetheless. Today I
>successfully ported the most recent GTK 1.x version of gaim to atari!
>
>Check out screenshots here:
>http://aoi.atari-source.com/~mduckworth/gaim1.gif
>http://aoi.atari-source.com/~mduckworth/gaim2.gif
>
>Names have been blotted to protect the innocent. This has been done
>mainly so I can chat while I'm developing GEM Instant Messenger ;-)
>
>Mark

It looks good, is it worth releasing ?

Regards,

Peter

6293. Re: Tower preparation for CT60, Eiffel

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 01:09:29 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309081709.4f1395b3@posting.google.com>
Source record: 23825

wmartz@firstpresdalton.org (Wayne Martz) wrote in message
news:<2f399fc7.0309071606.2ccac5e1@posting.google.com>...
> ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0309071055.783b1eaa@posting.google.com>...
> > wmartz@firstpresdalton.org (Wayne Martz) wrote in message
news:<2f399fc7.0309051231.14e125bb@posting.google.com>...
> >
> > > I recently saw that Steve at Wizztronics is liquidating his remaining
> > > stock of Falcon Racks. The price is still more than a PC case, and my
> > > desk is set up for a pc case, but I've decided to get one. There will
> > > be a lot fewer problems using something with good space for everything
> > > I need, and designed for the falcon. I think I can f8nd a way to make
> > > my desk work!
> > >
> > The Falcon Rack is the way I decided to go too. The case is quite
> > strong, and could handle a 17" monitor on top. You have to make a
> > fair amount of custom cabling to extend the left hand and front ports
> > (the rear ports are flush against the case's edge) however, and at
> > least on mine, the mounting posts for the motherboard do not line up
> > perfectly (not too significant a problem).
> >
> > Galen
>
> Well, for the Cart and midi ports, I've bought stuff from steve at
> wizztronics designed for the Falcon rack, so I should be good there.
> For the mouse and joystick ports, I'm waiting for an Eiffel. If there
> is any problem with that, steve makes something that should work.

I did some work on my CT60 in a Falcon Rack yesterday and found that
it was a pretty tight fit due to the digital joystick extenders. It
also was too long a stretch for my power supply -- anyone know where
one can get a power supply extension cable?

Galen

6294. help needed for stuck floppy light

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 01:22:09 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309081722.55ad2847@posting.google.com>
Source record: 23826

Hello everyone,

Since I hadn't played with my spare Falcon for a month or so I thought
I'd test it before I installed my CT60 into it. It worked fine, save
that the floppy light refused to go off (at least most of the time)
and upon the first attempt to access any floppy the computer gave a
"this disk cannot be read" error. Any ideas what might be ailing the
floppy?

Galen

6295. Help needed with CT60 instability

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 01:28:40 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309081728.15ef411a@posting.google.com>
Source record: 23827

Hello again,

My CT60 installed easily enough last night, although I had to disconnect the hard drives temporarily until my damaged copy of HDDriver gets replaced. (Wow! 256Mb of RAM and 1.44Mb of disk space!) However, it seems to be fairly easy to get a screen full of numbers and a lock up (or occassionally just a lock up). I haven't had time to hunt down the problem, but I worry that the cause might be my brand new 133Mhz SODIMM, which is only returnable for two weeks. Thus, could CT60 owners give me some idea of what troubles they had with RAM? It would help me decide whether to race back to the store for another stick.

Galen

6296. Re: Bought A New Hard drive

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 02:17:46 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <iPa7b.1170$aC2.972@news.inreach.com>
Source record: 23828

Your asking that on a newsgroup for the ATARI computers?

--
"In this universe the night was falling,the shadows were lengthening
towards an east that would not know another dawn.
But elsewhere the stars were still young and the light of morning
lingered: and along the path he once had followed, man would one day go
again."

Arthur C. Clarke, The City & The Stars

SIAR
www.starlords.org
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/
Freelance Writers Shop
http://www.freelancewrittersshop.netfirms.com
Telescope Buyers FAQ
http://home.inreach.com/starlord

"PFC Daniel Weinland" <nomenclature1@hotmail.com> wrote in message
news:e7316071.0309050259.1fb20dd9@posting.google.com...
> I bought a new hard drive for my computer and am trying to format it
> so I can load Windows XP on it, it comes up to the DOS prompt screen
> and I tried to use
> C:/format and nothing happens says drive specifacation invalid, so
> next I tried to fdisk it and it wont let me says invalid file command,
> the only drives it recongnizes are the A:/ and B:/ ... Can anyone help
> me?

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.515 / Virus Database: 313 - Release Date: 9/1/03

6297. Re: [ANN] Meg 1.1

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 04:34:36 UTC
From: swampfax1@atlantic.net
Message-ID: <wLc7b.1519$if4.1107964@newshog.newsread.com>
Source record: 23829

On 8 Sep 2003 14:30:51 +, "Pierre TONTHAT" wrote:
>Bonjour :)
>
>> I went to Newsie from CAB, got the mail and from there I went to Everest
>> to reply and I noticed a slowdown of screen loading.
>
>The operation you describe is suited and convenient under multitasking mode.
>CAB, Newsie, EvereST and Meg can run together withtout problems under MagiC.
>
>Under SingleTOS, all of theses successives launches and program ends far
>away form the desktop can damage the system : memory allocations above the
>last program are deleted without warning by the TOS, or vice-versa, some
>memory allocations are not made free. (you need also a big amount of RAM).
>
>Still, with your sum of programs in memory, I'm not sure that Meg provokes
>this "slowdown of screen loading", since the caller program (ie CAB) is
>freezed under SingleTOS to run its child (ie Newsie), while STinG or Meg can
>run coz the first is TSR (or something like that) and the second is running
>as ACC.
>
>Remember that the launch (pexec) of another child program is permited, but
>it's not convenient : multitasking environment were created for that.
>
>Bye
>
>Rajah
>
Ok Rajah (or Pierre :),
Thanks for the explanation (although a bit over my head, I get the
basics). One note, I frequently run CAB and use external to go to Newsie
and from their reply with Everest (or QED) but never saw a slow-down in the
system! I assume that Meg (as an ACC. set to check mail every 2 minutes)
was just the last straw so I wasn't implying that it was Meg's fault!

Appreciate your work,
John

6298. Re: [WWW] Some new software on my site

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 04:46:58 UTC
From: swampfax1@atlantic.net
Message-ID: <6Xc7b.1520$if4.1108647@newshog.newsread.com>
Source record: 23830

On 8 Sep 2003 03:47:19 -, Peter wrote:
>Hi,
>
>> Is Doom 0.30pre1 for the Falcon? I'm running single TOS 4.04 and 50mhz
>> (PhantomSE) and the game runs extremely slow!
>
>Try another videomode (using the '-videomode' parameter).
>
>Note: Doom will still be slow, but not that slow. Patrice's Doom port
>does not use the DSP, 68030@25Mhz in your case I guess.
>
>> Also, is sdl needed for this version of Doom and is it for the same
>> system?
>
>Nope.
>
>-- Peter
>.
Hi Peter,
I tried it at 16 bit as a guess since the screen at loading goes by too
fast to see what's up! All that did was shrink the game screen in half
vertically and still ran extremely slow (even with the sound off)!
I use version 0.27. 0.28 crashes and in later versions the fire button on
the joy stick moves the guy forward instead of firing (critical for the
exterminator :)

John

6299. Re: Help needed with CT60 instability

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 07:23:47 UTC
From: kimmo.hakala@cop.fi
Message-ID: <f26d04ec.0309082323.355a67c7@posting.google.com>
Source record: 23831

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0309081728.15ef411a@posting.google.com>...
> Hello again,
>
> My CT60 installed easily enough last night, although I had to
> disconnect the hard drives temporarily until my damaged copy of
> HDDriver gets replaced. (Wow! 256Mb of RAM and 1.44Mb of disk
> space!) However, it seems to be fairly easy to get a screen full of
> numbers and a lock up (or occassionally just a lock up). I haven't
> had time to hunt down the problem, but I worry that the cause might be
> my brand new 133Mhz SODIMM, which is only returnable for two weeks.
> Thus, could CT60 owners give me some idea of what troubles they had
> with RAM? It would help me decide whether to race back to the store
> for another stick.
>
What kind of ATX-power are you using? With older ATX-power I've had
no problems whatsoever, but with 350 W P4 compatible ATX-power the
situation was different...

CT60 worked only about half a minute, sometimes little bit longer,
then there were error messages or the system just halted...

Do try with older ATX-power first, before returning the 133MHz
SODIMM, as after changing the ATX-power, every tested memory module
has worked well so far (64 MB, 128 MB and 256 MB).

Regards,
Kimmo

6300. Re: University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 07:28:42 UTC
From: themroc@aol.com
Message-ID: <20030909032842.28373.00000679@mb-m03.aol.com>
Source record: 23832

When i sold my MSTE in early 95,Atari software offered only the most basic import/export formats.(.TXT,.CSV,and as most advanced,.RTF).TEX was also an option,but who uses it nowaddays?Wordprocessors since 95:Papyrus and a quite surely too simple WP from Germany(name forgotten),which was distributed on CD(whoa-an Atari app on CD-the only?).

6301. Re: University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 07:42:56 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bjk0do$56l$1@reader10.wxs.nl>
Source record: 23833

Themroc wrote:
> When i sold my MSTE in early 95,Atari software offered only the most basic
> import/export formats.(.TXT,.CSV,and as most advanced,.RTF).TEX was also an
> option,but who uses it nowaddays?

Many people actually.. LaTeX that is. It's so much more reliable than glossy wysiwyg programs like Word, and it's usable with codemanagers and the likes. So especially for large scientific works, LaTeX is often used. Another great advantage is that large fully layed-out documents remain pretty small in filesise, since they're not stuffed with binary noninformation. And of course, no viruses. :)

> CD(whoa-an Atari app on CD-the only?).

Hihi, what planet have YOU been on in the last ten years?!?! There have been gazillions of CDs with Atari stuff.. and not just the regular PD stuff (wonderful collections, "Whiteline" rules), but also for example MiNT distributions, several(!) different complete Linux distributions for Atari.. And all new Calamus versions are sold on CD only. The only thing that never really got off the ground is CD-games (like the PC adventures that use the CD all the time for enhancing the game with prerendered music and animations).

But really, the computer world is larger than what you see through your Windows(TM). ;)

Maurits.

6302. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 07:44:05 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnblr05s.2mm.atari@core.preferuje.luzik.pl>
Source record: 23834

On 4 Sep 2003 11:44:12 -0700, Lyndon Amsdon <lyndonamsdon@hotmail.com> had a noticeable pleasure while writting:
> Hi,
>
> I am soon to make a small run of Eiffels, probably 9 or 12. I will be
> putting information on my website, it will have support for Atari
> joysticks. I will also put a package up containing the source code
> for the PIC so it is free to develop further.

It seems that Eiffel does not support all mouse-movement types (relative, etc.) have you fixed it?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6303. Re: [WWW] Some new software on my site

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 07:56:35 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnblr0ta.2mm.atari@core.preferuje.luzik.pl>
Source record: 23835

On Thu, 04 Sep 2003 10:58:08 +0200, Patrice Mandin <pmandin@caramail-NOSPAM.com> had a noticeable pleasure while writting:
> - scummvm: version 0.5.3 (cvs 20030903), a game engine for some
> point-n-click games (UNTESTED, I don't have any game to test).

"Beneath a steel sky" (a great game by Revolution Software) has been recently released for free. It runs quite ok under SUMMVM (at least under GNU/Linux Debian at x86) http://www.revolution.co.uk/.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6304. Re: help needed for stuck floppy light

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 09:23:03 UTC
From: Bob the builder <Bob@GF.com>
Message-ID: <3f5d9bf7$0$23601$5a62ac22@freenews.iinet.net.au>
Source record: 23836

has the drive/cable been removed before? possibly its cable was reinstalled
upside down.

by cable I mean data ribbon cable, not the power cable.

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0309081722.55ad2847@posting.google.com...
> Hello everyone,
>
> Since I hadn't played with my spare Falcon for a month or so I thought
> I'd test it before I installed my CT60 into it. It worked fine, save
> that the floppy light refused to go off (at least most of the time)
> and upon the first attempt to access any floppy the computer gave a
> "this disk cannot be read" error. Any ideas what might be ailing the
> floppy?
>
> Galen

6305. Re: Tower preparation for CT60, Eiffel

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 11:41:43 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0309090341.b9da50b@posting.google.com>
Source record: 23837

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0309081709.4f1395b3@posting.google.com>...
> wmartz@firstpresdalton.org (Wayne Martz) wrote in message
news:<2f399fc7.0309071606.2ccac5e1@posting.google.com>...
> > ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0309071055.783b1eaa@posting.google.com>...
> > > wmartz@firstpresdalton.org (Wayne Martz) wrote in message
news:<2f399fc7.0309051231.14e125bb@posting.google.com>...
> > >
> > > > I recently saw that Steve at Wizztronics is liquidating his remaining
> > > > stock of Falcon Racks. The price is still more than a PC case, and my
> > > > desk is set up for a pc case, but I've decided to get one. There will
> > > > be a lot fewer problems using something with good space for everything
> > > > I need, and designed for the falcon. I think I can f8nd a way to make
> > > > my desk work!
> > > >
> > > The Falcon Rack is the way I decided to go too. The case is quite
> > > strong, and could handle a 17" monitor on top. You have to make a
> > > fair amount of custom cabling to extend the left hand and front ports
> > > (the rear ports are flush against the case's edge) however, and at
> > > least on mine, the mounting posts for the motherboard do not line up
> > > perfectly (not too significant a problem).
> > >
> > > Galen
> >
> > Well, for the Cart and midi ports, I've bought stuff from steve at
> > wizztronics designed for the Falcon rack, so I should be good there.
> > For the mouse and joystick ports, I'm waiting for an Eiffel. If there
> > is any problem with that, steve makes something that should work.
>
> I did some work on my CT60 in a Falcon Rack yesterday and found that
> it was a pretty tight fit due to the digital joystick extenders. It
> also was too long a stretch for my power supply -- anyone know where
> one can get a power supply extension cable?
>
> Galen

Have you asked Steve at Wizztronics about it? I spoke to him
yesterday, and ordered the Falcon Rack, brackets for ide drive and
cdrw, and power switch. I told him about the CT60, and mentioned that
you were working on installing yours. He was interested in talking to
you about the project so that he can be prepared for any issues. Why
don't you give him a call, and let me know what you find out too!

Wayne

6306. Doom configuration (was Re: [WWW] Some new software on my site)

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 11:52:01 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <1tekjb.5k.ln@127.0.0.1>
Source record: 23844

Dans l'article <6Xc7b.1520$if4.1108647@newshog.newsread.com>, "John
Garone" <swampfax1@atlantic.net> a tapotï¿½ avec ses petits doigts:

> I tried it at 16 bit as a guess since the screen at loading goes by too
> fast to see what's up! All that did was shrink the game screen in half
> vertically and still ran extremely slow (even with the sound off)!

Try the new 0.30pre2, it can lists video modes ('-listmodes').

> 0.28 crashes and in later versions the fire button on the
> joy stick moves the guy forward instead of firing (critical for the
> exterminator :)

Don't forget than on the ikbd mouse/joysticks ports, fire buttons are
common to both ports (at a hardware level: no change possible!):
- port 0 fire 0 (left mouse button) = port 1 fire 1 (second. fire button)
- port 0 fire 1 (right mouse button) = port 1 fire 0 (primary fire button)
As Doom checks first for mouse, pressing joystick fire means right mouse
button = move forward.

If you want to change the behaviour, edit the doom.cfg file, and change:
mouseb_fire 0 -> change to 2 (mouse fire=right button=joy fire)
mouseb_strafe 1 -> change to 1
mouseb_forward 2 -> change to 0 (mouse move=left button=no joy fire)

And please, could someone with a joypad can tell me if it works ?

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

6307. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 11:54:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f5d6b549c2343@comcast.net>
Source record: 23838

>Op Fri, 05 Sep 2003 13:26:10 +0000, schreef Edward S. Baiz Jr.:
>
>>>Hi Steve,
>>>
>>>Can you mention some of these bugs? I've been using Papyrus for more
>>>than 7 years now and have never stumbled into any bug at all. Maybe you
>>>use it in a specific way for a purpose. I am very curious what that is
>>>and compare that with my use of the programme.
>
>> On my Hades I have to turn off the caches in order for Papyrus to boot.
>> Once it has booted, I just the caches back on.
>
>On my Hades, running freeMiNT 1.15.12/N_AES 2.0.0 I don't have to switch
>off the caches. Papyrus starts up just fine. Even with Ozk's mmutools,
>which I use since quite some time, Papyrus works great.
>I must say I don't use the latest version. I've v8.20a.
>
>HTH,
>Martin

Hello Martin,

Yes, under freeMint, Papyrus runs fine and also under Geneva. I am
running mine mostly under Magic using Ozk's mmu program. I have
found that under Magic without the ram beening split and using the
Hades acc program, it runs better. But it does not take too much
effort to get Papyrus to run, so I just fiddle with the cache.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6308. Re: Help needed with CT60 instability

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 12:00:35 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0309090400.7df115e@posting.google.com>
Source record: 23839

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0309081728.15ef411a@posting.google.com>...
> Hello again,
>
> My CT60 installed easily enough last night, although I had to
> disconnect the hard drives temporarily until my damaged copy of
> HDDriver gets replaced. (Wow! 256Mb of RAM and 1.44Mb of disk
> space!) However, it seems to be fairly easy to get a screen full of
> numbers and a lock up (or occassionally just a lock up). I haven't
> had time to hunt down the problem, but I worry that the cause might be
> my brand new 133Mhz SODIMM, which is only returnable for two weeks.
> Thus, could CT60 owners give me some idea of what troubles they had
> with RAM? It would help me decide whether to race back to the store
> for another stick.
>
> Galen

You should definately post this question at the Dead Hackers support
site on the bullitin board

http://bbs.dhs.nu/ct60/

Wayne

6309. Re: help needed for stuck floppy light

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 12:08:10 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0309090408.49a12d6d@posting.google.com>
Source record: 23840

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0309081722.55ad2847@posting.google.com>...
> Hello everyone,
>
> Since I hadn't played with my spare Falcon for a month or so I thought
> I'd test it before I installed my CT60 into it. It worked fine, save
> that the floppy light refused to go off (at least most of the time)
> and upon the first attempt to access any floppy the computer gave a
> "this disk cannot be read" error. Any ideas what might be ailing the
> floppy?
>
> Galen

Have you updated the ABE & SDR chips? The software and schematics for
the cable required are at Rudolphe's site. Andreas Pettersson is
making Atari versions of the cable nessesary for this. The price will
be EUR25 plus shipping. It seems to me that it might be related, but
I'm not sure.

Wayne

6310. Re: Re _Honda 50 wheel bearings

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 12:17:17 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <h45131-f9n1.ln1@sd.swampdog>
Source record: 23896

Rustynutt wrote:

> On Mon, 08 Sep 2003 16:46:08 +0100, Guy Harrison
> <swamp-DEL-dog@ntlworld.com> wrote:
>
>>Rustynutt wrote:
>>
>>> On Sun, 7 Sep 2003 23:30:18 +0100, "raz" <nanbread@chilliesauce.com>
>>> wrote:
>>>
>>>>No, not unless you remove the woodruff keys first and then you will
>>>>still find you have problems
>>>>
>>>
>>> Cool, another vintage biker and computer user miss-post:)
>>> Isn't it a great life having more than one hobby!
>>
>>Dunno why the OP's asking about wheel bearings either. The *only* useful
>>thing you can do with a honda 50 step-through, is pull excellent wheelies.
>>Preferably whilst someone else is on it!
>>
>>Hint: wait 'til the plonker riding it winds the throttle back, tap on his
>>shoulder, then stamp it into gear. Often they flick right over. Easy 20
>>points that is (extra bonus 50 for nads).
>
> Aren't the step through models "nad" proof? :)

The seats are. The skill of it is to get them slightly off balance. That way the steering goes full lock as the wheel comes up. If the victim's lucky they'll get a side swipe (aka "the flick") from the left handler bar and if they're not they'll get the whole steering column (aka "the hammer"). Even a novice competitor might get a late result as the machine lands upside down: from the front wheel (aka "the (snapping) turtle").

--
Guy Harrison

6311. Re: Help needed with CT60 instability

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 13:39:05 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f5dd7e5$0$27052$626a54ce@news.free.fr>
Source record: 23841

ATX power problem were done by two things :

1- It is needed to add a polarized capacitor on C7 on the mb near the RESET switch..
This will extand the reset delay during power on (that is surely different with several ATX PSU !) and let more time for voltages to stabilize....
this capacitor may be at least 22uF up to (what you want) and at least 10V (or more too).

2- There is a strange bug inside SDR that may manifestate only with some very rare 060 (just had one this time !) and gives ERROR # 24 (SUPRIUS INT).
In this case, contact me for SDR 5E (le last one not yet online).

About DIMM (not SODIMM !! SODIMM are for notebooks !!), see my table on my web page !
Just to add that the BYTE # 18 must be 06 (CAS LATENCY OF 2 or 3) because CT60 SDR controller does not accepts CL=3 and initialize your DIMM with CL=2, so CL=2 must be supported by the DIMM ! If not the new 0.99d boot (take it on Didier's web pages or see link on my web site) testes this bytes...and stops the boot if a feature of the DIMM is not supported...

"Kimmo Hakala" <kimmo.hakala@cop.fi> a crit dans le message de news:
f26d04ec.0309082323.355a67c7@posting.google.com...
> ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0309081728.15ef411a@posting.google.com>...
> > Hello again,
> >
> > My CT60 installed easily enough last night, although I had to
> > disconnect the hard drives temporarily until my damaged copy of
> > HDDriver gets replaced. (Wow! 256Mb of RAM and 1.44Mb of disk
> > space!) However, it seems to be fairly easy to get a screen full of
> > numbers and a lock up (or occassionally just a lock up). I haven't
> > had time to hunt down the problem, but I worry that the cause might be
> > my brand new 133Mhz SODIMM, which is only returnable for two weeks.
> > Thus, could CT60 owners give me some idea of what troubles they had
> > with RAM? It would help me decide whether to race back to the store
> > for another stick.
> >
> What kind of ATX-power are you using? With older ATX-power I've had
> no problems whatsoever, but with 350 W P4 compatible ATX-power the
> situation was different...
>
> CT60 worked only about half a minute, sometimes little bit longer,
> then there were error messages or the system just halted...
>

> Do try with older ATX-power first, before returning the 133MHz
> SODIMM, as after changing the ATX-power, every tested memory module
> has worked well so far (64 MB, 128 MB and 256 MB).
>
> Regards,
> Kimmo

6312. Re: Help needed with CT60 instability

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 13:40:33 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f5dd83c$0$27019$626a54ce@news.free.fr>
Source record: 23842

Question to me is good too, but if you can solve the problem without me, I prefer ;-)
I just need to check some times the discussions because I don't want people spread some false or incomplet informations...

"Wayne Martz" <wmartz@firstpresdalton.org> a crit dans le message de news: 2f399fc7.0309090400.7df115e@posting.google.com...
> ekaljuma@mtsac.edu (Galen) wrote in message news:<926a9946.0309081728.15ef411a@posting.google.com>...
> > Hello again,
> >
> > My CT60 installed easily enough last night, although I had to
> > disconnect the hard drives temporarily until my damaged copy of
> > HDDriver gets replaced. (Wow! 256Mb of RAM and 1.44Mb of disk
> > space!) However, it seems to be fairly easy to get a screen full of
> > numbers and a lock up (or occassionally just a lock up). I haven't
> > had time to hunt down the problem, but I worry that the cause might be
> > my brand new 133Mhz SODIMM, which is only returnable for two weeks.
> > Thus, could CT60 owners give me some idea of what troubles they had
> > with RAM? It would help me decide whether to race back to the store
> > for another stick.
> >
> > Galen
>
> You should definately post this question at the Dead Hackers support
> site on the bullitin board
>
> http://bbs.dhs.nu/ct60/
>
> Wayne

6313. Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 13:46:28 UTC
From: angelshamshel <angelshamshel@removethishotmail.com>
Message-ID: <0bmrlv8m18k015gginqq1rl6tl3c122d2f@4ax.com>
Source record: 23843

Can standard Multisync monitors be adapted to the standard 520 and 520
STFM series of computers inexpensivley? TIA

6314. Re: Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 13:53:54 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bjkm2f$r98$1@newsg1.svr.pol.co.uk>
Source record: 23845

Usually. The ST 13-pin video port outputs analogue RGB, together with separate vertical and horizontal synch pulses (it also SUPPOSEDLY outputs composite synch, but in actual fact it outputs composite video)

If your monitor has a composite synch pin only (such as the microvitec "cub" series) you'll need to combine the vertical and horizontal synch pulses - I think this can be done with just a discrete OR gate, which you can make with two diodes and a resistor.

The hardest part is getting hold of a 13-pin DIN plug. I haven't found anyone in the UK that still has them in stock, though I don't know how hard they are to get overseas. Of course, if you don't mind cutting an extra port hole in the case, you could remove the 13-pin din socket from the PCB, solder some flying leads into the holes it leaves, and replace it with a 15-pin D or scart connector or something.

All these possibilities are relatively inexpensive. Most connectors and cables that you need can be acquired for under a fiver.

Tom

"angelshamshel" <angelshamshel@removethishotmail.com> wrote in message news:0bmrlv8m18k015gginqq1rl6tl3c122d2f@4ax.com...
> Can standard Multisync monitors be adapted to the standard 520 and 520
> STFM series of computers inexpensivley? TIA

6315. Atari ST stuff for sale!

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 15:02:36 UTC
From: jonny_morrisuk@yahoo.co.uk
Message-ID: <f6895097.0309090702.4e97b4d9@posting.google.com>
Source record: 23897

Hi

Atari ST sofware:

Games -
Stardust (STE)
Rocket Ranger
Falcon
Goldrunner
Substation (STE)
Zero-5 (STE)
Elite II: Frontier
The Choas Engine
Epic
F1
Robocop
Cannon Fodder
Starglider
Starglider 2
Electronic Pool
Powerdrome
Driller
Reach for the Skies
F-16 Combat Pilot
Battle Command
Toyota Celica Rally
Paradroid 90
Batman
Trivial Pursuit
Xenon II
Badlands
The Empire Strikes Back
Return of the Jedi

All boxed etc.

Other software -

Calassistant
Image Copy
Stereomaster
Vidi ST
Warp 9

There is also the Atari ST with external hard drive and complete Link
setup too, with manuals, ST Basic, mouse, joystick, etc. All working.

Reason for sale: switched to an iMac.

Will split as required, but would like to sell the Atari ST hardware setup as one. The ST was used as a midi sequencer so has a copy of Cubase (unofficial!) already setup on the hard drive (along with lots of other software) as well as the Cubase book.

Any reasonable offers considered!
Games will probably cost around 1 or 2 UK pounds each to post within the UK, depending on what heavy manuals they may have. Will post to UK only.
Not sure on postage of the hardware, but I imagine it may come to around 8-10 UK Pounds or more so personal collection is welcome (Scarborough area).

Thanks!

6316. True Paint & SpeedoGDOS for sale!

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 15:10:53 UTC
From: jonny_morrisuk@yahoo.co.uk
Message-ID: <f6895097.0309090710.648767a9@posting.google.com>
Source record: 23898

Hi

I have the following for sale:

True Paint (ST & Falcon compatible)
SpeedoGDOS (ST & Falcon compatible)

Boxed and complete, excellent condition.

Any reasonable offers! UK only please.

Thanks.

6317. Re: [ANN] Meg 1.1

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 16:27:22 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB83ADAD.61C4%derryck@nospam.cix.co.uk.invalid>
Source record: 23899

In article bjhsi2cug1@news-reader5.wanadoo.fr, Pierre TONTHAT at ptonthat@NO.club-internet.fr.SPAM wrote on 8/9/03 13:30:

> Bonjour :)

Bonjour Pierre!

Pardonnez-moi for pinching this thread, but I'm wondering if you received the Cresus resource file I sent you a few weeks ago - you haven't replied to my emails?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

6318. Re: Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 17:29:04 UTC
From: ermans ermit <werk@berkinhead.com>
Message-ID: <bjl32nnmj1@newsg3.svr.pol.co.uk>
Source record: 23900

"Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
news:bjkm2f$r98$1@newsg1.svr.pol.co.uk...
> Usually. The ST 13-pin video port outputs analogue RGB, together with
> separate vertical and horizontal synch pulses (it also SUPPOSEDLY outputs
> composite synch, but in actual fact it outputs composite video)
>
> If your monitor has a composite synch pin only (such as the microvitec
"cub"
> series) you'll need to combine the vertical and horizontal synch pulses -
I
> think this can be done with just a discrete OR gate, which you can make
with
> two diodes and a resistor.
>
> The hardest part is getting hold of a 13-pin DIN plug.

These are in the Maplin catalog but that said I asked this question a while
ago and was told only the monochrome signal could be handled by a standard
multisync, some older ones like the microvitec could handle all three rez's

6319. Richard Kurz found!

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 17:55:47 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bjl473rcj1@thorium.cix.co.uk>
Source record: 23901

Hi!

Thanks for all answers that helped me locate Richard Kurz. He is currently still working at Maxon, and we have been in touch now.

Regards, /Peter/

6320. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 17:55:47 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bjl473rci1@thorium.cix.co.uk>
Source record: 23902

In message <WS3.7438d19c.98f41e82.wdwd@wd.com>, wdwd@wd.com said:

>It's a little hardware that allows to connect both a PS/2 mouse
>and keyboard to an Atari, and, with the latest release, it is
>possible to connect joysticks and to control the internal
>temperature too.
>It was made by someone whose initials are F. L., hence the name.
>More about it at http://eiffel.atari.org

Ah, Thanks Jean-Luc! Does the Atari need recasing?

Regards, /Peter/

6321. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 18:09:25 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0309091009.478b70d8@posting.google.com>
Source record: 23903

Adam Klobukowski <atari@gabo.pl> wrote in message
news:<slrnblr05s.2mm.atari@core.preferuje.luzik.pl>...
> On 4 Sep 2003 11:44:12 -0700, Lyndon Amsdon <lyndonamsdon@hotmail.com> had a noticeable
pleasure while writting:
> > Hi,
> >
> > I am soon to make a small run of Eiffels, probably 9 or 12. I will be
> > putting information on my website, it will have support for Atari
> > joysticks. I will also put a package up containing the source code
> > for the PIC so it is free to develop further.
>
> It seems that Eiffel does not support all mouse-movement types (relative,
> etc.) have you fixed it?

I haven't touched the source yet, want to get hardware done first. I
need to read over the docs about the IKBD more.

6322. Re: FA*ST Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 18:57:26 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <bjl7qm$43n$1@reader2.panix.com>
Source record: 23904

Me too. The "good" drive just lost its file system, will not keep
partition type, and announces its name twice, with variations, on a bus
rescan. So I need another drive too.

Have not seen the dual announce of name before, which HDDriver interpreted
as master and slave, I think.

Probably a bearing problem, but very hard to get apart.

Jim

jon <jonm2no_@__@spam@cox.net> writes:

: It turned out to be a drive problem. It decided to spin up tonight and not
: finish initializing. Oh well, thanks for the input on this. I guess I'll
: be looking for a replacement.

: Thanks again!

: "Jim DeClercq" <jimd@panix1.panix.com> wrote in message
: news:bjg1skbij1@reader2.panix.com...
: > Maybe it is not a setting. I got four identical drives on E-bay, made by
: > Honeywell. I am now on the fourth one, and it seems to be working OK.
: >
: > The first three apparently started losing speed randomly, and the symptom
: > was files not found. Finally each of them died by stopping, restarting,
: > and finally not restarting.
: >
: > But, every disk checking program I had showed nothing wrong with the
: > drives, until they refused to do anything.
: >
: > I would suggest trying another SCSI drive.
: >
: > jon <jonm2no_@__@spam@cox.net> writes:
: >
: > : I just acquired an ICD FA*ST hard drive from ebay. It did not have a
: drive
: > : in it, but, the power supply and controller are there. I installed an
: IBM
: > : 2 gig scsi drive in it and it seemed to work fine. Now I get random
: drive
: > : restarts and other drive not found errors. Is there a limit to the
: drive
: > : size I can use?
: >
: > : Since I don't have the docs to this unit, I am stuck. Is there anyone

: out
: > : there who might have the docs that came with this unit? ICD's web page
: is
: > : of no help. A search of the web couldn't find them either. I'm
: assuming
: > : that I don't have something set right on the drive itself.
: >
: > : Thanks
: >
: >
: >
: > --
: > --
: > /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
: > \ / ASCII ribbon campaign | I'm a .signature virus! |
: > X against HTML mail | Copy me into your ~/.signature|
: > / \ and postings | to help me spread! |
: > .
: >

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6323. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 19:54:58 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.d4bb711f.9dba26a2.wdwd@wd.com>
Source record: 23905

Dans le message <bjl473rci1@thorium.cix.co.uk>
xlator@cix.compulink.co.uk a ï¿½crit:
>In message <WS3.7438d19c.98f41e82.wdwd@wd.com>, wdwd@wd.com said:

Hello,

>> [...]

>Ah, Thanks Jean-Luc! Does the Atari need recasing?

The original pcb is small enough to lay in an original ST.
However, I don't know about Lyndon's one, but as it will
have 2 joystick ports, it will be hard to make it so compact
as Laurent's one. It is more likely it will be an external
module - but who knows what Lyndon is able to ? :-)

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

6324. Re: Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 20:14:33 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bjlccb$v63$1@newsg3.svr.pol.co.uk>
Source record: 23906

Oh bugger. I was confusing multisync with something else. Sorry.

Still, if you've got a scart capable TV, you can always use that...

Tom

"ermans ermit" <werk@berkinhead.com> wrote in message
news:bjl32nnmj1@newsg3.svr.pol.co.uk...
>
> "Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
> news:bjkm2f$r98$1@newsg1.svr.pol.co.uk...
> > Usually. The ST 13-pin video port outputs analogue RGB, together with
> > separate vertical and horizontal synch pulses (it also SUPPOSEDLY
outputs
> > composite synch, but in actual fact it outputs composite video)
> >
> > If your monitor has a composite synch pin only (such as the microvitec
> "cub"
> > series) you'll need to combine the vertical and horizontal synch
pulses -
> I
> > think this can be done with just a discrete OR gate, which you can make
> with
> > two diodes and a resistor.
> >
> > The hardest part is getting hold of a 13-pin DIN plug.
>
> These are in the Maplin catalog but that said I asked this question a
while
> ago and was told only the monochrome signal could be handled by a standard
> multisync, some older ones like the microvitec could handle all three
rez's
>
>

6325. Re: CT060 and NOVA VDI

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 20:24:40 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030909222440.a4111@du3.maus.de>
Source record: 23907

L>> Frank might try getting Johan Klockars involved. He seems to know his
L>> way around the VDI stuff pretty well:)
L>Glad the programs found a good home.
L>As for the Nova driver, I'm not sure what the problems are on the ct60
L>with it, but on the Hades060 it's due to self modifying code. If such
L>code ends up in the cache at the wrong moment then it causes problems.

Well, for all of you who are interested. The sources have been sent to several still active developers. I hope that one of them finds a solution soon.

Unfortunately the NOVA VDI isn't open source but I respect Gerhard's decision and hey that's better than nothing.

Regards,

Frank

6326. Re: [WWW] Some new software on my site

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 20:32:58 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030909223258.a4444@du3.maus.de>
Source record: 23937

AK>> - scummvm: version 0.5.3 (cvs 20030903), a game engine for some
AK>> point-n-click games (UNTESTED, I don't have any game to test).
AK>"Beneath a steel sky" (a great game by Revolution Software) has been
AK>recently released for free. It runs quite ok under SUMMVM (at least
AK>under GNU/Linux Debian at x86) http://www.revolution.co.uk/.

I tried scummvm with Monkey Island II (pc version). It started the intro screen (protection screen) but when I entered return the computer freezed. I tried it with my ct60 with MiNT040 and N.AES 2.0.

Regards,

Frank

6327. Re: help needed for stuck floppy light

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 20:34:12 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030909223412.a4445@du3.maus.de>
Source record: 23938

```
WM>the cable required are at Rudolphe's site. Andreas Pettersson is
WM>making Atari versions of the cable nessesary for this. The price will
WM>be EUR25 plus shipping. It seems to me that it might be related, but
WM>I'm not sure.

What's Andreas' contact address?

Regards,

Frank
```

6328. Re: Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 22:00:32 UTC
From: Ernest Odgen <idonoteatspam@haveitback.com>
Message-ID: <bjlj02$25s$1@newsg2.svr.pol.co.uk>
Source record: 23908

"Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
news:bjlccb$v63$1@newsg3.svr.pol.co.uk...
> Oh bugger. I was confusing multisync with something else. Sorry.
>
> Still, if you've got a scart capable TV, you can always use that...
>
> Tom

Yes for the lower two rez's but not the hi rez monochrome, ain't life a
bitch? or if you are 40ish or more you probably have a bitch of your own to
torment you

6329. Re: [ANN] Meg 1.0 -> bugfix

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 22:10:44 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB83C824.209D%gfabasic@mint.net>
Source record: 23909

in article 3f563788$0$20951$7a628cd7@news.club-internet.fr, Pierre TONTHAT
at ptonthatNO@SPAMclub-internet.fr wrote on 9/3/03 2:48 PM:

> On 3 Sep 2003 08:30:22 +, "Jean-Marc" wrote:
>> TOS bell: PRINT AT(1,1);CHR$(7);
>> AT(1,1) for not scrolling screen.

If that is a GFA example, you might want to call the equivalent bios()
function, as PRINT triggers toswin2's console on the bell sound.
Example: ~BIOS(3,2,7)

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

6330. CT60 ATX power supply issues

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 22:17:54 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1063127102-948248AEicMi@adelphia.net>
Source record: 23910

Anyone,
I have made a cable that will allow me to use the FALCON to program the ABE and SDR and new TOS into the CT60. My question pertains to actually getting the power supply to power up the CT60. I have a 250 watt ALLIED model #AL-A250ATX power supply. It has a "I" and "O" power switch right on the power supply but still does not power the CT60. Is there a couple of wires on that 20 pin connector that can be jumpered to power the CT60 up so that I can program the ABE and SDR??? Or what needs to be done. I put a jumper on the CT60 between the 2 pins for the ATX power supply which I thought would have turned it on. Do I have to have the CT60 completely installed into the Falcon to program it??? I have not soldered the resistor on that LVC245A chip yet so I figured it could not be installed yet till I have that ABE and SDR programmed. Any help you can provide on this matter would be greatly appreciated.

Thanks,
Carey C.

6331. Re: Tower preparation for CT60, Eiffel

Newsgroup: comp.sys.atari.st
Date: 2003-09-09 22:50:36 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309091450.3982aa23@posting.google.com>
Source record: 23911

wmartz@firstpresdalton.org (Wayne Martz) wrote in message
news:<2f399fc7.0309090341.b9da50b@posting.google.com>...
> ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0309081709.4f1395b3@posting.google.com>...

> > I did some work on my CT60 in a Falcon Rack yesterday and found that
> > it was a pretty tight fit due to the digital joystick extenders. It
> > also was too long a stretch for my power supply -- anyone know where
> > one can get a power supply extension cable?
> >
> > Galen
>
> Have you asked Steve at Wizztronics about it? I spoke to him
> yesterday, and ordered the Falcon Rack, brackets for ide drive and
> cdrw, and power switch. I told him about the CT60, and mentioned that
> you were working on installing yours. He was interested in talking to
> you about the project so that he can be prepared for any issues. Why
> don't you give him a call, and let me know what you find out too!
>
> Wayne

I didn't talk to Wizztronics. For one thing, you have to replace the
provided power supply with one that has the ATX connector. I'm not
particularly inspired to cold-call the guy, but the email address I'm
using is a real one, and I'll be happy to respond to whatever
questions he has.

Galen

6332. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 01:05:21 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0309100300280.4105-100000@feanor.schunter.etc.tu-bs.de>
Source record: 23912

Hi, Lyndon!

Just read that the eiffel just maps scan codes. I did believe that
PC keyboard adaptors always would include "swapping" of the key positions.
But at least eiffel does not. So with eiffel you can take a PC keyboard
and modify the keycaps to get closer to the atari style of keyboard layout
(which I like more) ;-)

So put me on your list for one eiffel as well!

Regards,

Alexander

6333. Help converting Cubase Audio Falcon song file to MIDI file

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 01:41:57 UTC
From: "Paul N." <visit_my_site@nurmix.com>
Message-ID: <govslvsb8u7ebtfm705bht20hnkerr48ca@4ax.com>
Source record: 23913

Well, my Falcon appears to have finally died today.
:-((

I was trying to run Cubase Audio, and I got a message that there was no key (aka 'dongle') inserted in the cartridge port. The dongle _was_ there, but that error message happens every once in a while due to age and dirt on the contacts I suppose (even though I've cleaned them). So, I turned it OFF, re-inserted the dongle, powerd back up, and then... nothing. Dead bird. I get no video. I do hear the internal drive start to spin up, and the power LED comes on, and stays on, but that's it. No other activity. I haven't tried to diagnose the problem any further yet, but I'm sure it's something that can be fixed.

The real pressing matter is that I was right in the middle of a music project that I need to finish within the next couple of weeks. I can finish most of it in the ST version Cubase on my STE, as long as I can convert the Cubase Audio "SONG" file into something Cubase version 2 will recognize - attempting to load the CAF song file into Cubase 2 does not work.

So, if someone here uses Cubase Audio Falcon, I would love to send them the song file (it's very small, only MIDI data, and an unfinished song at that), so that they could load it into CAF, convert it to a standard MIDI file, then resend it to me so that I can make use of it in Cubase on my STE.

Any takers?

Thanks in advance.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

6334. Re: Help converting Cubase Audio Falcon son

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 02:09:22 UTC
From: jdplace@prodigy.net
Message-ID: <mJv7b.5355$hj.4430@newssvr16.news.prodigy.com>
Source record: 23914

On 10 Sep 2003 01:41:57 , Paul N. wrote:
>Well, my Falcon appears to have finally died today.
>:-((
>
>I was trying to run Cubase Audio, and I got a message that there was
>no key (aka 'dongle') inserted in the cartridge port. The dongle
>_was_ there, but that error message happens every once in a while due
>to age and dirt on the contacts I suppose (even though I've cleaned
>them). So, I turned it OFF, re-inserted the dongle, powerd back up,
>and then... nothing. Dead bird. I get no video. I do hear the
>internal drive start to spin up, and the power LED comes on, and stays
>on, but that's it. No other activity. I haven't tried to diagnose
>the problem any further yet, but I'm sure it's something that can be
>fixed.
>
>The real pressing matter is that I was right in the middle of a music
>project that I need to finish within the next couple of weeks. I can
>finish most of it in the ST version Cubase on my STE, as long as I can
>convert the Cubase Audio "SONG" file into something Cubase version 2
>will recognize - attempting to load the CAF song file into Cubase 2
>does not work.
>
>So, if someone here uses Cubase Audio Falcon, I would love to send
>them the song file (it's very small, only MIDI data, and an unfinished
>song at that), so that they could load it into CAF, convert it to a
>standard MIDI file, then resend it to me so that I can make use of it
>in Cubase on my STE.
>
>Any takers?
>
>Thanks in advance.
>
>
>--
>
>Paul Nurminen - California (USA)
>
>http://www.nurmix.com
>^Atari computing, electronic music, '80s Club Music
>
>http://www.mp3.com/nurvis
>http://www.mp3.com/varactor
>^My original electronic music MP3s
>

>E-mail: (visit my site to e-mail me)
>.
Paul,
I can help you out. Joe Place (Fellow California Falcon user)
mailto:jdplace@prodigy.net

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

6335. Re: Help converting Cubase Audio Falcon song file to MIDI file

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 06:42:25 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bjmh85$6kf$1@reader10.wxs.nl>
Source record: 23915

Paul N. wrote:
> Well, my Falcon appears to have finally died today.
> :-((

I know how that feels, which is why I can't help you with my CAF :/

> So, if someone here uses Cubase Audio Falcon, I would love to send
> them the song file (it's very small, only MIDI data, and an unfinished
> song at that), so that they could load it into CAF, convert it to a
> standard MIDI file, then resend it to me so that I can make use of it
> in Cubase on my STE.

What you could also do is run Cubase Audio on the STE, that is if the
dongle itself is ok. It should work, it'll just have the audio disabled.
That is how I exported my CAF songs after being forced to switch to Mac
because of my dead Falcy.

Maurits.

6336. Re: Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 08:15:13 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <bjmmhmouu1@pegasus.csx.cam.ac.uk>
Source record: 23916

"angelshamshel" <angelshamshel@removethishotmail.com> wrote in message news:0bmrlv8m18k015gginqq1rl6tl3c122d2f@4ax.com...
> Can standard Multisync monitors be adapted to the standard 520 and 520
> STFM series of computers inexpensivley? TIA

If you thinking about VGA or SVGA then adaptors are available for purchase however due to the higher Sync frequencies for these monitors the only resolution that gives a stable and usable output is ST High (monochrome) whichc is ok for most applications but no good for most games.

Try B&C (www.myatari.com) in the US or Atari Workshop (www.atari-workshop.co.uk) in the UK if you want to purchase them although I'm sure other good Atari retailers stock them so trawl the net.

Stephen Moss

6337. Re: Help converting Cubase Audio Falcon song file to MIDI file

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 08:24:13 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <bjmn2hpbh1@pegasus.csx.cam.ac.uk>
Source record: 23917

"Paul N." <visit_my_site@nurmix.com> wrote in message
news:govslvsb8u7ebtfm705bht20hnkerr48ca@4ax.com...
> Well, my Falcon appears to have finally died today.
> :-((
>
> I was trying to run Cubase Audio, and I got a message that there was
> no key (aka 'dongle') inserted in the cartridge port. The dongle
> _was_ there, but that error message happens every once in a while
due
> to age and dirt on the contacts I suppose (even though I've cleaned
> them). So, I turned it OFF, re-inserted the dongle, powerd back up,
> and then... nothing. Dead bird. I get no video. I do hear the
> internal drive start to spin up, and the power LED comes on, and
stays
> on, but that's it. No other activity. I haven't tried to diagnose
> the problem any further yet, but I'm sure it's something that can be
> fixed.

This is probably a stupid question but are you are sure you
re-inserted the dongle in the right way up!
It can be an easy mistake to make if your not paying attention, if it
is inserted correctly so if she files without it.

Stephen Moss

6338. FS: ICD Link SCSI adapter

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 10:20:22 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <bjmtt3bci1@ls219.htnet.hr>
Source record: 23918

FS: ICD Link SCSI adapter for connecting SCSI peripheral onto ST/e
computer with ACSI port. Comes with ICD software and driver.
Fully functional, works with HDD, CD, DAT...devices, needs patching
with Iomega Zip.

price: 50 EUR
shipping and handling: 5 EUR

Western Union or bank transfer.

6339. Re: [ANN] Meg 1.0 -> bugfix

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 10:51:58 UTC
From: Jean-Marc <Utilisez.le.Reply-to@merci.fr.invalid>
Message-ID: <3f5f030f$0$20150$626a54ce@news.free.fr>
Source record: 23919

Bonjour,

"lp" a ï¿½crit:
> Pierre TONTHAT
> > "Jean-Marc" wrote:
> >> TOS bell: PRINT AT(1,1);CHR$(7);
> >> AT(1,1) for not scrolling screen.

[franglais]
After test, AT(1,1) is not necessary if ';' is present.

Therefore:
Print Chr$(7);
or Print AT(1,1);Chr$(7)

> If that is a GFA example, you might want to call the equivalent
> bios() function, as PRINT triggers toswin2's console on the bell
> sound.
> Example: ~BIOS(3,2,7)

Or Void GEMDOS(2,7) !Conout

6340. Re: Help converting Cubase Audio Falcon song file to MIDI file

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 10:56:34 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f5f284e1a84030@europe-shareware.org>
Source record: 23921

Hello,

in article <govslvsb8u7ebtfm705bht20hnkerr48ca@4ax.com> (comp.sys.atari.st),
Paul N. wrote on Wed 10-09-2003 01:41 (GMT):

> Well, my Falcon appears to have finally died today.
> :-((

A few months ago, mine appeared to be dead too. But there was just a
short circuit somewhere in the mouse cable. Yes, this did prevent the
Falcon to start. A new mouse and there we go.

Bye,
/Pascal/

6341. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 11:32:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063296246-188635AEicMi@gmx.net>
Source record: 23939

From: lp <gfabasic@mint.net>
Date: Tue, 02 Sep 2003 06:03:28 -0400

>His file system of choice is the mac file system (ala magicmac), and as the
>author of Aniplayer pointed out that shields him from the sometimes fatal
>file locking problems magic has on real hardware.

My file system of choice happens to be FAT32 on real hardware. MagiCMac uses
the Mac file system and that's not FAT32. It's about time you and some other
idiots finally grasp that this is a Atari newsgroup, and I do not report or
comment on stuff running under emulators (and virtual machines).
As a Mac user you should know that a Mac uses HFS & HFS Plus, not FAT32, so
once again you're posting bullshit and off topic...
It's a good thing this group isn't moderated or you would be blacklisted :-)

>He's not going to bother to test ext2, that requires installing and reading
>docs and or man pages. ;-)

Of course I'm not going to bother, mainly because it involves more then just
reading crappy written docs. I do not intend to repartition a hard disk just
for the sake of it...

But instead of bitching be constructive for once and tell the ignorant people
here the advantages of using ext2 vs FAT32, who knows, if you're convincing
enough, some might start using MiNT and repartition their hard disk....

Cheers from Belgium
Dennis

6342. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 12:13:22 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0309100413.1c120ef4@posting.google.com>
Source record: 23920

lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote in message
news:<1a7d6495.0309091009.478b70d8@posting.google.com>...
> Adam Klobukowski <atari@gabo.pl> wrote in message
news:<slrnblr05s.2mm.atari@core.preferuje.luzik.pl>...
> > On 4 Sep 2003 11:44:12 -0700, Lyndon Amsdon <lyndonamsdon@hotmail.com> had a noticeable
pleasure while writting:
> > > Hi,
> > >
> > > I am soon to make a small run of Eiffels, probably 9 or 12. I will be
> > > putting information on my website, it will have support for Atari
> > > joysticks. I will also put a package up containing the source code
> > > for the PIC so it is free to develop further.
> > >
> > It seems that Eiffel does not support all mouse-movement types (relative,
> > etc.) have you fixed it?
>
> I haven't touched the source yet, want to get hardware done first. I
> need to read over the docs about the IKBD more.

Put me down for one also

6343. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 12:15:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063296256-190779AEicMi@gmx.net>
Source record: 23941

From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Date: Wed, 03 Sep 2003 09:21:50 +0200

Hi Maurits,

>> Besides that was a small amount of money compared to
>> papyrus.
>
>Yes, but Cab is unusable as a serious web browser and in that aspect WAY
>too expensive. Papyrus does what I want it to do, apart from some tiny
>glitches and is way better value for money.

That's a very weird comparisation....
Because Papyrus does what you want it to do and CAB doesn't, CAB isn't good value for money? CAB does everything what is promised by the promo. But this applies to a lot of programs of course. As for CAB, I've found that products I've purchased from ASH have always been worth the asking price at the time of delivery. I was told what it CAN do TODAY, given an opportunity to test drive it, and the price for it. It may not be suitable for serious browsing today, but that wasn't an issue at all some six years ago, and since there's still no better alternative around on this platform...
Papyrus promises a lot also, but doesn't deliver the goods... and that is something completely different. You may be a very satisfied custumer, but I for one am not. Papyrus is a productivity tool, instead of being productive with it, one has to eat his heart out... There is no demo version of Papyrus 9.xx available either, one even has to do an extensive search to find out what has changed/fixed/added since version 8.xx.
If you purchased CAB for example 5 years ago for $50 bucks...and used it only twice a week since... I'd say there's little to complain about. Drive a car for 5 years and tell me it's still like new or that you did not get your 'money's worth' from it. Code isn't much different really.....no platform is immune from this analogy. At some point you make a choice to live with what you have, or buy your way out of obsolesence...

>Actually, the only annoyancy that comes to mind right now is the fact
>that the mouse clicks "through" the popup menus, ie if there is a button
>behind a pop-up menu, you'll accidentally press it when selecting an
>item. Or if the document window is behind the popup, you'll place the
>cursor under the mouse by clicking a pop-up item. But I got used to
>dragging popups instead of clicking them, that helps.
>
>There's probably more but I don't even remember.

There sure is :-)
The problem with a program like Papyrus however is that some users will never ever stumble upon it shortcomings. If you don't need a certain option, you're

not going to find out that it's buggy either. It's not a big issue really, I can't use Papyrus for the stuff I need to do, and you can't use CAB for the sites you wanna visit.... I use a different program, you however have to wait until something better appears or browse on a different platform.

Papyrus has a history list of bugs which have never been fixed that is at least a mile long. Giving a detailed list would lead us to the longest post ever writen on USENET so here's just a small selection (note that almost all these bugs are known by ROM and that Ulli Ramps promised several times in here to fix them ASAP).

-It still can't handle GEM/3 vektor images properly, a couple of years ago Ulli Ramps promised here that it would be fixed in the next version (7.xx), and that Papyrus would also be able to handle ArtWorx files, it's not fixed and Artworx files are not recognised at all.

-Import a MS Word doc, save it in RTF format, quit papyrus, restart and load that RTF file again.... Papyrus can't make head nor tails from something it generated itself.

-Try to let Papyrus automatically number the pages of a manuscript, although almost every wordprocessor worth his money has this function, it's still not there. It's possible, but not very practical...
If someone would want to number pages in a rather orthodox way, for example place the numbering in the middle of an outer left or right orientated page then he'll have to use whichcraft...

-Bitmaps transparancy mode only works in monochrome, using colour vektor font overlays, isn't possible because of this. Remember this app boast to be more or less a replacement for Calamus....

-Using vektor objects in true colour mode, is asking for disaster... Papyrus either screws up the colours, or can't make head nor tails from it anymore and displays & print the whole lot in glorious monochrome...

-Try to reformat or assign a different font to a predefined paragraph in a document, nine times out of ten one ends up with a screwed up document.

-Loading the Dutch dictionary into Papyrus takes almost 22 minutes on the TT, and that is unacceptable... Loading a 850 pages long thesis in Papyrus takes almost as long, and that is also unacceptable. Before I can start typing one single word, I've got to wait almost three quarters of an hour...

-Take that 850 page manuscript and try to print it backwards with opposing left and right view... one will end up with 850 pages rubbish.

-"What you see is what you get" doesn't apply to Papyrus, because the screen resolution doesn't match the printer resolution, and this makes the program worthless for doing fine detailed work (although it's claimed that this is possible). Papyrus relies on the screen drivers of NVDI, since these were never ment for this kind of work, it lacks accuracy.

-When the printer is off line and you need to print a document, putting it online causes Papyrus to drop the first 8 characters, and I don't care what

fancy name ROM gives this, I my book this is a (annoying) bug.

-Its also still not possible to lay a bitmap partly over a vektor picture, although it's claimed differently.

-Open a document in for example 1024*768, insert a bitmap picture that covers an entire page, save the document, reboot in a smaller resolution, reload the document.... see Papyrus crash.

-Footnotes are placed in the footer of the document, that's just fine until the user wants to add some additional stuff to the footer. If for example I put a vektor object in the footer together with the title of the manuscript nine out of ten times, the footer will be screwed up by the footnotes. It can be fixed manually, but when the document is reformatted, for whatever reason, the user has to do it all over again. I could just as well use Luna!

-When a picture is inserted into text, the text flows around that picture, like many features in papyrus, this also has shortcomings. The user can move and place a picture so that it's on two pages, this shouldn't be allowed by the program, furthermore the hyphenation rules of Papyrus are made clearly for the German spelling, when text gets hyphenated it usally needs a lot of manual correction, especially when usng the method of text flowing around a picture this is very annoying. And switching hyphenation off, is no solution either because of the ugly wide gaps between single words...

-Papryrus has no spooler, it relies on the NVDI printer spooler. I don't have to tell anyone here what kind of problems that spooler can cause on certain occasions, especially for TOS and/or MiNT users.

-Papyrus is dead slow, that's not a bug or missing feature, but something the user has to live with anyway.

etc...

Add the bits of groveling from Steve to this list and it should be clear to anyone that this program is not all what its made out to be. All this isn't necessarily bad, I'm convinced that many Papyrus users never ever face any of these shortcomings, simply because they only use certain features of the program. But people who do need these features...

Cheers from Belgium
Dennis

6344. Re: Reading zipped files

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 13:27:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063296266-192703AEicMi@gmx.net>
Source record: 23942

From: Jim DeClercq <jimd@panix2.panix.com>
Date: Thu, 4 Sep 2003 02:00:19 +0000 (UTC)

Hi Jim,

>For some reason, cannot get there from here. Permanent errors reported.
>words include does_not_like_recipient in your path.

A moron hacked my account last week, he even managed to activate my unused
website and add a MINT RULEZ!! splash screen to it. Who ever it is, he did
manage to stop me coming in here for a couple of days... but the effect is
minimal, on the contrary.... ;-)
Let's hope for him that he hided his traces very carefully, my ISP will
investigate this vigorously, ISP's tend not to like morons hacking their
server very much...

On topic now:
>So I cannot ask by e-mail.
>
>Yes, indeed I would like a copy, if you would be so kind, and if you can
>get here from there.

It should be in your mailbox by now, I've also put in an alternative adress
to mail me that is save. I've got some stuff here for your printer also ;-)

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6345. Re: Drivers GDPS

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 13:29:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063296252-189863AEicMi@gmx.net>
Source record: 23940

From: Neil Chester <neil@adel6.freeserve.co.uk>
Date: Mon, 01 Sep 2003 21:01:58 GMT

Hi Neil,

>I am interested in finding:
>
>>Studio Scan (French program)
>>TMS Scan Design (German program)
>
>Are they PD or commercial? Does anyone have any clues
>for where to look?

Both programs have (had ?) the commercial status, but finding a copy is easier said then done. Sometimes Peter Denk Gmbh has a copy of TMS Scan on offer, as for Studio Scan however...:-(
Peter Denk can be reached at: http://www.ATARI-Fachmarkt.de

>I have GT Look2 and a SCSI Epson GT9500, but I'm looking for a program
>that works better.

The translated Epson GDPS_SC 2.2 app should be in your mailbox right now. Scanning with your Epson will never be the same again... :-)
With any app that knows the GDPS protocol you can from now on import your scans straight into the program, edit, touch them up, look at the preview and save them.... Calamus, PhotoTip, Papillon, OCR, Tempus Word, Photoline, PixArt and ScanIt are just a few of the GDPS compatible apps.

For more info or help, mail me...

Cheers from Belgium
Dennis
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/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6346. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 13:30:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063296280-195307AEicMi@gmx.net>
Source record: 23944

From: paul.williamson@zetnet.co.uk (Paul Williamson)
Date: 03 Sep 2003 22:14:15 GMT

Hi Paul,

>I'm always pleased to see more software coming out for the Atari. O.K.,
>it might not be perfect, and if you've spent money on it you expect it to
>work well.

So am I, it's no secret that I prefer working with the commercial stuff
either, in general commercial/shareware software tends to have more/better
features. And usally it takes advantage of features offered by my OS of
choice...

>But how many PC users are constantly disappointed by the bugs
>in their software, and then, after upgrading it and just as they hope it
>is working O.K., MS announces they won't support it any more. You are
>forced to upgrade even if you don't want to, or the features you bought
>it for won't work any more (e.g. I had to upgrade from IE 5 to 6 or I
>couldn't continue to access the secure sites). Soon no doubt, I will be
>encouraged to spend on another version of Windows as MS won't keep
>supporting 98.

That's all very sad and unfortunate of course, but the above applies to all
platforms including this one. The difference between this platform and others
however is that the users have choice. You've choosen to use IE as browser,
you could just as well use Netscape or Opera... MS stopping support for five
years old software isn't all that exceptional either, try to get support for
Calamus 98 from Invers for example, you'll be encouraged to upgrade to the
newest version.
To stay on topic: I've upgraded from Papyrus 4 all the way up to 8.23, and
just like these PC users I've been constantly disappointed by the bugs in the
program. But for some reason it's OK to say this about PC software but not
about Atari software. We should all be very gratefull that someone out there
still bothers to release something for this platform, even if it's not really
up to standard... and we certainly shouldn't complain. Well, sorry Paul, but I
have to work just as hard for my money as a PC user. If I payed good money for
something I expect at least something usefull in return... if not I'll start
moaning :-/

>It's a far from perfect world, but I find most of the Atari platform
>software I use gives me fewer problems, and far more pleasure than the
>Windows stuff. I include Papyrus in that. I use it a lot, both on the
>PC and the Hades, and find very few problems. (The only ones that
>bother me are on the Windows version !)

So do I, but that's partly because lots of the Atari software comes with litle or no "bells and whistles". If you compare Papyrus feature by feature against some of the "monsters" on the other platforms, Papyrus turns out to be a quite simple program. And let's face it, Papyrus has never been the most stable or debugged word processor around on this platform. But because it's the only one available in English and until a few months ago about the only one that was still being developed, we can't ignore it... Personally, I'm through with Papyrus and will not upgrade to the newer version if it ever appears, ROM doesn't even offer a demo version of version 9.xx, for having to find out what exactly has been fixed/added/changed in this new version one obviously needs a crystal ball. If you ask me all they are trying to do is to cut the grass away under the English Tempus Word NG which should arrive around christmas. The new Papyrus X is due any minute, and they are trying to stuff version 9.xx in our throats... You just wrote you don't like the MS tactics concerning upgrading stuff very much, what do you think this is?

Cheers from Belgium
Dennis

6347. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 13:30:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063296272-193967AEicMi@gmx.net>
Source record: 23943

From: mail@freeman-studio.com (Mike Freeman)
Date: 2 Sep 2003 12:02:31 -0700

Hi Mike,

>I'm not saying that ROM or Papyrus are perfect (well... what is?), but
>could you (and Dennis) tell me what better programs there are on the
>Atari platform as far as Word Processors/Databases that are *not
>limitted to German-speaking/reading users*, is capable of reading MS
>Word, and handling HTML fairly well?

If these two features are important for you then the answer is very simple
really: there aren't any. AFAIK Papyrus is the only program that's able to
import *some* MS Word docs, and at the moment it's also the only one who
can handle HTML.

>I personally haven't seen anything else, and while I've run into a bug or
>two in version 8.23, it is for the most part, a very tight program on my
>system, and worth every penny of its price (IMO, of course). If you can
>show me a better program, I'll check it out. Otherwise, I personally don't
>understand what all this Papyrus/ROM-bashing is all about.

Bashing?
I didn't bash anything, I wrote: "So am I, and bugs can be cured like you
say, but I've been waiting for some odd 6 years now, to see some of these
bugs being fixed. The authors either don't care or can't fix them at all"
Is that bashing Papyrus?

Showing you a better program is very difficult, not because it doesn't
exist on this platform, but because "better" is a personal definition. It
all depends a bit on what you use the program for. I'm convinced that a lot
of Papyrus users would be quite happy with Cypress 1.73 for example, it's
free and translated by DDP. But it lacks some features which Papyrus has,
if you don't need these features however...

And you've probably seen the post from Norbert Simon about Tempus Word NG
which will be available soon in English? Instead of writing a sleazy add,
I'll just point you to the website http://www.tempus-word.de , even if you
don't understand one single word of German, playing with the demo should
give you an impression what a "real" document processor is all about.
This is the program that can compete with word processors on different
platforms, after 14 years of development, about any bug has been fixed, it
has a very impressive list with features, and unlike Papyrus, all these
features are implemented in a logical and practical way (IMO). Tempus Word
is the most advanced word processor available for this platform, and soon
the English, French and Dutch speaking users will be able to use it also.

And last but not least: someone here said that 99,9 % of the Atarians are pleased when new/updates, expecially commercials ones, see the light. Well, unlike Papyrus, Tempus Word NG isn't a ported PC program, but a real Atari program... give it the benefit of doubt and wait a few more months before upgrading to papyrus 9.xx, I promise you that it'll be worth the wait...

Cheers from Belgium
Dennis

6348. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 15:41:51 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1g12zen.1mumcd91haca4gN%NOSPAMS@wanadoo.fr>
Source record: 23922

Lyndon Amsdon <lyndonamsdon@hotmail.com> wrote:

> > > I am soon to make a small run of Eiffels, probably 9 or 12. I will be
> > > putting information on my website, it will have support for Atari
> > > joysticks. I will also put a package up containing the source code
> > > for the PIC so it is free to develop further.
> >
> > It seems that Eiffel does not support all mouse-movement types (relative,
> > etc.) have you fixed it?
>
> I haven't touched the source yet, want to get hardware done first. I
> need to read over the docs about the IKBD more.

All IKBD cmds are supported in the version 1.0.4 excepted :
SET_MOUSE_THRESHOLD
SET_FIRE_BUTTON_MONITOR
CONTROLLER_EXECUTE

Cmds added :

GETTEMP (3)
PROGTEMP (4)
PROGKB (5)
PROGMS (6)

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

6349. Re: [ANN] Meg 1.1

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 16:11:49 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <bjni88$k4n$1@news-reader5.wanadoo.fr>
Source record: 23923

Bonsoir Derryck :)

> Pardonnez-moi for pinching this thread, but I'm wondering if you received
> the Cresus resource file I sent you a few weeks ago - you haven't replied
to
> my emails?

Oups... Sorry about that : I've received your mail and the cresus.rsc file.
I should have modified the English archive of Cr&#65533;sus for this new rsc file,
but I forgot it due to new softs developments. I'll see it this week-end.

Regards

Pierre

6350. Re: University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 16:42:39 UTC
From: vdjole@EUnet.yu
Message-ID: <bjnk9r$d8g$1@news.eunet.yu>
Source record: 23925

On 9 Sep 2003 09:42:56 +, Maurits van de Kamp wrote:
>> import/export formats.(.TXT,.CSV,and as most advanced,.RTF).TEX was also an
>> option,but who uses it nowaddays?
>
>Many people actually.. LaTeX that is.

Me too. On Atari for me it is the Lindner binary with LaTeX 2.09 (later one(s) are a bit too large for my disk).

>It's so much more reliable than
>glossy wysiwyg programs like Word, and it's usable with codemanagers and
>the likes. So especially for large scientific works, LaTeX is often used.

Indeed, it seems to be one of the rare programs which do the finer details of the typesetting trade as they shouldbe - e.g kerning, ligatures, boxes, etc. In fact, I am inclined to think that TeX/LateX long ago solved all theoreticall problems regarding the algorithm of typesetting texts on a computer. For making a more comfortable environment instead of the command line interface of TeX (and it can be quite horrible, especially error reporting), it should be sufficient to make an input and display wrappping around the proven TeX "machine". TeX by itself need not exclude "wysiwig".

>Another great advantage is that large fully layed-out documents
>remain pretty small in filesize, since they're not stuffed with binary
>noninformation. And of course, no viruses. :)

And also, it is completely portable between different platforms- both the (La)TeX source and the compiled .dvi

Btw. I don't know the history of the RTF format, but it appears to be a (bad) imitation of the TeX source file format.

cu;

6351. Re: Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 16:42:43 UTC
From: vdjole@EUnet.yu
Message-ID: <bjnka0$d8g$2@news.eunet.yu>
Source record: 23924

On 9 Sep 2003 14:53:54 +, "Tom McEwan" wrote:

>The hardest part is getting hold of a 13-pin DIN plug. I haven't found
>anyone in the UK that still has them in stock, though I don't know how hard
>they are to get overseas.

To my amazement, very recently I saw those connectors in several shops
around here. It seems that they have became fashionable again- something
related to CD players (or some other audio equipment) for cars.

cu;

6352. Atari ST disks in Cambridge UK, 2nd hand.

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 17:52:55 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <azY7b.421$Fc3.123094@newsfep1-win.server.ntli.net>
Source record: 23936

My friend is de-cluttering his junk pile and will soon be throwing out a heap of old Atari ST software. Original boxes and manuals, almost mint condition, seems a shame to throw it in the bin.

He's not decided which bits he wants to keep but when he does is anyone interested in having any of it? Saves him a trip to the recycling centre.

Cheers, K.

6353. Re: Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 19:42:21 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bjnuqtahq1@thorium.cix.co.uk>
Source record: 23926

In message <bjkm2f$r98$1@newsg1.svr.pol.co.uk>, captaininsanity@ONAYAMSPAYuk2.co.uk said:

>The hardest part is getting hold of a 13-pin DIN plug. I haven't found
>anyone in the UK that still has them in stock, though I don't know how hard
>they are to get overseas.

Maplins used to stock them in the UK, possibly also Radio Shack.
Don't know if they still do. In the US, Best Electronics should be
able to supply.

Regards, /Peter/

6354. Re: CT60 ATX power supply issues

Newsgroup: comp.sys.atari.st
Date: 2003-09-10 20:54:40 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309101254.20eb05b4@posting.google.com>
Source record: 23927

Carey Christenson <falcon060@adelphia.net> wrote in message
news:<1063127102-948248AEicMi@adelphia.net>...
> Anyone,
> I have made a cable that will allow me to use the
> FALCON to program the ABE and SDR and new TOS into the
> CT60. My question pertains to actually getting the
> power supply to power up the CT60. I have a 250 watt
> ALLIED model #AL-A250ATX power supply. It has a "I"
> and "O" power switch right on the power supply but
> still does not power the CT60. Is there a couple of
> wires on that 20 pin connector that can be jumpered to
> power the CT60 up so that I can program the ABE and
> SDR??? Or what needs to be done. I put a jumper on
> the CT60 between the 2 pins for the ATX power supply
> which I thought would have turned it on. Do I have to
> have the CT60 completely installed into the Falcon to
> program it???

Jump no pins for right now. Your switch should get it going.

Galen

6355. Re: Help converting Cubase Audio Falcon song file to MIDI file

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 01:04:48 UTC
From: "Paul N." <visit_my_site@nurmix.com>
Message-ID: <8iivlv0e93p4gj0jpqfqsen5ajukqrjbv9@4ax.com>
Source record: 23928

On Wed, 10 Sep 2003 08:42:25 +0200, Maurits van de Kamp
<james.t.kirk@enterprise.nasa.gov> wrote:

>I know how that feels, which is why I can't help you with my CAF :/

I'm sorry to hear that! I hope this isn't a trend!

>What you could also do is run Cubase Audio on the STE, that is if the
>dongle itself is ok. It should work, it'll just have the audio disabled.
>That is how I exported my CAF songs after being forced to switch to Mac
>because of my dead Falcy.

Hmm, I hadn't thought of that. Of course there is the possibility
that the dongle itself somehow went "bad", and inserting it in my STE
might very well kill it too.
;-)

Anyway, I've already had the song file converted to a SMF, so I should
be able to get along fine with Cubase 2 on my STE.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

6356. Re: Help converting Cubase Audio Falcon song file to MIDI file

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 01:09:01 UTC
From: "Paul N." <visit_my_site@nurmix.com>
Message-ID: <0mivlvg3utioaimaggq7k2khiae057nddg@4ax.com>
Source record: 23929

On Wed, 10 Sep 2003 09:24:13 +0100, "Stephen Moss"
<sgm23@eng.cam.ac.uk> wrote:

>This is probably a stupid question but are you are sure you
>re-inserted the dongle in the right way up!
>It can be an easy mistake to make if your not paying attention, if it
>is inserted correctly so if she files without it.

Yeah, it was inserted correctly. And believe me, I unhooked
everything when I was trying to get it to work again. And even
tested the Falcon with another monitor just to be sure. All I get is
the power LED, the internal IDE drive spinning up, then nothing else.

And just thinking about it now, I'm 99.9% sure I actually turned it
OFF before removing the dongle after I got the error message that the
dongle supposedly wasn't there... In my haste, I wonder... could I
have actually pulled it out when the Falcon was powered up??? I don't
think so, I know better than that. But it was late, and maybe...

I guess I'll know for sure when I have a chance to open up the case
this weekend...

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

6357. Re: Help converting Cubase Audio Falcon song file to MIDI file

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 01:10:34 UTC
From: "Paul N." <visit_my_site@nurmix.com>
Message-ID: <1uivlvo6u6ki4kf5njmml7210rvglhd97e@4ax.com>
Source record: 23930

On Wed, 10 Sep 2003 12:56:34 +0200 (MET DST), "Pascal Ricard"
<nospam@mydomain.thanx.invalid> wrote:

>A few months ago, mine appeared to be dead too. But there was just a
>short circuit somewhere in the mouse cable. Yes, this did prevent the
>Falcon to start. A new mouse and there we go.

Interesting. But, I did disconnect _everything_ from the Falcon
during my attempts to get it to come back to life. And tried it with
two different monitors. All with the same sad results.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

6358. Re: Bought A New Hard drive

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 03:43:09 UTC
From: Adam <nobody@important.com>
Message-ID: <Xns93F2F1592ABE0nobodyimportantcom@167.206.3.2>
Source record: 23931

The Windows XP CD should boot automatically. There is no need for DOS.

"Starlord" <starlord@despammed.com> wrote in news:iPa7b.1170$aC2.972
@news.inreach.com:

> Your asking that on a newsgroup for the ATARI computers?
>
> --
> "In this universe the night was falling,the shadows were lengthening
> towards an east that would not know another dawn.
> But elsewhere the stars were still young and the light of morning
> lingered: and along the path he once had followed, man would one day go
> again."
>
> Arthur C. Clarke, The City & The Stars
>
> SIAR
> www.starlords.org
> Bishop's Car Fund
> http://www.bishopcarfund.Netfirms.com/
> Freelance Writers Shop
> http://www.freelancewrittersshop.netfirms.com
> Telescope Buyers FAQ
> http://home.inreach.com/starlord
>
> "PFC Daniel Weinland" <nomenclature1@hotmail.com> wrote in message
> news:e7316071.0309050259.1fb20dd9@posting.google.com...
>> I bought a new hard drive for my computer and am trying to format it
>> so I can load Windows XP on it, it comes up to the DOS prompt screen
>> and I tried to use
>> C:/format and nothing happens says drive specifacation invalid, so
>> next I tried to fdisk it and it wont let me says invalid file command,
>> the only drives it recongnizes are the A:/ and B:/ ... Can anyone help
>> me?
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.515 / Virus Database: 313 - Release Date: 9/1/03
>
>
>

6359. Re: University use of an Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 07:03:00 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bjp6qqmsq1@reader10.wxs.nl>
Source record: 23932

Djordje Vukovic wrote:

> on a computer. For making a more comfortable environment instead of the
> command line interface of TeX (and it can be quite horrible, especially
> error reporting), it should be sufficient to make an input and display
> wrappping around the proven TeX "machine".

http://www.lyx.org :)

> TeX by itself need not exclude
> "wysiwig".

True, although the LyX team prefer WYSIWYM ("What You See Is What You
Mean").

> Btw. I don't know the history of the RTF format, but it appears to
> be a (bad) imitation of the TeX source file format.

That would make sense, since the history of RTF is Micro$oft, creator of
bad imitations. :)

Maurits.

6360. ADV: Atari Clearance Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 08:19:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0309110112140.2904-100000@shell1.aracnet.com>
Source record: 23933
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari stuff coming out of my Ears and I need to make room for NEW Atari stock. I'm buying out an Atari Dealer & I need to make room for NEW Atari stock! So I'm Offering a 20% off the Top Discount for any customer on Atari ST and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more! For Regular Customers add another 10% off! A Whopping 30% off the Top Discount. Take advantage of this, because this is as Good as it Gets! A lot of the items on sale I only have One, Two or a Few of! So act NOW While I got it! Get the Catalogs while inventory Lasts! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

http://www.aracnet.com/~atari/specials.htm Atari Specials!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
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http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6361. Re: [ANN] Meg 1.1

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 08:59:25 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB85F5C3.6314%derryck@nospam.cix.co.uk.invalid>
Source record: 23934

In article bjni88$k4n$1@news-reader5.wanadoo.fr, Pierre TONTHAT at
ptonthat@NO.club-internet.fr.SPAM wrote on 10/9/03 17:11:

> Bonsoir Derryck :)

Bon Matin Pierre :-)

> Oups... Sorry about that : I've received your mail and the cresus.rsc file.
> I should have modified the English archive of Cri¿½sus for this new rsc file,
> but I forgot it due to new softs developments. I'll see it this week-end.

No worries, as long as it hadn't gone missing.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

6362. Re: Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 09:29:11 UTC
From: Bob the builder <Bob@GF.com>
Message-ID: <3f60406b$0$23611$5a62ac22@freenews.iinet.net.au>
Source record: 23935

its a Kenwood designed plug.

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:bjnka0$d8g$2@news.eunet.yu...
> On 9 Sep 2003 14:53:54 +, "Tom McEwan" wrote:
>
> >The hardest part is getting hold of a 13-pin DIN plug. I haven't found
> >anyone in the UK that still has them in stock, though I don't know how
hard
> >they are to get overseas.
>
> To my amazement, very recently I saw those connectors in several shops
> around here. It seems that they have became fashionable again- something
> related to CD players (or some other audio equipment) for cars.
>
> cu;

6363. Toad Permission Given (Was: Toad Asked)

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 16:28:01 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309110828.7b963166@posting.google.com>
Source record: 23945

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0309071110.455679a@posting.google.com>...
> I emailed Dave Troy today at noon PST requesting permission to scan
> and post the catalogs. I will await his reply.
>
> Galen

Hello everyone,

Dave's reply is posted below. Scan away! (I don't have time to scan
the entire thing myself, but if anyone wants a particular page, let me
know.)

Galen

- - - - - - - - - - -

Hi Eric,

Yeah, that's fine. Somewhere/someplace I probably have the original
artwork for a lot of that stuff, but it would be a real project to
start
digging it all up. Easier just to scan it. I'm flattered that anyone
cares enough to do it!

Take care,
Dave

==========
David C. Troy [dave@toad.net] 410-384-2500 Sales
ToadNet - Want to go fast? 410-544-1329 FAX
570 Ritchie Highway, Severna Park, MD 21146-2925 www.toad.net

On Sun, 7 Sep 2003, Eric Kaljumagi wrote:

> Dear Mr. Troy,
>
> Several people at comp.sys.atari.st have expressed a desire to scan the
> Toad Atari catalogs as a historical online reference. May we have
> permission to do so?
>
> Eric Kaljumagi
> (who once bought a Falcon from you)
>

6364. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 17:18:22 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbm1aih.5hm.atari@core.preferuje.luzik.pl>
Source record: 23746

On Wed, 10 Sep 2003 17:41:51 +0200, Didier Mďż˝quignon <NOSPAMS@wanadoo.fr> had a noticeable pleasure while writting:

> Lyndon Amsdon <lyndonamsdon@hotmail.com> wrote:
>
>> > > I am soon to make a small run of Eiffels, probably 9 or 12. I will be
>> > > putting information on my website, it will have support for Atari
>> > > joysticks. I will also put a package up containing the source code
>> > > for the PIC so it is free to develop further.
>> >
>> > It seems that Eiffel does not support all mouse-movement types (relative,
>> > etc.) have you fixed it?
>>
>> I haven't touched the source yet, want to get hardware done first. I
>> need to read over the docs about the IKBD more.
>
> All IKBD cmds are supported in the version 1.0.4 excepted :
> SET_MOUSE_THRESHOLD
> SET_FIRE_BUTTON_MONITOR
> CONTROLLER_EXECUTE
>
> Cmds added :
>
> GETTEMP (3)
> PROGTEMP (4)
> PROGKB (5)
> PROGMS (6)

Ok, but eiffel mouse does not work ok in for example Frontier and Quake (pord by Doug).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6365. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 17:25:36 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbm1b03.5hm.atari@core.preferuje.luzik.pl>
Source record: 23747

On Wed, 10 Sep 2003 13:32:48 +0200, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
>>His file system of choice is the mac file system (ala magicmac), and as the
>>author of Aniplayer pointed out that shields him from the sometimes fatal
>>file locking problems magic has on real hardware.
>
> My file system of choice happens to be FAT32 on real hardware. MagiCMac uses
> the Mac file system and that's not FAT32. It's about time you and some other
> idiots finally grasp that this is a Atari newsgroup, and I do not report or
> comment on stuff running under emulators (and virtual machines).
> As a Mac user you should know that a Mac uses HFS & HFS Plus, not FAT32, so
> once again you're posting bullshit and off topic...

It's about time you and some other isiots finally grasp that this is a Atari newsgroup, and I do not report or comment on stuff running under emulators (and virtual machines).
As an Atari uses you should know that a MiNT uses TOSfs & FAT12/16/32 & Minix & Ext2, not HFS & HFS Plus, so once again you're posting bullshit and off topic...

> It's a good thing this group isn't moderated or you would be blacklisted :-)

It's a good thing this group isn't moderated or you would be blacklistes :-)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6366. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 18:04:18 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB863162.210F%gfabasic@mint.net>
Source record: 23748

in article slrnbm1b03.5hm.atari@core.preferuje.luzik.pl, Adam Klobukowski at atari@gabo.pl wrote on 9/11/03 1:25 PM:

> On Wed, 10 Sep 2003 13:32:48 +0200, Dennis Vermeire <dennis.vermeire@gmx.net>
> had a noticeable pleasure while writting:
>>> His file system of choice is the mac file system (ala magicmac), and as the
>>> author of Aniplayer pointed out that shields him from the sometimes fatal
>>> file locking problems magic has on real hardware.
>>
>> My file system of choice happens to be FAT32 on real hardware. MagiCMac uses
>> the Mac file system and that's not FAT32. It's about time you and some other
>> idiots finally grasp that this is a Atari newsgroup, and I do not report or
>> comment on stuff running under emulators (and virtual machines).
>> As a Mac user you should know that a Mac uses HFS & HFS Plus, not FAT32, so
>> once again you're posting bullshit and off topic...

I recall saying that mint has advantage over magic, and memory protection
makes mint more stable. The author of magic also then said these same
exact things, yet if I post such a comment is automatically bull...
Yet you don't have one word in reply to the magic author. I find that
quite funny. Everyone here can see that, you aren't fooling anyone.

Is it really too hard to utter the words... "sorry you were right,
I was wrong"? Apparently it is.

The only thing not being grasped here is the fact that MiNT and all it's
extras is just as valid as magic in this forum, if not more. It lets
others do some things magic won't, and from the magic authors posts, it
appears MiNT will do some stuff magic probably won't ever do.

Truth hurts doesn't it. lol!

> It's about time you and some other isiots finally grasp that this is a Atari
> newsgroup, and I do not report or comment on stuff running under emulators
> (and virtual machines).
> As an Atari uses you should know that a MiNT uses TOSfs & FAT12/16/32 &
> Minix & Ext2, not HFS & HFS Plus, so once again you're posting bullshit and
> off topic...
>
>> It's a good thing this group isn't moderated or you would be blacklisted :-)
>
> It's a good thing this group isn't moderated or you would be blacklistes :-)

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html

L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

6367. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 20:43:31 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0309112236530.227-100000@UNI_MANiac>
Source record: 23749

On Wed, 10 Sep 2003, Dennis Vermeire wrote:

> And last but not least: someone here said that 99,9 % of the Atarians are
> pleased when new/updates, expecially commercials ones, see the light. Well,
> unlike Papyrus, Tempus Word NG isn't a ported PC program, but a real Atari
> program... give it the benefit of doubt and wait a few more months before
> upgrading to papyrus 9.xx, I promise you that it'll be worth the wait...

I have been working with Wordplus 5 for years, but want something better.
I was thinking about Papyrus but will definitely also consider Tempus
Word. I will compare them as soon as new demo versions are available for
both, and will let this NG know which one I have decided to pay for.

Martin Tarenskeen

6368. Re: A list of games that require at least 2048 KB of RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 21:27:12 UTC
From: mstepansky@aol.com
Message-ID: <20030911172712.14261.00000685@mb-m18.aol.com>
Source record: 23750

I lost the previous post where we listed up to 10 or so of ST games which requires 1024 KB of RAM. Pls re-post the list for me (and other new ST users here).

If you know any ST/STe games that requires 2048 KB or more, pls add in the list, after you copy-paste "previous postings" to your new message window here. Once again, thank you!

Mike

6369. Re: How to find a Falcon on Ebay

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 21:30:08 UTC
From: mstepansky@aol.com
Message-ID: <20030911173008.14261.00000687@mb-m18.aol.com>
Source record: 23751

Or, you will be surprise to see in ebay if you use:

"Atari 040" "Atari 060" "Atari Hades" "Atari Medusa"...um, what else?

Mike

6370. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 21:32:40 UTC
From: mstepansky@aol.com
Message-ID: <20030911173240.14261.00000688@mb-m18.aol.com>
Source record: 23752

I agree.

I played ST games and even Atari 2600 on a Playstation using emulators and a special format software to burn them on a PS CD disc.

Much better than...Atari and Amiga and PC!

Mike

6371. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 21:39:13 UTC
From: mstepansky@aol.com
Message-ID: <20030911173913.14261.00000690@mb-m18.aol.com>
Source record: 23753

Maybe his Amiga, PC Jr, Vic-20, TRS80, CoCo or whatever he is using is not working now.

Mike

6372. Re: PCs are better than ATARI and AMIGA !

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 21:39:52 UTC
From: mstepansky@aol.com
Message-ID: <20030911173952.14261.00000691@mb-m18.aol.com>
Source record: 23754

or %20 in hex format, seen usually in the weblinks in URL field.

6373. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 21:46:19 UTC
From: mstepansky@aol.com
Message-ID: <20030911174619.14261.00000693@mb-m18.aol.com>
Source record: 23755

Well, Mac does not have Geforce4/Ti capability - instead it uses Geforce4/Mx - two difference thing here. Ti handles real-time shadow, bump mapping, etc. vertex level.

PC can, unfortunately.

Mike

6374. Viruses, Worms, Trojans, Retrovirus, Hijackers, Spywares

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 22:01:43 UTC
From: mstepansky@aol.com
Message-ID: <20030911180143.14261.00000696@mb-m18.aol.com>
Source record: 23756

Watch out for...

Viruses, worms, trojans....and now another breed:

Retrovirus - I think this one disables your AntiVirus software before you know it. A critical one.

Also, spywares/malwares (adwares) uses a small trojan code hiding in your PC (not sure about Mac) which can capture your privacy info and sends to hackers. They can get in your PC given to you by "spybots".

Worse than popup box is called hijackers - you browse a web page (first time) and then it hijacks you to adult sites, etc. then you realize this is NOT what you are looking for. Bad for kids.

Keyloggers is another thing, keep tracks of your keyboard entries and then send back to hackers for study.

Or, spyware can capture your screen information and email to hackers to study.

Solutions: download SpyBots-S&D 1.2 - excellent freeware (upgradeable; now detects up to 9488 spy libraries) S&D stands for Search/Destroy)

And for extra measures, get AdAware (Dell tech support recommended that to me) and SpySweeper.

I had 1 Trojan.Norio and 28 other spywares sitting in my PC!!!!! Killed them.

Not ALL antivirus is able to check trojans! My Trojan.Norio was discovered two weeks BEFORE Norton's AV recognized it!

Mike

6375. Re: Milan 060 for sale

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 22:12:11 UTC
From: mstepansky@aol.com
Message-ID: <20030911181211.14261.00000697@mb-m18.aol.com>
Source record: 23757

Is it still up for sale?

What does it look like? (need photo to see it)

ST games compatible? TOS version? What else you have that comes with it?

Mike
Toledo Ohio

6376. Looking for Atari XL/XE game cartridges

Newsgroup: comp.sys.atari.st
Date: 2003-09-11 22:39:21 UTC
From: mstepansky@aol.com
Message-ID: <20030911183921.14261.00000699@mb-m18.aol.com>
Source record: 23758

Is anyone selling the following cartridges...for keepsakes

HERO (my #1 favorite)
PitFall2
Centipede
Zone Ranger
Keystone Cops
Ms Pacman
SuperPacman
Jr Pacman
Pengo
whatever you have unusual titles - feel free to email me.

Disk-based...

Mr. Robot (disk?)
FlipFlop
Ollie's Follies (nice 3D style, like Mr. Robot)
JetBoot Jack
Encounter
Agent USA
Agent USA II (rare)
GumBall Factory
Oils Well (addictive - pacman style using oil drillers!)
Jumpman Sr. (I lost it)
Nadral (rare, Germany game)
whatever you have unusual titles...feel free to email me.

Any Teddy Bear or Hamster like games?

Mike
Toledo Oh

6377. Re: A list of games that require at least 2048 KB of RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 05:12:06 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309112112.221dd32b@posting.google.com>
Source record: 23759

mstepansky@aol.com (MStepansky) wrote in message
news:<20030911172712.14261.00000685@mb-m18.aol.com>...
> I lost the previous post where we listed up to 10 or so of ST games which
> requires 1024 KB of RAM. Pls re-post the list for me (and other new ST users
> here).
>
Subject: A list of games that require at least 1024 of memory (earlier
postings)

1: The Secret of Monkey Island
2: Heimdall
3: Obsession
4. No Second Prize
5. Railroad Tycoon
7. Civilization
8: Substation
9: European Champions
10: Power UP Plus
11: Premier Manager 2
12: Sleepwalker
13: Stardust
14: Team

Galen

6378. Atari 520 $20 Toronto

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 06:30:18 UTC
From: waldo <waldo_xx@yahoo.com>
Message-ID: <ktp2mvs3pjhbb32crm4uavth9vofpn7nu4@4ax.com>
Source record: 23760

416 465 6798

6379. Re: Atari ST disks in Cambridge UK, 2nd hand.

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 11:58:17 UTC
From: dan@danhallmusic.freeserve.co.uk
Message-ID: <6acfe149.0309120358.2389d7f7@posting.google.com>
Source record: 23761

"kryten_droid" <kryten_droid@ntlworld.com> wrote in message
news:<azY7b.421$Fc3.123094@newsfep1-win.server.ntli.net>...
> My friend is de-cluttering his junk pile and will soon be throwing out a
> heap of old Atari ST software. Original boxes and manuals, almost mint
> condition, seems a shame to throw it in the bin.
>
> He's not decided which bits he wants to keep but when he does is anyone
> interested in having any of it? Saves him a trip to the recycling centre.
>
> Cheers, K.

If there is the midi program cubase with the dongle in any of that
then I am interested, without the dongle may still work.

Dan Hall

6380. Using a TT Want to use a Midex +..... Can I ?

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 12:12:32 UTC
From: notator_logic@hotmail.com
Message-ID: <b662b21f.0309120412.597e3774@posting.google.com>
Source record: 23762

Got a TT running Cubase V3.
I wish to use a midex+ - it arrived today.

Before the correct driver was setup, it was acting like a key expander.... would allow me to boot to cubase with the dongle in a slot.
I had three different versions of the midex driver in Mros (114, 115 and one called midexfalc) Trying each of these - admittedly without a hard reboot - none worked, so I enabled all of them, hard reboot and now it shows up in cubase in the output box.

Only thing is, it's not showing any midi activity on either the two inputs, and nothing plays on the synth when plugged into any output (though the midi output indicator obviously flashes)

Does the TT suffer with the same problem as the Falcon where you can only use it as a dongle expander, or do I just need a certain mros driver for it.

My only other hope, is that I could plug a unitor into it, (or a log 3)

I already use an SMPii at the moment so that as an alternative is already used.

Thanks.. Rob

6381. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 12:37:20 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0309120437.47891508@posting.google.com>
Source record: 23763

Hello, Dennis,
thank you for alerting the community (or maybe its just me!) about
Tempus Word. I will definitely check out the demo, and put in a
request for an english version. Its good to hear about alternatives to
whatever is popular at the moment. I think Papyrus is OK, but I always
wonder why some programs are more successful than others. I always
wondered why DA's Layout wasn't more popular than Calamus for example.
I have used Layout and thought it was such a GREAT program. It made
everything easy to do and you got great results.
Just my 2 cents, Mark

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1063296280-195307AEicMi@gmx.net>...
> From: paul.williamson@zetnet.co.uk (Paul Williamson)
> Date: 03 Sep 2003 22:14:15 GMT
>
> Hi Paul,
>
> >I'm always pleased to see more software coming out for the Atari. O.K.,
> >it might not be perfect, and if you've spent money on it you expect it to
> >work well.
>
> So am I, it's no secret that I prefer working with the commercial stuff
> either, in general commercial/shareware software tends to have more/better
> features. And usally it takes advantage of features offered by my OS of
> choice...
>
> >But how many PC users are constantly disappointed by the bugs
> >in their software, and then, after upgrading it and just as they hope it
> >is working O.K., MS announces they won't support it any more. You are
> >forced to upgrade even if you don't want to, or the features you bought
> >it for won't work any more (e.g. I had to upgrade from IE 5 to 6 or I
> >couldn't continue to access the secure sites). Soon no doubt, I will be
> >encouraged to spend on another version of Windows as MS won't keep
> >supporting 98.
>
> That's all very sad and unfortunate of course, but the above applies to all
> platforms including this one. The difference between this platform and others
> however is that the users have choice. You've choosen to use IE as browser,
> you could just as well use Netscape or Opera... MS stopping support for five
> years old software isn't all that exceptional either, try to get support for
> Calamus 98 from Invers for example, you'll be encouraged to upgrade to the
> newest version.
> To stay on topic: I've upgraded from Papyrus 4 all the way up to 8.23, and

> just like these PC users I've been constantly disappointed by the bugs in the
> program. But for some reason it's OK to say this about PC software but not
> about Atari software. We should all be very gratefull that someone out there
> still bothers to release something for this platform, even if it's not really
> up to standard... and we certainly shouldn't complain. Well, sorry Paul, but I
> have to work just as hard for my money as a PC user. If I payed good money for
> something I expect at least something usefull in return... if not I'll start
> moaning :-/
>
> >It's a far from perfect world, but I find most of the Atari platform
> >software I use gives me fewer problems, and far more pleasure than the
> >Windows stuff. I include Papyrus in that. I use it a lot, both on the
> >PC and the Hades, and find very few problems. (The only ones that
> >bother me are on the Windows version !)
>
> So do I, but that's partly because lots of the Atari software comes with litle
> or no "bells and whistles". If you compare Papyrus feature by feature against
> some of the "monsters" on the other platforms, Papyrus turns out to be a quite
> simple program. And let's face it, Papyrus has never been the most stable or
> debugged word processor around on this platform. But because it's the only one
> available in English and until a few months ago about the only one that was
> still being developed, we can't ignore it... Personally, I'm through with
> Papyrus and will not upgrade to the newer version if it ever appears, ROM
> doesn't even offer a demo version of version 9.xx, for having to find out what
> exactly has been fixed/added/changed in this new version one obviously needs a
> crystal ball. If you ask me all they are trying to do is to cut the grass away
> under the English Tempus Word NG which should arrive around christmas. The new
> Papyrus X is due any minute, and they are trying to stuff version 9.xx in our
> throats... You just wrote you don't like the MS tactics concerning upgrading
> stuff very much, what do you think this is?
>
> Cheers from Belgium
> Dennis

6382. Accents with Atari

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 14:57:42 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0309120657.74edf27d@posting.google.com>
Source record: 23764

Hello

I'm looking for a tool to use accents with my atari text editors,
mailers, etc..
If it is posible some software clean coded that doesnt give problems
under Multitasking OS.

Thanks

6383. FS: Atari colour monitors TORONTO, CANADA

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 16:08:11 UTC
From: waldo <waldo_xx@yahoo.com>
Message-ID: <3pr3mvghmhq425e59agvllvivb1o6b35bq@4ax.com>
Source record: 23765

$50 CAD each Atari SC1224 colour monitors (2), work good

416 465 6798

available Sept 21st

ok to leave message in the meantime

6384. Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 17:29:49 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bjsvq9$2fn$1@sparta.btinternet.com>
Source record: 23766

For the attention of Lonny Pursel

Ref: Notice of copyright theft

You have taken it upon yourself to publish an extract of one of my Usenet conversations on your personal website. This contains personal details such as my email address which you claim to have deliberately disguised in order to avoid liability, however it is still included in its entirety.

I hold the copyright on this text and have not authorised its inclusion in your personal project. I formerly request that you remove it at the earliest opportunity and not later than Sunday the 14th of September by 22:00 hours UK time.

After this time i will consider you to be using this text under the agreement that you use any or all of it for the sum of £100 GB per hour excluding any tax liability that are incurred, payable in advance on a daily basis.

Sincerely Yours, S. R. Sweet.

6385. Re: vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 20:57:32 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f62171c.0@entanet>
Source record: 23767

On 8 Sep 2003 22:40:50 +, "Rodolphe Czuba" wrote:
>Just to say that stories about FULL 060 that are marked EC should not exist
>!!
>
>In fact I can a tell you that all 060 I shipped on CT60 are EC marked !!!
>
>OK ?
>WHY ??
>
>Motorola produced some very important amount of FULL 060 that they marked EC
>because at this moment some of their big customers were requesting EC low
>cost 060 and motorola had no time to produce them, so they decide the stamp
>some 060 as EC but they were FULL models !!
>
>The CT60 BIOS analyse the registers of the 060, and all EC that I plugged
>(and you use if you have a CT60 + 060 FULL) are well identified as 060 with
>PMMU & FPU !! And the FPU works fine !!
>
>Ok, on CT60 I have no problems with customers afraid by the EC letters
>because I stick a heatsink on the 060....;-))
>
>I hope the discussion about 'EC instead of FULL' shipping will end now !
>
>I never had problems with Vernal Elm !
>I had some bad 060 (four pieces) and they accepted to replace them...
>
>My only problem now is that I wait for my order since a long time.... but
>that's not the first time there is a delay and I not ordered only one
>piece...so they may need more time for my order...
>

I am fairly sure that the 060 in my Milan is marked EC but it is a FULL
68060.

Regards,

Peter

6386. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 21:33:08 UTC
From: gogsmac@aol.comnospam
Message-ID: <20030912173308.07345.00000565@mb-m27.aol.com>
Source record: 23768

<< I hold the copyright on this text >>

How can you hold the copyright on text published in an open forum like this ?
By posting here you are publishing in the public domain aren't you ?

Gordon McCallum

Remove the nospam to reply direct

6387. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 22:00:19 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10309121649150.21196-100000@www.coazter.com>
Source record: 23769

Steve,

"Whether a particular use of a Usenet posting is a fair use is, as always,
a very fact-specific determination. However, it's probably safe to say
that it's a fair use if the use was not commercial in nature, the posting
was not an artistic or dramatic work (e.g.,, it was the writer's opinion,
or a declaration of facts, and not something like a poem or short story),
only as much of the posting was copied as was necessary (e.g., a short
quotation for purposes of criticism and comment), and there was little or
no impact on any market for the posting."

Was the quoting an artistic, dramatic work?
Is there any business impact?

If you disagree and still want the post to be removed, private email
should have been used, not usenet.
Lonny could simply use a loophole, using a url link to a google search to
usenet. Same result, just this time, not liable.

On Fri, 12 Sep 2003, Steve Sweet wrote:

> For the attention of Lonny Pursel
>
> Ref: Notice of copyright theft
>
> You have taken it upon yourself to publish an extract of one of my Usenet
> conversations on your personal website. This contains personal details such
> as my email address which you claim to have deliberately disguised in order
> to avoid liability, however it is still included in its entirety.
>
> I hold the copyright on this text and have not authorised its inclusion in
> your personal project. I formerly request that you remove it at the earliest
> opportunity and not later than Sunday the 14th of September by 22:00 hours
> UK time.
>
> After this time i will consider you to be using this text under the
> agreement that you use any or all of it for the sum of ?100 GB per hour
> excluding any tax liability that are incurred, payable in advance on a daily
> basis.
>
> Sincerely Yours, S. R. Sweet.
>
>
>
>

>
>
>
>

~^~^~^

6388. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 22:36:42 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bjthpq$85i$1@tyfon.itea.ntnu.no>
Source record: 23770

Steve Sweet <steve.sweet@btopenworld.com> wrote:

> After this time i will consider you to be using this text under the
> agreement that you use any or all of it for the sum of ï¿½100 GB per hour
> excluding any tax liability that are incurred, payable in advance on a daily
> basis.

> Sincerely Yours, S. R. Sweet.

There was a time when this forum used to be fun and informative.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6389. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 22:53:15 UTC
From: Snooze <neyspam@haveitback.com>
Message-ID: <bjtj6uqmi1@news6.svr.pol.co.uk>
Source record: 23771

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bjsvq9$2fn$1@sparta.btinternet.com...
> For the attention of Lonny Pursel
>
> Ref: Notice of copyright theft

YAWWWWWWWWWWWWWWWWWWN!!!!!!!

6390. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 23:04:02 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f625ee4519be0@tripnet.se>
Source record: 23772

In comp.sys.atari.st <bjthpq$85i$1@tyfon.itea.ntnu.no>
Jo Even Skarstein wrote on Fri 12-09-2003 22:36 (GMT):

>There was a time when this forum used to be fun and informative.

Filter out the worst and _never ever_ respond to stupid posts without
adding some valueable information yourself. That's the only way to help
an unmoderated newsgroup stay as clean an informative as possible.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6391. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 23:27:58 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB87CEBE.2169%gfabasic@mint.net>
Source record: 23773

On Fri, 12 Sep 2003, Steve Sweet wrote:

> For the attention of Lonny Pursel
>
> Ref: Notice of copyright theft
>
> You have taken it upon yourself to publish an extract of one of my Usenet
> conversations on your personal website. This contains personal details such
> as my email address which you claim to have deliberately disguised in order
> to avoid liability, however it is still included in its entirety.

It was in it's entirety as it would appear on google groups. Which
apparently google isn't concerned with liable if you noticed.

> I hold the copyright on this text and have not authorised its inclusion in
> your personal project. I formerly request that you remove it at the earliest
> opportunity and not later than Sunday the 14th of September by 22:00 hours
> UK time.

You hold nothing as soon as you posted on an open forum.

> After this time i will consider you to be using this text under the
> agreement that you use any or all of it for the sum of ï¿½100 GB per hour
> excluding any tax liability that are incurred, payable in advance on a daily
> basis.

I have since changed the spelling, but I won't take it down. My usenet
guide is informative and accurate, and gives good examples where needed.
If you don't want to be remember as such, don't talk that way. Funny,
I didn't think you cared what people thought. lol

Anyway, the people who have read it, pretty much say it's dead on.
If you don't like what's on my site, don't go there.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

6392. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 23:35:36 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB87D088.216C%gfabasic@mint.net>
Source record: 23774

in article bjthpq$85i$1@tyfon.itea.ntnu.no, Jo Even Skarstein at
joska@nvg.ntnu.no wrote on 9/12/03 6:36 PM:

> Steve Sweet <steve.sweet@btopenworld.com> wrote:
>
>> After this time i will consider you to be using this text under the
>> agreement that you use any or all of it for the sum of ï¿½100 GB per hour
>> excluding any tax liability that are incurred, payable in advance on a daily
>> basis.
>
>> Sincerely Yours, S. R. Sweet.
>
> There was a time when this forum used to be fun and informative.

I agree.

I moved my personal opinions to my website and have tried avoided any direct
contact with Steve here. This isn't the place for it, and I can see Steve
prefers to bring it back here and make more waves. If he has a problem with
my site, he should send me private e-mail.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

6393. Re: [WWW] Some new software on my site

Newsgroup: comp.sys.atari.st
Date: 2003-09-12 23:48:43 UTC
From: swampfax1@atlantic.net
Message-ID: <vXs8b.1738$if4.1250116@newshog.newsread.com>
Source record: 23775

Hi Patrice,
Firstly, let me thank you for your work!
A few notes on Doom 0.30pre2 compared to 0.27 on my Falcon030, TOS 4.04,
PhantomSE excellerated)(640x480x256):

--- unfortunately it crashes after a about 5 minutes of play
--- loads faster
--- video runs faster
--- sound keeps up with video but is lower in pitch (ok for me)
--- joystick button moves the guy forward instead of firing (bad for me)

NG Note: It seems that I'm not seeing all the posts so I apologize if
if you (or anyone) has already replied to any of the above.
So, I'll keep checking your site for updates too.

John

6394. Re: Tower preparation for CT60, Eiffel

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 02:29:29 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0309121829.2c4e57c7@posting.google.com>
Source record: 23776

> I didn't talk to Wizztronics. For one thing, you have to replace the
> provided power supply with one that has the ATX connector. I'm not
> particularly inspired to cold-call the guy, but the email address I'm
> using is a real one, and I'll be happy to respond to whatever
> questions he has.
>
> Galen

Hey Galen! My Falcon Rack arrived today, and it looks great! As you said,very sturdy construction. What he is selling for $99.00 is just the case, no power supply, cables, or even brakets for hard drives. Those were extra. That's good, since the needs for the CT60 are a bit different. I'll be looking for a power supply for the CT60, did you find a solution for yours? I'd be interested to hear what I should look for. I have not yet bought anything for the mouse/keyboard, and am waiting to hear how much the Eiffel will cost. Did you manage to fit the D.E.K.A. 2 in ok?

6395. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 05:34:07 UTC
From: swampfax1@atlantic.net
Message-ID: <j%x8b.1752$if4.1262879@newshog.newsread.com>
Source record: 23777

On 4 Sep 2003 11:44:12 -, Lyndon Amsdon wrote:
>Hi,
>
>I am soon to make a small run of Eiffels, probably 9 or 12. I will be
>putting information on my website, it will have support for Atari
>joysticks. I will also put a package up containing the source code
>for the PIC so it is free to develop further.
>
>I'd like to hear from people if anyone is interestted in them?
>
>Thanks, Lyndon
>.

Hi Lyndon,
I'm interested.

Some questions:
--- From your site, am I right saying the cost is 39 euros + shipping?
If so, how much postage to the USA?
--- Will it be "bug free"?
--- Can it be used on any Atari? If I'm not mistaken, the keyboards on my
1040, Mega4, and Falcon are 3 different types (missed out on the TT :)

John

6396. CT60 SDRAM

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 05:49:47 UTC
From: jdplace@prodigy.net
Message-ID: <%dy8b.1970$tV2.106@newssvr31.news.prodigy.com>
Source record: 23778

For those who have their CT60 up and running, I wonder if you could post the brand/specs of the SDRAM you have working? I'd like to buy memory that I know will work! It's been a long time since I've done anything with memory, and much has changed. I'm not sure I understand all of the specs. Thanks!

--

Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

6397. Re: Monitors

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 06:34:23 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0309122234.268d263d@posting.google.com>
Source record: 23779

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:<bjmmhmouu1@pegasus.csx.cam.ac.uk>...
> "angelshamshel" <angelshamshel@removethishotmail.com> wrote in message
> news:0bmrlv8m18k015gginqq1rl6tl3c122d2f@4ax.com...
> > Can standard Multisync monitors be adapted to the standard 520 and
> 520
> > STFM series of computers inexpensivley? TIA
>
> If you thinking about VGA or SVGA then adaptors are available for
> purchase however due to the higher Sync frequencies for these monitors
> the only resolution that gives a stable and usable output is ST High
> (monochrome) whichc is ok for most applications but no good for most
> games.
>
> Try B&C (www.myatari.com) in the US or Atari Workshop
> (www.atari-workshop.co.uk) in the UK if you want to purchase them
> although I'm sure other good Atari retailers stock them so trawl the
> net.
>
> Stephen Moss

I have a ATARI SM 124 black/white monitor for sale!

Lots of my other stuff for sale at:

http://www33.brinkster.com/myatari4sale/

6398. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 07:06:52 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB8746E1.63B7%derryck@nospam.cix.co.uk.invalid>
Source record: 23780

In article Pine.MNT.4.31.0309112236530.227-100000@UNI_MANiac, Martin Tarenskeen at nospam@zonnet.nl wrote on 11/9/03 21:43:

> I have been working with Wordplus 5 for years, but want something better.
> I was thinking about Papyrus but will definitely also consider Tempus
> Word. I will compare them as soon as new demo versions are available for
> both, and will let this NG know which one I have decided to pay for.

No need to wait for the latest demo of Tempus Word. The demo version available for download IS the latest; and is transformed into the paid-up version once you've bought a license key.

--

Cheers

Derryck


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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

6399. Re: Accents with Atari

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 07:49:03 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB888208.646A%derryck@nospam.cix.co.uk.invalid>
Source record: 23781

In article d385a14d.0309120657.74edf27d@posting.google.com, D Galvez at maraka@atari.net wrote on 12/9/03 15:57:

> I'm looking for a tool to use accents with my atari text editors,
> mailers, etc..

SMAK (Send Me A Key) from http://www.Diedering.de

> If it is posible some software clean coded that doesnt give problems
> under Multitasking OS.

It works 100%.

--

Cheers

Derryck

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org
```

6400. Recording on the Atari 1040ST - advice needed

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 08:17:50 UTC
From: dan@danhallmusic.freeserve.co.uk
Message-ID: <6acfe149.0309130017.77be9339@posting.google.com>
Source record: 23782

I need some help, I hope someone can point me in the right direction. Have recently purchased an old Atari 1040, but have no idea how to get cubase to work on it. It is to be part of a simple home studio. If anyone knows what a dongle is and how to get hold of one for this machine, that would be great.

I placed this question on a music makers group and the answers were very very funny, but not that helpful until one guy suggested finding this group. So here I am and would be greatful for any help and advice that you could give me.

Thanks

Dan Hall

6401. Re: Recording on the Atari 1040ST - advice needed

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 09:53:03 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <%NB8b.599$Nb6.230@newsfep4-winn.server.ntli.net>
Source record: 23783

Hello.

"dan" <dan@danhallmusic.freeserve.co.uk> wrote in message
news:6acfe149.0309130017.77be9339@posting.google.com...
> I need some help, I hope someone can point me in the right direction.
> Have recently purchased an old Atari 1040, but have no idea how to get
> cubase to work on it. It is to be part of a simple home studio. If
> anyone knows what a dongle is and how to get hold of one for this
> machine, that would be great.

www.keychange.co.uk

> I placed this question on a music makers group and the answers were
> very very funny,

Post a few, we could do with a laugh.....

(My reply is non copyright and may be used just about anywhere.......)

6402. Re: CT60 SDRAM

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 12:11:17 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f630947$0$13272$626a54ce@news.free.fr>
Source record: 23784

All is on my web site !!
Including some new infos about the CAS LATENCY that MUST be 2 for PC100 and
should be 2 for PC133, but CL=3 is accepted for PC133 (only!).

Regards

"Joseph D. Place" <jdplace@prodigy.net> a crit dans le message de news:
%dy8b.1970$tV2.106@newssvr31.news.prodigy.com...
> For those who have their CT60 up and running, I wonder if you could
> post the brand/specs of the SDRAM you have working? I'd like to buy
> memory that I know will work! It's been a long time since I've done
> anything with memory, and much has changed. I'm not sure I
> understand all of the specs. Thanks!
> --
> Joseph D. Place
> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>

6403. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 12:34:06 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bjv2rskbs1@titan.btinternet.com>
Source record: 23785

Hi Lonny

> I moved my personal opinions to my website and have tried avoided any
direct
> contact with Steve here. This isn't the place for it, and I can see Steve
> prefers to bring it back here and make more waves. If he has a problem
with
> my site, he should send me private e-mail.

My first recourse, private email, was returned as undeliverable. But since
you have now read the request there's nothing further for me to add.

--

Regards, Steve S.

6404. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 14:31:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063489980-94727AEicMi@gmx.net>
Source record: 23790

From: lp <gfabasic@mint.net>
Date: Thu, 11 Sep 2003 14:04:18 -0400

>I recall saying that mint has advantage over magic, and memory protection
>makes mint more stable. The author of magic also then said these same
>exact things, yet if I post such a comment is automatically bull...
>Yet you don't have one word in reply to the magic author.

There's quite a difference between the author of MagiC commenting on *his*
program and you spreading your usual verbal noise. I don't need to reply to
the MagiC author at all in here, why would I? If I have something to say to
him I'll contact him via personal mail, I don't oppose his views either.

Andreas Kromke wrote:

<SNIP>
"Of course MiNT should be much more stable than MagiC, because of its
memory protection. Any wrong behaving program can crash MagiC at any
time. This is a really big disadvantage of MagiC, und therefore only
applications should be used that turned out to be stable."
<SNAP>

Would you be so kind to explain us, what happens to MiNT when one can't
run a certain app under memory protection? IIRC you call them "dirty hacks".
From where I'm sitting it doesn't make much difference, when I run a "dirty"
app under MagiC it might crash the OS, running that same app under MiNT will
do exactly the same thing. When running a "clean" app however MagiC will be
just as stable as when running that same app under the memory protection in
MiNT. A MagiC user needs "stable" apps and a MiNT user needs "clean" apps in
order to get a stable system, what the hell in practice is the difference?

Here's another quote from the MagiC author, this one however hasn't been
commented in here at all, makes one wonder why, doesn't it?

<SNIP>
"The last years of MagiC development on Atari hardware I was using an
old TT. In several years I never had any (!) crash, so in practice
MagiC on Atari was more stable than Win95. But, of course, I had my
set of well behaving applications that were not very hardware related.
The same is partially true for MagiCMac and totally true for
MagicMacX. The MagiC kernel itself is proven to be very stable, at
least with "standard" applications."
<SNAP>

All I can say is that I've got the same experience, we could of course start
a discussion now about the definition of "standard applications". And that
could be quite an entertaining discussion... somehow I've got this feeling

that anything I consider to be "standard" will be dismissed by you and vice versa ofcourse ;-)

>I find that quite funny. Everyone here can see that, you aren't fooling
>anyone.

How would you possibly know? I seem to recall that you don't read my posts. And once again you are off topic... this thread has got nothing to do with MagiC vs MiNT, I made it very clear from the start that it's about the crap that's being released for MiNT and is given the name Atari software. Turn and twist it as much as you like, but you won't find one posting, not in this or the other related threads from me where I actually have a go at MiNT. You and a couple others here seem to think that I've got something against MiNT. I'm even being called a MiNT-hater, how can anyone possibly hate an OS? It's no secret that I don't like the stuff that runs *on* it, so what? I happen not to be very wild about N.AES, IMO it doesn't do MiNT any justice at all, and looking back to the posts in this and related threads, I'm not the only one who feels like this. I like Jinnee better then Thing also, although that's purely personal taste. IMO it has a lot more features and is more functional, in combination with Scripter it's IMO unbeatable... on other platforms they could learn something from the Jinnee/Scripter combo.
So here you have it: in order to belong to the "good" corner I'm expected to run an OS with an AES that leaves a lot to be desired. I can still run Jinnee of course, but with severely cut features. As for the apps; I happen to run mostly "standard applications", these won't run any better and neither give any advantage, some apps will even have less functionality.
I'm just repeating myself... I've written this time and time again, but you and some others here, just don't wanna know it. You don't wanna hear that there is absolutely no advantage in me and others who have a similar setup switching over to MiNT. Who in his right mind is going to give up an OS and related apps which he knows through and through, just for the sake of it? And your tales about file locking are nice in theory, in practice however I've never experienced them, and I don't know one single MagiC user who experienced anything like it either...

>Is it really too hard to utter the words... "sorry you were right,
>I was wrong"? Apparently it is.

Right about what?
Since you reply to quoted bits and pieces you have no idea what we're on about, and you want to hear me say "sorry"? You must be living in coockoo land... You expect me to be sorry for having an opinion and expressing it? Wake up...
You happen not to like my opinions so you filtered me away, all you need to learn now, is to stop commenting on my posts... what's the use of filtering someone, if you keep replying to that person's posts?

>The only thing not being grasped here is the fact that MiNT and all it's
>extras is just as valid as magic in this forum, if not more. It lets
>others do some things magic won't, and from the magic authors posts, it
>appears MiNT will do some stuff magic probably won't ever do.

This is like an old cracked record, playing the same boring tune, over and over again. IMO there's nothing valid about these so called extra's, they only run on one of the three major used OS's and they have absolutely nothing to do with Atari whatsoever. Unix stuff doesn't belong in this forum... if they run under a MiNT setup, and if some people enjoy using them, fine, you won't hear me... if however that stuff is cheered in here as the next best thing, you'll find me on your path.

>Truth hurts doesn't it. lol!

Are you implying that I've been telling lies about something? Show us the proof or shut the hell up. You wouldn't recognise thruth if it was slapped in your face, your thruth is blurred, announce your so-called thruth on your website as much as you like, in here however different rules apply.

>FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
>Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html

Nice sig Lonny :-)
So I presume that everyone involved with either sparemint and/or seti agrees with your views and the way you express them? LOL

>L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

Now that is an interesting link....
Especially those idiots guides is something which I've appreciated very much. They're not only helpfull, everyone here should at least read them and be up to date, but in addition they also are the evidence of a what a twisted brain is capable of. Anyway, you've got my nomination for the website of the year, but don't be surprised, if it gets a contender soon....

Cheers from Belgium
Dennis

6405. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 14:31:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063489992-96895AEicMi@gmx.net>
Source record: 23791

From: Adam Klobukowski <atari@gabo.pl>
Date: Thu, 11 Sep 2003 17:18:22 +0000 (UTC)

Hi Adam,

>Ok, but eiffel mouse does not work ok in for example Frontier and Quake
>(pord by Doug).

OK.... for the very last time, here's the alternative:

Article #804002 PS/2-Adapter for keyboard and Mouse 29 EURO, emulates the keyboard and mouse for 100%, no drivers needed, comes with internal micro controller.
http://www.ATARI-Fachmarkt.de

Cheers from Belgium
Dennis

6406. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 14:32:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063489998-98087AEicMi@gmx.net>
Source record: 23793

From: Adam Klobukowski <atari@gabo.pl>
Date: Thu, 11 Sep 2003 17:25:36 +0000 (UTC)

Hi Adam,

>As an Atari uses you should know that a MiNT uses TOSfs & FAT12/16/32 &
>Minix & Ext2, not HFS & HFS Plus

As a Atari user I don't need to know anything about FAT32, Minix & ext2,
just like I don't need to know anything about HFS either. I happen to use
FAT32 under MagiC, that's my choice... and you know very well that under
MagiC I can't set up any Minix style partitions. Suggesting that I set up
such a partition, involves a lot of work and when asking quite politely
about the benefits, cons and pro's all I get is a: try it out.
Who said that MiNT'ers were helpfull again? LOL

>>so once again you're posting bullshit and off topic...

I'm right on topic, I seem to recall we were talking about using FAT32
versus ext2 when all of a sudden the moron who thinks that GFA basic is a
high level language felt the need to step in and drag the Mac fs into this
discussion, don't blame me...

>> It's a good thing this group isn't moderated or you would be blacklisted :-)
>
>It's a good thing this group isn't moderated or you would be blacklistes :-)

Gee... can't you even be original anymore?

Cheers from Belgium
Dennis

6407. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 14:32:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063489994-97471AEicMi@gmx.net>
Source record: 23792

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Thu, 11 Sep 2003 22:43:31 +0200

Hi Martin,

>I have been working with Wordplus 5 for years, but want something better.
>I was thinking about Papyrus but will definitely also consider Tempus
>Word. I will compare them as soon as new demo versions are available for
>both, and will let this NG know which one I have decided to pay for.

Let's clear up one thing, or this thread might develop into something like the MagiC thread.... I didn't ment to say that Papyrus isn't any good at all, just in case you got that impression, for most people it's perfect. And the large userbase is the proof of this, but for certain tasks Papyrus is not really suited. Until now, The English, French and Dutch speaking community had little choice. For the last odd seven years, Papyrus had no competition. Tempus Word NG is a contender, and like any other program it has certain flaws also, for people who need to process large manuscripts or use it for professional work it'll be a blessing.

When you try out the Tempus Word demo and would like to use/try the Dutch dictionary with it (Groene boekje + Kramers) containing almost 450000 words just mail me...

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6408. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 15:45:06 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <22evjb-849.ln@speaker.rodsbooks.com>
Source record: 23786

In article <20030912173308.07345.00000565@mb-m27.aol.com>,
gogsmac@aol.comnospam (Gordon McCallum) writes:
>
> << I hold the copyright on this text >>
>
> How can you hold the copyright on text published in an open forum like this ?
> By posting here you are publishing in the public domain aren't you ?

Nope; it's still copyrighted, at least AFAIK and in most countries. Of
course, posting to Usenet means you're implicitly giving permission for it
to be reproduced on Usenet servers all over the world and archived by
sites like Google Groups. I don't know of any court cases that have laid
out just how far this implicit permission to copy goes, though. Also, a
ruling in one jurisdiction might have little or no weight in another.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

6409. ATARI SM 124 MONITOR

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 18:04:54 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0309131004.e2b5bc7@posting.google.com>
Source record: 23787

Isn't there someone that wants to buy an ATARI SM 124 monitor?

$20 + shipping costs?

http://www33.brinkster.com/myatari4sale/

6410. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 18:23:34 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.d6837327.95e23682.wdwd@wd.com>
Source record: 23788

Dans le message <2b61dc2b.0309120437.47891508@posting.google.com>
Mark a ï¿½crit:
>Hello, Dennis,
>thank you for alerting the community (or maybe its just me!) about
>Tempus Word. I will definitely check out the demo, and put in a
>request for an english version. Its good to hear about alternatives to
>whatever is popular at the moment. I think Papyrus is OK, but I always
>wonder why some programs are more successful than others. I always
>wondered why DA's Layout wasn't more popular than Calamus for example.
>I have used Layout and thought it was such a GREAT program. It made
>everything easy to do and you got great results.
>Just my 2 cents, Mark

Hello,

DA's Layout and Calamus are very different.
The first one is more ï¿½single-pageï¿½ oriented, with strong vector
editing capacities, the second is more multi-page oriented.
Moreover, Calamus is still under development, as DA's Layout has
been stopped.
And, as an end, DA's Layout is IMO nearly so expensive as Calamus
for at least half less capacities.
I bought both the products from start, so I can compare both.
I still use DA's Layout for vector or font editing, as for the
moment Calamus Lineart module is very... hem... say... light :-(,
but I use Calamus for everything else.

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

6411. Re: Help needed with CT60 instability

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 20:42:58 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309131242.1a3eb231@posting.google.com>
Source record: 23789

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3f5dd7e5$0$27052$626a54ce@news.free.fr>...
> ATX power problem were done by two things :
>
> 1- It is needed to add a polarized capacitor on C7 on the mb near the RESET
> switch..
> This will extand the reset delay during power on (that is surely different
> with several ATX PSU !) and let more time for voltages to stabilize....
> this capacitor may be at least 22uF up to (what you want) and at least
> 10V (or more too).

This might be the problem. However, the computer runs for a while
(generally at least 20 seconds, often longer) before crashing.
>
> 2- There is a strange bug inside SDR that may manifestate only with some
> very rare 060 (just had one this time !) and gives ERROR # 24 (SUPRIUS INT).
> In this case, contact me for SDR 5E (le last one not yet online).
>
I doubt this is the case. I get lots of errors (and some crashes
without errors), but no ERROR #24 yet.
>
> About DIMM (not SODIMM !! SODIMM are for notebooks !!), see my table on my
> web page !

Sorry. My mistake.

> Just to add that the BYTE # 18 must be 06 (CAS LATENCY OF 2 or 3) because
> CT60 SDR controller does not accepts CL=3 and initialize your DIMM with
> CL=2, so CL=2 must be supported by the DIMM ! If not the new 0.99d boot
> (take it on Didier's web pages or see link on my web site) testes this
> bytes...and stops the boot if a feature of the DIMM is not supported...

I have boot 0.99a. I downloaded Didier's package to get the GENERAL6
and CT60 .CPXs, but haven't yet had the time to make the required
cable.

> > What kind of ATX-power are you using? With older ATX-power I've had
> > no problems whatsoever, but with 350 W P4 compatible ATX-power the
> > situation was different...

This is interesting, as the Falcon had no trouble with the old power
supply (as an 030) but I now have a curious floppy light problem with
the new 250 W ATX supply.
> >
> > CT60 worked only about half a minute, sometimes little bit longer,
> > then there were error messages or the system just halted...

Yep. Same problems.
> >
> > Do try with older ATX-power first, before returning the 133MHz
> > SODIMM, as after changing the ATX-power, every tested memory module
> > has worked well so far (64 MB, 128 MB and 256 MB).
> >
Thanks for the advice. Have any of you other CT60 users experienced a
similar problem?

Galen (who is still waiting for Atari Workshop to return his emails)

6412. Re: Tower preparation for CT60, Eiffel

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 20:59:59 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309131259.3a07d4d7@posting.google.com>
Source record: 23794

wmartz@firstpresdalton.org (Wayne Martz) wrote in message
news:<2f399fc7.0309121829.2c4e57c7@posting.google.com>...

> Hey Galen! My Falcon Rack arrived today, and it looks great! As you
> said,very sturdy construction. What he is selling for $99.00 is just
> the case, no power supply, cables, or even brakets for hard drives.
> Those were extra. That's good, since the needs for the CT60 are a bit
> different. I'll be looking for a power supply for the CT60, did you
> find a solution for yours? I'd be interested to hear what I should
> look for. I have not yet bought anything for the mouse/keyboard, and
> am waiting to hear how much the Eiffel will cost. Did you manage to
> fit the D.E.K.A. 2 in ok?

I used a standard ATX power supply -- the mounting holes are correct
for it. I had to get an extension cable though (from Fry's
Electronics), so try to look for a supply with a long cable. It will
be helpful if the power supply has an on/off switch -- most don't.
You will also need a 11 pin HE13 connector, two 5 mm LEDS with holders
(power and ide drive), some wire and two switches that fit the
remaining holes, one a momentary switch(for power), the other a single
throw (for 030 vs 060). I found these at a local electronics supply
store.

The DEKA2 fit fine (the case was designed for it), and I'm using a
cheap PS/2 keyboard with an off the shelf Belkin PS/2 to AT adapter
and the typical Atari mouse. It's clearly an easier solution than the
Eiffel so far as our case is concerned. I have the digital joypad
ports and the cartridge port extended to the back, but if you don't
use these, there's no need to bother.

Does your case have the CD panel covered with a metal plate? If so,
be very cautious before you remove it. Getting a HD mounted to the
floor of the case is easy enough, but the two tier bracket I have
(5.25" over 3.5") is clearly a custom job. You may want to go with an
external CD.

Galen (who is starting to think his power supply might be causing his
problems)

6413. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 21:03:25 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bk00mt$4un$1@thorium.cix.co.uk>
Source record: 23795

fried.man@sympatico.ca (Mark) wrote:

> I always wondered why DA's Layout wasn't more popular than Calamus for
> example.

About 150 reasons IIRC...

6414. Re: Recording on the Atari 1040ST - advice needed

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 21:09:40 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309131309.23ad8dff@posting.google.com>
Source record: 23696

dan@danhallmusic.freeserve.co.uk (dan) wrote in message
news:<6acfe149.0309130017.77be9339@posting.google.com>...
> I need some help, I hope someone can point me in the right direction.
> Have recently purchased an old Atari 1040, but have no idea how to get
> cubase to work on it. It is to be part of a simple home studio. If
> anyone knows what a dongle is and how to get hold of one for this
> machine, that would be great.
>
A dongle is the equivalent of a physical key (such as the one you use
to start your car). A little smaller than a deck of playing cards,
the dongle contains a small amount of code and is attached to one of
the ports of your computer. To run the program, the dongle must be
attached.

Cubase was a program that used a dongle, and it should have been
included with your copy. I'd contact the person from whom you
purchased it to see what happened.

Galen

6415. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 21:33:00 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309131333.76706484@posting.google.com>
Source record: 23697

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:<bjthpq$85i$1@tyfon.itea.ntnu.no>...

> There was a time when this forum used to be fun and informative.

It still is, although you have to ignore a lot of bitterness. Steve,
Lonny, Dennis (among others) often contribute to this group with
information and advice. Unfortunately, the level of argumentation
(and profanity) has been rather unpleasant of late.

I've mentioned before that the currency of Usenet is goodwill. To
annoy others is to risk that others will stop reading your posts, thus
devaluing them.

Galen

6416. [PUB]: New on the belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 21:49:35 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.09.13.21.49.38.448559@pandora.be>
Source record: 23698
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**game**
ftp://chapelie.rma.ac.be/atari/game/pmdoom-0.30pre1.zip
(319.186 bytes) Atari port of Doom

ftp://chapelie.rma.ac.be/atari/game/nh342gt.lzh
(1,200,399 bytes) NetHack is a display oriented
Dungeons & Dragons like game.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/meg11_fr.zip
(227.702 bytes) Meg est un vï¿½rificateur automatique
de boï¿½tes aux lettres et un filtre anti-spams.
Nï¿½cessite la couche TCP/IP STiK, STinG ou compatible.

ftp://chapelie.rma.ac.be/atari/internet/meg11_uk.zip
(227.082 bytes) Meg is a checker and anti-spam filter
for your mailboxes. Need STiK compatible TCP/IP Layer.

**mint**
ftp://chapelie.rma.ac.be/atari/mint/programming/g++-3.3-mint.tar.gz
(2,988,892 bytes) Compilation of g++-3.3 for Atari

ftp://chapelie.rma.ac.be/atari/mint/programming/gcc-3.3-mint.tar.gz
(4.565.042 bytes) Compilation of gcc-3.3 for Atari

Have Fun,
Martin
--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

6417. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 22:26:35 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <LRM8b.2585$2B6.604004@news.siol.net>
Source record: 23699

Dennis Vermeire wrote:

> As a Atari user I don't need to know anything about FAT32, Minix & ext2,
> just like I don't need to know anything about HFS either. I happen to use
> FAT32 under MagiC, that's my choice... and you know very well that under
> MagiC I can't set up any Minix style partitions. Suggesting that I set up
> such a partition, involves a lot of work and when asking quite politely
> about the benefits, cons and pro's all I get is a: try it out.

Dennis u definately did no ask politely, but always inside some abusive message. If u would post normal question, maybe even a bit provokative, noone would say, try it out. Now ill make wild guess, prolly wrong one, that u want to know why i prefer ext2. Its simple, it is inode based and not FAT tables based. U prolly know that in FAT tables there are info bout files, where are they located, size etc. FAT tables are a lot more prone and touchy for corruption and especialy wiping all FATs in VERY short time, so realy easy to destroy them. If u dont have mirrors, u are toasted. Inode filesystem is prone to that, also files need to be physiscaly wiped out, so whern there is a panic, u can save a lot more... Since Magic cant use ext2 or minixfs i realy dont think why we should push this... Its just one of things i do like with MiNT, additinal FS, which is sturdy and fast, so platform may benefit. I doesnt change how apps are behave etc, so for Atari user transparent, same as HFS on Mac.

> Who said that MiNT'ers were helpfull again? LOL

I did.

> I'm right on topic, I seem to recall we were talking about using FAT32
> versus ext2 when all of a sudden the moron who thinks that GFA basic is a
> high level language felt the need to step in and drag the Mac fs into this
> discussion, don't blame me...

Well i also use GFA. Now how much knowledge and what u can show u produced with GFA, or C or ASM that u can call ppl morons on GFA base? Reason i drag Mac into discussion is that u keep blame us for using foreign apps. On MagicMAC u also, of nothing else, u use HFS, and open Transport, since Magic do not directly acces Mac ethernet or serial. (serial maybe?) And thats actualy no differens as ext2 or mintnet.

Janez

6418. Word Processors

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 22:38:22 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3f639c5d$0$191$4c56ba96@master.news.zetnet.net>
Source record: 23700

Is no-one else using 'Protext' word processor? I see many references to Word or Papyrus etc, with complaints about many bugs. Protext has very few bugs. Though not officially supported, there is an URL where an updated version is available (6.xx), which I have mislaid, unfortunatley.

Protext was the preferred prog for journos. The prog is still able to produce properly printed manuals.

Protext was available only for Atari, Amiga and PC, I believe.

Cheers,
Charles.

6419. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 22:39:14 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.bjttkesd@localhost>
Source record: 23701

Dennis Vermeire wrote:

> is a: try it out. Who said that MiNT'ers were helpfull again? LOL

Certainly not someone who is narrowminded enough to just listen to his
own voice, I guess...

> I'm right on topic, I seem to recall we were talking about using
> FAT32 versus ext2 when all of a sudden the moron who thinks that GFA
> basic is a high level language

Unless I am mistaken, GFA Basic is for sure a high level language. What
else would it be?

/Joakim

http://www.ataricq.org

6420. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 23:32:20 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <pPN8b.2587$2B6.604382@news.siol.net>
Source record: 23702

Dennis Vermeire wrote:

> Would you be so kind to explain us, what happens to MiNT when one can't
> run a certain app under memory protection? IIRC you call them "dirty
> hacks". From where I'm sitting it doesn't make much difference, when I run
> a "dirty" app under MagiC it might crash the OS, running that same app
> under MiNT will do exactly the same thing. When running a "clean" app
> however MagiC will be just as stable as when running that same app under
> the memory protection in MiNT. A MagiC user needs "stable" apps and a MiNT
> user needs "clean" apps in order to get a stable system, what the hell in
> practice is the difference?

Difference is that MiNT will not crash. App may crash, and since memory space is protected and can not be overlapped, MiNT will report crash, reg and BSS etc dump, clean the memory and that is... If u did experience Magic "system overschreiben" error, was quite nasty with v4, thats what happened, some of apps did acces and put own data into area, where Magic was.... Many apps dont obey those rules, so MiNT, if MP is enabled, dont allow those apps to run. Luckily for most cases, systems are both stable without MP so i personaly im not too excited, but is definately good feature, since OS prevent to run bad app, instead to run it and risk a crash. Somehow bad point is, that some apps realy behave kinda okay, but MP prevent them to runsince code is not MP aware (can overlap other app)

>
> Here's another quote from the MagiC author, this one however hasn't been
> commented in here at all, makes one wonder why, doesn't it?
>
> <SNIP>
> "The last years of MagiC development on Atari hardware I was using an
> old TT. In several years I never had any (!) crash, so in practice
> MagiC on Atari was more stable than Win95. But, of course, I had my
> set of well behaving applications that were not very hardware related.
> The same is partially true for MagiCMac and totally true for
> MagicMacX. The MagiC kernel itself is proven to be very stable, at
> least with "standard" applications."
> <SNAP>

Same rason as u stated. We doesnt have anything to add. Personaly i also respect Andreas, his message was plain, correct and i wasnt want to bring it up, and drag him into discussion...

> How would you possibly know? I seem to recall that you don't read my
> posts. And once again you are off topic... this thread has got nothing to
> do with MagiC vs MiNT, I made it very clear from the start that it's about
> the crap that's being released for MiNT and is given the name Atari

> software. Turn and twist it as much as you like, but you won't find one
> posting, not in this or the other related threads from me where I actually
> have a go at MiNT. You and a couple others here seem to think that I've
> got something against MiNT. I'm even being called a MiNT-hater, how can
> anyone possibly hate an OS? It's no secret that I don't like the stuff
> that runs *on* it, so what? I happen not to be very wild about N.AES, IMO
> it doesn't do MiNT any justice at all, and looking back to the posts in
> this and related threads, I'm not the only one who feels like this. I like
> Jinnee better then Thing also, although that's purely personal taste. IMO
> it has a lot more features and is more functional, in combination with
> Scripter it's IMO unbeatable... on other platforms they could learn
> something from the Jinnee/Scripter combo.

Well i do prefer Thing, reasons are that Jinnee is a bit to similar to MacOS for my taste (taste is personal thing), dont have UnixFS support (must admit that last version i tired was 2.0x) As i can recognize scripter as very usefull idea, i did also stated i miss it in Thing. On other side i got used to Thing's groups, and that feature also is very usefull. And this is not teasing, as it may look as it is: upper message is totaly acceptable and i and i think noone other wouldnt react, as i did, since your not liking or going wild bout NAES aint told in it sux, brainless etc style..

> So here you have it: in order to
> belong to the "good" corner I'm expected to run an OS with an AES that
> leaves a lot to be desired. I can still run Jinnee of course, but with
> severely cut features. As for the apps; I happen to run mostly "standard
> applications", these won't run any better and neither give any advantage,
> some apps will even have less functionality. I'm just repeating myself...

Dennis, since i belong to " u and some others" lets clear some things: i did not cheerish alien apps, or make a fuss. My initial message was that there is actualy no Magix or MiNT app, just plain Atari, or let say GEM apps. I just added that because MiNT with acces to HUGE Unix library, especialy on field of internet drivers, services and so on, not huge X apps, is im my view way to future, from simple fact, that its alive OS, has acces to loads of soft and it can adopt fast to eventual new protocols or even new machines. Untill clones are m68k there is not big prob, IF PPC apears, MiNT can adopt, Magic prolly wont. Same if interent change acces protocols etc. In NO message i either say Magic is bad, or suggest u or anyone change, on contrary, i like it, use it and suggest to anyone who havent particular urge for Unix, and i did say that loud and many times.

Yet u emediatley cassified me into lamers, dreamers whatewer class u invent, also in class of lousy coders bla bla... I can only see one reason, i had say that i like MiNT. And that was enough for u.... U did jump on me, so i wont keep shut. Remeber i did NOT say that Magic sux, or that future of Atari is Gimp or whatewer...

> I've written this time and time again, but you and some others here, just
> don't wanna know it. You don't wanna hear that there is absolutely no
> advantage in me and others who have a similar setup switching over to
> MiNT. Who in his right mind is going to give up an OS and related apps

> which he knows through and through, just for the sake of it? And your
> tales about file locking are nice in theory, in practice however I've
> never experienced them, and I don't know one single MagiC user who
> experienced anything like it either...

But i do hear that. Did i EVER suggest u to move to MiNT? Or anyone else. Please be my quest, check archives, and find me such message. Yet i was again put in that categories.... Some time back i really got pissed, called u name, but u did say things i NEVER did say...Also i many times said good stuff bout Magic, scripter etc, did u EVER recognize any of my MiNT reasons?

Bout file locking. Your view is like that Mac guy, claiming there is no OSX viruses so noone need to check for viruses. Not to safe, and u may think im moron, but u do know Magic user who suffered. Me. Since Magic is mtasking, i was during reorganising the hdd, write some text etc, move app folders etc, and on exit after few hours, magic crashed, hdd was gone and i even had to restore MBR of hdd.... And if i warned ppl bout that, since i didnt say magic is crap, but that its wise to take that in mind, that are tales for you...

>>The only thing not being grasped here is the fact that MiNT and all it's
>>extras is just as valid as magic in this forum, if not more. It lets
>>others do some things magic won't, and from the magic authors posts, it
>>appears MiNT will do some stuff magic probably won't ever do.
>
> This is like an old cracked record, playing the same boring tune, over and
> over again. IMO there's nothing valid about these so called extra's, they
> only run on one of the three major used OS's and they have absolutely
> nothing to do with Atari whatsoever. Unix stuff doesn't belong in this
> forum... if they run under a MiNT setup, and if some people enjoy using
> them, fine, you won't hear me... if however that stuff is cheered in here
> as the next best thing, you'll find me on your path.

So i shouldnt be happy if some app or driver, like NFS, which i personal really use a lot, make sharing betwen coding and test machine easy, and mustny say "i like NFS, it make my life easier" or i will loose Atari feeling? Problem u have is that u interpret that like im saying NFS is totaly ultra cool, Magic sux cause it dont have it, its genuine Atari app? In such case, please be my guest, stand on my path. U said u like jinnee scripter thing, did anyone opose to that? I actualy did say i like scripter idea. Did i opose and make noise since u use HFS? Nope, lately that debate did get in fire, but it was started diferently... What i want to say is: jinnee definatly used some Mac things, folder tree lists, spring folder, HFS support, type/creator bits support. It make life for u on MagicMAC easier. Allow me some percent of same stuff with MiNT, like NFS, ethernet even maybe knews/pine. I did use pine, i like the app, still as soon Amail was introduced, i migrated, and now only use pine for some alternative email addy with IMAP. If and when ill talk ppl into change to pine, and call it Atari app bla bla (remeber i called those apps necesary evil in some cases) then hit on me. Saying that i used pine, that has some nice

things is totaly different.

> So I presume that everyone involved with either sparemint and/or seti
> agrees with your views and the way you express them? LOL

Nope. But u on other hand, do. I did disagree with Lonny on same topics, and agree on some other, and suddenly i was his buddy, etc bla bla... U will need to realise i am NOT Lonny, or Frederic, or they arent me and stop bashing all ppl into one basket.

> Now that is an interesting link....
> Especially those idiots guides is something which I've appreciated very
> much. They're not only helpfull, everyone here should at least read them
> and be up to date, but in addition they also are the evidence of a what a
> twisted brain is capable of. Anyway, you've got my nomination for the
> website of the year, but don't be surprised, if it gets a contender
> soon....

Well i must say i dont exactly agree with this page... On other hand, it maybe just calling horse a horse as u said. And freedom of speach. Ill repeat, i dont agree with guides, bit heck, it is a taste of your medicine.

Janez

6421. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-13 23:33:37 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <AQN8b.2588$2B6.604382@news.siol.net>
Source record: 23703

Hi Gok,

>> I'm right on topic, I seem to recall we were talking about using
>> FAT32 versus ext2 when all of a sudden the moron who thinks that GFA
>> basic is a high level language
>
> Unless I am mistaken, GFA Basic is for sure a high level language. What
> else would it be?

Yes it is. Even a bit to high level for some tasks :)

6422. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 00:20:22 UTC
From: ermans ermit <werk@berkinhead.com>
Message-ID: <bk0cm2nlr1@newsg4.svr.pol.co.uk>
Source record: 23704

"Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
news:22evjb-849.ln@speaker.rodsbooks.com...
> In article <20030912173308.07345.00000565@mb-m27.aol.com>,
> gogsmac@aol.comnospam (Gordon McCallum) writes:
> >
> > << I hold the copyright on this text >>
> >
> > How can you hold the copyright on text published in an open forum like
this ?
> > By posting here you are publishing in the public domain aren't you ?
>
> Nope; it's still copyrighted, at least AFAIK and in most countries. Of
> course, posting to Usenet means you're implicitly giving permission for it
> to be reproduced on Usenet servers all over the world and archived by
> sites Blah Blah Blah

what an unbelievable bunch of petty boring bastards you are, it is also
illegal to ride a bicycle with wheels larger than 20" on a public footpath
but in reality who gives a tos, just get on with swapping tips and add Steve
Sweet or should I say BITTER to your kill file he is a troublemaker

6423. Re: New version of Papyrus for Atari a sure thing!

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 01:54:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063546578-116663AEicMi@gmx.net>
Source record: 23712

From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Date: Sat, 13 Sep 2003 08:06:52 +0100

Hi Derryck,

>No need to wait for the latest demo of Tempus Word. The demo version
>available for download IS the latest; and is transformed into the paid-up
>version once you've bought a license key.

The German demo version comes with a German dictionary, anyone who would
like to try it out with the English pre-release dictionary (containing
almost 300.000 words at the moment) just mail me...

There are also Dutch, French, Spanish, Polish, Norwegian, Swedish and
Italian dictionaries in the pipeline, but except for the Dutch one these
are far from finished yet. The goal is to make a dictionary that is so
complete that the user never has to be bothered by the spelling checker
again, unless he makes a typo of course.
In a later stage a matching thesaurus for the above mentioned languages is
also planned, hyphenation files are not needed because local hyphenation
rules are incorporated in the program itself.

Cheers from Belgium
Dennis
--

http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6424. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 08:28:32 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1g19u8a.okg35h9knrcwN%NOSPAMS@wanadoo.fr>
Source record: 23705

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> From: Adam Klobukowski <atari@gabo.pl>
> Date: Thu, 11 Sep 2003 17:18:22 +0000 (UTC)
>
> Hi Adam,
>
> >Ok, but eiffel mouse does not work ok in for example Frontier and Quake
> >(pord by Doug).
>
> OK.... for the very last time, here's the alternative:
>
> Article #804002 PS/2-Adapter for keyboard and Mouse 29 EURO, emulates the
> keyboard and mouse for 100%, no drivers needed, comes with internal micro
> controller.
> http://www.ATARI-Fachmarkt.de

Like eiffel, but emulation at 100% isn't possible because unused cmds
like CONTROLLER_EXECUTE need the original processor a 6301.

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
☐☐☐Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT☐60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

6425. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 08:29:03 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1g19tpr.16sekqtuz7iteN%NOSPAMS@wanadoo.fr>
Source record: 23706

Adam Klobukowski <atari@gabo.pl> wrote:

> On Wed, 10 Sep 2003 17:41:51 +0200, Didier Mï¿½quignon <NOSPAMS@wanadoo.fr>
> had a noticeable pleasure while writting:
> > Lyndon Amsdon <lyndonamsdon@hotmail.com> wrote:
> >
> >> > > I am soon to make a small run of Eiffels, probably 9 or 12. I will be
> >> > > putting information on my website, it will have support for Atari
> >> > > joysticks. I will also put a package up containing the source code
> >> > > for the PIC so it is free to develop further.
> >> >
> >> > It seems that Eiffel does not support all mouse-movement types (relative,
> >> > etc.) have you fixed it?
> >>
> >> I haven't touched the source yet, want to get hardware done first. I
> >> need to read over the docs about the IKBD more.
> >
> > All IKBD cmds are supported in the version 1.0.4 excepted :
> > SET_MOUSE_THRESHOLD
> > SET_FIRE_BUTTON_MONITOR
> > CONTROLLER_EXECUTE
> >
> > Cmds added :
> >
> > GETTEMP (3)
> > PROGTEMP (4)
> > PROGKB (5)
> > PROGMS (6)
>
> Ok, but eiffel mouse does not work ok in for example Frontier and Quake
> (pord by Doug).

Maybe there are a bug, I havn't files for test Quake.
If I use ABS_MOUSE_POSITIONING (9) and INTERROGATE_MOUSE_POS ($D) cmds
at home inside a short test program, absolute position works fine.

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
☐☐☐Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT☐60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

6426. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 08:36:50 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <bk19b3$a8c$1@news-reader2.wanadoo.fr>
Source record: 23707

Lyndon Amsdon wrote:
> Hi,
>
> I am soon to make a small run of Eiffels, probably 9 or 12. I will be
> putting information on my website, it will have support for Atari
> joysticks. I will also put a package up containing the source code
> for the PIC so it is free to develop further.
>
> I'd like to hear from people if anyone is interestted in them?
>
> Thanks, Lyndon

Interested for one.
Depending of the price, can be interested for one more.

6427. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 11:16:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063546566-114179AEicMi@gmx.net>
Source record: 23709

From: Frederic Fouche <g213778@coazter.com>
Date: Fri, 12 Sep 2003 17:00:19 -0500

Hi Frederic,

>If you disagree and still want the post to be removed, private email
>should have been used, not usenet.

That's a bit difficult... Lonny uses a fake address.
Which is rather amusing if you read his views on anonymous posters. The fact that he might or not be using his real name in here doesn't matter. He can't be reached. We don't know if LP is his real name, for all I know he could be Osama Bin laden... :-)

>Lonny could simply use a loophole, using a url link to a google search to
>usenet. Same result, just this time, not liable.

It depends where he's situated, some countries and/or states demand that you ask permission first to add a link to the owner of the site. Also note, that anyone can ask Google that his/her posts be removed from their database. So, although one can look up posts in Google and other archives, they're only there for informative reasons only. They're not ment to be used in any other way without the permission of the poster (usenet RFC rules).
But all this is theory ofcourse, in practice things (luckily) are different.

Cheers from Belgium
Dennis

6428. Re: New version of Papyrus for Atari a

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 11:19:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063546574-115943AEicMi@gmx.net>
Source record: 23711

From: fried.man@sympatico.ca (Mark)
Date: 12 Sep 2003 05:37:20 -0700

Hi Mark,

>thank you for alerting the community (or maybe its just me!) about
>Tempus Word. I will definitely check out the demo, and put in a
>request for an english version.

No need to request it, an English version is planned, but large projects like these sadly don't happen overnight, although some people here think differently, it involves lots of tedious work not to mention time. But do not worry, it's on the way, if all goes according to plan then the first initial English version should be just in time to put under the christmas tree.

>Its good to hear about alternatives to whatever is popular at the moment.

Yep... :-)
BTW: I forgot to mention that Tempus Word can also use the Calamus fonts, that's another one of its unique features.

> I think Papyrus is OK, but I always wonder why some programs are more
>successful than others. I always wondered why DA's Layout wasn't more
>popular than Calamus for example. I have used Layout and thought it was
>such a GREAT program. It made everything easy to do and you got great
>results.

Hm... that's the one million dollar question. I never used DA's Layout so can't comment on it, but I remember reading some raving reviews about it, I also remember that it was a quite expensive application. Being popular involves getting your products known to the public. DMC and later Invers for example were shining examples, if there was an Atari show somewhere, you could almost bet anything you had that they would be there also. And although their software wasn't cheap, they always offered very tempting upgrade and/or cross-grades to Calamus. I don't think there was one Atari magazine that did't receive the latest info and previews of their software either, the same marketing strategy was used by ASH, and just like Calamus their products are/were widely known and used by the public.
Now it's different ofcourse, there are no shows anymore and sadly no more magazines either, so we all depend on usenet and some Atari news websites to get information... and that information isn't always correct.

Cheers from Belgium
Dennis
--

---- ---- ----

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/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6429. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 11:38:48 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0309140338.d2c42aa@posting.google.com>
Source record: 23708

Hi John,

> --- From your site, am I right saying the cost is 39 euros + shipping?
> If so, how much postage to the USA?

I think you may have got this from Laurents site. I don't know yet on the costs, I need to know assembly time of each one. I source my components from 3 suppliers to get the best but cheapest components. I think Laurent used to make his PCBs himself, mine are made at a PCB factory.

> --- Will it be "bug free"?

For everyday use, it's perfect. I'm aware of a couple of bus with certain programs that people have reported to me (thanks) but AFAIK, these are only a few games. As soon as hardware is done, I'll concentrate on the PIC firmware, I have to work it out as it's commented in French :)

The PIC can be updated, very much like the CT60 chips. New versions can be put on with a home made cable, or I'll be offering a service to update them.

> --- Can it be used on any Atari? If I'm not mistaken, the keyboards on my
> 1040, Mega4, and Falcon are 3 different types (missed out on the TT :)

They all use the IKBD inside the keyboard. The only difference being, the Mega ST(e) and TT are in a 'pizza' box and have an RJ11 style connector. Two versions will exist, with simply different connectors on the end of the lead.

I've just sent the order off for some PCBs to be produced. Should get them in under two weeks.

6430. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 11:39:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063546568-114763AEicMi@gmx.net>
Source record: 23710

From: lp <gfabasic@mint.net>
Date: Fri, 12 Sep 2003 19:27:58 -0400

>it was in it's entirety as it would appear on google groups. Which
>apparently google isn't concerned with liable if you noticed.

Read the Google groups charter before spewing nonsense... on simple demand
anyone can have his/her posts removed from the Google groups. On condition
that the person in question produce proof of his identity. Put differently,
me and Steve our posts will be deleted instantly, yours however will remain
where they are, since you post with a fake address...

>You hold nothing as soon as you posted on an open forum.

He holds a lot, this is not an open forum, this is a group belonging to
USENET, read the RFC rules and be amazed....

>I have since changed the spelling, but I won't take it down. My usenet
>guide is informative and accurate, and gives good examples where needed.

Sure it is... ;-)
While you're busy changing the "spelling", may I advice you to change a whole
damn lot in the MagiC guide also... If I would be one of the representatives
of ASH, I would demand your ISP to take the page down immediately. You not
only give false information but also manage to give false price info. That's
slander and libel both at once... Oh, and the MagiCMac "information" in the
idiots-emulators guide isn't correct either, if you really want to be taken
seriously, at least get your facts straight... the way it's now, people might
wonder who the idiot really is..

>If you don't like what's on my site, don't go there.

That's not the way the www works, if you don't want people to read certain
pages on your site, you have to protect them, with either a code or password,
The very instant you open a site on the www, it's public... read the contract
you've signed with your ISP. And unlike in usenet, owners of a site can't
slander and libel people/institutions/governments/etc, you can't hide behind
anonimity like in usenet. All it takes is one formal complaint to the ISP that
hosts the page(s) and the "gfabasic" website is history....
Interprete the above as you like, I'm not Steve, I use different methods to
get rid of "annoying things", you claim you've got brains, well, use them.

Cheers from Belgium
Dennis

6431. Re: Atari Clearance Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 13:03:42 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3f646734$0$264$cc9e4d1f@news.dial.pipex.com>
Source record: 23713
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0309110112140.2904-100000@shell1.aracnet.com...
> I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari
> stuff coming out of my Ears and I need to make room for NEW Atari stock.
> I'm buying out an Atari Dealer & I need to make room for NEW Atari stock!
> So I'm Offering a 20% off the Top Discount for any customer on Atari ST
> and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more!
> For Regular Customers add another 10% off! A Whopping 30% off the Top
> Discount. Take advantage of this, because this is as Good as it Gets! A
> lot of the items on sale I only have One, Two or a Few of! So act NOW
> While I got it! Get the Catalogs while inventory Lasts! Got Questions?
> Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!
>
> http://www.aracnet.com/~atari/specials.htm Atari Specials!
> http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
> http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
> http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
> http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

I think my dinner is ready ?

Chris

6432. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 14:39:51 UTC
From: Christian Potzinger <news@ravenclaw.at>
Message-ID: <Xns93F6A9F0D31F8CJP@ID-53935.user.dfncis.de>
Source record: 23714

Dennis Vermeire wrote...

> for all I know he could be Osama Bin laden... :-)

... then Steve Sweet wouldn't have respond in such Way.

SCNR.
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

6433. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 19:09:45 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10309141404190.23796-100000@www.coazter.com>
Source record: 23715

On Sat, 13 Sep 2003, Dennis Vermeire wrote:

> I'm right on topic, I seem to recall we were talking about using FAT32
> versus ext2 when all of a sudden the moron who thinks that GFA basic is a
> high level language felt the need to step in and drag the Mac fs into this
> discussion, don't blame me...

Damn Dennis, "when all of a sudden the moron who thinks that GFA basic is
a high level language..." what the hell did we tell you already? if you
don't know, just shut it.
GFA basic IS a high level language.
You used to be funny, entertaining, amusing, but now, your ignorance is
really getting old.
Embrace the world of technology, knowledge from the WWW even and do
yourself a favor, get some education first if you want to discuss
something and not look like a fool.

(no wonder we've been arguing for years)

6434. Re: Viruses, Worms, Trojans, Retrovirus, Hijackers, Spywares

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 21:29:05 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bk2mj1csl1@thorium.cix.co.uk>
Source record: 23717

In message <20030911180143.14261.00000696@mb-m18.aol.com>, mstepansky@aol.com said:

>Solutions: download SpyBots-S&D 1.2 - excellent freeware (upgradeable; now
>detects up to 9488 spy libraries) S&D stands for Search/Destroy)
>
>And for extra measures, get AdAware (Dell tech support recommended that to me)
>and SpySweeper.

And that runs on an Atari? If not, WTF is your message doing in
this newsgroup???

Regards, /Peter/

6435. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 21:29:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bk2mj2csm1@thorium.cix.co.uk>
Source record: 23716

In message <20030912173308.07345.00000565@mb-m27.aol.com>, gogsmac@aol.comnospam said:

>How can you hold the copyright on text published in an open forum like this ?
>By posting here you are publishing in the public domain aren't you ?

In Europe, including the UK, the copyright remains with the
author, unless it is explicitly assigned to someone else. It does
not matter whether the item has been published or not. Publishing
does not make it public domain. Things may be different in the US,
but even there some films and recordings (I believe) that were
believed to be PD were found not to be.

The laws on fair use (of short extracts for purposes of review etc)
also differ in US and other countries. I haven't seen the site
complained of, so can't comment further.

Regards, /Peter/

6436. Tempus Word (was: New version of Papyrus...)

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 21:44:18 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.b47a11de.9b123ae2.wdwd@wd.com>
Source record: 23718

Dans le message <1063296272-193967AEicMi@gmx.net>
Dennis Vermeire a ï¿½crit:
>From: mail@freeman-studio.com (Mike Freeman)
>Date: 2 Sep 2003 12:02:31 -0700

>Hi Mike,

Hello folks,

>And you've probably seen the post from Norbert Simon about Tempus Word NG
>which will be available soon in English? Instead of writing a sleazy add,
>I'll just point you to the website http://www.tempus-word.de , even if you
>don't understand one single word of German, playing with the demo should
>give you an impression what a "real" document processor is all about.
>**This** is the program that can compete with word processors on different
>platforms, after 14 years of development, about any bug has been fixed, it
>has a very impressive list with features, and unlike Papyrus, all these
>features are implemented in a logical and practical way (IMO). Tempus Word
>is the most advanced word processor available for this platform, and soon

I fully agree with you! you summed it up, nothing more to add
(except : ï¿½Why didn't I hear about it before?ï¿½)! :-)

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
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|J - . c @ a . |
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| a u e l a o r|
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6437. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 22:04:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063626564-40675AEicMi@gmx.net>
Source record: 23727

From: NOSPAMS@wanadoo.fr (Didier Mï¿½quignon)
Date: Sun, 14 Sep 2003 10:28:32 +0200

Hi Didier,

>> http://www.ATARI-Fachmarkt.de
>
>Like eiffel, but emulation at 100% isn't possible because unused cmds
>like CONTROLLER_EXECUTE need the original processor a 6301.

According to Peter, the firmware has been updated/fixed some two months ago,
and it should be really 100% compatible now with TT and megaSTE keyboards.
I don't have this particular gizmo so can't tell you if it's just hype or
based on facts....
But IMO nothing beats a real keyboard, and these are available from various
sources for a whole lot less then what the interface costs...

Cheers from Belgium
Dennis
--

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6438. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 23:06:39 UTC
From: swampfax1@atlantic.net
Message-ID: <3w69b.1935$if4.1345066@newshog.newsread.com>
Source record: 23719

On 14 Sep 2003 04:38:48 , Lyndon Amsdon wrote:
>Hi John,
>
>> --- From your site, am I right saying the cost is 39 euros + shipping?
>> If so, how much postage to the USA?
>
>I think you may have got this from Laurents site.

yup! That's where I saw info. My mistake!

SNIP

Thanks for the info and correction!

John

6439. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 23:17:43 UTC
From: inspector <tracer@police.com>
Message-ID: <bk2tckgvj1@newsg2.svr.pol.co.uk>
Source record: 23720

<xlator@cix.compulink.co.uk> wrote in message
news:bk2mj2csm1@thorium.cix.co.uk...
> In message <20030912173308.07345.00000565@mb-m27.aol.com>,
gogsmac@aol.comnospam said:
>
> >How can you hold the copyright on text published in an open forum like
this ?
> >By posting here you are publishing in the public domain aren't you ?
>
> In Europe, including the UK, the copyright remains with the
> author, unless it is BLAH BLAH BLAH!!!!!!!

Just let it go desktop lawyer

6440. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-14 23:19:22 UTC
From: inspector <tracer@police.com>
Message-ID: <bk2tfmvft1@newsg1.svr.pol.co.uk>
Source record: 23721

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1063546568-114763AEicMi@gmx.net...
> From: lp <gfabasic@mint.net>
> Date: Fri, 12 Sep 2003 19:27:58 -0400

Dennis dry up!! no one has the slightest interest in anything you have to
say

6441. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 00:57:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063626560-39711AEicMi@gmx.net>
Source record: 23726

From: lp <gfabasic@mint.net>
Date: Sun, 14 Sep 2003 15:24:42 -0400

>Twisted is the crap I see posted here by you,

Gee Lonny.....
Pine didn't work out for you and judging from your reactions neither does
that precious MS entourage :-)

It seems that to get finally rid of me you'll have to use Emailer, according
to your twisted logic it'll cost "$333.35", well, ain't that a small price
to pay to finally get peace of mind?

>And the ones that read them agree, especially the usenet guide. Not
>one person suggested it was inaccurate.

Did I say something differently? I seem to recall that I even congratulated
you and nominated your site....

>In fact some response was so positive I could not be happier.

Yep.... enjoy it while it's still there.

Cheers from Belgium
Dennis

6442. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 01:56:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063626582-44039AEicMi@gmx.net>
Source record: 23730

From: Janez Valant <swe@atari.org>
Date: Sun, 14 Sep 2003 00:26:35 +0200

>when all of a sudden the moron who thinks that GFA basic is a high level
>language felt the need to step in and drag the Mac fs into this
>discussion, don't blame me...
>
>Well i also use GFA. Now how much knowledge and what u can show u
>produced with GFA, or C or ASM that u can call ppl morons on GFA base?

I didn't say "people", I said "THE MORON", that's a huge difference....

>Reason i drag Mac into discussion is that u keep blame us for using
>foreign apps.

You've dragged it in because of wrong reasons. MagiCMac was dragged in,
to make me look silly, all of a sudden everything I said and stated
wasn't valid anymore because I happen to use an emulator *some* times.
And ever since I'm the "MagiCMac" user...

>On MagicMAC u also, of nothing else, u use HFS, and open Transport,
>since Magic do not directly acces Mac ethernet or serial. (serial
>maybe?) And thats actualy no differens as ext2 or mintnet.

I've no idea what version you are discussing here, but the latest one
(MagiCMac 6.20) can access the serial ports directly, open transport
etc... is not needed, and the same thing applies to HFS, it's needed to
boot the app of course, but from then on it can directly access TOS
formatted partitions, the latest version, MagiCMac X takes the whole lot
a step further and supports the ethernet port directly also, IMO as far
as emulators go, MagiCMac X is the most advanced one, and I don't care
that Aranym is free... it's a zillion light years away.

Cheers from Belgium
Dennis

6443. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 01:59:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063626570-41611AEicMi@gmx.net>
Source record: 23728

From: Janez Valant <swe@atari.org>
Date: Sun, 14 Sep 2003 01:32:20 +0200

Hi Janez,

>>A MagiC user needs "stable" apps and a MiNT user needs "clean" apps in
>>order to get a stable system, what the hell in practice is the difference?
>
>Difference is that MiNT will not crash. App may crash, and since memory
>space is protected and can not be overlapped, MiNT will report crash, reg
>and BSS etc dump, clean the memory and that is...

I've experienced crashes with MiNT/N.AES 2.0 where the only possible solution
was to switch of the TT and reboot... and before you get your knickers in a
twist, I'm not blaming MiNT for this but N.AES

>If u did experience Magic "system overschreiben" error, was quite nasty with
>v4, thats what happened, some of apps did acces and put own data into area,
>where Magic was....

True and fair, but version 4.xx is from 1994, how perfect was MINT in those
days? Let's talk about the English version 6.20 dated 20.02.2003 .....

>Many apps dont obey those rules, so MiNT, if MP is enabled, dont allow those
>apps to run. Luckily for most cases, systems are both stable without MP so
>i personaly im not too excited, but is definately good feature, since OS
>prevent to run bad app, instead to run it and risk a crash. Somehow bad
>point is, that some apps realy behave kinda okay, but MP prevent them to
>runsince code is not MP aware (can overlap other app)

I didn't say it was a bad feature... but suppose you need to run a certain
app even if it means running it without MP. You'll run the risk that the app
crashes, but for the same money it'll run without taking anything down at
all, so yes it's a bit of a gamble... but when there's no alternative, what
will you and/or others do?

>Well i do prefer Thing, reasons are that Jinnee is a bit to similar to
>MacOS for my taste (taste is personal thing), dont have UnixFS support
>(must admit that last version i tired was 2.0x)

This is like the chicken and egg situation.... Jinnee was mainly developed
between 1996-1999, take a look at the Mac desktops from the same period...
all I can conclude is that Apple inc. applied some reverse engineering. But
yes, if one launches Jinnee for the very first time he'll be inclined to
think he's working on some sort of a Mac.
As for Unix fs support, try out version 2.5 and be pleasantly surprised, and
be even more surpised to hear who you have to thank for it: without Steve S.

it never would have happened...

>As i can recognize scripter as very usefull idea, i did also stated i miss
>it in Thing. On other side i got used to Thing's groups, and that feature
>also is very usefull.

It probably wouldn't be hard work to get scripter working... back then when we were translating Jinnee, Manfred Lippert mailed me a special version of Manitor to try and debug the whole lot. I set up MiNT on the TT and the clone, almost every new Jinnee beta was better and more compatible, but at long last Manfred threw in the towel, the author of Scripter didn't want to coorporate....

>Dennis, since i belong to " u and some others" lets clear some things: i
>did not cheerish alien apps, or make a fuss. My initial message was that
>there is actualy no Magix or MiNT app, just plain Atari, or let say GEM
>apps. I just added that because MiNT with acces to HUGE Unix library,
>especialy on field of internet drivers, services and so on, not huge X
>apps, is im my view way to future, from simple fact, that its alive OS, has
>acces to loads of soft and it can adopt fast to eventual new protocols or
>even new machines.

Yep....
And we have conflicting views on this issue...
But for the sake of argument, let's call the Atari apps "GEM apps" like you suggested... how on earth can be a "huge" Unix library with internet drivers, services etc be the future of this platform? To be the future would imply that the majority of the Atari users use MiNT and in addition use it mainly for acessing internet.... sorry Janez, but like I said, we have conflicting views on this issue.
IMO Joe Average wants to see new "Gem apps" appear on this platform, it doesn't really matter what kind... as long as Joe gets the impression that something is moving on this platform, he might stick to it. The fact that some extra's appear for MiNT are a bonus, but just not good enough, look around you, almost 60% of the posters here use a different platform to post to this group, the extra's for MiNT couldn't prevent it, not right now and certainly not in the future.

>Untill clones are m68k there is not big prob, IF PPC appears, MiNT can
>adopt, Magic prolly wont.

Ok.... I agree.
But let's also face facts, there are no PPC or Coldfire clones available, and even if they were available, so what? They'll face the same dilemma as the previous clones.... no software support. We've discussed this already, it's a catch 22 situation, and let's get one thing clear for discussion's sake, I don't mean a few programmers adopting their apps when talking about software support....

>Yet u emediatley cassified me into lamers, dreamers whatewer class u
>invent, also in class of lousy coders bla bla... I can only see one reason,
>i had say that i like MiNT. And that was enough for u.... U did jump on me,

>so i wont keep shut. Remeber i did NOT say that Magic sux, or that future
>of Atari is Gimp or whatewer...

I really didn't, but you identified yourself as being one of the people that was being "attacked". If I really wanna have a go at you I'll address you by personal mail, but because of the nature of usenet however whatever you or me post will fit many people.... it's like a hat, it doesn't necessarily fit you, but it will fit on the head of someone...

>Some time back i really got pissed, called u name, but u did say things i
>NEVER did say...Also i many times said good stuff bout Magic, scripter etc,
>did u EVER recognize any of my MiNT reasons?

Let's face it Janez.... this thread has been a lot of fun, and it helped us get through the long hot summer. But I think it's about time we conclude it, about everything that could possibly be said in favour for or against using a particular OS has been said, and we're just repeating ourselves... IIRC we've more or less been shouting the same thing one,two, and three years ago also. And yep, I said thing you never said. But be honest, you might not have said them here in public, but I'm convinced that you thought of them. And no, I never ever recognised one of your reasons to use MiNT, but then how could I? The last eight weeks has been like "a one against all" fight, I did get a lot of support in private mail, more then I expected really, but in here I had to do it on my own.... there have been days, that I literally wasted hours replying to numerous posts, I'm only human and have a life outside CSAST also. So yes, I probably have been unfair to you in some posts, but like I just said, this is because of the nature of usenet... and you take almost anything I write personal. If I would do the same thing then I probably wouldn't sleep anymore...

>Bout file locking. Your view is like that Mac guy, claiming there is no
>OSX viruses so noone need to check for viruses. Not to safe, and u may
>think im moron, but u do know Magic user who suffered. Me. Since Magic is
>mtasking, i was during reorganising the hdd, write some text etc, move app
>folders etc, and on exit after few hours, magic crashed, hdd was gone and i
>even had to restore MBR of hdd.... And if i warned ppl bout that, since i
>didnt say magic is crap, but that its wise to take that in mind, that are
>tales for you...

There is no 100% fail safe OS, if there was the whole business corp would jump on it immediately. Some OS's are more prone to errors then others, but I think that a lot of these errors are caused by the user... MagiC crashing on you for example could be the sum of a bad hard disk, I've known people who had a incorrect SCSI set up, and although it appeared to work correctly, in the long end it screwed up their hard disk. I'm not saying this happened to you, it's merely an example, an OS crashing on someone is usally the sum of a lot of different factors coming together... MagiC isn't perfect, I never claimed it was, I only said that it suits me for the things I use it for... and some people can't grasp this.

>So i shouldnt be happy if some app or driver, like NFS, which i personal
>really use a lot, make sharing betwen coding and test machine easy, and

>mustny say "i like NFS, it make my life easier" or i will loose Atari
>feeling? Problem u have is that u interpret that like im saying NFS is
>totaly ultra cool, Magic sux cause it dont have it, its genuine Atari app?
>In such case, please be my guest, stand on my path.

OK, I'll stand on your path ;-)

>What i want to say is: jinnee definatly used some Mac things, folder tree
>lists, spring folder, HFS support, type/creator bits support. It make life
>for u on MagicMAC easier.

Sure, but it also makes life easier for people using the real hardware, the way I see it Jinnee is a continuing story, on this platform we've always had exceptional good desktops, remember Neodesk in the early 90's?, followed by stuff like Ease and Thing? All these desktops stood far apart from stuff people on other platforms had to deal with... Jinnee is simply the last one in the line. And yep, it shares a lot of similarities with the Mac and PC desktops, but that's where the comparisation stops. It's purely personal taste of course but I wouldn't want to trade my Jinnee dektop for a 100 XP and OS X desktops put together... not to mention the Linux crap which is welcomed as the next best thing by some people....
Together with Calamus, Jinnee is about the only app that can still compete with stuff from other platforms, which is remarkable in a way because the last public release is almost three years old....

>>So I presume that everyone involved with either sparemint and/or seti
>>agrees with your views and the way you express them? LOL
>
>Nope. But u on other hand, do. I did disagree with Lonny on same topics,
>and agree on some other, and suddenly i was his buddy, etc bla bla... U
>will need to realise i am NOT Lonny, or Frederic, or they arent me and stop
>bashing all ppl into one basket.

Come on Janez, give me a break....
Remember when Lonny had a go at Derryck? The only reason being me adding the DDP signature to my posts, following his weird reasoning the other members of DDP automatically agree on anything I write here.
Well, this is irony at its very best..... he dug a hole for me and fell in it himself, I assume that everyone in his signature agrees with his views also. I was more or less forced to drop my sig from certain posts, unless he does the same thing, I'll keep attacking it.... So don't complain to me, adress Lonny and object to him using his sig under certain posts. :-)))) <very fat grin>

>>Anyway, you've got my nomination for the website of the year, but don't be
>>surprised, if it gets a contender soon....
>
>Well i must say i dont exactly agree with this page... On other hand, it
>maybe just calling horse a horse as u said. And freedom of speach. Ill
>repeat, i dont agree with guides, bit heck, it is a taste of your medicine.

It's not medicine, but a cheap placebo... tune in to CSAST the coming days, the cure for the illness is already developed, the result of it will be visible in a couple of days..... :-)))) <another very fat grin>

Cheers from Belgium
Dennis

6444. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 02:07:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063626578-43331AEicMi@gmx.net>
Source record: 23729

From: ekaljuma@mtsac.edu (Galen)
Date: 13 Sep 2003 14:33:00 -0700

Hi Galen,

> There was a time when this forum used to be fun and informative.
>
>It still is, although you have to ignore a lot of bitterness. Steve,
>Lonny, Dennis (among others) often contribute to this group with
>information and advice. Unfortunately, the level of argumentation
>(and profanity) has been rather unpleasant of late.

I agree completely, but put yourself in my shoes for a minute... I've asked and even pleaded to Lonny to stop this continuing nonsense, and instead of being sensible he adds more oil to the fire. So it's up to me now I suppose, I either react to his ongoing provocatons or ignore them. Ignoring them would be the sensible thing to do, but unfortunately I'm only human....

>I've mentioned before that the currency of Usenet is goodwill. To
>annoy others is to risk that others will stop reading your posts, thus
>devaluing them.

That's also true, and perhaps it's also why lately I tend to help more people by private mail. Whatever I say in here, there's always bound to be someone that takes offence to it. Usenet is goodwill like you say, well my goodwill is almost gone... it's not appreciated, and receiving filth in my mailbox is about the last straw.

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6445. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 02:13:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063626554-38611AEicMi@gmx.net>
Source record: 23725

From: lp <gfabasic@mint.net>
Date: Sun, 14 Sep 2003 15:15:00 -0400

>GFA is a high level language,

It isn't... just like your brain cells, it's dead :-)
Repeat: DEAD DEAD DEAD

>that's a typical response by someone who don't know anything about coding
>whatsoever.

>You dragged the mac fs into it way back when your file locking test
>failed... you ran the test on your mac.

I didn't need to run a test at all you stupid f...
To set the record straight: it wasn't my test but yours. And I didn't ran anything, not on the TT, Hades or Mac, after using my preferred OS by choice for almost 15 years, I don't need lessons from you. I gave several examples of how file locking in *practice* is different then on paper, but since no one quoted it, you don't have a clue of course :-)

>you ran the test on your mac.

I don't have nor use *anything* carrying an Apple logo here..... :-)
Eat your heart out....

Cheers from Belgium
Dennis

6446. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 02:14:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1063626548-37207AEicMi@gmx.net>
Source record: 23724

From: Frederic Fouche <g213778@coazter.com>
Date: Sun, 14 Sep 2003 14:09:45 -0500

Hi Frederic,

>Damn Dennis, "when all of a sudden the moron who thinks that GFA basic is
>a high level language..." what the hell did we tell you already? if you
>don't know, just shut it.
>GFA basic IS a high level language.

LOL

Sit up and repeat this: GFA basic ***** WAS **** a high level language,
after repeating it a few hundred times perhaps something will sink in and
come floating to the surface....

>You used to be funny, entertaining, amusing, but now, your ignorance is
>really getting old.

Nothing is free Frederic, if you want free entertainment go and look for it
in the MiNT-list or on Lonny's site, but if you expect "top of the notch"
entertainment from me, it'll cost you... :-)

Cheers from Belgium
Dennis

6447. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 07:38:51 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbmaq4l.l7.atari@core.preferuje.luzik.pl>
Source record: 23722

On Sat, 13 Sep 2003 16:32:32 +0200, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
>>As an Atari uses you should know that a MiNT uses TOSfs & FAT12/16/32 &
>>Minix & Ext2, not HFS & HFS Plus
>
> As a Atari user I don't need to know anything about FAT32, Minix & ext2,
> just like I don't need to know anything about HFS either. I happen to use
> FAT32 under MagiC, that's my choice... and you know very well that under
> MagiC I can't set up any Minix style partitions. Suggesting that I set up
> such a partition, involves a lot of work and when asking quite politely
> about the benefits, cons and pro's all I get is a: try it out.

You do not need to know anything to state your point. And thats my point:
Denis, no offense, but from your previous posts I see that youi do not have
much technical knowledge, you are just trying to defend your point as long
as possible just denying truth.

> Who said that MiNT'ers were helpfull again? LOL

It is hard to be helpfull for people that behave nasty.

>>> It's a good thing this group isn't moderated or you would be blacklisted :-)
>>
>>It's a good thing this group isn't moderated or you would be blacklistes :-)
>
> Gee... can't you even be original anymore?

Gee... I can ;-) See http://www.atari.gabo.pl

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6448. Re: Recording on the Atari 1040ST - advice needed

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 09:54:42 UTC
From: dan@danhallmusic.freeserve.co.uk
Message-ID: <6acfe149.0309150154.5acc4bee@posting.google.com>
Source record: 23723

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:<%NB8b.599$Nb6.230@newsfep4-winn.server.ntli.net>...
> Hello.
>
> "dan" <dan@danhallmusic.freeserve.co.uk> wrote in message
> news:6acfe149.0309130017.77be9339@posting.google.com...
> > I need some help, I hope someone can point me in the right direction.
> > Have recently purchased an old Atari 1040, but have no idea how to get
> > cubase to work on it. It is to be part of a simple home studio. If
> > anyone knows what a dongle is and how to get hold of one for this
> > machine, that would be great.
>
> www.keychange.co.uk
>
> > I placed this question on a music makers group and the answers were
> > very very funny,
>
> Post a few, we could do with a laugh.....
>
> (My reply is non copyright and may be used just about anywhere.......)
Hi Barrie

This was one that made me laugh out loud, the ignorance and ego of
some people is incredible. I have not copied the guys email to
"protect" him and quite frankly his opinion is so blinkered that he
isn't worth bothering with. You ask for help and get this? Sad
really.

Okay.. listen closely,, here's what you need to do with the Atari 1040
, I
> guarantee this will resolve all your problems..
>
> 1) Place Atari 1040 directly in front of the right rear tire of your car
> (unless you have posi-track then you can use left or right)
> 2) Start the car
> 3) Select 'D' for Drive
> 4) Press accelerator (just for 1 second) then apply brake
> 5) Now select 'R'
> 6) Press accelerator for 1 second and again apply brake
> 7) Repeat steps 3 to 6 at least three times.
> 8) Grab the broom out of the garage and sweep remains into large green
> plastic bag. (urinating on them first is optional, I'll leave that up to you
> to decide)
>
> Your Atari 1040 should now be prepared for modern PC based recording...In

> the trash can where it should have gone 10 years ago !!.
>
> If you paid more than the value of a pack of matches for this 1040,,,, then
> you've just been ripped off..
>
> Hope this helps.. Slyder..
>
> P.S.
> God ,,I love guys like you when it's Yard Sale time....

6449. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 11:37:15 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0309151332460.299-100000@hadesbox>
Source record: 23739

On Mon, 15 Sep 2003, Dennis Vermeire wrote:

> From: Frederic Fouche <g213778@coazter.com>
> Date: Sun, 14 Sep 2003 14:09:45 -0500
>
> Hi Frederic,
>
> >Damn Dennis, "when all of a sudden the moron who thinks that GFA basic is
> >a high level language..." what the hell did we tell you already? if you
> >don't know, just shut it.
> >GFA basic IS a high level language.
>
> LOL
>
> Sit up and repeat this: GFA basic ***** WAS **** a high level language,
> after repeating it a few hundred times perhaps something will sink in and
> come floating to the surface....

What is the matter with you? Just because GFA is not developed and
supported anymore, it stops being? GFA IS and WILL ALWAYS be a high level
language, just as Devpac IS, and not WAS, a great low-level development
tool. PureC is not C .. it was C everyone. Goddamned......

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

6450. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 11:43:34 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <HBh9b.2641$2B6.612994@news.siol.net>
Source record: 23731

Dennis Vermeire wrote:

> LOL
>
> Sit up and repeat this: GFA basic ***** WAS **** a high level language,
> after repeating it a few hundred times perhaps something will sink in and
> come floating to the surface....

Dennis u are mistaken here :) GFA is high level language. Simple description says the closer to human thinking language is, level is higher and the closer to machine languages, level is lower, like ASM and machine code are the lowest level. And actualy there noone realy care what level language is, product is good. Even more, lower level language has, higher level coder needs, so please lower GFA level, id be glad to be known as good or even decent low level programmer :) I think u are mixed level with generation, Basic is 2 or 3rd generation language, C etc are 4th.. and so on...

But, i dont know what u meant by that message? Coders dont exactly care what level language is, users even less, who cares what language is used, if application is good?

Janrz

6451. Re: Milan 060 for sale

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 12:57:01 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bk4d7tonq1@reader08.wxs.nl>
Source record: 23732

MStepansky wrote:

> Is it still up for sale?
>
> What does it look like? (need photo to see it)
>
> ST games compatible? TOS version? What else you have that comes with it?

http://www.milan-computer.de/

:)

Maurits.

6452. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 13:03:05 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bk4djapap1@reader08.wxs.nl>
Source record: 23733

Steve Sweet wrote:

> I hold the copyright on this text and have not authorised its inclusion in
> your personal project. I formerly request that you remove it at the earliest
> opportunity and not later than Sunday the 14th of September by 22:00 hours
> UK time.

As others have rightfully replied, you have made your text (and email address) publicly available which makes your claim totally void. This is the same principle as the copyright on photographs: Any picture taken of you is automatically your intellectual property, *unless* it was taken while you were deliberately showing yourself to public (like in a free performance), because by that you imply that anyone is allowed to see you.

And if you don't agree with that, you might want to sue google and several other services since they automatically put any posting on websites. Good luck fighting their legal teams.

Now please go and find a hobby, you're looking more and more silly with every posting.

Maurits.

6453. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 13:10:00 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bk4e09pji1@reader08.wxs.nl>
Source record: 23734

Jo Even Skarstein wrote:

> There was a time when this forum used to be fun and informative.

It still is, if you keep your killfiles up to date :)

Maurits.

6454. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 13:17:11 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <sZi9b.2645$2B6.613490@news.siol.net>
Source record: 23735

Dennis Vermeire wrote:

> I've experienced crashes with MiNT/N.AES 2.0 where the only possible
> solution
> was to switch of the TT and reboot... and before you get your knickers in
> a twist, I'm not blaming MiNT for this but N.AES

Of course. Personaly i like MiNT together with N.AES so stability etc achieved with AES is important. N.AES is better as are your impressions, and if crashes u got are infact lockups, out from blue, with only mouse working, but no kbd, no mouse buttons etc, there is a cure. Still, u got those crashes without MP on, MP is designed to prevent bad apps to crash the OS or other apps with them...

> True and fair, but version 4.xx is from 1994, how perfect was MINT in
> those days? Let's talk about the English version 6.20 dated 20.02.2003
> .....

Of course. Magoc got better, also MAGTOROM helped in v4.xx so Magic now is a lot less touchy. Still it can easily happen that one bad app (u use mostly GEM apps etc) accidentaly write on prt of mem other app already has data in.. That usualy is cause of some sudden crashes with apps we usualy think they are okay... Thay may be, just part of RAM they accesed was corrupted. MP is more cure for bad or weird apps and events as for OS itself.

I wont coment how perfect or non perfect was MiNT in those days. My mentioning v4 Magic was not commenting Magic and using old version, but it was to show wha that error message meant. Please, dont take all as threat.

> I didn't say it was a bad feature... but suppose you need to run a certain
> app even if it means running it without MP. You'll run the risk that the
> app crashes, but for the same money it'll run without taking anything down
> at all, so yes it's a bit of a gamble... but when there's no alternative,
> what will you and/or others do?

Alternatives for me/us are enable MP or make a collection of safe apps, or list of touchy ones (must admit i never did that) to know what we may or may not run. Alternatives for u/magic users are same: use safe apps, avoid bad ones or, hehe, install MiNT (in this case kernel+N.AES only, no unix part) and enable MP. For me MP is not to nice option atm, since i have CT2 and MP uses same PMMU tree as FAST ram driver for CT2 so there are some issues with that.

> This is like the chicken and egg situation.... Jinnee was mainly developed
> between 1996-1999, take a look at the Mac desktops from the same period...
> all I can conclude is that Apple inc. applied some reverse engineering.

> But yes, if one launches Jinnee for the very first time he'll be inclined
> to think he's working on some sort of a Mac.

Well i do think that Jinnee came a tad after MacOS 7.6.x Still as mentioned, look is personal taste thing. Fact that i dont like a look etc, only means exactly that. If there are no big lack of features etc, that not affect functionality. Same as u may realy dislike look of some Magic aware app in N.AES, but functionality is still there....

> As for Unix fs support, try out version 2.5 and be pleasantly surprised,
> and be even more surpised to hear who you have to thank for it: without
> Steve S. it never would have happened...

<G>. Well i also mailed authors, got NO reply so wasnt aware. But maybe Steve was pesky and annoying enough. ;)

> Manitor to try and debug the whole lot. I set up MiNT on the TT and the
> clone, almost every new Jinnee beta was better and more compatible, but at
> long last Manfred threw in the towel, the author of Scripter didn't want
> to coorporate....

I know, since i also tried some jinnee betas and they were better and better. 1st ones had man issues, i hated black buttons a lot etc..

Im certain implementation would be preety easy, unless there are some structural probs in code. Fact is, u should believe us, that MiNT and Magic, or both AESes arent so different. There is beuty in that, prolly there is more diferences in general MacOS updates, each new version prevent some apps to run etc... No such stuff on Ataris.

> Yep....
> And we have conflicting views on this issue...
> But for the sake of argument, let's call the Atari apps "GEM apps" like
> you suggested... how on earth can be a "huge" Unix library with internet
> drivers, services etc be the future of this platform? To be the future
> would imply that the majority of the Atari users use MiNT and in addition
> use it mainly for acessing internet.... sorry Janez, but like I said, we
> have conflicting views on this issue.

Thats ok with me, as long we can have such views, without spitig and so on. But for the sake of argument: i see that this way:

HUGE Unix library is infact not exactly usefull, contains big apps, complex X app for which we would need PPC etc. But it also contain many protocols, drivers etc for all sort of LANs, INET acceses, mail protocols bla bla, and what i find most usefull, any NEW protocol got drivers almost instantly. Main point, on which we are proud with MiNT is that if u are forced or wish, to change on some protocol, let say NFS, or ethernec, or latest pppd (in my country Telecom has still monopol on inet acces, and they some years ago switched to M$ and thus used their last PPP efectively killed my Sting and IConnect acces) GEM apps dont have to be changed. We just use new PPPD, or new XXX driver etc.

> IMO Joe Average wants to see new "Gem apps" appear on this platform, it
> doesn't really matter what kind... as long as Joe gets the impression that
> something is moving on this platform, he might stick to it. The fact that
> some extra's appear for MiNT are a bonus, but just not good enough, look
> around you, almost 60% of the posters here use a different platform to
> post to this group, the extra's for MiNT couldn't prevent it, not right
> now and certainly not in the future.

Well u need to be honest (dont see this as threat, it is a fact) and tell
that Joe, that MiNT is still in development. So this platform has OS thats
alive. Since we all have also non Ataris at home, Joe also need to know
that he can use NFS or Samba, or ethernet to put Atari in LAN and avoid
floppy net, and that there will also be new version of those drivers. MiNT
will never be able to prevent that, and reason u state, lack of apps is
definately correct. MiNT has on other hand, with those extra stuff prevent
Atari goes to closet, and it makes user to put Atari in LAN. MiNT saved me
from getting PC for cable, since i also had luck and get Riebl card quite
some time ago (5y) where was no decent ethernet (well no solution at all)
for Falcon. I finaly bought PC 6months ago, mainly because Astromoy apps
and its 3d power in that respect.

>>Untill clones are m68k there is not big prob, IF PPC appears, MiNT can
>>adopt, Magic prolly wont.
>
> Ok.... I agree.
> But let's also face facts, there are no PPC or Coldfire clones available,
> and even if they were available, so what? They'll face the same dilemma as
> the previous clones.... no software support. We've discussed this already,
> it's a catch 22 situation, and let's get one thing clear for discussion's
> sake, I don't mean a few programmers adopting their apps when talking
> about software support....

Its not exaclty catch 22. Look from hardware developers perspective amd
let assume there is no OS that can be adopted and its free. Would anyon
eeven consider developiong a clone, and be forced to completely recode OS,
IF they would get permission at all? I agree there is no new machine yet,
but all projects till now and those in action, relies on fact there already
is OS and its available and expandable. We cant afford waiting for new
machine and hw developers to usable OS. That is catch 22. MiNT exteras, and
gcc, which means we can emediately use them, and use them in GEM and for
GEM is only thing that can imho cut the catch 22.

> about everything that could possibly be said in favour for or against
> using a particular OS has been said, and we're just repeating ourselves...
> IIRC we've more or less been shouting the same thing one,two, and three
> years ago also.

That is true, it going all over again. But accept a criticism and major
blame because u really, really go off too quickly. U cant expect we wont
cheerish, or be glad if some app, even if not Atari app, makes some stuff
possible. Like i said, Mintnet on TT server, PLIP, NFS etc make my life a
lot easier, mainly life WITH Atari... As im concerned, if u put anti-atari
alert on some more tolerant level, this wouldnt happen. U argue with me

about things i think nearly the same as you, merely since i like some things bout MiNT, which imho can help this platform a lot, did help me to stay, did helo quite few persons i know to stay on Ataris, even if in konjunction with some clone or PC/MAC.

> And yep, I said thing you never said. But be honest, you might not
> have said them here in public, but I'm convinced that you thought of them.

Well im affraid your convictions are wrong. I do type what i think. I do think Magic is preety neat OS and so on. And u can ask ppl, i do recomend Magic to all without sufficient HW power etc. If they have enough power, i suggest MiNT, explain why and then respect ppl's choice. Also when i, hm, tell u to "f*** off" i did at that monent think exactly that. Im not proud on that, but its true.

> And no, I never ever recognised one of your reasons to use MiNT, but then
> how could I? The last eight weeks has been like "a one against all" fight,
> I did get a lot of support in private mail, more then I expected really,
> but in here I had to do it on my own.... there have been days, that I
> literally wasted hours replying to numerous posts, I'm only human and have
> a life outside CSAST also.

Easily. If i wrote that imho MiNT is OS for future, i didnt wrote Magic SUX and so on. I did also write why i think so, and why i do like CLI and some CLI apps. I didnt attack either Magic users or coders etc...

> So yes, I probably have been unfair to you in some posts,
> but like I just said, this is because of the nature of usenet... and you
> take almost anything I write personal. If I would do the same thing then I
> probably wouldn't sleep anymore...

I did take them personal, since personal is not just what u say to specific person. U cant say "Hitler and the rest of Germans are nazis" and expect ppl wont take that personaly... I alread said that im not that touchy, and u may remeber that stuff that pissed me off the most, was that u didnt differ betwen porters, developers and MiNT developers (OS guys), but put all into "u bunch" basket

> There is no 100% fail safe OS, if there was the whole business corp would
> jump on it immediately. Some OS's are more prone to errors then others,
> but I think that a lot of these errors are caused by the user... MagiC
> crashing on you for example could be the sum of a bad hard disk, I've
> known people who had a incorrect SCSI set up, and although it appeared to
> work correctly, in the long end it screwed up their hard disk. I'm not
> saying this happened to you, it's merely an example, an OS crashing on
> someone is usally the sum of a lot of different factors coming together...
> MagiC isn't perfect, I never claimed it was, I only said that it suits me
> for the things I use it for... and some people can't grasp this.

Oh we do grap that, well i do atleast, and there is no problem in that. But u also need to know, that some of your argumentation sounds like this: "It serve perfectly okay to me, and i dont need any othje crap as foreign apps, or half braindead cli ..." if i say it mildy. I and i believe

others, then act on base of that. And i guess its just cause u feel, that we with prefering MiNT and its extras attack Magic. In my case thats definately not true...

> Sure, but it also makes life easier for people using the real hardware,
> the way I see it Jinnee is a continuing story, on this platform we've
> always had exceptional good desktops, remember Neodesk in the early 90's?,
> followed by stuff like Ease and Thing? All these desktops stood far apart
> from stuff people on other platforms had to deal with... Jinnee is simply
> the last one in the line. And yep, it shares a lot of similarities with
> the Mac and PC desktops, but that's where the comparisation stops. It's
> purely personal taste of course but I wouldn't want to trade my Jinnee
> dektop for a 100 XP and OS X desktops put together... not to mention the
> Linux crap which is welcomed as the next best thing by some people....

Well i agree with that completely. I would use your message to make one point, i try to explain many times. Linux is good os, i use it on PC, use KDE desktop, which also aint bad at all. I like Unix as well, its great im my eyes. Yet id NEVER install it on Atari, since all id got would be slow Linux box, and all Atari spirit defintely killed. There MiNT drop in for me, since it efectlively and very nicely blend Unix with GEM, without any cost on GEM side. Compromises are made on Unix side, on alien side, since MiNT is not Unix wannabe. One of such compromises is for example U:\ drive, since GEM apps cant understand unix pathways, so Unix path style are actualy link to U:\xxx. This prevent some things possible in Linux, but heck, who care... I hope ull find same spirit here as yours in doint want to exchange Jinnee for those OSes. Exactly same here, either MiNT (or in worst case, Magic/TOS <g>) or nothing. Must to add, thats exactly a view and path of MiNT developers...

> Together with Calamus, Jinnee is about the only app that can still compete
> with stuff from other platforms, which is remarkable in a way because the
> last public release is almost three years old....

Id prolly find some more apps.. But what remarkable for me is also a fact that Calamus will run on Magic/Jinnee, MiNT/NAES/Thing, MiNT/XAAES/Thing, Magic/Magxdesk, Geneva/XXX,<do some own combinations> as it IS. No crap and libs and OS changes as on Mac. I think Mac is ONLY computer, which came with 2 OSes preinstalled... We all know why. Calamus or almost any app we use will worok on TOS!

> Come on Janez, give me a break....
> Remember when Lonny had a go at Derryck? The only reason being me adding
> the DDP signature to my posts, following his weird reasoning the other
> members of DDP automatically agree on anything I write here.

Odd, i never had a go on Derrick. Maybe when i had a go on u and translation stuff, i did apologise later. Ill do that again now, and also said what i did once: i do know how shitty work translation is. I guess any coder do know that, esp if u have embeeded messages in code, not all in RSC. But u know why i bursted and i still think im right in that case...

> Lonny and object to him using his sig under certain posts. :-)))) <very
> fat grin>

Na, that wont pass :)

> It's not medicine, but a cheap placebo... tune in to CSAST the coming
> days, the cure for the illness is already developed, the result of it will
> be visible in a couple of days..... :-)))) <another very fat grin>

Well i will see... Im really seriously thinking on abandoning CSAS, since
i dont think this is getting anywhere else as to weakening the scene even
more. The stuff must be cutted at some point, thats exaclty the reason i
wrote those loong messages and trf to explain my thoughts detailed and
tried to be as undersatandable and fair some non english person can be.
Imho its also time u and lonny ditch battle axes, maybe eat a bit of pride
and realy try to get to bottom of the misunderstanding.... There is REALY
no matter what OS someone uses, actions and stuff is whats important. All
this crap is built arround wrong stuff, ending u and some ppl bashing Lonny
and/or his apps, or even choosen language, then he write some stupidity
back (its easy, i know, i did that), u then catch on that and overreact,
then he bash your OS... See similarities as in some holly wars, in which
friends kills each other for what?

Janez

6455. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 13:19:59 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.eqdekqrc@localhost>
Source record: 23736

Dennis Vermeire wrote:
>
> From: lp <gfabasic@mint.net>
> Date: Sun, 14 Sep 2003 15:15:00 -0400
>
>
Dennis Vermeire wrote:
>
> From: lp <gfabasic@mint.net>
> Date: Sun, 14 Sep 2003 15:15:00 -0400
>
>
> >GFA is a high level language,
>
> It isn't... just like your brain cells, it's dead :-)
> Repeat: DEAD DEAD DEAD

Firstly, you are now being rude and childish. Please cut it out.

Secondly, GFA didn't stop being a high level language the minute it was no longer officially supported now, did it? Would you care to explain to the reading group what happened to GFA the minute it was no longer officially supported? It turned into an ex-computer language? You can't be serious, right?

3rdly, if you paid some attention you would be aware that there are work going on to keep future support for GFA coding language going, ST-computer even wrote about it some time ago. Sure, the original company and Frank Ostrowski aren't in the picture now, but that would hardly matter.

Furthermore, why feel the need to bash a programming language that is still being used to actually code appliations?

AtarIRC is one example, quite obviously, others being Luna and also my program AtarICQ. Why you feel the need to complain about a coding language that is still being actively used in development of Atari applications even today, is beyond me and probably most ppl.

These last postings of yours really got me wondering what you actually _like_ with the Atari platform of today.

/Joakim

www.ataricq.org

6456. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 13:21:04 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <51j9b.2646$2B6.613490@news.siol.net>
Source record: 23737

Dennis Vermeire wrote:

> But IMO nothing beats a real keyboard, and these are available from
> various sources for a whole lot less then what the interface costs...

I aggre but it depends on your position in world... I like MSTE keyboard, some odd MST (with quadratic keys) even more, but i had to travel to Neuss (FAR!) to get MSTE kbd and it was damn Switzerland-German, so VERY strange... Posting then also add a little to cost etc.. Decent PS2 kbd are available everywhere and there is a lot of models, one sure is good enough...

6457. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 13:24:00 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.enqjjqsn@localhost>
Source record: 23738

Dennis Vermeire wrote:

> I didn't say "people", I said "THE MORON", that's a huge difference...
> .

Yes, it shows you're currently not able to handle a mature discussion
without resorting to name calling from what I can tell.

It seems like the only thing that is currently being discussed is who
is an idiot and who is not. That is not very Atari related in my
opinion, and certainly not constructive.

/Joakim

www.ataricq.org

6458. Re: Accents with Atari

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 13:47:34 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0309150547.766b2ba2@posting.google.com>
Source record: 23740

Thanks!!! I will try it!!

David Galvez

6459. New screenshots of HighWire

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 17:15:23 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.lbpnojce@localhost>
Source record: 23741

Recently there have been a lot of work put into the caching capabilities in HighWire,

something that has now made it possible to look into support for online graphics. As a result of this, the need for jpg/png support also has become evident and hence the appropriate libraries have been ported and added to the HighWire sources.

The experimental builds are now able to view online graphics, be it GIF, JPG or PNG, and to give you a little demonstration of this we have now uploaded 3 new screenshots to the HighWire website.

You might also notice that HighWire has been given dithering capabilities too, resulting in surprisingly nice results. Finally, you should be aware that there are no guarantees that all of the above mentioned features will be present in the next public release, although that is obviously the aim.

HighWire website: http://highwire.atari-users.net

/Joakim

6460. Re: New screenshots of HighWire

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 17:18:48 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f6604085bc8850@europe-shareware.org>
Source record: 23742

Hello,

in article <Usenet.lbpnojce@localhost> (comp.sys.atari.st),
GokMasE wrote on Mon 15-09-2003 19:15 (+0200):

> something that has now made it possible to look into support for online
> graphics. As a result of this, the need for jpg/png support also has
> become evident and hence the appropriate libraries have been ported and
> added to the HighWire sources.

Great!

> You might also notice that HighWire has been given dithering
> capabilities too, resulting in surprisingly nice results. Finally, you
> should be aware that there are no guarantees that all of the above
> mentioned features will be present in the next public release, although
> that is obviously the aim.

I do hope so, though.

Bye,
/Pascal/

6461. Re: Viruses, Worms, Trojans, Retrovirus, Hijackers, Spywares

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 17:48:47 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f65f9b289d6b1@tripnet.se>
Source record: 23743

In comp.sys.atari.st <bk2mj1csl1@thorium.cix.co.uk>
xlator@cix.compulink.co.uk wrote on Sun 14-09-2003 21:29 (GMT):

>In message <20030911180143.14261.00000696@mb-m18.aol.com>, mstepansky@aol.com
>said:
>
>>Solutions: download SpyBots-S&D 1.2 - excellent freeware (upgradeable; now
>>detects up to 9488 spy libraries) S&D stands for Search/Destroy)
>>
>>And for extra measures, get AdAware (Dell tech support recommended that to me)
>>and SpySweeper.
>
>And that runs on an Atari? If not, WTF is your message doing in
>this newsgroup???

This _is_ an interesting question! Has anyone thought about the
possibillity to write a self spreading Internet worm on Atari OS's?

It's easy to prgram an SMTP engine but the usual buffer overflow
techniques to "inject" worm code on Intel systems seems harder to do on
m68k systems?

You need to find a spot in STinG/STiK/MintNet where data with unchecked
length gets stored on the stack and then executed, I guess.

Or maybe some client could be the victim. I do know that Popwatch suffers
from buffer owerflow problems (mail with one long single line) but to
make the program counter jump to code received in a mail is another
question...

If it is possible to write an Atari worm it would have some problems to
find other Atari computers to infect. On the other hand it could be going
on for quite some time before recognised by anyone.

An evil idea would be to first let an Atari worm spread slowly for some
time and then suddenly transform into a Windows worm spreading from a
couple of hundred infected Atari computers all over the world...

Hm... back to reality...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6462. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 17:48:48 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f65f9b289d6b2@tripnet.se>
Source record: 23744

In comp.sys.atari.st <1063626554-38611AEicMi@gmx.net>
Dennis Vermeire wrote on Mon 15-09-2003 04:13 (+0200):

>From: lp <gfabasic@mint.net>
>Date: Sun, 14 Sep 2003 15:15:00 -0400

Hm, either there's something wrong with your threading or lp has started
to put in "noarchive: yes" in his posts. Those who can't stand up for
what they write and are afraid to be found in the archives of Google etc.
get filtered out here without further notice...

>Repeat: DEAD DEAD DEAD

Yes, you are right! Everything about Atari computers and its software is
really very much dead!

I got a phone call yesterday from the UK (the girl did speak Swedish,
though) where they wanted to know about if I happen to use or own any
computer. Very funny as I have become some sort of Atari collector
besides using it for everyday use:

Girl: Do you own a desktop computer, and which brand?

Me: I own ten and three of them are running right now. Two pc's and 8
Atari computers.

Girl: Hm, Atari a computer? Never heard of...

Girl: Do you own a laptop and which brand?

Me: Yes, an Atari Stacy.

Girl: Do you own a handheld computer?

Me: Yes, an Atari Portfolio.

Girl: Usually my system comes up with further questions at this point,
but unfortunately there are none for you...

And, she was not interested at all which operating system I use on any of
my Atari computers...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6463. Re: Tempus Word (was: New version of Papyrus...)

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 17:56:07 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0309150956.446fa565@posting.google.com>
Source record: 23745

Jean-Luc CECCOLI <wdwd@wd.com> wrote in message
news:<WS3.b47a11de.9b123ae2.wdwd@wd.com>...
> Dans le message <1063296272-193967AEicMi@gmx.net>
> Dennis Vermeire a ï¿½crit:
> >From: mail@freeman-studio.com (Mike Freeman)
> >Date: 2 Sep 2003 12:02:31 -0700
>
> >Hi Mike,
>
> Hello folks,
>
> >And you've probably seen the post from Norbert Simon about Tempus Word NG
> >which will be available soon in English? Instead of writing a sleazy add,
> >I'll just point you to the website http://www.tempus-word.de , even if you
> >don't understand one single word of German, playing with the demo should
> >give you an impression what a "real" document processor is all about.
> >**This** is the program that can compete with word processors on different
> >platforms, after 14 years of development, about any bug has been fixed, it
> >has a very impressive list with features, and unlike Papyrus, all these
> >features are implemented in a logical and practical way (IMO). Tempus Word
> >is the most advanced word processor available for this platform, and soon
>
> I fully agree with you! you summed it up, nothing more to add
> (except : ï¿½Why didn't I hear about it before?ï¿½)! :-)

It may be just that they don't yet have an English version, so I'm
being plagued by the language barrier, but when I tried the Tempus
Word demo, I really didn't like it at all. The interface was not very
logically laid out (IMO), which made it rather difficult to use
efficiently straight away. In my opinion, simple, logical interfaces
are much better than having every feature in the program (an
exageration, of course) represented by a button at the top of the
page. Could someone tell me specifically what Tempus' advantages are
over Papyrus? I personally haven't seen all that many bugs in Papyrus
that people keep complaining about (although I have seen a few very
minor ones), and from the Tempus demo couldn't really see any
advantages, while I see lots of advantages with Papyrus - to me, it's
much better than MS Word, Apple Works, and just about any other Word
Processing program I've used. Like I said, maybe things will be better
when they get an English version made, so I can honestly see the sum
total of Tempus' features. Until then, I'm happy with Papyrus and its
simple, elegant interface.

Mike Freeman
mail@freeman-studio.com

6464. ST and ZipDrive?

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 18:11:57 UTC
From: Christian Potzinger <news@ravenclaw.at>
Message-ID: <Xns93F7CDE73ADDECJP@ID-53935.user.dfncis.de>
Source record: 23646

Hello.

Is it possible to connect a Iomega ZipDrive,
100MB-SCSI, with an Atari 520ST? Thanks.
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

6465. Re: 520ST available in Denver area

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 19:02:13 UTC
From: raskol <raskol@comcast.com>
Message-ID: <1509200313021318 86%raskol@comcast.com>
Source record: 23647

did you ever find a buyer? I am in Denver.

Brett
raskol@comcast.com

In article <a1b97c86.0305160906.10e106d5@posting.google.com>, Gilbert
Humphrey <math1947@yahoo.com> wrote:

> I've been given a new (used, actually) computer.
> Want the following things from the mid-1980s to find a good owner:
>
> 520ST computer
> SM124 monitor
> SF354 disk drive (not working, but may be repairable)
> Master2S disk drive
> Epson DX20 daisy wheel printer
> extra wheels, ribbons, paper for the printer
> boxes for the above
>
> In order to choose from among anyone interested, will take highest bid
> as of the end of May. Prefer not to ship; so this initial offer is
> for the buyer to pick it up. I live in the Denver area.
>
> GH

6466. Re: old ST hardware and printer for sale

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 19:32:53 UTC
From: raskol <raskol@comcast.com>
Message-ID: <150920031332532298%raskol@comcast.com>
Source record: 23648

Do you still have this stuff? I am in Denver.

raskol@comcast.com

In article <a1b97c86.0308041601.66c6099f@posting.google.com>, Gilbert
Humphrey <math1947@yahoo.com> wrote:

> I'd much rather send the following to an interested user than throw it
> away. All of it was in working order when I boxed it, with the
> exception of the SF 354 disk drive, which may be repairable. Make an
> offer; minimum bid is $1. You pay any shipping charges from Denver,
> but I won't ask for any money for my time and trouble.
>
> 520 ST computer
> SM 124 b&w monitor
> SF 354 disk drive
> Master 2S disk drive
> original boxes and owner manuals for all the above
> Atari language and 1st word disks
> metal stand for the computer, drives, & monitor
>
> The following printer is offered separately:
>
> Epson DX 20 daisy wheel printer, with tractor drive, 3 ribbons and 4
> extra wheels including both 10 and 12 characters per inch.
>
> Gil Humphrey

6467. Have I got a Trojan worm?

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 20:53:48 UTC
From: Mahmood <spicy@stuff.com>
Message-ID: <bk59b1$ir7$1@news6.svr.pol.co.uk>
Source record: 23649

~sdfiewwwwwwwwwwwwww&&&*%$$

6468. Re: ST and ZipDrive?

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 21:15:01 UTC
From: Karsten Lüdersen <karsten@kalue.de>
Message-ID: <bk5c0j$omsda$1@ID-163102.news.uni-berlin.de>
Source record: 23650

Christian Potzinger <news@ravenclaw.at> schrieb:

>Is it possible to connect a Iomega ZipDrive,
>100MB-SCSI, with an Atari 520ST? Thanks.

Yes it is, with a adapter for the ACSI-Port. Unfortunatly I have
forgotten the name of the adapter (something like "the link") and I
doni¿½t know if it still is available anywhere.

Gruï¿½,
Karsten

--
http://www.kalue.de/

6469. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 22:04:40 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bk5d1h$2g1$1@sparta.btinternet.com>
Source record: 23651

Yo!, "Dennis Vermeire"

> >I've mentioned before that the currency of Usenet is goodwill. To
> >annoy others is to risk that others will stop reading your posts, thus
> >devaluing them.
>
> That's also true, and perhaps it's also why lately I tend to help more
> people by private mail. Whatever I say in here, there's always bound to
> be someone that takes offence to it. Usenet is goodwill like you say,
> well my goodwill is almost gone... it's not appreciated, and receiving
> filth in my mailbox is about the last straw.

You as well?, what a coincidence!, still you can never have enough Viagra
IMO, and since I've started on them extra 4 inches pills i don't have
trouble scratching my toes without bending over anymore.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6470. Re: ST and ZipDrive?

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 22:04:53 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bk5d1s$2g1$2@sparta.btinternet.com>
Source record: 23652

Hi "Christian Potzinger"

> Is it possible to connect a Iomega ZipDrive,
> 100MB-SCSI, with an Atari 520ST? Thanks.

It is possible, you'd need something like a 'Link' and someway of providing TrmPwr to the SCSI device. One way to do this is to chain in a SCSI hard drive with the trmpwr link enabled, There are mod's available to adapt the ZIP drive to provide its own TRMPWR, maybe a google search will yield that info if someone doesn't pop along with it in a few mo's. You'll also need hard disk driver software.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6471. Re: ST and ZipDrive?

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 22:05:55 UTC
From: Christian Potzinger <news@ravenclaw.at>
Message-ID: <Xns93F816E78343CJP@ID-53935.user.dfncis.de>
Source record: 23653

Karsten Lï¿½dersen wrote...

> Yes it is, with a adapter for the ACSI-Port. Unfortunatly
> I have forgotten the name of the adapter (something like
> "the link") and I donï¿½t know if it still is available anywhere.

Maybe i find one on ebay ... Thanks.
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

6472. Re: ST and ZipDrive?

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 22:07:33 UTC
From: Christian Potzinger <news@ravenclaw.at>
Message-ID: <Xns93F81B54B663CJP@ID-53935.user.dfncis.de>
Source record: 23654

Steve Sweet wrote...

> It is possible, you'd need something like a 'Link' and someway of
> providing TrmPwr to the SCSI device. One way to do this is to chain in
> a SCSI hard drive with the trmpwr link enabled, There are mod's
> available to adapt the ZIP drive to provide its own TRMPWR, maybe a
> google search will yield that info if someone doesn't pop along with
> it in a few mo's. You'll also need hard disk driver software.

I'll check it out. Thanks again :)
--
ryl: [SF|G'Kar] [www.SeniorFragger.de] &
[www.RavenClaw.at]

6473. Re: Notice of copyright theft

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 22:27:48 UTC
From: Mahmood <spicy@stuff.com>
Message-ID: <bk5er8mtk1@newsg1.svr.pol.co.uk>
Source record: 23656

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1063626578-43331AEicMi@gmx.net...
> From: ekaljuma@mtsac.edu (Galen)
> Date: 13 Sep 2003 14:33:00 -0700
>
> Hi Galen,
>
> > There was a time when this forum used to be fun and informative.
> >
> >It still is, although you have to ignore a lot of bitterness. Steve,
> >Lonny, Dennis (among others) often contribute to this group with
> >information and advice. Unfortunately, the level of argumentation
> >(and profanity) has been rather unpleasant of late.
>
> I agree completely,I've pleaded to Lonny to put filth in my mailbox and
oil in my shoes
> So it's up to me to add more straw to the fire instead of being sensible,
unfortunately I'm from Belgium
>Cheers Dennis

???????

6474. Re: New screenshots of HighWire

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 22:29:41 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3f663a48$0$20654$626a54ce@news.free.fr>
Source record: 23655

> You might also notice that HighWire has been given dithering
> capabilities too, resulting in surprisingly nice results.

Looks like riemersman dithering, isn't it ?

Dbug

6475. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 23:13:08 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <bk5h24$85a$1@reader2.panix.com>
Source record: 23657

I believe that it takes some skill to write something short.

Linus Torvald started out trying to write a better file system than MiNT's minix file system, and came up with the ext2 file system, now used by MiNT. And having done that, and having a masters in computer science, wherein you learn to write an operating system, he proceeded to write one that did run on something other than a m68000 family processor. There is no surprise why linux seems to work just like MiNT, but a little improved in some areas. Netscape does not run on MiNT.

I happen to like MiNT. I happen to like TOS. I happen to like Linux. This is written from a NetBSD host, using Pine. I would probably like Magic, but do not have a copy. I would probably like linux lite, if I could find a copy.

They are all good for different things. I do different things.

Jim

6476. FA: Mouseburster PC mouse adapter

Newsgroup: comp.sys.atari.st
Date: 2003-09-15 23:50:13 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0309151550.11d3746b@posting.google.com>
Source record: 23658

Thanks for looking

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3046480532

Lyndon

6477. More CAB Offset Errors!

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 01:53:26 UTC
From: swampfax1@atlantic.net
Message-ID: <q2u9b.1946$qJ6.1465845@monger.newsread.com>
Source record: 23659

Hi All,
Has anyone else been getting runtime offset errors more often lately
with CAB and does anyone know how to minimize them?

John G.

6478. Re: Viruses, Worms, Trojans, Retrovirus

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 01:58:55 UTC
From: swampfax1@atlantic.net
Message-ID: <z7u9b.1947$qJ6.1466220@monger.newsread.com>
Source record: 23661

On 15 Sep 2003 17:48:47 , "Kenneth Medin" wrote:
>In comp.sys.atari.st <bk2mj1csl1@thorium.cix.co.uk>
>xlator@cix.compulink.co.uk wrote on Sun 14-09-2003 21:29 (GMT):
>
>>In message <20030911180143.14261.00000696@mb-m18.aol.com>, mstepansky@aol.com
>>said:
>>
>>>Solutions: download SpyBots-S&D 1.2 - excellent freeware (upgradeable; now
>>>detects up to 9488 spy libraries) S&D stands for Search/Destroy)
>>>
>>>And for extra measures, get AdAware (Dell tech support recommended that to me)
>>>and SpySweeper.
>>
>>And that runs on an Atari? If not, WTF is your message doing in
>>this newsgroup???
>
>This _is_ an interesting question! Has anyone thought about the
>possibillity to write a self spreading Internet worm on Atari OS's?
>
>It's easy to prgram an SMTP engine but the usual buffer overflow
>techniques to "inject" worm code on Intel systems seems harder to do on
>m68k systems?
>
>You need to find a spot in STinG/STiK/MintNet where data with unchecked
>length gets stored on the stack and then executed, I guess.
>
>Or maybe some client could be the victim. I do know that Popwatch suffers
>from buffer owerflow problems (mail with one long single line) but to
>make the program counter jump to code received in a mail is another
>question...
>
>If it is possible to write an Atari worm it would have some problems to
>find other Atari computers to infect. On the other hand it could be going
>on for quite some time before recognised by anyone.
>
>An evil idea would be to first let an Atari worm spread slowly for some
>time and then suddenly transform into a Windows worm spreading from a
>couple of hundred infected Atari computers all over the world...
>
>Hm... back to reality...
>
>--
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/

> <<Produced with 100% pure Atari equipment>>
>
>.

great idea Kenneth /:) I'll keep you in mind for credits if it
transpires!!!

John G.

6479. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 02:07:54 UTC
From: swampfax1@atlantic.net
Message-ID: <_fu9b.1949$qJ6.1466822@monger.newsread.com>
Source record: 23660

On 14 Sep 2003 04:38:48 , Lyndon Amsdon wrote:
>Hi John,
>
SNIP
>
>> --- Can it be used on any Atari? If I'm not mistaken, the keyboards on my
>> 1040, Mega4, and Falcon are 3 different types (missed out on the TT :)
>
>They all use the IKBD inside the keyboard. The only difference being,
>the Mega ST(e) and TT are in a 'pizza' box and have an RJ11 style
>connector. Two versions will exist, with simply different connectors
>on the end of the lead.
>

are you saying that with the Eiffel adaptor that keyboards can be
interchangeable between a Falcon, TT, Mega, and a 1040 or that they can all
use a peecee keyboard ?

John G.

6480. Where to get a new/used Milan 060?

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 03:43:35 UTC
From: Josh Howard <jrh@spam.pottedmeat.org>
Message-ID: <63mdnVGowcHHGvuiXTWc-w@speakeasy.net>
Source record: 23662

So, having searched eBay, I've noticed that stumbling upon an TT060 or Milan would be quite a stroke of luck and I'm not sure I have the patience for that. I looked at milan-computer.de and it was interesting, though it wasn't terribly obvious how to get one shipped to a US address - all of the retailers seemed to be in German and my Deutsch is a little rusty.
At any rate, does anyone have any experience getting a 60 here in the US or can offer any pointers?

--
Josh Howard <jrh@spam.pottedmeat.org>
Remove the spam from the pottedmeat.

6481. Re: vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 04:14:12 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.09.16.04.14.12.835148@removenoaspam.atari-source.com>
Source record: 23663

On Mon, 08 Sep 2003 05:27:36 +0000, Joseph D. Place wrote:

> A google groups search on vernalelm.com returned some complaints.
> Has anyone found this company to be a reputable source? Are there
> any other good US sources for a full-version 68060?

I ordered mine almost 2 years ago. Marked EC but is full 60MHz cool
running gorgeous 060. Did have to straighten some pins though. Certainly
doesn't qualify as complete fraud but order way ahead of time because mine
took around 30 days to arrive IIRC.

Mark
http://portal.atari-source.com

6482. To Thomas Richard Jordan

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 04:48:35 UTC
From: john n oakes <doyene@zetnet.co.uk>
Message-ID: <3F669623.8050900@zetnet.co.uk>
Source record: 23664

Hei Thomas Can you drop me a line I cannot find your email address
anywere.
From John on lancashire border patrol.

6483. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 06:50:11 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbmdbjs.2qa.atari@core.preferuje.luzik.pl>
Source record: 23665

On Tue, 16 Sep 2003 02:07:54 GMT, John Garone <swampfax1@atlantic.net> had a noticeable pleasure while writting:
> On 14 Sep 2003 04:38:48 , Lyndon Amsdon wrote:
>>> --- Can it be used on any Atari? If I'm not mistaken, the keyboards on my
>>> 1040, Mega4, and Falcon are 3 different types (missed out on the TT :)
>>
>>They all use the IKBD inside the keyboard. The only difference being,
>>the Mega ST(e) and TT are in a 'pizza' box and have an RJ11 style
>>connector. Two versions will exist, with simply different connectors
>>on the end of the lead.
>>
>
> are you saying that with the Eiffel adaptor that keyboards can be
> interchangeable between a Falcon, TT, Mega, and a 1040 or that they can all
> use a peecee keyboard ?

Yes. See http://eiffel.atari.org.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6484. Re: New screenshots of HighWire

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 07:09:51 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbmdcoo.2qa.atari@core.preferuje.luzik.pl>
Source record: 23666

On Mon, 15 Sep 2003 19:15:23 +0200, GokMasE <fake@email.se> had a noticeable pleasure while writting:
> Recently there have been a lot of work put into the caching
> capabilities in HighWire,
>
> something that has now made it possible to look into support for online
> graphics. As a result of this, the need for jpg/png support also has
> become evident and hence the appropriate libraries have been ported and
> added to the HighWire sources.
>
> The experimental builds are now able to view online graphics, be it
> GIF, JPG or PNG, and to give you a little demonstration of this we have
> now uploaded 3 new screenshots to the HighWire website.
>
> You might also notice that HighWire has been given dithering
> capabilities too, resulting in surprisingly nice results. Finally, you
> should be aware that there are no guarantees that all of the above
> mentioned features will be present in the next public release, although
> that is obviously the aim.

If those features will be present in the next public release, Highwire will become my webbrowser of choice lacking only two features I wish to see: Javascript (I remember Baldrick sayin that he had it 'almost' ready?) and CSS.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6485. Re: Where to get a new/used Milan 060?

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 16:03:13 UTC
From: Josh Howard <jrh@spam.pottedmeat.org>
Message-ID: <fWqdnXvqKb4tqfqiXTWc-w@speakeasy.net>
Source record: 23667

Yes and I read that one... I was kind of hoping there might be a
somewhat more reliable source, if not a dealer.

lp wrote:
> in article 63mdnVGowcHHGvuiXTWc-w@speakeasy.net, Josh Howard at
> jrh@spam.pottedmeat.org wrote on 9/15/03 11:43 PM:
>
>
>>So, having searched eBay, I've noticed that stumbling upon an TT060 or
>>Milan would be quite a stroke of luck and I'm not sure I have the
>>patience for that. I looked at milan-computer.de and it was interesting,
>>though it wasn't terribly obvious how to get one shipped to a US address
>>- all of the retailers seemed to be in German and my Deutsch is a little
>>rusty.
>>At any rate, does anyone have any experience getting a 60 here in the US
>>or can offer any pointers?
>
>
> This was posted not to long ago:
> http://groups.google.com/groups?selm=384396f2.0308212121.6022b307%40posting.
> google.com&output=gplain
>
>
>

--
Josh Howard <jrh@spam.pottedmeat.org>
Remove the spam from the pottedmeat.

6486. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 17:22:34 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bk7gsp$80a$1@sparta.btinternet.com>
Source record: 23668

Hi "GokMasE"

> Unless I am mistaken, GFA Basic is for sure a high level language. What
> else would it be?

GFA is for arseholes who cant program, real programmers use Assembly code or
C

--

Regards Steve

Rope me a sheep and I'll make it smile.

6487. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 17:22:35 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bk7gsq$80a$2@sparta.btinternet.com>
Source record: 23670

Oy! Festering bollocks

> Some dweeb scribbled:

L. Pursell http://www.not so bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

I wonder how many people will climb up your arse for resorting to name calling, especially when you publicly criticise it yourself.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

6488. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 17:22:37 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bk7gss$80a$3@sparta.btinternet.com>
Source record: 23669

Yo! Dennis

> >And the ones that read them agree, especially the usenet guide. Not
> >one person suggested it was inaccurate.

As is usual of him though it used stolen material, cant do shit off his own back.

> Did I say something differently? I seem to recall that I even congratulated
> you and nominated your site....

> >In fact some response was so positive I could not be happier.
>
> Yep.... enjoy it while it's still there.

Bloody right.

I'll send you a copy of the link from that i forwarded to the Babylon's, if you follow it long enough you can find some lets say "High Level" porn. I thought some things had age limits, this page doesn't!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6489. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 17:22:38 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bk7gst$80a$4@sparta.btinternet.com>
Source record: 23671

Hi Janez

> > As for Unix fs support, try out version 2.5 and be pleasantly surprised,
> > and be even more surpised to hear who you have to thank for it: without
> > Steve S. it never would have happened...
>
> <G>. Well i also mailed authors, got NO reply so wasn't aware. But maybe
> Steve was pesky and annoying enough. ;)

I also very rarely got a reply and quite often had scrapes with him over
'features', we seemed to meet in the middle somewhere eventually.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

6490. Re: Have I got a Trojan worm?

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 17:22:40 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bk7gsv$80a$5@sparta.btinternet.com>
Source record: 23672

Hi "Mahmood"

<spicy@stuff.com> wrote in message news:bk59b1$ir7$1@news6.svr.pol.co.uk...

> ~sdfiewwwwwwwwwwwwww&&&*%$$

What OS/ Platform are you using?.

--

Regards, Steve S.

6491. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 17:22:41 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bk7gt0$80a$6@sparta.btinternet.com>
Source record: 23673

Hi Charles

> Is no-one else using 'Protext' word processor? I see many references to
> Word or Papyrus etc, with complaints about many bugs. Protext has very
> few bugs. Though not officially supported, there is an URL where an
> updated version is available (6.xx), which I have mislaid, unfortunately.

Blimey, i spent a fortune on that and found a few bugs on them beasties, and
also had a few scraps with the authors when they expected me to pay for
upgrades that fixed the bugs i found on their behalf.

I must dig it all out and try to get some money back on them one day!

ISTR i had Protext first of all and imported its docs into Papyrus when i
got it until I'd set up all my standard letters and forms for Papyrus.

> Protext was the preferred prog for journos. The prog is still able to
> produce properly printed manuals.

I though it was Le redacture <SP> that had that honour?.

> Protext was available only for Atari, Amiga and PC, I believe.

That covers most platforms! 8~) A ZX81 version would have been a dog!.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

6492. Re: Have I got a Trojan worm?

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 18:20:38 UTC
From: Mahmood <chillis@use.com>
Message-ID: <bk7knl$8lk$1@newsg1.svr.pol.co.uk>
Source record: 23675

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bk7gsv$80a$5@sparta.btinternet.com...
> Hi "Mahmood"
>
> <spicy@stuff.com> wrote in message
news:bk59b1$ir7$1@news6.svr.pol.co.uk...
>
> > ~sdfiewwwwwwwwwwwww&&&*%$$
>
> What OS/ Platform are you using?.
>
> --
>
> Regards, Steve S.
>
>
I am not at liberty to say due to copyright reasons

6493. -=[WANTED: Old/Used Computer and Electronics Magazines]=-

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 18:27:56 UTC
From: Sellam Ismail <sellam@vintage.org>
Message-ID: <LCI9b.366929$Oz4.143864@rwcrnsc54>
Source record: 23674

WANTED:

Old and used computer and electronics magazines, periodicals, journals, conference proceedings, etc. for a historic computing archive. Age is of no relevance.

Atari related magazines and newsletters are especially desired.

Specifically looking for the following titles currently, though this is by no means a definitive list. We are interested in ANY and ALL old or used computer or electronics magazines.

Business Computer Systems
Business Computing
Classroom Computer Learning
Communication News
Computer Decisions
Computer Design
Computer Graphics World
Computer Merchandising
Computer Reseller News
Computer Retailing
Computer Shopper
Computer Systems News
Computer Update
Computer Weekly
Computer-Aided Engineering
Computerworld
Data Communications
Datamation
DEC Professional
DEC User
Digital Technical Journal
EE Times
Electronic Engineering Times
Electronic Design
Electronic News
Electronic System Design Magazine
Federal Computer Week
Hardcopy
Hewlett-Packard Journal
Infosystems
InfoWorld
LIST
Micro Marketworld

Micro Report
Mini-Micro Systems
MIS Week
Network World
Office Administration and Automation
Office Computing Report
PC Magazine
PC Products
PC User
PC Week
Personal Workstation
Software News
Software Report
Software Retailing
Systems Integration
Systems & Software
S. Klein Computer Graphics Review
Seybold Report on Professional Computing
Unix Review
Unix World

Also seeking conference proceedings. Please call 925/294-5900 or e-mail sellam@vintage.org if you would like to clear your shelves and make way for something new :)

Thanks!

--
Sellam Ismail
925/294-5900

6494. Re: Tempus Word (was: New version of Papyrus...)

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 18:57:38 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.c3c06664.9e664282.wdwd@wd.com>
Source record: 23676

Dans le message <5c1cf651.0309150956.446fa565@posting.google.com>
Mike Freeman a ï¿½crit:
>Jean-Luc CECCOLI <wdwd@wd.com> wrote in message news:<WS3.b47a11de.9b123ae2.
>wdwd@wd.com>...

>> [...]
>> I fully agree with you! you summed it up, nothing more to add
>> (except : ï¿½Why didn't I hear about it before?ï¿½)! :-)

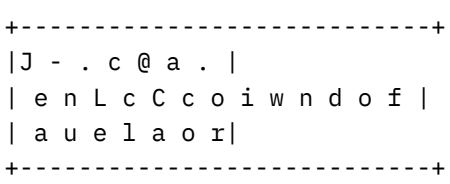
>It may be just that they don't yet have an English version, so I'm
>being plagued by the language barrier, but when I tried the Tempus
>Word demo, I really didn't like it at all. The interface was not very
>logically laid out (IMO), which made it rather difficult to use
>efficiently straight away. In my opinion, simple, logical interfaces
>are much better than having every feature in the program (an
>exageration, of course) represented by a button at the top of the
>page. Could someone tell me specifically what Tempus' advantages are
>over Papyrus? I personally haven't seen all that many bugs in Papyrus
>that people keep complaining about (although I have seen a few very
>minor ones), and from the Tempus demo couldn't really see any
>advantages, while I see lots of advantages with Papyrus - to me, it's
>*much* better than MS Word, Apple Works, and just about any other Word
>Processing program I've used. Like I said, maybe things will be better
>when they get an English version made, so I can honestly see the sum
>total of Tempus' features. Until then, I'm happy with Papyrus and its
>simple, elegant interface.

Well... say, that one is happy whith the software that suits
one's needs.
I use Calamus SL most of the time, DA's Layout when needing to
create or edit vector graphics or fonts, but as Le Rï¿½dacteur
doesn't work on my system, I miss a good word processor with
excellent french thesaurus.
I only own Papyrus as a demo version, and I don't use it mainly
because of the way accented characters have to be obtained :-(
I must admit that it has very powerful features however, being
the only HTML editor on our machines, for instance (though not
perfect : some bugs in word spacing).
Tempus Word seems very promising, but I prefer not rushing when
it becomes available.

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.

-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.



6495. DB50XG ?

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 21:26:44 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.c6266382.96ac42e2.wdwd@wd.com>
Source record: 23677

Hello,

In DoIt Falcon, R. S. describes how to adapt a PC daughterboard
soundcard to an Atari.
Unfortunately, the DB50XG is dicontinued and I couldn't find
any so far.
Do you know of a recent daughterboard that could replace this ?

Thanks,

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

6496. vote for your favorite troublemaker

Newsgroup: comp.sys.atari.st
Date: 2003-09-16 23:14:02 UTC
From: Justin <justin@stuff.com>
Message-ID: <bk85tvscf1@news6.svr.pol.co.uk>
Source record: 23678

We only have two contestants this month
Steve Sweet <steve.sweet@btopenworld.com>
and Dennis Vermeire <dennis.vermeire@gmx.net>

Remember voting stops at 12.00pm on 20-09-03 just look back over the weeks and see if you can spot just who used the most swear words, was the most obnoxious or insulted the most people, this could be a close one and the first prize is a young virgin lamb with mint sauce and condom, or a box of chocolates from Belgium

6497. CT60 updating process via TOS or PC

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 00:15:06 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1063738854-365573AEicMi@adelphia.net>
Source record: 23679

Anyone with a CT60,
I have been trying for a week to get my Falcon to burn the CPLD's on my CT60. Supposedly you only need to cross pin 13 from the XILINX cable to pin 10 on the FALCON. I have the JTAG cable from XLINIX. I have the parts and I have looked at the schematics or at least the ones I thought that would help. I have soldered pin 13 from the JTAG cable side to PIN 10 on the FALCON side. Then I also soldered PIN 8 and 11 together on the FALCON side. Pin 2,3,5,4,20 and 25 on the JTAG side to PIN 2,3,5,4,20 and 25 in the same order on the FALCON side. Am I missing a pin that needs to be soldered from the JTAG cable side to the FALCON side??? The STATUS light on the XILINX cable does not light up!!!! Is this the problem??? As to why my TOS setup does not burn the CPLD's??? What would I need to do to get this to work on a TOS machine??? I have also tried to get my CPLD's burnt with a PC and ISE Webpack 5.1i SP2. But it seems to lock up my Windows XP machine at anywhere from 25 percent to 75 percent completion. Any thoughts on this at all??? I have an OPTICAL MOUSE could this be putting a strain on the power supply for that PS/2 connector??? Any thoughts or ideas would be greatly appreciated. ;-)

Thanks,
Carey C

6498. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 00:21:26 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.jbrksgtg@localhost>
Source record: 23680

Steve Sweet wrote:
>
> Hi "GokMasE"
>
> > Unless I am mistaken, GFA Basic is for sure a high level language.
> > What else would it be?
>
> GFA is for arseholes who cant program, real programmers use Assembly
> code or C

That isn't in any way an answer to the question though.

So you'd prefer it if us "arseholes" would just stop using this non-existing high level language?

Forgive me if I don't thank you for insulting me.

/Joakim

6499. Anyone has Secret of Monkey Island for ST?

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 02:35:24 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <dKP9b.3039$sO4.2015@bignews1.bellsouth.net>
Source record: 23681

I'm looking for a version I can install on my ST hard drive and hopefully without copy protection.

6500. Re: vote for your favorite troublemaker

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 06:49:22 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bk90c9$664$2@reader11.wxs.nl>
Source record: 23682

Justin wrote:

> and see if you can spot just who used the most swear words, was the most
> obnoxious or insulted the most people,

That's a pretty objective parameter.. can't we run a script to check
that automatically and keep score? :)

Maurits.

6501. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 08:22:45 UTC
From: swampfax1@atlantic.net
Message-ID: <pRU9b.1998$qJ6.1540157@monger.newsread.com>
Source record: 23683

On 16 Sep 2003 06:50:11 , Adam Klobukowski wrote:
>On Tue, 16 Sep 2003 02:07:54 GMT, John Garone <swampfax1@atlantic.net> had a noticeable pleasure wh>ile writting:
>> On 14 Sep 2003 04:38:48 , Lyndon Amsdon wrote:
>>>> --- Can it be used on any Atari? If I'm not mistaken, the keyboards on my
>>>> 1040, Mega4, and Falcon are 3 different types (missed out on the TT :)
>>>
>>>They all use the IKBD inside the keyboard. The only difference being,
>>>the Mega ST(e) and TT are in a 'pizza' box and have an RJ11 style
>>>connector. Two versions will exist, with simply different connectors
>>>on the end of the lead.
>>>
>>
>> are you saying that with the Eiffel adaptor that keyboards can be
>> interchangeable between a Falcon, TT, Mega, and a 1040 or that they can all
>> use a peecee keyboard ?
>
>Yes. See http://eiffel.atari.org.
>

Hi Adam,
"Yes" to the first part or second part of my question? :)) Been to
Laurent's page when I questioned about cost and didn't read further. Long
page but if I read correctly the Eiffel is for using an "other than" Atari
keyboard on an Atari and not for inter-changing different Atari keyboards.
Hopefully the cost (+ shipping) is economical since I don't want to
open up my Falcon keyboard (keys are starting to "stick"). Did that on
another one and had trouble re-setting those little rubber plunger pads and
lost one /:)

Thanks for the URL anyway and semper fi back at ya',
John

6502. Re: Where to get a new/used Milan 060?

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 08:40:56 UTC
From: gaiyan@atari.org
Message-ID: <384396f2.0309170040.5aa346b6@posting.google.com>
Source record: 23684

Josh Howard <jrh@spam.pottedmeat.org> wrote in message
news:<fWqdnXvqKb4tqfqiXTWc-w@speakeasy.net>...
> Yes and I read that one... I was kind of hoping there might be a
> somewhat more reliable source, if not a dealer.

More reliable source??!! Thanks for your vote of confidence! Let me
just tell you that there is a happy new Milan 060 user. And good luck
trying to find one with that attitude...won't happen.

Joshua.

6503. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 09:25:38 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f6840ecd8bca0@europe-shareware.org>
Source record: 23686

Hello Joakim,

in article <Usenet.jbrksgtg@localhost> (comp.sys.atari.st),
GokMasE wrote on Wed 17-09-2003 02:21 (+0200):

> Steve Sweet wrote:

> > GFA is for arseholes who cant program, real programmers use Assembly
> > code or C

> Forgive me if I don't thank you for insulting me.

Hum... I may be just wrong there but I think that Steve "just" added a
coin to feed the troll. "Put oil on the fire", as we used to say here.

Bye,
/Pascal/

6504. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 10:04:28 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB8DDE21.6705%derryck@nospam.cix.co.uk.invalid>
Source record: 23685

In article pRU9b.1998$qJ6.1540157@monger.newsread.com, John Garone at swampfax1@atlantic.net wrote on 17/9/03 09:22:

>>> are you saying that with the Eiffel adaptor that keyboards can be
>>> interchangeable between a Falcon, TT, Mega, and a 1040 or that they can all
>>> use a peecee keyboard ?
>>
>> Yes. See http://eiffel.atari.org.
>>
>
> Hi Adam,
> "Yes" to the first part or second part of my question? :)) Been to

Each Atari fitted with an adaptor can use a PC keyboard.

> Hopefully the cost (+ shipping) is economical since I don't want to
> open up my Falcon keyboard (keys are starting to "stick"). Did that on

This would give you a "fix" for this problem.

> another one and had trouble re-setting those little rubber plunger pads and
> lost one /:)

You know that one key has provision for two rubber doobries but only one is actually fitted?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

6505. Re: CT60 updating process via TOS or PC

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 12:00:22 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <t1Y9b.3156$2B6.633493@news.siol.net>
Source record: 23687

Carey Christenson wrote:

> Anyone with a CT60,
> I have been trying for a week to get my Falcon to
> burn the CPLD's on my CT60. Supposedly you only need
> to cross pin 13 from the XILINX cable to pin 10 on the
> FALCON. I have the JTAG cable from XLINIX..........

I have cable made by schematics from rodolphe's pages and it worked 1st try. Drag the .jed file to app and wait few secs... No other experience here... BTW cable was made from scratch, there is a sweden guy which made them and they are a lot cheaper as Xilinx cables....

Janez

6506. Re: CT60 updating process via TOS or PC

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 14:44:41 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0309170644.7b631429@posting.google.com>
Source record: 23688

Hi Carey,

Did you buy a Xilinx one? Or make one?

I wouldn't use Windows XP, some software doesn't work with it.

6507. [FS:UK] WD1772 02-02 FDC + various

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 15:59:36 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bka0d8qod1@thorium.cix.co.uk>
Source record: 23689

Hi All,
I'm very slowly discovering excess Atari gear that should have gone years ago. Some interesting, some not. Note: I have so much software (serious, some unused games), hardware, mags and manuals - if you have a particular request please Email me at the proper version of:

harry!DOT!sideras!AT!blueyonder!DOT!co!DOT!uk

I'm desperately trying to keep that address spam free, (unlike this CiX address, in which I delete Email on sight, mostly unread).

What I've found right now is:

WD1772-02-02 Floppy Disk Controller (suitable for ST to TT)
External Double Sided disk drive (Power Drive make)
ZY-Fi powered speakers pair for stereo enabled machines (eg STe)

4Mb 72-pin SIMMs times 2 -> SIMMs are unused and I think they belong to
8Mb 72-pin SIMM times 1 -> Mark Dyas. I think I nicked them B^<
If anyone knows Mark, I'll apologise and send him money.
This was my dark period... %^<

Offers for chips (and light stuff) considered postage paid.
Offers for DS drive\speakers\heavy stuff to be plus postage (method of your choice) or collect from Birmingham, England.

No reasonable offer refused, but don't be stupid about it!
I know how tight you all are B^)

Examples of software\hardware\mags hidden here are:
Didot Professional
Retouche Professional
Band-in-a-Box
Sequencer One
Poolsbuster
Secret of Monkey Island
Superbase Professional
Script
Ultrascript
Replay Professional Sound Sampler
Hawk Colibri Scanner
Magazines\ST World\ST Applications\ST Format\ST User\ (the lot)

regards
Harry

PS: Dust included free of charge

6508. Re: Have I got a Trojan worm?

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 16:26:56 UTC
From: "Andrew Z Carpenter [Newsgroup Groupie]" <azcFILTER@cirencester.ac.uk>
Message-ID: <bka1n6$qr0ag$1@ID-200455.news.uni-berlin.de>
Source record: 23690

> I am not at liberty to say due to copyright reasons

You appear to be using two different versions of
Outlook Express:

X-Newsreader: Microsoft Outlook Express 6.00.2600.0000

X-Newsreader: Microsoft Outlook Express 5.50.4133.2400

--
AZC

6509. Re: Have I got a Trojan worm?

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 17:33:33 UTC
From: Mahmood <chillis@use.com>
Message-ID: <bka6bgorv1@news8.svr.pol.co.uk>
Source record: 23691

```
"Andrew Z Carpenter [Newsgroup Groupie]" <azcFILTER@cirencester.ac.uk> wrote
in message news:bka1n6$qr0ag$1@ID-200455.news.uni-berlin.de...
> > I am not at liberty to say due to copyright reasons
>
>
> You appear to be using two different versions of
> Outlook Express:
>
>
> X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
>
> X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
>
>
>
> --
> AZC
Thankyou
>
>
```

6510. Re: CT60 updating process via TOS or PC

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 17:49:52 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f689eb9$0$10410$626a54ce@news.free.fr>
Source record: 23692

Impact works fine with XP !

"Lyndon Amsdon" <lyndonamsdon@hotmail.com> a crit dans le message de news:
1a7d6495.0309170644.7b631429@posting.google.com...
> Hi Carey,
>
> Did you buy a Xilinx one? Or make one?
>
> I wouldn't use Windows XP, some software doesn't work with it.

6511. Arshole programmers (Was: Re: MagiC Info)

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 17:56:14 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f68a9c0d1bd51@tripnet.se>
Source record: 23693

In comp.sys.atari.st <3f6840ecd8bca0@europe-shareware.org>
Pascal Ricard wrote on Wed 17-09-2003 11:25 (+0200):

> in article <Usenet.jbrksgtg@localhost> (comp.sys.atari.st),
> GokMasE wrote on Wed 17-09-2003 02:21 (+0200):
>
>> Steve Sweet wrote:
>
>> > GFA is for arseholes who cant program, real programmers use Assembly
>> > code or C
>
>> Forgive me if I don't thank you for insulting me.
>
>Hum... I may be just wrong there but I think that Steve "just" added a
>coin to feed the troll. "Put oil on the fire", as we used to say here.

Very much so, but...

I really wonder what category I fall into who am too lazy to program
directly in GFA and use the Face Value "application builder" and add some
inline code from DevPack... :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6512. Re: Have I got a Trojan worm?

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 18:30:10 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bka97h$80c$2@hercules.btinternet.com>
Source record: 23694

```
Hi
"Mahmood" <chillis@use.com> wrote in message
news:bk7knl$8lk$1@newsg1.svr.pol.co.uk...
>
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:bk7gsv$80a$5@sparta.btinternet.com...
> > Hi "Mahmood"
> >
> > <spicy@stuff.com> wrote in message
> news:bk59b1$ir7$1@news6.svr.pol.co.uk...
> >
> > > ~sdfiewwwwwwwwwwwww&&&*%$$
> >
> > What OS/ Platform are you using?.
> >
> > --
> >
> > Regards, Steve S.
> >
> >
> I am not at liberty to say due to copyright reasons

Well no one's going to be able to help you then you fuck-muppett

--

Regards, Steve S.
```

6513. Use 2.5" HDD externally on STf?

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 18:30:46 UTC
From: myhat100550.3170@compuserve.com
Message-ID: <3f68a72d.141139277@news.freeuk.net>
Source record: 23695

Hi

Just wondering if their is anything around that lets you use an
external connected 2.5" HDD on an STf?

Cheers

Mark
REMOVE 'myhat' from my return email address before sending!!

6514. Re: Tempus Word (was: New version of Papyrus...)

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 19:03:26 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0309171103.7d47727@posting.google.com>
Source record: 23596
Body handling: HTML body converted to readable text

Jean-Luc CECCOLI wrote in message news:...

> Well... say, that one is happy whith the software that suits
> one's needs.

This is of course true, which is why I can't understand why some
people here simply dismiss certain software as being "crap" in
general, instead of stating what does and doesn't work for them and
acknowledging that not everyone uses software for the same reasons.
What might seem like crap to one person might be a God-send to someone
else.

> I only own Papyrus as a demo version, and I don't use it mainly
> because of the way accented characters have to be obtained :-(

I can definitely see how this can be a deterent. It's not a feature I
ever make use of, being an English speaker/writer, so this is a valid
point, especially for French-speaking users.

> I must admit that it has very powerful features however, being
> the only HTML editor on our machines, for instance (though not
> perfect : some bugs in word spacing).

Yes, I've noticed. The way to solve this problem is to change most of
the
tags to
tags. What they probably should have done is only
use
when hitting "Return" after a paragraph, and
for all
other "Return" hits. Most browsers won't add extra spaces every time
they run into
, but will with every
.

> Tempus Word seems very promising, but I prefer not rushing when
> it becomes available.

I'll check it out, when the English demo is available, but I have a
feeling I won't be throwing out Papyrus anytime soon.

Thanks for your reply!

Mike Freeman
mail@freeman-studio.com

6515. Re: Have I got a Trojan worm?

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 19:14:02 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0309171114.49396306@posting.google.com>
Source record: 23597

"Mahmood" <chillis@use.com> wrote in message news:<bk7knl$8lk$1@newsg1.svr.pol.co.uk>...
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:bk7gsv$80a$5@sparta.btinternet.com...
> > Hi "Mahmood"
> >
> > <spicy@stuff.com> wrote in message
> news:bk59b1$ir7$1@news6.svr.pol.co.uk...
> >
> > > ~sdfiewwwwwwwwwwwww&&&*%$$
> >
> > What OS/ Platform are you using?.
> >
> > --
> >
> > Regards, Steve S.
> >
> >
> I am not at liberty to say due to copyright reasons

Can't say what OS you're using due to copyright? That's a new one! I
don't know how anyone can answer your question without knowing the
OS/Platform. How about this: Just reply with numbers...

Is it running on:

1. Mac
2. PC
3. Atari
4. Amiga
5. Unix-type machine
6. Other

Is it:
1. Some version of Windows
2. MacOS <=9
3. MacOS X
4. TOS-Compatible OS
5. Amiga-compatible OS
6. A Unix-type OS (Linux, etc.)
7. Other

There! No one can copyright two numbers being posted on Usenet, can
they?

Mike Freeman
mail@freeman-studio.com

6516. Re: Have I got a Trojan worm?

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 19:31:29 UTC
From: Muck Fuppett <sweet@steve.co.uk>
Message-ID: <bkad8osrq1@news7.svr.pol.co.uk>
Source record: 23598

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bka97h$80c$2@hercules.btinternet.com...
> Hi
> "Mahmood" <chillis@use.com> wrote in message
> news:bk7knl$8lk$1@newsg1.svr.pol.co.uk...
> >
> > "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> > news:bk7gsv$80a$5@sparta.btinternet.com...
> > > Hi "Mahmood"
> > >
> > > <spicy@stuff.com> wrote in message
> > news:bk59b1$ir7$1@news6.svr.pol.co.uk...
> > >
> > > > ~sdfiewwwwwwwwwwwww&&&*%$$
> > >
> > > What OS/ Platform are you using?.
> > >
> > > --
> > >
> > > Regards, Steve S.
> > >
> > >
> > I am not at liberty to say due to copyright reasons
>
> Well no one's going to be able to help you then you fuck-muppett
>
> --
>
> Regards, Steve S.
>
>
Did someone mention me??

Muck Fuppett
Chairs

6517. Re: More CAB Offset Errors!

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 20:04:00 UTC
From: swampfax1@atlantic.net
Message-ID: <Q63ab.2026$qJ6.1567218@monger.newsread.com>
Source record: 23599

On 16 Sep 2003 01:53:26 , John Garone wrote:
>Hi All,
> Has anyone else been getting runtime offset errors more often lately
>with CAB and does anyone know how to minimize them?
>
>John G.
>
>.

I neglected to note that I don't see all the posts (Newsie, Isp or both
at fault) so please reply E-mail (address is good)

John

6518. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 20:07:25 UTC
From: swampfax1@atlantic.net
Message-ID: <1a3ab.2028$qJ6.1567386@monger.newsread.com>
Source record: 23600

On 17 Sep 2003 11:04:28 , Derryck Croker wrote:
>In article pRU9b.1998$qJ6.1540157@monger.newsread.com, John Garone at
>swampfax1@atlantic.net wrote on 17/9/03 09:22:
>
>>>> are you saying that with the Eiffel adaptor that keyboards can be
>>>> interchangeable between a Falcon, TT, Mega, and a 1040 or that they can all
>>>> use a peecee keyboard ?
>>>
>>> Yes. See http://eiffel.atari.org.
>>>
>>
>> Hi Adam,
>> "Yes" to the first part or second part of my question? :)) Been to
>
>Each Atari fitted with an adaptor can use a PC keyboard.
>
>> Hopefully the cost (+ shipping) is economical since I don't want to
>> open up my Falcon keyboard (keys are starting to "stick"). Did that on
>
>This would give you a "fix" for this problem.
>
>> another one and had trouble re-setting those little rubber plunger pads and
>> lost one /:)
>
>You know that one key has provision for two rubber doobries but only one is
>actually fitted?
>

Hi Derryck,
I'm not opening it up again to find out which :)

John

6519. Line Cond. Sense

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 20:19:26 UTC
From: swampfax1@atlantic.net
Message-ID: <il3ab.2029$qJ6.1567804@monger.newsread.com>
Source record: 23601

Hi All,
What's the feasibility of a program that can sense line condition while connecting to an ISP? Terminal prgrams can get the modem data after disconnecting but that's too late to use!

John G.

6520. Re: Line Cond. Sense

Newsgroup: comp.sys.atari.st
Date: 2003-09-17 20:46:58 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f68d6242fc9470@tripnet.se>
Source record: 23602

In comp.sys.atari.st <il3ab.2029$qJ6.1567804@monger.newsread.com>
John Garone wrote on Wed 17-09-2003 20:19 (GMT):

> What's the feasibility of a program that can sense line condition while
>connecting to an ISP? Terminal prgrams can get the modem data after
>disconnecting but that's too late to use!

The easiest way of checking a tcp/ip line is using a Ping tool. It is
built into the STinG dialer if that is what you are using.

For STiK I don't know but STiK and STinG uses different ways of handling
ICMP (like Ping) traffic so you have to select the right programs if you
are using any of these stacks.

A more general way of checking "line quality" is to put the modem into
command mode by entering three + signs, enter the appropriate command and
then switch back to data mode. This is done with a standard terminal and
might be difficult with a tcp/ip stack listening to the same serial port.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6521. Re: Use 2.5" HDD externally on STf?

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 00:15:01 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309171615.82dd45@posting.google.com>
Source record: 23603

myhat100550.3170@compuserve.com (MG) wrote in message
news:<3f68a72d.141139277@news.freeuk.net>...
> Hi
>
> Just wondering if their is anything around that lets you use an
> external connected 2.5" HDD on an STf?
>
Sure! A 2.5" external case connected to an IDE adapter inside the
STf. This would be kind of expensive though, and the length of the
IDE cable might be a problem.

Alternatively, I think 2.5" SCSI drives have a 50 pin connector (I'm
not sure about this), so they could probably go into a SCSI case
without much difficulty. Then you'd just need a Link adapter.

Galen

6522. Re: CT60 updating process via TOS or PC

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 00:19:42 UTC
From: "Doug Duchene[MS]" <dougdu@online.microsoft.com>
Message-ID: <3f68fa14$1@news.microsoft.com>
Source record: 23604

As soon as the Xilinx cable is plugged into the PS2 port the light should
turn amber and once the CT60 is powered it should turn green.

- Doug

--
This posting is provided "AS IS" with no warranties, and confers no rights.

6523. Re: CT60 updating process via TOS or PC

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 00:22:20 UTC
From: "Doug Duchene[MS]" <dougdu@online.microsoft.com>
Message-ID: <3f68fab0$1@news.microsoft.com>
Source record: 23605

Impact wouldn't see the CT60 under Windows XP or Windows Me until I reconfigured the printer port as just a plain parallel port (rather than ECP). After that it was able to read/write/verify just fine under Windows XP.

- Doug

--
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6524. Re: Line Cond. Sense

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 05:03:49 UTC
From: swampfax1@atlantic.net
Message-ID: <V0bab.2039$qJ6.1587051@monger.newsread.com>
Source record: 23606

On 17 Sep 2003 20:46:58 , "Kenneth Medin" wrote:
>In comp.sys.atari.st <il3ab.2029$qJ6.1567804@monger.newsread.com>
>John Garone wrote on Wed 17-09-2003 20:19 (GMT):
>
>> What's the feasibility of a program that can sense line condition while
>>connecting to an ISP? Terminal prgrams can get the modem data after
>>disconnecting but that's too late to use!
>
>The easiest way of checking a tcp/ip line is using a Ping tool. It is
>built into the STinG dialer if that is what you are using.
>
>For STiK I don't know but STiK and STinG uses different ways of handling
>ICMP (like Ping) traffic so you have to select the right programs if you
>are using any of these stacks.
>

don't think there's one for Stik. Besides, it's still a bit after the
fact.

>A more general way of checking "line quality" is to put the modem into
>command mode by entering three + signs, enter the appropriate command and
>then switch back to data mode. This is done with a standard terminal and
>might be difficult with a tcp/ip stack listening to the same serial port.
>

that's what I hear. What about just after the dial tone stops but before
or after the first (or last) digit is dialed?

John

6525. Re: Where to get a new/used Milan 060?

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 06:12:05 UTC
From: Josh Howard <jrh@spam.pottedmeat.org>
Message-ID: <INqcnUrUUOiE0PSiXTWc-w@speakeasy.net>
Source record: 23607

lp wrote:
> in article 384396f2.0309170040.5aa346b6@posting.google.com, Joshua
> Kaijankoski at gaiyan@atari.org wrote on 9/17/03 4:40 AM:
>
>
>>More reliable source??!! Thanks for your vote of confidence! Let me
>>just tell you that there is a happy new Milan 060 user. And good luck
>>trying to find one with that attitude...won't happen.
>
>
> I think it just came out wrong. He would prefer to have all the facts
> about dealers before seeking a private sale. Anyway, sorry to hear that
> you had to let it go.
>

Well, it certainly wasn't meant as a jab at you, I promise. Reliable source, was meant as a source that had a renewable supply and stock and what have you, as in a dealer. I'm quite certain your 060 was in excellent condition and I would have been most happy to have owned it, but as lp pointed out, I wanted to check to see if there was a dealer/refurbisher/etc out there, as I hadn't had much luck finding used 060s.

Again, sorry that you took it that way, but it wasn't intended as an insult.

--
Josh Howard <jrh@spam.pottedmeat.org>
Remove the spam from the pottedmeat.

6526. Re: Arshole programmers (Was: Re: MagiC Info)

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 06:48:10 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bkbko0$313$1@reader08.wxs.nl>
Source record: 23608

Kenneth Medin wrote:

> I really wonder what category I fall into who am too lazy to program
> directly in GFA and use the Face Value "application builder" and add some
> inline code from DevPack... :-)

That makes you the Atari equivalent of a Visual Basic programmer, which
is the lowest of all programming life forms. ;)

(Note that I am being ironic though) :)

Maurits.

6527. Re: Line Cond. Sense

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 06:52:21 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bkbkvq$313$2@reader08.wxs.nl>
Source record: 23609

Kenneth Medin wrote:

> The easiest way of checking a tcp/ip line is using a Ping tool. It is
> built into the STinG dialer if that is what you are using.

When it's PPP we're talking about, you can also use PPP echo requests, which are meant for exactly this purpose. Not sure which of the Atari's PPP-layers support it though. (Well they should all be able to respond to PPP echo requests from the ISP since some ISP's use them as well and will disconnect you if you don't reply).

Maurits.

6528. ADV: Atari Clearance Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 07:53:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0309180050370.11457-100000@shell1.aracnet.com>
Source record: 23610
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari
stuff coming out of my Ears and I need to make room for NEW Atari stock.
I'm buying out an Atari Dealer & I need to make room for NEW Atari stock!
So I'm Offering a 20% off the Top Discount for any customer on Atari ST
and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more!
For Regular Customers add another 10% off! A Whopping 30% off the Top
Discount. Take advantage of this, because this is as Good as it Gets! A
lot of the items on sale I only have One, Two or a Few of! So act NOW
While I got it! Get the Catalogs while inventory Lasts! Got Questions?
Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

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I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6529. Looking for Avena people

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 09:00:18 UTC
From: Kuba Kosiec <lewis@NOSPAM.atari.pl>
Message-ID: <bkbs8b$5ia$1@nemesis.news.tpi.pl>
Source record: 23611

I'm looking for authors of Sonolumineszenz demo for Falcon. Is anyone has email address to Tat (Steve Tattersall from England) or Agent T (Kay Tennemann from Germany)? I've tried to emial for addresses putted in readme info of Sonolumineszenz, but it not works.

--
Kuba Kosiec
Be careful with my address -> antispam...

6530. Re: Line Cond. Sense

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 09:17:43 UTC
From: swampfax1@atlantic.net
Message-ID: <XKeab.2111$if4.1515864@newshog.newsread.com>
Source record: 23612

On 18 Sep 2003 08:52:21 , Maurits van de Kamp wrote:
>Kenneth Medin wrote:
>
>
>> The easiest way of checking a tcp/ip line is using a Ping tool. It is
>> built into the STinG dialer if that is what you are using.
>
>When it's PPP we're talking about, you can also use PPP echo requests,
>which are meant for exactly this purpose. Not sure which of the Atari's
>PPP-layers support it though. (Well they should all be able to respond
>to PPP echo requests from the ISP since some ISP's use them as well and
>will disconnect you if you don't reply).
>
>Maurits.

Hi Maurits,
How does that give the line condition? It would show the time it takes
for the signal to return which could also depend on how fast the ISP
resonds.

John
P.S. To All:
Since Maurits is a humble kinda' person I thought I'd mention that he
translated the bulk of Ballerburg2 (on Chapelie) !!!

6531. Re: Line Cond. Sense

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 09:28:28 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bkbu4o$e15$1@reader08.wxs.nl>
Source record: 23613

John Garone wrote:

> Hi Maurits,
> How does that give the line condition? It would show the time it takes
> for the signal to return which could also depend on how fast the ISP
> resonds.

No it doesn't measure time at all, which wouldn't be useful anyway. The
echo request is at PPP level, which means that it is answered directly
by the PPP peer so it will always come immediately (there is nothing
between you and the peer but a direct modem connection). But it checks
whether the link is still alive, which is what I thought you wanted to know.

A PPP echo request contains a magic number, and all the other side has
to do is send an echo reply with the same magic number. If you send
several echo requests and get them all back correctly, you can assume
the line is ok. If some of them arrive incorrectly, you have a bad line.
If none returns at all, the line is dead.

Since the echo requests are in the PPP-level itself, it is unaffected by
any tcp/ip error corrections or retries, only the modem error correction
(which is considered part of the line itself), so it does actually check
the line quality.

Maurits.

6532. Re: Looking for Avena people

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 16:15:13 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <bkcltd$3g6$1@news.uni-kl.de>
Source record: 23614

Hi!

> I'm looking for authors of Sonolumineszenz demo for Falcon. Is anyone has
> email address to Tat (Steve Tattersall from England) or Agent T (Kay
> Tennemann from Germany)? I've tried to emial for addresses putted in readme
> info of Sonolumineszenz, but it not works.

Have a look here:
http://www.tscc.de/ucm24/emailv40.html

Matthias

6533. The ATARI ST is better than the AMIGA

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 17:02:16 UTC
From: raupico@yahoo.com
Message-ID: <66ff2e1e.0309180902.5e46bb82@posting.google.com>
Source record: 23615
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

Yes,the ATARI is better !

6534. Re: The ATARI ST is better than the AMIGA

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 17:35:01 UTC
From: Coyote Seven <sluna2@earthlink.net>
Message-ID: <91mab.8380$BS5.8080@newsread4.news.pas.earthlink.net>
Source record: 23616
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

Reltih Floda wrote:
> Yes,the ATARI is better !

For me to poop on!!!

6535. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 17:49:24 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bkcr74$8ae$1@thorium.cix.co.uk>
Source record: 23617

In message <pRU9b.1998$qJ6.1540157@monger.newsread.com>, swampfax1@atlantic.net said:

[RE: Eiffel]
> Hopefully the cost (+ shipping) is economical since I don't want to
>open up my Falcon keyboard (keys are starting to "stick"). Did that on
>another one and had trouble re-setting those little rubber plunger pads and
>lost one /:)

If you don't get the Eiffel, I can recommend a set of replacement
rubber cups, called TT Keys, from Best Electronics. These are
'stiffer' or 'springier' than the original ST keyboard and give it
a completely different touch. I've just upgraded my Falcon, and am
amazed at the difference. Well worth the US $21.95 + p&p.

The trick while replacing these cups is to balance the keyboard
ends on two thick books, so that none of the keys are depressed
when you undo the 30-odd screws. Make sure you put them all back,
too! While you have the PCB off, check the soldering of the mouse
and joystick connectors - this often works loose and a touch of
solder on each contact is a useful precaution/remedy.

Regards, /Peter/

6536. Re: The ATARI ST is better than the AMIGA

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 18:39:53 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bkcu6m$o9t$1@news8.svr.pol.co.uk>
Source record: 23618
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

<sigh>

Here we go again. How many millions of flames, rants and incoherent crap postings will this attract? Place your bets now. Winners will receive a free straight jacket and voucher for a lobotomy at the hospital of your choice.

Tom

I don't suppose it's worth suggesting that it might just be a matter of taste, and nothing to do with printed specifications at all? Considering that this argument has been going on for close to two decades, with no clear conclusion, I think it would be reasonable to assume they're equally matched anyway.

6537. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 19:50:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0309181244320.15825-100000@shell1.aracnet.com>
Source record: 23619
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6538. Undeleting from VFAT drives?

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 21:44:12 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1063920020-144321AEicMi@adel6.freeserve.co.uk>
Source record: 23620

Hi

Damn! Just deleted a folder full of pics from the
digital camera, unfortunately I have wiped the card
too!

Diamond Edge 2.53 (Undelete function) doesn't
recognise the boot sector for the partition (J:) it is
2Gb in size with a VFAT setting for Magic.

Does anyone know of a utility to bring them back
again?

Thanx

Neil :-(

3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

6539. Help with 1.2 Gig Hard Drive Limit!

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 22:30:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0309181512090.16154-100000@shell1.aracnet.com>
Source record: 23622
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I use a Link 2 with ICD Pro Utilities on my Mega ST4. Upgrading to a Link 97 isnt an option. Neither is switching from ICD's software. What I want to know: Is it true the capacity I can't exceed is 1.2 Gig. I want to use a SeaGate ST-11200N. Please E-Mail me.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6540. Re: The ATARI ST is better than the AMIGA

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 22:40:21 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <3f6a3448$0$95042$c30e37c6@lon-reader.news.telstra.net>
Source record: 23621
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

"Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
news:bkcu6m$o9t$1@news8.svr.pol.co.uk...
> <sigh>
>
> Here we go again. How many millions of flames, rants and incoherent crap
> postings will this attract? Place your bets now. Winners will receive a
> free straight jacket and voucher for a lobotomy at the hospital of your
> choice.
>
> Tom
>
> I don't suppose it's worth suggesting that it might just be a matter of
> taste, and nothing to do with printed specifications at all? Considering
> that this argument has been going on for close to two decades, with no
clear
> conclusion, I think it would be reasonable to assume they're equally
matched
> anyway.
>

There is a clear conclusion, I've had both and at the same time... the ST
loses in every comparison except MIDI connectivity.

6541. Re: The ATARI ST is better than the AMIGA

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 22:50:38 UTC
From: Thingy <thing@thingy.com>
Message-ID: <8Iqab.3905$vQ1.195213@nnrp1.ozemail.com.au>
Source record: 23623
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

Clockmeister wrote:

>
> "Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
> news:bkcu6m$o9t$1@news8.svr.pol.co.uk...
>> <sigh>
>>
>> Here we go again. How many millions of flames, rants and incoherent crap
>> postings will this attract? Place your bets now. Winners will receive a
>> free straight jacket and voucher for a lobotomy at the hospital of your
>> choice.
>>
>> Tom
>>
>> I don't suppose it's worth suggesting that it might just be a matter of
>> taste, and nothing to do with printed specifications at all? Considering
>> that this argument has been going on for close to two decades, with no
> clear
>> conclusion, I think it would be reasonable to assume they're equally
> matched
>> anyway.
>>
>
> There is a clear conclusion, I've had both and at the same time... the ST
> loses in every comparison except MIDI connectivity.

Agreed..the ST was an Amiga with all the cool stuff taken out.

Having said that, I don"t think this flame/thread will go very far.... it
may have been a hot topic in 1990 but in 2003, no-one cares.

6542. Re: The ATARI ST is better than the AMIGA

Newsgroup: comp.sys.atari.st
Date: 2003-09-18 23:35:12 UTC
From: Dave <Fake@NG.com>
Message-ID: <bkderh$tp0$1@newsg2.svr.pol.co.uk>
Source record: 23624
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

"Reltih Floda" <raupico@yahoo.com> wrote in message
news:66ff2e1e.0309180902.5e46bb82@posting.google.com...
> Yes,the ATARI is better !

YAWN, LOL, YAWN, YAWN, LOL, YAWN, YAWN, LOL, YAWN, YAWN, LOL, YAWN, YAWN,
LOL, YAWN, YAWN, LOL, YAWN, YAWN, LOL, YAWN, YAWN, LOL, YAWN, YAWN, LOL,
YAWN, YAWN, LOL, YAWN, YAWN, LOL, YAWN, YAWN, LOL, YAWN, YAWN, LOL, YAWN,
YAWN, LOL, YAWN, Not much more to say.

6543. Re: The ATARI ST is better than the AMIGA

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 00:13:27 UTC
From: Hilda <cough@ohdear.com>
Message-ID: <bkdi5e$6gt$1@newsg4.svr.pol.co.uk>
Source record: 23625
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

"Clockmeister" <no-one@nowhere.com> wrote in message
news:3f6a3448$0$95042$c30e37c6@lon-reader.news.telstra.net...
>
> "Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
> news:bkcu6m$o9t$1@news8.svr.pol.co.uk...
> > <sigh>
> >
> > Here we go again. How many millions of flames, rants and incoherent
crap
> > postings will this attract? Place your bets now. Winners will receive
a
> > free straight jacket and voucher for a lobotomy at the hospital of your
> > choice.
> >
> > Tom
> >
> > I don't suppose it's worth suggesting that it might just be a matter of
> > taste, and nothing to do with printed specifications at all?
Considering
> > that this argument has been going on for close to two decades, with no
> clear
> > conclusion, I think it would be reasonable to assume they're equally
> matched
> > anyway.
> >
>
> There is a clear conclusion, I've had both and at the same time... the ST
> loses in every comparison except MIDI connectivity.
>

The latter came formost for my original purchase and that little midi port
made me a bucket!,several houses, a recording studio, a boat and single
engined light aircraft,

6544. Re: The ATARI ST is better than the AMIGA

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 01:29:50 UTC
From: James Carroll <me@wherever.com>
Message-ID: <9392809311051.NC-1.57.me@news.xtra.co.nz>
Source record: 23626
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

On Thu, 18 Sep 2003 19:39:53 +0100, "Tom McEwan" wrote:

> <sigh>
>
> Here we go again. How many millions of flames, rants and incoherent crap
> postings will this attract? Place your bets now. Winners will receive a
> free straight jacket and voucher for a lobotomy at the hospital of your
> choice.

I think the post was intended to be humourous. :)

6545. How contact members of Black Scorpion to repair EXPOSE Card

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 05:29:18 UTC
From: LAFABRIE Florent <lafabrie@club-internet.fr>
Message-ID: <3f6a9426$0$20948$7a628cd7@news.club-internet.fr>
Source record: 23627

Hello,
I will like to contact one of the members of the group Black Scorpion to repair my Expose card for my Falcon. This one does not function. I can't found any valid link on the Web. Somebody help me?

Than'ks

Florent

6546. Re: Help with 1.2 Gig Hard Drive Limit!

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 06:56:59 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3F6AA8BB.3010606@seimet.de>
Source record: 23628
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bravo Sierra Computers wrote:

> I use a Link 2 with ICD Pro Utilities on my Mega ST4. Upgrading to a Link
> 97 isnt an option. Neither is switching from ICD's software. What I want
> to know: Is it true the capacity I can't exceed is 1.2 Gig. I want to use
> a SeaGate ST-11200N. Please E-Mail me.

With HDDRIVER there is no limit to the hard disk capacity with the Link
2. You can try the demo version on
http://www.seimet.de/hddriver_english.html.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

6547. Re: Undeleting from VFAT drives?

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 07:18:32 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbmlaec.62s.atari@core.preferuje.luzik.pl>
Source record: 23629

On Thu, 18 Sep 2003 21:44:12 GMT, Neil Chester <neil@adel6.freeserve.co.uk> had a noticeable pleasure while writting:

> Hi
>
> Damn! Just deleted a folder full of pics from the
> digital camera, unfortunately I have wiped the card
> too!
>
> Diamond Edge 2.53 (Undelete function) doesn't
> recognise the boot sector for the partition (J:) it is
> 2Gb in size with a VFAT setting for Magic.
>
> Does anyone know of a utility to bring them back
> again?

You can do it with a disk editor.

First, backup all your tahat from that partition. (for security)

Then, launch disk editor and search for the short name of the directory you deleted, but without first character, ie. if the name of the directory was "Pictures", search for "ictures" case does matter here! Remember to search whole disk and not only one disk sector.

Once you'll find it, you'll see that first letter is overwriten, just change it again to normal letter ('P' in this example) and the folder should appear again.

You will have to do the same with the files in the directory. Good thing is that filenames of those files should be in one (or more, but following) sector, so you have to find the first one, and you should have them all.

You should only look for the "short" names of the files, like "PICTUE~1.JPG", they should be all uppercase.

Bringing back long names is much more complicated and I never did it or tried it.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6548. Re: Undeleting from VFAT drives?

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 07:58:08 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bkecuh$q8hb$1@ID-27442.news.uni-berlin.de>
Source record: 23630

Adam Klobukowski wrote:

> Then, launch disk editor and search for the short name of the directory you
> deleted, but without first character, ie. if the name of the directory was
> "Pictures", search for "ictures" case does matter here! Remember to search
> whole disk and not only one disk sector.
>
> Once you'll find it, you'll see that first letter is overwriten, just change
> it again to normal letter ('P' in this example) and the folder should appear
> again.

This is not sufficient. If a file was deleted you will also have to
re-create the FAT links for this file. Otherwise the sectors previously
used by this file will be overwritten. The result is that the file entry
is visible but the data are data from other files.
Disk tools like DISKUS can do this for you, even though DISKUS does not
preserve the long name. But this is not a problem, because you can just
rename the file and give it a long name again after you have restored it.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

6549. Re: Have I got a Trojan worm?

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 14:24:50 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <g8gr31-acd1.ln1@sd.swampdog>
Source record: 23632

Mahmood wrote:

>
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:bk7gsv$80a$5@sparta.btinternet.com...
>> Hi "Mahmood"
>>
>> <spicy@stuff.com> wrote in message
> news:bk59b1$ir7$1@news6.svr.pol.co.uk...
>>
>> > ~sdfiewwwwwwwwwwwww&&&*%$$
>>
>> What OS/ Platform are you using?.
>>
>> --
>>
>> Regards, Steve S.
>>
>>
> I am not at liberty to say due to copyright reasons

Legalese for "it won't stay running long enough to bring up the About box".

--
Den "not my boxes" Kodd.

No gnomes were harmed during the making of this email.
Some might have been disturbed but they like it that way.
A few green dragons may have had to expend some effort.
And some little red imps slogged have away relentlessly.

6550. Re: vote for your favorite troublemaker

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 14:28:09 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <ei7s31-r2i1.ln1@sd.swampdog>
Source record: 23644

Maurits van de Kamp wrote:

> Justin wrote:
>
>> and see if you can spot just who used the most swear words, was the most
>> obnoxious or insulted the most people,
>
> That's a pretty objective parameter.. can't we run a script to check
> that automatically and keep score? :)

...which reminds me, I must finish my "core-dump-of-the-week" script!

--
Guy Harrison

6551. Re: How contact members of Black Scorpion to repair EXPOSE Card

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 14:38:00 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.09.19.14.38.00.63603@nossspamXXatari-source.com>
Source record: 23631

On Fri, 19 Sep 2003 07:29:18 +0200, LAFABRIE Florent wrote:

> Hello,
> I will like to contact one of the members of the group Black Scorpion to
> repair my Expose card for my Falcon. This one does not function. I can't
> found any valid link on the Web. Somebody help me?
>
> Than'ks
>
> Florent
>

What's all the fuss over these expose cards? I was under the impression
that all they were was a fairly low quality video digitizer card. Like
sub 640x480? I guess good for the Atari purist but nothing on hauppage
wintv or the mini-dv video I am now working with. Anyone have any specs on
the expose, am I wrong?

Mark
http://portal.atari-source.com (Down).

6552. Re: Help with 1.2 Gig Hard Drive Limit!

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 14:59:16 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.09.19.14.59.16.608043@pandora.be>
Source record: 23633
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Op Fri, 19 Sep 2003 08:56:59 +0200, schreef Uwe Seimet:

> Bravo Sierra Computers wrote:
>
>> I use a Link 2 with ICD Pro Utilities on my Mega ST4. Upgrading to a Link
>> 97 isnt an option. Neither is switching from ICD's software. What I want
>> to know: Is it true the capacity I can't exceed is 1.2 Gig. I want to use
>> a SeaGate ST-11200N. Please E-Mail me.
>
> With HDDRIVER there is no limit to the hard disk capacity with the Link
> 2. You can try the demo version on
> http://www.seimet.de/hddriver_english.html.

Correct me if I'm wrong but isn't that so that HDDriver alone isn't
enough. PlainTOS can't cope with large partitions. One need FreeMiNT or
MagiC aswell. Correct?

CU,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6553. New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 15:53:38 UTC
From: swampfax1NOT@atlantic.net
Message-ID: <6EFab.2142$qJ6.1646382@monger.newsread.com>
Source record: 23634

Hi All,
I see this as Atari related since I'm being indirectly affected and many here in this NG log in with PCs.
According to my ISP a new strain of E-mail virus is out there! My mailbox just started getting bombarded with MS attachments. Evidently I may be on someone's mailing list (maby from this NG) and may they be infected.
This virus is said to overide virus scanners.
It was suggested by my ISP (if I had a PC) to go to Trend.com and click on Virus advisory for an anti-virus measure.

John G.

6554. Atari stock

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 16:37:03 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0309190837.64172c1a@posting.google.com>
Source record: 23635

Purchased 350 shares of atar @ 4.32 and put a sell order at 4.92

Anyone else in.

the one and only
-sinclap

6555. Re: Line Cond. Sense

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 16:45:16 UTC
From: swampfax1NOT@atlantic.net
Message-ID: <woGab.2179$if4.1566208@newshog.newsread.com>
Source record: 23636

On 18 Sep 2003 11:28:28 , Maurits van de Kamp wrote:
>John Garone wrote:
>
>> Hi Maurits,
>> How does that give the line condition? It would show the time it takes
>> for the signal to return which could also depend on how fast the ISP
>> resonds.
>
>No it doesn't measure time at all, which wouldn't be useful anyway. The
>echo request is at PPP level, which means that it is answered directly
>by the PPP peer so it will always come immediately (there is nothing
>between you and the peer but a direct modem connection). But it checks
>whether the link is still alive, which is what I thought you wanted to know.
>

I can check the link to see if it is still "complete" by checking mail
or a URL. What I was more concerned with was the quality of the connection
(line noise, etc.) in regards to the time it takes to download or transmit
a file. I can get modem data through a terminal program(after disconnecting)
and see that line condition varies which effects the maximum transfer rate
but it would be nice to know during the connecting process (or ideally
ahead of time) so I can abort and then re-connect with the chance of
getting a better node or a line with less crosstalk, etc.

>A PPP echo request contains a magic number, and all the other side has
>to do is send an echo reply with the same magic number. If you send
>several echo requests and get them all back correctly, you can assume
>the line is ok. If some of them arrive incorrectly, you have a bad line.
>If none returns at all, the line is dead.
>
>Since the echo requests are in the PPP-level itself, it is unaffected by
>any tcp/ip error corrections or retries, only the modem error correction
>(which is considered part of the line itself), so it does actually check
>the line quality.
>

when you say PPP level are you referring to ping? if so, Sting has that
feature but Stik (which I use) doesn't. Don't know about IConnect.

John

6556. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 17:54:35 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f6b50de194d5b0@tripnet.se>
Source record: 23637

In comp.sys.atari.st <6EFab.2142$qJ6.1646382@monger.newsread.com>
John Garone wrote on Fri 19-09-2003 15:53 (GMT):

> I see this as Atari related since I'm being indirectly affected and many
>here in this NG log in with PCs.
> According to my ISP a new strain of E-mail virus is out there! My
>mailbox just started getting bombarded with MS attachments. Evidently I may
>be on someone's mailing list (maby from this NG) and may they be infected.
>This virus is said to overide virus scanners.

Yes, this is the worst virus attack I have seen here sofar. I get around
80-100 mails/hour at appr. 150 KByte each right now. Will fill up most
mailboxes quite fast!

If lots of people get this much the whole mail system must really have
severe difficulties. I suspect a lot of legitime mails bounces because
mail boxes are full.

Fortunately Popwatch can delete mail direct on the server without
downloading first. Very handy. Unfortunately the kill filter is a bit to
simple to be able to automate the process.

Right now I feel very happy as I am not a Outlook Express user where all
mail must be downloaded before it can be deleted. 10-15 MByte mail per
hour is quite a lot even for an 500 kbit ADSL line...

Perhaps the new French MEG.PRG is up to the task?

Would be ideal with a function where you search a mail for attachments
with MIME description "x-midi" for an .EXE file... A bit complicated.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6557. Papyrus query

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 18:04:03 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bkfgej$g0r$1@thorium.cix.co.uk>
Source record: 23638

Is it possible to use Papyrus in overwrite mode? The default is insert, but I can't find anythig to change this - and yes, I have looked through the manual, though only briefly.

If this is not possible, then it is a major shortcoming IMO.

Regards, /Peter/

6558. Re: The ATARI ST is better than the AMIGA

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 18:52:42 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f6b5e7c23f1680@tripnet.se>
Source record: 23639
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

In comp.sys.atari.st <3f6a3448$0$95042$c30e37c6@lon-reader.news.telstra.net>
Clockmeister wrote on Fri 19-09-2003 06:40 (+0800):

>There is a clear conclusion, I've had both and at the same time... the ST
>loses in every comparison except MIDI connectivity.

After having my Atari TT on display on two Amiga shows here in Gothenburg
I have to agree. Especially the newer powerful "Amiga clones" are really
nice.

There website is at http://amigbg.com/ and if you look at the image
gallery you will actually find my TT with a LCD screen and extra tower on
display. There is also a Pocket PC running CastCE showing the Atari
desktop among all kinds of Amiga computers.

Also the Amiga people are very nice, friendly and interested in what has
happen to there former Atari enemies...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6559. Re: Use 2.5" HDD externally on STf?

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 19:16:51 UTC
From: Frederic Pecourt <fpecourt@invalid-ifrance.com>
Message-ID: <3F6B5623.7040100@invalid-ifrance.com>
Source record: 23640

Hi!

Galen a ï¿½crit:
>>Just wondering if their is anything around that lets you use an
>>external connected 2.5" HDD on an STf?
>
> Sure! A 2.5" external case connected to an IDE adapter inside the
> STf. This would be kind of expensive though, and the length of the
> IDE cable might be a problem.
>

I might come one day with a solution that I am developping for the STE
but which can also be foreseen for a STF.

take a look here :
http://stlabs.free.fr/

.......and pray it works one day!

Fred

6560. Re: How contact members of Black Scorpion to repair EXPOSE Card

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 19:19:59 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0309191119.67a16cbf@posting.google.com>
Source record: 23641

Mark D <mducksub@nossspamXXatari-source.com> wrote in message
news:<pan.2003.09.19.14.38.00.63603@nossspamXXatari-source.com>...
> On Fri, 19 Sep 2003 07:29:18 +0200, LAFABRIE Florent wrote:
>
> > Hello,
> > I will like to contact one of the members of the group Black Scorpion to
> > repair my Expose card for my Falcon. This one does not function. I can't
> > found any valid link on the Web. Somebody help me?
> >
> > Than'ks
> >
> > Florent
> >
>
> What's all the fuss over these expose cards? I was under the impression
> that all they were was a fairly low quality video digitizer card. Like
> sub 640x480? I guess good for the Atari purist but nothing on hauppage
> wintv or the mini-dv video I am now working with. Anyone have any specs on
> the expose, am I wrong?
>
> Mark
> http://portal.atari-source.com (Down).

Well, I look at it this way: Any modern PC/Mac can do what Wintv and
Mini-DV can do. That's old hat these days, and pretty boring, really.
But to do something similar on a 10-year-old or more Atari, even if
it's lower res? That's fun and exciting (IMO)! I'm impressed that we
can do any of that sort of thing at all. It's all about having fun
with your machine.

Mike Freeman

6561. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 19:24:56 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bkfl68$i0b$1@thorium.cix.co.uk>
Source record: 23643

(Kenneth Medin) wrote:
> John Garone wrote on Fri 19-09-2003 15:53 (GMT):
>> I see this as Atari related since I'm being indirectly affected and
>> many here in this NG log in with PCs.
>> My mailbox just started getting bombarded with MS attachments.
> Yes, this is the worst virus attack I have seen here sofar. I get around
> 80-100 mails/hour at appr. 150 KByte each right now. Will fill up most
> mailboxes quite fast!

I'm getting exactly the same here. Looking at the mail headers it references attbi.com and comcast and wanadoo.fr.

I know who the people are who use these addresses in here and I'm absolutely certain it's *not* originating from them, but somehow these spam attacks have latched on to these people's addresses.

I'm telnetting in nowadays and I'm trying to organise use of CiX's Brightmail filters to make this go away, but it explains the UK Gov'ts announcement of intended action against spam (and brightmail's commentary on it) if the volumes are as ridiculous as this.

Luckily I don't pick up mail with Outlook, so chances of infection are zero.

regards
Harry

6562. Re: Papyrus query

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 19:24:57 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bkfl69$i0c$1@thorium.cix.co.uk>
Source record: 23642

xlator@cix.compulink.co.uk wrote:

> Is it possible to use Papyrus in overwrite mode? The default is
> insert, but I can't find anythig to change this - and yes, I have
> looked through the manual, though only briefly.
>
> If this is not possible, then it is a major shortcoming IMO.

I only have an old version here, but doesn't it switch to overwrite mode
when you press the INSERT key? It's a toggle, isn't it?

regards
H

6563. Steingberg Cubase Audio Falcon, FA8, FDI &SMP24 - On eBay UK .....last day

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 21:07:33 UTC
From: notator_logic@hotmail.com
Message-ID: <b662b21f.0309191307.2905a540@posting.google.com>
Source record: 23645

Hi, if anyone is interested I have two auctions, on ebay UK that end
within the next 24hrs.

Steinberg Cubase Audio (for the falcon, complete with Steinberg FDI
and a soudpool FA8 and the necessary cables.
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2557635171&category=23784&rd=1

And the other is for a Steinberg SMP24 midi/sync interface.
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2557638929&category=23784&rd=1

Thanks... Rob

6564. Re: Undeleting from VFAT drives?

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 21:49:38 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1064005434-735562AEicMi@adel6.freeserve.co.uk>
Source record: 23547

Hi All

Adam: can you recommend a disk editor? I haven't one
at all!

Also the Compact Flash card seems to have the deleted
files still on it, I found this by using the DISKUS
demo provided with HDDRIVER. BUT I am uncertain
whether this DEMO version can undelete files because
of a lack of knowledge of GERMAN!

Uwe: Does the DEMO version of DISKUS undelete files?
Or do I have to buy the full package AND spend the
rest of my time looking up words in my German
dictionary? If so, can you direct me where to find
this function?

Thanks

Neil :-)

3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

6565. How to erase 130 unwanted emails?

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 22:02:52 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1064005430-734858AEicMi@adel6.freeserve.co.uk>
Source record: 23546

Hi All

Along with having to retrieve deleted files on VFAT&Compact Flash cards, I now also have another problem!

My Freeserve email mailbox has been filled up with 130 or so emails from "Microsoft Security Updates" each of around 150Kb! Using Emailer I can't seem to clear the cretins from my mailbox...

Emailer normally lists the files so you can choose which to download and/or delete from server. But because there are so many unwanted ones - by the time I get down to the bottom of the list clicking out the "download" crosses and then click OK - Emailer reports "communications error" ie mail server given up on me!

HELP how the heck can I get rid of preferably everything in my ISP Mailbox? Is there somewhere to go/some Iconnect or STiNG utility/or mail someone (who?) at Freeserve?

Please answer here, as I may not pickup an email ever again!!!

Regards

Neil :-(

3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

6566. Re: How to erase 130 unwanted emails?

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 22:40:30 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f6ba74215f7130@europe-shareware.org>
Source record: 23553

Hello,

in article <1064005430-734858AEicMi@adel6.freeserve.co.uk> (comp.sys.atari.st),
Neil Chester wrote on Fri 19-09-2003 22:02 (GMT):

> My Freeserve email mailbox has been filled up with 130
> or so emails from "Microsoft Security Updates" each of
> around 150Kb! Using Emailer I can't seem to clear the
> cretins from my mailbox...

My 30 MB mailbox has been quickly filled up with at least 180 of the
same "updates" too :-(

> I get down to the bottom of the list clicking out the
> "download" crosses and then click OK - Emailer reports
> "communications error" ie mail server given up on me!

The timeout on the server side may be too short in the particuliar case.
It's very short on my server too.

> HELP how the heck can I get rid of preferably
> everything in my ISP Mailbox? Is there somewhere to
> go/some Iconnect or STiNG utility/or mail someone
> (who?) at Freeserve?

I was able to empty the mailbox using POPWatch under STinG. I had a
quick look to find the only interesting message in this batch, retreived
it, then erased all other messages. Hope I didn't erase a valid message.

If this doesn't help, you may try connecting to your mailbox with a
telnet client. But I do not recall the exact commands to be sent to the
server.

Bye,
/Pascal/

6567. Re: How contact members of Black Scorpion to repair EXPOSE Card

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 22:42:40 UTC
From: grannygrove@hotmail.com
Message-ID: <ee058627.0309191442.49d83003@posting.google.com>
Source record: 23548

Mark D <mducksub@nossspamXXatari-source.com> wrote in message
news:<pan.2003.09.19.14.38.00.63603@nossspamXXatari-source.com>...
> On Fri, 19 Sep 2003 07:29:18 +0200, LAFABRIE Florent wrote:
>
> > Hello,
> > I will like to contact one of the members of the group Black Scorpion to
> > repair my Expose card for my Falcon. This one does not function. I can't
> > found any valid link on the Web. Somebody help me?
> >
> > Than'ks
> >
> > Florent
> >
>
> What's all the fuss over these expose cards? I was under the impression
> that all they were was a fairly low quality video digitizer card. Like
> sub 640x480? I guess good for the Atari purist but nothing on hauppage
> wintv or the mini-dv video I am now working with. Anyone have any specs on
> the expose, am I wrong?
>
> Mark
> http://portal.atari-source.com (Down).

The technology to convert NTSC to RGB hasn't really changed much,
least not for under 3k. Unless your using a DV source, your input
signal (NTSC/PAL-VCR-camcorder) is only 320*240 anyway, and the
capture device (or software in some setups) just doubles the frame
size to get 640*480 (degrades it in most cases). The cost factor
pretty much determines the quality here. If you take video captured
with Expose, run it side by side with a clip captured with consumer
capture devices for the PC (at 320*240), it's the same data, same
picture. You could get the same frame size by doubling the Expose
captured clip, and it would look the same as the PC stuff. However on
an SC1224 (or TV/VCR) it is full screen capture:)
The big deal is speed. On a Falcon 040, the Expose can muster about
12fps at 320*240. Most PC devices are faster, but use some form of
hardware compression on the video to get 30fps (or whatever your
flavor is). Depending on the PC (bus speed, video memory, hard disk,
ect) playback quality can be anywhere from owooooo, ahhhhhh, to WTF.
Compression=bad thing for quality or slow PC.
Falcon Tripod allows capture of stills somewhere around 1024*768 by
doing some Doug Little tricks. Quality is pretty good, at least as
good as stills from my ATI All in Wonder 128, and Dazzle Hollywood
Bridge using a composite input.

The CT060 might allow capture rates up to about 15fps, not bad for uncompressed video. Somebody here could surely do the math for a better guess. The Expose captures to memory, can't use VM or direct to disk recording, so 512mb on the CT060 will be nice, and faster alternate ram should speed up the save as well. A fast IDE drive has no problem keeping up with the uncompressed file during playback. If you like Apex Media, you'll like the Expose. If you have something >2.5Gig P4, bricks of memory, fast bus, big video card, the Expose might seem like a toy. At least until you find you can't record copyguarded material:)
I use an Aiwa dual standard VCR with my two PAL Expose units, and a JVC SVHS on the NTSC unit. It's fun, quality is great. A neat tool for the Falcon.

6568. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 23:12:29 UTC
From: Rob <rob19@eggconnect.net>
Message-ID: <783nmvovd5su10ffr5mu6lvadjh5n10rre@4ax.com>
Source record: 23549

So was there any truth in this, maybe a word from the great man
himself to see if it's at all possible. (I'd like on e too))
Maybe a bit of an interest forum on his site where we can register
interest.

Rob

On Fri, 30 Aug 2003 23:58:18 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

>FamilyNet Newsgate
>
> And me and possibly another user here in Dallas, TX - USA.
>
> 060... what speed would that clock the TT at?
>
> Doctor Clu
>
>
>> From: Mark D <mducksub@nossspamXXatari-source.com>
>> On Wed, 27 Aug 2003 16:45:06 +0100, Barrie at Keychange wrote:
>>> Hello.
>>>
>>> "RSE" <stuff@recycledTAKECAPSOUTsteel.co.uk> wrote in message
>>> news:bii4p9$2e0$1$8302bc10@news.demon.co.uk...
>>>> I remember that Czuba was thinking about doing a TT version but only had
>>> 20
>>>> or so requested - any change of mind?
>>>
>>> If he did I have few TTs they could go into.........
>> I have 2 that might like them as well ;-)
>> Mark
>> http://atari-source.com
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org

6569. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 23:15:45 UTC
From: swampfax1@atlantic.net
Message-ID: <B6Mab.2154$qJ6.1666658@monger.newsread.com>
Source record: 23550

On 19 Sep 2003 17:54:35 , "Kenneth Medin" wrote:
>In comp.sys.atari.st <6EFab.2142$qJ6.1646382@monger.newsread.com>
>John Garone wrote on Fri 19-09-2003 15:53 (GMT):
>
>> I see this as Atari related since I'm being indirectly affected and many
>>here in this NG log in with PCs.
>> According to my ISP a new strain of E-mail virus is out there! My
>>mailbox just started getting bombarded with MS attachments. Evidently I may
>>be on someone's mailing list (maby from this NG) and may they be infected.
>>This virus is said to overide virus scanners.
>
>Yes, this is the worst virus attack I have seen here sofar. I get around
>80-100 mails/hour at appr. 150 KByte each right now. Will fill up most
>mailboxes quite fast!
>
>If lots of people get this much the whole mail system must really have
>severe difficulties. I suspect a lot of legitime mails bounces because
>mail boxes are full.
>
>Fortunately Popwatch can delete mail direct on the server without
>downloading first. Very handy. Unfortunately the kill filter is a bit to
>simple to be able to automate the process.
>

Newsie does the same with "Get Selected Mail". Have'nt tried the kill
filter due to numerous variations in subject lines and sender address
(although MS or Microsoft seems to be the most used in both)

>Right now I feel very happy as I am not a Outlook Express user where all
>mail must be downloaded before it can be deleted. 10-15 MByte mail per
>hour is quite a lot even for an 500 kbit ADSL line...
>

yikes!

>Perhaps the new French MEG.PRG is up to the task?
>

nice program but I believe it only checks for mail (so far)

>Would be ideal with a function where you search a mail for attachments
>with MIME description "x-midi" for an .EXE file... A bit complicated.

That's one way but hopefully the anti-virus patch at Trend.com works
and enough people download it! Ideally it should be done at the ISP mail
server!

John

6570. Re: Anyone interestted in Eiffel?

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 23:22:35 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <%cMab.2155$qJ6.1666320@monger.newsread.com>
Source record: 23551

On 18 Sep 2003 17:49:24 , xlator@cix.compulink.co.uk wrote:
>In message <pRU9b.1998$qJ6.1540157@monger.newsread.com>, swampfax1@atlantic.net said:
>
>[RE: Eiffel]
>> Hopefully the cost (+ shipping) is economical since I don't want to
>>open up my Falcon keyboard (keys are starting to "stick"). Did that on
>>another one and had trouble re-setting those little rubber plunger pads and
>>lost one /:)
>
>If you don't get the Eiffel, I can recommend a set of replacement
>rubber cups, called TT Keys, from Best Electronics. These are
>'stiffer' or 'springier' than the original ST keyboard and give it
>a completely different touch. I've just upgraded my Falcon, and am
>amazed at the difference. Well worth the US $21.95 + p&p.
>
>The trick while replacing these cups is to balance the keyboard
>ends on two thick books, so that none of the keys are depressed
>when you undo the 30-odd screws. Make sure you put them all back,
>too! While you have the PCB off, check the soldering of the mouse
>and joystick connectors - this often works loose and a touch of
>solder on each contact is a useful precaution/remedy.
>
>Regards, /Peter/
>
>.

good info Peter. I must wait for a motivated day ;)

John

6571. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-19 23:40:02 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <vpgs31-h6j1.ln1@sd.swampdog>
Source record: 23552

John Garone wrote:

> Hi All,
> I see this as Atari related since I'm being indirectly affected and
> many
> here in this NG log in with PCs.
> According to my ISP a new strain of E-mail virus is out there! My
> mailbox just started getting bombarded with MS attachments. Evidently I
> may be on someone's mailing list (maby from this NG) and may they be
> infected. This virus is said to overide virus scanners.
> It was suggested by my ISP (if I had a PC) to go to Trend.com and click
> on Virus advisory for an anti-virus measure.
>
> John G.

For any one running windoze. The virus...
http://vil.nai.com/vil/content/v_100662.htm
...is a bugger. Sad as well. Could have been done 5 years ago. Are modern programmers really that incompetent?

The vulnerability...
http://www.microsoft.com/technet/treeview/default.asp?
url=/technet/security/bulletin/MS01-020.asp
...which if anyone wants a quick translation of M$babble boils down to a simple sentence: "if you ain't already got this patch in place you're infected as of today".

--
Guy Harrison

6572. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 00:28:05 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bkg6ualag2@titan.btinternet.com>
Source record: 23554

Hi John

> I see this as Atari related since I'm being indirectly affected and
many
> here in this NG log in with PCs.
> According to my ISP a new strain of E-mail virus is out there! My
> mailbox just started getting bombarded with MS attachments. Evidently I
may
> be on someone's mailing list (maby from this NG) and may they be infected.
> This virus is said to overide virus scanners.
> It was suggested by my ISP (if I had a PC) to go to Trend.com and click
> on Virus advisory for an anti-virus measure.

It is relevant to Atari as its a inconvenience to all users of an IP
regardless of OS, at least these do a public service by destroying MS boxes
8~)

You are not alone, i got 607 of these basts tonight, my mailbox bottomed out
3 times at 50Meg a time, not funny on a dial up PAYG!!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6573. Re: Papyrus query

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 00:28:21 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bkg6uqlag3@titan.btinternet.com>
Source record: 23555

Hi Pete

<xlator@cix.compulink.co.uk> wrote in message
news:bkfgej$g0r$1@thorium.cix.co.uk...
> Is it possible to use Papyrus in overwrite mode? The default is
> insert, but I can't find anythig to change this - and yes, I have
> looked through the manual, though only briefly.

What happens when you hit the Insert Key.

> If this is not possible, then it is a major shortcoming IMO.

8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6574. Re: How to erase 130 unwanted emails?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 00:28:37 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bkg6vblag4@titan.btinternet.com>
Source record: 23556

Hi Neil

> My Freeserve email mailbox has been filled up with 130
> or so emails from "Microsoft Security Updates" each of
> around 150Kb! Using Emailer I can't seem to clear the
> cretins from my mailbox...
>
> Emailer normally lists the files so you can choose
> which to download and/or delete from server. But
> because there are so many unwanted ones - by the time
> I get down to the bottom of the list clicking out the
> "download" crosses and then click OK - Emailer reports
> "communications error" ie mail server given up on me!
>
> HELP how the heck can I get rid of preferably
> everything in my ISP Mailbox? Is there somewhere to
> go/some Iconnect or STiNG utility/or mail someone
> (who?) at Freeserve?

The simplest way would probably be to log into your account via webmail and
delete them directly on the server

> Please answer here, as I may not pickup an email ever
> again!!!

I got 607 of these tonight, another strain of I-Worm/Swen is responsible.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6575. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 02:23:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f6b65a84099aa0@comcast.net>
Source record: 23557

>Purchased 350 shares of atar @ 4.32 and put a sell order at 4.92
>
>Anyone else in.
>
>the one and only
>-sinclap

Got 50 shares for a Christmas present in 1990. The certificate
still hangs on my wall.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6576. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 03:07:29 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1064008316-813250AEicMi@adelphia.net>
Source record: 23558

Steve,
I also got well over 600 of these friggin e-mails.
I have a 50 meg e-mail account and it bottomed that
out like nothing even though I was erasing the
messages every 3 to 4 hours tonigh. I got warnings
that my e-mail was up to 70 percent full!!!! PLEASE
WINDOZE people get your computer FIXED. UPDATE and
run a damn Anti-Virus constantly. Your not only
hurting everyone using a PC. But your KILLING people
on other platforms that have dial up in countries
where you have to pay for your internet time!!!!

Thanks,
Carey C.

6577. CT60 problems solved!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 03:07:31 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1064008318-813590AEicMi@adelphia.net>
Source record: 23559

Everyone,
I finally got my CT60 running!!!!! My friend was
using a OPTICAL MOUSE which I believe on the PC was
causing a slight fluctuation in the power threw the
JTAG cable which made it unstable to burn the CPLD's.
But after getting it burnt. I immediatly ran home
like a kid on christmas morning. I had several
crashes at first and finally got the AUTO folder
sorted so that the CT60 would boot. MAN is that BABY
FAST!!!!! :-) From wednesday till today I would have
several SPURIOUS INTERRUPT crashes. Not sure what
that means but I am running the FULL 68060 at 60 mhz.
clocked at a stock 66.6666 from R.Czuba. So I noticed
my temperature staying at a consistent 30 Celsius and
my computer seemed to lock up at least every 20
minutes with this setup. I said what the HELL I will
clock it at 72 mhz. After doing that I have been
running my CT60 for a good 3 hours without one single
problem. Has anyone else had this kind of issue with
the CT60??? I cannot believe that simply clocking it
up HIGHER made all the problems go away. Matter of
fact temperature still runs at a consistent 29 to 31
celsius, which was where it ran before. Emailer also
gave me several problems and almost always locked up
my computer and not it is also running quite
solidly!!! Any thoughts on this guys???

Thanks,
Carey Christenson

```
||| High Flying Falcon
|||
/|\
/ | \
```

Falcon 030 16mhz bus 14 megs STram
CT60 68060 FULL version 72 mhz (80 mhz osc. on the way) Ahh yes, 512 megs PC133 SDRam
Eclipse ATI Rage IIc 4 meg Graphics Card
Ethernec connected to Linksys Router and of course Cable Modem!!!! :-)
120 GB Maxtor Hard Drive with 8 meg cache
40 GB Maxtor Hard Drive with 2 meg cache
4.5 GB Seagate Hard Drive
24X Cyberdrive CD-Rom
10X4X32X Sony CD-Burner
Amplified subwoofer and surround sound system

Samsung 19 inch VGA Monitor
Epson 880 Color Printer

6578. Re: How to erase 130 unwanted emails?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 03:30:36 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <wRPab.2219$if4.1595617@newshog.newsread.com>
Source record: 23560

remove -NOT- to reply by E-mail

On 19 Sep 2003 22:02:52 , Neil Chester wrote:
>Hi All
>
>Along with having to retrieve deleted files on
>VFAT&Compact Flash cards, I now also have another
>problem!
>
>My Freeserve email mailbox has been filled up with 130
>or so emails from "Microsoft Security Updates" each of
>around 150Kb! Using Emailer I can't seem to clear the
>cretins from my mailbox...
>
>
Hi Neil,
I use Newsie! Choose "Get Selected Mail". That will give a full list
of Subject and Sender. Click on "Delete All". Closing the window will
delete all on the server or you can individually select delete or
retrieve. Or call your ISP if they have support at Feeserve. Be prepared
to continually do this untill a "real" anti-virus patch becomes more in
use or the ISPs wake up and take action!

John G.

6579. Re: The ATARI ST is better than the AMIGA

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 05:14:26 UTC
From: "Peter (TheSpider)" <AnnexMapsSpider@insightbb.com>
Message-ID: <bkgnpr$1k5p7$1@ID-150634.news.uni-berlin.de>
Source record: 23561
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

Hiya James,

"James Carroll" <me@wherever.com> wrote in message
news:9392809311051.NC-1.57.me@news.xtra.co.nz...
> I think the post was intended to be humourous. :)

"Reltih Floda" or rather "Adolf Hitler" gets around :
http://groups.google.com/groups?q=raupico%40yahoo.com

(The above link was already posted in comp.sys.cbm where he posted also)

This guy is either very humourous, or rather very mad!

Peter 'TheSpider' Paterson
A Scotsman in Kentucky
Believer in the Lord Jesus Christ
Homepage : http://thespider.0catch.com
Web-Blog : http://thespider.bbsmates.com

6580. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 08:07:28 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <4VTab.2221$if4.1605093@newshog.newsread.com>
Source record: 23562

snips
>
>I'm getting exactly the same here. Looking at the mail headers it references
>attbi.com and comcast and wanadoo.fr.
>
>>regards
>Harry
>.

I hear headers can be forged!

John

6581. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 08:15:36 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <I0Uab.2222$if4.1605142@newshog.newsread.com>
Source record: 23563

On 20 Sep 2003 00:28:05 , "Steve Sweet" wrote:
>Hi John
snip
>
>You are not alone, i got 607 of these basts tonight, my mailbox bottomed out
>3 times at 50Meg a time, not funny on a dial up PAYG!!.
>
>
>--
>
>Regards, Steve. S.

Hi steve,
I seem to remember someone (now who could that be?) stating he uses his
real address 'cause it's no bother to keep up with a few 200k exe mails :))
I've bounced back and forth between real and adjusted reply addresses.
Wonder if it makes any difference in this virus case?

John

6582. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 08:22:25 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <57Uab.2223$if4.1605231@newshog.newsread.com>
Source record: 23564

On 20 Sep 2003 03:07:29 , Carey Christenson wrote:
>Steve,
> I also got well over 600 of these friggin e-mails.
>I have a 50 meg e-mail account and it bottomed that
>out like nothing even though I was erasing the
>messages every 3 to 4 hours tonigh. I got warnings
>that my e-mail was up to 70 percent full!!!! PLEASE
>WINDOZE people get your computer FIXED. UPDATE and
>run a damn Anti-Virus constantly. Your not only
>hurting everyone using a PC. But your KILLING people
>on other platforms that have dial up in countries
>where you have to pay for your internet time!!!!
>
>Thanks,
>Carey C.
>
>.
Hi Carey,
From what my ISP said (not that they are always accurate!), this virus
bypasses scanners used to date. However said, most ant-virus programs are
useless in this case (except for those with the new antivirus patch).
But your right in the sense that most don't bother to scan anyway!

John

6583. Re: The ATARI ST is better than the AMIGA

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 08:58:43 UTC
From: Rene Laederach <mussi@snoop.alphanet.ch>
Message-ID: <bkh4rudvt2@shakotay.alphanet.ch>
Source record: 23565
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

Reltih Floda <raupico@yahoo.com> wrote on Thursday 18 September 2003 19:02
in comp.sys.amiga.misc:

> Yes,the ATARI is better !

Ah, the flame wars of the past. How I miss them.

Still, Amiga Forever! :)

--
email: mussi@snoop.alphanet.ch | "If you're taking flak,
Fidonet: 2:301/133 | you're above the target."

6584. How to erase 130 unwanted emails?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 09:43:08 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0309200143.6f5dd25@posting.google.com>
Source record: 23566

swampfax1-NOT-@atlantic.net (John Garone) wrote in message
news:<wRPab.2219$if4.1595617@newshog.newsread.com>...
> remove -NOT- to reply by E-mail
>

> >My Freeserve email mailbox has been filled up with 130
> >or so emails from "Microsoft Security Updates" each of
> >around 150Kb! Using Emailer I can't seem to clear the
> >cretins from my mailbox...
> >
> >
> Hi Neil,
> I use Newsie! Choose "Get Selected Mail". That will give a full list
> of Subject and Sender. Click on "Delete All". Closing the window will

Or you could try PopGEM (found at
http://topp.atari-users.net/popgem.htm)
Or you could try Meg (based on Kellis' PopGEM, recently released and
can be found here: http://membres.lycos.fr/nef/)

Regards,

Joakim

6585. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 09:51:50 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f6c2333$0$2775$626a54ce@news.free.fr>
Source record: 23567

Ok I do a gest here....

Yes a TT60 is possible to design...not difficult at all.

But how many people want to buy ???? And who will modify the TOS 3.06 to
run on 060 ???

I don't think Didier will !
So who ???
If you solve this problem... you can request around atari world..... to see
ahow many people are ready to pay 350 EUR for a board with same features
(except the TT mb will not be boosted !).

I already did that 2 years ago (more !) and I had only 25 people !!!
So, now how could it be better ???

Regards

"Rob" <rob19@eggconnect.net> a crit dans le message de news:
783nmvovd5su10ffr5mu6lvadjh5n10rre@4ax.com...
> So was there any truth in this, maybe a word from the great man
> himself to see if it's at all possible. (I'd like on e too))
> Maybe a bit of an interest forum on his site where we can register
> interest.
>
> Rob
>
>
>
> On Fri, 30 Aug 2003 23:58:18 , "Greg Goodwin"
> <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>
> >FamilyNet Newsgate
> >
> > And me and possibly another user here in Dallas, TX - USA.
> >
> > 060... what speed would that clock the TT at?
> >
> > Doctor Clu
> >
> >
> >> From: Mark D <mducksub@nossspamXXatari-source.com>
> >> On Wed, 27 Aug 2003 16:45:06 +0100, Barrie at Keychange wrote:
> >>> Hello.
> >>>

> >>> "RSE" <stuff@recycledTAKECAPSOUTsteel.co.uk> wrote in message
> >>> news:bii4p9$2e0$1$8302bc10@news.demon.co.uk...
> >>>> I remember that Czuba was thinking about doing a TT version but only
had
> >>> 20
> >>>> or so requested - any change of mind?
> >>>
> >>> If he did I have few TTs they could go into.....
> >> I have 2 that might like them as well ;-)
> >> Mark
> >> http://atari-source.com
> >
> >FamilyNet <> Internet Gated Mail
> >http://www.fmlynet.org
>

6586. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 10:42:41 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.09.20.10.42.40.617638@pandora.be>
Source record: 23568

Op Sat, 20 Sep 2003 08:22:25 +0000, schreef John Garone:

> On 20 Sep 2003 03:07:29 , Carey Christenson wrote:
>>Steve,
>> I also got well over 600 of these friggin e-mails.
>>I have a 50 meg e-mail account and it bottomed that
>>out like nothing even though I was erasing the
>>messages every 3 to 4 hours tonigh. I got warnings
>>that my e-mail was up to 70 percent full!!!! PLEASE
>>WINDOZE people get your computer FIXED. UPDATE and
>>run a damn Anti-Virus constantly. Your not only
>>hurting everyone using a PC. But your KILLING people
>>on other platforms that have dial up in countries
>>where you have to pay for your internet time!!!!
>>
>>Thanks,
>>Carey C.
>>
>>.
> Hi Carey,
> From what my ISP said (not that they are always accurate!), this virus
> bypasses scanners used to date. However said, most ant-virus programs are
> useless in this case (except for those with the new antivirus patch).
> But your right in the sense that most don't bother to scan anyway!

They indeed don't bother to scan anyway also they use a very insecure
mailer. If people would drop Outlook things would looks much better.
These virusses makes use of the security holes provided by Microsoft.
I wonder if one couldn't sue Microsoft for the damaged they cause everyday.

CU,
Martin
--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6587. Re: CT60 problems solved!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 11:59:32 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030920135932.a8827@du3.maus.de>
Source record: 23507

>FAST!!!!! :-) From wednesday till today I would have
>several SPURIOUS INTERRUPT crashes. Not sure what

I have them as well but only when I enter text in any editor (QED, 7up, CAT etc.).
What kind of keyboard do you have attached to your falcon?

>that means but I am running the FULL 68060 at 60 mhz.
>clocked at a stock 66.6666 from R.Czuba. So I noticed
>my temperature staying at a consistent 30 Celsius and

First I had a FULL 68060/50 running at 66Mhz with a temperature of 47 (!) degrees.
Then I changed the cpu to a FULL 68060/60 running at 66Mhz with a temperature of 32 degrees. Today my cpu is running at only 60Mhz ;-) but the temperature is still 32 degrees (I removed the fan).

>gave me several problems and almost always locked up
>my computer and not it is also running quite
>solidly!!! Any thoughts on this guys???

Well. What operating system do you use? I have MiNT 1.15 and sometimes my computer freezes. Didier suggested that it might be N.AES.

Anyway these freezes only happen every two or three days. Very strange.

Regards,

Frank

6588. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 12:23:08 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <kibjGfzsaEb$Ewaa@my-ste.demon.co.uk>
Source record: 23569

On Fri, 19 Sep 2003, Kenneth Medin wrote:-

>Yes, this is the worst virus attack I have seen here sofar. I get around
>80-100 mails/hour at appr. 150 KByte each right now. Will fill up most
>mailboxes quite fast!
>
>If lots of people get this much the whole mail system must really have
>severe difficulties. I suspect a lot of legitime mails bounces because
>mail boxes are full.

From reports in other newsgroups, by people who've changed addresses
since this deluge started, it looks to be actively harvesting both From:
and Reply-To: addresses from Usenet.

>Right now I feel very happy as I am not a Outlook Express user where all
>mail must be downloaded before it can be deleted. 10-15 MByte mail per
>hour is quite a lot even for an 500 kbit ADSL line...

I know that feeling :(I've received over 1000 of the things in the past
24 hours, and these are those that weren't rejected due to other
filters.

>Perhaps the new French MEG.PRG is up to the task?
>
>Would be ideal with a function where you search a mail for attachments
>with MIME description "x-midi" for an .EXE file... A bit complicated.

Or you could try filtering on a case-sensitive FROM:/TO:/SUBJECT: header
instead of the usual From:/To:/Subject:

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62
Falcon 14Mb TOS 4.02

6589. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 12:27:31 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <XTs$6C0zeEb$Ewe9@my-ste.demon.co.uk>
Source record: 23570

On Sat, 20 Sep 2003, John Garone wrote:-

>On 20 Sep 2003 00:28:05 , "Steve Sweet" wrote:
>>Hi John
>snip
>>
>>You are not alone, i got 607 of these basts tonight, my mailbox bottomed out
>>3 times at 50Meg a time, not funny on a dial up PAYG!!.
>>
>>
>>--
>>
>>Regards, Steve. S.
>
>Hi steve,
> I seem to remember someone (now who could that be?) stating he uses his
>real address 'cause it's no bother to keep up with a few 200k exe mails :))

Personally, a few doesn't make a bit of difference, a few hundred starts
to get annoying and a few thousand results in several temporary domain
blocks being locally implemented.

> I've bounced back and forth between real and adjusted reply addresses.
>Wonder if it makes any difference in this virus case?

Not with this one. It appears to be actively harvesting addresses from
Usenet :(

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62
Falcon 14Mb TOS 4.02

6590. Re: How contact members of Black Scorpion to repair EXPOSE Card

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 12:44:24 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030920144424.a8828@du3.maus.de>
Source record: 23508

>Recently tried to contact Doug Little at his old "Innerworkings" email
>address, the mail bounced back. We also need him to look into Apex
>Media and CT060 problems.

I know that this doesn't help for expose but I have a screeneye (matrix video card) and with some additional software from Rainer Mannigel (N.AES) it works perfectly with the ct60.

Regards,

Frank

6591. Re: Papyrus query

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 12:48:37 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bkhib5dao1@thorium.cix.co.uk>
Source record: 23571

In message <bkfl69$i0c$1@thorium.cix.co.uk>, sidcelery@cix.compulink.co.uk said:

>> Is it possible to use Papyrus in overwrite mode? The default is
>> insert, but I can't find anythig to change this - and yes, I have
>> looked through the manual, though only briefly.
>>
>> If this is not possible, then it is a major shortcoming IMO.
>
>I only have an old version here, but doesn't it switch to overwrite mode
>when you press the INSERT key? It's a toggle, isn't it?

Hi Harry!

No, I fear not in Pap :-(

BTW, re your previous message, I too have been getting this massive
spam attack. I logged onto Cix and found some 600-odd mails listed. I
aborted the transfer and asked Cix's help-line to delete them all,
with the exception of four that I could see I wanted. This they did,
and I got the four next blink - BUT there were another 273 in the list
totalling 24 MB!!!, so I aborted the download again after a short
while - luckily I got the 'wanted' 4 first, berfore aborting.

Typical entries were:
mzurc 594737 . Sat Sep 20 00:27 2003. == No Subject ==
mzurc 594644 . Sat Sep 20 00:25 2003. == No Subject ==
xikmkctjbbxhxo 594635 . Sat Sep 20 00:25 2003. Last Critical Update
tangjar 594489 . Sat Sep 20 00:23 2003. == No Subject ==
tangjar 594430 . Sat Sep 20 00:22 2003. == No Subject ==
dkgar 594262 . Sat Sep 20 00:20 2003. == No Subject ==
djv125 594151 . Sat Sep 20 00:18 2003. == No Subject ==
aramirez 594104 . Sat Sep 20 00:18 2003. {Virus?} new critical update

and most of the rest had No Subject as well. I'll have to ask Cix
to delete them again :-(Wonder how long this will go on for?

Regards, /Peter/

6592. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 13:11:19 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <GR9bqi43HFb$EwsN@my-ste.in-the.bog>
Source record: 23572

On Sat, 20 Sep 2003, David Bolt <nospam@my-ste.demon.co.uk> wrote:-

<snip>

>From reports in other newsgroups, by people who've changed addresses
>since this deluge started, it looks to be actively harvesting both From:
>and Reply-To: addresses from Usenet.

And confirmed by experimentation. Just 35 mins between posting with a
couple of tagged Reply-To: addresses and those addresses receiving the
first copies of the virus.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62
Falcon 14Mb TOS 4.02

6593. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 13:26:23 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bkhkhv$e9r$1@thorium.cix.co.uk>
Source record: 23573

In message <57Uab.2223$if4.1605231@newshog.newsread.com>, swampfax1-NOT-@atlantic.net said:

> From what my ISP said (not that they are always accurate!), this virus
>bypasses scanners used to date. However said, most ant-virus programs are
>useless in this case (except for those with the new antivirus patch).
>But your right in the sense that most don't bother to scan anyway!

They are certainly useless on an Atari :-) But we still get the spam -
I have just had another batch. Nearly all have just a name, without a
point or '@' as the sender, and the vast majority have '== No subject =='
as subject.

My History file reports:

You have 1293 mail message(s) in your in-basket.
There are 420 unread mail message(s).

When I tried to list them for deletion with FILE READ ALL, I got:

You have reached the maximum size of your scratchpad

and after listing the first 365 CixRead crashed out. Luckily it
downloaded the usenet and conferencing message first.

I have now asked Cix's help line to delete all mail messages. As I
don't have a complete list, this may wipe out some genuine mail.
So if anyone in this group has mailed me since Friday afternoon,
PLEASE RESEND - hopefully the pest will die down.

Regards, /Peter/

6594. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 14:48:40 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3f6c83001302770@europe-shareware.org>
Source record: 23575

Hello,

in article <1064008316-813250AEicMi@adelphia.net> (comp.sys.atari.st),
Carey Christenson wrote on Sat 20-09-2003 03:07 (GMT):

> hurting everyone using a PC. But your KILLING people
> on other platforms that have dial up in countries
> where you have to pay for your internet time!!!!

And maybe that's the exact goal of all of this.

Bye,
/Pascal/

6595. Re: How to erase 130 unwanted emails?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 14:51:49 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <%OZab.4217$jO.4103@bignews3.bellsouth.net>
Source record: 23574

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bkg6vblag4@titan.btinternet.com...
> Hi Neil
>
>
> > My Freeserve email mailbox has been filled up with 130
> > or so emails from "Microsoft Security Updates" each of
> > around 150Kb! Using Emailer I can't seem to clear the
> > cretins from my mailbox...
> >
> > Emailer normally lists the files so you can choose
> > which to download and/or delete from server. But
> > because there are so many unwanted ones - by the time
> > I get down to the bottom of the list clicking out the
> > "download" crosses and then click OK - Emailer reports
> > "communications error" ie mail server given up on me!
> >
> > HELP how the heck can I get rid of preferably
> > everything in my ISP Mailbox? Is there somewhere to
> > go/some Iconnect or STiNG utility/or mail someone
> > (who?) at Freeserve?
>
> The simplest way would probably be to log into your account via webmail
and
> delete them directly on the server
>
>
> > Please answer here, as I may not pickup an email ever
> > again!!!
>
> I got 607 of these tonight, another strain of I-Worm/Swen is responsible.

And I thought I was the only one...

>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>

>

6596. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 16:59:49 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <521ikb-btm.ln@speaker.rodsbooks.com>
Source record: 23576

In article <1064008316-813250AEicMi@adelphia.net>,
Carey Christenson <falcon060@adelphia.net> writes:
>
> I also got well over 600 of these friggin e-mails.
...
> hurting everyone using a PC. But your KILLING people
> on other platforms that have dial up in countries
> where you have to pay for your internet time!!!!

I don't mean to in any way suggest that we *SHOULD* have to do this, or that it's not the responsibility of those who are targeted to keep their machines clean, but there are tools we can use to help reduce the impact of e-mail worm floods on us personally. After receiving hundreds of these messages, I started looking, and found a tool that'll log onto a POP server and delete messages based on information in their headers, without downloading the full messages:

http://mailfilter.sourceforge.net

This is intended primarily for Unix-like systems, but the documentation includes information on running it in Windows. I don't know how hard it would be to get it running on an Atari ST.

I've only had this running (on a Linux box) for an hour or so, and I'm still tuning the rules. So far it's deleting about half the W32/Swen.A worms based on matches to common From: and To: headers, but I'm sure I can improve that. If anybody's interested, post or e-mail me and I'll post the rules I'm using, once I fine-tune them a bit.

I've heard of similar tools for Windows, but I don't know if there's anything ST-specific to do this job.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

6597. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 18:28:30 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3f6c9c4d$0$20942$7a628cd7@news.club-internet.fr>
Source record: 23577

On 19 Sep 2003 23:15:45 , John Garone wrote:
> > Perhaps the new French MEG.PRG is up to the task?
>

> nice program but I believe it only checks for mail (so far)

No, I coded it to be mainly a spam-killer, on several mailboxes.
The check function is there bacause I'm always on the internet
with ADSL connection on my Falcon.

I have swen-spams in my mailboxes and there are automaticaly deleted
on my ISP server with the rule [size > 128 Kb].
You can use the rules you want : juste open the 'Filter' window with
the menu (or ^K) and add a filter.
Do not forget to save all the changes with ^S

Regards

Pierre
http://rajah.atari.org

6598. Re: How to erase 130 unwanted emails?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 18:58:58 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0309201058.37b0489a@posting.google.com>
Source record: 23578

"LionOfJudah" <bcozier@bellsouth.net> wrote in message
news:<%OZab.4217$jO.4103@bignews3.bellsouth.net>...
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:bkg6vblag4@titan.btinternet.com...

> > I got 607 of these tonight, another strain of I-Worm/Swen is responsible.
>
> And I thought I was the only one...

Nope. I've been getting these recently as well. They've been completely blocking up my ISP's alotted e-mail capacity. One thing I discovered is that they are coming from someone harvesting e-mail addresses from *this* newsgroup (at least in my case). I use a domain forwarding service, which allows me to set up my own domain name for really cheap, and forward customized e-mail addresses and web URL's to any other e-mail address and URL's I want. I had heard that people harvest e-mail addresses from newgroups, so to test this, I set up "mail@freeman-studio.com" as the address I use only for newsgroups and had it point to my "real" account, and I've only posted to comp.sys.atari.st. This has been the e-mail address spam has recently come in through, including these "Security Updates". So as a temporary solution until I can figure out a better way to stop these, I've pointed my "mail@freeman-studio.com" address to a bogus address that I'm pretty sure probably doesn't exist (something like "mail@asdfjkl1234567890.org"). This has effectively stopped the problem. Unfortunately, this means that you can't reply to my posts via e-mail until I get the problem resolved.

One way I've been using to clear out these e-mails is to use my ISP's web-based e-mail client. It allows you to go through and move the ones you want into a "safe" folder, click on "Delete All", then move the ones you want back into the Inbox. You can then download them through your mail client of choice. If your ISP has this feature, and you have a Mac or PC (I haven't had success getting my Atari browser to get into mine), this would be another option.

Mike Freeman

6599. Soundcard on Atari

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 19:28:06 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.40b5e511.970652a2.wdwd@wd.com>
Source record: 23579

Hello,

Is there another daughterboard soundcard that can be connected
to an Atari, as shown in Robert S.'s Doit archive ?
The DB50XG is discontinued, and I couldn't find a replacement
so far :-(

Thanks,

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

6600. Meg to filter the SWEN virus and how to save data?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 20:27:19 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f6cc6281e519f0@tripnet.se>
Source record: 23580

I have tested the Meg 1.1 antispam program to filter out all these annoying SWEN viruses that tend to fill my mailbox very quick. Does seem to work quite nice but:

How on earth do I save mailbox and filter settings?? When I click on "Save" there are no files added to the MEG folder or the DATAS folder inside. When restarted everything is lost...

I'm running Magic/Jinnee without using the HOME directory.

I can save "Preferences" into the.INF file.

To filter out the SWEN virus I simply use the "body check" for "Content-Type: audio/x-wav" in one of the virus versions.

In another version I simply check for the line "September 2003, Cumulative Patch" but it would be nice to be able to check for a longer line to avoid errors.

Also I really would like a toggle on/off for case sensivity. When trying to filter out this virus the longer the search pattern and only exact match the less risk of deleteing wanted mails by misstake.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6601. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 20:38:58 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <ehqu31-0ua2.ln1@sd.swampdog>
Source record: 23581

Rod Smith wrote:

> In article <1064008316-813250AEicMi@adelphia.net>,
> Carey Christenson <falcon060@adelphia.net> writes:
>>
>> I also got well over 600 of these friggin e-mails.
> ...
>> hurting everyone using a PC. But your KILLING people
>> on other platforms that have dial up in countries
>> where you have to pay for your internet time!!!!
>
> I don't mean to in any way suggest that we *SHOULD* have to do this, or
> that it's not the responsibility of those who are targeted to keep their
> machines clean, but there are tools we can use to help reduce the impact
> of e-mail worm floods on us personally. After receiving hundreds of these
> messages, I started looking, and found a tool that'll log onto a POP
> server and delete messages based on information in their headers, without
> downloading the full messages:
>
> http://mailfilter.sourceforge.net
>
> This is intended primarily for Unix-like systems, but the documentation
> includes information on running it in Windows. I don't know how hard it
> would be to get it running on an Atari ST.
>
> I've only had this running (on a Linux box) for an hour or so, and I'm
> still tuning the rules. So far it's deleting about half the W32/Swen.A
> worms based on matches to common From: and To: headers, but I'm sure I can
> improve that. If anybody's interested, post or e-mail me and I'll post the
> rules I'm using, once I fine-tune them a bit.

I'm not familiar with mailfilter but can it filter on more than the header?
If so, then you could trigger it on the mime preamble.

--tyyrcvojv
Content-Type: audio/x-wav; name="dfhjqnb.exe"
Content-Transfer-Encoding: base64
Content-Id: <yyepwiromtj>

TVqQAAMAAAAEAAAA//8AALgAAAAAAAAAQAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAA2AAAAA4fug4AtAnNIbgBTM0hVGhpcyBwcm9ncmFtIGNhbm5vdCBiZSBydW4gaW4gRE9TIG1v

--nfsfeebpgfwzg
Content-Type: audio/x-wav; name="hobz.exe"
Content-Transfer-Encoding: base64
Content-Id: <tqlonpbdroio>

TVqQAAMAAAAEAAAA//8AALgAAAAAAAAAQAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAA2AAAAA4fug4AtAnNIbgBTM0hVGhpcyBwcm9ncmFtIGNhbm5vdCBiZSBydW4gaW4gRE9TIG1v

...whilst the Content-* stuff varies, the encodings I've seen so far have
only arrived in two variants. This is the other...

R0lGODlhaAA7APcAAP///+rp6puSp6GZrDUjUUc6Zn53mFJMdbGvvVtXh2xre8bF1x8cU4yLprOy
zIGArlZWu25ux319xWpqnnNzppaWy46OvKKizZqavLa2176+283N5sfH34uLmpKSoNvb7c7O3L29

> I've heard of similar tools for Windows, but I don't know if there's
> anything ST-specific to do this job.

It can be done manually. By now there may be someone desperate enough to do
it this way so here's a hint...

```
$ telnet pop.ntlworld.com 110
Trying 62.253.162.52...
Connected to pop.ntlworld.com.
Escape character is '^]'.
+OK InterMail POP3 server ready.
user <username>
+OK please send PASS command
pass <password>
+OK <username> is welcome here
list
+OK 2 messages
1 23238
2 4977
.

dele
-ERR message number required, e.g. DELE 1.
quit
+OK <username> InterMail POP3 server signing off.
Connection closed by foreign host.
```

...replacing <username> and <password> appropriately (you have to type the
preceeding "user " and "pass " btw). I didn't delete the message above. It
would have been "dele <message number>" (ie dele 1) but note that it won't
take effect until you "quit". ie: if you screw up just break the connection
ungracefully and the mail will still be there next time.

Oh, also useful is "top <message number> <lines>". eg: "top 1 20" will show
the first 20 lines of message 1 in raw text.

The virus will be a lot bigger than 23238 btw (145,000 -> 160,000).

--
Guy Harrison

6602. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 20:55:29 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bkies1$p9u$1@thorium.cix.co.uk>
Source record: 23582

Apologies for replying here, but due to the subject of the thread it may be
Peter's only chance!

xlator@cix.compulink.co.uk wrote:
> swampfax1-NOT-@atlantic.net said:
>> From what my ISP said (not that they are always accurate!), this virus
>> bypasses scanners used to date.
> They are certainly useless on an Atari :-) But we still get the spam -
> I have just had another batch. Nearly all have just a name, without a
> point or '@' as the sender, and the vast majority have '== No subject =='
> as subject.
Identical here Peter, even suing Ameol OLR.

> My History file reports:
> You have 1293 mail message(s) in your in-basket.
> There are 420 unread mail message(s).
Not quite as much here, but close...

> When I tried to list them for deletion with FILE READ ALL, I got:
> You have reached the maximum size of your scratchpad
> and after listing the first 365 CixRead crashed out. Luckily it
> downloaded the usenet and conferencing message first.
Arghhh! Don't do this! It files all those mails into your scratchpad an dyou
have a 2Mb normal limit.

Instead, go into Cixcomm's setup menu, Select Online tasks and turn off
collecting mail and also stay online at the end of the script.

Do a blink in this way and at the end type 'mail' to get into your mail
directory, so the messages enter your history.log file. Type quit to exit
mail, then chose the menu option to logoff cleanly. The history log is only
a text file and isn't limited in the same way as FILE READ ALL.

Check your history log and list the messages you want. Do another blink
without checking conf messages, go into mail again, type 'file <msg-no>' for
each of the individual messages you want (return after each msg-no). Type
'CLEAR IN QUICK CLEAR OUT QUICK', then type 'quit' then 'download' and after
that logoff cleanly again.

This will let you grab all messages you want unless you've been unfortunate
enough to get a legitimate message in the meantime.

> I have now asked Cix's help line to delete all mail messages. As I
> don't have a complete list, this may wipe out some genuine mail.
> So if anyone in this group has mailed me since Friday afternoon,
> PLEASE RESEND - hopefully the pest will die down.
You'd have mail from me (No, I don't have Atari CD's), but I suspect someone

has trawled this whole newsgroup for our addresses. This won't get better - only worse B^<<

Continued in cix:atari.st

regards
Harry

6603. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 20:55:29 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bkies1$p9v$1@thorium.cix.co.uk>
Source record: 23583

nospam@mydomain.thanx.invalid (Pascal Ricard) wrote:

> Carey Christenson wrote on Sat 20-09-2003 03:07 (GMT):
>> hurting everyone using a PC. But your KILLING people
>> on other platforms that have dial up in countries
>> where you have to pay for your internet time!!!!
>
> And maybe that's the exact goal of all of this.

There's relatively few people here. Imagine the bandwidth that's getting used up across the entire internet. I guess we're all getting 150k email messages at the rate of one per minute. For every million people, that's 9,000Gb per hour. How many million could be affected? How much bandwidth servicing it?

I've just picked up 53Mb of spam in a day - lucky I switched to an unmetered account last month (though still dialup, so it was a 3 hour download).

I'm not kidding when I say Security Services of every country should be involved in cutting this off at source. I can tell from port scans I get we're looking at the US, Ukraine, Holland, China...

regards
Harry

6604. Re: Meg to filter the SWEN virus and how to

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 21:04:48 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3f6cc0ef$0$20946$7a628cd7@news.club-internet.fr>
Source record: 23584

Bonsoir Kenneth :)

>How on earth do I save mailbox and filter settings?? When I click on
>"Save" there are no files added to the MEG folder or the DATAS folder
>inside. When restarted everything is lost...

There are 2 types of savings in Meg:
- in the preferences, with the button
- in the menu, Tables -> Save, that save the little databases, if they
have been modified (you can also do it with ^S).
Please set also the folder for theses tables in the preferences
(DATA FOLDER) -> paths to load the files at next launch.

Regards

Pierre
http://rajah.atari.org

6605. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 21:33:03 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <jl3bb.2194$qJ6.1709637@monger.newsread.com>
Source record: 23585

On 20 Sep 2003 18:28:30 , Pierre TONTHAT wrote:
>On 19 Sep 2003 23:15:45 , John Garone wrote:
>> > Perhaps the new French MEG.PRG is up to the task?
>>
>
>> nice program but I believe it only checks for mail (so far)
>
>No, I coded it to be mainly a spam-killer, on several mailboxes.
>The check function is there bacause I'm always on the internet
>with ADSL connection on my Falcon.
>
>I have swen-spams in my mailboxes and there are automaticaly deleted
>on my ISP server with the rule [size > 128 Kb].
>You can use the rules you want : juste open the 'Filter' window with
>the menu (or ^K) and add a filter.
>Do not forget to save all the changes with ^S
>
>Regards
>
>Pierre
>http://rajah.atari.org
>.
sorry Pierre, thanks for the correction!

John

6606. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 21:53:12 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <c%3bb.2196$qJ6.1710591@monger.newsread.com>
Source record: 23586

On 20 Sep 2003 13:27:31 , David Bolt wrote:
>On Sat, 20 Sep 2003, John Garone wrote:-
>
>>On 20 Sep 2003 00:28:05 , "Steve Sweet" wrote:
>>>Hi John
>>snip
>>>
>>>You are not alone, i got 607 of these basts tonight, my mailbox bottomed out
>>>3 times at 50Meg a time, not funny on a dial up PAYG!!.
>>>
>>>
>>>--
>>>
>>>Regards, Steve. S.
>>
>>Hi steve,
>> I seem to remember someone (now who could that be?) stating he uses his
>>real address 'cause it's no bother to keep up with a few 200k exe mails :))
>
>Personally, a few doesn't make a bit of difference, a few hundred starts
>to get annoying and a few thousand results in several temporary domain
>blocks being locally implemented.
>

right! In jest, I was pointing out that a policy of a real reply
addresses leaves you open to attack.

>> I've bounced back and forth between real and adjusted reply addresses.
>>Wonder if it makes any difference in this virus case?
>
>Not with this one. It appears to be actively harvesting addresses from
>Usenet :(
>

I was been getting one 200k security patch per post which is no big deal
(as you and Steve mentioned) until now! Looks like some kind of loop is
occurring with that harvest program and may not even be a virus (unless
that IS the virus)!
Hey Steve, is this virus sheep related? :))

John

6607. Re: Meg to filter the SWEN virus and how to

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 22:02:31 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f6cdc782fbe1c1@tripnet.se>
Source record: 23587

In comp.sys.atari.st <3f6cc0ef$0$20946$7a628cd7@news.club-internet.fr>
Pierre TONTHAT wrote on Sat 20-09-2003 21:04 (GMT):

>>How on earth do I save mailbox and filter settings?? When I click on
>>"Save" there are no files added to the MEG folder or the DATAS folder
>>inside. When restarted everything is lost...
>
>There are 2 types of savings in Meg:
>- in the preferences, with the button
>- in the menu, Tables -> Save, that save the little databases, if they
>have been modified (you can also do it with ^S).
>Please set also the folder for theses tables in the preferences
>(DATA FOLDER) -> paths to load the files at next launch.

Hm, when I selected the menu entry "Tables" - "Save" nothing happend. But
with keyboard ^S it worked when I tried later on.

This is really a very important program for me just now to keep my
mailbox usable by deleting most SWEN virus mails. Thanks!

However my initial filters did not work. It seems I cant search for the
MIME content type in attachments (audio/x-midi or audio/x-wave) by using
the body function.

I have now tried the three body filters:

"<iframe src=3D"cid:"
"<iframe src="cid:"
", Cumulative Patch" update whi"

They seem to cover most sofar but is not at all ideal. I really don't
want to filter just on size as I often get valid emails with attachments.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6608. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 22:30:18 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3f6cd4f7$0$189$4c56ba96@master.news.zetnet.net>
Source record: 23588

Ji Steve.

On 16 Sep 2003 17:22:41 , "Steve Sweet" wrote:

>> Is no-one else using 'Protext' word processor? I see many references to
>> Word or Papyrus etc, with complaints about many bugs. Protext has very
>> few bugs. Though not officially supported, there is an URL where an
>> updated version is available (6.xx), which I have mislaid, unfortunately.
>
>Blimey, i spent a fortune on that and found a few bugs on them beasties, and
>also had a few scraps with the authors when they expected me to pay for
>upgrades that fixed the bugs i found on their behalf.
>
>I must dig it all out and try to get some money back on them one day!

Nae chance: the publishers ceased trading years ago :)

>ISTR i had Protext first of all and imported its docs into Papyrus when i
>got it until I'd set up all my standard letters and forms for Papyrus.

For me, Protext flies - every day. Papyrus still chugs along: I find it
over-endowed atm, but I hope to upgrade when I'm solvent again :(

>> Protext was the preferred prog for journos. The prog is still able to
>> produce properly printed manuals.
>
>I though it was Le redacture <SP> that had that honour?.

That may be. I have heard of it, but know nothing of it.

>> Protext was available only for Atari, Amiga and PC, I believe.
>
>That covers most platforms! 8~) A ZX81 version would have been a dog!.

Hehe. It would have better than the WP on Radio Shack Model 100, for sure.

Regards,
Charles.

6609. Re: Meg to filter the SWEN virus and ho

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 22:47:57 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3f6cd91b$0$20953$7a628cd7@news.club-internet.fr>
Source record: 23589

Hi Kenneth

On 20 Sep 2003 22:02:31 , "Kenneth Medin" wrote:
>Hm, when I selected the menu entry "Tables" - "Save" nothing happend. But
>with keyboard ^S it worked when I tried later on.

I'll see my source code, maybe it's a mistake at the menu function call.
I'll also try in next upgrade to set on/off the case sensivity (for
each filter).

>This is really a very important program for me just now to keep my
>mailbox usable by deleting most SWEN virus mails. Thanks!

Merci :)

>However my initial filters did not work. It seems I cant search for the
>MIME content type in attachments (audio/x-midi or audio/x-wave) by using
>the body function.

Maybe you can scan more lines in the body (set it in the preferences).
But remember, the more line you scan, the slower you get ;)

>They seem to cover most sofar but is not at all ideal. I really don't
>want to filter just on size as I often get valid emails with attachments.

Remember that all the mails coming from "Friends" in Meg's table are
accepted, and no filter are applied on them.

The name/email/nick from friend may not be well contructed, it's
simply a character string search (indexOf(), INSTR()). So you can
create a friend with "@atari.org" only (in email field), and
all mails coming from atari.org will be accepted.

Regards

Pierre
http://rajah.atari.org

6610. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 22:59:17 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <U+RvhJnFvNb$Ewtj@my-ste.in-the.bog>
Source record: 23590

On Sat, 20 Sep 2003, John Garone <swampfax1-NOT-@atlantic.net> wrote:-

>
>On 20 Sep 2003 13:27:31 , David Bolt wrote:

<Snip>

>>Personally, a few doesn't make a bit of difference, a few hundred starts
>>to get annoying and a few thousand results in several temporary domain
>>blocks being locally implemented.
>>
>
> right! In jest, I was pointing out that a policy of a real reply
>addresses leaves you open to attack.

I guessed that from the smiley :)

>>Not with this one. It appears to be actively harvesting addresses from
>>Usenet :(
>>
>
> I was been getting one 200k security patch per post which is no big deal
>(as you and Steve mentioned) until now!

It's not that big a deal, even now. Yesterday was a completely different
matter. When I first connected, I spent over three hours downloading
them before tweaking filters[0] and dropping domains. Now I'm seeing far
less attempts to deliver them, and almost all of them are being dropped
due to being caught by the filters.

>Looks like some kind of loop is occurring with that harvest program and
>may not even be a virus (unless that IS the virus)!

The virus connects to the infected users news server and harvests
addresses from recent posts available there[1], as well as searching
through various files used by news and/or mail readers.

> Hey Steve, is this virus sheep related? :))
>
>John

[0] Reading/writing sendmail rules wasn't on my plans for today :(

[1] Which means another batch will be heading my way :(

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62
Falcon 14Mb TOS 4.02

6611. Re: How to erase 130 unwanted emails?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 23:06:37 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <49fUBSo91Nb$EwoU@my-ste.in-the.bog>
Source record: 23591

On Sat, 20 Sep 2003, Mike Freeman <mail@freeman-studio.com> wrote:-

<snip>

>So as a temporary
>solution until I can figure out a better way to stop these, I've
>pointed my "mail@freeman-studio.com" address to a bogus address that
>I'm pretty sure probably doesn't exist (something like
>"mail@asdfjkl1234567890.org"). This has effectively stopped the
>problem. Unfortunately, this means that you can't reply to my posts
>via e-mail until I get the problem resolved.

Try adding "nospam" or "delete" into the address. According the to
anti-virus websites, the virus doesn't harvest addresses containing
these words.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62
Falcon 14Mb TOS 4.02

6612. A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 23:12:20 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f6cecd23c86890@tripnet.se>
Source record: 23592
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Because I got so angry from all these SWEN virus mails comming from infected Windows users I came up with the idea tonight to boycott Outlook Express users by exploiting an old bug in that program.

It works both with Outlook Express and Outlook for mail and news and it's only a matter of putting the letters "begin " at the beginning of a line. Everything below that line will not be displayed at all when you try to read the message.

I seem to remember that Newsie also suffers from this bug and that is a pity. Perhaps it can be avoided in some way??

Anyway, another guy jumped on the idea and created http://ichimusai.org/oe/ which is a good description of why you should not use Outlook or OE.

If lots of people would do this and make the OE users complain to Microsoft, then they will hopefully fix this bug.

As a side effect more users would go to WindowsUpdate and fix there old buggy OE installations and less SWEN viruses would spread because of un patched OE versions.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6613. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 23:16:46 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bkin4s$c97$1@hercules.btinternet.com>
Source record: 23593

Harry baby!!

Howz it hanging dude?

> Luckily I don't pick up mail with Outlook, so chances of infection are zero.

I do!, and the chances of infection are zero!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6614. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 23:16:49 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bkin4u$c97$2@hercules.btinternet.com>
Source record: 23594

Hi David

> >From reports in other newsgroups, by people who've changed addresses
> >since this deluge started, it looks to be actively harvesting both From:
> >and Reply-To: addresses from Usenet.
>
> And confirmed by experimentation. Just 35 mins between posting with a
> couple of tagged Reply-To: addresses and those addresses receiving the
> first copies of the virus.

That seems to explain it!, so far I've received over 3000 viri this weekend,
and its not Sunday yet!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6615. Re: The ATARI ST is better than the AMIGA

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 23:16:53 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bkin52$c97$3@hercules.btinternet.com>
Source record: 23496
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

Hi "Hilda"

> > There is a clear conclusion, I've had both and at the same time... the
ST
> > loses in every comparison except MIDI connectivity.
> >
>
> The latter came formost for my original purchase and that little midi port
> made me a bucket!,several houses, a recording studio, a boat and single
> engined light aircraft,

Whoh!!, you sound pissed off with Atari!!, NOT!!

Loads of big name muso's cite Atari somewhere in their cred's

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6616. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 23:16:57 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bkin56$c97$4@hercules.btinternet.com>
Source record: 23595

Hi Charles

"Charles Stanley" <cstanley@zetnet.co.uk> wrote in message
news:3f6cd4f7$0$189$4c56ba96@master.news.zetnet.net...
> Ji Steve.
>
> On 16 Sep 2003 17:22:41 , "Steve Sweet" wrote:
>
> >> Is no-one else using 'Protext' word processor? I see many references to
> >> Word or Papyrus etc, with complaints about many bugs. Protext has very
> >> few bugs. Though not officially supported, there is an URL where an
> >> updated version is available (6.xx), which I have mislaid,
unfortunately.
> >
> >Blimey, i spent a fortune on that and found a few bugs on them beasties,
and
> >also had a few scraps with the authors when they expected me to pay for
> >upgrades that fixed the bugs i found on their behalf.
> >
> >I must dig it all out and try to get some money back on them one day!
>
> Nae chance: the publishers ceased trading years ago :)

I actually meant to sell them on, istr I've about 3 version with manuals,
they'd be the only one's i could sell, the others were upgrades.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6617. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 23:17:00 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bkin5a$c97$5@hercules.btinternet.com>
Source record: 23497

Hi "John Garone"

> >You are not alone, i got 607 of these basts tonight, my mailbox bottomed
out
> >3 times at 50Meg a time, not funny on a dial up PAYG!!.
> >
> >
> >--
> >
> >Regards, Steve. S.
>
> Hi steve,
> I seem to remember someone (now who could that be?) stating he uses his
> real address 'cause it's no bother to keep up with a few 200k exe mails
:))

It is no bother just getting a few, i've just done a quick add up and find
I've received in excess of 8000 viri, that's holding up progress a tad.

> I've bounced back and forth between real and adjusted reply addresses.
> Wonder if it makes any difference in this virus case?

I think if its got your proper address then your already suffering from the
pox.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6618. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 23:17:04 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bkin5d$c97$6@hercules.btinternet.com>
Source record: 23499

Hi "John Garone"

> Hey Steve, is this virus sheep related? :))

You'll not get to find out, I'll not share my ewe's with anyone. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6619. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 23:17:35 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f6cee103d7efe0@tripnet.se>
Source record: 23498
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Boycott Outlook Express! See http://ichimusai.org/oe/
begin xxx
In comp.sys.atari.st <3f6cecd23c86890@tripnet.se>
Kenneth Medin wrote on Sat 20-09-2003 23:12 (GMT):

>It works both with Outlook Express and Outlook for mail and news and it's
>only a matter of putting the letters "begin " at the beginning of a
>line. Everything below that line will not be displayed at all when you
>try to read the message.

Here is an example of a followup that will not show up for OE users.

>I seem to remember that Newsie also suffers from this bug and that is a
>pity. Perhaps it can be avoided in some way??

Does Newsie display this article? (I realise this is really a stupid
question...)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6620. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 23:25:13 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bkinkn$64f$1@titan.btinternet.com>
Source record: 23500
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi "Kenneth Medin"

<kennethm@tripnet.se> wrote in message news:3f6cecd23c86890@tripnet.se...
> Because I got so angry from all these SWEN virus mails comming from
> infected Windows users I came up with the idea tonight to boycott Outlook
> Express users by exploiting an old bug in that program.

Thanks, so far the viri aren't causing any damage to my system, but someone
is determined to!.

> It works both with Outlook Express and Outlook for mail and news and it's
> If lots of people would do this and make the OE users complain to
> Microsoft, then they will hopefully fix this bug.

We seem to always miss something when we get onto this subject, its the
people exploiting the software holes that need stuffing, not the poor
barstard that's getting exploited. It may be an MS product on the receiving
end but the problem is caused by the virus writers.

> As a side effect more users would go to WindowsUpdate and fix there old
> buggy OE installations and less SWEN viruses would spread because of un
> patched OE versions.

The vast majority of the peops i speak to in Windows bases are patched up,
it only takes a handful to bring a chain of servers to their knees.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6621. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-20 23:27:17 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <lonikb-aao.ln@speaker.rodsbooks.com>
Source record: 23501

In article <ehqu31-0ua2.ln1@sd.swampdog>,
Guy Harrison <swamp-DEL-dog@ntlworld.com> writes:
>
> Rod Smith wrote:
>
>> I started looking, and found a tool that'll log onto a POP
>> server and delete messages based on information in their headers, without
>> downloading the full messages:
>>
>> http://mailfilter.sourceforge.net
...
> I'm not familiar with mailfilter but can it filter on more than the header?
> If so, then you could trigger it on the mime preamble.

No (or if it can, it's not obvious from my quick reading of the
documentation); it's strictly a header-based tool. I've currently got 18
rules that seem to be nabbing 95%+ of the Swen.A worms, though. If
anybody's interested, I can post or e-mail the rules I'm using.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

6622. Re: Macinosh = Crapintosh !

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 01:19:01 UTC
From: babylon_23@yahoo.com
Message-ID: <97ab94de.0309201719.13099fc7@posting.google.com>
Source record: 23502
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

Dubious that we'll ever get completely out of this argument, but hell, I haven't had a chance to articulate my end in a long time, so why not?

I've been a Mac user and PC user since I was knee-high to a grasshopper. At that point, the argument was an entirely different one - DOS was not a pretty child. Even so, it had far better support for non-LAN protocol, due in large part to the licensing requirements for supporting a very wide range of hardware and software. I used PCs exclusively to dial into BBSes in the late 80s, more often than Macs to print, and to play most games. Macs, on the other hand, I used for all graphical applications (I was unfortunately not one who was able to afford an Amiga or an SGI when they came out). I still remember the first time I saw Photoshop on a Mac - THAT was a beautiful thing. Today I have a houseful and an office full of Macs, Windows machines, and *NIX boxes, each of which I use for different things and to varying degrees - I use *NIX for all server needs, Windows for games, most 3D-oriented apps, and some software that is not released for the Mac, and the Mac for everything else.

Add to that the fact that I'm an interface freak, and the Mac was - and still is - my platform of choice. Windows took a long time to come anywhere near the Mac in terms of interface design, again, due in large part to the demands of licensing. What they lacked in GUI design, however, they more than made up for in business acumen and marketing talent, while Apple was stumbling around doing weird things with clones and target markets and interoperability.

The history of both, IMHO, has a lot to do with their respective platform advantages. Windows, needing to license freely, has much better driver, device, often networking, and 3D capabilities, even while those capabilities DO take much more work to figure out (plug and play my arse. but what do you expect when you have to support 60 printers??). Apple maintains control over almost every component and license, to the point of distraction at times. On the plus side this allows them to focus on supporting fewer third-party devices and lets them focus on OS functionality and chip integration, on the minus side...well, on the minus side it allows them to focus on supporting fewer third-party devices.

At this point, 90% of software that is equivalent in version on both platforms is at least 90% comparable in functionality. Most is not equivalent in attractiveness or necessarily usability, on the other hand. Quite frankly, the thing that kills most graphics applications

for me on both *NIX and Windows is the mouse tracking. Mouse tracking in Windows is far, far less accurate than that on a Mac, although it has gotten better. But my carpal tunnels just can't take having to use a death grip on the mouse or Wacom pen just to be as accurate as I can on a Mac.

The 3D support on a Windows machine is undeniably better. OpenGL is getting closer, and it shows a ton of promise, but right now DirectX kicks its butt in both functionality and in user base - even as a Mac fan I just can't deny that. The Mac isn't going to get the majority of great games and 3D apps until it implements DirectX, even if OpenGL gets *better* than DirectX, simply because the porting effort and market share kill it for most game developers. Let alone the video card and other device support.

The security argument is a useless one - it's like nature vs. nurture. People have spent far less time investigating flaws on Macs due to the small market share, so even just the available knowledge is much smaller. At this point we only can say that Windows certainly has demonstrated some pretty dumb holes, but that a lot of those holes have been found simply because Windows machines are so much more popular.

The Mac does a few things extremely well. I am still far more capable of dealing with different kinds of files than Windows users. In many ways with both OS 9 and X, I have a finer level of control over my machine than I do on Windows, although it IS usually like pulling teeth to figure that out. The level of abstraction as pertains to interface within the operating system and most professional applications is much better. Enforcement of consistency has led to software that generally is able to capitalize on total install base, not just their own. The operating system tends to be much smarter about certain things than Windows is (although not necessarily always with the desired result :) - the dot-three extension requirement is a good example of this. The Mac OS and many of its apps have been better able to support multiple processors and more RAM and HD space until not so long ago. It requires a lot less knowledge to do things like put together a LAN or connect to the Internet. It has far fewer fear factors (at least for me) - I don't need to worry about Passport, for example, and I'm not very likely to have my messenger services turned into tunnels - issues that pervade even while I have home and office firewalls built by the most paranoid of sysadmins.

Windows' bundling of Explorer and other apps into the operating system is also a big negative to a lot of people, and it's beginning to show its vulnerability in the security department (if Internet application can get to operating system...), although I strongly doubt that we've seen anything close to the beginning of that. This is certainly a huge point of comparison and getting bigger. It is plausible that what Apple lacks in device modularity they could potentially make up for with application modularity (although I don't see them taking

advantage of this yet.) I don't have to worry about all my apps getting all tangled up and screwy and registry hacking and what have you. I don't WANT my apps integrated. At all.

The support for non-3D graphics is also, in my opinion, much better. I have finer control, I have fonts that behave properly, and I have many applications that communicate with each other better than they do on the Mac.

Not to mention the emotional advantages, which, for me along with many users, are powerful. I don't like Microsoft. A lot of people don't like Microsoft. I have a great deal of respect for their marketing ability and some other aspects, but I don't trust them at all. I sort of like Apple. I used to like them more than I do now. But I still like Mac USERS a hell of a lot better than I like your typical Windows user, and I still like Apple way better than I like Microsoft, and I *trust* them about a billion times more than I trust MS, at least when it comes to things like privacy.

Windows has also, IMHO, lowered the bar on software and GUI development across the board, partly *because* their system is so accessible to newer programmers, and partly because there really can't be any denying that the likelihood of a version 1 (or even 2 or 3) Microsoft application behaving properly or containing no critical bugs is even less than the likelihood of version 1 Apple hardware not failing within three months.

OS X has made some great strides. I don't think that we've quite gotten to the point Apple hoped we would be at, partly, again IMHO, because of their continuing (and I personally believe stupid) stubbornness surrounding many of the development tools. There have been many occasions (if not most) where the Apple documentation crossed the line from "easy to use" to "useless and totally uninformative." OS X documentation is, in fact, far less useful than that of any of the earlier ones (which is saying a lot), to the point where my exact remark to Apple was that "the only documentation present would appear to have been written for whatever segment of your userbase consists of vegetation." They segregate the users from the developers way, WAY too much, and those of us that are both suffer greatly for it. They created and launched an OS that, while it has huge strong points, was frankly not ready for the standard userbase, bet that people would buy/use it anyway (partly because we are diehard, and partly because we had to), and totally failed to bridge a lot of gaps, notably the upgrade path. I don't know offhand what the upgrade percentages are, but I DO know that I'm a poweruser, and I have been unfailingly frustrated even in just basic areas with X.

I like OS X. I like the IDEA of OS X a lot better than I like OS X, and I think Apple REALLY screwed up GUI-wise in a lot of ways. I still like OS X ten times better than I like my XP, 98, NT (etc) boxes, and it does what I want it to do more dependably and generally better and often faster than the Windows boxes do. The software

selection is too limited, though - Apple has never been good at working well with developers. This is markedly true with Adobe - I don't know what happened there, but for Adobe, a company that has launched versions on Macs since the beginning, to hold back to the extent they did in OS X porting is not a good sign. Even so, the applications that have been running on Macs since their birth continue to run better and more functionally - in general - on Macs than they do on PCs.

If OS X can live up to its promise - delivering a machine where I can, in all practicality, have a UNIX server with my Mac, I will be very happy. Many people try to say this is already true, but I can't agree with that, partly because the UNIX apps on Macs take MORE effort than they already did - which was a lot, and which is not remotely user-friendly. The target market is admittedly small-ish, with few home users that want to write PHP and do graphic design, but I can't help but believe that if they could create a platform that would serve as well as our Linux boxes do (up to and especially including dumping non-core functionality when one wants to and fine-tuning the OS - this is a HUGE problem with X) and/or serve the needs of the desktop user, with no extra expenditure for either audience on their part, everyone would be a whole lot happier all around.

I'm not sure that anyone can properly answer why Macs versus PCs completely without at least part of the answer being "Because." However, I think the same is true of people who love Lambourghinis versus Ferraris, Chinese food versus Mexican, etc. A chunk of it is simple subjective opinion, a chunk of it is what you grew up with, and what's left over is what the systems can actually do.

Right now, much as I love the Mac, the PC is better-suited to the general population, and not just because of the market share. This has become doubly true with OS X, and this is one of the huge reasons that I'm nowhere near as pleased with Apple as I was ten, even five years ago. They have let their hardline licensing stance affect not only their good judgement but their ability to compete in a market of thousands of peripheral devices, they have not yet failed to alienate developers, even many who love the Mac, and for an underdog, they're moving dangerously close to hurting their relationships with even their fans, often by being ridiculously obtuse.

As for publishing - Quark is arse on all platforms, for a lot of reasons, including the Mac. Many newspapers actually use custom systems, especially for publishing, which are usually built for TCO purposes on Windows boxes. Not as many of *newspapers* use Quark these days, though many magazines do. Font support is actually far less of an issue for periodicals, including newspapers, than it is for layout professionals and designers, since they typically have standard fonts that have already been repurposed for every platform in the organization.

I'm hugely irked at a lot of the choices Apple made with OS X, especially with the GUI (and more especially because I can't CHANGE those options), even if I do still love them best. (Um, hi? Repurposing the iTunes interface for the Finder (upcoming in Panther)? Who's handing out the crack over there?? Y'all screwed up the Finder badly enough as it is!) I do really hope they quit screwing up on some of the fronts they have been seriously screwing up on. I'm still wondering why they ditched the clone possibilties, since price has never been more of an issue. I hope that they stop thinking of their userbase as morons, because we're not, and we can, in fact, deal with changing the security options permanently if we so choose, with viewing all (gasp!) of the files we want to see, with reading help files that contain actual information, and with changing the (GRRRR) freaking default options in our operating system. I hope they start following through on their promises to support developers better, and quit leaving the problems to shareware and IDE developers to address, often with zero (or negative, in the case of Be, for example) support from Apple.

Anyway, for me what it comes down to is that yes, a lot of it IS emotional - and that fact is not helped by the personality split between PC and Mac users (which is pretty obvious) - Mac users tend to be pretty elitist, and PC users love to call us on it, while PC users can often be... um...let's just say "to be articulation-challenged," (although when you serve 90% of the population, that's sort of to be expected, what with the standard bell curve and all) and Mac users love to call them on that, too. Your classic underdog versus 900-pound-gorilla sort of thing. Apart from that, and apart from the "what you know" debate, the systems definitely have their strengths and weaknesses. No one's going to be able to separate the emotional from the functional, however, at least not anytime soon.

k/b

6623. oops

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 01:34:09 UTC
From: babylon_23@yahoo.com
Message-ID: <97ab94de.0309201734.56f75462@posting.google.com>
Source record: 23503
Cross-posted to:
comp.sys.mac.advocacy,comp.os.ms-windows.misc,comp.sys.cbm,comp.os.ms-windows.advocacy,comp.sys.atari.st

I said "and I have many applications that communicate with each other
better than they do on the Mac." - I (hopefully obviously) meant "on
the PC."

6624. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 05:57:20 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <45bbb.2271$if4.1630324@newshog.newsread.com>
Source record: 23504

Hey Guy Harrison! What's up with the exe attachment to your post here in this thread???

John

6625. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 06:20:25 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <Jqbbb.2272$if4.1630843@newshog.newsread.com>
Source record: 23505

On 20 Sep 2003 23:25:13 , "Steve Sweet" wrote:
>Hi "Kenneth Medin"
>
> <kennethm@tripnet.se> wrote in message news:3f6cecd23c86890@tripnet.se...
>> Because I got so angry from all these SWEN virus mails comming from
>> infected Windows users I came up with the idea tonight to boycott Outlook
>> Express users by exploiting an old bug in that program.
>
>Thanks, so far the viri aren't causing any damage to my system, but someone
>is determined to!.
>
>> It works both with Outlook Express and Outlook for mail and news and it's
>> If lots of people would do this and make the OE users complain to
>> Microsoft, then they will hopefully fix this bug.
>

it won't do any good to complain to a monopoly! Even though there might
alternatives to MS., it's big enough to be put in that catagory! Gates is
now worth over $46 billion!!! No equal competition always = a poor product
and at a higher cost (ex.: cable TV). Furthermore, most people are computer
ignorant (not that I know a lot but I do know more than most just owning
Atari since '87). To them there is "only" MS or AOL.

>We seem to always miss something when we get onto this subject, its the
>people exploiting the software holes that need stuffing, not the poor
>barstard that's getting exploited. It may be an MS product on the receiving
>end but the problem is caused by the virus writers.
>

hmmm....what poor bastard? Gates? He's probably got a whole building
filled with computers with programs written that ignore complaints :)

>> As a side effect more users would go to WindowsUpdate and fix there old
>> buggy OE installations and less SWEN viruses would spread because of un
>> patched OE versions.
>
>The vast majority of the peops i speak to in Windows bases are patched up,
>it only takes a handful to bring a chain of servers to their knees.
>

you only speak to educated people (& sheep :)

John

6626. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 07:57:18 UTC
From: d.briel@free.fr
Message-ID: <3f6d59dd$0$28884$626a54ce@news.free.fr>
Source record: 23506

On 20 Sep 2003 23:17:35 , "Kenneth Medin" wrote:
>Boycott Outlook Express! See http://ichimusai.org/oe/
>begin xxx
>>I seem to remember that Newsie also suffers from this bug and that is a
>>pity. Perhaps it can be avoided in some way??
Hi Kenneth,

Do you intend to boycott NEWSie too?
Because, when a line start with "begin", Newsie propose to extract the
attachment (and of course, in this case, there's not attachment).

>Does Newsie display this article? (I realise this is really a stupid
>question...)
No, NEWSie just ask to extract the attachment (providing it's
configured that way). The workaround (when the "begin" bug occurs), is to
open the message in an editor, or to use an external viewer.
I do use Newsie, and I suppose I'm not alone, being on an Atari
Newsgroup. So please (on behalf of NEWSie users), don't start any line
wih "begin" :)

--
Didier Briel
http://didier.elo.free.fr
http://www.mp3.com/Didier_et_les_Ombres

6627. Re: Undeleting from VFAT drives?

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 10:16:17 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbmqti0.7q5.atari@core.preferuje.luzik.pl>
Source record: 23509

On Fri, 19 Sep 2003 21:49:38 GMT, Neil Chester <neil@adel6.freeserve.co.uk> had a noticeable pleasure while writting:
> Hi All
>
> Adam: can you recommend a disk editor? I haven't one
> at all!

Well, in some old days I used KnifeST from histoft, it seemed nie, but there are mor than this, but I do not remember names atm. Diskus is very good but german.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6628. Re: CT60 problems solved!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 10:30:06 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <85fbb.3451$2B6.666314@news.siol.net>
Source record: 23510

Frank Szymanski wrote:

>>gave me several problems and almost always locked up
>>my computer and not it is also running quite
>>solidly!!! Any thoughts on this guys???
>
> Well. What operating system do you use? I have MiNT 1.15 and sometimes my
> computer freezes. Didier suggested that it might be N.AES.
>
> Anyway these freezes only happen every two or three days. Very strange.

Do u guys use expanded resolutions? N.AES has problems with some res
expanders, or even the res itself, seeing as total freeze out of blue.
Increasing qsbchars, cqsbchars. mpipesize and sstack size (usually factor of
2 is enough) solve those.

Janez

6629. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 10:51:54 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bkjvs8$q42$1@titan.btinternet.com>
Source record: 23511

Hi John

"John Garone" <swampfax1-NOT-@atlantic.net> wrote in message
news:45bbb.2271$if4.1630324@newshog.newsread.com...
>
>
> Hey Guy Harrison! What's up with the exe attachment to your post here
> in this thread???

I've just checked the whole thread for this, I've not got it here!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6630. Re: A list of games that require at least 2048 KB of RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 11:00:44 UTC
From: tim anderson <t-dot-anderson@zen.co.uk>
Message-ID: <pan.2003.09.21.11.00.44.223278@zen.co.uk>
Source record: 23512

2048 Memory required, thats got to be a difficult one.

Would Chu Chu Rocket fit into that bracket? I know it works in 1024 BUT
the sound only works on it (samples) if you have 2048 or more.

Tim

6631. Re: vote for your favorite troublemaker

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 11:56:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1064173666-106583AEicMi@gmx.net>
Source record: 23519

From: "Justin" <justin@stuff.com>
Date: Wed, 17 Sep 2003 00:14:02 +0100

>
>Remember voting stops at 12.00pm on 20-09-03 just look back over the weeks
>and see if you can spot just who used the most swear words, was the most
>obnoxious or insulted the most people, this could be a close one and the
>first prize is a young virgin lamb with mint sauce and condom, or a box of
>chocolates from Belgium

Because of the recent heatwave(s) the quality of the Belgian chocolate isn't
very good this year.
Chocolate shouldn't be exposed to temperatures above 25C....

BTW: keep on trolling, one of these days you're bound to make a mistake...

Cheers from Belgium
Dennis

6632. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 11:57:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1064173650-103275AEicMi@gmx.net>
Source record: 23515

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Mon, 15 Sep 2003 17:48:48 GMT

Hi Kenneth,

>Hm, either there's something wrong with your threading or lp has started
>to put in "noarchive: yes" in his posts.

I can assure you that there's nothing wrong with my threading...

>Those who can't stand up for what they write and are afraid to be found in
>the archives of Google etc. get filtered out here without further notice...

I'm not even going to try and comment on this, if I do, there's bound to be
yet another avalanche of posts...
Although these posts may not end up in the Google archives, they do remain
for a long (very long) time on private news servers. I.e: anything posted to
CSAST during the last odd 18 months can be retrieved from some. Technically
speaking the posts are not stored, they just remain a long time on their
servers... the drawback is that one needs to subscribe and pay a monthly fee
to have access. Paying a couple of bucks each month, to find out what people
who can't stand up for what they write scribble is worth it IMO.

Cheers from Belgium
Dennis

6633. Re: Tempus Word (was: New version of Papyrus...)

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 12:01:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1064173654-103999AEicMi@gmx.net>
Source record: 23516

From: mail@freeman-studio.com (Mike Freeman)
Date: 15 Sep 2003 10:56:07 -0700

Hi Mike,

>It may be just that they don't yet have an English version, so I'm
>being plagued by the language barrier, but when I tried the Tempus
>Word demo, I really didn't like it at all. The interface was not very
>logically laid out (IMO), which made it rather difficult to use
>efficiently straight away.

Unlike the Papyrus interface, the Tempus Word GUI is fully configurable,
you can configure it to suit your needs, if you don't care much for a
grahical interface, you can set it up so that only a small status line
remains, and it's even possible to get rid of that also. In addition every
command/feature can be called up by a keyboard command. The program knows
more or less 500 commands, and these are fully configurable by the user
also, so as far as flexibility goes...

>In my opinion, simple, logical interfaces are much better than having
>every feature in the program (an exageration, of course) represented by a
>button at the top of the page.

A logical laid out interface will be perceived differently by different
users, what's logical for you might be illogical for me and vice versa of
course ;-), the menu's and menu-items weren't created on a blue monday,
they're the sum of 14 years development and a very impressive input from
the Tempus Word users, IMO they couldn't be placed more logically then they
are right now. But then again that's personal perceivement also, you may
find it quite logcal that in Papyrus for example one needs to go and search
in the paragraph menu to activate hyphenation or to revert back to text-
mode in the graphics menu... for me, however that's not very logical.

>Could someone tell me specifically what Tempus' advantages are over
>Papyrus?

I could, but I'm not going to ;-)
Not because I don't want to but because it's much too early. Just like with
Papyrus you need a well written manual to get the best out of Tempus Word,
giving you a nice long list now of all the advantages wouldn't do any good,
since you wouldn't have a clue how to let those advantages work for you.
Let's discuss this issue once that the English version is here...

>I personally haven't seen all that many bugs in Papyrus that people keep
>complaining about (although I have seen a few very minor ones),

To encounter certain bugs, you have to use certain features of the program, if you don't you'll never encounter them, but that doesn't mean they're not there... and in addition almost everyone who posted claims the same thing as you do, they all know a couple of minor bugs... put all those different "minor" bugs together and what do you get?
When it was announced here that in september an English version of Papyrus 9.xx would be released, I replied and wrote that hopefully some bugs that have been around for 6 years would be fixed... and before I knew it I was accused of bashing Papyrus. Someone asked me to sum up the bugs, and I've obliged... and that's about all I can do. And there are many more bugs then the ones I've summed up, but I think it's only fair to sum up bugs one has experienced himself.
Almost any program has bugs, but the difference is that ROM doesn't seem to be very keen to fix them, I experience this as a disregard to their users, until today, people had no other choice then to use Papyrus, Tempus Word offers a different path to achieve the same goal, and who knows, now that Papyrus get's some competition, that might be the incentive to finally debug the program...

>and from the Tempus demo couldn't really see any advantages, while I see
>lots of advantages with Papyrus

Mike, I get the impression that you won't give in until at least one advantage is shown to you... ;-)
OK: load a large ASCII text file, let's say minimum 1 Mb, (it needs to be large to show the advantage) in Papyrus, and clock the the time needed to load and format the document.... do the same thing in the Tempus Word demo, and there's the first advantage: minutes versus seconds... next, change the standard Papyrus page layout to a 2 or 3 column layout and instead of the ugly ASCII font assign a TTF or Speedo font, and clock the time needed that Papyrus needs to do this... you don't need to time anything in the Tempus Word demo, because all it takes is a mouse click, so again we're talking minutes vs seconds...
And here's a very extreme example: at the moment I'm busy editing a Dutch thesaurus, that file is 23Mb large, loading, formatting, and displaying it in a custom made columm page layout takes exactly 4'10" with Tempus Word. I can't give you the Papyrus figures because after more or less 25 minutes formatting text, it bombs out on me... for the record, these figures are from the TT, not MagiCMac or the clone.
Minutes versus seconds or stability may not mean much to you, but it does to a lot of people. Tempus Word is a professional tool, one can say a lot about Papyrus, but it definitely doesn't belong in that class.

>to me, it's *much* better than MS Word, Apple Works, and just about any
>other Word Processing program I've used. Like I said, maybe things will be
>better when they get an English version made, so I can honestly see the
>sum total of Tempus' features. Until then, I'm happy with Papyrus and its
>simple, elegant interface.

Almost anything is better then MS Word or AppleWorks ;-)
But try to imagine that you never heard of Papyrus before, and that you download the German demo from the ROM website, I think that your reaction

would be more or less the same as for the German tempus Word demo. So let's stop this tread and wait a few months for the English version... I wouldn't be surprised if it's here before the English papyrus that is supposed to be released this month... only 9 more days to go.

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6634. Re: Tempus Word (was: New version of Papyrus...)

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 12:02:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1064173658-105087AEicMi@gmx.net>
Source record: 23517
Body handling: HTML body converted to readable text

From: mail@freeman-studio.com (Mike Freeman)
Date: 17 Sep 2003 12:03:26 -0700

Hi Mike,

>This is of course true, which is why I can't understand why some
>people here simply dismiss certain software as being "crap" in
>general, instead of stating what does and doesn't work for them

Well I did, and as a matter of fact I went through great lengths before I posted the post. I tested and reproduced every bug that I summed up. It's easy enough to say that one has to state what doesn't work, but then one gets the reaction that he's bashing the program.... it's very difficult lately to do anything right in here :-(

>>I only own Papyrus as a demo version, and I don't use it mainly
>>because of the way accented characters have to be obtained :-(
>
>I can definitely see how this can be a deterent. It's not a feature I
>ever make use of, being an English speaker/writer, so this is a valid
>point, especially for French-speaking users.

It is a very valid point, English is one of the very few languages that has no accented and or special characters, but considering that Papyrus is a German program and that the German language has quite a lot of special characters also... Papyrus however can handle Unicode, and that defeats Jean Luc's complaints for a great deal.

>Yes, I've noticed. The way to solve this problem is to change most of
>the
tags to
tags. What they probably should have done is only
>use
when hitting "Return" after a paragraph, and
for all
>other "Return" hits. Most browsers won't add extra spaces every time
>they run into
, but will with every
.

I agree, and just like we agree, hundreds more users agree on this, but ROM doesn't seem to care. Constructive input is nice in theory, but if the developers are deaf....
BTW: that's another advantage of Tempus Word over Papyrus, the Tempus Word developers not only listen to the users but also implement suggestions.

Cheers from Belgium
Dennis
--

http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6635. Re: Line Cond. Sense

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 12:03:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1064173662-105983AEicMi@gmx.net>
Source record: 23518

From: swampfax1@atlantic.net (John Garone)
Date: Wed, 17 Sep 2003 20:19:26 GMT

Hi John,

>What's the feasibility of a program that can sense line condition while
>connecting to an ISP? Terminal prgrams can get the modem data after
>disconnecting but that's too late to use!

Check out Iconnect from ASH (included with CAB).

Create a START folder in the PPP folder, and drop CON_INFO.PRG in that folder
which is located in the PPP/TOOLS folder, whenever you connect you'll get all
the necessary info displayed on the screen.
BTW: STiK/STiNG and Iconnect can both be in memory, there's no conflict when
you run them both ...

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6636. Re: Undeleting from VFAT drives?

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 15:06:43 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bkkeq3$ko7$1@thorium.cix.co.uk>
Source record: 23513

In message <slrnbmqti0.7q5.atari@core.preferuje.luzik.pl>, atari@gabo.pl said:

>> Adam: can you recommend a disk editor? I haven't one
>> at all!
>
>Well, in some old days I used KnifeST from histoft, it seemed nie, but there
>are mor than this, but I do not remember names atm. Diskus is very good but
>german.

Agreed about Diskus. Beware of KnifeST with large disk partitions
- specially VFAT ones - and don't try the disk checking function
with them as the results are incorrect.

One of the best disk editors I know is the monitor function in
Harlekin - besides accessing files, it can also access partitions
and hence directories, and has a reasonably fast Find feature.

But as Uwe has said, you can only use disk editors for undeletes
when you have not written anything else to the partition since you
deleted the file or folder. Also, probably only if the file has
been written to consecutive sectors rather than fragmented, as the
FAT table may not be correct or accessible.

For accessing files only (i.e. *not* directory entries), HexEdit
is good too, but slower. With it you can replace strings with
longer ones - no good in executables, but useful with text files.

There are a couple of undelete utitlities, but I have not been
able to use them with a Falcon and/or MagiC on hard drives - don't
know whether this is due to the large partitions I am using. Same
goes for the undelete function in Diamond Edge, which reports
negative sizes for my 840 MB partitions, so I wouldn't trust it.

Regards, /Peter/

6637. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 15:19:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200309211719.a22622@ll.maus.de>
Source record: 23514

Hallo Rod,

RS>I've currently got 18 rules that seem to be nabbing 95%+ of the Swen.A
RS>worms, though. If anybody's interested, I can post or e-mail the rules
RS>I'm using.

I'm interested, please post your rules here!

Gruï¿½

Martin [PGP-Key available]

Fï¿½r Mails >16 kByte: martin@melsaesser.de

6638. Re: CT60 problems solved!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 20:53:28 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030921225328.a9303@du3.maus.de>
Source record: 23536

>Falcon 030 16mhz bus 14 megs STram
>CT60 68060 FULL version 72 mhz (80 mhz osc. on the way) Ahh yes, 512
>megs PC133 SDRam
>Eclipse ATI Rage IIc 4 meg Graphics Card

BTW, did you switch off the internal videl access to the falcon bus to get some extra speed? I did this with my NOVA card and the speed increase was noticable.

Regards,

Frank

6639. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 20:55:08 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <c73lkb-1h3.ln@speaker.rodsbooks.com>
Source record: 23520

In article <200309211719.a22622@ll.maus.de>,
Martin_Elsaesser@ll.maus.de (Martin Elsï¿½sser) writes:
>
> RS>I've currently got 18 rules that seem to be nabbing 95%+ of the Swen.A
> RS>worms, though. If anybody's interested, I can post or e-mail the rules
> RS>I'm using.
>
> I'm interested, please post your rules here!

Here they are (they've expanded a bit since I last wrote). Remember, these
are rules for the mailfilter (http://mailfilter.sourceforge.net) package,
but it might be possible to adapt them for at least some other similar
tools:

```
DENY=^From:.*Customer Bulletin
DENY=^From:.*(Email|Inet).*(Service|System)
DENY=^From:.*Internet Message (Service|Storage System)
DENY=^From:.*Internet Security.*(Department|Section)
DENY=^From:.*Mail Storage System
DENY=^From:.*Microsoft
DENY=^From:.*(Microsoft|MS).*(Assistance|Corporation|Customer|Delivery Services|Delivery
System|Internet Storage Service|Mail System|Net Storage
System|Network|Assistance|Security)
DENY=^From:.*(Net|Network|Storage).*(Client|Message System|Service)
DENY=^From:.*Network Security Division
DENY=^From:.*Program Security
DENY=^From:.*Public Support
DENY=^From:.*Security Section
DENY=^SUBJECT: Abort (Letter|Notice)
DENY=^Subject: (Current Critical|Last Critical|Latest Net|Microsoft|Microsoft
Critical|Microsoft Security|Newest).*(Pack|Patch|Update|Upgrade)
DENY=^To:.*(client|receiver|recipient|user).*(yourdomain|yourserver)\.(com|net)
DENY=^To:.*(Commercial|Email|Inet|Internet|Mail|Net|network).*(Client|Partner|Receiver|Rec
ipient|User)
DENY=^To:.*Consumer
DENY=^To:.*Customer
DENY=^To:.*(Microsoft|MS|Net).*(Client|Corporation|Customer|Partner|User)
DENY=^To:.*Partner
DENY=^To:.*User
```

Some of those lines are quite long and might wrap on some newsreaders, so
watch that. Also, some of these rules are overly broad, like the one that
matches anything with "Microsoft" in the From: header. If I keep these
rules in the long term, I'll almost certainly trim some of them once the
current flood subsides.

Anyhow, upon reading the mailfilter documentation more closely, I see that it also supports a DENY<> directive, which matches anything that does NOT fit the regular expression you specify. Because W32/Swen.A doesn't include your real e-mail address in its From: header, a simple single-line rule should do the trick:

DENY<>^To:.*yourname@yourisp\.net

Change "yourname@yourisp\.net" as appropriate for your account, of course. I've not yet tried this, but a similar rule I'm using in procmail works wonders. A big honking caveat, though: This rule will discard mail from mailing lists and anything that's sent to you as a BCC. Thus, you might need to adapt it or include separate ACCEPT= rules to override the DENY<> rule for known-good senders.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

6640. Re: Use 2.5" HDD externally on STf?

Newsgroup: comp.sys.atari.st
Date: 2003-09-21 23:58:49 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309211558.4979e147@posting.google.com>
Source record: 23521

Frederic Pecourt <fpecourt@invalid-ifrance.com> wrote in message news:<3F6B5623.7040100@invalid-ifrance.com>...

> I might come one day with a solution that I am developping for the STE
> but which can also be foreseen for a STF.
>
> take a look here :
> http://stlabs.free.fr/
>
> ....and pray it works one day!
>

It looks very interesting, Frederic! I've seen CF adapters for IDE before, but having one set for an Atari would be a very nice silent option, and 512MB (even 128MB) is quite a usable hard drive for an Atari.

I wish you the best of luck on your task.

Galen

6641. Re: vote for your favorite troublemaker

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 00:16:13 UTC
From: Peeta <oyway@yabugga.com>
Message-ID: <bklfei$rm6$1@news8.svr.pol.co.uk>
Source record: 23523

> BTW: keep on trolling, one of these days you're bound to make a mistake...
>
> Cheers from Belgium
> Dennis
>
No Dennis you have risen to the bait once more thus winning the title of
"Grand Master Fool", my contacts on the other side even know your shoe size,
HA ha ha, ha ha hahahahahahah (echo)

6642. HDDriver problems

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 00:22:34 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309211622.71a06e53@posting.google.com>
Source record: 23522

Hello everyone,

Working with my Falcon in 030 mode (there's a CT60 in it, but it's not "on") I ran ICD tools one last time to make sure everything worked. [It did.] I then installed my nice new HD Driver 8.13. I had a couple of lockups after installation however, so I figured I'd repartition the drives in case HD Driver had issues with the ICD formatting. This was a big mistake. Now, regardless of whether I use ICD or HDDriver the computer freezes whenever I attempt to access the drives. This occurs when I use the AUTO folder, start from floppy, or even just try to scan the SCSI bus. What on earth happened, and does anyone have any idea how to get out of it? Both my 1.08GB and 340MB drives are failing to respond in any manner!

Galen

6643. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 02:38:59 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <7htbb.2325$if4.1691035@newshog.newsread.com>
Source record: 23524

On 21 Sep 2003 10:51:54 , "Steve Sweet" wrote:
>Hi John
>
>
>"John Garone" <swampfax1-NOT-@atlantic.net> wrote in message
>news:45bbb.2271$if4.1630324@newshog.newsread.com...
>>
>>
>> Hey Guy Harrison! What's up with the exe attachment to your post here
>> in this thread???
>
>I've just checked the whole thread for this, I've not got it here!.

with snips so as not to re-post the attachment;

==========
Path: newshog.newsread.com!news-toy.newsread.com!yellow.newsread.com!netaxs.com!newsread.com!feed1.newsreader.com!newsreader.com!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.vmunix.org!newspeer1-gui.server.ntli.net!ntli.net!newsfep4-glfd.server.ntli.net.POSTED!53ab2750!not-for-mail
Message-ID: <ehqu31-0ua2.ln1@sd.swampdog>
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Subject: Re: New PC Virus?
Newsgroups: comp.sys.atari.st

SNIP

Rod Smith wrote:

> In article <1064008316-813250AEicMi@adelphia.net>,
> Carey Christenson <falcon060@adelphia.net> writes:
>>
>> I also got well over 600 of these friggin e-mails.
> ...
>> hurting everyone using a PC. But your KILLING people
>> on other platforms that have dial up in countries
>> where you have to pay for your internet time!!!!
>
> I don't mean to in any way suggest that we *SHOULD* have to do this, or
> that it's not the responsibility of those who are targeted to keep their
> machines clean, but there are tools we can use to help reduce the impact
> of e-mail worm floods on us personally. After receiving hundreds of these
> messages, I started looking, and found a tool that'll log onto a POP
> server and delete messages based on information in their headers, without
> downloading the full messages:
>

> http://mailfilter.sourceforge.net
>
> This is intended primarily for Unix-like systems, but the documentation
> includes information on running it in Windows. I don't know how hard it
> would be to get it running on an Atari ST.
>
> I've only had this running (on a Linux box) for an hour or so, and I'm
> still tuning the rules. So far it's deleting about half the W32/Swen.A
> worms based on matches to common From: and To: headers, but I'm sure I can
> improve that. If anybody's interested, post or e-mail me and I'll post the
> rules I'm using, once I fine-tune them a bit.

I'm not familiar with mailfilter but can it filter on more than the header?
If so, then you could trigger it on the mime preamble.

SNIP

Oh, also useful is "top <message number> <lines>". eg: "top 1 20" will show
the first 20 lines of message 1 in raw text.

The virus will be a lot bigger than 23238 btw (145,000 -> 160,000).

--
Guy Harrison

6644. Re: Line Cond. Sense

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 02:46:36 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <gotbb.2326$if4.1691169@newshog.newsread.com>
Source record: 23525

On 21 Sep 2003 14:03:26 , Dennis Vermeire wrote:
>From: swampfax1@atlantic.net (John Garone)
>Date: Wed, 17 Sep 2003 20:19:26 GMT
>
>Hi John,
>
>>What's the feasibility of a program that can sense line condition while
>>connecting to an ISP? Terminal prgrams can get the modem data after
>>disconnecting but that's too late to use!
>
>Check out Iconnect from ASH (included with CAB).
>
>Create a START folder in the PPP folder, and drop CON_INFO.PRG in that folder
>which is located in the PPP/TOOLS folder, whenever you connect you'll get all
>the necessary info displayed on the screen.
>BTW: STiK/STiNG and Iconnect can both be in memory, there's no conflict when
>you run them both ...
>
>Cheers from Belgium
>Dennis
>
Hi Dennis,
Never had any luck with IConnect. Maby it's only for multitasking and
I'm running single TOS 4.04 but I'll give it another try!

John

6645. Re: The ATARI ST is better than the AMIGA

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 06:48:49 UTC
From: Thingy <thing@thingy.com>
Message-ID: <u_wbb.4736$vQ1.233500@nnrp1.ozemail.com.au>
Source record: 23526
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

Hilda wrote:

>
> "Clockmeister" <no-one@nowhere.com> wrote in message
> news:3f6a3448$0$95042$c30e37c6@lon-reader.news.telstra.net...
>>
>> "Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
>> news:bkcu6m$o9t$1@news8.svr.pol.co.uk...
>> > <sigh>
>> >
>> > Here we go again. How many millions of flames, rants and incoherent
> crap
>> > postings will this attract? Place your bets now. Winners will receive
> a
>> > free straight jacket and voucher for a lobotomy at the hospital of your
>> > choice.
>> >
>> > Tom
>> >
>> > I don't suppose it's worth suggesting that it might just be a matter of
>> > taste, and nothing to do with printed specifications at all?
> Considering
>> > that this argument has been going on for close to two decades, with no
>> clear
>> > conclusion, I think it would be reasonable to assume they're equally
>> matched
>> > anyway.
>> >
>>
>> There is a clear conclusion, I've had both and at the same time... the ST
>> loses in every comparison except MIDI connectivity.
>>
>
> The latter came formost for my original purchase and that little midi port
> made me a bucket!,several houses, a recording studio, a boat and single
> engined light aircraft,

How'd you manage all that then ?

6646. Re: Line Cond. Sense

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 07:22:42 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bkm83rqsk1@reader10.wxs.nl>
Source record: 23527

John Garone wrote:

> I can check the link to see if it is still "complete" by checking mail
> or a URL. What I was more concerned with was the quality of the connection
> (line noise, etc.) in regards to the time it takes to download or transmit
> a file. I can get modem data through a terminal program(after disconnecting)
> and see that line condition varies which effects the maximum transfer rate
> but it would be nice to know during the connecting process (or ideally
> ahead of time) so I can abort and then re-connect with the chance of
> getting a better node or a line with less crosstalk, etc.

Well this is exactly what I mean. Take a moment to think how it works:

Why does line quality influence speed? Because some packets get
corrupted and have to be sent again. Since all this is solved at IP and
TCP levels, you don't "see" this happening. All you see is the speed
decreasing.

When you use PPP echo requests, there is no error retrying etc what so
ever (just a correction attempt on the modem itself but that doesn't
take any time because it corrects packets on the fly, if at all
possible). So while at high level, bad line quality results in slower
transfers, at the low level of ppp echo requests, bad line quality
results in packets not being replied to.

> when you say PPP level are you referring to ping? if so, Sting has that
> feature but Stik (which I use) doesn't.

Yes it does (IIRC it's a separate program), and no that's not what I
mean. :) Ping lies on top of the ICMP protocol which lies on top of PPP.
It also will loose packets when the line quality is bad, but since
you're pinging another host on the internet you're testing the
connection between you and the other host, not knowing what other
disasters lie hidden inbetween.

What I mean is exactly this: "PPP echo request". It's in the PPP RFCs.
Again it tests nothing but the direct physical connection between your
modem and the modem you're talking to. If you get a dozen of packets
responded to correctly, your line is perfect (or close enough). :) If
one or two out of ten packets get dropped, your line is bad but usable.

Maurits.

6647. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 10:28:42 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <0gv241-fn1.ln1@sd.swampdog>
Source record: 23528

John Garone wrote:

>
>
> Hey Guy Harrison! What's up with the exe attachment to your post here
> in this thread???

Nowt's up. Sorry if it fooled your newsreader (?newsie?) but it's not an attachment. Nothing to worry about in that respect.

--
Guy Harrison

6648. Re: Line Cond. Sense

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 12:04:37 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <pzBbb.2344$if4.1711091@newshog.newsread.com>
Source record: 23529

On 22 Sep 2003 09:22:42 , Maurits van de Kamp wrote:
>John Garone wrote:
>
>> I can check the link to see if it is still "complete" by checking mail
>> or a URL. What I was more concerned with was the quality of the connection
>> (line noise, etc.) in regards to the time it takes to download or transmit
>> a file. I can get modem data through a terminal program(after disconnecting)
>> and see that line condition varies which effects the maximum transfer rate
>> but it would be nice to know during the connecting process (or ideally
>> ahead of time) so I can abort and then re-connect with the chance of
>> getting a better node or a line with less crosstalk, etc.
>
>Well this is exactly what I mean. Take a moment to think how it works:
>
>Why does line quality influence speed? Because some packets get
>corrupted and have to be sent again. Since all this is solved at IP and
>TCP levels, you don't "see" this happening. All you see is the speed
>decreasing.
>
>When you use PPP echo requests, there is no error retrying etc what so
>ever (just a correction attempt on the modem itself but that doesn't
>take any time because it corrects packets on the fly, if at all
>possible). So while at high level, bad line quality results in slower
>transfers, at the low level of ppp echo requests, bad line quality
>results in packets not being replied to.
>
>> when you say PPP level are you referring to ping? if so, Sting has that
>> feature but Stik (which I use) doesn't.
>
>Yes it does (IIRC it's a separate program), and no that's not what I
>mean. :) Ping lies on top of the ICMP protocol which lies on top of PPP.
>It also will loose packets when the line quality is bad, but since
>you're pinging another host on the internet you're testing the
>connection between you and the other host, not knowing what other
>disasters lie hidden inbetween.
>
>What I mean is exactly this: "PPP echo request". It's in the PPP RFCs.
>Again it tests nothing but the direct physical connection between your
>modem and the modem you're talking to. If you get a dozen of packets
>responded to correctly, your line is perfect (or close enough). :) If
>one or two out of ten packets get dropped, your line is bad but usable.
>
>Maurits.
>

>.
Hi Maurits,
Ok. I'm kinda' folowing you! So where do I get "PPP echo request"
program? In the package of Iconnect/Tools there's con_info, get_ip &
net_time. Con_info looks like what I need but Iconnect is crashing after
"get IP" and RSDAEMON.PRG remains at the top of the screen in a locked
computer (must reset). I tried "Terminal On" and it did'nt crash (saw the
data going by) but that's as far as I could get!

John

6649. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 12:10:54 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <iFBbb.2346$if4.1711276@newshog.newsread.com>
Source record: 23530

On 22 Sep 2003 11:28:42 , Guy Harrison wrote:
>John Garone wrote:
>
>>
>>
>> Hey Guy Harrison! What's up with the exe attachment to your post here
>> in this thread???
>
>Nowt's up. Sorry if it fooled your newsreader (?newsie?) but it's not an
>attachment. Nothing to worry about in that respect.
>

fooled it? Don't see how when it showed the Attachment: dfhjqnb.exe
which when extracted gives a line of data starting with ms or mz or
something or other!

John

6650. Re: Line Cond. Sense

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 12:14:36 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bkmp81$gq4$1@reader10.wxs.nl>
Source record: 23531

John Garone wrote:

> Ok. I'm kinda' folowing you! So where do I get "PPP echo request"
> program?

Well that's the difficult part, it's part of PPP so it should be in the ppp layer; you'd have to somehow tell it to send a request. I don't know which (if any) of the Atari layers has a function to do this. I'm sure they are all able to reply to echo requests from the ISP, but I guess they'd need some kind of function call in their API to send one and tell you the result.

> In the package of Iconnect/Tools there's con_info, get_ip &
> net_time. Con_info looks like what I need but Iconnect is crashing after
> "get IP" and RSDAEMON.PRG remains at the top of the screen in a locked
> computer (must reset). I tried "Terminal On" and it did'nt crash (saw the
> data going by) but that's as far as I could get!

Sorry I don't know the first thing about iConnect..:)

Any programmers in here who know if there is an API function to send echo requests?

Maurits.

6651. Re: How contact members of Black Scorpion to repair EXPOSE Card

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 12:37:32 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.09.22.12.37.31.160153@nossspamXXatari-source.com>
Source record: 23532

On Fri, 19 Sep 2003 15:42:40 -0700, rustynutt wrote:

> The technology to convert NTSC to RGB hasn't really changed much,
> least not for under 3k. Unless your using a DV source, your input
> signal (NTSC/PAL-VCR-camcorder) is only 320*240 anyway, and the
> capture device (or software in some setups) just doubles the frame
> size to get 640*480 (degrades it in most cases). The cost factor
> pretty much determines the quality here. If you take video captured
> with Expose, run it side by side with a clip captured with consumer
> capture devices for the PC (at 320*240), it's the same data, same
> picture. You could get the same frame size by doubling the Expose
> captured clip, and it would look the same as the PC stuff. However on
> an SC1224 (or TV/VCR) it is full screen capture:)
> The big deal is speed. On a Falcon 040, the Expose can muster about
> 12fps at 320*240. Most PC devices are faster, but use some form of
> hardware compression on the video to get 30fps (or whatever your
> flavor is). Depending on the PC (bus speed, video memory, hard disk,
> ect) playback quality can be anywhere from owooooo, ahhhhhh, to WTF.
> Compression=bad thing for quality or slow PC.
> Falcon Tripod allows capture of stills somewhere around 1024*768 by
> doing some Doug Little tricks. Quality is pretty good, at least as
> good as stills from my ATI All in Wonder 128, and Dazzle Hollywood
> Bridge using a composite input.
> The CT060 might allow capture rates up to about 15fps, not bad for
> uncompressed video. Somebody here could surely do the math for a
> better guess. The Expose captures to memory, can't use VM or direct to
> disk recording, so 512mb on the CT060 will be nice, and faster
> alternate ram should speed up the save as well. A fast IDE drive has
> no problem keeping up with the uncompressed file during playback. If
> you like Apex Media, you'll like the Expose. If you have something
>>2.5Gig P4, bricks of memory, fast bus, big video card, the Expose
> might seem like a toy. At least until you find you can't record
> copyguarded material:)
> I use an Aiwa dual standard VCR with my two PAL Expose units, and a
> JVC SVHS on the NTSC unit. It's fun, quality is great. A neat tool for
> the Falcon.

Ah, I guess I'm spoiled. Back when I was 12 years old and in school we
had several analog editing decks. After using them I resolved to never
get into video until things got better. Now I've got my Mini-DV cam, Kino
and Cinelerra for linux :) Things got better. Just as well I can see the
attraction to the expose, but I suppose it's doubtful you'll find
excellent editing software like you will on a Mac.

Nothing on the Atari is just a toy :)

Mark
http://portal.atari-source.com

6652. Re: Line Cond. Sense

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 14:56:47 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <P4Ebb.2349$if4.1719530@newshog.newsread.com>
Source record: 23533

On 22 Sep 2003 14:14:36 , Maurits van de Kamp wrote:
>John Garone wrote:
>
>> Ok. I'm kinda' folowing you! So where do I get "PPP echo request"
>> program?
>
>Well that's the difficult part, it's part of PPP so it should be in the
>ppp layer; you'd have to somehow tell it to send a request. I don't know
>which (if any) of the Atari layers has a function to do this. I'm sure
>they are all able to reply to echo requests from the ISP, but I guess
>they'd need some kind of function call in their API to send one and tell
>you the result.
>

ok. For me, that clears it up :)

>> In the package of Iconnect/Tools there's con_info, get_ip &
>> net_time. Con_info looks like what I need but Iconnect is crashing after
>> "get IP" and RSDAEMON.PRG remains at the top of the screen in a locked
>> computer (must reset). I tried "Terminal On" and it did'nt crash (saw the
>> data going by) but that's as far as I could get!
>
>Sorry I don't know the first thing about iConnect..:)
>

Ok, I thought you were referring to CAB's PPP package with Iconnect.
Thanks for your patience!

John

>Any programmers in here who know if there is an API function to send
>echo requests?
>
>Maurits.
>
>.

6653. Re: Line Cond. Sense

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 15:02:15 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bkn32hqav1@reader10.wxs.nl>
Source record: 23534

John Garone wrote:

> Ok, I thought you were referring to CAB's PPP package with Iconnect.

Well all I've used myself is STiK and STiNG a long time ago, and MiNTnet
(still using it). :)

> Thanks for your patience!

You too.. because I kinda sent you into a dead-end alley here I guess.. :)

Maurits.

6654. Cubase LT on Atari ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 15:25:02 UTC
From: Francesco Sblendorio <sblendorio@despammed.com>
Message-ID: <bkn48f$n35$1@newsreader.mailgate.org>
Source record: 23535

Hello.
I recently bought an Atari STE. Can I use CubaseLT even if I don't have a
MIDI Keyboard? On PC it is possible. Is it on Atari too?

Thanks in advance.

6655. Re: How contact members of Black Scorpion to repair EXPOSE Card

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 15:50:04 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030922175004.a10239@du3.maus.de>
Source record: 23406

>>I know that this doesn't help for expose but I have a screeneye (matrix
>>video card) and with some additional software from Rainer Mannigel (N.AES)
>>it works perfectly with the ct60.

>I'd be interested in that. Shareware? Source code?

It's freeware but without sourcecode.

>yet, misplaced on a hard disk somewhere. I use to have a ScreenEye,
>and have all the software. The Expose and ScreenEye use a different
>chip, and the softs are not compatible.
>It's easy to implement the commands, i'm just not bright enough to
>display the video (or captured images) on the NOVA card.

With Rainer's software it is possible to display the video on the NOVA card.
:-)

> I'm still holding off on the CT060 installation until the NOVA VDI is
>working:)

You shouldn't. Although I lost higher resolutions the speed increase (even
compared to my afterburner setup I had before) in raw cpu power (~factor 2-3)
is so dramatic that I wouldn't go back to my "old" falcon. :-)

Regards,

Frank

6656. Re: Tempus Word (was: New version of Papyrus...)

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 18:35:27 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0309221035.4c8b4231@posting.google.com>
Source record: 23537

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1064173654-103999AEicMi@gmx.net>...
> From: mail@freeman-studio.com (Mike Freeman)
> Date: 15 Sep 2003 10:56:07 -0700

Dennis,

Thanks for your reply. This is exactly the kind of response that
I've been wanting to see - very respectful, well thought out, and
gives excellent points! Something I don't see very often in this
newsgroup recently...

> >It may be just that they don't yet have an English version, so I'm
> >being plagued by the language barrier, but when I tried the Tempus
> >Word demo, I really didn't like it at all. The interface was not very
> >logically laid out (IMO), which made it rather difficult to use
> >efficiently straight away.
>
> Unlike the Papyrus interface, the Tempus Word GUI is fully configurable,
> you can configure it to suit your needs, if you don't care much for a
> grahical interface, you can set it up so that only a small status line
> remains, and it's even possible to get rid of that also. In addition every
> command/feature can be called up by a keyboard command. The program knows
> more or less 500 commands, and these are fully configurable by the user
> also, so as far as flexibility goes...

This is good to know! As I said, I haven't been able to get too deep
into Tempus Word's features due to the language issue. This would be a
big help! I noticed that in the PC version of Papyrus, they have a
configurable GUI, which the Atari version doesn't have (at least as of
8.23 - the last English version they released).

> >In my opinion, simple, logical interfaces are much better than having
> >every feature in the program (an exageration, of course) represented by a
> >button at the top of the page.
>
> A logical laid out interface will be perceived differently by different
> users, what's logical for you might be illogical for me and vice versa of
> course ;-)

Good point, and I agree 100%. I guess what I was trying to get at was
a variation on that theme: What's crap to one person might be just
fine for someone else, so it's good to have the choice, but not good
to necessarily rag on a program because it isn't to your liking. Then
again, I guess some could read that into my response to Tempus. If so,
I apologize - that was not my intent.

> >Could someone tell me specifically what Tempus' advantages are over
> >Papyrus?
>
> I could, but I'm not going to ;-)
> Not because I don't want to but because it's much too early. Just like with
> Papyrus you need a well written manual to get the best out of Tempus Word,
> giving you a nice long list now of all the advantages wouldn't do any good,
> since you wouldn't have a clue how to let those advantages work for you.
> Let's discuss this issue once that the English version is here...

Well, as with a lot of things on this platform, I heard about Tempus Word a little over 2 years ago, and they were working on an English version then, and it's still not available. So that's part of my frustration with that program. For now, even with its drawbacks, Papyrus is the best/only option for a really full-featured program for English-speakers. Hopefully that will change soon. I very much enjoy having options.

> Almost any program has bugs, but the difference is that ROM doesn't seem to
> be very keen to fix them, I experience this as a disregard to their users,
> until today, people had no other choice then to use Papyrus, Tempus Word
> offers a different path to achieve the same goal, and who knows, now that
> Papyrus get's some competition, that might be the incentive to finally
> debug the program...

I can see that. I haven't been too impressed with the company itself - just the program. I am (was?) on on their English beta-tester list, but when I send them any bug reports, they either don't reply or tell me they can't reproduce them. And more recently, I ran into another minor issue and they said they couldn't be bothered with bug reports from such an old version and from such a "dead platform", even though version 8.23 was the last English Atari version they made, so it was the only thing I had to test. So, I'm not too happy with them as a company. I just like their software better than anything else I've seen (that I could understand enough to give a fair comparison to).

> Mike, I get the impression that you won't give in until at least one
> advantage is shown to you... ;-)
> OK: load a large ASCII text file, let's say minimum 1 Mb, (it needs to be
> large to show the advantage) in Papyrus, and clock the the time needed to
> load and format the document.... do the same thing in the Tempus Word demo,
> and there's the first advantage: minutes versus seconds... next, change the
> standard Papyrus page layout to a 2 or 3 column layout and instead of the
> ugly ASCII font assign a TTF or Speedo font, and clock the time needed that
> Papyrus needs to do this... you don't need to time anything in the Tempus
> Word demo, because all it takes is a mouse click, so again we're talking
> minutes vs seconds...
> And here's a very extreme example: at the moment I'm busy editing a Dutch
> thesaurus, that file is 23Mb large, loading, formatting, and displaying it
> in a custom made columm page layout takes exactly 4'10" with Tempus Word. I
> can't give you the Papyrus figures because after more or less 25 minutes
> formatting text, it bombs out on me... for the record, these figures are

> from the TT, not MagiCMac or the clone.
> Minutes versus seconds or stability may not mean much to you, but it does
> to a lot of people. Tempus Word is a professional tool, one can say a lot
> about Papyrus, but it definitely doesn't belong in that class.

Ok. That works. I usually don't work with files that large, so I never
run into that problem. Thanks for pointing that out!

> >to me, it's *much* better than MS Word, Apple Works, and just about any
> >other Word Processing program I've used. Like I said, maybe things will be
> >better when they get an English version made, so I can honestly see the
> >sum total of Tempus' features. Until then, I'm happy with Papyrus and its
> >simple, elegant interface.
>
> Almost anything is better then MS Word or AppleWorks ;-)

:) It's so unfortunate that such horrible programs have become the
"standard", specifically in the Microsoft case.

> But try to imagine that you never heard of Papyrus before, and that you
> download the German demo from the ROM website, I think that your reaction
> would be more or less the same as for the German tempus Word demo. So let's
> stop this tread and wait a few months for the English version... I wouldn't
> be surprised if it's here before the English papyrus that is supposed to be
> released this month... only 9 more days to go.

I hope it's that soon - I've been waiting on that one for a couple
years now. It seems like that's the case for just about everything on
this platform. People/companies state that something will be released
by a certain date, and a year or two past that date, they are still
making up new dates that it will be released by. I would rather just
have them say that they're working on it, but it may take some time,
or not say anything at all, and then release it if/when it's ready.
I'd rather have a good surprise like that instead of a bad one like
seeing that it's not nearly done when it was stated it would be.

Anyway, that's another issue altogether. Thanks for your reply! I'll
definitely look for that English demo version, and then do a better
comparison of the two than I did before.

Mike Freeman

6657. Re: vote for your favorite troublemaker

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 18:47:04 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bkng2v$9ar$1@hercules.btinternet.com>
Source record: 23538

Yo!.

> >Remember voting stops at 12.00pm on 20-09-03 just look back over the
weeks
> >and see if you can spot just who used the most swear words, was the most
> >obnoxious or insulted the most people, this could be a close one and the
> >first prize is a young virgin lamb with mint sauce and condom, or a box
of
> >chocolates from Belgium
>
> Because of the recent heatwave(s) the quality of the Belgian chocolate
isn't
> very good this year.
> Chocolate shouldn't be exposed to temperatures above 25C....

Its nice and warm here so i can spend more time exposing myself to sheep at
about 25C.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6658. 3.5" DSDD ("720K") diskettes

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 19:33:29 UTC
From: "Glen G." <glenatacme@aol.com>
Message-ID: <01c38140$10398140$118f4f3f@thegoodw>
Source record: 23539

Hi --

I have a number of old computers which require 3.5" DSDD diskettes and recently had an opportunity to purchase some of them (more than I will ever use, but I had to purchase the entire lot). A friend suggested that I post to a few Usenet groups pertaining to machines which have the same requirements -- somebody else probably could use some of these, too.

Here are the details:

Retail 10-diskette boxes, Certron brand, shrinkwrapped, inner plastic sleeve, labels included. Look and act just like brand new. I opened a couple of boxes and formatted half a dozen diskettes without incident.

They're packed in a couple of different-sized cartons: 10-box and 42-box. Cost: $1 per 10-diskette box, minimum 10-box order (one 10-box carton). USPS Media Mail is the best bet for shipping: $3.52 (for a total of $13.52)

for a 10-box carton (100 diskettes), and $8.74 (for a total of $50.74) for a 42-boxer (420 diskettes).

If you prefer, I can ship via UPS, but it costs a few dollars more.

I'll ship them from my company address, so I can accept PayPal, VISA, MasterCard, American Express, or Discover. If you have another payment option in mind, please let me know.

If you want in on this deal, please send a note to glenatacme@aol.com. I'll reply privately and if you're in the USA I'll include my toll-free number so you can call and we can discuss the details.

BTW I'll be happy to ship internationally.

Any questions drop me a note at the address mentioned above.

Later --

Glen Goodwin
ACME Enterprises of Orlando
Orlando, Florida USA

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

6659. TT030

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 20:11:54 UTC
From: Jason Lowmiller <jlowmiller@yahoo.com>
Message-ID: <XBIbb.12$eJ3.0@fe05.atl2.webusenet.com>
Source record: 23540

Heya everybody. A friend the other day gave me a TT030 that he had sitting in his closet. I couldn't believe it when I saw and instantly fell in love with it. This is my first Atari and my first experience with the TOS/GEM systems. Does anyone have or could point me to a website that would contain documents that could help me understand the operating system. While I was playing around with it (being a little hasty) I deleted some files from a directory and now I get three bats(?) on the screen and it halts everything from that point. I have absolutely no idea how to use the TOS/GEM system and some of the responses it gives me seems to be a bit buggy sometime. I'm sure that this TT was fitted with an earlier version of TOS, is there any way I can upgrade this? I have an e2prom burner, and was wondering if i could obtain the source of the later TOS revisions and burn it, but finding atari documentations on the internet has proved futile.

I'm also looking for a VME ATI Rage and any books that may have come with the TT.

TIA

Jason

6660. monochrome display on atari falcon?

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 20:52:51 UTC
From: Brrt <brrt4pres@hotmail.com>
Message-ID: <bknni8$1jq$1@netlx020.civ.utwente.nl>
Source record: 23541

Is it possible to connect a monochrome display (9 pin subD) to an atari falcon (19 pin subD)? Is there some kind of adaptor or schematic?

greets, Brrt

6661. Memory upgrade on a 1040Stf

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 21:59:09 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bknrb3$62r$1@news1.nivel5.cl>
Source record: 23542

Any has tried upgrading the 1mb default memory of a 1040ST ?

I'm going to do this (using 30 pin SIMMs) ... any directions ?

And another question..
somebody knows , how to use a harddisk to the same atari ? i want to use one, but in my country i cant find atari harddrives :o(

6662. Re: The ATARI ST is better than the AMIGA

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 22:06:36 UTC
From: Ivan Kickabollockoff <shaddap@beykopt.com>
Message-ID: <bkns7n$9ga$1@newsg3.svr.pol.co.uk>
Source record: 23543

```
"Thingy" <thing@thingy.com> wrote in message
news:u_wbb.4736$vQ1.233500@nnrp1.ozemail.com.au...
> Hilda wrote:
>
> >
> > "Clockmeister" <no-one@nowhere.com> wrote in message
> > news:3f6a3448$0$95042$c30e37c6@lon-reader.news.telstra.net...
> >>
> >> "Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
> >> news:bkcu6m$o9t$1@news8.svr.pol.co.uk...
> >> > <sigh>
> >> >
> >> > Here we go again. How many millions of flames, rants and incoherent
> > crap
> >> > postings will this attract? Place your bets now. Winners will
receive
> > a
> >> > free straight jacket and voucher for a lobotomy at the hospital of
your
> >> > choice.
> >> >
> >> > Tom
> >> >
> >> > I don't suppose it's worth suggesting that it might just be a matter
of
> >> > taste, and nothing to do with printed specifications at all?
> > Considering
> >> > that this argument has been going on for close to two decades, with
no
> >> clear
> >> > conclusion, I think it would be reasonable to assume they're equally
> >> matched
> >> > anyway.
> >> >
> >>
> >> There is a clear conclusion, I've had both and at the same time... the
ST
> >> loses in every comparison except MIDI connectivity.
> >>
> >
> > The latter came formost for my original purchase and that little midi
port
> > made me a bucket!,several houses, a recording studio, a boat and single
> > engined light aircraft,
```

>
>
> How'd you manage all that then ?
>
>
Buy writing several songs that got into the hit parade

6663. Re: Tempus Word (was: New version of Papyrus...)

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 22:59:10 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bknursgno1@sparta.btinternet.com>
Source record: 23544

Hi Mike

> What's crap to one person might be just fine for someone else, so it's good to have the choice, but not good
> to necessarily rag on a program because it isn't to your liking.

Fine for someone else doesn't make the bugs go away, or that they aren't there, it means you've not yet found out what proportion of your money is wasted?

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6664. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-22 23:35:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200309230135.a22691@ll.maus.de>
Source record: 23448

Hallo Rod,

RS>Here they are (they've expanded a bit since I last wrote)

Thanks! I expanded them a little bit and translated them for Katzenklo
which I use as SPAM filter for CAT. Now Katzenklo filters 190 mails from
227 - a very good thing ;-)

Gruï¿½

Martin [PGP-Key available]

Fï¿½r Mails >16 kByte: martin@melsaesser.de

6665. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 01:23:17 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <vbk441-fsm.ln1@sd.swampdog>
Source record: 23545

John Garone wrote:

> On 22 Sep 2003 11:28:42 , Guy Harrison wrote:
>>John Garone wrote:
>>
>>>
>>>
>>> Hey Guy Harrison! What's up with the exe attachment to your post here
>>> in this thread???
>>
>>Nowt's up. Sorry if it fooled your newsreader (?newsie?) but it's not an
>>attachment. Nothing to worry about in that respect.
>>
>
> fooled it? Don't see how when it showed the Attachment: dfhjqnb.exe
> which when extracted gives a line of data starting with ms or mz or
> something or other!

There's a clue in there. I'm sure there is. Something to do with you saying
it IS an attachment coupled with the fact I said it's NOT an attachment.

Actually there were *two* non-attachments (followed by a telnet session)!

--
Guy Harrison

6666. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 01:30:30 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <0ck441-fsm.ln1@sd.swampdog>
Source record: 23446

Rod Smith wrote:

> In article <ehqu31-0ua2.ln1@sd.swampdog>,
> Guy Harrison <swamp-DEL-dog@ntlworld.com> writes:
>>
>> Rod Smith wrote:
>>
>>> I started looking, and found a tool that'll log onto a POP
>>> server and delete messages based on information in their headers,
>>> without downloading the full messages:
>>>
>>> http://mailfilter.sourceforge.net
> ...
>> I'm not familiar with mailfilter but can it filter on more than the
>> header? If so, then you could trigger it on the mime preamble.
>
> No (or if it can, it's not obvious from my quick reading of the
> documentation); it's strictly a header-based tool. I've currently got 18
> rules that seem to be nabbing 95%+ of the Swen.A worms, though. If
> anybody's interested, I can post or e-mail the rules I'm using.

It would be tricky to do it on the body as obviously worst case scenario is having to read the whole thing to get the match. Either you'd have to have the software read the whole thing anyway or do fixed or ever-increasing TOP's which would be very inefficient.

--
Guy Harrison

6667. Re: Line Cond. Sense

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 02:41:01 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <1pObb.2370$if4.1759684@newshog.newsread.com>
Source record: 23447

On 22 Sep 2003 17:02:15 , Maurits van de Kamp wrote:
>John Garone wrote:
>
>
>> Ok, I thought you were referring to CAB's PPP package with Iconnect.
>
>Well all I've used myself is STiK and STiNG a long time ago, and MiNTnet
>(still using it). :)
>
>> Thanks for your patience!
>
>You too.. because I kinda sent you into a dead-end alley here I guess.. :)
>
>Maurits.

no, you provided a lead and an explanation!

Appreciated,
John

6668. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 03:05:03 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <o7h541-u3p.ln1@sd.swampdog>
Source record: 23453

Didier Briel wrote:

> On 20 Sep 2003 23:17:35 , "Kenneth Medin" wrote:
>>Boycott Outlook Express! See http://ichimusai.org/oe/
>>begin xxx
>>>I seem to remember that Newsie also suffers from this bug and that is a
>>>pity. Perhaps it can be avoided in some way??
> Hi Kenneth,
>
> Do you intend to boycott NEWSie too?
> Because, when a line start with "begin", Newsie propose to extract the
> attachment (and of course, in this case, there's not attachment).

Is trying BEGIN worth a shot?

--
Guy Harrison

6669. Games for Sale

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 03:20:20 UTC
From: swmoretp@aol.com
Message-ID: <20030922232020.07884.00000024@mb-m05.aol.com>
Source record: 23449

Games for Sale on eBay. Many are Buy It Now.
Superman by Capstone & DC Comics, C-64
3042975093 n/a $12.99
Shootout at the OK Galaxy by Avalon Hill
3042989120 n/a $19.99 n/a 1 n/a Aug-24 Sep-23 04:22:28
Their Finest Hour by Lucasfilm for IBM
3047721422 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 19:49:46
The Colonel's Bequest by Sierra for IBM
3047721994 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 19:53:00
Pipe Dream by Lucasfilm for Amiga
3047722483 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 19:56:00
The Summoning by SSI for IBM
3047722991 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 19:58:43
Flashback, The Quest for Identity by SSI, IBM
3047723834 $14.99 $14.99 n/a 1 1 Sep-16 Sep-23 20:01:49
Gateway with Clue Book by Legend
3047724827 $16.99 $16.99 n/a 1 n/a Sep-16 Sep-23 20:05:36
Ultima Underworld DEMO DISK by Origin
3047725387 $6.99 $6.99 n/a 1 n/a Sep-16 Sep-23 20:09:21
1st Adventurer Newspaper, Lucasfilm Games
3047726031 $9.99 $9.99 n/a 1 n/a Sep-16 Sep-23 20:13:19
Journeyman Project 2 for Windows - NEW
3048124980 $9.99 $9.99 n/a 1 n/a Sep-18 Sep-23 20:15:38
Ravenloft II, Stone Profit by SSI, IBM, NEW
3047726614 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 20:16:45
Flight Simulator Toolkit: WW II - NEW
3048125703 $9.99 $9.99 n/a 1 n/a Sep-18 Sep-23 20:19:46
Thunderscape by SSI for IBM - NEW
3047727031 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 20:19:48
Dark Sun by SSI for IBM in the Box
3047727500 $9.99 $9.99 n/a 1 n/a Sep-16 Sep-23 20:23:02
Command & Conquer, Covert Operations, NEW
3047728323 $9.99 $9.99 n/a 1 n/a Sep-16 Sep-23 20:28:33
Official AD&D Players Handbook, 1980
3146243839 $9.99 $9.99 n/a 1 n/a Sep-16 Sep-23 20:33:56
L.A. Crackdown by Epyx for Commodore 64
3043345913 n/a $9.99
Tracker by Rainbird for Commodore 64 - NEW
3043346640 n/a $11.99
Altered Beast for Amiga.- NEW
3043347384 n/a $14.99
Hacker II for the Commodore 64 - NEW
3043347993 n/a $11.99
WWF Superstars Vol. 1 for C-64 - NEW

3043348722 n/a $8.99
Fire Hawk by Sierra On-line for IBM
3048477951 $12.99 $12.99 n/a 1 n/a Sep-20 Sep-25 20:06:18
Task Force 1942 by MicroProse for IBM
3048478227 $12.99 $12.99 n/a 1 n/a Sep-20 Sep-25 20:07:51 r
Prima's Official Strategy Guide: Onimusha
3048126523 $9.99 $9.99 n/a 1 1 Sep-18 Sep-25 20:24:13
Prima's Official Strategy Guide: Summoner
3048126957 $9.99 $9.99 n/a 1 n/a Sep-18 Sep-25 20:27:06
Budokan for Amiga - NEW
3048127946 $14.99 $14.99 n/a 1 n/a Sep-18 Sep-25 20:31:26
Elvira by Accolade for IBM
3048128833 $12.99 $12.99 n/a 1 n/a Sep-18 Sep-25 20:35:14
Pacific Strike by Origin for IBM
3048129382 $14.99 $14.99 n/a 1 n/a Sep-18 Sep-25 20:38:09
Federation for the Commodore Amiga - NEW
2750454277 n/a $12.99
Galactic Invasion for Amiga - NEW
2750454897 n/a $11.99
Questron II by SSI for Commodore 64 - NEW
3044054745 n/a $19.99
Commodore 64 Buyer's Guide by Compute!
3044057804 n/a $11.99
The Duel, Test Drive II for C-64, NEW
3038729929 n/a $8.99
Atari 800, C-64 Guderian by Avalon Hill - NEW
3038855036 n/a $24.99
Hillsfar by SSI for Commodore 64
3038855403 n/a $11.99
Leisure Suit Larry 1, 2 & 3 Hint, Tips Book
3048887113 $14.99 $14.99 n/a 1 n/a Sep-22 Oct-02 19:41:11
Adventure Collection by Infocom - NEW
3048888246 $19.99 $19.99 n/a 1 n/a Sep-22 Oct-02 19:45:53
Magnetic Scrolls Collection for IBM - NEW
3048890684 $14.99 $14.99 n/a 1 n/a Sep-22 Oct-02 19:56:36
Guild of Thieves, Magnetic Scrolls, C-64, NEW
3048891187 $16.99 $16.99 n/a 1 n/a Sep-22 Oct-02 19:58:39
T. La Russa's Ult. Baseball by SSI, IBM, NEW
3048891615 $12.99 $12.99 n/a 1 n/a Sep-22 Oct-02 20:00:28
eBay Store Items - But It Now
Empire by Intersel for Apple II in the Box
3045137665 n/a $19.99
President's Plane is Missing for C-64 - NEW
3045138112 n/a $11.99
Knight Orc by Level 9, Rainbird - Atari ST
3045600443 n/a $14.99
Golden Path by Firebird for Atari ST
3045600556 n/a $12.99
Tracker by Rainbird for Macintosh - NEW
3045600715 n/a $16.99

Tracker by Rainbird for the IBM - NEW
3045601182 n/a $12.99
Sentry by Firebird for Commodore 64 - NEW
3045601511 n/a $14.99
Enlightenment by Rainbird for Amiga - NEW
3046502681 n/a $19.99
Silicon Dreams by Firebird for C-64 - NEW
3046504508 n/a $24.99
Omnicron Conspiracy for IBM by Epyx - NEW
3046506860 n/a $19.99
Gateway to the Savage Frontier by SSI for IBM
3046507963 n/a $16.99
Crusade in Europe by Sid Meier, Apple II, NEW
3046511175 n/a $19.99
SSI AD&D Collectors Edition for IBM - NEW
3046602696 n/a $19.99
Demon's Winter by SSI for Atari ST - NEW
3047789020 n/a $24.99
Questron II by SSI for Atari ST - NEW
3047789506 n/a $21.99
MECH BRIGADE by SSI for Atari 800 - NEW
3047790315 n/a $25.99
Roadwar Europa by SSI for Atari ST - NEW
3047790963 n/a $24.99
ROADWAR 2000 by SSI for Atari ST - NEW
3047791689 n/a $24.99
OGRE by Origin for the Atari ST - NEW
3047792307 n/a $24.99
Fish! by Rainbird for Amiga - NEW
3047793546 n/a $39.99
Gold Rush by Sierra On-Line for Atari ST, NEW
3047794083 n/a $21.99
Crossfire by Sierra On-line, Atari 800 - NEW
3047794895 n/a $24.99
Steel Panthers II, Modern Battles by SSI, IBM
3047795817 n/a $9.99
IBM Shadowcaster by Origin Complete in Box
3042399399 n/a $14.99
Blue Max by Synapse for the Commodore 64
3042400535 n/a $14.99

6670. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 04:09:27 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <n1hokb-r75.ln@speaker.rodsbooks.com>
Source record: 23450

In article <0ck441-fsm.ln1@sd.swampdog>,
Guy Harrison <swamp-DEL-dog@ntlworld.com> writes:
>
> Rod Smith wrote:
>
>> In article <ehqu31-0ua2.ln1@sd.swampdog>,
>> Guy Harrison <swamp-DEL-dog@ntlworld.com> writes:
>>>
>>> I'm not familiar with mailfilter but can it filter on more than the
>>> header? If so, then you could trigger it on the mime preamble.
>>
>> No (or if it can, it's not obvious from my quick reading of the
>> documentation); it's strictly a header-based tool.
>
> It would be tricky to do it on the body as obviously worst case scenario is
> having to read the whole thing to get the match. Either you'd have to have
> the software read the whole thing anyway or do fixed or ever-increasing
> TOP's which would be very inefficient.

That'd be true if you wanted to have the capacity to filter on anything
in the body. (Actually, the smarter thing in that case would be to just
download the whole message, or put the filter on the mail server.) A lot
of spams and malware have uniquely identifying information in the first
few lines, though. You could program a system to retrieve, say, the first
ten lines of a message and scan that. If you don't get any hits, leave it
on the server (and download the whole thing using your regular mail tool,
which might or might not employ full body scans). Sure, you'd be likely
to miss the opportunity to delete some spams/malware on the server with
this approach, but no system is perfect, and the ability to scan even a
few lines of the body MIGHT enable you to nab enough extra messages to
make the extra bandwidth requirements of this check worthwhile.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

6671. Re: monochrome display on atari falcon?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 06:29:24 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbmvp0g.oh8.atari@core.preferuje.luzik.pl>
Source record: 23451

On Mon, 22 Sep 2003 22:52:51 +0200, Brrt <brrt4pres@hotmail.com> had a noticeable pleasure while writting:
> Is it possible to connect a monochrome display (9 pin subD) to an atari
> falcon (19 pin subD)? Is there some kind of adaptor or schematic?

You mean Atari monohrome monitor? Yes, there are adaptors for that. I do not know if schematics exists. But if you succed you should go to http://draco.atari.org and download a program that allows falcon to use a bit better resolution on such monitor.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6672. Re: Cubase LT on Atari ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 07:15:59 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bkos89$b3n$1@reader08.wxs.nl>
Source record: 23452

Francesco Sblendorio wrote:

> Hello.
> I recently bought an Atari STE. Can I use CubaseLT even if I don't have a
> MIDI Keyboard? On PC it is possible. Is it on Atari too?

That depends on what exactly you want to do with it. You can edit without a keyboard, although I think there are not many editors in Cubase Light (if any..) but the ST won't be making any sounds if that's what you mean. You probably used a PC soundcard with it's own midi-controlled soundset.

To say it's "possible on PC but not on Atari" would be unfair.. I'd prefer to say: Like for the PC you have to buy a soundcard with its own set of midi-sounds, for the Atari you'll have to buy at least a midi soundmodule (a second-hand Roland Sound Canvas or TG-xxx should be pretty cheap). And it will give a much nicer result than the crappy sounds they stuff in soundcards. :)

Maurits.

6673. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 08:14:43 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <ThTbb.2377$if4.1771737@newshog.newsread.com>
Source record: 23454

On 23 Sep 2003 02:23:17 , Guy Harrison wrote:
>John Garone wrote:
>
>> On 22 Sep 2003 11:28:42 , Guy Harrison wrote:
>>>John Garone wrote:
>>>
>>>>
>>>>
>>>> Hey Guy Harrison! What's up with the exe attachment to your post here
>>>> in this thread???
>>>
>>>Nowt's up. Sorry if it fooled your newsreader (?newsie?) but it's not an
>>>attachment. Nothing to worry about in that respect.
>>>
>>
>> fooled it? Don't see how when it showed the Attachment: dfhjqnb.exe
>> which when extracted gives a line of data starting with ms or mz or
>> something or other!
>
>There's a clue in there. I'm sure there is. Something to do with you saying
>it IS an attachment coupled with the fact I said it's NOT an attachment.
>
>Actually there were *two* non-attachments (followed by a telnet session)!
>

so, what did Newsie find (or think it found) if not an attachment with
the name dfhjqnb.exe which could be extracted? I read that Newsie has a
problem with a line that starts with "begin" but that wasn't there! Am I
looking at this from the wrong angle? Either way, it certainly was
disconcerting to see that happen in a thread on viruses!

John

6674. Re: monochrome display on atari falcon?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 11:26:53 UTC
From: Brrt <brrt4pres@hotmail.com>
Message-ID: <bkpajj$i42$1@netlx020.civ.utwente.nl>
Source record: 23455

> > Is it possible to connect a monochrome display (9 pin subD) to an atari
> > falcon (19 pin subD)? Is there some kind of adaptor or schematic?
>
> You mean Atari monohrome monitor?

No, it is an old (about 1987) laptop LCD display...

6675. Re: monochrome display on atari falcon?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 12:49:59 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <KjXbb.2582$%G1.1372@newsfep4-winn.server.ntli.net>
Source record: 23456

Hello.

"Brrt" <brrt4pres@hotmail.com> wrote in message
news:bkpajj$i42$1@netlx020.civ.utwente.nl...
> > > Is it possible to connect a monochrome display (9 pin subD) to an
atari
> > > falcon (19 pin subD)? Is there some kind of adaptor or schematic?
> >
> > You mean Atari monohrome monitor?
>
> No, it is an old (about 1987) laptop LCD display...

I have the Atari Falcon to hi res SM 124/125/144/146 adaptor which will
allow you to connect any of these AND will also make it easier to identify
the correct pins if you want to make your own hi res adaptor, it's easier to
find a 13 pin din plug than a 19 way D.

I can also supply a hi res SVGA adaptor to fit the Falcon adaptor.

www.keychange.co.uk

6676. Re: TT030

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 12:54:02 UTC
From: dahstra@netzero.net
Message-ID: <36bd2f8f.0309230454.4fb712db@posting.google.com>
Source record: 23457

I can't help you with the ROM burning, but if you haven't already
visited the messages boards at:

http://www.atari.st or http://www.atari.org

Then it could be worth your time! :)

Good luck!
DAHstra
http://dahstra.atari.org

"Jason Lowmiller" <jlowmiller@yahoo.com> wrote in message
news:<XBIbb.12$eJ3.0@fe05.atl2.webusenet.com>...
> Heya everybody. A friend the other day gave me a TT030 that he had sitting
> in his closet. I couldn't believe it when I saw and instantly fell in love
> with it. This is my first Atari and my first experience with the TOS/GEM
> systems. Does anyone have or could point me to a website that would contain
> documents that could help me understand the operating system. While I was
> playing around with it (being a little hasty) I deleted some files from a
> directory and now I get three bats(?) on the screen and it halts everything
> from that point. I have absolutely no idea how to use the TOS/GEM system
> and some of the responses it gives me seems to be a bit buggy sometime. I'm
> sure that this TT was fitted with an earlier version of TOS, is there any
> way I can upgrade this? I have an e2prom burner, and was wondering if i
> could obtain the source of the later TOS revisions and burn it, but finding
> atari documentations on the internet has proved futile.
>
> I'm also looking for a VME ATI Rage and any books that may have come with
> the TT.
>
>
> TIA
>
> Jason

6677. Re: The ATARI ST is better than the AMIGA

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 13:08:46 UTC
From: dahstra@netzero.net
Message-ID: <36bd2f8f.0309230508.79f2dda8@posting.google.com>
Source record: 23458
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

Ahhh, the days... Back when my cousin (with an Amiga 500) and I (with an Atari ST) would use a null modem adapter to play "Stunt Car Racer" against each other, or trade "Sim City" saved game files (very cool).

I think I'm getty teary for the old days..

DAHstra.atari.org

raupico@yahoo.com (Reltih Floda) wrote in message news:<66ff2e1e.0309180902.5e46bb82@posting.google.com>...
> Yes,the ATARI is better !

6678. The Atari Falcon is better than Atari ST and Amiga :)

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 13:32:12 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bkpia8$5u$2@reader08.wxs.nl>
Source record: 23459
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

:)

6679. Re: The ATARI ST is better than the AMIGA

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 13:32:50 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <3f704b79$0$95044$c30e37c6@lon-reader.news.telstra.net>
Source record: 23460
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

"DAHstra" <dahstra@netzero.net> wrote in message
news:36bd2f8f.0309230508.79f2dda8@posting.google.com...
> Ahhh, the days... Back when my cousin (with an Amiga 500) and I (with
> an Atari ST) would use a null modem adapter to play "Stunt Car Racer"
> against each other, or trade "Sim City" saved game files (very cool).
>
> I think I'm getty teary for the old days..
>

Bit late to cry about owning an ST now isn't it?

6680. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 14:00:28 UTC
From: d.briel@free.fr
Message-ID: <3f7051fa$0$2803$626a54ce@news.free.fr>
Source record: 23461

```
On 23 Sep 2003 04:05:03 , Guy Harrison wrote:
>Didier Briel wrote:
>
>> On 20 Sep 2003 23:17:35 , "Kenneth Medin" wrote:
>>>Boycott Outlook Express! See http://ichimusai.org/oe/
>>>begin xxx
>>>>I seem to remember that Newsie also suffers from this bug and that is a
>>>>pity. Perhaps it can be avoided in some way??
>> Hi Kenneth,
>>
>> Do you intend to boycott NEWSie too?
>> Because, when a line start with "begin", Newsie propose to extract the
>> attachment (and of course, in this case, there's not attachment).
>
>Is trying BEGIN worth a shot?
Sorry for English not being my primary language.
I'm not sure I'm getting exactly the meaning of your sentence.
It was not my intention (at all) to flame you, directly or indirectly
(this could be one of the meaning of your sentence). In a part of my
message that was discarded, there was a smiley.
I was only confirming the fact that NEWSie suffers from the "begin" bug.

--
Didier Briel
http://didier.elo.free.fr
http://www.mp3.com/Didier_et_les_Ombres
```

6681. Re: monochrome display on atari falcon?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 14:25:50 UTC
From: Brrt <brrt4pres@hotmail.com>
Message-ID: <bkpl34$lp0$1@netlx020.civ.utwente.nl>
Source record: 23462

> I have the Atari Falcon to hi res SM 124/125/144/146 adaptor which will
> allow you to connect any of these AND will also make it easier to identify
> the correct pins if you want to make your own hi res adaptor, it's easier
to
> find a 13 pin din plug than a 19 way D.
>
> I can also supply a hi res SVGA adaptor to fit the Falcon adaptor.
>

Now I'm a little confused. I have a Falcon-to-SVGA adaptor, but I can't
connect a monochrome (9 pin) display to that adaptor. So this won't work,
does it?
What's a hi res SM 124/125/144/146 adaptor? I'm a newbie here, so I don't
know what you mean by this. Does it convert Falcons 19 pin-VGA to my 9-pin
monochrome?

6682. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 14:38:00 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <84r641-vkr2.ln1@sd.swampdog>
Source record: 23477

John Garone wrote:

> On 23 Sep 2003 02:23:17 , Guy Harrison wrote:
>>John Garone wrote:
>>
>>> On 22 Sep 2003 11:28:42 , Guy Harrison wrote:
>>>>John Garone wrote:
>>>>
>>>>>
>>>>>
>>>>> Hey Guy Harrison! What's up with the exe attachment to your post
>>>>> here
>>>>> in this thread???
>>>>
>>>>Nowt's up. Sorry if it fooled your newsreader (?newsie?) but it's not an
>>>>attachment. Nothing to worry about in that respect.
>>>>
>>>
>>> fooled it? Don't see how when it showed the Attachment: dfhjqnb.exe
>>> which when extracted gives a line of data starting with ms or mz or
>>> something or other!
>>
>>There's a clue in there. I'm sure there is. Something to do with you
>>saying it IS an attachment coupled with the fact I said it's NOT an
>>attachment.
>>
>>Actually there were *two* non-attachments (followed by a telnet session)!
>>
>
> so, what did Newsie find (or think it found) if not an attachment with
> the name dfhjqnb.exe which could be extracted? I read that Newsie has a
> problem with a line that starts with "begin" but that wasn't there! Am I
> looking at this from the wrong angle?

Yep. Newsie got it wrong. Unfortunately as I don't know the precise details of the newsie bug (?does anybody?) I'm not sure what I can type before you suddenly see an attachment instead of this text. Basically I pasted three lines that had "Content hyphen Type/Transfer/Id" respectively then just first two lines of the encoded virus. Then I repeated but the second time with a different pair of "first two lines".

Those first two lines appear to be common to the virus reguardless of what subject etc it generates, so a filter applied on the pair of them ought to uniquely identify the virus reguardless what subject etc it forges for itself. Long & short of it was you probably didn't miss anything

interesting. ;-)

> Either way, it certainly was
> disconcerting to see that happen in a thread on viruses!

Certainly, which I why I tried to put your mind at rest. Even if I had posted the entire thing it couldn't have infected an atari of course. Btw, there's another thing cropping up and its news this time. As it happens I just saw an example of it the c.s.a.s.t group entitled "Take a look at internet patch", a couple of gif's plus (so far, an empty) zip attachment. Dunno anything else about these atm but worth a mention in case they also confuse newsie (the zip's aren't valid).

--
Guy Harrison

6683. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 14:50:39 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <94r641-vkr2.ln1@sd.swampdog>
Source record: 23478

Rod Smith wrote:

> In article <0ck441-fsm.ln1@sd.swampdog>,
> Guy Harrison <swamp-DEL-dog@ntlworld.com> writes:
>>
>> Rod Smith wrote:
>>
>>> In article <ehqu31-0ua2.ln1@sd.swampdog>,
>>> Guy Harrison <swamp-DEL-dog@ntlworld.com> writes:
>>>>
>>>> I'm not familiar with mailfilter but can it filter on more than the
>>>> header? If so, then you could trigger it on the mime preamble.
>>>
>>> No (or if it can, it's not obvious from my quick reading of the
>>> documentation); it's strictly a header-based tool.
>>
>> It would be tricky to do it on the body as obviously worst case scenario
>> is having to read the whole thing to get the match. Either you'd have to
>> have the software read the whole thing anyway or do fixed or
>> ever-increasing TOP's which would be very inefficient.
>
> That'd be true if you wanted to have the capacity to filter on anything
> in the body. (Actually, the smarter thing in that case would be to just
> download the whole message, or put the filter on the mail server.) A lot
> of spams and malware have uniquely identifying information in the first
> few lines, though. You could program a system to retrieve, say, the first
> ten lines of a message and scan that. If you don't get any hits, leave it
> on the server (and download the whole thing using your regular mail tool,
> which might or might not employ full body scans). Sure, you'd be likely
> to miss the opportunity to delete some spams/malware on the server with
> this approach, but no system is perfect, and the ability to scan even a
> few lines of the body MIGHT enable you to nab enough extra messages to
> make the extra bandwidth requirements of this check worthwhile.

Yep, the fixed TOP is about the only realistic choice when header matching isn't up to the job. Dunno about yourself, but I personally feel that the seeds for this were sown years ago with dynamic IP necessitating POP etc in place of STMPd.

There was something much more satisfying watching the demon "punts" connecting to Ka9q (smtpd mode) just after dialup. It'd be followed by a lot of swearing of course as the two "missed" each other and that horrible choice of waiting 15mins before they tried again or doing a redial (oh the cost!). :-)

--
Guy Harrison

6684. Re: monochrome display on atari falcon?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 15:01:55 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.09.23.15.01.54.878828@removenoaspam.atari-source.com>
Source record: 23463

On Tue, 23 Sep 2003 16:25:50 +0200, Brrt wrote:

>> I have the Atari Falcon to hi res SM 124/125/144/146 adaptor which will
>> allow you to connect any of these AND will also make it easier to identify
>> the correct pins if you want to make your own hi res adaptor, it's easier
> to
>> find a 13 pin din plug than a 19 way D.
>>
>> I can also supply a hi res SVGA adaptor to fit the Falcon adaptor.
>>
>
> Now I'm a little confused. I have a Falcon-to-SVGA adaptor, but I can't
> connect a monochrome (9 pin) display to that adaptor. So this won't work,
> does it?
> What's a hi res SM 124/125/144/146 adaptor? I'm a newbie here, so I don't
> know what you mean by this. Does it convert Falcons 19 pin-VGA to my 9-pin
> monochrome?

People are misleading you a bit.

What you want is a 15pin-9pin VGA adapter. That 9 pin is for older video cards but more or less they are compatible. As long as that laptop monitor can do 640x480 it should be compatible for the most part with your falcon. Although the resolution your falcon will run in by default will be color. The falcon will be faster if you switch to a 2 color mode (what's the point of using color on a mono monitor). Point is the falcon outputs VGA, that monitor inputs VGA. A little adapter should do it. But this is more of a general PC thing then anything related specifically to atari. But yeah, it should work. I do have one of these said adapters, but it's mine and you can't have it ;-). It's to adapt one of my 9 pin out video cards to a 15 pin SVGA monitor.

What other people are encouraging you to do is a little nonsensical. They want you to use the RGB outputs of that same falcon video connector to pull the authentic ST resolutions out. If you do that then you can only use ST-high (640x400) on that monitor which is smaller and probably won't display well on an LCD monitor of that nature. So in essence they want you to go Falcon -> special RGB adapter that you don't have -> special RGB to VGA adapter that doesn't exist except at 2 stores (but admittedly is easy to make) -> your monitor, when since you have a falcon all you have to do is falcon video out -> SVGA adapter you have -> 15pin to 9pin VGA adapter -> monitor. Much simpler and more flexible :)

Good luck
Mark
http://portal.atari-source.com

6685. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 15:18:14 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <94r641-vkr3.ln1@sd.swampdog>
Source record: 23479

```
Didier Briel wrote:

> On 23 Sep 2003 04:05:03 , Guy Harrison wrote:
>>Didier Briel wrote:
>>
>>> On 20 Sep 2003 23:17:35 , "Kenneth Medin" wrote:
>>>>Boycott Outlook Express! See http://ichimusai.org/oe/
>>>>begin xxx
>>>>>I seem to remember that Newsie also suffers from this bug and that is a
>>>>>pity. Perhaps it can be avoided in some way??
>>> Hi Kenneth,
>>>
>>> Do you intend to boycott NEWSie too?
>>> Because, when a line start with "begin", Newsie propose to extract the
>>> attachment (and of course, in this case, there's not attachment).
>>
>>Is trying BEGIN worth a shot?
> Sorry for English not being my primary language.

My fault. I was in a hurry this morning.

> I'm not sure I'm getting exactly the meaning of your sentence.
> It was not my intention (at all) to flame you, directly or indirectly
> (this could be one of the meaning of your sentence). In a part of my
> message that was discarded, there was a smiley.
> I was only confirming the fact that NEWSie suffers from the "begin" bug.

It was an idle thought. I wondered if...

(a) Newsie does a case-sensitive scan (unlikely)
strcmp(s,"BEGIN") //???

(b) Outlook does a case-insensitive scan (likely)
stricmp(s,"BEGIN") //???

...then everyone could use "BEGIN" <g>

--
Guy Harrison
```

6686. Re: TT030

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 16:44:44 UTC
From: Jason Lowmiller <jlowmiller@yahoo.com>
Message-ID: <LF_bb.2$yA4.0@fe05.atl2.webusenet.com>
Source record: 23464
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HEY!!! THANKS ALOT! Those sites are extremely helpful.

Last night, I've pretty much figured out how to get it to boot from a floppy and I installed a new(er) scsi hard drive. Its about 500 mg. Is there some sort of limitation to the size of partitions that TOS recognizes? I had some trouble with a large partition of 500 mbs. but I changed them aroud a little and it seems like anything underneath 100 is ok.

Good thing I found that illegal copy of HDDriver. J/K Uwe :)

"DAHstra" <dahstra@netzero.net> wrote in message news:36bd2f8f.0309230454.4fb712db@posting.google.com...
> I can't help you with the ROM burning, but if you haven't already
> visited the messages boards at:
>
> http://www.atari.st or http://www.atari.org
>
> Then it could be worth your time! :)
>
>
> Good luck!
> DAHstra
> http://dahstra.atari.org
>
> "Jason Lowmiller" <jlowmiller@yahoo.com> wrote in message news:<XBIbb.12$eJ3.0@fe05.atl2.webusenet.com>...
> > Heya everybody. A friend the other day gave me a TT030 that he had sitting
> > in his closet. I couldn't believe it when I saw and instantly fell in love
> > with it. This is my first Atari and my first experience with the TOS/GEM
> > systems. Does anyone have or could point me to a website that would contain
> > documents that could help me understand the operating system. While I was
> > playing around with it (being a little hasty) I deleted some files from a
> > directory and now I get three bats(?) on the screen and it halts everything
> > from that point. I have absolutely no idea how to use the TOS/GEM system
> > and some of the responses it gives me seems to be a bit buggy sometime. I'm

> > sure that this TT was fitted with an earlier version of TOS, is there
any
> > way I can upgrade this? I have an e2prom burner, and was wondering if i
> > could obtain the source of the later TOS revisions and burn it, but
finding
> > atari documentations on the internet has proved futile.
> >
> > I'm also looking for a VME ATI Rage and any books that may have come
with
> > the TT.
> >
> >
> > TIA
> >
> > Jason

6687. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 16:52:00 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <15%bb.237$Uh.51@news.inreach.com>
Source record: 23465
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I use OE on this gateway box as I've not found any other program that does everything it can do as easy. But having said that, you'll note by the line at the end of this message, not only do I run a good virus protect software, I also went into the dark damp basement of OE & windows and made changes, such as any message that comes in with either a .scr or .exe go's right into the un-recoveable trash can. Then also my ISP has set up virus/spam filters on their users accounts and that is working too, has stopped many virus.

I also changed the default encoding to UUECODE instead of the mime one.

So while I try to find a modem for my TT, at lest this machine has major road blocks set up.

--
"In this universe the night was falling,the shadows were lengthening
towards an east that would not know another dawn.
But elsewhere the stars were still young and the light of morning
lingered: and along the path he once had followed, man would one day go
again."

Arthur C. Clarke, The City & The Stars

SIAR
www.starlords.org
Freelance Writers Shop
http://www.freelancewrittersshop.netfirms.com
Telescope Buyers FAQ
http://home.inreach.com/starlord

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3f6cecd23c86890@tripnet.se...
> Because I got so angry from all these SWEN virus mails comming from
> infected Windows users I came up with the idea tonight to boycott Outlook
> Express users by exploiting an old bug in that program.
>
> It works both with Outlook Express and Outlook for mail and news and it's
> only a matter of putting the letters "begin " at the beginning of a
> line. Everything below that line will not be displayed at all when you
> try to read the message.
>
> I seem to remember that Newsie also suffers from this bug and that is a
> pity. Perhaps it can be avoided in some way??
>
> Anyway, another guy jumped on the idea and created http://ichimusai.org/oe/
> which is a good description of why you should not use Outlook or OE.

>
> If lots of people would do this and make the OE users complain to
> Microsoft, then they will hopefully fix this bug.
>
> As a side effect more users would go to WindowsUpdate and fix there old
> buggy OE installations and less SWEN viruses would spread because of un
> patched OE versions.
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.516 / Virus Database: 313 - Release Date: 9/1/03

6688. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 17:16:15 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <zd%bb.2387$if4.1788352@newshog.newsread.com>
Source record: 23466

sorry if this posted twice!

On 23 Sep 2003 02:23:17 , Guy Harrison wrote:
>John Garone wrote:
>
>> On 22 Sep 2003 11:28:42 , Guy Harrison wrote:
>>>John Garone wrote:
>>>
>>>>
>>>>
>>>> Hey Guy Harrison! What's up with the exe attachment to your post here
>>>> in this thread???
>>>
>>>Nowt's up. Sorry if it fooled your newsreader (?newsie?) but it's not an
>>>attachment. Nothing to worry about in that respect.
>>>
>>
>> fooled it? Don't see how when it showed the Attachment: dfhjqnb.exe
>> which when extracted gives a line of data starting with ms or mz or
>> something or other!
>
>There's a clue in there. I'm sure there is. Something to do with you saying
>it IS an attachment coupled with the fact I said it's NOT an attachment.
>
>Actually there were *two* non-attachments (followed by a telnet session)!
>

so, what did Newsie find (or think it found) if not an attachment with
the name dfhjqnb.exe which could be extracted? I read that Newsie has a
problem with a line that starts with "begin" but that wasn't there! Am I
looking at this from the wrong angle? Either way, it certainly was
disconcerting to see that happen in a thread on viruses!

John

6689. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 17:43:01 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <b6usQqglYIc$EwlD@my-ste.in-the.bog>
Source record: 23467

On Tue, 23 Sep 2003, John Garone <swampfax1-NOT-@atlantic.net> wrote:-

>On 23 Sep 2003 02:23:17 , Guy Harrison wrote:

>>Actually there were *two* non-attachments (followed by a telnet session)!
>>
>
> so, what did Newsie find (or think it found) if not an attachment with
>the name dfhjqnb.exe which could be extracted?

Here's a quote from Guys article that had the non-attachments, quoted to
stop triggering this bug in Newsie:

>--tyyrcvojv
>Content-Type: audio/x-wav; name="dfhjqnb.exe"
>Content-Transfer-Encoding: base64
>Content-Id: <yyepwiromtj>
>
>TVqQAAMAAAAEAAAA//8AALgAAAAAAAAQAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
>AAAA2AAAAA4fug4AtAnNIbgBTM0hVGhpcyBwcm9ncmFtIGNhbm5vdCBiZSBydW4gaW4gRE9TIG1v
>
>--nfsfeebpgfwzg
>Content-Type: audio/x-wav; name="hobz.exe"
>Content-Transfer-Encoding: base64
>Content-Id: <tqlonpbdroio>
>
>TVqQAAMAAAAEAAAA//8AALgAAAAAAAAQAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
>AAAA2AAAAA4fug4AtAnNIbgBTM0hVGhpcyBwcm9ncmFtIGNhbm5vdCBiZSBydW4gaW4gRE9TIG1v

>I read that Newsie has a problem with a line that starts with "begin"
>but that wasn't there! Am I looking at this from the wrong angle?

Not really. It looks like a bug in Newsie, similar to the "begin " bug.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62
Falcon 14Mb TOS 4.02

6690. Re: monochrome display on atari falcon?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 17:51:58 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <yK4m8vh+gIc$EwjS@my-ste.in-the.bog>
Source record: 23468

On Tue, 23 Sep 2003, Barrie at Keychange <barrie@keychange.co.uk>
wrote:-

>I have the Atari Falcon to hi res SM 124/125/144/146 adaptor which will
>allow you to connect any of these AND will also make it easier to identify
>the correct pins if you want to make your own hi res adaptor, it's easier to
>find a 13 pin din plug than a 19 way D.

Farnells[0] do the 19 way D, although they only sell them in multiples
of 5. Bit of a pain if you're only wanting the 1. As for a cover for the
connector, I'm not sure if they sell those as well as I've not yet found
the time to go through each of the individual covers returned by their
catalogue search to see which one is the right one.

[0] <URL:http://www.farnell.co.uk/> Part number: 472724

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62
Falcon 14Mb TOS 4.02

6691. Re: monochrome display on atari falcon?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 19:17:58 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bkq696aum1@thorium.cix.co.uk>
Source record: 23469

In message <bkpl34$lp0$1@netlx020.civ.utwente.nl>, brrt4pres@hotmail.com said:

>Now I'm a little confused. I have a Falcon-to-SVGA adaptor, but I can't
>connect a monochrome (9 pin) display to that adaptor. So this won't work,
>does it?

It should - my Falcon came with a 25 to 9 pin lead, and that works
both on monochrome VGA as well as color SVGA monitors.

>What's a hi res SM 124/125/144/146 adaptor? I'm a newbie here, so I don't
>know what you mean by this. Does it convert Falcons 19 pin-VGA to my 9-pin
>monochrome?

No, that converts 25 pin D to the 14-pin DIN socket to fit
standard leads for the older Ataris and hi res monitors.

Regards, /Peter/

6692. Re: monochrome display on atari falcon?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 19:18:19 UTC
From: Brrt <brrt4pres@hotmail.com>
Message-ID: <bkq6d1rit1@netlx020.civ.utwente.nl>
Source record: 23470

> What you want is a 15pin-9pin VGA adapter. That 9 pin is for older video
> cards but more or less they are compatible. As long as that laptop
> monitor can do 640x480 it should be compatible for the most part with your
> falcon.

But then this 9 pin will have a VGA pinlayout. According to
http://www.monitorworld.com/Cables/video_standards.html that isn't the same
layout as monochrome (with intensity and video signals instead of RGB).. Or
am I wrong here?

greetings,
Brrt

6693. Many Games for Sale - Some Atari ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 20:00:14 UTC
From: pics2222@aol.com
Message-ID: <20030923160014.12528.00000086@mb-m04.aol.com>
Source record: 23471

Many Games for Sale on eBay. Many are Buy It Now. Just do a search by item number if interested.

Demon's Winter by SSI for Atari ST - NEW
3047789020 n/a $24.99
Questron II by SSI for Atari ST - NEW
3047789506 n/a $21.99
MECH BRIGADE by SSI for Atari 800 - NEW
3047790315 n/a $25.99
Roadwar Europa by SSI for Atari ST - NEW
3047790963 n/a $24.99
ROADWAR 2000 by SSI for Atari ST - NEW
3047791689 n/a $24.99
OGRE by Origin for the Atari ST - NEW
3047792307 n/a $24.99
Fish! by Rainbird for Amiga - NEW
3047793546 n/a $39.99
Gold Rush by Sierra On-Line for Atari ST, NEW
3047794083 n/a $21.99
Their Finest Hour by Lucasfilm for IBM
3047721422 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 19:49:46
The Colonel's Bequest by Sierra for IBM
3047721994 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 19:53:00
Pipe Dream by Lucasfilm for Amiga
3047722483 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 19:56:00
The Summoning by SSI for IBM
3047722991 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 19:58:43
Flashback, The Quest for Identity by SSI, IBM
3047723834 $14.99 $14.99 n/a 1 1 Sep-16 Sep-23 20:01:49
Gateway with Clue Book by Legend
3047724827 $16.99 $16.99 n/a 1 n/a Sep-16 Sep-23 20:05:36
Ultima Underworld DEMO DISK by Origin
3047725387 $6.99 $6.99 n/a 1 n/a Sep-16 Sep-23 20:09:21
1st Adventurer Newspaper, Lucasfilm Games
3047726031 $9.99 $9.99 n/a 1 n/a Sep-16 Sep-23 20:13:19
Journeyman Project 2 for Windows - NEW
3048124980 $9.99 $9.99 n/a 1 n/a Sep-18 Sep-23 20:15:38
Ravenloft II, Stone Profit by SSI, IBM, NEW
3047726614 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 20:16:45
Flight Simulator Toolkit: WW II - NEW
3048125703 $9.99 $9.99 n/a 1 n/a Sep-18 Sep-23 20:19:46
Thunderscape by SSI for IBM - NEW
3047727031 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 20:19:48
Dark Sun by SSI for IBM in the Box
3047727500 $9.99 $9.99 n/a 1 n/a Sep-16 Sep-23 20:23:02

Command & Conquer, Covert Operations, NEW
3047728323 $9.99 $9.99 n/a 1 n/a Sep-16 Sep-23 20:28:33
Official AD&D Players Handbook, 1980
3146243839 $9.99 $9.99 n/a 1 n/a Sep-16 Sep-23 20:33:56
L.A. Crackdown by Epyx for Commodore 64
3043345913 n/a $9.99
Tracker by Rainbird for Commodore 64 - NEW
3043346640 n/a $11.99
Altered Beast for Amiga.- NEW
3043347384 n/a $14.99
Hacker II for the Commodore 64 - NEW
3043347993 n/a $11.99
WWF Superstars Vol. 1 for C-64 - NEW
3043348722 n/a $8.99
Fire Hawk by Sierra On-line for IBM
3048477951 $12.99 $12.99 n/a 1 n/a Sep-20 Sep-25 20:06:18
Task Force 1942 by MicroProse for IBM
3048478227 $12.99 $12.99 n/a 1 n/a Sep-20 Sep-25 20:07:51 r
Prima's Official Strategy Guide: Onimusha
3048126523 $9.99 $9.99 n/a 1 1 Sep-18 Sep-25 20:24:13
Prima's Official Strategy Guide: Summoner
3048126957 $9.99 $9.99 n/a 1 n/a Sep-18 Sep-25 20:27:06
Budokan for Amiga - NEW
3048127946 $14.99 $14.99 n/a 1 n/a Sep-18 Sep-25 20:31:26
Elvira by Accolade for IBM
3048128833 $12.99 $12.99 n/a 1 n/a Sep-18 Sep-25 20:35:14
Pacific Strike by Origin for IBM
3048129382 $14.99 $14.99 n/a 1 n/a Sep-18 Sep-25 20:38:09
Federation for the Commodore Amiga - NEW
2750454277 n/a $12.99
Galactic Invasion for Amiga - NEW
2750454897 n/a $11.99
Questron II by SSI for Commodore 64 - NEW
3044054745 n/a $19.99
Commodore 64 Buyer's Guide by Compute!
3044057804 n/a $11.99
The Duel, Test Drive II for C-64, NEW
3038729929 n/a $8.99
Atari 800, C-64 Guderian by Avalon Hill - NEW
3038855036 n/a $24.99
Hillsfar by SSI for Commodore 64
3038855403 n/a $11.99
Leisure Suit Larry 1, 2 & 3 Hint, Tips Book
3048887113 $14.99 $14.99 n/a 1 n/a Sep-22 Oct-02 19:41:11
Adventure Collection by Infocom - NEW
3048888246 $19.99 $19.99 n/a 1 n/a Sep-22 Oct-02 19:45:53
Magnetic Scrolls Collection for IBM - NEW
3048890684 $14.99 $14.99 n/a 1 n/a Sep-22 Oct-02 19:56:36
Guild of Thieves, Magnetic Scrolls, C-64, NEW
3048891187 $16.99 $16.99 n/a 1 n/a Sep-22 Oct-02 19:58:39

T. La Russa's Ult. Baseball by SSI, IBM, NEW
3048891615 $12.99 $12.99 n/a 1 n/a Sep-22 Oct-02 20:00:28
eBay Store Items - But It Now
Empire by Intersel for Apple II in the Box
3045137665 n/a $19.99
President's Plane is Missing for C-64 - NEW
3045138112 n/a $11.99
Knight Orc by Level 9, Rainbird - Atari ST
3045600443 n/a $14.99
Golden Path by Firebird for Atari ST
3045600556 n/a $12.99
Tracker by Rainbird for Macintosh - NEW
3045600715 n/a $16.99
Tracker by Rainbird for the IBM - NEW
3045601182 n/a $12.99
Sentry by Firebird for Commodore 64 - NEW
3045601511 n/a $14.99
Enlightenment by Rainbird for Amiga - NEW
3046502681 n/a $19.99
Silicon Dreams by Firebird for C-64 - NEW
3046504508 n/a $24.99
Omnicron Conspiracy for IBM by Epyx - NEW
3046506860 n/a $19.99
Gateway to the Savage Frontier by SSI for IBM
3046507963 n/a $16.99
Crusade in Europe by Sid Meier, Apple II, NEW
3046511175 n/a $19.99
SSI AD&D Collectors Edition for IBM - NEW
3046602696 n/a $19.99
Crossfire by Sierra On-line, Atari 800 - NEW
3047794895 n/a $24.99
Steel Panthers II, Modern Battles by SSI, IBM
3047795817 n/a $9.99
IBM Shadowcaster by Origin Complete in Box
3042399399 n/a $14.99
Blue Max by Synapse for the Commodore 64
3042400535 n/a $14.99

6694. Re: monochrome display on atari falcon?

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 21:00:20 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.09.23.21.00.20.811293@removenoaspam.atari-source.com>
Source record: 23472

On Tue, 23 Sep 2003 21:18:19 +0200, Brrt wrote:

>> What you want is a 15pin-9pin VGA adapter. That 9 pin is for older video
>> cards but more or less they are compatible. As long as that laptop
>> monitor can do 640x480 it should be compatible for the most part with your
>> falcon.
>
> But then this 9 pin will have a VGA pinlayout. According to
> http://www.monitorworld.com/Cables/video_standards.html that isn't the same
> layout as monochrome (with intensity and video signals instead of RGB).. Or
> am I wrong here?
>
> greetings,
> Brrt

Hrmm.. If 9 pin monochrome isn't the same as 9 pin VGA then I have
mislead you and am not sure where you should go. Maybe to the store to
buy a nice 15" LCD monitor ;-)

Mark
http://portal.atari-source.com

6695. Re. Impossible

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 21:49:49 UTC
From: Tony Blair <tony@lyingbastards.com>
Message-ID: <bkqfk8$2ct$1@newsg3.svr.pol.co.uk>
Source record: 23474

Yes it probably is!! and could cause missing mails on some servers

6696. Re: Memory upgrade on a 1040Stf

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 21:57:19 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309231357.418b59db@posting.google.com>
Source record: 23473

"Bruce" <No-Spam@Ivn.cl> wrote in message news:<bknrb3$62r$1@news1.nivel5.cl>...
> Any has tried upgrading the 1mb default memory of a 1040ST ?
>
> I'm going to do this (using 30 pin SIMMs) ... any directions ?

The ST did not use SIMMS (the STe did). You can find adapter boards
that solder in to the ST to add more memory, but they are rare.
Unless you really enjoy component level electronics, I'd recommend
just buying a used STe or ST with more memory.
>
> And another question..
> somebody knows , how to use a harddisk to the same atari ? i want to use
> one, but in my country i cant find atari harddrives :o(
You can use SCSI on the ACSI port with an interface called the Link.
There is also an internal IDE interface available.

Galen

6697. Re: HDDriver problems

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 22:01:47 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309231401.6c86d0e3@posting.google.com>
Source record: 23475

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0309211622.71a06e53@posting.google.com>...
> Hello everyone,
>
> Working with my Falcon in 030 mode (there's a CT60 in it, but it's not
> "on") I ran ICD tools one last time to make sure everything worked.
> [It did.] I then installed my nice new HD Driver 8.13. I had a
> couple of lockups after installation however, so I figured I'd
> repartition the drives in case HD Driver had issues with the ICD
> formatting. This was a big mistake. Now, regardless of whether I use
> ICD or HDDriver the computer freezes whenever I attempt to access the
> drives. This occurs when I use the AUTO folder, start from floppy, or
> even just try to scan the SCSI bus. What on earth happened, and does
> anyone have any idea how to get out of it? Both my 1.08GB and 340MB
> drives are failing to respond in any manner!
>
Well, to respond to myself...

I suspect that I corrupted the boot sector of the hard drives. I'll
report more later.

Galen

6698. vote for your favorite troublemaker

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 23:17:20 UTC
From: Bob Stanley <bstanley754@generic.com>
Message-ID: <BB964CC0.FECE%bstanley754@generic.com>
Source record: 23476

```
>> BTW: keep on trolling, one of these days you're bound to make a mistake...
>>
>> Cheers from Belgium
>> Dennis
>>
>No Dennis you have risen to the bait once more thus winning the title of
>"Grand Master Fool", my contacts on the other side even know your shoe size,
>HA ha ha, ha ha hahahahahahah ( echo )

Advise from someone with a severe case of "open mouth insert foot" desease.
I hear the echos all the way over here...

--
Bob
```

6699. Re: HDDriver problems

Newsgroup: comp.sys.atari.st
Date: 2003-09-23 23:53:42 UTC
From: swampfax1-NOT-@atlantic.net
Message-ID: <a25cb.2411$if4.1803462@newshog.newsread.com>
Source record: 23480

On 23 Sep 2003 15:01:47 , Galen wrote:
>ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0309211622.71a06e53@posting.google.com>.>..
>> Hello everyone,
>>
>> Working with my Falcon in 030 mode (there's a CT60 in it, but it's not
>> "on") I ran ICD tools one last time to make sure everything worked.
>> [It did.] I then installed my nice new HD Driver 8.13. I had a
>> couple of lockups after installation however, so I figured I'd
>> repartition the drives in case HD Driver had issues with the ICD
>> formatting. This was a big mistake. Now, regardless of whether I use
>> ICD or HDDriver the computer freezes whenever I attempt to access the
>> drives. This occurs when I use the AUTO folder, start from floppy, or
>> even just try to scan the SCSI bus. What on earth happened, and does
>> anyone have any idea how to get out of it? Both my 1.08GB and 340MB
>> drives are failing to respond in any manner!
>>
>Well, to respond to myself...
>
>I suspect that I corrupted the boot sector of the hard drives. I'll
>report more later.
>
>Galen
>.

there's a chance that Diamond Edge can install a boot sector.

John

6700. Re: Watch important package from the MS Corp.

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 00:51:04 UTC
From: Jonah Falcon <jonahnynla@mindspring.com>
Message-ID: <YT5cb.3320$pB6.460@newsread2.news.atl.earthlink.net>
Source record: 23481
Cross-posted to: comp.sys.atari.st,comp.sys.cbm,comp.sys.hp48,comp.sys.ibm.pc.games.action,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.space-sim,comp.sys.ibm.pc.games.strategic,comp.sys.ibm.pc.games.war-historical,comp.sys.ibm.pc.hardware.chips,comp.sys.ibm.pc.h

Watch someone who doesn't speak proper English. LOL

Jonah Falcon

6701. Re: Use 2.5" HDD externally on STf?

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 02:22:31 UTC
From: uce@ftc.gov
Message-ID: <a70b4c35073dba47913bfc6306b60a20@news.teranews.com>
Source record: 23482

In article <3F6B5623.7040100@invalid-ifrance.com>, Frederic Pecourt
<fpecourt@invalid-ifrance.com> wrote:

> Hi!
>
> Galen a crit:
> >>Just wondering if their is anything around that lets you use an
> >>external connected 2.5" HDD on an STf?
> >
> > Sure! A 2.5" external case connected to an IDE adapter inside the
> > STf. This would be kind of expensive though, and the length of the
> > IDE cable might be a problem.
> >
>
> I might come one day with a solution that I am developping for the STE
> but which can also be foreseen for a STF.
>
> take a look here :
> http://stlabs.free.fr/
>
> .....and pray it works one day!
>
> Fred

Do let us know when it is alive and how much it will cost!

--
Mauricio raubvogel-yahoo-com
(if you need to email me, use this address =)

6702. Re: Watch important package from the MS Corp.

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 07:06:31 UTC
From: Terminator <c64dungeonNOSPAM@yahoo.com>
Message-ID: <3F714277.A22D995B@yahoo.com>
Source record: 23483
Cross-posted to: comp.sys.atari.st,comp.sys.cbm,comp.sys.hp48,comp.sys.ibm.pc.games.action,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.space-sim,comp.sys.ibm.pc.games.strategic,comp.sys.ibm.pc.games.war-historical,comp.sys.ibm.pc.hardware.chips,comp.sys.ibm.pc.h

```
BTW just so you know that file contains a virus... ;-)
doesn't bother me b/c i'm on linux hehe
--
___
/ __|__ Burt /Terminator / /
/ / |_/ www.museum.c64.org / /
\ \__|_\ Adoring C= 64 / 128 and \ \/ /
\___| Getting into Amiga, too... \/\/
```

6703. Re: Watch important package from the MS Corp.

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 07:30:28 UTC
From: Stacey <fotocord@yahoo.com>
Message-ID: <bkrgqe$502vs$7@ID-52908.news.uni-berlin.de>
Source record: 23484
Cross-posted to: comp.sys.atari.st,comp.sys.cbm,comp.sys.hp48,comp.sys.ibm.pc.games.action,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.space-sim,comp.sys.ibm.pc.games.strategic,comp.sys.ibm.pc.games.war-historical,comp.sys.ibm.pc.hardware.chips,comp.sys.ibm.pc.h

Terminator wrote:

> BTW just so you know that file contains a virus... ;-)
> doesn't bother me b/c i'm on linux hehe

I agree but now this crap if flooding the internet so everything slows down,
bandwidth costs are going to rise and my webmail box for this use
(newsgroups) fills up faster than I can empty it!
--

Stacey

6704. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 14:31:49 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bks9slcli1@news1.nivel5.cl>
Source record: 23485

```
i've been receiving a lot of that messages
BUT with valid exe-attachments. Obviouly Viruses...

--

Atte
Ivan Barrera
Ivn Systems/Software
```

"Guy Harrison" <swamp-DEL-dog@ntlworld.com> escribi&#65533; en el mensaje
news:84r641-vkr2.ln1@sd.swampdog...
> John Garone wrote:
>
> > On 23 Sep 2003 02:23:17 , Guy Harrison wrote:
> >>John Garone wrote:
> >>
> >>> On 22 Sep 2003 11:28:42 , Guy Harrison wrote:
> >>>>John Garone wrote:
> >>>>
> >>>>>
> >>>>>
> >>>>> Hey Guy Harrison! What's up with the exe attachment to your post
> >>>>> here
> >>>>> in this thread???
> >>>>
> >>>>Nowt's up. Sorry if it fooled your newsreader (?newsie?) but it's not
an
> >>>>attachment. Nothing to worry about in that respect.
> >>>>
> >>>
> >>> fooled it? Don't see how when it showed the Attachment: dfhjqnb.exe
> >>> which when extracted gives a line of data starting with ms or mz or
> >>> something or other!
> >>
> >>There's a clue in there. I'm sure there is. Something to do with you
> >>saying it IS an attachment coupled with the fact I said it's NOT an
> >>attachment.
> >>
> >>Actually there were *two* non-attachments (followed by a telnet
session)!
> >>
> >
> > so, what did Newsie find (or think it found) if not an attachment
with

> > the name dfhjqnb.exe which could be extracted? I read that Newsie has a
> > problem with a line that starts with "begin" but that wasn't there! Am I
> > looking at this from the wrong angle?
>
> Yep. Newsie got it wrong. Unfortunately as I don't know the precise
details
> of the newsie bug (?does anybody?) I'm not sure what I can type before you
> suddenly see an attachment instead of this text. Basically I pasted three
> lines that had "Content hyphen Type/Transfer/Id" respectively then just
> first two lines of the encoded virus. Then I repeated but the second time
> with a different pair of "first two lines".
>
> Those first two lines appear to be common to the virus reguardless of what
> subject etc it generates, so a filter applied on the pair of them ought to
> uniquely identify the virus reguardless what subject etc it forges for
> itself. Long & short of it was you probably didn't miss anything
> interesting. ;-)
>
> > Either way, it certainly was
> > disconcerting to see that happen in a thread on viruses!
>
> Certainly, which I why I tried to put your mind at rest. Even if I had
> posted the entire thing it couldn't have infected an atari of course. Btw,
> there's another thing cropping up and its news this time. As it happens I
> just saw an example of it the c.s.a.s.t group entitled "Take a look at
> internet patch", a couple of gif's plus (so far, an empty) zip attachment.
> Dunno anything else about these atm but worth a mention in case they also
> confuse newsie (the zip's aren't valid).
>
>
> --
> Guy Harrison

6705. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 14:36:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1064429180-45567AEicMi@gmx.net>
Source record: 23493

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Sat, 20 Sep 2003 23:12:20 GMT

Hi Kenneth,

>Because I got so angry from all these SWEN virus mails comming from
>infected Windows users I came up with the idea tonight to boycott Outlook
>Express users by exploiting an old bug in that program.

It's a nice thought but not very effective, and in addition it also affects
genuine Atari users using Newsie...

>As a side effect more users would go to WindowsUpdate and fix there old
>buggy OE installations and less SWEN viruses would spread because of un
>patched OE versions.

Don't count on it... for every bug that gets fixed, another loophole is
found or created. This is a continuing story....

Besides, it's your mailbox which is being attacked, not this newsgroup...
If you want to boycot Outlook, Outlook Express and Entourage users without
affecting Newsie users there's a better method. Almost every ISP worth his
money had some sort of SPAM filter implemented now, simply put all mails
created by MS crap in that filter... and you will never ever see one in
your mailbox again. Let the people using that crap know in advance that
their mailer is "blacklisted", and if someone really needs to get in touch
with you he'll have to use a different mailer. This is the most effective
way to boycot users using MS crap IMO and in addition doesn't affect anyone
but yourself...
If enough people would do this (30% of the mails is generated by different
mailers), then it could have an effect, if only you do it then it's like a
drip of water on a hot plate of course :-/

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6706. Re: How to erase 130 unwanted emails?

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 14:36:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1064429178-44843AEicMi@gmx.net>
Source record: 23492

From: Neil Chester <neil@adel6.freeserve.co.uk>
Date: Fri, 19 Sep 2003 22:02:52 GMT

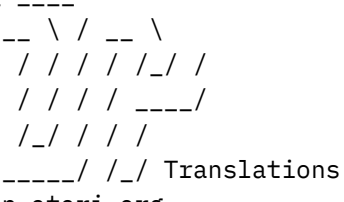
Hi Neil,

>HELP how the heck can I get rid of preferably
>everything in my ISP Mailbox? Is there somewhere to
>go/some Iconnect or STiNG utility/or mail someone
>(who?) at Freeserve?
>
>Please answer here, as I may not pickup an email ever
>again!!!

This is not an Iconnect & Emailer problem, but more likely a problem at
your ISP servers end, some servers have a very short time out status...
Anyway, start up IConfig and activate the PRO mode, then go to TCP and
increase the values for Connection and Transmission timeout to 99 seconds,
enlarge the receive window to 4096 if you want to read the full headers...
Don't forget to reset the original values once that the probem is solved.

ATM someone is working on a ASH Scripter file for Emailer which will take
care of this particular problem, the script will automate the whole lot,
leaving enough time to get around the server time out problem.

Cheers from Belgium
Dennis
--



http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6707. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 14:36:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1064429184-46367AEicMi@gmx.net>
Source record: 23494

From: "Steve Sweet" <steve.sweet@btopen-2-viri-world.com>
Date: Sat, 20 Sep 2003 23:25:13 +0000 (UTC)

Hi Steve,

>We seem to always miss something when we get onto this subject, its the
>people exploiting the software holes that need stuffing, not the poor
>barstard that's getting exploited. It may be an MS product on the
>receiving end but the problem is caused by the virus writers.

Sure, but that "poor bastard" isn't forced to use that particular software,
in fact he has lots of choice. In persisting to keep on using the affected
software, he prolongs the situation. So that "poor bastard" is more or less
a masochist, which is just fine by me.
But once I'm at the receiving end, things get a little more complicated, I
or anyone else don't need to suffer because some "poor bastard" out there
is to stubborn to use different software. Although the viri don't affect
my system, the mails they're attached to affect my mailbox. The last few
days I had to wade through almost 750 mails sent by different people but
all generated with either Outlook or Outlook Express.
As far as I'm concerned both these so-called mailers are spamming tools,
and from now on I'll treat them like this also, from october 1st anyone
sending me mails generated with that crap their mails will end up in the
GMX spam filters, this is a general notice BTW.

Cheers from Belgium
Dennis
--

http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6708. Re: Watch important package from the MS Corp.

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 14:37:18 UTC
From: stePH <acetheta@earthlink.net>
Message-ID: <bksa6u$57du9$1@ID-198829.news.uni-berlin.de>
Source record: 23486
Cross-posted to: comp.sys.atari.st,comp.sys.cbm,comp.sys.hp48,comp.sys.ibm.pc.games.action,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.space-sim,comp.sys.ibm.pc.games.strategic,comp.sys.ibm.pc.games.war-historical,comp.sys.ibm.pc.hardware.chips,comp.sys.ibm.pc.h

Terminator wrote:

> BTW just so you know that file contains a virus... ;-)
> doesn't bother me b/c i'm on linux hehe

Anybody who believes that MicroSloth/MicroShaft sends out patch updates
as e-mail attachments DESERVES to have their system toasted.

stePH
--
NP: Gerard, "The Ruins of a Glass Fortress"

6709. Re: Watch important package from the MS Corp.

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 14:43:58 UTC
From: Kegs <me@privacy.net>
Message-ID: <m3y8wejlg1.fsf@athena.localdomain>
Source record: 23487
Cross-posted to: comp.sys.atari.st,comp.sys.cbm,comp.sys.hp48,comp.sys.ibm.pc.games.action,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.space-sim,comp.sys.ibm.pc.games.strategic,comp.sys.ibm.pc.games.war-historical,comp.sys.ibm.pc.hardware.chips,comp.sys.ibm.pc.h

stePH <acetheta@earthlink.net> writes:

> Terminator wrote:
>
> > BTW just so you know that file contains a virus... ;-)
> > doesn't bother me b/c i'm on linux hehe
>
> Anybody who believes that MicroSloth/MicroShaft sends out patch
> updates as e-mail attachments DESERVES to have their system toasted.

well yeah, but unfortunately this particular virus is sending itself
to addresses it gets off usenet too. So for every retard that gets
infected I seem to be getting several emails, at its peak this was
about 1500-2000 of the fuckers a day.

I'm running an immune OS, and I have a decent connection, and it is
still pissing me off, I pity anyone getting hit with the same amounts
as I am who is on a dial-up.

--
James jamesk[at]homeric[dot]co[dot]uk

A lack of leadership is no substitute for inaction.

6710. "The Teller", or "Brainblasters", a game by Michael Ansel of UbiSoft.

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 15:16:27 UTC
From: google@asktoby.com
Message-ID: <25a29397.0309240716.4dbf81bf@posting.google.com>
Source record: 23488

Does anyone here have a copy of a game called "The Teller"?

You can see screenshots of it here:
http://www.atari.st/view.php?id=1755

It also goes by the name of "Brainblasters", and was written by
Michael Ansel.

I'd love to hear from anyone who has either an image of the game or
the disk itself :)

(My email address above is fake, if you contact me by email please
use:

brainblasters *at* asktoby *dot* com, otherwise, reply to the
newsgroup)

Thankyou!
Toby

6711. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 17:03:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1064429190-47447AEicMi@gmx.net>
Source record: 23495

From: "Rodolphe Czuba" <rczuba@free.fr>
Date: Sat, 20 Sep 2003 11:51:50 +0200

Hi Rudolphe,

>I already did that 2 years ago (more !) and I had only 25 people !!!
>So, now how could it be better ???

Personally I never heard/read about this, but I do remember that back in
december 1998, a proposition was made for a so called CT-TT board, and IIRC
the projected minimum was 100 boards. In this newsgroup alone some 30 people
expressed an interest, many of them wanting 2 or more boards...
In the French newsgroup some 25 people expressed an interest and in Germany
no one knew about it....
I've posted the quoted announcement to the German maus hardware group
back in february 1999 and in less then a week almost 80 people reacted and
said they were interested, about a month later the German dealer Peter Denk
gmbh reacted and said he would take 25 boards to start with.

And ever since I'm waiting.... :-(

If you wanna look it up on Google,
search for "TT030 at 64Mhz ??? Interested ?" and related threads, started in
december 1998...

Cheers from Belgium
Dennis

6712. Atari SC1224 monitors $50 CAD each TORONTO

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 17:23:52 UTC
From: waldo <waldo_xx@yahoo.com>
Message-ID: <s801nv8idid6hmg5uf3skqf0a91o59g57l@4ax.com>
Source record: 23490

416 465 6798

6713. Re: Memory upgrade on a 1040Stf

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 17:32:04 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3f71d50c$0$15778$cc9e4d1f@news.dial.pipex.com>
Source record: 23489

I managed to hardwire a 72pin simm into a STFM

http://www.cps-games.co.uk/projects/projects.htm

NOT for the faint hearted ;-)

Chris

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0309231357.418b59db@posting.google.com...
> "Bruce" <No-Spam@Ivn.cl> wrote in message
news:<bknrb3$62r$1@news1.nivel5.cl>...
> > Any has tried upgrading the 1mb default memory of a 1040ST ?
> >
> > I'm going to do this (using 30 pin SIMMs) ... any directions ?
>
> The ST did not use SIMMS (the STe did). You can find adapter boards
> that solder in to the ST to add more memory, but they are rare.
> Unless you really enjoy component level electronics, I'd recommend
> just buying a used STe or ST with more memory.
> >
> > And another question..
> > somebody knows , how to use a harddisk to the same atari ? i want to use
> > one, but in my country i cant find atari harddrives :o(
> You can use SCSI on the ACSI port with an interface called the Link.
> There is also an internal IDE interface available.
>
> Galen

6714. Used drive works

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 17:41:16 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <bkskvsltl1@reader2.panix.com>
Source record: 23491

I found a used Seagate Barracuda 32550W, which reports itself as a Compaq 32550W, and got it working, and in the process learned something. This is a 68 pin drive.

On this drive, you do not want SDTR jumpered. And, you do not want either ENA MOTOR STRT or DEL MOTOR STRT jumpered. The only thing to be jumpered is PARITY DIS. As to the motor start things, if neither is jumpered, it ignores the Motor Start command, and spins up when power is applied. That is what I wanted to happen, and it works for me.

Not documented on the drive case is TERM PWR, which I think is on the connector on the front. I do not need it. I have an almost full bus, and something gives me TERM PWR.

This is an external drive, for a TT030, and I am not trying to boot from it. The drive was a pull, supposedly tested, in upgrading a machine.

68-50 pin adapters are getting harder to find. I got mine from Black Box Network Systems in Lawrence, PA, USA. They have good fast service, and act like they know each incoming phone call might be a customer. They have a web presence, which I think is www.blackbox.com. The one I got is active termination, and they call it right angle. To me, it is in the shape of a folded periscope, and adds very little to the length of the drive.

I am using that as a MiNT (oh, horrors) drive. The one thing that puzzles me about this drive, a 2 gig drive, partitioned as two 1 gig drives, is that the only thing that could find the second half of that drive to install a file system on it was the EasyMint installer. I saved the MINT and EASYMINT files on the C-drive to elsewhere, installed a duplicate MiNT system, and erased its files to get both halves of the drive recognized.

Am using HDDriver, and am most pleased with it.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6715. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 18:31:28 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3f71e00c$0$28876$626a54ce@news.free.fr>
Source record: 23396

> Sure, but that "poor bastard" isn't forced to use that particular
software,
> in fact he has lots of choice. In persisting to keep on using the affected
> software, he prolongs the situation. So that "poor bastard" is more or
less
> a masochist, which is just fine by me.

Or someone that is perfectly able to configure its system in a way it's
perfectly usable.

> [...]
> all generated with either Outlook or Outlook Express.
> As far as I'm concerned both these so-called mailers are spamming tools,
> and from now on I'll treat them like this also, from october 1st anyone
> sending me mails generated with that crap their mails will end up in the
> GMX spam filters, this is a general notice BTW.

How nice.
I hope you will not feel too lonely.

Dbug

6716. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 19:27:26 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <fq7941-ime1.ln1@sd.swampdog>
Source record: 23398

Bruce wrote:

> i've been receiving a lot of that messages
> BUT with valid exe-attachments. Obviouly Viruses...

Really? Well who'd've adam 'n' eve'd it!

--
Guy Harrison

6717. falcons 19 pin video output

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 19:37:34 UTC
From: Brrt <brrt4pres@hotmail.com>
Message-ID: <bksrt4$o3u$1@netlx020.civ.utwente.nl>
Source record: 23397
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Somebody has the pinout of the falcons 19 pin sub-D video output? Google
can't seem to find it...

greetings,
Brrt

6718. Re: falcons 19 pin video output

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 19:45:23 UTC
From: Jerome Ginestet <ginesj@free.fr>
Message-ID: <Xns9400DE4C72E9Fginesjfreefr@213.228.0.133>
Source record: 23399
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Brrt" <brrt4pres@hotmail.com> wrote in news:bksrt4$o3u$1
@netlx020.civ.utwente.nl:

> Somebody has the pinout of the falcons 19 pin sub-D video output? Google
> can't seem to find it...
>

have a look at

http://www.hardwarebook.net/connector/av/atari_falcon030_video.html

--

J�r�me

6719. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 19:48:16 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f7203041771a10@tripnet.se>
Source record: 23400

```
Boycott Outlook Express! See http://ichimusai.org/oe/
BEGIN xxx
In comp.sys.atari.st <94r641-vkr3.ln1@sd.swampdog>
Guy Harrison wrote on Tue 23-09-2003 16:18 (+0100):

>Didier Briel wrote:
>
>> On 23 Sep 2003 04:05:03 , Guy Harrison wrote:
>>>Didier Briel wrote:
>>>
>>>> On 20 Sep 2003 23:17:35 , "Kenneth Medin" wrote:
>>>>>Boycott Outlook Express! See http://ichimusai.org/oe/
>>>>>begin xxx

>It was an idle thought. I wondered if...
>
>(a) Newsie does a case-sensitive scan (unlikely)
>strcmp(s,"BEGIN") //???
>
>(b) Outlook does a case-insensitive scan (likely)
>stricmp(s,"BEGIN") //???
>
>...then everyone could use "BEGIN" <g>

Don't think so but you never know...
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>
```

6720. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 19:48:18 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f7203041771a11@tripnet.se>
Source record: 23401

Boycott Outlook Express! See http://ichimusai.org/oe/
BEGIN xxx
In comp.sys.atari.st <1064429180-45567AEicMi@gmx.net>
Dennis Vermeire wrote on Wed 24-09-2003 16:36 (+0200):

>From: "Kenneth Medin" <kennethm@tripnet.se>
>Date: Sat, 20 Sep 2003 23:12:20 GMT

>>Because I got so angry from all these SWEN virus mails comming from
>>infected Windows users I came up with the idea tonight to boycott Outlook
>>Express users by exploiting an old bug in that program.
>
>It's a nice thought but not very effective, and in addition it also affects
>genuine Atari users using Newsie...

Yes, very unfortunate...

>>As a side effect more users would go to WindowsUpdate and fix there old
>>buggy OE installations and less SWEN viruses would spread because of un
>>patched OE versions.
>
>Don't count on it... for every bug that gets fixed, another loophole is
>found or created. This is a continuing story....

Yes and there are other holes out right now. Tested my fully patched
MSIE6 at http://www.secunia.com/MS03-032 and it is still wide open for
anyone to invade. Solution: TURN OFF ACTIVEX!

>Besides, it's your mailbox which is being attacked, not this newsgroup...

You are partially wrong here. The SWEN virus captures email adresses from
newsgroup messages. I get quite a lot of virus mails from abroad and the
only international newsgroups i visit are Atari related.

The conclusion is that there are people reading this newsgroup using OE
that are sending lots of mail to my address.

The question is: Why help these by answering questions in a newsgroup??

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6721. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 19:48:19 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f7203041771a12@tripnet.se>
Source record: 23402

Boycott Outlook Express! See http://ichimusai.org/oe/
BEGIN xxx
In comp.sys.atari.st <1064429184-46367AEicMi@gmx.net>
Dennis Vermeire wrote on Wed 24-09-2003 16:36 (+0200):

>From: "Steve Sweet" <steve.sweet@btopen-2-viri-world.com>
>Date: Sat, 20 Sep 2003 23:25:13 +0000 (UTC)

>>We seem to always miss something when we get onto this subject, its the
>>people exploiting the software holes that need stuffing, not the poor
>>barstard that's getting exploited. It may be an MS product on the
>>receiving end but the problem is caused by the virus writers.

No, the problem is that there is a "mono culture" out there with almost
nothing except MS Windows using OE. this puts a very heavy burdon on MS
to make there software extremly safe or there will be massive problems.

The very fact they have an almost monopoly position does not help making
there software any better.

This is where we Atari users actually make a (very small) difference. I'm
certain my STinG setup is vulnerable in some way but it does not matter...

In a world with lets say 6-10 different operating systems running various
software with the market spread evenly among them there would be far less
virus, etc. problems...

>is to stubborn to use different software. Although the viri don't affect
>my system, the mails they're attached to affect my mailbox. The last few
>days I had to wade through almost 750 mails sent by different people but

And you call that lots of mail... I got 1744 yesterday and 1120 today.
Fortunately MEG does a very good job emptying my mailbox every 5 minutes.
Runs on my webserver TT.

>all generated with either Outlook or Outlook Express.

They are not. This virus uses (afaik) its own SMTP engine to send the
mails.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6722. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 20:41:00 UTC
From: d.briel@free.fr
Message-ID: <3f72015a$0$13298$626a54ce@news.free.fr>
Source record: 23403

```
On 23 Sep 2003 16:18:14 , Guy Harrison wrote:
>Didier Briel wrote:
>
>> On 23 Sep 2003 04:05:03 , Guy Harrison wrote:
>>>Didier Briel wrote:
>>>
>>>> On 20 Sep 2003 23:17:35 , "Kenneth Medin" wrote:
>>>>>Boycott Outlook Express! See http://ichimusai.org/oe/
>>>>>begin xxx
>>>>>>I seem to remember that Newsie also suffers from this bug and that is a
>>>>>>pity. Perhaps it can be avoided in some way??
>>>> Hi Kenneth,
>>>>
>>>> Do you intend to boycott NEWSie too?
>>>> Because, when a line start with "begin", Newsie propose to extract the
>>>> attachment (and of course, in this case, there's not attachment).
>>>
>>>Is trying BEGIN worth a shot?
>> Sorry for English not being my primary language.
>
>My fault. I was in a hurry this morning.
No problem. It was just because of the double meaning of "shot".
I understand now you were meaning: "Is is worth trying BEGIN (i.e., in
full uppercase).
>It was an idle thought. I wondered if...
>
>(a) Newsie does a case-sensitive scan (unlikely)
>strcmp(s,"BEGIN") //???
Unlikely, but true.
Rather: strcmp(s,"begin")
>
>(b) Outlook does a case-insensitive scan (likely)
>stricmp(s,"BEGIN") //???
I can confirm that any variation of "begin" which is not fully in
lowercase doesn't trigger the NEWSie bug. I.e., NEWSie won't ask to
decode an inexisting attachement. I've tried with "Begin", "bEgin", etc.
Only "begin" (full lowercase) triggers the bug.

--
Didier Briel
http://didier.elo.free.fr
http://www.mp3.com/Didier_et_les_Ombres
```

6723. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 20:55:35 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bkt0bufcj1@sparta.btinternet.com>
Source record: 23404

Hi Dennis

> >We seem to always miss something when we get onto this subject, its the
> >people exploiting the software holes that need stuffing, not the poor
> >barstard that's getting exploited. It may be an MS product on the
> >receiving end but the problem is caused by the virus writers.
>
> Sure, but that "poor bastard" isn't forced to use that particular
software,
> in fact he has lots of choice. In persisting to keep on using the affected
> software, he prolongs the situation. So that "poor bastard" is more or
less
> a masochist, which is just fine by me.
> But once I'm at the receiving end, things get a little more complicated, I
> or anyone else don't need to suffer because some "poor bastard" out there
> is to stubborn to use different software. Although the viri don't affect
> my system, the mails they're attached to affect my mailbox. The last few
> days I had to wade through almost 750 mails sent by different people but
> all generated with either Outlook or Outlook Express.
> As far as I'm concerned both these so-called mailers are spamming tools,
> and from now on I'll treat them like this also, from october 1st anyone
> sending me mails generated with that crap their mails will end up in the
> GMX spam filters, this is a general notice BTW.

SO you're cutting me off then!!, Thing is I'm using a firewall, selective filtering and a continuously updated Anti Virus.

Most of the current viri aren't generated my MS products at all, they are generated by the virus internal SMTP server, that's what makes it such an arse. It relies on a prat executing it to bypass any simple security, this instigates its own personal SMTP server that analysis the host address book and then propagates via this.

The other little nasty is harvesting address from Usenet and is supposed to be running on a few choice servers somewhere.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6724. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 22:04:24 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bkt4d6$mq3$1@sparta.btinternet.com>
Source record: 23405

Hi Kenneth

> Yes and there are other holes out right now. Tested my fully patched
> MSIE6 at http://www.secunia.com/MS03-032 and it is still wide open for
> anyone to invade. Solution: TURN OFF ACTIVEX!

Ideally you should really be running in your restricted sites zone anyway,
in which case Activex is disabled.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6725. Re: Tempus Word (was: New version of Papyrus...)

Newsgroup: comp.sys.atari.st
Date: 2003-09-24 22:58:09 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0309241458.61847013@posting.google.com>
Source record: 23407

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:<bknursgno1@sparta.btinternet.com>...
> Hi Mike
>
> > What's crap to one person might be just fine for someone else, so it's
> good to have the choice, but not good
> > to necessarily rag on a program because it isn't to your liking.
>
> Fine for someone else doesn't make the bugs go away, or that they aren't
> there, it means you've not yet found out what proportion of your money is
> wasted?

I don't see your point. Yes, Papyrus has bugs - we all are aware of
that. There are usually bugs *somewhere* in nearly every piece of
software I've ever seen. The trick is to find the program with the
fewest bugs, and bugs that least affect you. You go with the software
that works for you, and if you don't like a piece of software, don't
use it. But to say it's crap in general is not a good way to go about
letting people know you don't like something.

That's like saying, "Atari Falcon computers are crap" because they
don't let you use AGP graphics, have a SCSI bug, and the Tramiels
didn't care much about their customers. Those things might affect you
negatively, and may be absolutely true, but is it fair to call them
crap in general and advise everyone to use a different computer
instead, when there are a number of us out there using them very
happily without trouble? Does the fact that these problems exist mean
I shouldn't be using one in my music studio? In the same way, does
that fact that Papyrus has its problems mean that it's crap and I
shouldn't use it to create whatever documents I need, help create
quick, simple web pages, and keep track of my client information on
it?

Besides, my whole point here is: what software do we have that's any
better *and* is available *right now* in more than just German? If you
can come up with something, please let me know, because as far as I
can tell, it doesn't exist. For that point alone, Papyrus is worth
every penny they charge for it.

Mike Freeman

6726. Re: Soundcard on Atari

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 00:49:36 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f721f80.0@entanet>
Source record: 23408

On 20 Sep 2003 21:28:06 , Jean-Luc CECCOLI wrote:
>Hello,
>
>Is there another daughterboard soundcard that can be connected
>to an Atari, as shown in Robert S.'s Doit archive ?
>The DB50XG is discontinued, and I couldn't find a replacement
>so far :-(
>
>Thanks,
>
>J.-Luc
>

I saw this board once, I think it was on Jo-Even Skarstein's website. I was thinking of trying the DB50XG in the Soundblaster card of the Milan.

Opinion was divided over whether it would work or not but I think it will.

Worth I try but I couldn't even find one of these DB50s on e-bay.

If anyone could enlighten me about possible alternative midi cards compatible with the Soundblaster like the DB50XG I would be interested.

Regards,

Peter

6727. Re: Tempus Word (was: New version of Papyrus...)

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 01:02:45 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bkterl$qc4$1@thorium.cix.co.uk>
Source record: 23409

mail@freeman-studio.com (Mike Freeman) wrote:
> "Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote...
>>> What's crap to one person might be just fine for someone else, so it's
>>> good to have the choice, but not good to necessarily rag on a program
>>> because it isn't to your liking.
>> Fine for someone else doesn't make the bugs go away, or that they aren't
>> there, it means you've not yet found out what proportion of your money
>> is wasted?
> I don't see your point. Yes, Papyrus has bugs - we all are aware of
> that. There are usually bugs *somewhere* in nearly every piece of
> software I've ever seen. The trick is to find the program with the
> fewest bugs, and bugs that least affect you.

A program without bugs is one that isn't trying hard enough...

regards
H

6728. Re: falcons 19 pin video output

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 07:06:53 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bku4db$31u$1@reader11.wxs.nl>
Source record: 23410
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Jerome Ginestet wrote:

> have a look at
>
> http://www.hardwarebook.net/connector/av/atari_falcon030_video.html

Yep, hardwarebook.net has most Atari stuff. Strangely enough in the "Mouse" section the Atari mouse is missing. There is an Amiga mouse but that's different isn't it? Anyway I think all other Atari connectors are there, even the exotic Jaguar ports and the ST cartridge port etc.

Hardwarebook.net rules :)

6729. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 09:04:15 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f72af85$0$20617$626a54ce@news.free.fr>
Source record: 23411

IF I had started a CTTT, the CT60 would never be finished...because it was impossible to manage 2 projects in the same time...

And what didier did with TOS 4 modifications is not the same with TOS 3 ....

Who will modify and code in the TOS 3 to let him run on 060 ???

I don't know and because I dpon't know I can't start designing a hardware for TT !

That's a very simple situation !

No software -> no hardware !

In the same register, If I am sure that TOS or MAGIC can be run on PowerPC, I'm OK to design a new ATX mb with PPC.

The only mb I could do now is a Falcon 060 like machine (a CT60 in ATX format + PCI slots) because here I have no problems with software...

"Dennis Vermeire" <dennis.vermeire@gmx.net> a crit dans le message de news: 1064429190-47447AEicMi@gmx.net...
> From: "Rodolphe Czuba" <rczuba@free.fr>
> Date: Sat, 20 Sep 2003 11:51:50 +0200
>
> Hi Rudolphe,
>
> >I already did that 2 years ago (more !) and I had only 25 people !!!
> >So, now how could it be better ???
>
> Personally I never heard/read about this, but I do remember that back in
> december 1998, a proposition was made for a so called CT-TT board, and IIRC
> the projected minimum was 100 boards. In this newsgroup alone some 30 people
> expressed an interest, many of them wanting 2 or more boards...
> In the French newsgroup some 25 people expressed an interest and in Germany
> no one knew about it....
> I've posted the quoted announcement to the German maus hardware group
> back in february 1999 and in less then a week almost 80 people reacted and
> said they were interested, about a month later the German dealer Peter Denk
> gmbh reacted and said he would take 25 boards to start with.
>
> And ever since I'm waiting.... :-(

>
> If you wanna look it up on Google,
> search for "TT030 at 64Mhz ??? Interested ?" and related threads, started
in
> december 1998...
>
> Cheers from Belgium
> Dennis
>

6730. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 09:18:35 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <bkubsvcna1@server4.gts.cz>
Source record: 23412

Hi Rodolphe!

There is the EmuTOS which would be pretty good replacement (no copyright
issues) for the TOS 4.04 in case of a new hardware.
The EmuTOS is now quite close to what the TOS 1.02 (or maybe 1.04) is
IIRC. Generaly it is working in at least 3 emulatros (e.g. supports all
the ARAnyM special features) Some people have already managed to run it
on real MegaSTE machive. (see the http://emutos.sf.net).

I think there should not be that a big problem to adapt it to TT or any
other machine and slowly develop the complete TOS 4.04 replacement.

Please, consider this possibility which is the only one offering
copyright free development. I admire you as a hardware guru that as one
of very few people is able to get things to be done.

best regards

STan

Rodolphe Czuba wrote:
> IF I had started a CTTT, the CT60 would never be finished...because it was
> impossible to manage 2 projects in the same time...
>
> And what didier did with TOS 4 modifications is not the same with TOS 3 ....
>
> Who will modify and code in the TOS 3 to let him run on 060 ???
>
> I don't know and because I dpon't know I can't start designing a hardware
> for TT !
>
> That's a very simple situation !
>
> No software -> no hardware !
>
> In the same register, If I am sure that TOS or MAGIC can be run on PowerPC,
> I'm OK to design a new ATX mb with PPC.
>
> The only mb I could do now is a Falcon 060 like machine (a CT60 in ATX
> format + PCI slots) because here I have no problems with software...
>
>
>
>
>
> "Dennis Vermeire" <dennis.vermeire@gmx.net> a ï¿½crit dans le message de news:

> 1064429190-47447AEicMi@gmx.net...
>
>>From: "Rodolphe Czuba" <rczuba@free.fr>
>>Date: Sat, 20 Sep 2003 11:51:50 +0200
>>
>>Hi Rudolphe,
>>
>>
>>>I already did that 2 years ago (more !) and I had only 25 people !!!
>>>So, now how could it be better ???
>>
>>Personally I never heard/read about this, but I do remember that back in
>>december 1998, a proposition was made for a so called CT-TT board, and
>
> IIRC
>
>>the projected minimum was 100 boards. In this newsgroup alone some 30
>
> people
>
>>expressed an interest, many of them wanting 2 or more boards...
>>In the French newsgroup some 25 people expressed an interest and in
>
> Germany
>
>>no one knew about it....
>>I've posted the quoted announcement to the German maus hardware group
>>back in february 1999 and in less then a week almost 80 people reacted and
>>said they were interested, about a month later the German dealer Peter
>
> Denk
>
>>gmbh reacted and said he would take 25 boards to start with.
>>
>>And ever since I'm waiting.... :-(
>>
>>If you wanna look it up on Google,
>>search for "TT030 at 64Mhz ??? Interested ?" and related threads, started
>
> in
>
>>december 1998...
>>
>>Cheers from Belgium
>>Dennis
>>
>
>
>

6731. ADV: Atari Clearance Sale!

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 10:00:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0309250249380.14622-100000@shell1.aracnet.com>
Source record: 23415
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari stuff coming out of my Ears and I need to make room for NEW Atari stock. I'm buying out an Atari Dealer & I need to make room for NEW Atari stock! So I'm Offering a 20% off the Top Discount for any customer on Atari ST and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more! For Regular Customers add another 10% off! A Whopping 30% off the Top Discount. Take advantage of this, because this is as Good as it Gets! A lot of the items on sale I only have One, Two or a Few of! So act NOW While I got it! Get the Catalogs while inventory Lasts! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6732. The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 10:15:58 UTC
From: masheg_solea@yahoo.com.hk
Message-ID: <26e9ab06.0309250215.c1b8bd3@posting.google.com>
Source record: 23413
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
800 from 1979 is far better !

6733. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 10:17:49 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbn5f6b.13q.atari@core.preferuje.luzik.pl>
Source record: 23414

> The only mb I could do now is a Falcon 060 like machine (a CT60 in ATX
> format + PCI slots) because here I have no problems with software...

What about promise PCI slots for CT60?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6734. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 10:32:32 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bkugf5end1@reader11.wxs.nl>
Source record: 23416
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Carl Philtmoon wrote:

> ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> 800 from 1979 is far better !

Sure, but of course the Commodore C16 was the best computer ever built,
no Vax, Cray or PentiumIV can compete with it.

(Note: I am being ironic). :)

6735. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 11:37:34 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bkuk2s$3fj$1@newsg1.svr.pol.co.uk>
Source record: 23417
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Shouldn't most of the trolls be back at school by now?

6736. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 11:45:48 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bkukoikfe1@reader11.wxs.nl>
Source record: 23418
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Tom McEwan wrote:

> Shouldn't most of the trolls be back at school by now?

If they did, they wouldn't turn out to be trolls. :)

Maurits.

6737. Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 11:48:08 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0309250348.3c35b1d6@posting.google.com>
Source record: 23419

Hello

Taskbar 3 offers to open CPX modules from his Start button. But
depends what control panel i install it will open the module or will
not. For example with Cops or X-Control installed i am not able to
open the CPX module from the Start button, but with Z-Control i am.
The solution isnt use Z-Control because it makes my system unstable.
Any experiences with this?

More details: i use Mint 1.15.12 and N.AES 2.0

Thanks

David Galvez

6738. Re: monochrome display on atari falcon?

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 12:28:34 UTC
From: Bob the builder <Bob@GF.com>
Message-ID: <3f72df81$0$23591$5a62ac22@freenews.iinet.net.au>
Source record: 23420

>
> Hrmm.. If 9 pin monochrome isn't the same as 9 pin VGA then I have
> mislead you and am not sure where you should go. Maybe to the store to
> buy a nice 15" LCD monitor ;-)

Most PC 9 pin mono monitors can switch, either manually or automatically
between Grayscale (analogue color pins used) or Monochrome (TTL MonoChrome).
Atari's don't use TTL monochrome and these WILL NOT WORK. It will work in
grayscale mode only, i.e. in a color resolution with the Falcon <->VGA15,
then <VGA15<->VGA9 adapters.

6739. Re: Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 12:43:44 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbn5nm9.1je.atari@core.preferuje.luzik.pl>
Source record: 23421

On 25 Sep 2003 04:48:08 -0700, D Galvez <maraka@atari.net> had a noticeable pleasure while writting:
> Taskbar 3 offers to open CPX modules from his Start button. But
> depends what control panel i install it will open the module or will
> not. For example with Cops or X-Control installed i am not able to
> open the CPX module from the Start button, but with Z-Control i am.
> The solution isnt use Z-Control because it makes my system unstable.
> Any experiences with this?
>
> More details: i use Mint 1.15.12 and N.AES 2.0

Try the latest Z-Control, it has fixed some bugs from previous releases.

Z-Control is perfectly stable for me, but I use MiNT 1.16a.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6740. [PROG] Need Milan MVDI drivers

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 13:46:42 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <2krukb.i17.ln@127.0.0.1>
Source record: 23422
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hello,

I would like to check if the docs I have about MVDI support (special XBIOS functions for Milan VDI) are right. To this end, I need the drivers themselves. These ones, when installed, add a cookie _VDI. If you have a Milan, and these drivers, could you send it to me ? Thanks.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

6741. Re: Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 14:48:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bkuv70$n6f$1@tyfon.itea.ntnu.no>
Source record: 23423

D Galvez <maraka@atari.net> wrote:

> Taskbar 3 offers to open CPX modules from his Start button. But
> depends what control panel i install it will open the module or will
> not. For example with Cops or X-Control installed i am not able to
> open the CPX module from the Start button, but with Z-Control i am.

I don't know why COPS doesn't work for you, but XControl won't work simply because it doesn't understand the AV-protocol. Can you please mail me some details on your setup? More specifically I need to know where COPS is located on your harddrive, where your CPX-folder is, what the COPS-binary is called and how COPS is launched.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6742. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 15:02:56 UTC
From: Haystack <willie@grabyourshaft.de>
Message-ID: <bkv0hn$bo2$1@newsg1.svr.pol.co.uk>
Source record: 23425
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Carl Philtmoon" <masheg_solea@yahoo.com.hk> wrote in message
news:26e9ab06.0309250215.c1b8bd3@posting.google.com...
> ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> 800 from 1979 is far better !

OK then

6743. Re: Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 15:08:51 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.09.25.15.08.53.146111@pandora.be>
Source record: 23424

Op Thu, 25 Sep 2003 12:43:44 +0000, schreef Adam Klobukowski:

> On 25 Sep 2003 04:48:08 -0700, D Galvez <maraka@atari.net> had a
> noticeable pleasure while writting:
>> Taskbar 3 offers to open CPX modules from his Start button. But depends
>> what control panel i install it will open the module or will not. For
>> example with Cops or X-Control installed i am not able to open the CPX
>> module from the Start button, but with Z-Control i am. The solution
>> isnt use Z-Control because it makes my system unstable. Any experiences
>> with this?
>>
>> More details: i use Mint 1.15.12 and N.AES 2.0
>
> Try the latest Z-Control, it has fixed some bugs from previous releases.
>
> Z-Control is perfectly stable for me, but I use MiNT 1.16a.

The same here, Z-Control latest version works great on TT030 and Hades060.
On both machines I use freeMiNT 1.15.12/N-AES 2.0.0

HTH,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6744. Re: Watch important package from the MS Corp.

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 16:15:50 UTC
From: eddy_hondo@hotmail.com
Message-ID: <f9df0dde.0309250815.2faa4f7f@posting.google.com>
Source record: 23426
Cross-posted to: comp.sys.atari.st,comp.sys.cbm,comp.sys.hp48,comp.sys.ibm.pc.games.action,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.space-sim,comp.sys.ibm.pc.games.strategic

Kegs <me@privacy.net> wrote in message news:<m3y8wejlg1.fsf@athena.localdomain>...

> well yeah, but unfortunately this particular virus is sending itself
> to addresses it gets off usenet too. So for every retard that gets
> infected I seem to be getting several emails, at its peak this was
> about 1500-2000 of the fuckers a day.
>
> I'm running an immune OS, and I have a decent connection, and it is
> still pissing me off, I pity anyone getting hit with the same amounts
> as I am who is on a dial-up.

I seem to be getting lots of those e mail, but since i use hotmail...
well... i have my account full all day, and get those messages faster
then i can delete them.

And, i must say that your right JYAvenard, i have dial up and it is a
piss off.

Eddy

6745. Re: Watch important package from the MS Corp.

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 16:25:55 UTC
From: Xocyll <Xocyll@kingston.net>
Message-ID: <6m56nv430pi7pahn4bs94jm4imhpbv8ggg@4ax.com>
Source record: 23427
Cross-posted to: comp.sys.atari.st,comp.sys.cbm,comp.sys.hp48,comp.sys.ibm.pc.games.action,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.space-sim,comp.sys.ibm.pc.games.strategic,comp.sys.ibm.pc.games.war-historical,comp.sys.ibm.pc.hardware.chips,comp.sys.ibm.pc.h

Kegs <me@privacy.net> looked up from reading the entrails of the porn
spammer to utter "The Augury is good, the signs say:

>stePH <acetheta@earthlink.net> writes:
>
>> Terminator wrote:
>>
>> > BTW just so you know that file contains a virus... ;-)
>> > doesn't bother me b/c i'm on linux hehe
>>
>> Anybody who believes that MicroSloth/MicroShaft sends out patch
>> updates as e-mail attachments DESERVES to have their system toasted.
>
>well yeah, but unfortunately this particular virus is sending itself
>to addresses it gets off usenet too. So for every retard that gets
>infected I seem to be getting several emails, at its peak this was
>about 1500-2000 of the fuckers a day.
>
>I'm running an immune OS, and I have a decent connection, and it is
>still pissing me off, I pity anyone getting hit with the same amounts
>as I am who is on a dial-up.

Oh like me then? 18674 copies on 49.3k dialup.

Xocyll
--
I don't particularly want you to FOAD, myself. You'll be more of
a cautionary example if you'll FO And Get Chronically, Incurably,
Painfully, Progressively, Expensively, Debilitatingly Ill. So
FOAGCIPPEDI. -- Mike Andrews responding to an idiot in asr

6746. Atari falcon probs- help wanted.

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 16:27:25 UTC
From: kradlabs@yahoo.com
Message-ID: <e8b86de3.0309250827.64ffffbf@posting.google.com>
Source record: 23428

Hello,

I have a atari falcon that I have just recased from a rack case and I unable to get the keyboard or mouse to work. I have checked all my connections, and chips, and they all seem secure and socketed. The connector cable on the keyboard appears to be slightly loose. Does anyone kno of a way to get a replacement connector?

I am worried that the problem might be more electrical in nature, and I am a novice at best when it comes to fixing that. I have just moved to the new york area and funds are tight to send it to one of the "offical" repair techs oput there, so I have a item for barter. It is a Tascam Tm d-1000 digital mixer in fair cond. The only thing wrong with it is that two sliders do not work, but the channel repsonds to midi. This is a good frontend for falcon recording setup if you have a spidf interface for the falc.

I am tired of looking at a falcon deskptop with no way to run anything on it. Any help would be greatly appreciated

Peter Swimm

6747. RRJ

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 16:30:05 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f731892$0$27588$626a54ce@news.free.fr>
Source record: 23429

For those who may be interested, I onlined all data about the dead project called RIORED-J.

Regards

6748. CT60 NEWS

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 16:31:42 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f731899$0$27588$626a54ce@news.free.fr>
Source record: 23430

Arrival of new 060 from Germany !! : 060 REV 6 mask E41J (0 bugs) from 1999
!!
So, the last shipping will be done !

Update of the web site about the tested software list ...

Regards

6749. Mailbox Virus

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 16:42:42 UTC
From: swamptax-NOT-@atlantic.net
Message-ID: <6WEcb.2474$if4.1887145@newshog.newsread.com>
Source record: 23431

Hi All,
Maby this will help (if these boxes are not filled to the limit!)
Note that my new address was not used to post with but this applies to all in this NG too!

From John Garone: RE: swamptax-NOT-@atlantic.net (without the -NOT- but dpesn't matter... it will be changed anyway)

VIRUS ALERT WARNING !!!

This message is being sent to the few people I sent my new E-mail address to this morning, 9/25/03.

One or more of your systems is infected with a virus that scans your mail box and sends mail to those addresses without you knowing it. My new box was filled in a very short time after sending my new address.
Most likely Outlook Express is your mail program and I'm told that systems hooked up to a dedicated line which lets Outlook Express stay open would be most suseptible.
So, whether you have a didicated line or not, PLEASE run the latest anti-virus program so mine and other's mailboxes aren't filled with virus attachments!
A new address has been set up and will be sent to you after you have some time to get your act together!!!

Thanks,
John

6750. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 18:33:26 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3f7331fe$0$10420$626a54ce@news.free.fr>
Source record: 23432

"Kenneth Medin" <kennethm@tripnet.se> a crit dans le message de
news:3f7203041771a12@tripnet.se...
> Boycott Outlook Express! See http://ichimusai.org/oe/
> BEGIN xxx <============[Begin xxx]

Was this supposed to be the magic trick that makes my Outlook Express be
unable to show that:

> In comp.sys.atari.st <1064429184-46367AEicMi@gmx.net>
> Dennis Vermeire wrote on Wed 24-09-2003 16:36 (+0200):
>
> >From: "Steve Sweet" <steve.sweet@btopen-2-viri-world.com>
> >Date: Sat, 20 Sep 2003 23:25:13 +0000 (UTC)
>
> >>We seem to always miss something when we get onto this subject, its the
> >>people exploiting the software holes that need stuffing, not the poor
> >>barstard that's getting exploited. It may be an MS product on the
> >>receiving end but the problem is caused by the virus writers.
>
> No, the problem is that there is a "mono culture" out there with almost
> nothing except MS Windows using OE. this puts a very heavy burdon on MS
> to make there software extremly safe or there will be massive problems.
>
> The very fact they have an almost monopoly position does not help making
> there software any better.
>
> This is where we Atari users actually make a (very small) difference. I'm
> certain my STinG setup is vulnerable in some way but it does not matter...
>
> In a world with lets say 6-10 different operating systems running various
> software with the market spread evenly among them there would be far less
> virus, etc. problems...
>
> >is to stubborn to use different software. Although the viri don't affect
> >my system, the mails they're attached to affect my mailbox. The last few
> >days I had to wade through almost 750 mails sent by different people but
>
> And you call that lots of mail... I got 1744 yesterday and 1120 today.
> Fortunately MEG does a very good job emptying my mailbox every 5 minutes.
> Runs on my webserver TT.
>
> >all generated with either Outlook or Outlook Express.
>
> They are not. This virus uses (afaik) its own SMTP engine to send the
> mails.

>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

Just asking.
Sorry for the bad quoting, but well, if I cut the plain text, people could
have believed that the "Begin" trick worked ;)

Dbug (Using OE 6.00.2800.1123)

6751. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 18:40:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1064603530-79411AEicMi@gmx.net>
Source record: 23354

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Wed, 24 Sep 2003 19:48:19 GMT

Hi Kenneth,

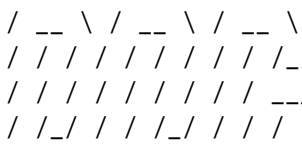
>is to stubborn to use different software. Although the viri don't affect
>>my system, the mails they're attached to affect my mailbox. The last few
>>days I had to wade through almost 750 mails sent by different people but
>
>And you call that lots of mail... I got 1744 yesterday and 1120 today.
>Fortunately MEG does a very good job emptying my mailbox every 5 minutes.
>Runs on my webserver TT.

I've probably received something in the same order, but I've given up emptying the 250 Mb GMX mailbox, it's like taking water to the sea, it fills up faster then one can empty it. I thought that we've had the worst behind us by now, but it seems to get worser... GMX has just send me a notice letting me know that the mailbox is nearly full again, considering that the largest part is already filtered away by GMX (nearly 2Gb in three days), this is a hopeless situation, so I've decided to leave it full for the next few days.

>>Besides, it's your mailbox which is being attacked, not this newsgroup...
>
>You are partially wrong here. The SWEN virus captures email adresses from
>newsgroup messages. I get quite a lot of virus mails from abroad and the
>only international newsgroups i visit are Atari related.
>The conclusion is that there are people reading this newsgroup using OE
>that are sending lots of mail to my address.
>The question is: Why help these by answering questions in a newsgroup??

Hm, that's pretty radical, it's easy enough to filter anyone away using software from Microsoft ofcourse. I can follow your reasoning, but in the long end this won't do much good to this newsgroup and platform. What it comes down to is that you'll effectively silence about 30% of the posters here... and that's quite a lot. This newsgroup is more then just helping out people, it's actually one of the main Atari forums, IMO we can't afford to loose people because of this.

Cheers from Belgium
Dennis
--



/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6752. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 18:43:53 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f73456c826fc0@tripnet.se>
Source record: 23433

Note to Newsie users: Nothing worth reading inside :-)
Boycott Outlook Express! See http://ichimusai.org/oe/
begin xxx
In comp.sys.atari.st <3f7331fe$0$10420$626a54ce@news.free.fr>
Mickael Pointier wrote on Thu 25-09-2003 20:33 (+0200):

>
>"Kenneth Medin" <kennethm@tripnet.se> a ï¿½crit dans le message de
>news:3f7203041771a12@tripnet.se...
>> Boycott Outlook Express! See http://ichimusai.org/oe/
>> BEGIN xxx <============[Begin xxx]
>
>Was this supposed to be the magic trick that makes my Outlook Express be
>unable to show that:

>Just asking.
>Sorry for the bad quoting, but well, if I cut the plain text, people could
>have believed that the "Begin" trick worked ;)

Well, I used an emulated version to be kind to Newsie users. This post
however uses the "real thing".
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6753. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 18:44:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1064603536-80547AEicMi@gmx.net>
Source record: 23355

From: "Mickael Pointier" <sorry@but.i.hate.spam.net>
Date: Wed, 24 Sep 2003 20:31:28 +0200

Hi Mickael,

>>in fact he has lots of choice. In persisting to keep on using the affected
>>software, he prolongs the situation. So that "poor bastard" is more or
>>less a masochist, which is just fine by me.
>
>Or someone that is perfectly able to configure its system in a way it's
>perfectly usable.

Come again? Can you guarantee me black on white that nothing will ever affect
your system? There isn't one network administrator in the whole world who
would guarantee something like this. Setting up an invulnerable system on a PC
using software from Microsoft is an illusion...

>> As far as I'm concerned both these so-called mailers are spamming tools,
>> and from now on I'll treat them like this also, from october 1st anyone
>> sending me mails generated with that crap their mails will end up in the
>> GMX spam filters, this is a general notice BTW.
>
>How nice.
>I hope you will not feel too lonely.

I won't, there are about 100 people listed in my adressbook, only three of
them actually use Outlook or Outlook Express, making an exception for these
three is easily done. I realise it's not the most popular thing to do, but do
you have a better idea? I'm not a Microsoft user, but their software affects
my daily internet routine, I'm sorry for the people who use various software
from Microsoft, but I don't have to and won't put up with this nonsense any
longer.
BTW: have you thought about what the effect would be if everyone here follows
my steps? Instead of me being lonely, you'll be the lonely one. AFAIK nobody
is forcing you to use Outlook Express, what kind of very special feature has
that program that none of the odd hundred other PC mailers have? Anyway, you
know that using that program holds a certain risk, almost 90% of the crap
being spread on internet originates from that piece of shit. And I don't wanna
hear how many measures you took to not get infected, there's always someone
out there who's smarter, if your system isn't infected this time... no worries
it'll happen eventually. Well, I'm not going to have patience until then, like
I said, from the 1st october onwards all mail created by any MS product will
automatically be filtered away by my ISP. And I really do hope that a lot of
people follow my example, the more that follow it, the more you'll have to
think about using a different mailer. Using a different mailer means internet
getting a little safer...

Martin Byttebier couldn't have put it better when he suggested that someone out there ought to sue Microsoft. This joke must be costing ISP's all over the world fortunes... but in the end it's us the users who'll eventually will have to pay for it. In view of this I even suggest to take Martin's opinion a step further: all ISP's should at least triple their prices to people insisting using Microsoft rubbish, a bit like a car insurance, the higher the risk, the more you pay.

After reading your reaction, I'm starting to think along the lines of Kenneth, filter all OE posters away from this newsgroup may be pretty radical, but in the long end it'll give us peace of mind. There's more then one newsreader for the PC available, so you have the choice...

Cheers from Belgium
Dennis

6754. Re: Line Cond. Sense

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 18:49:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1064603526-78715AEicMi@gmx.net>
Source record: 23353

From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Date: Mon, 22 Sep 2003 14:14:36 +0200

Hi Maurits & John,

>>Ok. I'm kinda' folowing you! So where do I get "PPP echo request"
>>program?
>
>Well that's the difficult part, it's part of PPP so it should be in the
>ppp layer; you'd have to somehow tell it to send a request. I don't know
>which (if any) of the Atari layers has a function to do this. I'm sure
>they are all able to reply to echo requests from the ISP, but I guess
>they'd need some kind of function call in their API to send one and tell
>you the result.

This is why I advised John to give IConnect a try, but I didn't realise
that he was working under SingleTOS. IConnect can only run under MagiC
threading. So it's of little or no use, to him.

>Sorry I don't know the first thing about iConnect..:)

Well I do ;-)
The PPP echo request is part of IConfig, by default it's off, to activate
it, IConfig's PRO mode must be entered , IIRC it's located under the PPP
icon. The echo interval can be set from 1 to 9 seconds, and the results
are shown in the con_info.prg (Connection info).

Cheers from Belgium
Dennis
--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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
```

6755. Atari MegaFile Questions

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 19:04:49 UTC
From: The MCP <the_mcp.NO.SPAM.@telus.net>
Message-ID: <I%Gcb.9740$AC3.336765@news2.telusplanet.net>
Source record: 23434

Just noticed that there are two new listings for Atari MegaFile Hard Drives
on eBay (items 3048607435 & 3048607442) in the past couple of days and
have a couple of questions for the folks in the know...

What is the largest drive is that you can put in one of these is (the
megafile 60 that is)?
And can you use the 88 meg SyQuest carts on the Megafile 44 with the
removable drive?

Thanks in advance.

6756. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 19:04:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1064603540-81467AEicMi@gmx.net>
Source record: 23356

From: "Rodolphe Czuba" <rczuba@free.fr>
Date: Thu, 25 Sep 2003 11:04:15 +0200

Hi Rudolphe,

>IF I had started a CTTT, the CT60 would never be finished...because it was
>impossible to manage 2 projects in the same time...

Yes of course, I'm not blaming you at all, sorry if you perceived it that
way. I just wanted to let you know that there were a hell of a lot more
people then just that 25 you recall interested in that particular project.

>Who will modify and code in the TOS 3 to let him run on 060 ???
>
>I don't know and because I dpon't know I can't start designing a hardware
>for TT !
>
>That's a very simple situation !
>
>No software -> no hardware !

Ok, fine.... I understand.
I'm not a programmer and I don't know the first thing about designing mb's,
but why can't for example the Milan TOS be used, or even MagiC, Andreas
Kromke should be able to help you out in a jiffy, MagiC runs on a Milan and
Hades also after all. I presume that in order to get MiNT running TOS must
be patched first?

>The only mb I could do now is a Falcon 060 like machine (a CT60 in ATX
>format + PCI slots) because here I have no problems with software...

Yes, I've read that announcement. But unfortunately that is not the kind of
computer on my wish list.

Cheers from Belgium
Dennis
--

____ ____ ____
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/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6757. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 19:21:32 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns9401D94734A83tos4ever@195.130.132.70>
Source record: 23435

on do, 25 sep 2003 18:43:53 GMT ?Kenneth Medin wrote:

> Note to Newsie users: Nothing worth reading inside :-)
> Boycott Outlook Express! See http://ichimusai.org/oe/
> begin xxx
> In comp.sys.atari.st <3f7331fe$0$10420$626a54ce@news.free.fr>
> Mickael Pointier wrote on Thu 25-09-2003 20:33 (+0200):
>>Just asking.
>>Sorry for the bad quoting, but well, if I cut the plain text, people
>>could have believed that the "Begin" trick worked ;)
>
> Well, I used an emulated version to be kind to Newsie users. This post
> however uses the "real thing".

Indeed I can confirm this. Outlook Express 6.00.2800.1223 still has this
bug.

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

6758. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 20:30:52 UTC
From: Pokey <schoolmuziek@hotmail.com>
Message-ID: <bkvjfn$3ou$1@reader11.wxs.nl>
Source record: 23436
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Carl Philtmoon" <masheg_solea@yahoo.com.hk> schreef in bericht
news:26e9ab06.0309250215.c1b8bd3@posting.google.com...
> ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> 800 from 1979 is far better !

Hi!

Any Atari system is great in my opinion. You are an atari lover or you are not (I guess). But I have to admit I love my atari 8bit more than my atari 16/32 bit system. And I have to admit too: the atari 8bit is more stable than the ST, but that's more thanks to the software quality on atari 8bit, and has not really something to do with the machine. Unfortunately there are many TOS versions, and many different types of atari ST mainboard types.

Marius

6759. Re: CT60 problems solved!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 20:39:52 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030925223952.a10658@du3.maus.de>
Source record: 23437

>> Anyway these freezes only happen every two or three days. Very strange.
> Do u guys use expanded resolutions? N.AES has problems with some res
>expanders, or even the res itself, seeing as total freeze out of blue.
>Increasing qsbchars, cqsbchars. mpipesize and sstack size (usually
>factor of is enough) solve those.

Tried this but unfortunately it didn't cure the problem. I still have this freezes. Seems to me that N.AES doesn't run correctly with the ct60. :-(
I also changed the power supply. The main goal was that my falcon should only have a single fan - me ;-) so therefore I bought a fanless power supply. As some of you noticed I also changed the oscillator on my ct60 so now it only runs with 60Mhz but also without a fan. :-)

Anyway, I am going to try XAaes so hopefully the freezes will stop.

Regards,

Frank

6760. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 21:58:26 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <FwJcb.20519$jO.14794@bignews3.bellsouth.net>
Source record: 23438
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Pokey" <schoolmuziek@hotmail.com> wrote in message
news:bkvjfn$3ou$1@reader11.wxs.nl...
>
> "Carl Philtmoon" <masheg_solea@yahoo.com.hk> schreef in bericht
> news:26e9ab06.0309250215.c1b8bd3@posting.google.com...
> > ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> > 800 from 1979 is far better !
>
> Hi!
>
> Any Atari system is great in my opinion. You are an atari lover or you are
> not (I guess). But I have to admit I love my atari 8bit more than my atari
> 16/32 bit system. And I have to admit too: the atari 8bit is more stable
> than the ST, but that's more thanks to the software quality on atari 8bit,
> and has not really something to do with the machine. Unfortunately there
are
> many TOS versions, and many different types of atari ST mainboard types.

I recently had a look at StarFleet 1 from Insterstel Corp on the Atari
ST...I was expecting it to be better than the 8-bit -- boy was I ever
wrong...the 8-bit interface and navigation controls and targeting is much
more user firendly than the ST. Just tends to justify all that you just
said.

>
> Marius
>
>
>

6761. Re: Atari falcon probs- help wanted.

Newsgroup: comp.sys.atari.st
Date: 2003-09-25 23:42:33 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <J3Lcb.123258$bo1.94835@news-server.bigpond.net.au>
Source record: 23439

"Peter Swimm" <kradlabs@yahoo.com> wrote in message
news:e8b86de3.0309250827.64ffffbf@posting.google.com...
> Hello,
>
> I have a atari falcon that I have just recased from a rack case and I
> unable to get the keyboard or mouse to work. I have checked all my
> connections, and chips, and they all seem secure and socketed. The
> connector cable on the keyboard appears to be slightly loose. Does
> anyone kno of a way to get a replacement connector?
<snip>

Hi peter, are you using an external adapter? Have you tried the original
Keyboard? Sometimes with wear and tear the original falcon keyboard leads
will come adrift. I have in a couple of cases shortened and resoldered, this
should work if you are using free keys or something like that.

Mark

6762. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 03:09:13 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <adc3cd6c269b7b5316bb725ba50c6783@news.teranews.com>
Source record: 23440
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

yeah, so? Took you over 10 years to figure that out?

"Carl Philtmoon" <masheg_solea@yahoo.com.hk> wrote in message
news:26e9ab06.0309250215.c1b8bd3@posting.google.com...
> ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> 800 from 1979 is far better !

6763. Re: Tempus Word (was: New version of Papyrus...)

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 09:00:39 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB99BC37.6DF6%derryck@nospam.cix.co.uk.invalid>
Source record: 23441

In article 5c1cf651.0309241458.61847013@posting.google.com, Mike Freeman at mail@freeman-studio.com wrote on 24/9/03 23:58:

> Besides, my whole point here is: what software do we have that's any
> better *and* is available *right now* in more than just German? If you

Well, all I can say is if you (and I mean the general "you") are prepared to wait just a couple of months then you will have an English version of Tempus Word.

I personally witnessed the manual being translated at our last club meeting.

--

Cheers

Derryck

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

6764. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 11:18:02 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f742063$0$20163$626a54ce@news.free.fr>
Source record: 23442
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

If you don't speak about the power of a 68000 versus a 6502 or 6510, ok ...

The fact is that the GREAT chips of the 800 and (more 800 XL) are better for sound and video than the ST !
I'm ok with that !

I think everybody knows here the story of the 800 and later the AMIGA that was vcreated by people that have something to do with 800 !
In Amiga they put the same technology bases ...and sure they attempted to let atari produce this new computer, but atari refused (an other stupid decision of atari !) and the guys went to Commodore and .....

I had a 800 XL and remember the powerfull of the CTIA / GTIA chip for mixing graphic & text modes with few lines of ASM code ! And how easy it was to add more colour by using the DISPLAY LIST doing an Interrupt of the Display list...
These technics are on Amiga.... not on ST that is very poor for video and audio...

"Carl Philtmoon" <masheg_solea@yahoo.com.hk> a crit dans le message de news: 26e9ab06.0309250215.c1b8bd3@posting.google.com...
> ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> 800 from 1979 is far better !

6765. Re: HDDriver problems

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 13:01:53 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f73e43e13acff2@comcast.net>
Source record: 23443

>Hello everyone,
>
>Working with my Falcon in 030 mode (there's a CT60 in it, but it's not
>"on") I ran ICD tools one last time to make sure everything worked.
>[It did.] I then installed my nice new HD Driver 8.13. I had a
>couple of lockups after installation however, so I figured I'd
>repartition the drives in case HD Driver had issues with the ICD
>formatting. This was a big mistake. Now, regardless of whether I use
>ICD or HDDriver the computer freezes whenever I attempt to access the
>drives. This occurs when I use the AUTO folder, start from floppy, or
>even just try to scan the SCSI bus. What on earth happened, and does
>anyone have any idea how to get out of it? Both my 1.08GB and 340MB
>drives are failing to respond in any manner!
>
>Galen

I also had problem when I installed HDDriver onto my STe with ICD
formatting. I eventually had to repartition the drive using
HDDriver. Now it works better than with the ICD software.

I would copy the HDDriver program file (goes in the auto folder)
and the HDDriver.app file onto a floppy. Boot the Falcon so that
you get a plain screen. Run the program file, then the app file.
You should then be able to install a new HDDriver.sys file on
partition C and it should boot up. You may want to take off your
data, re-partition it using the app program and but everything
back on the hard drive. Did that with my STe.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6766. Re: How to erase 130 unwanted emails?

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 13:01:53 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f73e43e13acff3@comcast.net>
Source record: 23444

>swampfax1-NOT-@atlantic.net (John Garone) wrote in message
news:<wRPab.2219$if4.1595617@newshog.newsread.com>...
>> remove -NOT- to reply by E-mail
>>
>
>> >My Freeserve email mailbox has been filled up with 130
>> >or so emails from "Microsoft Security Updates" each of
>> >around 150Kb! Using Emailer I can't seem to clear the
>> >cretins from my mailbox...
>> >
>> >
>> Hi Neil,
>> I use Newsie! Choose "Get Selected Mail". That will give a full list
>> of Subject and Sender. Click on "Delete All". Closing the window will
>
>Or you could try PopGEM (found at
>http://topp.atari-users.net/popgem.htm)
>Or you could try Meg (based on Kellis' PopGEM, recently released and
>can be found here: http://membres.lycos.fr/nef/)
>
>Regards,
>
>Joakim

I am getting this Microsoft emails also plus a bunch more. The
amount to about 100 a day and I am sick of it. I am using PopWatch
to get rid of mine. MyMail has a feature that helps also...
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6767. Re: New PC Virus?

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 13:01:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f73e43e13acff5@comcast.net>
Source record: 23347

>Steve,
> I also got well over 600 of these friggin e-mails.
>I have a 50 meg e-mail account and it bottomed that
>out like nothing even though I was erasing the
>messages every 3 to 4 hours tonigh. I got warnings
>that my e-mail was up to 70 percent full!!!! PLEASE
>WINDOZE people get your computer FIXED. UPDATE and
>run a damn Anti-Virus constantly. Your not only
>hurting everyone using a PC. But your KILLING people
>on other platforms that have dial up in countries
>where you have to pay for your internet time!!!!
>
>Thanks,
>Carey C.
>

Yeah, this sucks doesn't. I get about 100 of these a day now. I
just wish they would stop, but I do not think they will for some
time now.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6768. Re: Memory upgrade on a 1040Stf

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 13:01:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f73e43e13acff4@comcast.net>
Source record: 23445

>Any has tried upgrading the 1mb default memory of a 1040ST ?
>
>I'm going to do this (using 30 pin SIMMs) ... any directions ?

Well if your STf takes simms, they just snap right in. I have a
1040STe that uses simms. The motherboard has the simm sockets
built right in. I did not think the STf has such sockets.They may
be a piece of hardware out there that allows this.

>
>And another question..
>somebody knows , how to use a harddisk to the same atari ? i want to use
>one, but in my country i cant find atari harddrives :o(

You do not really need am Atari drive, but most any SCSI drive and
an Atari SCSI host adapter.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6769. Re: TT030

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 13:01:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f73e43e13acff8@comcast.net>
Source record: 23346

>Heya everybody. A friend the other day gave me a TT030 that he had sitting
>in his closet. I couldn't believe it when I saw and instantly fell in love
>with it. This is my first Atari and my first experience with the TOS/GEM
>systems. Does anyone have or could point me to a website that would contain
>documents that could help me understand the operating system. While I was
>playing around with it (being a little hasty) I deleted some files from a
>directory and now I get three bats(?) on the screen and it halts everything
>from that point. I have absolutely no idea how to use the TOS/GEM system
>and some of the responses it gives me seems to be a bit buggy sometime. I'm
>sure that this TT was fitted with an earlier version of TOS, is there any
>way I can upgrade this? I have an e2prom burner, and was wondering if i
>could obtain the source of the later TOS revisions and burn it, but finding
>atari documentations on the internet has proved futile.
>
>I'm also looking for a VME ATI Rage and any books that may have come with
>the TT.
>
>
>TIA
>
>Jason

Glad you like the TT Jason. It is a very good system. Put a nice
graphics card in there and you will be set. There are plenty of
nice Atari sites on the www to help you. Here are some below:

http://www.mcc.ac.uk/~dlms/ftplinks.html

http://rzserv2.fh-lueneburg.de:8080/Atari_1

http://www.atariworld.com/

http://www.spythis.com/cca/index.html

http://www.fortunecity.com/skyscraper/apple/308/html/toc.htm

http://www.geocities.com/SiliconValley/6880/phsw.html

http://members.tripod.com/~TT030/tt.htm

http://users.pandora.be/tos4ever/utsi.htm

http://www.best-electronics-ca.com/

http://www.vme.net/dvm/aty/

http://www.myatari.com/

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
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Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6770. Re: Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 13:01:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f73e43e13acff7@comcast.net>
Source record: 23348

>Hello
>
>Taskbar 3 offers to open CPX modules from his Start button. But
>depends what control panel i install it will open the module or will
>not. For example with Cops or X-Control installed i am not able to
>open the CPX module from the Start button, but with Z-Control i am.
>The solution isnt use Z-Control because it makes my system unstable.
>Any experiences with this?
>
>More details: i use Mint 1.15.12 and N.AES 2.0
>
>Thanks
>
>David Galvez

The author, I believe using Magic as his OS. I use Magic, Mint and
Geneva. Under Magic, Taskbar has no problems opening a CPX file
under the COPS.acc program.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
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Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6771. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 14:06:16 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bl1h4d$m5r$1@news1.nivel5.cl>
Source record: 23349
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
Dont Forget the ANTIC.
( I have dozens of Xe/Xl Series )

But... comparing ST and XL , is like compare Apples with potatoes...
```

"Rodolphe Czuba" <rczuba@free.fr> escribi&#65533; en el mensaje
news:3f742063$0$20163$626a54ce@news.free.fr...
>
> If you don't speak about the power of a 68000 versus a 6502 or 6510, ok
...
>
> The fact is that the GREAT chips of the 800 and (more 800 XL) are better
for
> sound and video than the ST !
> I'm ok with that !
>
> I think everybody knows here the story of the 800 and later the AMIGA that
> was vcreated by people that have something to do with 800 !
> In Amiga they put the same technology bases ...and sure they attempted to
> let atari produce this new computer, but atari refused (an other stupid
> decision of atari !) and the guys went to Commodore and .....
>
> I had a 800 XL and remember the powerfull of the CTIA / GTIA chip for
mixing
> graphic & text modes with few lines of ASM code ! And how easy it was to
add
> more colour by using the DISPLAY LIST doing an Interrupt of the Display
> list...
> These technics are on Amiga.... not on ST that is very poor for video and
> audio...
>
>
>
>
>
> "Carl Philtmoon" <masheg_solea@yahoo.com.hk> a &#65533;crit dans le message de
> news: 26e9ab06.0309250215.c1b8bd3@posting.google.com...
> > ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> > 800 from 1979 is far better !
>
>

6772. Re: Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 14:26:35 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bl1iar$4sp$1@tyfon.itea.ntnu.no>
Source record: 23350

Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:

> The author, I believe using Magic as his OS. I use Magic, Mint and

No, I use MiNT+N.AES, but can test Taskbar on MagiCMac. However, COPS
should work fine with MiNT/N.AES as well, as that's what I normally use.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

6773. Re: TT030

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 14:42:33 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0309261622330.1445-100000@feanor.schunter.etc.tu-bs.de>
Source record: 23351

Hi, Edward!

Sorry to tell you that these two don't exist any more...

ESBJ> http://www.mcc.ac.uk/~dlms/ftplinks.html
ESBJ> http://rzserv2.fh-lueneburg.de:8080/Atari_1

But you can try the wayback-machine at

<http://www.archive.org/>

Only for Atari 8-bit computers:

ESBJ> http://www.atariworld.com/

Try <http://members.tripod.com/~TT030/> for:

ESBJ> http://members.tripod.com/~TT030/tt.htm

Always glad about some "new" Atari links ;-)

Regards,

Alexander

6774. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 16:24:48 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f746845$0$27027$626a54ce@news.free.fr>
Source record: 23352
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Yes your're right : ANTIC !

And is everybody knowing that Player missiles was the first name of the Sprites !??
In fact commodore never invented the sprites !
Atari did it before commodore ! The player was a sprite and a missile (a small ball) was associated to each player !
4 player-missiles if I well remember, in the 800 XL.

+

"Bruce" <No-Spam@lvn.cl> a écrit dans le message de news: bl1h4d$m5r$1@news1.nivel5.cl...
> Dont Forget the ANTIC.
> (I have dozens of Xe/Xl Series)
>
> But... comparing ST and XL , is like compare Apples with potatoes...
>
>
>
>
> "Rodolphe Czuba" <rczuba@free.fr> escribi en el mensaje
> news:3f742063$0$20163$626a54ce@news.free.fr...
> >
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> >
> > The fact is that the GREAT chips of the 800 and (more 800 XL) are better
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> > sound and video than the ST !
> > I'm ok with that !
> >
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> > In Amiga they put the same technology bases ...and sure they attempted
to
> > let atari produce this new computer, but atari refused (an other stupid
> > decision of atari !) and the guys went to Commodore and .....
> >
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> mixing
> > graphic & text modes with few lines of ASM code ! And how easy it was to

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> > more colour by using the DISPLAY LIST doing an Interrupt of the Display
> > list...
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and
> > audio...
> >
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> >
> > "Carl Philtmoon" <masheg_solea@yahoo.com.hk> a crit dans le message de
> > news: 26e9ab06.0309250215.c1b8bd3@posting.google.com...
> > > ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> > > 800 from 1979 is far better !
> >
> >
>
>

6775. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 16:52:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1064603544-82323AEicMi@gmx.net>
Source record: 23357

From: "Steve Sweet" <steve.sweet@btopen-2-viri-world.com>
Date: Wed, 24 Sep 2003 20:55:35 +0000 (UTC)

Hi Steve,

>SO you're cutting me off then!!, Thing is I'm using a firewall, selective
>filtering and a continuously updated Anti Virus.

No worries, I'll make an exception for you and a couple other OE users, but
all the non regular OE users mailing me, will get their mail back, with an
undeliverable notice...

Cheers from Belgium
Dennis
--

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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6776. Re: How contact members of Black Scorpion to repair EXPOSE Card

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 19:06:28 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030926210628.a11541@du3.maus.de>
Source record: 23371

>Ok, is your email valid in this message?

Well, in theory it is. Practicly I don't download any emails from this
account due to excessive spamming. :-(

>If the file size is ~500K, my hotmail account could take it if you
>remove "spamblock" please:)

I am going to write you an email.

>I have two Falcons I keep running. One has a Mighty Sonic, the other
>is an Afterburner. Both have a NOVA and Expose installed. Still not
>sure which one to install the CT060 on. Both are compatible/reliable,
>with the 030 Mighty Sonic being slightly more so.

Well. Due to the fact that the NOVA doesn't work with the ct60 at the moment
I would recommend to remove the Mighty Sonic. The ct60 is absolutely stable
and if you have some elder programs (mostly demos or games) you can even
switch to 030 mode to have an old F030 :-)
In this case you should try the solderless installation. :-)

>>compared to my afterburner setup I had before) in raw cpu power (~
>>factor 2-3) is so dramatic that I wouldn't go back to my "old" falcon. :-)
>Decisions, decisions.....:)

You still have your second falcon with afterburner and NOVA. :-)

Regards,

Frank

6777. Re: Tempus Word (was: New version of Papyrus...)

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 19:14:34 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0309261114.70c08a3@posting.google.com>
Source record: 23358

Derryck Croker <derryck@nospam.cix.co.uk.invalid> wrote in message
news:<BB99BC37.6DF6%derryck@nospam.cix.co.uk.invalid>...
> In article 5c1cf651.0309241458.61847013@posting.google.com, Mike Freeman at
> mail@freeman-studio.com wrote on 24/9/03 23:58:
>
> > Besides, my whole point here is: what software do we have that's any
> > better *and* is available *right now* in more than just German? If you
>
> Well, all I can say is if you (and I mean the general "you") are prepared to
> wait just a couple of months then you will have an English version of Tempus
> Word.
>
> I personally witnessed the manual being translated at our last club meeting.

Great to hear that it is moving forward! What I was trying to say,
though, wasn't that it will never come out, but that to this point
English users haven't had any real choices other than Papyrus, and for
most general things that I do, it works very well. Another way of
putting it: Let's say I have a project that must be done by next week.
What else am I going to use other than Papyrus, or a Mac/PC
substitute? On the Atari, I (and other English-only users) can only
choose either Papyrus (with all of its apparent flaws), or much older
word processors with much more puny features, thus limiting my
creativity on the project. For this reason, Papyrus *right now* is the
only option, and well worth its price. Sure, if Tempus Word comes out
in a couple months, that might be the best option. If nothing else it
gives us more of a choice. I'm not saying that Tempus Word is bad, or
isn't worth the wait. I'm saying that Papyrus shouldn't be called bad
necessarily, either, and that it *can* be well worth the price if it
works better on an *individual basis*. What's best for one isn't best
for all.

Mike Freeman

6778. Re: Atari MegaFile Questions

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 21:03:26 UTC
From: Benoit Morrissette <benoitmorrissetteNOSPAM@hotmail.com>
Message-ID: <4ca9nvkgq0i681k95sgh12geqsfmf8le0u@4ax.com>
Source record: 23359

On Thu, 25 Sep 2003 19:04:49 GMT, "The MCP" <the_mcp.NO.SPAM.@telus.net> wrote:

>Just noticed that there are two new listings for Atari MegaFile Hard Drives
>on eBay (items 3048607435 & 3048607442) in the past couple of days and
>have a couple of questions for the folks in the know...
>
>What is the largest drive is that you can put in one of these is (the
>megafile 60 that is)?
>And can you use the 88 meg SyQuest carts on the Megafile 44 with the
>removable drive?
Yes but you get only 44 megs out of them...
>
>Thanks in advance.
>
>
>
>
>

Good night!

Benoï¿½t Morrissette

6779. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 21:16:11 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.58.0309262309000.24100@wh58-508.st.uni-magdeburg.de>
Source record: 23360

Hello!

> I'm not a programmer and I don't know the first thing about designing mb's,
> but why can't for example the Milan TOS be used,

It's still copyrighted and the Milan GmbH only have the right to modify
and distribute it for the Milan.

> MagiC runs on a Milan and

Just a note, MagiC on the Milan also use the MilanTOS BIOS routines for
console, serial port, floppy I/O (MagiC don't include Milan specific
hardware drivers).

> Hades also after all. I presume that in order to get MiNT running TOS must
> be patched first?

FreeMiNT don't include native console drivers and use therefore the TOS
BIOS driver (same for floppy, but there is an driver in progress). Also
FreeMiNT don't include hardware initialization yet. If you put these
things into the FreeMiNT kernel you can get rid of the TOS dependency. I
think this is much easier as to port/patch the TOS.

Ciao
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

6780. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 21:29:14 UTC
From: KL <smacdab@xs4all.nl>
Message-ID: <3F74AFA7.7FE6038B@xs4all.nl>
Source record: 23361

Dennis Vermeire wrote:

>
> No worries, I'll make an exception for you and a couple other OE users, but
> all the non regular OE users mailing me, will get their mail back, with an
> undeliverable notice...
>
> Cheers from Belgium
> Dennis

Dennis,

My next mailer will be ASHmailer ,so I can reache you again?

Kees

6781. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 23:16:16 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3f74c5b5$0$20655$626a54ce@news.free.fr>
Source record: 23362

> >Or someone that is perfectly able to configure its system in a way it's
> >perfectly usable.
>
> Come again? Can you guarantee me black on white that nothing will ever
affect
> your system? There isn't one network administrator in the whole world who
> would guarantee something like this. Setting up an invulnerable system on
a PC
> using software from Microsoft is an illusion...

I'm sorry, but I don't see _any_ piece of software on _any_ system that can
provide such a guarantee.

The only thing I can say is that I'm using OE and IE since I dropped
Netscape because Communicator was such a piece of crap... and that I never
get any virus.

Perhaps also would you feel more confident if I add that I have the licence
of my Windows 2000, that I apply security patch both for system and
application when they are released, that my antiviral software is also
autopudated, and that I also have a firewall that filters all unsafe
attachments...

> [.. lots of text ..]
> After reading your reaction, I'm starting to think along the lines of
Kenneth,
> filter all OE posters away from this newsgroup may be pretty radical, but
in
> the long end it'll give us peace of mind. There's more then one newsreader
for
> the PC available, so you have the choice...

I sincerly don't see what you found bad in my reaction.
You just wrote that from now people using OE are kind of "masochist
bastards" (I used you words) will not be able to communicate with you, I
just replied that not everybody using OE is masochist or a bastard...

Dbug

6782. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-26 23:17:32 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3f74c601$0$20648$626a54ce@news.free.fr>
Source record: 23363

"Kenneth Medin" <kennethm@tripnet.se> a ?crit dans le message de
news:3f73456c826fc0@tripnet.se...
> Note to Newsie users: Nothing worth reading inside :-)
> Boycott Outlook Express! See http://ichimusai.org/oe/
==========
In comp.sys.atari.st <3f7331fe$0$10420$626a54ce@news.free.fr>
Mickael Pointier wrote on Thu 25-09-2003 20:33 (+0200):

>
>"Kenneth Medin" <kennethm@tripnet.se> a ?crit dans le message de
>news:3f7203041771a12@tripnet.se...
>> Boycott Outlook Express! See http://ichimusai.org/oe/
>> BEGIN xxx <============[Begin xxx]
>
>Was this supposed to be the magic trick that makes my Outlook Express be
>unable to show that:

```
>Just asking.
>Sorry for the bad quoting, but well, if I cut the plain text, people could
>have believed that the "Begin" trick worked ;)

Well, I used an emulated version to be kind to Newsie users. This post
however uses the "real thing".
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>
==========

Funny :)

Dbug
```

6783. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-27 00:49:16 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <83bg41-j3i1.ln1@sd.swampdog>
Source record: 23366

```
Didier Briel wrote:

> On 23 Sep 2003 16:18:14 , Guy Harrison wrote:
>>Didier Briel wrote:
>>
>>> On 23 Sep 2003 04:05:03 , Guy Harrison wrote:
>>>>Didier Briel wrote:
>>>>
>>>>> On 20 Sep 2003 23:17:35 , "Kenneth Medin" wrote:
>>>>>>Boycott Outlook Express! See http://ichimusai.org/oe/
>>>>>>begin xxx
>>>>>>>I seem to remember that Newsie also suffers from this bug and that is
>>>>>>>a pity. Perhaps it can be avoided in some way??
>>>>> Hi Kenneth,
>>>>>
>>>>> Do you intend to boycott NEWSie too?
>>>>> Because, when a line start with "begin", Newsie propose to extract the
>>>>> attachment (and of course, in this case, there's not attachment).
>>>>
>>>>Is trying BEGIN worth a shot?
>>> Sorry for English not being my primary language.
>>
>>My fault. I was in a hurry this morning.
> No problem. It was just because of the double meaning of "shot".
> I understand now you were meaning: "Is is worth trying BEGIN (i.e., in
> full uppercase).
>>It was an idle thought. I wondered if...
>>
>>(a) Newsie does a case-sensitive scan (unlikely)
>>strcmp(s,"BEGIN") //???
> Unlikely, but true.
> Rather: strcmp(s,"begin")
>>
>>(b) Outlook does a case-insensitive scan (likely)
>>stricmp(s,"BEGIN") //???
> I can confirm that any variation of "begin" which is not fully in
> lowercase doesn't trigger the NEWSie bug. I.e., NEWSie won't ask to
> decode an inexisting attachement. I've tried with "Begin", "bEgin", etc.
> Only "begin" (full lowercase) triggers the bug.

Thanks for experimenting. Understood. :-)

--
Guy Harrison
```

6784. Bombardment Stopped!

Newsgroup: comp.sys.atari.st
Date: 2003-09-27 01:26:18 UTC
From: swamptax-NOT-@atlantic.net
Message-ID: <_G5db.2533$if4.1945328@newshog.newsread.com>
Source record: 23364

Hi All,
Just as fast as it started, the bombardment of my new mailbox has
suddenly stopped!

Scenario:
After killing my original address, it started to happen again at my new
address immediately after I notified 15 people of the change. So I set up a
test address here and mailed each of the 15 one at a time while waiting a
period to see if the new test address got bombed. Never did. But in the
2 days after sending the first notice to the 15, two of those addresses are
no longer active!
My deduction is that the offending mailers changed their addresses
(and hopfully ran a legitimate anti-virus program)!

John

6785. Re: Bombardment Stopped!

Newsgroup: comp.sys.atari.st
Date: 2003-09-27 06:31:14 UTC
From: swamptax-NOT-@atlantic.net
Message-ID: <S8adb.2486$qJ6.2116583@monger.newsread.com>
Source record: 23365

On 27 Sep 2003 01:26:18 , John Garone wrote:
>Hi All,
> Just as fast as it started, the bombardment of my new mailbox has
>suddenly stopped!
>
>Scenario:
> After killing my original address, it started to happen again at my new
>address immediately after I notified 15 people of the change. So I set up a
>test address here and mailed each of the 15 one at a time while waiting a
>period to see if the new test address got bombed. Never did. But in the
>2 days after sending the first notice to the 15, two of those addresses are
>no longer active!
> My deduction is that the offending mailers changed their addresses
>(and hopfully ran a legitimate anti-virus program)!
>
>John

note also that since posting incurs similer bombardments that the
address of this post is altered!

John

6786. Re: Bombardment Stopped!

Newsgroup: comp.sys.atari.st
Date: 2003-09-27 12:22:14 UTC
From: swamptax@atlantic.net
Message-ID: <Whfdb.2543$if4.1965305@newshog.newsread.com>
Source record: 23367

On 27 Sep 2003 08:04:52 , Rustynutt wrote:
>On Sat, 27 Sep 2003 06:31:14 GMT, swamptax-NOT-@atlantic.net (John
>Garone) wrote:
>
Hi Mike,
sorry to respond in reverse but you started it :)

you might be right about software that detects certain words and once
they get your real address it's permanent!
Out of curiosity I re-installed an old address at my website to see if I
would get mail from people who didn't know I had changed the address and
instantly got a ton of crap!

For those who don't know, never respond to an email ad to remove you from
a list. Then they know your address is good and you get passed on to more
lists! Also, never check out a site mentioned in an E-mail unless you
asked for it. Your address could be incorporated into the sites URL
(may be disguised). Just browsing that site with a cut'n paste or extracted
url from the mail will get you on a spam list.

In regard to my post below, I'm guessing that the offending system ran
an anti-virus patch or one of the two mails that were returned as
undeliverable (out of the 15 I resent) got shut down by it's owner with
the other returned due to an over loaded mailbox! Note that the address
was a new one so my ols address might still get slammed if active!
Anyway, knock on wood, the virus attachments stopped!

>There is a lot said about using your "real" address in usenet and
>other forums, but honestly, it's not that hard to figure out when
>someone tells you to remove the "foobar" to reply. It sure saves a lot
>of junk mail. I think I have to remove "spamblock", they must have
>software that can figure that out as I still get a ton of junk posting
>to usenet with that address. Most people here know who your are, no
>sense in letting the spammers get hold of something as sacred as your
>email address.....
>Mike
>
>>On 27 Sep 2003 01:26:18 , John Garone wrote:
>>>Hi All,
>>> Just as fast as it started, the bombardment of my new mailbox has
>>>suddenly stopped!
>>>
>>>Scenario:
>>> After killing my original address, it started to happen again at my new
>>>address immediately after I notified 15 people of the change. So I set up a

>>>test address here and mailed each of the 15 one at a time while waiting a
>>>period to see if the new test address got bombed. Never did. But in the
>>>2 days after sending the first notice to the 15, two of those addresses are
>>>no longer active!
>>> My deduction is that the offending mailers changed their addresses
>>>(and hopfully ran a legitimate anti-virus program)!
>>>
>>>John
>>
>> note also that since posting incurs similer bombardments that the
>>address of this post is altered!
>>
>>John
>
>.

6787. WTB: 68060

Newsgroup: comp.sys.atari.st
Date: 2003-09-27 19:38:47 UTC
From: spacephysics2000@yahoo.co.uk
Message-ID: <9a292c29.0309271138.1c533e82@posting.google.com>
Source record: 23368

Hi

Looking for a 68060 suitable for a CT60 (recently received). If anyone has one or knows of a reasonable source let me know.

Cheers

Bob

6788. Atari HDD-Daemon

Newsgroup: comp.sys.atari.st
Date: 2003-09-27 20:40:51 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0309271240.aaf8904@posting.google.com>
Source record: 23369

Hi,

I'm looking for a Parallel-port-drive driver called HDD-Daemon, wich may let me use a PC HDD on my Atari 1040STfm, using a special parallel port cable. Does anyone have it? Is it good? It seems the be the only option I have since it's impossible for me to find a SCSI host adapter or something like that....

Thanks for all!

Facundo

6789. Adamas/Draconis/Drac-emu/STing using EtherNec?

Newsgroup: comp.sys.atari.st
Date: 2003-09-27 21:09:25 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f760a5a1425d00@tripnet.se>
Source record: 23370

I'm trying out the Adamas browser using a STinG setup with the Draconis emulator. I'm on a LAN with EtherNec and a "broadband router" with NAT connected to the Internet.

Using Adamas strictly locally on the LAN I can surf to both the Weblight webserver on another Atari here and a pc running Debian/Apache. But as soon as there is a single link to the outside with a named url (a counter for example) Adamas goes down. If I try to enter an external url it goes down right away.

Apart from that Adamas seems to be quite a nice browser but useless to me at the moment...

When I try to Ping other hosts with DRACPING.PRG I get response from all computers on my LAN including the router. If I Ping any outside numerical address I get no response at all! Judged by the lights on the router the Ping packets does not even manage to go through the NAT of my router and out on the Internet. Resolving works OK as there is a DNS proxy in the router.

All native STinG clients work like they should.

Has anyone managed to Ping an outside host using Draconis on a similair setup?

I find it interesting that Adamas crasches on all external sites but not on local 192.168.0 LAN sites and DRACPING.PRG fails to reach the same sites.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6790. Re: Bombardment Stopped!

Newsgroup: comp.sys.atari.st
Date: 2003-09-27 22:29:05 UTC
From: swamptax-NOT-@atlantic.net
Message-ID: <Raodb.2514$qJ6.2145728@monger.newsread.com>
Source record: 23372

On 27 Sep 2003 16:55:37 , Rustynutt wrote:
>On Sat, 27 Sep 2003 12:22:14 GMT, swamptax@atlantic.net (John Garone)
>wrote:
>
>>On 27 Sep 2003 08:04:52 , Rustynutt wrote:
>>>On Sat, 27 Sep 2003 06:31:14 GMT, swamptax-NOT-@atlantic.net (John
>>>Garone) wrote:
>>>
>>Hi Mike,
>> sorry to respond in reverse but you started it :)
>
>Sorry about, I know that's a net etiquette here:)
>Over in RMD (rec.motorcycles.dirt), we top post, side post and bottom
>post:)
>
>Nice experiment with the email situation.
>

how's that?

John
P.S. Back on the chain gang!!! I forgot to save the prefs with -NOT- in
my address in my last post. AAARRRGGGHHH!!!

6791. Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-09-27 22:34:14 UTC
From: swamptax-NOT-@atlantic.net
Message-ID: <Gfodb.2515$qJ6.2145954@monger.newsread.com>
Source record: 23373

Hi All,
How much of a header can be forged? It seems to me you can't forge the
IP #s which the post or mail passes through so shouldn't they be traceable
back to the real source?

John

6792. Re: Atari HDD-Daemon

Newsgroup: comp.sys.atari.st
Date: 2003-09-27 23:01:18 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <DEodb.1226$RU4.12113@newsfep4-glfd.server.ntli.net>
Source record: 23374

Hello.

"Facundo Arena" <hearena@advancedsl.com.ar> wrote in message
news:a347a87b.0309271240.aaf8904@posting.google.com...

> It seems the be the only
> option I have since it's impossible for me to find a SCSI host adapter
> or something like that....

Link 97 ACSI to SCSI adaptor in stock.

Tell me where you are and I'll give you the price inc shipping.

6793. Atari Online News, Etc. #05-39

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 01:46:58 UTC
From: danap8@aol.comno-spam
Message-ID: <20030927214658.01706.00000491@mb-m29.aol.com>
Source record: 23375

A-ONE #0539 09/26/03

~ Chip Aids Ted's Return ~ People Are Talking! ~ GameCube Price Cut!
~ Kazaa Maker Countersue ~ AtarICQ Now In French! ~ Adamas Gets Update!
~ Illusion Demo Released ~ Microsoft After Google ~ Anti-Spammers Attack
~ Another Anti-Spam Bill ~ New Opera Is Unveiled! ~ Commando Mega-Cart!

-* Brit Spammers Need Permission *-
-* California Anti-Spam Bill Toughest! *-
-* AOL's Unfair Practices Charges Are Settled *-

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6794. Re: Atari HDD-Daemon

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 07:29:53 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbnd2dm.61q.atari@core.preferuje.luzik.pl>
Source record: 23376

On 27 Sep 2003 13:40:51 -0700, Facundo Arena <hearena@advancedsl.com.ar> had a noticeable pleasure while writting:
> Hi,
>
> I'm looking for a Parallel-port-drive driver called HDD-Daemon, wich
> may let me use a PC HDD on my Atari 1040STfm, using a special parallel
> port cable. Does anyone have it? Is it good? It seems the be the only
> option I have since it's impossible for me to find a SCSI host adapter
> or something like that....

Search for hdd_dmn .lzh or .zip. I remember there was page in czech language with it.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6795. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 07:39:29 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <b1d4058e6583ef4ea03a459fb62d9eca@news.teranews.com>
Source record: 23377
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3f742063$0$20163$626a54ce@news.free.fr...
>
> but atari refused (an other stupid
> decision of atari !) and the guys went to Commodore and .....

I grew up on the Atari. Quite possibly the single most item that I grew up on in my youth. I hear so many things about Atari and the complete screw-ups that they made and I am so ashamed by it when I hear it. My Atari computer was a part of me, and in that respect, so was the company.

When I had heard that Atari once laid off its entire factory to move overseas, I couldn't find a hole deep enough to crawl into. Turns out that it was one of the biggest and most breaking mistakes that they made. Atari was truly run by firstly, a management that made some mistakes, and secondly by a management that did not care. I only wish I could do something to correct those mistakes.

I remember back in about 1983 when suddenly the games that ran on the Atari were quickly becoming few and far between. You literally had to search for places that stocked them. Then, later, I heard they stopped supporting the Atari 800 all together to bring about the ST. My heart nearly stopped as I had felt that I had been abandoned by a part of my own self. How about that mistake they made by rushing the construction of the "E.T." game and making way too many of the poorly constructed game that they ended up having to bury thousands of cartridges, the same game that they said would make the movie famous.

There is so much that Atari COULD have done that would have saved its ass. I ALMOST (not quite) wish that I grew up with an Apple or a Commodore. (ouch, that hurt)

I am curious, does anyone have some old copies of the Stock Reports that Atari was required to make when they were selling stock on the NYSE?

6796. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 08:36:01 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <sWahbDVx1pd$EwYP@my-ste.in-the.bog>
Source record: 23378

On Sat, 27 Sep 2003, John Garone <swamptax-NOT-@atlantic.net> wrote:-

>Hi All,
> How much of a header can be forged? It seems to me you can't forge the
>IP #s which the post or mail passes through so shouldn't they be traceable
>back to the real source?

Any header in a mail can be forged, with the exception of those inserted
by the last server to handle the mail (should only be a Received:
header, but some broken clients don't insert a Date: header). In
general, these are going to be the ones added by your ISP, or your own
server if your running one.

Here's a tutorial on how to read headers:

<URL:http://www.stopspam.org/email/headers/headers.html>

Google throws up a few more links with this:

<URL:http://www.google.com/search?q="help%20reading%20headers">

Searching Google groups should turn up a few more, but it looks like
Google groups has a problem with memory. It seems to have forgotten
stuff from the last 4 or 5 years :|

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62
Falcon 14Mb TOS 4.02

6797. Re: [PROG] Need Milan MVDI drivers

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 08:53:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200309281053.a30135@b.maus.de>
Source record: 23380

I think not the driver is install the new XBIOS function. It is the MilanTOS. I can't see that they make a new trap. No one of the driver use one of this function. The ATI driver use a XBIOS function 159. But I have no info about that.

I ask two person about this XBIOS calls, without success.

Gerhard

6798. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 09:53:49 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f76afad$0$27595$626a54ce@news.free.fr>
Source record: 23379

Have somebody some news about the Vehrner Aln, the US 060 dealer ?

I have payed for 23 CPU at end of July and I never received the packet !
The last email from them is at august 16 th !! No answer after this date !!!

Who has a gun and could go to see those guys and ask them my money ??

Should I precise that this will seriously affect the suite of my projects on
atari ?!
I lost a big amount of money or should I yet write 'I will loose...' if I
can get yet some hopeness ? :-(

"sp2000" <spacephysics2000@yahoo.co.uk> a crit dans le message de news:
9a292c29.0309271138.1c533e82@posting.google.com...
> Hi
>
> Looking for a 68060 suitable for a CT60 (recently received). If anyone
> has one or knows of a reasonable source let me know.
>
> Cheers
>
> Bob

6799. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 11:34:38 UTC
From: Haystack <willie@grabyourshaft.de>
Message-ID: <bl6her$l0o$1@newsg4.svr.pol.co.uk>
Source record: 23381
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Steve S" <j70141@hotmail.com> wrote in message
news:b1d4058e6583ef4ea03a459fb62d9eca@news.teranews.com...
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:3f742063$0$20163$626a54ce@news.free.fr...
> >
> > but atari refused (an other stupid
> > decision of atari !) and the guys went to Commodore and .....
>
> I grew up on the Atari. Quite possibly the single most item that I grew
up
> on in my youth. I hear so many things about Atari and the complete
> screw-ups that they made and I am so ashamed by it when I hear it. My
Atari
> computer was a part of me, and in that respect, so was the company.
>
> When I had heard that Atari once laid off its entire factory to move
> overseas, I couldn't find a hole deep enough to crawl into.

What a shame!! if you had found one we wouldn't have had to put up with your
bad manners on this NG, I fully expect an abusive bad language reply but I
don't care

6800. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 11:56:31 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <P%zdb.2588$if4.1998372@newshog.newsread.com>
Source record: 23382

On 28 Sep 2003 09:36:01 , David Bolt wrote:
>On Sat, 27 Sep 2003, John Garone <swamptax-NOT-@atlantic.net> wrote:-
>
>>Hi All,
>> How much of a header can be forged? It seems to me you can't forge the
>>IP #s which the post or mail passes through so shouldn't they be traceable
>>back to the real source?
>
>Any header in a mail can be forged, with the exception of those inserted
>by the last server to handle the mail (should only be a Received:
>header, but some broken clients don't insert a Date: header). In
>general, these are going to be the ones added by your ISP, or your own
>server if your running one.
>
>Here's a tutorial on how to read headers:
>
><URL:http://www.stopspam.org/email/headers/headers.html>
>
>Google throws up a few more links with this:
>
><URL:http://www.google.com/search?q="help%20reading%20headers">

ok David. Thanks for the URLs.

>Searching Google groups should turn up a few more, but it looks like
>Google groups has a problem with memory. It seems to have forgotten
>stuff from the last 4 or 5 years :|
>

they also don't update bad links! A search of my website comes up with
outdated pages!

John

P.S.
To Reply, Please remove -NOT- from my address!

6801. Re: WTB: 68060

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 13:12:52 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0309280512.2cddb121@posting.google.com>
Source record: 23383

Hi Bob,

> Looking for a 68060 suitable for a CT60 (recently received). If anyone
> has one or knows of a reasonable source let me know.

I've got a spare 680EC60/60Mhz. It works perfectly at 80Mhz.

For a "full" 68060 - try www.vernalelm.com

Regards

-- Peter

6802. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 14:31:23 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bl6rbpgjv1@sparta.btinternet.com>
Source record: 23384
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hm! i really remember typing this!!..

"Steve S" <j70141@hotmail.com> wrote in message
news:b1d4058e6583ef4ea03a459fb62d9eca@news.teranews.com...
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3f742063$0$20163$626a54ce@news.free.fr...
> >
> > but atari refused (an other stupid
> > decision of atari !) and the guys went to Commodore and .....
>
> I grew up on the Atari. Quite possibly the single most item that I grew
up
> on in my youth. I hear so many things about Atari and the complete
> screw-ups that they made and I am so ashamed by it when I hear it. My
Atari
> computer was a part of me, and in that respect, so was the company.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6803. Re: Atari HDD-Daemon

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 14:38:00 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0309280638.1d77b57c@posting.google.com>
Source record: 23385

Buenos Aires, Argentina.

In the meantime, I'd like to find that program... anyone?

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:<DEodb.1226$RU4.12113@newsfep4-glfd.server.ntli.net>...
> Hello.
>
> "Facundo Arena" <hearena@advancedsl.com.ar> wrote in message
> news:a347a87b.0309271240.aaf8904@posting.google.com...
>
> > It seems the be the only
> > option I have since it's impossible for me to find a SCSI host adapter
> > or something like that....
>
> Link 97 ACSI to SCSI adaptor in stock.
>
> Tell me where you are and I'll give you the price inc shipping.

6804. MEG spamfilter "friends" question

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 16:09:04 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f7715a419a8000@tripnet.se>
Source record: 23386

The MEG spamfilter from http://membres.lycos.fr/nef/ is running 24/7 here since a week and does it's job quite well. Only got two "hangs" when MEG freezes showing "Checking" in the main window. Might be STinG related?

Other apps still runs fine in parallel but MEG has to be ended the hard way...

Now I'm trying to refine the filters but as soon as I put anything in the "Friends" list my other filters stop working!

Sofar I only filter out the SWEN virus with these filter rules:

'Body' has: <iframe src=3D"cid:
'Body' has: , Cumulative Patch" update whi
'Body' has: <iframe src="cid:

I'm uncertain what the fields in the "add Friends" dialogue really does. Will it filter from the Name field and what is "Nick" and what is it used for?

If I enter one single "Friend" with a name, nick and one email address the body filters above does not work anymore. Am I doing something wrong or is this a bug?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6805. Tempus Word images

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 16:10:49 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0309281808010.49-100000@UNI_MANiac>
Source record: 23388

Hi,

I'm trying tthe Tempus Word demo on my Falcon and it looks very nice indeed. But there seems to be a problem with the displaying of images on my Falcon 640*480*256 color screen. Images are scrambled. Printed out on paper they look fine though.

Is this a bug or a limitation ?

Martin Tarenskeen

6806. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 16:19:45 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <Xns9404BB7484A3Fginesjfreefr@213.228.0.75>
Source record: 23387
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Rodolphe Czuba" <rczuba@free.fr> wrote in
news:3f742063$0$20163$626a54ce@news.free.fr:

> I think everybody knows here the story of the 800 and later the AMIGA
> that was vcreated by people that have something to do with 800 !
> In Amiga they put the same technology bases ...and sure they attempted
> to let atari produce this new computer, but atari refused (an other
> stupid decision of atari !) and the guys went to Commodore and .....

This is one version of the story.

There is another version:
http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&threadm=
3dbd90ee.1906364807%40news.jersey.net&rnum=1&prev=/groups%3Fq%3Damiga%
252Batari%252Btramiel%252Bloan%252Bhaynie%2Bgroup:comp.sys.amiga.misc%26hl%
3Den%26lr%3D%26ie%3DUTF-8%26selm%3D3dbd90ee.1906364807%

which is much more likely to have happened

Atari thought they could have it cheap, and CBM took advantage of that.

--

J�r�me

6807. [ANN] Meg 1.2

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 17:00:34 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3f7713b1$0$20943$7a628cd7@news.club-internet.fr>
Source record: 23389

Bonjour :)

Upgrade of Meg, mailbox checker and antispam filter.
Download on my homepage or directly -> meg12_uk.zip (230 Kb)
at http://membres.lycos.fr/nef/files/

Changes:
- bugfix of 'Save' item menu : now active
+ alert to save datas when leaving (if datas have been modified)
- bugfix in 'To + Cc' string search (was searching only in 'To')
+ optionnal case sensitivity for string search
+ new type of 'friend' : mailing-list (Email3 is deprecated)
-> declare a mailing-list, so you can use the 'To + Cc' is not for me
and keep mails coming from this mailing-list
+ New size filter : range of size (>=X and <=Y). If you want to delete
all mail with size (>=X), use only the first numeric field.
+ Spam size is notified in the log file
+ Total size of mails is indicated in a bubble upon the icon
(only if bubble deamon is set)

Regards

Rajah Lone / Renaissance
http://rajah.atari.org

6808. Re: [ANN] Meg 1.2

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 18:07:02 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f7731482f41870@tripnet.se>
Source record: 23390

In comp.sys.atari.st <3f7713b1$0$20943$7a628cd7@news.club-internet.fr>
Pierre TONTHAT wrote on Sun 28-09-2003 17:00 (GMT):

>Bonjour :)
>
>Upgrade of Meg, mailbox checker and antispam filter.
>Download on my homepage or directly -> meg12_uk.zip (230 Kb)
>at http://membres.lycos.fr/nef/files/

Thanks for your efforts!

>Changes:
>+ alert to save datas when leaving (if datas have been modified)

If I click on the window close box this alert does not appear. Works fine
if ended via the File menu.

>+ optionnal case sensitivity for string search

Hm, when I checked this feature my body filters stopped working when
there should be an exact match.

It seems impossible to use body filters combined with Friends entries?
(Body filters stop working)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6809. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 18:43:44 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3ca04f562909ea508c358e6c14b449e6@news.teranews.com>
Source record: 23391
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

What in the world are you talking about? I don't even know you.

"Haystack" <willie@grabyourshaft.de> wrote in message
news:bl6her$l0o$1@newsg4.svr.pol.co.uk...
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:b1d4058e6583ef4ea03a459fb62d9eca@news.teranews.com...
> > "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> > news:3f742063$0$20163$626a54ce@news.free.fr...
> > >
> > > but atari refused (an other stupid
> > > decision of atari !) and the guys went to Commodore and .....
> >
> > I grew up on the Atari. Quite possibly the single most item that I grew
> up
> > on in my youth. I hear so many things about Atari and the complete
> > screw-ups that they made and I am so ashamed by it when I hear it. My
> Atari
> > computer was a part of me, and in that respect, so was the company.
> >
> > When I had heard that Atari once laid off its entire factory to move
> > overseas, I couldn't find a hole deep enough to crawl into.
>
> What a shame!! if you had found one we wouldn't have had to put up with
your
> bad manners on this NG, I fully expect an abusive bad language reply but I
> don't care
>
>

6810. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 18:44:35 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <d2f23c0ba0bd00e7960a4364c2b05e45@news.teranews.com>
Source record: 23392
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

You remember typing what?

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:bl6rbpgjv1@sparta.btinternet.com...
> Hm! i really remember typing this!!..
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:b1d4058e6583ef4ea03a459fb62d9eca@news.teranews.com...
> > "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:3f742063$0$20163$626a54ce@news.free.fr...
> > >
> > > but atari refused (an other stupid
> > > decision of atari !) and the guys went to Commodore and .....
> >
> > I grew up on the Atari. Quite possibly the single most item that I grew
> up
> > on in my youth. I hear so many things about Atari and the complete
> > screw-ups that they made and I am so ashamed by it when I hear it. My
> Atari
> > computer was a part of me, and in that respect, so was the company.
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>

6811. Re: MEG spamfilter "friends" question

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 19:13:08 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3f7732c2$0$20946$7a628cd7@news.club-internet.fr>
Source record: 23393

Bonsoir :)

On 28 Sep 2003 16:09:04 , "Kenneth Medin" wrote:
> Only got two "hangs" when MEG freezes showing "Checking"
> in the main window. Might be STinG related?

I saw also this, when Meg could not connect to the mail server.
"Can't connect to ..." instead of "+OK smith mail server"
The received message does not contain a carriage return or
line feed, so the program is stuck in an endless loop.
The 1.2 version try to detect the "Can't" to exit, but it
may not work with some server (with "Cannot" :/)

> Other apps still runs fine in parallel but MEG has
> to be ended the hard way...

You can kill the program/process, it's safe. No write nor
read on the hard-disk during checking and spam-deleting.
The log file is written only at the end of the check.

> I'm uncertain what the fields in the "add Friends" dialogue
> really does. Will it filter from the Name field and what is
> "Nick" and what is it used for?

If the friend is not a mailing-list, the 'From:' is taken and
all the friend fields are used for a search in the 'From:'. If
one of the field is found (not case sensitive), the mail is
always accepted and the spam-filter is not used.

If the friend is a mailing-list, the 'To:' is taken.

> If I enter one single "Friend" with a name, nick and one
> email address the body filters above does not work anymore.
> Am I doing something wrong or is this a bug?

I'm not using the nickname... Maybe this is why I didnot see
it. It may be a bug, I'll inquire ;)
Try to add more than one friend.

Regards

Pierre
http://rajah.atari.org

6812. Re: [ANN] Meg 1.2

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 19:19:05 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3f773427$0$20944$7a628cd7@news.club-internet.fr>
Source record: 23394

Hi lp :)

On 28 Sep 2003 14:34:47 , lp wrote:
> I am very happy, as well as Fred to see our source
> codes put to such good use.

"Ce n'est pas tombe dans l'oreille d'un sourd" as we say in France
Translate it by : "It wasn't listened by a deaf man" ;)
Thanks for opening your code for the community :)

> Keep up the excellent work!

Thanks :)

Pierre
http://rajah.atari.org

6813. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 19:28:24 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f7744443e15030@tripnet.se>
Source record: 23395
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.st <3ca04f562909ea508c358e6c14b449e6@news.teranews.com>
Steve S wrote on Sun 28-09-2003 18:43 (GMT):

>What in the world are you talking about? I don't even know you.

There is another person who post here under a name similair to "Steve S".
He does use another ISP and email address so there should be no reason to
know who is who...

>"Haystack" <willie@grabyourshaft.de> wrote in message
>news:bl6her$l0o$1@newsg4.svr.pol.co.uk...

>> What a shame!! if you had found one we wouldn't have had to put up with
>your
>> bad manners on this NG, I fully expect an abusive bad language reply but I
>> don't care

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6814. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 19:59:06 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <h6rj41-rfg2.ln1@sd.swampdog>
Source record: 23296

John Garone wrote:

> Hi All,
> How much of a header can be forged? It seems to me you can't forge the
> IP #s which the post or mail passes through so shouldn't they be traceable
> back to the real source?

Let's find out shall we? I'm using my ISP's mail server here 'cos my local
one would insert lots of stuff and wouldn't get the point across...

```
$ telnet smtp.ntlworld.com 25
Trying 62.253.162.40...
Connected to smtp.ntlworld.com.
Escape character is '^]'.
220 mta03-svc.ntlworld.com ESMTP server (InterMail vM.4.01.03.37
201-229-121-137-20020806) ready Sun, 28 Sep 2003 17:29:17 +0100
helo
250 mta03-svc.ntlworld.com
helo atlantik.net
250 mta03-svc.ntlworld.com
mail from: foo@atlantik.net
250 Sender <foo@atlantik.net> Ok
rcpt to: swamp-DEL-dog@ntlworld.com
250 Recipient <swamp-DEL-dog@ntlworld.com> Ok
data
354 Ok Send data ending with <CRLF>.<CRLF>
From: John Garone <swamptax-NOT-@atlantic.net>
To: Mr IRS Dude@irs.com
Subject: Dat darn bill

I will not pay! No, not ever!!!
.
250 Message received: 20030928163141.TXFQ27049.mta03-svc.ntlworld
com@atlantik.net
quit
221 mta03-svc.ntlworld.com ESMTP server closing connection
Connection closed by foreign host.
```

The only thing I altered above is to insert "-DEL-" so that spambots can't
grab me address off this article. Lo & behold the end-product appears
moments later...

```
Return-Path: <foo@atlantik.net>
Received: from atlantik.net ([80.4.128.70]) by mta03-svc.ntlworld.com
(InterMail vM.4.01.03.37 201-229-121-137-20020806) with SMTP
id <20030928163141.TXFQ27049.mta03-svc.ntlworld.com@atlantik.net>
```

for <swamp-DEL-dog@ntlworld.com>; Sun, 28 Sep 2003 17:31:41 +0100
From: John Garone <swamptax-NOT-@atlantic.net>
To: Mr IRS Dude@irs.com
Subject: Dat darn bill
Message-Id: <20030928163141.TXFQ27049.mta03-svc.ntlworld.com@atlantik.net>
Date: Sun, 28 Sep 2003 17:32:45 +0100
Status: R
X-Status: N
X-KMail-EncryptionState:
X-KMail-SignatureState:

I will not pay! No, not ever!!!

Okay, so what's useful there. Not much I'm afraid. If you want to report
someone then this is the line...

atlantik.net ([80.4.128.70]) by mta03-svc.ntlworld.com

...and ignore the textual address. As you can see that's bollox as well.
It's the IP address you're after...

$ nslookup 80.4.128.70
Server: cache1.ntli.net
Address: 194.168.4.100
Name: m70-mp1.cvx1-a.not.dial.ntli.net
Address: 80.4.128.70

...and a...

$ whois 80.4.128.70
[snip lots of stuff]

...ought to yield an ISP address to report it to. You don't need these tools
on your machine: there's plenty of web based ones. Note that there's a clue
in the above "Name:" that its a dialup account & therefore pretty certain
to be on a dynamic address. You need ISP help to discover who was using
that address at the time of the abuse. However, if it does happen to be a
fixed address then you're laughing so to speak 'cos it identifies them
directly.

--
Guy Harrison

6815. Re: MEG spamfilter "friends" question

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 20:31:56 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f77533e49c9eb0@tripnet.se>
Source record: 23297

In comp.sys.atari.st <3f7732c2$0$20946$7a628cd7@news.club-internet.fr>
Pierre TONTHAT wrote on Sun 28-09-2003 19:13 (GMT):

>On 28 Sep 2003 16:09:04 , "Kenneth Medin" wrote:
>> Only got two "hangs" when MEG freezes showing "Checking"
>> in the main window. Might be STinG related?

>> Other apps still runs fine in parallel but MEG has
>> to be ended the hard way...
>
>You can kill the program/process, it's safe. No write nor
>read on the hard-disk during checking and spam-deleting.
>The log file is written only at the end of the check.

That's good and makes the risk of lost clusters minimal.

>> If I enter one single "Friend" with a name, nick and one
>> email address the body filters above does not work anymore.
>> Am I doing something wrong or is this a bug?
>
>I'm not using the nickname... Maybe this is why I didnot see
>it. It may be a bug, I'll inquire ;)

Just the three body filters alone works fine. If I add one or several
friends all the SWEN virus mails get past the filters. Should be easy to
test.

>Try to add more than one friend.

Did that too and also put in more than one email address.

Is the Nick entry related to ICQ in some way?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6816. Re: Atari HDD-Daemon

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 21:32:08 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0309281332.b78610e@posting.google.com>
Source record: 23298

I found it! Thanks!!! Now, do I have to build a special parallel
cable? I think my PC has a bidirectional parallel port... is it
necessary?

> Search for hdd_dmn .lzh or .zip. I remember there was page in czech language
> with it.

6817. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 21:33:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1064862144-34915AEicMi@gmx.net>
Source record: 23319

From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Date: Fri, 26 Sep 2003 23:16:11 +0200

>>I'm not a programmer and I don't know the first thing about designing
>>mb's, but why can't for example the Milan TOS be used,
>
>It's still copyrighted and the Milan GmbH only have the right to modify
>and distribute it for the Milan.

Well let's be a little creative then;-)
Milan GmbH only has to take one single minority share in the project, and
then the copyright nor the distribution rights are violated anymore. It's a
common widely used practice.....

>> MagiC runs on a Milan and
>
>Just a note, MagiC on the Milan also use the MilanTOS BIOS routines for
>console, serial port, floppy I/O (MagiC don't include Milan specific
>hardware drivers).

I know all this... I wasn't referring to MagiC-Milan but to MagiC and the
patched MagiC for the Hades.

>>Hades also after all. I presume that in order to get MiNT running TOS
>>must be patched first?
>
>FreeMiNT don't include native console drivers and use therefore the TOS
>BIOS driver (same for floppy, but there is an driver in progress). Also
>FreeMiNT don't include hardware initialization yet. If you put these
>things into the FreeMiNT kernel you can get rid of the TOS dependency. I
>think this is much easier as to port/patch the TOS.

It might be easier then to port/patch TOS, but it severely limits the user
his options, it's no secret here that I'm a MagiC fan, will MagiC run on top
of the FreeMiNT kernel?
Let's put it differently, or otherwise some people might climb on their
horse again:
Supposing that the TT-60 project would be persued then I would expect to be
able to run on the expanded TT the same stuff as I do right now. If the CT60
board for the Falcon would only have been able to run a single specific OS,
I think that Rudolphe would still be stuck with a lot of boards...

Cheers from Belgium
Dennis

6818. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-28 21:34:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1064862138-33939AEicMi@gmx.net>
Source record: 23318

From: "Mickael Pointier" <sorry@but.i.hate.spam.net>
Date: Sat, 27 Sep 2003 01:16:16 +0200

Hi Mickael,

>I'm sorry, but I don't see _any_ piece of software on _any_ system that can
>provide such a guarantee.

Neither do I, but since the MS OS and software is the most widely used it's
also the most targetted by hackers and virus creators, so people insisting to
use MS software are the most vulnarable.

>The only thing I can say is that I'm using OE and IE since I dropped
>Netscape because Communicator was such a piece of crap... and that I never
>get any virus.

Good for you, unfortunately there are at least 100 million other OE and IE
users out there, I've been tolerant, but enough is enough...

>Perhaps also would you feel more confident if I add that I have the licence
>of my Windows 2000, that I apply security patch both for system and
>application when they are released, that my antiviral software is also
>autopudated, and that I also have a firewall that filters all unsafe
>attachments...

Have you any idea how may times I've heard that song before? I still have to
see a PC user admitting that he's running an unsecure system, you guys all
take the necessary precautions... unfortunately in practice it's different.

To be blunt: I don't give a damn. This last tidal wave has been the last
straw, I'm fedup with MS and their fanclub. Apply security patches as much as
you like it won't do any good. Those patches are always released after the
damage has been done, same thing for anti viri, in order to create them, the
viri must first be discovered, and then the damage is already done. These
measures are usefull to stop the viri spreading, but it doesn't prevent them.
It has nothing do do with feeling confident, it's pure common sense. Since
last week almost 85% of my mail sent to people who don't have a PC and don't
use MS products bounced back. I can only guess how many mails adressed to me
bounced back because of my mailbox being constantly full... I don't have a
grunge with MS users, you can all exchange the biggest crap for the rest of
your life as far as I'm concerned, but when it affects me then I'll take
measures... IMO the best measure is to filter out everyone who mails me using
a MS product, it costs nothing and it's a hundred times more effective then
all your security patches, antivirus killers and firewalls put together...

>I sincerly don't see what you found bad in my reaction.
>You just wrote that from now people using OE are kind of "masochist

>bastards" (I used you words) will not be able to communicate with you, I
>just replied that not everybody using OE is masochist or a bastard...

Oh boy... you really don't get it do you?
Instead of admitting that MS software is a security risk, you defend it, and what a timing you have... it's not exactly the best moment right now to come raving in here about OE and/or IE. Have you noticed the number of posts of people here reporting what havoc your software by choice has caused? Have you also noticed the number of usual posters to this group who are absent this week? Any idea why? I thank my lucky stars that I've got a flat fee DSL connection, people with a pay by second dial up connection must be scared to death when their phonebill arrives, and all this is caused because YOU and another zillion idiots don't want to know and hear that using MS software is a security risk. As long as you guys were infecting each other all was fine by me. But why should I (we) have to suffer because you insist on using that crap? Is anyone out there holding a gun pointed to your brains forcing you to use OE and IE?

Cheers from Belgium
Dennis

6819. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 00:25:28 UTC
From: Ozman bin liner <oyway@yabugga.com>
Message-ID: <bl7uk5$r5k$1@newsg4.svr.pol.co.uk>
Source record: 23299
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Steve S" <j70141@hotmail.com> wrote in message
news:3ca04f562909ea508c358e6c14b449e6@news.teranews.com...
> What in the world are you talking about? I don't even know you.

DON'T give us that old gammon!!

6820. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 00:30:55 UTC
From: Ozman bin liner <oyway@yabugga.com>
Message-ID: <bl7uub$b4p$1@news6.svr.pol.co.uk>
Source record: 23300

"John Garone" <swamptax-NOT-@atlantic.net> wrote in message
news:Gfodb.2515$qJ6.2145954@monger.newsread.com...
> Hi All,
> How much of a header can be forged? It seems to me you can't forge the
> IP #s which the post or mail passes through so shouldn't they be traceable
> back to the real source?
>
> John

It is easy to forge a header but any old CIA investigator could pinpoint the
sender even if he was hiding in a cave (OH SHIT!!!)

6821. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 03:39:48 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <c29f36e1c212dea9fab0d49b51a18013@news.teranews.com>
Source record: 23301
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Are you talking about Steve Sweet? If not, then who?

A check on google's history would show that I was posting here on and off
for a few years now, before I even heard of Steve Sweet.

In any case, that is no excuse to walk up to a complete stranger and tell
him that he is asinine, even if he is vaguely familiar.
"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3f7744443e15030@tripnet.se...
> In comp.sys.atari.st <3ca04f562909ea508c358e6c14b449e6@news.teranews.com>
> Steve S wrote on Sun 28-09-2003 18:43 (GMT):
>
> >What in the world are you talking about? I don't even know you.
>
> There is another person who post here under a name similair to "Steve S".
> He does use another ISP and email address so there should be no reason to
> know who is who...
>
> >"Haystack" <willie@grabyourshaft.de> wrote in message
> >news:bl6her$l0o$1@newsg4.svr.pol.co.uk...
>
> >> What a shame!! if you had found one we wouldn't have had to put up with
> >your
> >> bad manners on this NG, I fully expect an abusive bad language reply
but I
> >> don't care
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

6822. Re: Atari MegaFile Questions

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 08:12:38 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bl8plk$9cv$2@reader10.wxs.nl>
Source record: 23302

The MCP wrote:

> What is the largest drive is that you can put in one of these is (the
> megafile 60 that is)?

Any drive that's compatible with the interface. But I don't know what
interface the megafile 60 uses.

> And can you use the 88 meg SyQuest carts on the Megafile 44 with the
> removable drive?

Not with the same drive, that's why it's called Megafile 44. However,
the megafile 44 is nothing more than a casing with an ASCI-SCSI
interface and a Syquest 44MB drive. So if you can find the 88MB drive
somewhere, you can simply replace the drive. You can also put in any
other SCSI-1 harddisk if it's not too large or too new. :)

Maurits.

6823. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 08:16:14 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bl8psc$9cv$3@reader10.wxs.nl>
Source record: 23303

John Garone wrote:

> Hi All,
> How much of a header can be forged? It seems to me you can't forge the
> IP #s which the post or mail passes through so shouldn't they be traceable
> back to the real source?

Yes and no. You can't do anything about the headerlines added by the
mailservers the mail passes through, but there are two snags:

1. Some mailservers don't add these lines (although they will usually
not be "real" mailservers but lame open relay daemons ran by
unsuspecting broadband users who installed some toy server)

2. You can add fake lines at will.

Point 2 can mean that the real sender is somewhere in the middle.
Combined with point 1, it can make the mail pretty difficult to trace.

Maurits.

6824. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 08:40:33 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f77f002$0$10401$626a54ce@news.free.fr>
Source record: 23304

hum sorry I meant vernal elm not Vehrner Aln

"Rodolphe Czuba" <rczuba@free.fr> a crit dans le message de news:
3f76afad$0$27595$626a54ce@news.free.fr...
> Have somebody some news about the Vehrner Aln, the US 060 dealer ?
>
> I have payed for 23 CPU at end of July and I never received the packet !
> The last email from them is at august 16 th !! No answer after this date
!!!
>
> Who has a gun and could go to see those guys and ask them my money ??
>
> Should I precise that this will seriously affect the suite of my projects
on
> atari ?!
> I lost a big amount of money or should I yet write 'I will loose...' if I
> can get yet some hopeness ? :-(
>
>
>
>
>
> "sp2000" <spacephysics2000@yahoo.co.uk> a crit dans le message de news:
> 9a292c29.0309271138.1c533e82@posting.google.com...
> > Hi
> >
> > Looking for a 68060 suitable for a CT60 (recently received). If anyone
> > has one or knows of a reasonable source let me know.
> >
> > Cheers
> >
> > Bob
>
>

6825. Re: Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 09:46:19 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0309290146.15e18384@posting.google.com>
Source record: 23305

I have realized that Z-Control was the only one woking because it was installed as an application under Thing (Menu Extra-Application) to open files with the mask *.cpx. I have done the same with COPS and now it works. But i thought that this wasn't needed.

maraka@atari.net (D Galvez) wrote in message news:<d385a14d.0309250348.3c35b1d6@posting.google.com>...
> Hello
>
> Taskbar 3 offers to open CPX modules from his Start button. But
> depends what control panel i install it will open the module or will
> not. For example with Cops or X-Control installed i am not able to
> open the CPX module from the Start button, but with Z-Control i am.
> The solution isnt use Z-Control because it makes my system unstable.
> Any experiences with this?
>
> More details: i use Mint 1.15.12 and N.AES 2.0
>
> Thanks
>
> David Galvez

6826. Re: Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 09:54:20 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0309290154.f57eff4@posting.google.com>
Source record: 23306

I have tried the last version of Z-Control the last weekend and still
get crashes. This crashes comes when i'm typing with an editor or
from the console. I think that what freezes is NAES, i'm able to move
the mouse but nothing answer (button, menus....). Keyboard seems to
work as i can reboot with Control+ALT+DEl. At the beginning i thought
that could be an CT060 issue but i got this problem also in 030 mode.

Adam Klobukowski <atari@gabo.pl> wrote in message
news:<slrnbn5nm9.1je.atari@core.preferuje.luzik.pl>...
> On 25 Sep 2003 04:48:08 -0700, D Galvez <maraka@atari.net> had a noticeable pleasure
while writting:
> > Taskbar 3 offers to open CPX modules from his Start button. But
> > depends what control panel i install it will open the module or will
> > not. For example with Cops or X-Control installed i am not able to
> > open the CPX module from the Start button, but with Z-Control i am.
> > The solution isnt use Z-Control because it makes my system unstable.
> > Any experiences with this?
> >
> > More details: i use Mint 1.15.12 and N.AES 2.0
>
> Try the latest Z-Control, it has fixed some bugs from previous releases.
>
> Z-Control is perfectly stable for me, but I use MiNT 1.16a.

6827. Re: Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 09:58:21 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0309290158.264debdf@posting.google.com>
Source record: 23307

I have sent to you an email this morning giving you all the
information you asked me.

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:<bkuv70$n6f$1@tyfon.itea.ntnu.no>...
> D Galvez <maraka@atari.net> wrote:
>
> > Taskbar 3 offers to open CPX modules from his Start button. But
> > depends what control panel i install it will open the module or will
> > not. For example with Cops or X-Control installed i am not able to
> > open the CPX module from the Start button, but with Z-Control i am.
>
> I don't know why COPS doesn't work for you, but XControl won't work simply
> because it doesn't understand the AV-protocol. Can you please mail me some
> details on your setup? More specifically I need to know where COPS is
> located on your harddrive, where your CPX-folder is, what the COPS-binary
> is called and how COPS is launched.

6828. Re: Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 10:07:40 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbng036.6mj.atari@core.preferuje.luzik.pl>
Source record: 23308

On 29 Sep 2003 02:54:20 -0700, D Galvez <maraka@atari.net> had a noticeable pleasure while writting:
> I have tried the last version of Z-Control the last weekend and still
> get crashes. This crashes comes when i'm typing with an editor or
> from the console. I think that what freezes is NAES, i'm able to move
> the mouse but nothing answer (button, menus....). Keyboard seems to
> work as i can reboot with Control+ALT+DEl. At the beginning i thought
> that could be an CT060 issue but i got this problem also in 030 mode.

I have no problem while using MiNT 1.16a with N.Aes 2.0 and latest Zcontrol.
(I also use NVdi 5.x). I think that some other software that you are using
is causing problems.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6829. Re: MEG spamfilter "friends" question

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 10:26:28 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <bl91ca$a1c$1@news-reader4.wanadoo.fr>
Source record: 23309

Bonjour Kenneth :)

> Just the three body filters alone works fine. If I add one or several
> friends all the SWEN virus mails get past the filters. Should be easy to
> test.

Well, not easily on my mail account now. Seems my internet provider has put
an AntiVirus on all mails accounts and I have no more W32/Swen. I will build
some auto-mails with the strings/rules you have declared.

Also, can you mail me your FILTERS.MDB and FRIENDS.MDB for me to inquire ?
Thanks.

> Is the Nick entry related to ICQ in some way?

No, just a nick your friend may use, so it may help is some cases if he has
changed his old email to a newer one, without telling you.
for exemple:
nick = superboy
old mail = superboy429@hotmail.com
new mail = superboy@atari.org

Regards

Pierre
http://rajah.atari.org

6830. Re: [ANN] Meg 1.2

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 10:28:03 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <bl91f8$97k$1@news-reader5.wanadoo.fr>
Source record: 23310

Hello :)

> >+ optionnal case sensitivity for string search
>
> Hm, when I checked this feature my body filters stopped working when
> there should be an exact match.

Oh ? I will have a look at it tonight...

Regards

Pierre

6831. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 12:25:36 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <4xVdb.2641$if4.2042950@newshog.newsread.com>
Source record: 23311

On 29 Sep 2003 10:16:14 , Maurits van de Kamp wrote:
>John Garone wrote:
>
>> Hi All,
>> How much of a header can be forged? It seems to me you can't forge the
>> IP #s which the post or mail passes through so shouldn't they be traceable
>> back to the real source?
>
>Yes and no. You can't do anything about the headerlines added by the
>mailservers the mail passes through, but there are two snags:
>
>1. Some mailservers don't add these lines (although they will usually
>not be "real" mailservers but lame open relay daemons ran by
>unsuspecting broadband users who installed some toy server)
>
>2. You can add fake lines at will.
>
>Point 2 can mean that the real sender is somewhere in the middle.
>Combined with point 1, it can make the mail pretty difficult to trace.

difficult but still possible then! I would think that any ISP should be
concerned about their customers or their servers getting loaded with
crap and could dedicate a person to tracing these idiots! My ISP falls
short in that respect (and it's filtering methods). I shouldn't have to
rely on programs like MEG (however nice a program it is). Maby ISPs
should get together to fight the problem but I don't see that happening
either! Guess the only short term solution is a fake return address with a
new real one (as I've been doing) and don't mail to someone you don't
know is keeping their system clean (and don't forget to use the fake one
as I did recently /:)

John

P.S.
To Reply, Please remove -NOT- from my address!

P.S.
To Reply, Please remove -NOT- from my address!

6832. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 12:46:43 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f7829b3$0$10426$626a54ce@news.free.fr>
Source record: 23312

I work on the PCI/AGP card...

"Adam Klobukowski" <atari@gabo.pl> a crit dans le message de news:
slrnbn5f6b.13q.atari@core.preferuje.luzik.pl...
> > The only mb I could do now is a Falcon 060 like machine (a CT60 in ATX
> > format + PCI slots) because here I have no problems with software...
>
> What about promise PCI slots for CT60?
>
> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

6833. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 12:50:30 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbng9kf.6ng.atari@core.preferuje.luzik.pl>
Source record: 23313

On Mon, 29 Sep 2003 14:46:43 +0200, Rodolphe Czuba <rczuba@free.fr> had a noticeable pleasure while writting:
> I work on the PCI/AGP card...

Glad to hear that. Any progress yet?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6834. Re: Atari HDD-Daemon

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 13:11:16 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bl9b1c$mc3$1@news1.nivel5.cl>
Source record: 23314

Hey Facundo

Could you post the link to the files ?
i'm trying to get my ST a hard disk too.....
And maybe, i can help you on building that cable :o)

Thxs

"Facundo Arena" <hearena@advancedsl.com.ar> escribi&#65533; en el mensaje
news:a347a87b.0309281332.b78610e@posting.google.com...
> I found it! Thanks!!! Now, do I have to build a special parallel
> cable? I think my PC has a bidirectional parallel port... is it
> necessary?
>
> > Search for hdd_dmn .lzh or .zip. I remember there was page in czech
language
> > with it.

6835. Re: Atari HDD-Daemon

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 13:11:56 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bl9b2k$mc9$1@news1.nivel5.cl>
Source record: 23315

barrie, I'm from Santiago, Chile
How much would it be ?

"Barrie at Keychange" <barrie@keychange.co.uk> escribi&#65533; en el mensaje
news:DEodb.1226$RU4.12113@newsfep4-glfd.server.ntli.net...
> Hello.
>
> "Facundo Arena" <hearena@advancedsl.com.ar> wrote in message
> news:a347a87b.0309271240.aaf8904@posting.google.com...
>
> > It seems the be the only
> > option I have since it's impossible for me to find a SCSI host adapter
> > or something like that....
>
> Link 97 ACSI to SCSI adaptor in stock.
>
> Tell me where you are and I'll give you the price inc shipping.
>
>

6836. Re: Atari HDD-Daemon

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 13:27:44 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bl9c07mhm1@news1.nivel5.cl>
Source record: 23316

Nevermind...
i found it...

I was reading...
And off course, you will need a bi-dir parallel port..
(But, all newer computers are equipped with, at least , one)
The problem, is to build the cable.
nothing else..
I'm going to build it, and posting comments..
:o)
Anything you can reach me at mail

Greetings

No importa,
lo encontre

Estaba leyendo,
y claro, necesitas un puerto bi direccional
(Pero todos los computadores nuevos, tienen al menos uno)
El problema, es construir el cable.. nada mas.
Lo voy a construir y contarte como me fue..
Quizas nos podamos ayudar en eso
:o)
Para cualquier cosa, me puedes ubicar al correo

Saludos

"Bruce" <No-Spam@Ivn.cl> escribi&#65533; en el mensaje
news:bl9b1c$mc3$1@news1.nivel5.cl...
> Hey Facundo
>
> Could you post the link to the files ?
> i'm trying to get my ST a hard disk too.....
> And maybe, i can help you on building that cable :o)
>
> Thxs
>
>
>
> "Facundo Arena" <hearena@advancedsl.com.ar> escribi&#65533; en el mensaje
> news:a347a87b.0309281332.b78610e@posting.google.com...
> > I found it! Thanks!!! Now, do I have to build a special parallel
> > cable? I think my PC has a bidirectional parallel port... is it
> > necessary?

> >
> > > Search for hdd_dmn .lzh or .zip. I remember there was page in czech
> language
> > > with it.
>
>

6837. Re: Tempus Word images

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 15:53:45 UTC
From: spamkiller@no-si.de
Message-ID: <8da9c1b9.0309290753.1b108fd3@posting.google.com>
Source record: 23317

Martin Tarenskeen <nospam@zonnet.nl> wrote in message
news:<Pine.MNT.4.31.0309281808010.49-100000@UNI_MANiac>...
> Hi,
>
> I'm trying tthe Tempus Word demo on my Falcon and it looks very nice
> indeed. But there seems to be a problem with the displaying of images on
> my Falcon 640*480*256 color screen. Images are scrambled. Printed out on
> paper they look fine though.
>
> Is this a bug or a limitation ?
>
> Martin Tarenskeen

Hi Martin,

you e-mail adress reveals that I cannot help you directly. So,...

please send these informations to -> entw @ tempus-word . de or to
info @ tempus-word . de. You can write in english, of course...

It should be checked carefully, what happens there. Please send
information, about the image(s) you tried, and other things, that seem
to be important for you. Your message will be handled imediately. Up
to know, we do not know about limitations or bugs regarding to images
on Falcon!

Best regards,
Norbert Simon, Tempus-Word Projekt

6838. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 18:01:27 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Xr_db.2631$qJ6.2240157@monger.newsread.com>
Source record: 23321

On 29 Sep 2003 12:25:36 , John Garone wrote:
>On 29 Sep 2003 10:16:14 , Maurits van de Kamp wrote:
>>John Garone wrote:
>>
>>> Hi All,
>>> How much of a header can be forged? It seems to me you can't forge the
>>> IP #s which the post or mail passes through so shouldn't they be traceable
>>> back to the real source?
>>
>>Yes and no. You can't do anything about the headerlines added by the
>>mailservers the mail passes through, but there are two snags:
>>
>>1. Some mailservers don't add these lines (although they will usually
>>not be "real" mailservers but lame open relay daemons ran by
>>unsuspecting broadband users who installed some toy server)
>>
>>2. You can add fake lines at will.
>>
>>Point 2 can mean that the real sender is somewhere in the middle.
>>Combined with point 1, it can make the mail pretty difficult to trace.
>
> difficult but still possible then! I would think that any ISP should be
>concerned about their customers or their servers getting loaded with
>crap and could dedicate a person to tracing these idiots! My ISP falls
>short in that respect (and it's filtering methods). I shouldn't have to
>rely on programs like MEG (however nice a program it is). Maby ISPs
>should get together to fight the problem but I don't see that happening
>either! Guess the only short term solution is a fake return address with a
>new real one (as I've been doing) and don't mail to someone you don't
>know is keeping their system clean (and don't forget to use the fake one
>as I did recently /:)
>
>John

.....to post with
P.S.
To Reply, Please remove -NOT- from my address!

6839. Re: vernalelm.com

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 18:30:09 UTC
From: grannygrove@hotmail.com
Message-ID: <ee058627.0309291030.5d0b4bb3@posting.google.com>
Source record: 23320

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3f5ce940$0$27051$626a54ce@news.free.fr>...
> I never had problems with Vernal Elm !
> I had some bad 060 (four pieces) and they accepted to replace them...
>
> My only problem now is that I wait for my order since a long time.... but
> that's not the first time there is a delay and I not ordered only one
> piece...so they may need more time for my order...

> > > Some complaints ???!
> > > What's about ??
> > > I ordered some 060 to them for CT60 !!!
> > >
> > > If I receive not my 060, I will not be able to ship the last 060 !!!
> > > If I lost money I stop all now !

I know some people that live near by:

Vernal Elm LLC
239B Front St.
New Haven, CT 06513
sales@vernalelm.com
fax: 720-294-4128

Benjamin Berkowitz
239 Front St.
New Haven, CT 06513
tel: 203-752-9814

I can ask of them to see if the business has it's doors open.

Mike

6840. Getting an STe running again...

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 20:14:47 UTC
From: Mamba <a@b.com>
Message-ID: <bla3rq$6qo$1@news2.tilbu1.nb.home.nl>
Source record: 23322

Hi folks;

while cleaning up my modern multi-media computer I sifted through some floppies, and I found something I had not seen for years... some disks with letters I wrote to my (now) wife, when we were trying to get married. Her being in China, and me in the Netherlands, that was quite an udertaking 20 years ago....

We did not see eachother a lot, but we wrote letters. Lots of letters. I had bought a Sharp MZ80K, but traded it in for a Schneider CPC128, on which I wrote all my letters to her. The Schneider had a rather peculiar floppy, a 3", on which I stored the letters.

Then, finally, we got married, and after a while I bought an Atari 1040ST, and when the Mega St/e came on the market, I bought that one. In the Atari magazine I found an articcle on how to use a special parallel cable and a tranfser program to transfer files from Schneider 3" floppy to the Atari. I used that one to transfer all my letters to 31/2" (single-sided) floppy, because i wanted to keep them, as you may understand.

So, yesterday I found those floppies again... but my current computer cannot read them anymore...

Next thing I did was to dive into the heap of rubble I keep in my attick. To get my Atari Mega St/e, that I last saw perhaps 13 years ago...

It is here on my desk now, and monitor, TOS and the internal and external floppy all work well. I found tons of floppies with programs, and the letters are being transferred to double-sided double-density 3 1/2" floppies formatted under Window, and then to my hard disk. Funny that a 20-page letter can be stored in a 43 kbyte file..... One day our two sons may want to read them..... ah well.....

ANYWAY.

I do have a question to ask. That ST/e, it is on my desk, and I do not want to bury it on the attick. Not for a while at least. There is a 48 MB hard disk drive in it, which I tried to format and partition. I found the floppy with the Atari Advanced Hard Disk Utilities, and the manual, but though the systems seems to work well I cannot format the hard disk anymore. I start the computer, put in the floppy and start [hdx.prg]. Then I select Disk / Format, and after the warning I select Unit 0 (the only option available) in the menu < select the physical unit>

It sould work. When I boot the system, I see the Dard Disk light come on, the disk rattles and hums. Also, when selecting < Disk / Format> the disk light responds, and I hear the disk rattle. But the message I get is: { The

physical unit you have selected does not exist. Click OK to reselect]

But the unit is there! I know, for I broke the warranty seal (yes, I did!) to have a peek. It IS there. I dis/reconnected all connectors, but to now avail.

Now I just wonder what I should do. Is there a site where I can get more sophisticated disk tools? Is the drive too old? That lithium battery may have given up, has that something to do with it>

Now I am sure there are guys on this forum that know how to get the old dog running once again. As you may understand I cannot get rid of this antique thing, not without at least giving it a good try.

So please.... any suggestions are welcome. Sites with info, downloads of new driver disks, I know there are hundreds of them. Any links.... very welcome over here!

Thymen

6841. Re: Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 20:21:48 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <bla48s$1g1$1@reader2.panix.com>
Source record: 23323

My two cents worth is not worth that much. I use a TT, and do not use Taskbar.

To have different CPX files for MiNT and single TOS, I ended up using Xcontrol, said to be buggy, with MiNT, where it so far has caused no problems, and Zcontrol with Single TOS, which so far has caused no problems. Anything else did not work for some reason or other.

Some of those problems may be aes or desktop related, and involved not being able to reload CPXs or not being able to change the CPX path from the desktop. That is why I wound up with two different control panels.

MiNT 1.15.12, NVDI 5.x, Teradesk, Thing, Xaaes. Will try N.AES as soon as possible. I seem to have bought a weakly recorded CD, which gives random install errors, on two machines, with two different CD ROM drives. Somebody has a good one and a CD burner, and I might achieve nirvana any day now.

I would strongly suggest finding SuperBoot. I have buttons for a clean boot, and a clean boot with the MiNT kernal. If that makes problems go away, there is an order problem someplace.

Jim

Adam Klobukowski <atari@gabo.pl> writes:

: On 29 Sep 2003 02:54:20 -0700, D Galvez <maraka@atari.net> had a noticeable pleasure while writting: : > I have tried the last version of Z-Control the last weekend and still : > get crashes. This crashes comes when i'm typing with an editor or : > from the console. I think that what freezes is NAES, i'm able to move : > the mouse but nothing answer (button, menus....). Keyboard seems to : > work as i can reboot with Control+ALT+DEl. At the beginning i thought : > that could be an CT060 issue but i got this problem also in 030 mode.

: I have no problem while using MiNT 1.16a with N.Aes 2.0 and latest Zcontrol.
: (I also use NVdi 5.x). I think that some other software that you are using
: is causing problems.

: --
: Semper Fidelis

: Adam Klobukowski
: atari@gabo.pl

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA

```
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

6842. Re: Tempus Word images

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 20:30:08 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.3e689bcc.978876c2.wdwd@wd.com>
Source record: 23324

Dans le message <8da9c1b9.0309290753.1b108fd3@posting.google.com>
Norbert Simon a ï¿½crit:
>Martin Tarenskeen <nospam@zonnet.nl> wrote in message news:<Pine.MNT.4.31.03
>09281808010.49-100000@UNI_MANiac>...
>> Hi,

Hello,
>>
>> [Problem displaying images]

>Hi Martin,

>It should be checked carefully, what happens there. Please send
>information, about the image(s) you tried, and other things, that seem
>to be important for you. Your message will be handled imediately. Up
>to know, we do not know about limitations or bugs regarding to images
>on Falcon!

Same problem here : CT60/66 MHz, 256 MB, 800x608x256, bus @ 20 MHz.
Colour images (I tried both TIF and GIF, both 256 and TC) aren't
displayed, but monochrom and IMG do!
I thought it was because of the colour patch I use for Calamus, but
removing it didn't change anything.
Just try and catch this nasty bug ;-)

Regards,

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

6843. Re: Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 20:50:04 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bla5tshst1@tyfon.itea.ntnu.no>
Source record: 23325

D Galvez <maraka@atari.net> wrote:
> I have tried the last version of Z-Control the last weekend and still
> get crashes. This crashes comes when i'm typing with an editor or
> from the console. I think that what freezes is NAES, i'm able to move

From the mail you sent me (which I haven't been able to reply to yet) it looks like you're using WDialog. Don't. Use N.Dialog, and the Copsload-program from my homepage (http://atari.nvg.org/) if you want to run COPS. Works perfectly on my Milan.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6844. Re: Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 20:51:07 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bla5vrhst2@tyfon.itea.ntnu.no>
Source record: 23326

D Galvez <maraka@atari.net> wrote:
> I have realized that Z-Control was the only one woking because it was
> installed as an application under Thing (Menu Extra-Application) to
> open files with the mask *.cpx. I have done the same with COPS and now
> it works. But i thought that this wasn't needed.

It shouldn't. I'll have to take another look at this code when I get my
Milan reassembled.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6845. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 23:14:27 UTC
From: who am I <me>
Message-ID: <blaer0vfo1@newsg1.svr.pol.co.uk>
Source record: 23330

try this then , who am I ?

Remove your underpants to reply, which is also false!

If you can pinpoint me and post it here,with info and details I will be amazed and even send a £100 to a charity of your choice

Jimmy Tendicks

6846. Re: Adamas/Draconis/Drac-emu/STing using EtherNec?

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 23:14:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f78685c5576f2@comcast.net>
Source record: 23327

>I'm trying out the Adamas browser using a STinG setup with the Draconis
>emulator. I'm on a LAN with EtherNec and a "broadband router" with NAT
>connected to the Internet.
>
>Using Adamas strictly locally on the LAN I can surf to both the Weblight
>webserver on another Atari here and a pc running Debian/Apache. But as
>soon as there is a single link to the outside with a named url (a counter
>for example) Adamas goes down. If I try to enter an external url it goes
>down right away.
>
>Apart from that Adamas seems to be quite a nice browser but useless to
>me at the moment...

I got it to work with my Lan using MagicNet. Have not tried the
Mint side, but I would guess it would work also....
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6847. Re: Getting an STe running again...

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 23:14:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f78685c5576f3@comcast.net>
Source record: 23329

>Hi folks;
>
>while cleaning up my modern multi-media computer I sifted through some
>floppies, and I found something I had not seen for years... some disks with
>letters I wrote to my (now) wife, when we were trying to get married. Her
>being in China, and me in the Netherlands, that was quite an udertaking 20
>years ago....
>
>We did not see eachother a lot, but we wrote letters. Lots of letters. I had
>bought a Sharp MZ80K, but traded it in for a Schneider CPC128, on which I
>wrote all my letters to her. The Schneider had a rather peculiar floppy, a
>3", on which I stored the letters.

On my STe I use HDDriver and it everything works fine now. I
replace all my ICD software and used HDDriver to reformat the
drive. I would suggest going to Uwe Seimet's homepage and
downloading the HDDriver demo. It just may work for you also....
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6848. Re: TT030

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 23:14:45 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f78685c5576f4@comcast.net>
Source record: 23328

>
> Hi, Edward!
>
>Sorry to tell you that these two don't exist any more...
>
>ESBJ> http://www.mcc.ac.uk/~dlms/ftplinks.html
>ESBJ> http://rzserv2.fh-lueneburg.de:8080/Atari_1
>
>But you can try the wayback-machine at
>
> <http://www.archive.org/>
>
>Only for Atari 8-bit computers:
>
>ESBJ> http://www.atariworld.com/
>
>Try <http://members.tripod.com/~TT030/> for:
>
>ESBJ> http://members.tripod.com/~TT030/tt.htm
>
>
>Always glad about some "new" Atari links ;-)
>
>
> Regards,
>
> Alexander

Sorry about that Alexander. I guess I should check out my Hotlist.
Basically, I just use a search engine and that usually gives good
results.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6849. Re: Watch important package from the MS Corp.

Newsgroup: comp.sys.atari.st
Date: 2003-09-29 23:24:52 UTC
From: bernard spilman <bspilmanNOSPAM@nc.rr.com>
Message-ID: <8b3eb.8725$5r1.5658@twister.southeast.rr.com>
Source record: 23331
Cross-posted to: comp.sys.atari.st,comp.sys.cbm,comp.sys.hp48,comp.sys.ibm.pc.games.action,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.space-sim,comp.sys.ibm.pc.games.strategic,comp.sys.ibm.pc.games.war-historical,comp.sys.ibm.pc.hardware.chips,comp.sys.ibm.pc.h

> BTW just so you know that file contains a virus... ;-)
> doesn't bother me b/c i'm on linux hehe

So you don't need a virus to make your computer run crappily. ;-)
ws

6850. FS Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2003-09-30 03:01:22 UTC
From: waldo <waldo_xx@yahoo.com>
Message-ID: <reshnv87alckdtc422jp38rt5f6lrv6250@4ax.com>
Source record: 23332

```
Prices in Canadian dollars
Toronto Pickup
Motiveated seller

tel 416 465 6798

Atari computer stuff:
$ 20 Atari Falcon SM124/125/SC1224 monitor adapter
$ 20 Atari Falcon VGA monitor adapter
$ 25 Atari 520 ST with floppy and power
$ 50 each Atari SC1224 colour monitors (2), good condition
$ 70 Atari 1040 STf, 1 meg, replaced floppy (new), a couple of dead
keys
$100 Atari 1040 STe, 1 meg
```

6851. Re: Getting an STe running again...

Newsgroup: comp.sys.atari.st
Date: 2003-09-30 06:55:31 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <blb9h3$b8a$1@reader10.wxs.nl>
Source record: 23333

Mamba wrote:

> and when the Mega St/e came on the market, I bought that one. In the Atari
> magazine I found an articcle on how to use a special parallel cable and a
> tranfser program to transfer files from Schneider 3" floppy to the Atari. I
> used that one to transfer all my letters to 31/2" (single-sided) floppy,
> because i wanted to keep them, as you may understand.

Obviously. :)

Does this work the other way around too? I have a CPC and can download
all the old CPC games from the web, but have no idea how to get them to
my CPC. (Ok the CPC can connect to the net as well, using a package
called "CPC/IP" but try to find a serial interface for it these days) :)

Maurits.

6852. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-09-30 07:22:16 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.58.0309300916190.24100@wh58-508.st.uni-magdeburg.de>
Source record: 23334

Hello!

> >It's still copyrighted and the Milan GmbH only have the right to modify
> >and distribute it for the Milan.
>
> Well let's be a little creative then;-)
> Milan GmbH only has to take one single minority share in the project, and
> then the copyright nor the distribution rights are violated anymore. It's a
> common widely used practice.....

I don't understand you. Milan GmbH don't have the right to publish sources
or let other parties parties freely develop on these sources or distribute
it for non-Milan computers. I don't see any space for creativity.

> It might be easier then to port/patch TOS, but it severely limits the user
> his options, it's no secret here that I'm a MagiC fan, will MagiC run on top
> of the FreeMiNT kernel?

Sure, not :-)

> Supposing that the TT-60 project would be persued then I would expect to be
> able to run on the expanded TT the same stuff as I do right now. If the CT60
> board for the Falcon would only have been able to run a single specific OS,
> I think that Rudolphe would still be stuck with a lot of boards...

It's just the problem you can't port MagiC to a new or different
68k hardware. You are always limited to the ATARI ST/TT/Falcon layout.

Ciao
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

6853. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-09-30 09:46:46 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <9ueo41-opq.ln1@sd.swampdog>
Source record: 23336

who am I wrote:

> try this then , who am I ?

Is this like vegetable, animul, or minerwal?

> Remove your underpants to reply, which is also false!

Long live false underpants!

> If you can pinpoint me and post it here,with info and details I will be
> amazed and even send a ï¿½100 to a charity of your choice

Not John ooze details you 'ave purloined.

Ozman bin liner, Peeta, Mahmood, gnasher, all ring a bell. Out on a limb...
creak creak...

R Spanger, Liverpool?

--
Guy Harrison

6854. [UPD] October Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2003-09-30 10:22:28 UTC
From: Francois LE COAT <lecoat@lutece.net>
Message-ID: <3F795964.1040300@lutece.net>
Source record: 23335

Hi,

The software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka310.zip
That is the Complete Common Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny044.zip
Is the OpenGL Extension (requires previous package)

The update consists in corrections and improvements
in speed. Beware that for a guided visit, the
RECORD.ACC accessory must be also updated.

I wish you big fun with all this new STuff !

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12
http://eureka.atari.org
mailto:lecoat@atari.org

6855. [PUB]: New on the Belgium ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-09-30 18:35:08 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.09.30.18.35.04.324646@pandora.be>
Source record: 23337
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
*********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**docs**
ftp://chapelie.rma.ac.be/atari/docs/hypertext/tos_hyp-491.zip
(1.552.344 bytes) Hypertext about the Atari Operation system. German only

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/steem_v2_61.zip
(594,055 bytes) Steem is a Freeware Atari STE emulator for Windows and Linux.
Windows version

ftp://chapelie.rma.ac.be/atari/emulators/xsteem_v2_61-9-i386.tar.gz
(1.177.934 bytes) Steem is a Freeware Atari STE emulator for Windows and Linux.
Linux version

**internet**
ftp://chapelie.rma.ac.be/atari/internet/meg12_fr.zip
(227.475 bytes) Meg est un vï¿½rificateur automatique de boïï¿½tes aux lettres et un filtre
anti-spams.
Nï¿½cessite la couche TCP/IP STiK, STinG ou compatible.

ftp://chapelie.rma.ac.be/atari/internet/meg12_uk.zip
(226.679 bytes) Meg is a checker and anti-spam filter for your mailboxes.
Need STiK compatible TCP/IP Layer.

*mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka310.zip
(856.424 bytes) 2D Graph Describer, 3D Modeller, complete version.
To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka310-020.zip
(867.342 bytes) 68020 version. To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka310-fpu.zip
(810.938 bytes) fpu version. To use Eureka to its full extend one need tiny044.zip
```

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka310-lite.zip
(237.005 bytes) light version which can run on ST with 780 kb floppy drive

midi
ftp://chapelie.rma.ac.be/atari/midi/musicedd-7815.zip
(402.837 bytes) a notation prg with MIDI in-/output. Runs on all Atari's and Atari-cloon. Runs under plain-TOS, N_AES, Magic>4, Geneva. At this moment German only

programming
ftp://chapelie.rma.ac.be/atari/programming/Gemlib/sgem250.zip
(689.773 bytes) easy to use GEM library

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/sgeovl04.lzh
(19,290 bytes) Sgem overlay for Resourcemaster V3.0 >

utilities
ftp://chapelie.rma.ac.be/atari/utilities/looknsee/html_01.lzh
(4.705 bytes) html module for Looknsee (zeigsmir)

Have Fun,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6856. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-30 19:04:44 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0309301104.d304b44@posting.google.com>
Source record: 23338
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Haystack" <willie@grabyourshaft.de> wrote in message
news:<bl6her$l0o$1@newsg4.svr.pol.co.uk>...
> "Steve S" <j70141@hotmail.com> wrote in message
> news:b1d4058e6583ef4ea03a459fb62d9eca@news.teranews.com...
> > "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> > news:3f742063$0$20163$626a54ce@news.free.fr...
> > >
> > > but atari refused (an other stupid
> > > decision of atari !) and the guys went to Commodore and .....
> >
> > I grew up on the Atari. Quite possibly the single most item that I grew
> up
> > on in my youth. I hear so many things about Atari and the complete
> > screw-ups that they made and I am so ashamed by it when I hear it. My
> Atari
> > computer was a part of me, and in that respect, so was the company.
> >
> > When I had heard that Atari once laid off its entire factory to move
> > overseas, I couldn't find a hole deep enough to crawl into.
>
> What a shame!! if you had found one we wouldn't have had to put up with your
> bad manners on this NG, I fully expect an abusive bad language reply but I
> don't care

That was uncalled for! It might be good if you showed some better
manners as well, especially since the person you replied to is very
likely *not* the person you think he is. If nothing else an apology
might be in order. Might be good to check e-mail addresses before
posting, too. Or, do like I do, and take each post as a separate
entity. If the person you are replying to uses bad manners and bad or
abusive language in their post, deal with it then if you want, and
then let it go. If they later post sensibly, then treat them with the
same respect that you would treat anyone else. And since there are no
doubt a number of similar, or even the same names floating around here
from time to time, it might be safer to just assume the best instead
of the worst.

Mike Freeman

6857. Re: Getting an STe running again...

Newsgroup: comp.sys.atari.st
Date: 2003-09-30 19:36:07 UTC
From: Mamba <a@b.com>
Message-ID: <blclv8$m4l$1@news1.tilbu1.nb.home.nl>
Source record: 23339

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:blb9h3$b8a$1@reader10.wxs.nl...
> Mamba wrote:
>
>
> > and when the Mega St/e came on the market, I bought that one. In the
Atari
> > magazine I found an articcle on how to use a special parallel cable and
a
> > tranfser program to transfer files from Schneider 3" floppy to the
Atari. I
> > used that one to transfer all my letters to 31/2" (single-sided) floppy,
> > because i wanted to keep them, as you may understand.
>
> Obviously. :)
>
> Does this work the other way around too? I have a CPC and can download
> all the old CPC games from the web, but have no idea how to get them to
> my CPC. (Ok the CPC can connect to the net as well, using a package
> called "CPC/IP" but try to find a serial interface for it these days) :)
>
> Maurits.
>

Well..... better not fire up your soldering iron yet. There must be a way,
but I am sure I threw away all the info on how to connect the CPC128 to the
Atari. My CPC is still here, but it is totally broken. Scrap.

As far as getting the hard disk running.... I opened the case and checked if
the HD still spins. It does. Checked all connectors. No help. I downloaded
Uwe Seinmeths demo program, but it does not allow for formatting. And I am
sure that, if there is no hardware failure somewhere then the standard HD
tools supplied with the ST/e would do the job.

I'll shop around when I have time. Will report if I find a solution.

Thymen

6858. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-09-30 19:43:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1065036806-81403AEicMi@gmx.net>
Source record: 23262

From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Date: Tue, 30 Sep 2003 09:22:16 +0200

Hi Frank,

>I don't understand you. Milan GmbH don't have the right to publish sources
>or let other parties parties freely develop on these sources or distribute
>it for non-Milan computers. I don't see any space for creativity.

Who said anything about publishing sources or free development? :-/
Milan GmhB have the right to distribute and/or sell a modified TOS for their hardware. I doubt very much that the contract stipulates what exactly a Milan computer is... so if Milan would actively support the board, say by adapting the TOS, they wouldn't really be violating anything, theoretically speaking one could say it's a Milan board III....
Rudolphe his problem would be solved and Milan would solve a little of their cashflow problems, it's a win-win situation.

>It's just the problem you can't port MagiC to a new or different
>68k hardware. You are always limited to the ATARI ST/TT/Falcon layout.

Sure... but then SingleTOS is not exactly FreeMiNT either, so what you are actually proposing is to drop support for SingleTOS and MagiC. Some people might settle for one out of three, but I rather like to keep al my options open.

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6859. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-09-30 21:11:59 UTC
From: Haystack <willie@grabyourshaft.de>
Message-ID: <blcs1fmst1@newsg1.svr.pol.co.uk>
Source record: 23340

"Guy Harrison" <swamp-DEL-dog@ntlworld.com> wrote in message
news:9ueo41-opq.ln1@sd.swampdog...
> who am I wrote:
>
> > try this then , who am I ?
>
> Is this like vegetable, animul, or minerwal?
>
> > Remove your underpants to reply, which is also false!
>
> Long live false underpants!
>
> > If you can pinpoint me and post it here,with info and details I will be
> > amazed and even send a £100 to a charity of your choice
>
> Not John ooze details you 'ave purloined.
>
> Ozman bin liner, Peeta, Mahmood, gnasher, all ring a bell. Out on a
limb...
> creak creak...
>
> R Spanger, Liverpool?
>
>
> --
> Guy Harrison

Off target and no £100 prize

6860. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-09-30 21:18:40 UTC
From: Haystack <willie@grabyourshaft.de>
Message-ID: <blcsscgbk1@newsg4.svr.pol.co.uk>
Source record: 23342
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Look Alan Freeman
you were in the sixties and that is a long time ago, hello pop pickers ,
just piss off and do something constructive with the few years you have left

6861. FA: UR MR. DO!'s CASTLE Atari 400/800/1200 xe/xl Last Day

Newsgroup: comp.sys.atari.st
Date: 2003-09-30 21:34:16 UTC
From: john_bonham_80@yahoo.com
Message-ID: <e41705e3.0309301334.6718ab3a@posting.google.com>
Source record: 23343
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.st

Original Parker Bros. Cartridge, please follow the link below:
Please email any questions, there is a reserve but only what I was
offered for the game at one time. Thanks for looking.

http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=3049261737

6862. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-09-30 21:37:34 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <3f79f46a$0$27025$626a54ce@news.free.fr>
Source record: 23341

> >I sincerly don't see what you found bad in my reaction.
> >You just wrote that from now people using OE are kind of "masochist
> >bastards" (I used you words) will not be able to communicate with you, I
> >just replied that not everybody using OE is masochist or a bastard...
>
> Oh boy... you really don't get it do you?
> Instead of admitting that MS software is a security risk, you defend it,
and
> what a timing you have... it's not exactly the best moment right now to
come
> raving in here about OE and/or IE. Have you noticed the number of posts of
> people here reporting what havoc your software by choice has caused? Have
you
> also noticed the number of usual posters to this group who are absent
this
> week? Any idea why? I thank my lucky stars that I've got a flat fee DSL
> connection, people with a pay by second dial up connection must be scared
to
> death when their phonebill arrives, and all this is caused because YOU and
> another zillion idiots don't want to know and hear that using MS software
is
> a security risk. As long as you guys were infecting each other all was
fine by
> me. But why should I (we) have to suffer because you insist on using that
> crap? Is anyone out there holding a gun pointed to your brains forcing you
to
> use OE and IE?

Never figured that perhaps I _liked_ using Windows, OE and IE ?
I can't bear Mozzila, and Opera, and I think that Eudora sucks probably as
much as Outlook (not express).

I don't see why I should use what I personaly consider as beeing user
unfriendly software.

I would be very happy to replace OE and IE by safer alternative, but I don't
want, and will not, sacrifice user friendlyness for that.

Dbug

6863. Re: Getting an STe running again...

Newsgroup: comp.sys.atari.st
Date: 2003-09-30 22:44:30 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0309301444.2ba082b7@posting.google.com>
Source record: 23344

"Mamba" <a@b.com> wrote in message news:<bla3rq$6qo$1@news2.tilbu1.nb.home.nl>...

> I do have a question to ask. That ST/e, it is on my desk, and I do not want
> to bury it on the attick. Not for a while at least. There is a 48 MB hard
> disk drive in it, which I tried to format and partition. I found the floppy
> with the Atari Advanced Hard Disk Utilities, and the manual, but though the
> systems seems to work well I cannot format the hard disk anymore. I start
> the computer, put in the floppy and start [hdx.prg]. Then I select Disk /
> Format, and after the warning I select Unit 0 (the only option available) in
> the menu < select the physical unit>
>
> It sould work. When I boot the system, I see the Dard Disk light come on,
> the disk rattles and hums. Also, when selecting < Disk / Format> the disk
> light responds, and I hear the disk rattle. But the message I get is: { The
> physical unit you have selected does not exist. Click OK to reselect]
>
This should work. As I understand it, you select to format your hard
drive and it hums awhile, but then you can't find it. Did the hard
drive work before the format? Give us some information about your
computer, if you please.

Galen

6864. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-09-30 23:47:14 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <fchr41-nu1.ln1@sd.swampdog>
Source record: 23261

Haystack wrote:

>
> "Guy Harrison" <swamp-DEL-dog@ntlworld.com> wrote in message
> news:9ueo41-opq.ln1@sd.swampdog...
>> who am I wrote:
>>
>> > try this then , who am I ?
>>
>> Is this like vegetable, animul, or minerwal?
>>
>> > Remove your underpants to reply, which is also false!
>>
>> Long live false underpants!
>>
>> > If you can pinpoint me and post it here,with info and details I will be
>> > amazed and even send a ï¿½100 to a charity of your choice
>>
>> Not John ooze details you 'ave purloined.
>>
>> Ozman bin liner, Peeta, Mahmood, gnasher, all ring a bell. Out on a
> limb...
>> creak creak...
>>
>> R Spanger, Liverpool?
>>
>>
>> --
>> Guy Harrison
>
> Off target and no ï¿½100 prize

Well, over to you to prove me wrong then.

--
Guy Harrison

6865. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 03:24:48 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <a3e395c723fdc97b84da6b0454aef6a4@news.teranews.com>
Source record: 23345
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

>
> That was uncalled for! It might be good if you showed some better
> manners as well, especially since the person you replied to is very
> likely *not* the person you think he is. If nothing else an apology
> might be in order. Might be good to check e-mail addresses before
> posting, too. Or, do like I do, and take each post as a separate
> entity. If the person you are replying to uses bad manners and bad or
> abusive language in their post, deal with it then if you want, and
> then let it go. If they later post sensibly, then treat them with the
> same respect that you would treat anyone else. And since there are no
> doubt a number of similar, or even the same names floating around here
> from time to time, it might be safer to just assume the best instead
> of the worst.
>
> Mike Freeman

Hello Mike,
Thanks for the backup, but I had no expectations that someone that would
write something like this...

> > What a shame!! if you had found one we wouldn't have had to put up with
your
> > bad manners on this NG, I fully expect an abusive bad language reply but
I
> > don't care

...to ever apologize. Seems to me that he is the one with bad manners and
abusive bad language and I wouldn't expect him to apologize any more than I
would expect some ghetto trash to do something as simple as giving up his
seat to a blind man on the bus. Such things are common sense to us, but not
to people of his sort.

6866. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 05:34:41 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <RHteb.2695$qJ6.2314796@monger.newsread.com>
Source record: 23246

On 30 Sep 2003 17:52:32 , lp wrote:
>in article 3f79f46a$0$27025$626a54ce@news.free.fr, Mickael Pointier at
>sorry@but.i.hate.spam.net wrote on 9/30/03 5:37 PM:
>
>> Never figured that perhaps I _liked_ using Windows, OE and IE ?
>> I can't bear Mozzila, and Opera, and I think that Eudora sucks probably as
>> much as Outlook (not express).
>>
>> I don't see why I should use what I personaly consider as beeing user
>> unfriendly software.
>>
>> I would be very happy to replace OE and IE by safer alternative, but I don't
>> want, and will not, sacrifice user friendlyness for that.
>
>I agree with Dbug. I have also tried several alternatives to OE and sadly
>nothing quite comes close to the overall features. Sure I'd prefer to use
>something else, but if it means abandoning some features I find critical
>I won't do it. I used OE for sometime and never had any problems, and all
>the problems are also partly end users. Sure OE comes setup for maximum
>havoc on most systems, but that does not automatically make someone with
>OE some sort of idiot. It's not hard to reconfigure it to solve many
>of theses issues. It would be more constructive if someone would setup
>a web site with a how to use OE safely and educate the masses. I don't
>think a boycott will work myself.
>

unless I misunderstood (which happens to me frequently here :) it seems
to work for Dennis and whoever else wishes to filter mail sent with OE.
I don't think he meant that boycotting OE was a way to get it improved but
rather a personal way to avoid crap! The masses boycotting is highly
unlikely in a group where most don't even know what anti-virus software is
(group meaning pc users not this newsgroup :). A friend told me: "nah,
I don't need to run it, I'm ok!". Reminded me of some leaders evaluations
after Poland fell in WWII !!!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

6867. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 05:42:04 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0309302142.8b93603@posting.google.com>
Source record: 23247
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Haystack" <willie@grabyourshaft.de> wrote in message
news:<blcsscgbk1@newsg4.svr.pol.co.uk>...
> Look Alan Freeman
> you were in the sixties and that is a long time ago, hello pop pickers ,
> just piss off and do something constructive with the few years you have left

Please re-read my last reply. It applies to this post as well. BTW,
does "Alan" look *anything* like "Mike"? My guess is, just another
troll, with a response like that. Until I hear some half-way
reasonable discussion, I will not reply again.

Mike Freeman

6868. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 06:02:54 UTC
From: flea_bite@hotmail.com
Message-ID: <76455f8c.0309302202.f43a457@posting.google.com>
Source record: 23248
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

masheg_solea@yahoo.com.hk (Carl Philtmoon) wrote in message
news:<26e9ab06.0309250215.c1b8bd3@posting.google.com>...
> ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> 800 from 1979 is far better !

Oh no! Another homo from the Netherlands or Sweden :P

6869. Re: Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 09:00:58 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0310010100.fb79f64@posting.google.com>
Source record: 23249

>
> I have no problem while using MiNT 1.16a with N.Aes 2.0 and latest
Zcontrol.
> (I also use NVdi 5.x). I think that some other software that you are using
> is causing problems.
>
> --

I dont know about another software but may be the hardware. Yesterday i run only the MiNT kernel 1.15.12 and N.Aes 2.0 nothing else was running no NVDI, no accs, etc...., from N.Desk i started Z-Control and opened an editor QED or Luna after typing for a little while N.Aes freezed. Then i intalled Xaaes 0.970 and the problem was gone. Something very similar to this happen to me also with ST-Guide, when i scroll the ST-Guide window using the arrow keys from my keyboard (no problem with the mouse) i get the same kind of freezes, it doesnt matter the mode 030 or 060 and only with N.Aes.

Do you know where can i download the Mint 1.16a kernel binaries? To do some more tests.

I know that i can use some other applications like COPS as a control panel or HYPVIEW as a guide viewer, but i would like to know why things that work for others dont work for me.

6870. Re: Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 09:33:06 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0310010133.87d9b2@posting.google.com>
Source record: 23250

>
> From the mail you sent me (which I haven't been able to reply to yet) it
> looks like you're using WDialog. Don't. Use N.Dialog, and the
> Copsload-program from my homepage (http://atari.nvg.org/) if you want to
> run COPS. Works perfectly on my Milan.

No i use N.Dialog 0.54, but not the coapsload from you, i will install
it tonight and see what happen.

David Galvez.

6871. CT60 : new 060 are arrived !

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 10:18:23 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f7aaac7$0$20653$626a54ce@news.free.fr>
Source record: 23251

Shipping of CT60 is continuing now.

I received nice 060 REV 6 mask E41J from germany. :-)))

I continue waiting whose from USA (Vernal Elm) :-(((

6872. CT60 : YYYEEEESSSSSSS !

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 11:03:18 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f7ab471$0$20618$626a54ce@news.free.fr>
Source record: 23252

I just tried the new E41J mask REV 6 060 !!

Run at 72 MHz easy (32°)

Run at 80 MHz easy too (33°) !!

You well read : My CT60 runs at 80 MHz and all is stable !

With ABE 5K and SDR 5D !

The speed is crazy !!!!

I put bench this day on my web site !

I asked to the furnisher how much CPU he could sell me and I will propose a upgrade to people who want the new 060 !
People who have already bought a 060 to me will have a very small price (no benefits from me).

This mask is surely more thin and so internal timings are better ...
The essential problem was caches timings inside...
NO more problems !

now I have a big problem : will the PCI bridge run at 80 ??? hum, it is a 66 model...

I have to find a solution...

The 060 with the last mask is really an extraordinary CPU !!!

Regards

6873. CT60 at 100 MHz !!!! I'm deadly crazy now !

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 13:42:50 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f7ada71$0$20630$626a54ce@news.free.fr>
Source record: 23253

My CT60 RUNS AT 100 MHz !!!!

YES !!

I don't believe that !
I boot , see the 65K color picture and see the SDRAM test : 103.7 MB/s
(argh !)
And I see the boot of the HDD with F30 bus at 25 MHz !!!

And I see the desktop !!! ARGHHHH!

I go immediatly in the CT60 CPX to see the temperature and : 35°C and 36°C
after 2 minutes !!
No crash....
It's a dream ....

Guys the hades 060 is now so small !

I quit CPX, thinking it will crash in few seconds...

No crash !

I run Z-Bench , ok, run CPU test : 777% from CT2 wouf...HADES 060 is 409 %
and Power Mac G3-300 MHz is 1145% ONLY !!
I run FPU test : 27252 % from CT2 - Hades 060 is 13798 %
Graphics : 551.8 %
Disk : 145 % with Quantum Fireball CR 4.3GB
3Dopen GL : 552.4 % - Hades is 1411 with a graphic card (eh eh).

ah ah ah
I just becoming crazy.....

Hey, I'm very proud because my ABE and SDR logic is very very well designed
to support 100 MHz !!!
;-))))

OK, now...we get an atari at 100 MHz !!!

OK I have to go out of my house and take fresh air ! I need !!

I love E41J mask !!

6874. Re: CT60 at 100 MHz !!!! I'm deadly crazy now !

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 13:49:11 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f7adb52$0$20628$626a54ce@news.free.fr>
Source record: 23254

```
Nembench Interleaved (Piped) Integer : 199.804 MIPS !!!

I'm dreaming...
```

"Rodolphe Czuba" <rczuba@free.fr> a crit dans le message de news:
3f7ada71$0$20630$626a54ce@news.free.fr...
> My CT60 RUNS AT 100 MHz !!!!
>
> YES !!
>
> I don't believe that !
> I boot , see the 65K color picture and see the SDRAM test : 103.7 MB/s
> (argh !)
> And I see the boot of the HDD with F30 bus at 25 MHz !!!
>
> And I see the desktop !!! ARGHHHH!
>
> I go immediatly in the CT60 CPX to see the temperature and : 35C and 36C
> after 2 minutes !!
> No crash....
> It's a dream ....
>
> Guys the hades 060 is now so small !
>
> I quit CPX, thinking it will crash in few seconds...
>
> No crash !
>
> I run Z-Bench , ok, run CPU test : 777% from CT2 wouf...HADES 060 is 409 %
> and Power Mac G3-300 MHz is 1145% ONLY !!
> I run FPU test : 27252 % from CT2 - Hades 060 is 13798 %
> Graphics : 551.8 %
> Disk : 145 % with Quantum Fireball CR 4.3GB
> 3Dopen GL : 552.4 % - Hades is 1411 with a graphic card (eh eh).
>
> ah ah ah
> I just becoming crazy.....
>
> Hey, I'm very proud because my ABE and SDR logic is very very well
designed
> to support 100 MHz !!!
> ;-))))
>
> OK, now...we get an atari at 100 MHz !!!

>
> OK I have to go out of my house and take fresh air ! I need !!
>
> I love E41J mask !!
>
>
>

6875. Re: Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 15:15:06 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bler1q$354$1@tyfon.itea.ntnu.no>
Source record: 23255

```
D Galvez <maraka@atari.net> wrote:

> No i use N.Dialog 0.54, but not the coapsload from you, i will install
> it tonight and see what happen.

COPSload from 2B will run WDialog before it starts COPS. This could be a
problem.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

6876. CT60 Overclock problems

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 16:35:12 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.10.01.16.35.12.163958@nossspamXXatari-source.com>
Source record: 23256

Hello all!

I've been trying to overclock my falcon mobo to 20MHz but with problems. I updated my CT60 hardware with JTAG and replaced ST-ram card with atari 1mb. This solves most problems however there is still present a problem where in 20MHz mode, the keyboard and mouse are garbage (mouse moves as keypresses), keyboard presses as wrong keys! In 16Mhz it works fine so it can't be my wiring/soldering right? Any suggestions? Should I redo my solder joint to that ACIA? Also note, none of my problems with my falcon appear to be caused by my (crappy) ST-ram card ;-)

Thanks!
Mark

6877. Re: CT60 at 100 MHz !!!! I'm deadly crazy now !

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 16:36:44 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.10.01.16.36.44.715050@nossspamXXatari-source.com>
Source record: 23257

On Wed, 01 Oct 2003 15:42:50 +0200, Rodolphe Czuba wrote:

>
> OK, now...we get an atari at 100 MHz !!!
>
> OK I have to go out of my house and take fresh air ! I need !!
>
> I love E41J mask !!

Rodolphe, you are one crazy guy ;-) I for one would have been leery to attempt 80MHz. The CT60 is a precious rare item! Granted you could just make yourself more of them ;) Any place to get this processor easily in the USA?

Thanks,
Mark
http://portal.atari-source.com

6878. BUY : 68882 copro 33mhz plcc / 14 megs ST-Ram for my falc ...

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 16:55:52 UTC
From: sabem@m6net.fr
Message-ID: <bfce31aa.0310010855.262dcb7b@posting.google.com>
Source record: 23258

as it's not possible for me to buy a CT060 atm ... (i'm waiting for a
2nd list ...)

I'm looking for a 68882 copro 33mhz plcc and a 14 meg ST-Ram card ..
(ct060 owners don't need the 68882 now ...)

i'm also looking for a falcon rgb cable (i've got a vga adapter)coz
old demos are not working with vga ...

i've got a SCSI 135mb syquest + 9 cardridges to sell ... (it's
possible to make an exchange with 68882 or ST-ram ..)

thx a lot :)

C-Rem / MJJ-PROD

6879. Re: CT60 Overclock problems

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 17:04:54 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f7b0931$0$20644$626a54ce@news.free.fr>
Source record: 23259

> I've been trying to overclock my falcon mobo to 20MHz but with problems.
> I updated my CT60 hardware with JTAG

and did you cut the trace on the board ?

and replaced ST-ram card with atari
> 1mb. This solves most problems however there is still present a problem
> where in 20MHz mode, the keyboard and mouse are garbage (mouse moves as
> keypresses), keyboard presses as wrong keys! In 16Mhz it works fine so it
> can't be my wiring/soldering right? Any suggestions? Should I redo my
> solder joint to that ACIA?

Pin 3 & 4 together ? and no touch with the PCB ?

Also note, none of my problems with my falcon
> appear to be caused by my (crappy) ST-ram card ;-)

What was the first board ?
the only two that may crash at 20 MHz are :
- atari 14 MB
- falcon wings with 4 SIMM.

Regards

6880. EasyMint and LNX partitions

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 17:59:41 UTC
From: Yves <noemail@nointernet.com>
Message-ID: <blf4opqgh1@news-reader4.wanadoo.fr>
Source record: 23260

Hello there!

I'm trying to install Easymint on a good old Atari STE with SCSI HD
connected to ICD LINK.
I set up the HD with 3 partitions using atari-fdisk under linux:
*/dev/sda1 10MB GEM boot partition
*/dev/sda2 190MB LNX partition
*/dev/sda3 50MB BGM partition (for Easymint installer)

I use ICD drivers to make my HD recognized by the Atari, but it seems only
both GEM and BGM partitions are seen from this drivers!
So when I launch the easymint installer, i'm logically told no LNX or RAW
partition is found on my HD.
I tried using CBHD drivers instead of ICD drivers, but all I can get at boot
time is 4 bombs and of course, no desktop.

My questions are:
*is CBHD able to see LNX partitions so that i can install Easymint ?
*how can I make CBHD stop to crash at boot?
*(worst case) do I really _need_ to buy HDDRIVER if everything fails? How
can I be sure it will work on my system, since demo version doesn't have
SCSI driver target interface and allows writing only C: ?

Thanks for any help
long live Atari!

Yves.

6881. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 18:38:36 UTC
From: vdjole@EUnet.yu
Message-ID: <blf6v9$rb5$1@news.eunet.yu>
Source record: 23263

On 28 Sep 2003 20:59:06 , Guy Harrison wrote:

>Let's find out shall we? I'm using my ISP's mail server here 'cos my local
>one would insert lots of stuff and wouldn't get the point across...
>
>$ telnet smtp.ntlworld.com 25
>Trying 62.253.162.40...
>Connected to smtp.ntlworld.com.
>Escape character is '^]'.
>220 mta03-svc.ntlworld.com ESMTP server (InterMail vM.4.01.03.37
>201-229-121-137-20020806) ready Sun, 28 Sep 2003 17:29:17 +0100
>helo
>250 mta03-svc.ntlworld.com
>helo atlantik.net
>250 mta03-svc.ntlworld.com
>mail from: foo@atlantik.net

Please, what would be the sequence of commands to log on to a pop3 server
and immediately delete -all- mail in the mailbox (for currently
obvious reasons).
Mimicking correspondence from Newsie's log I got as far as :

telnet <server name> port 110
+OK
user <user name>
+OK
pass <password>
+stat
857 64356788
+OK

but what next ?

Regards;

6882. FS: Atari mouse, paddle, & hacked Nintendo controller

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 19:30:42 UTC
From: Josh Renaud <josh_No_SPaM_poR_FAvOr@joshrenaud.com>
Message-ID: <BBA09592.7F33%josh_No_SPaM_poR_FAvOr@joshrenaud.com>
Source record: 23264

Hey all,

I am preparing to move to a new apartment and I found a few old input devices I thought someone might like.

* Atari ST mouse (missing its ball)
* 2 Atari 8-bit paddles (its a dual paddle (one connector) with tennis logo)
* Original Nintendo controller, hacked to work with Atari 8-bit/ST
(The A-B buttons both serve as a "fire" button. Select & Start don't do anything)

If you're interested, please contact me by email:
j o s h *A*T* j o s h r e n a u d *D*0*T* c o m

6883. CT60 overclocking MOBO to 20 mhz.

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 20:59:07 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1065022958-604279AEicMi@adelphia.net>
Source record: 23266

Anyone,
If I were to have my falcon MOBO overclocked to 20 mhz or even 25 mhz. What are the advantages of this??? I know that it will raise the DSP and VIDEL speeds to 40 or 50 mhz respectively. But the system bus is raised from the STOCK 16 mhz to 20 or 25 does this raise the CD-Burning limit as well??? As everyone probably knows that CD-Burning at 4X is about the MAX on a stock Falcon. But is 8X possible with a 20 or 25 mhz system bus??? Any thoughts on this one guys!!

Thanks,

6884. Re: CT60 at 100 MHz !!!! I'm deadly crazy now !

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 20:59:09 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1065022960-604599AEicMi@adelphia.net>
Source record: 23265

Rodolphe,
That is AWESOME!!!!! This just smokes any other
ATARI on the PLANET!!!! Put me down for one of those
68060's!!!!

Thanks,

6885. Re: CT60 overclocking MOBO to 20 mhz.

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 21:40:32 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.b70412a0.aa2006e2.wdwd@wd.com>
Source record: 23268

Dans le message <1065022958-604279AEicMi@adelphia.net>
Carey Christenson a ï¿½crit:
>Anyone,

Hello,

> If I were to have my falcon MOBO overclocked to 20
>mhz or even 25 mhz. What are the advantages of
>this??? I know that it will raise the DSP and VIDEL
>speeds to 40 or 50 mhz respectively. But the system
>bus is raised from the STOCK 16 mhz to 20 or 25 does
>this raise the CD-Burning limit as well??? As
>everyone probably knows that CD-Burning at 4X is about
>the MAX on a stock Falcon. But is 8X possible with a
>20 or 25 mhz system bus??? Any thoughts on this one
>guys!!
SCSI transfers won't benefit of this. You'll still be limited
to 4x (though I never got better than 550 KB/s so far). :-(
If I understood correctly, the chip used in Falcons is capable
of 4 MB/s, which would allow up to 2 MB/s (as transfer is
bidirectionnal, the rate has to be divided by 2, hasn't it?),
but due to some, hem... say... misdesigning (?) this limit is
lowered to 1.2 MB/s, which, still being bidirectionnal, only
allows 4x max transfer rates. :-(
Anyway... if someone knows how to override this limit, and use
full power SCSI... ;-)

>Thanks,
You're welcome ;-)

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

6886. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 21:46:06 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <t$CxRhEes0e$EwyR@my-ste.in-the.bog>
Source record: 23267

On Wed, 1 Oct 2003, Djordje Vukovic <vdjole@EUnet.yu> wrote:-

<snip>

>Please, what would be the sequence of commands to log on to a pop3 server
>and immediately delete -all- mail in the mailbox (for currently
>obvious reasons).
>Mimicking correspondence from Newsie's log I got as far as :
>
>telnet <server name> port 110
>+OK
>user <user name>
>+OK
>pass <password>
>+stat
>857 64356788
>+OK
>
>but what next ?

You need to issue a DELE command for each of the mails in the mailbox.
Looking at the results of the STAT command, you've 857 mails waiting.
That's a lot of DELE commands to enter.

Unfortunately, there isn't a command that will empty all mails from a
mailbox. You could get in touch with your ISP and ask them to delete all
mails above 140kb, if you don't normally receive mails bigger than that,
or between 140kb and 159kb if you do.

You could also try using POPwatch, if it can handle a mailbox with so
many mails. Here you get the choice between deleting the entire contents
of the mailbox (CTRL-A followed by DEL) or manually delete mails within
that size range.

If you got for just deleting mails that are about the right size, there
may be a problem with time-outs due to the sheer number of mails. To get
round this, delete them in batches. Use POPwatch to log in and fetch the
list of mails, sizes etc. Then scroll through the list selecting and
deleting any that are within the 140-159Kb size-range. You'll probably
want to repeatedly connect, select, delete, and disconnect a few times
to avoid a time-out.

Finally, once you've deleted all the virus mails, you can use POPwatch
to fetch the mail for Newsie, deleting any new virus mails before
download the wanted mails.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62
Falcon 14Mb TOS 4.02

6887. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 22:16:34 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f7b60463276e50@tripnet.se>
Source record: 23269

In comp.sys.atari.st <t$CxRhEes0e$EwyR@my-ste.in-the.bog>
David Bolt wrote on Wed 01-10-2003 22:46 (+0100):

>On Wed, 1 Oct 2003, Djordje Vukovic <vdjole@EUnet.yu> wrote:-
>
><snip>
>
>>Please, what would be the sequence of commands to log on to a pop3 server
>>and immediately delete -all- mail in the mailbox (for currently
>>obvious reasons).

>>857 64356788

>You could also try using POPwatch, if it can handle a mailbox with so
>many mails. Here you get the choice between deleting the entire contents
>of the mailbox (CTRL-A followed by DEL) or manually delete mails within
>that size range.

Or use the new French MEG.APP that has kept my mailbox usable during all
these virus "attacs". I posted three rules for this program here a couple
of days ago.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6888. Re: CT60 at 100 MHz !!!! I'm deadly crazy now !

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 22:20:07 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f7b5311$0$2806$626a54ce@news.free.fr>
Source record: 23270

I'm sure you will buy a CT60 ;-)

"lp" <gfabasic@mint.net> a crit dans le message de news:
BBA0A986.2A13%gfabasic@mint.net...
> in article 3f7ada71$0$20630$626a54ce@news.free.fr, Rodolphe Czuba at
> rczuba@free.fr wrote on 10/1/03 9:42 AM:
>
>
> > >
> > > Guys the hades 060 is now so small !
>
> I'm sure you don't mean that as disrespectful.
> But the hades still has it place, well on my desk anyway. ;-)
>
> I am very glad the ct60 is shipping, we all benefit from having more 060's
> out in use.
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

6889. Re: CT60 : YYYEEEESSSSSSS !

Newsgroup: comp.sys.atari.st
Date: 2003-10-01 23:41:31 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.44.0310020129160.1690-100000@feanor.schunter.etc.tu-bs.de>
Source record: 23271

Hi, Rodolphe!

RC> I just tried the new E41J mask REV 6 060 !!

This is really breakneck speed!

RC> I asked to the furnisher how much CPU he could sell me and I will
RC> propose a upgrade to people who want the new 060 !
RC> People who have already bought a 060 to me will have a very small
RC> price (no benefits from me).

Is the new E41J mask ReV 6 a FULL 060? From your benches I can see that it
has FPU, but what about MMU?

If it has both, then I was interested in the upgrade, for sure!

Regards,

Alexander

6890. Re: 68060

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 00:01:07 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0310011601.13f328f4@posting.google.com>
Source record: 23272

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3f76afad$0$27595$626a54ce@news.free.fr>...
> Have somebody some news about the Vernal Elm, the US 060 dealer ?
>
Hi Rodolphe,

I emailed him yesterday asking if he had more 68060. He said yes, and
that he usually ships orders in a couple of days.

Thus, either he's lying, your money didn't reach him, or his shipment
didn't reach you. You say he's not replying to your emails?

Galen

6891. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 04:22:59 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0310012022.7238ec11@posting.google.com>
Source record: 23273

Cool. I wonder what the certificates are worth on ebay?

Atar dipped to as low as $4, would have accumulated but my remaining
cash went for aapl @ 20.50 earlier this week. Purchased on the dip.
Dan Niles upgraded aapl to $24.

Also, in fmday @ .34 for 3500k and 1k in goam.

-sinclap

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<3f6b65a84099aa0@comcast.net>...
> >Purchased 350 shares of atar @ 4.32 and put a sell order at 4.92
> >
> >Anyone else in.
> >
> >the one and only
> >-sinclap
>
> Got 50 shares for a Christmas present in 1990. The certificate
> still hangs on my wall.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6892. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 04:23:24 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0310012023.727ecbcb@posting.google.com>
Source record: 23274
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

Cool. I wonder what the certificates are worth on ebay?

Atar dipped to as low as $4, would have accumulated but my remaining
cash went for aapl @ 20.50 earlier this week. Purchased on the dip.
Dan Niles upgraded aapl to $24.

Also, in fmday @ .34 for 3500k and 1k in goam.

-sinclap

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<3f6b65a84099aa0@comcast.net>...
> >Purchased 350 shares of atar @ 4.32 and put a sell order at 4.92
> >
> >Anyone else in.
> >
> >the one and only
> >-sinclap
>
> Got 50 shares for a Christmas present in 1990. The certificate
> still hangs on my wall.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6893. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 05:21:08 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <m7ps41-ckr1.ln1@sd.swampdog>
Source record: 23275

Djordje Vukovic wrote:

> On 28 Sep 2003 20:59:06 , Guy Harrison wrote:
>
>>Let's find out shall we? I'm using my ISP's mail server here 'cos my local
>>one would insert lots of stuff and wouldn't get the point across...
>>
>>$ telnet smtp.ntlworld.com 25
>>Trying 62.253.162.40...
>>Connected to smtp.ntlworld.com.
>>Escape character is '^]'.
>>220 mta03-svc.ntlworld.com ESMTP server (InterMail vM.4.01.03.37
>>201-229-121-137-20020806) ready Sun, 28 Sep 2003 17:29:17 +0100
>>helo
>>250 mta03-svc.ntlworld.com
>>helo atlantik.net
>>250 mta03-svc.ntlworld.com
>>mail from: foo@atlantik.net
>
> Please, what would be the sequence of commands to log on to a pop3 server
> and immediately delete -all- mail in the mailbox (for currently
> obvious reasons).
> Mimicking correspondence from Newsie's log I got as far as :
>
> telnet <server name> port 110
> +OK
> user <user name>
> +OK
> pass <password>
> +stat
> 857 64356788
> +OK
>
> but what next ?

There is no command to trash all the emails. Unfortunately for you POP3
requires an explicit "DELE n" command (where 'n' is the "message number")
for each email sat there *plus* you must cause the server to enter what's
known as the "UPDATE" phase - (in other words) you must exit gracefully via
"QUIT" command. This is to prevent accidental deletions which ordinarily
would be a disaster.

You have a lot of data sat there (64356788 is the total). You need a program
to delete all 857 emails so try David's & Kenneth's suggestions. If
timeouts are a problem then try another program because they probably vary

in the ammount of stuff they automatically request. For instance, I once had an (otherwise good) PC program that explicitly issued "LIST n" (as opposed to "LIST" without 'n') for each and every email at connection and thus it couldn't cope with a huge mailbox on a crappy short timer that must have been tied to RETR (it never got through them all).

If worst case occurs and none of the programs can stay connected long enough then issue "LIST" command. It'll respond with 857 lines of info. Hopefully you can scroll back or log this output 'cos then you'll want to go through, find the biggest ones (rightmost field is size again like STAT above) and issue a "DELE" on those then "QUIT" (important to QUIT remember). Repeat until one of the programs can get connected. Give preference to deleting the lowest numbered "big" emails before higher numbered ones - it'll minimise the amount you're forced to manually delete before a program can get connected.

Just to summarise. You need to manually issue...

DELE 1

...to delete email that happens to be sat first in your mailbox. You can't write...

DELE 1 2 3 4 5 6

...or...

DELE 1-857

...but you must get a...

QUIT

...issued before it times out, modem explodes, universe blinks out of existence, or all the DELE commands that you managed to enter will be forgotten.

--
Guy Harrison

6894. ADV: Atari Clearance Sale! 30% off!

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 08:07:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0310020100520.21184-100000@onyx.spiritone.com>
Source record: 23279
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari stuff coming out of my Ears and I need to make room for NEW Atari stock. I'm buying out an Atari Dealer & I need to make room for NEW Atari stock! So I'm Offering a 20% off the Top Discount for any customer on Atari ST and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more! For Regular Customers add another 10% off! A Whopping 30% off the Top Discount. Take advantage of this, because this is as Good as it Gets! A lot of the items on sale I only have One, Two or a Few of! So act NOW While I got it! Get the Catalogs while inventory Lasts! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

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6895. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 08:08:17 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f7beaf0de91f0@tripnet.se>
Source record: 23276

In comp.sys.atari.st <m7ps41-ckr1.ln1@sd.swampdog>
Guy Harrison wrote on Thu 02-10-2003 06:21 (+0100):

>You have a lot of data sat there (64356788 is the total). You need a program
>to delete all 857 emails so try David's & Kenneth's suggestions. If
>timeouts are a problem then try another program because they probably vary
>in the ammount of stuff they automatically request. For instance, I once
>had an (otherwise good) PC program that explicitly issued "LIST n" (as
>opposed to "LIST" without 'n') for each and every email at connection and
>thus it couldn't cope with a huge mailbox on a crappy short timer that must
>have been tied to RETR (it never got through them all).

Also Popwatch has its problems. When I downloaded one (of the very few
SWEN virus related mails that MEG did not delete on its own) email the
speed went down from the usual 20-30 kBytes/sec to about 1500 bytes/sec.
When I checked the mail it had the text:

RAV AntiVirus has deleted this file
because it contained dangerous code!

and in the binary part every single byte was exchanged to LF+CR with a
total of 143866 lines! Not server related as a PC mail client managed to
get the mail at normal speed.

One might wonder what Gary Priest does these days? Would have been nice
if he released his sources for others to work on...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6896. Re: CT60 at 100 MHz !!!! I'm deadly crazy now !

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 08:28:00 UTC
From: hencox@hotmail.com
Message-ID: <9ae36432.0310020028.4a6169bc@posting.google.com>
Source record: 23277

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3f7ada71$0$20630$626a54ce@news.free.fr>...
> My CT60 RUNS AT 100 MHz !!!!
>
> YES !!
>
> I don't believe that !
> I boot , see the 65K color picture and see the SDRAM test : 103.7 MB/s
> (argh !)
> And I see the boot of the HDD with F30 bus at 25 MHz !!!
>
> And I see the desktop !!! ARGHHHH!
>
> I go immediatly in the CT60 CPX to see the temperature and : 35ï¿½C and 36ï¿½C
> after 2 minutes !!
> No crash....
> It's a dream ....
>
> Guys the hades 060 is now so small !
>
> I quit CPX, thinking it will crash in few seconds...
>
> No crash !
>
> I run Z-Bench , ok, run CPU test : 777% from CT2 wouf...HADES 060 is 409 %
> and Power Mac G3-300 MHz is 1145% ONLY !!
> I run FPU test : 27252 % from CT2 - Hades 060 is 13798 %
> Graphics : 551.8 %
> Disk : 145 % with Quantum Fireball CR 4.3GB
> 3Dopen GL : 552.4 % - Hades is 1411 with a graphic card (eh eh).
>
> ah ah ah
> I just becoming crazy.....
>
> Hey, I'm very proud because my ABE and SDR logic is very very well designed
> to support 100 MHz !!!
> ;-))))
>
> OK, now...we get an atari at 100 MHz !!!
>
> OK I have to go out of my house and take fresh air ! I need !!
>
> I love E41J mask !!

This sounds really really great! :)

I wonder if this E41J-version of the 060 is a full version (with FPU and MMU)?

Of course a CT60 bus frequency of 100MHz will be supported on the SuperVidel. :)

Regards
Henrik

6897. FA: Atari Falcon inc digital I/O and ADAT I/O

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 08:28:08 UTC
From: David Morley <david.morleynospam@t-online.de>
Message-ID: <david.morleynospam-4A0E6E.10280802102003@news.fu-berlin.de>
Source record: 23278

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=23194&item=2756414282

item number 2756414282
In Germany
Cheers
david

6898. Re: CT60 at 100 MHz !!!! I'm deadly crazy now !

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 10:12:12 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbnntdr.ac7.atari@core.preferuje.luzik.pl>
Source record: 23280

On 2 Oct 2003 01:28:00 -0700, hencox <hencox@hotmail.com> had a noticeable pleasure while writting:
>> I love E41J mask !!
>
> This sounds really really great! :)
>
> I wonder if this E41J-version of the 060 is a full version (with FPU and MMU)?

Motorola pages always name CPU when EC/LC applies, and for E41J mask it is always said: 68060RC, see:
http://e-www.motorola.com/files/shared/doc/pcn/945048375992collateral.html

> Of course a CT60 bus frequency of 100MHz will be supported on the SuperVidel. :)

Nice. :-)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6899. Re: CT60 at 100 MHz !!!! I'm deadly crazy now !

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 10:51:23 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3f7c0212$0$28120$afc38c87@news.optusnet.com.au>
Source record: 23281

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3f7ada71$0$20630$626a54ce@news.free.fr...
> My CT60 RUNS AT 100 MHz !!!!
>
> YES !!
>
> I don't believe that !
> I boot , see the 65K color picture and see the SDRAM test : 103.7 MB/s
> (argh !)
> And I see the boot of the HDD with F30 bus at 25 MHz !!!
>
> And I see the desktop !!! ARGHHHH!
>
> I go immediatly in the CT60 CPX to see the temperature and : 35�C and 36�C
> after 2 minutes !!
> No crash....
> It's a dream ....
>
> Guys the hades 060 is now so small !
>
> I quit CPX, thinking it will crash in few seconds...
>
> No crash !
>
> I run Z-Bench , ok, run CPU test : 777% from CT2 wouf...HADES 060 is 409 %
> and Power Mac G3-300 MHz is 1145% ONLY !!
> I run FPU test : 27252 % from CT2 - Hades 060 is 13798 %
> Graphics : 551.8 %
> Disk : 145 % with Quantum Fireball CR 4.3GB
> 3Dopen GL : 552.4 % - Hades is 1411 with a graphic card (eh eh).
>
> ah ah ah
> I just becoming crazy.....
>
> Hey, I'm very proud because my ABE and SDR logic is very very well
designed
> to support 100 MHz !!!
> ;-))))
>
> OK, now...we get an atari at 100 MHz !!!
>
> OK I have to go out of my house and take fresh air ! I need !!
>

> I love E41J mask !!

We are not worthy! We're not worthy! We're scum! We suck! That is absolutely mind boggling Rudolphe, I wish I had the cash to afford such a thing. All I can think is 100Mhz Atari (grin). You should be proud. What is the bench compared to stock ST and Falcon?

Mark

6900. ST-FAX on a Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 12:19:03 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <XIUeb.2990$if4.2338394@newshog.newsread.com>
Source record: 23282

Hi All,
Anyone get ST-FAX to send on a Falcon with a V.92 USR modem?
Lights flash, ARQ/FAX light blinks but modem doesn't dial. Tried it at
different baud rates (matched them in the CPX), Class settings, modem ports
6, 7 or 8. With NVDI and without NVDI but with FPATCH2.
Same modem with Stik2/HSMODEM7 is ok.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

6901. Re: EasyMint and LNX partitions

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 12:39:33 UTC
From: Yves <noemail@nointernet.com>
Message-ID: <blh6cgtan1@news-reader1.wanadoo.fr>
Source record: 23283

Please, anybody?

"Yves" <noemail@nointernet.com> a crit dans le message de news:
blf4opqgh1@news-reader4.wanadoo.fr...
> Hello there!
>
>
> I'm trying to install Easymint on a good old Atari STE with SCSI HD
> connected to ICD LINK.
> I set up the HD with 3 partitions using atari-fdisk under linux:
> */dev/sda1 10MB GEM boot partition
> */dev/sda2 190MB LNX partition
> */dev/sda3 50MB BGM partition (for Easymint installer)
>
> I use ICD drivers to make my HD recognized by the Atari, but it seems only
> both GEM and BGM partitions are seen from this drivers!
> So when I launch the easymint installer, i'm logically told no LNX or RAW
> partition is found on my HD.
> I tried using CBHD drivers instead of ICD drivers, but all I can get at
boot
> time is 4 bombs and of course, no desktop.
>
> My questions are:
> *is CBHD able to see LNX partitions so that i can install Easymint ?
> *how can I make CBHD stop to crash at boot?
> *(worst case) do I really _need_ to buy HDDRIVER if everything fails? How
> can I be sure it will work on my system, since demo version doesn't have
> SCSI driver target interface and allows writing only C: ?
>
> Thanks for any help
> long live Atari!
>
> Yves.
>
>
>

6902. Re: EasyMint and LNX partitions

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 13:23:57 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <blh96q$7iu$1@reader08.wxs.nl>
Source record: 23284

Yves wrote:

> Please, anybody?

I'm not an expert in these matters but I see no one else replies. :)

So, all this under a big "IIIC" (If I'm Informed Correctly) :

MiNT extended filesystems require XHDI, which is (I think) an API
extension to the harddiskdriver. I know that the ICD drivers don't have
this, I don't know about CBHD. HDDriver does for sure. And it's the best
harddisk driver anyway, so use it :)

However, I don't know if this is the cause of the fact that the driver
doesn't actually see the partitions. I would expect them to see them,
just MiNT not being able to use XFS-drivers.

Good luck :)

Maurits.

6903. Help Needed

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 15:02:34 UTC
From: mrtnstevens@aol.com
Message-ID: <74d0d6a.0310020702.4fc605fc@posting.google.com>
Source record: 23285

Hi can any please tell me how I can use a HD with a 1040ste
Thanks for any help given
martin

6904. Re: CT60 at 100 MHz !!!! I'm deadly crazy now !

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 15:13:23 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f7c4089$0$25996$626a54ce@news.free.fr>
Source record: 23286

I tested 5 060 at 100 MHz and all the 5 spent the tests without problems !!

5/5 is a good start...

"Rodolphe Czuba" <rczuba@free.fr> a crit dans le message de news:
3f7ada71$0$20630$626a54ce@news.free.fr...
> My CT60 RUNS AT 100 MHz !!!!
>
> YES !!
>
> I don't believe that !
> I boot , see the 65K color picture and see the SDRAM test : 103.7 MB/s
> (argh !)
> And I see the boot of the HDD with F30 bus at 25 MHz !!!
>
> And I see the desktop !!! ARGHHHH!
>
> I go immediatly in the CT60 CPX to see the temperature and : 35C and 36C
> after 2 minutes !!
> No crash....
> It's a dream ....
>
> Guys the hades 060 is now so small !
>
> I quit CPX, thinking it will crash in few seconds...
>
> No crash !
>
> I run Z-Bench , ok, run CPU test : 777% from CT2 wouf...HADES 060 is 409 %
> and Power Mac G3-300 MHz is 1145% ONLY !!
> I run FPU test : 27252 % from CT2 - Hades 060 is 13798 %
> Graphics : 551.8 %
> Disk : 145 % with Quantum Fireball CR 4.3GB
> 3Dopen GL : 552.4 % - Hades is 1411 with a graphic card (eh eh).
>
> ah ah ah
> I just becoming crazy.....
>
> Hey, I'm very proud because my ABE and SDR logic is very very well
designed
> to support 100 MHz !!!
> ;-))))
>
> OK, now...we get an atari at 100 MHz !!!

>
> OK I have to go out of my house and take fresh air ! I need !!
>
> I love E41J mask !!
>
>
>

6905. Re: CT60 at 100 MHz !!!! I'm deadly crazy now !

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 15:15:29 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f7c4108$0$28894$626a54ce@news.free.fr>
Source record: 23287

> > I love E41J mask !!
>
>
>
> This sounds really really great! :)
>
> I wonder if this E41J-version of the 060 is a full version (with FPU and
MMU)?

SURE !!!
No FULL has no interest !!!
There will be no more CT60 with EC !!
Among 150 users , only ONE guy get a EC !!!
OK???
SO, you can now consider that CT60 is ALWAYS FULL !
And software developers are award I hope !!

USE FPU in your software !!!
Please

> Of course a CT60 bus frequency of 100MHz will be supported on the
SuperVidel. :)
>
> Regards
> Henrik

6906. Re: EasyMint and LNX partitions

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 15:23:05 UTC
From: Yves <noemail@nointernet.com>
Message-ID: <blhfv3uhc1@news-reader4.wanadoo.fr>
Source record: 23288

> MiNT extended filesystems require XHDI, which is (I think) an API
> extension to the harddiskdriver. I know that the ICD drivers don't have
> this, I don't know about CBHD. HDDriver does for sure. And it's the best
> harddisk driver anyway, so use it :)

I made many tries under CBHD freeware drivers and it eventually sees my LNX
partition as a BGM partition!
D*mn! I don't know what I can do with it now!
I've just tried the demo version and I must admit that HDDriver is the only
one able to see my LNX partition!
Well, I guess I'll have to buy it then... :(

> However, I don't know if this is the cause of the fact that the driver
> doesn't actually see the partitions. I would expect them to see them,
> just MiNT not being able to use XFS-drivers.
>
This is the cause, since when booting with HDDriver, Easymint detects the
LNX partition and tries installing (and then stops because of the write
protection inherent from the demo version of HDDRIVER)

> Good luck :)
>
> Maurits.
>

Thanks! I think I figured what's needed to do... Unless anyone knows
another solution with CBHD!?

6907. Re: CT60 overclocking MOBO to 20 mhz.

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 18:02:13 UTC
From: grannygrove@hotmail.com
Message-ID: <ee058627.0310021002.58f452b4@posting.google.com>
Source record: 23289

Jean-Luc CECCOLI <wdwd@wd.com> wrote in message
news:<WS3.b70412a0.aa2006e2.wdwd@wd.com>...
> Dans le message <1065022958-604279AEicMi@adelphia.net>
> Carey Christenson a ï¿½crit:
> >Anyone,
>
> Hello,
>
> > If I were to have my falcon MOBO overclocked to 20
> >mhz or even 25 mhz. What are the advantages of
> >this??? I know that it will raise the DSP and VIDEL
> >speeds to 40 or 50 mhz respectively. But the system
> >bus is raised from the STOCK 16 mhz to 20 or 25 does
> >this raise the CD-Burning limit as well??? As
> >everyone probably knows that CD-Burning at 4X is about
> >the MAX on a stock Falcon. But is 8X possible with a
> >20 or 25 mhz system bus??? Any thoughts on this one
> >guys!!
> SCSI transfers won't benefit of this. You'll still be limited
> to 4x (though I never got better than 550 KB/s so far). :-(
> If I understood correctly, the chip used in Falcons is capable
> of 4 MB/s, which would allow up to 2 MB/s (as transfer is
> bidirectionnal, the rate has to be divided by 2, hasn't it?),
> but due to some, hem... say... misdesigning (?) this limit is
> lowered to 1.2 MB/s, which, still being bidirectionnal, only
> allows 4x max transfer rates. :-(
> Anyway... if someone knows how to override this limit, and use
> full power SCSI... ;-)
>
> >Thanks,
> You're welcome ;-)
>
> J.-Luc

Most instructions for over clocking the Falcon provide this
information, but had to add my two cents to the post:)
Increasing the clock speed for the Falcon motherboard does not change
the DSP clock. That is managed by it's own oscillator, 32mhz. This
clock is also shared by the SDMA chip. To increase the DSP clock, one
of the easiest methods is to cut a small underside trace connecting
the DSP and the 32 Mhz clock (located near the mid-right hand side)and
supply the new clock to the DSP clock-in from a pad on the top side
from where the trace was cut. That's usually documented in most
modification instructions. Point I wanted to make was the SDMA chip

MUST remain on the 32Mhz clock.
Mike

6908. Re: EasyMint and LNX partitions

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 20:52:29 UTC
From: Yves <noemail@nointernet.com>
Message-ID: <bli38o$lm9$1@news-reader5.wanadoo.fr>
Source record: 23290

>
> I am quite sure the latest minixfs driver requires XHDI.
> It would be safe to assume the other extended file systems do as well.
>

Oh well, HDDRIVER seems to be ok, but it's a commercial software, and I
believe that paying for a driver to install a free OS is quite a paradox!
My ST can't match with nowadays PCs and MACs productivity and still I have
to spend 35 EUR for just having _free_ fun with an obsolete computer?
That's why I try harder with CBHD, as it is freeware and said to support
XHDI... But I didn't find yet any info on how to configure it to make it see
LNX partitions...

Any help would be greatly appreciated!!
Yves

6909. Re: CT60 overclocking MOBO to 20 mhz.

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 21:36:09 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f7c9a44$0$28898$626a54ce@news.free.fr>
Source record: 23291

```
If you see the 'fitting with solders 'doc on my web site, all is explained
about DSP and the rest....
```

"rustynutt" <grannygrove@hotmail.com> a crit dans le message de news:
ee058627.0310021002.58f452b4@posting.google.com...
> Jean-Luc CECCOLI <wdwd@wd.com> wrote in message
news:<WS3.b70412a0.aa2006e2.wdwd@wd.com>...
> > Dans le message <1065022958-604279AEicMi@adelphia.net>
> > Carey Christenson a crit:
> > >Anyone,
> > >
> > Hello,
> > >
> > > If I were to have my falcon MOBO overclocked to 20
> > >mhz or even 25 mhz. What are the advantages of
> > >this??? I know that it will raise the DSP and VIDEL
> > >speeds to 40 or 50 mhz respectively. But the system
> > >bus is raised from the STOCK 16 mhz to 20 or 25 does
> > >this raise the CD-Burning limit as well??? As
> > >everyone probably knows that CD-Burning at 4X is about
> > >the MAX on a stock Falcon. But is 8X possible with a
> > >20 or 25 mhz system bus??? Any thoughts on this one
> > >guys!!
> > SCSI transfers won't benefit of this. You'll still be limited
> > to 4x (though I never got better than 550 KB/s so far). :-(
> > If I understood correctly, the chip used in Falcons is capable
> > of 4 MB/s, which would allow up to 2 MB/s (as transfer is
> > bidirectionnal, the rate has to be divided by 2, hasn't it?),
> > but due to some, hem... say... misdesigning (?) this limit is
> > lowered to 1.2 MB/s, which, still being bidirectionnal, only
> > allows 4x max transfer rates. :-(
> > Anyway... if someone knows how to override this limit, and use
> > full power SCSI... ;-)
> > >
> > >Thanks,
> > You're welcome ;-)
> > >
> > J.-Luc
>
> Most instructions for over clocking the Falcon provide this
> information, but had to add my two cents to the post:)
> Increasing the clock speed for the Falcon motherboard does not change
> the DSP clock. That is managed by it's own oscillator, 32mhz. This

> clock is also shared by the SDMA chip. To increase the DSP clock, one
> of the easiest methods is to cut a small underside trace connecting
> the DSP and the 32 Mhz clock (located near the mid-right hand side)and
> supply the new clock to the DSP clock-in from a pad on the top side
> from where the trace was cut. That's usually documented in most
> modification instructions. Point I wanted to make was the SDMA chip
> MUST remain on the 32Mhz clock.
> Mike

6910. Re: CT60 Overclock problems

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 22:46:24 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.10.02.22.46.24.223058@removenoaspam.atari-source.com>
Source record: 23292

On Wed, 01 Oct 2003 19:04:54 +0200, Rodolphe Czuba wrote:

>> I've been trying to overclock my falcon mobo to 20MHz but with problems.
>> I updated my CT60 hardware with JTAG
>
> and did you cut the trace on the board ?

This trace was cut before I received. (Already had later update, just not latest)

>
> and replaced ST-ram card with atari
>> 1mb. This solves most problems however there is still present a problem
>> where in 20MHz mode, the keyboard and mouse are garbage (mouse moves as
>> keypresses), keyboard presses as wrong keys! In 16Mhz it works fine so it
>> can't be my wiring/soldering right? Any suggestions? Should I redo my
>> solder joint to that ACIA?
>
> Pin 3 & 4 together ? and no touch with the PCB ?

Pin 3 and 4 definately together. Perhaps I accidentally touched the PCB - this would definately explain working at 16MHz but not at 20MHz. At 20Mhz it would be receiving 16MHz from the wire and 20MHz from the board causing improper operation. At 16MHz it would be receiving the same 16MHz clock from the board and the wire and will not conflict. Definately on to something there! Although I checked very very very carefully. This shouldn't be possible.

>
> Also note, none of my problems with my falcon
>> appear to be caused by my (crappy) ST-ram card ;-)
>
> What was the first board ?
> the only two that may crash at 20 MHz are :
> - atari 14 MB
> - falcon wings with 4 SIMM.
>
> Regards

My 14 meg card is an ACS or PCS card (I forget which). 4 30 pin SIMM 60ns. I also have an Atari brand 1meg board. The 1 and 4 meg boards use the same board, just different amounts of ram. Whenever anyone in the future blames my ST-ram card for a problem, I will test with 1 meg card first before reporting hence my st-ram card isn't the problem. (Though it did cause problems requiring me to have a clock buffer no matter what). I simply can't afford the 1 remaining action ram card right now. And no

centram's :-/

Any other suggestions?
Thanks for the help!

Mark

6911. Re: CT60 Overclock problems

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 23:04:30 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f7caef4$0$28896$626a54ce@news.free.fr>
Source record: 23293

> My 14 meg card is an ACS or PCS card (I forget which). 4 30 pin SIMM
60ns. I

WILL NOT WORK AT 20 MHz !!
ALL board with 4 SIMM will not work on boosted bus because of too much
electrical loading (you get 4 x 8 chips on the add & data busses !!)

And the 1 MB board from atari ???? hum I never tried !!
So, you should doubt about it !
Please put a SERIOUS 14 MB card with ONE 60 ns SIMM-32 bit.

> also have an Atari brand 1meg board. The 1 and 4 meg boards use the same
> board, just different amounts of ram. Whenever anyone in the future
> blames my ST-ram card for a problem, I will test with 1 meg card first
> before reporting hence my st-ram card isn't the problem. (Though it did
> cause problems requiring me to have a clock buffer no matter what). I
> simply can't afford the 1 remaining action ram card right now. And no
> centram's :-/
>
> Any other suggestions?
> Thanks for the help!
>
> Mark
>

6912. CT60 : Web site update with benchs & overview for 100 MHz

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 23:05:35 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f7caf35$1$28907$626a54ce@news.free.fr>
Source record: 23294

Several pages were updated.

Regards

6913. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-10-02 23:43:13 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <i5p051-9h6.ln1@sd.swampdog>
Source record: 23203

Kenneth Medin wrote:

> In comp.sys.atari.st <m7ps41-ckr1.ln1@sd.swampdog>
> Guy Harrison wrote on Thu 02-10-2003 06:21 (+0100):
>
>>You have a lot of data sat there (64356788 is the total). You need a
>>program to delete all 857 emails so try David's & Kenneth's suggestions.
>>If timeouts are a problem then try another program because they probably
>>vary in the ammount of stuff they automatically request. For instance, I
>>once had an (otherwise good) PC program that explicitly issued "LIST n"
>>(as opposed to "LIST" without 'n') for each and every email at connection
>>and thus it couldn't cope with a huge mailbox on a crappy short timer that
>>must have been tied to RETR (it never got through them all).
>
> Also Popwatch has its problems. When I downloaded one (of the very few
> SWEN virus related mails that MEG did not delete on its own) email the
> speed went down from the usual 20-30 kBytes/sec to about 1500 bytes/sec.
> When I checked the mail it had the text:
>
> RAV AntiVirus has deleted this file
> because it contained dangerous code!
>
> and in the binary part every single byte was exchanged to LF+CR with a
> total of 143866 lines!

Bizarre. Wonder who thought doing that would be a good idea!!!

>Not server related as a PC mail client managed to
> get the mail at normal speed.

Could be all those linefeeds affected Popwatch though.

> One might wonder what Gary Priest does these days? Would have been nice
> if he released his sources for others to work on...

Often wondered myself. I *think* it was asm though someone please correct me
if I'm wrong.

Porting (command line) unix stuff is often reasonable in principle, even to
a non-mint target. The problem area is, as always, the socket code. :-(

--
Guy Harrison

6914. Re: CT60 Overclock problems

Newsgroup: comp.sys.atari.st
Date: 2003-10-03 08:30:15 UTC
From: mduckworth@nospamatari-source.com
Message-ID: <1065169801.690187@toad>
Source record: 23295

On 1 Oct 2003 12:35:12 -, Mark D wrote:
>Hello all!
>
>I've been trying to overclock my falcon mobo to 20MHz but with problems.
>I updated my CT60 hardware with JTAG and replaced ST-ram card with atari
>1mb. This solves most problems however there is still present a problem
>where in 20MHz mode, the keyboard and mouse are garbage (mouse moves as
>keypresses), keyboard presses as wrong keys! In 16Mhz it works fine so it
>can't be my wiring/soldering right? Any suggestions? Should I redo my
>solder joint to that ACIA? Also note, none of my problems with my falcon
>appear to be caused by my (crappy) ST-ram card ;-)

Aha,

The problem was a mistake on my part which I am quite embarrassed about.
All is apparently well at 20MHz now. Now for 100MHz and 25MHz bus.

Thanks,
Mark

6915. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-10-03 11:32:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1065209186-60703AEicMi@gmx.net>
Source record: 23205

From: swamptaxes-NOT-@atlantic.net (John Garone)
Date: Wed, 01 Oct 2003 05:34:41 GMT

Hi John,

>unless I misunderstood (which happens to me frequently here :) it seems
>to work for Dennis and whoever else wishes to filter mail sent with OE.
>I don't think he meant that boycotting OE was a way to get it improved but
>rather a personal way to avoid crap!

You understood me correctly ;-)
I couldn't care care less if OE is improved or not. Today the MS software
filter was activated, and coincidence or not but the flood of crap filling
my mailbox has come to an end...

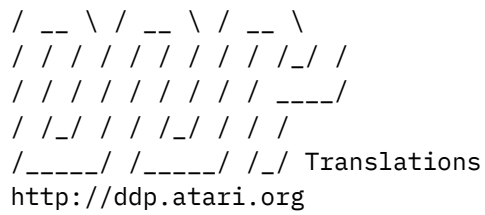
>The masses boycotting is highly unlikely in a group where most don't even
>know what anti-virus software is (group meaning pc users not this newsgroup

I don't expect this to happen anyway. Filtering out mails & news generated
by a Microsoft product is something not everyone can or want to do either,
if a lot of your contacts use OE, IE or Entourage then it's quite difficult
to implement... I think that it's only a matter of weeks before a new virus
will cause havoc, somewhere out there, there's a nutcase almost certainly
busy "perfecting" the swen virus. And having to add ever more rules and
exceptions to the filter everytime there's a new virus doing its thing, is
not my idea of troublefree mail.

>A friend told me: "nah, I don't need to run it, I'm ok!". Reminded me of
>some leaders evaluations after Poland fell in WWII !!!

I can understand why someone who keeps his system virus free, implement all
the security patches and sits behind a firewall doesn't see the need to
change to a different mailer/newsreader, but from where I'm sitting it's
impossible to disguingish between the "good" and the "bad" guys. All I know
for certain is that the crap in my mailbox is generated for almost 90% with
MS software, so the most obvious way to get rid of it forever is....

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6916. ATW800 / Perihelion / IMSB020 updates

Newsgroup: comp.sys.atari.st
Date: 2003-10-03 14:26:11 UTC
From: rmeenaks@olf.com
Message-ID: <1e2af2.0310030626.48fbcfd1@posting.google.com>
Source record: 23196

Hi,

Its been a while since I updated my website so, for all you ATW800 fans,
I added the following (thanks to a ATW800 user who sent me these HIGH
resolution scans):

The Atari Transputer Workstation Product Information
Atari Transputer Workstation Product Flyer (Atari)
Atari Transputer Workstation Product Flyer (Perihelion)
Atari Transputer Workstation Product Price List
Atari Transputer Workstation Technical Documentation
Perihelion Introduces the Enhanced Atari Transputer Workstation
Helios Technical Description and Product List

and I also added:

IMSB020 iX Graphics Card specs
Perihelion Transputer FarmCards specs

I also fixed several bad links but there still several more (things are
dropping like flies...)

Again, these are HIGH resolution scans hence each document ranges from
3Megs to a whopping 25Megs of disk space. They are all zipped JPEG
files which you can manipulate into your own format...

Cheers,

Ram

PS: More to come in the next couple of days...

PPS: Did you guys notice that Google no longer allows posting to
comp.sys.transputer? :-(

6917. 68060 to be sold

Newsgroup: comp.sys.atari.st
Date: 2003-10-03 15:23:41 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f7d947a$0$28882$626a54ce@news.free.fr>
Source record: 23197

I sell two 68060 (with FPU & PMMU) : ref XC68060RC50

These 2 CPU don't run at 66 MHz !
One is running fine at 64 MHz.
The other is running fine at 50 MHz, not at 64 (I didn't try between the two values).

My tests are done with heatsink (stuck with thermal stick) + fan.

So, the 2 CPU have heatsink stuck on them.

One is good for HADES 060 (run at 59 MHz), the other maybe...
Are good too for Milan 060 (run at 50 MHz).

Propose me a price...

Regards

6918. Re: CT60 at 100 MHz !!!! I'm deadly cra

Newsgroup: comp.sys.atari.st
Date: 2003-10-03 15:44:03 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <7Pgfb.7762$YO5.4283168@news3.news.adelphia.net>
Source record: 23198

On 2 Oct 2003 17:15:29 +, "Rodolphe Czuba" wrote:
>> > I love E41J mask !!
>>
>>
>>
>> This sounds really really great! :)
>>
>> I wonder if this E41J-version of the 060 is a full version (with FPU and
>MMU)?
>
>SURE !!!
>No FULL has no interest !!!
>There will be no more CT60 with EC !!
>Among 150 users , only ONE guy get a EC !!!
>OK???
>SO, you can now consider that CT60 is ALWAYS FULL !
>And software developers are award I hope !!
>
>USE FPU in your software !!!
>Please

I purchased two 68EC060RC66E in anticipation of my CT60. I'm hoping
they are "incorrectly stamped" as discussed previously, and that they
will be full.

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

6919. Re: EasyMint and LNX partitions

Newsgroup: comp.sys.atari.st
Date: 2003-10-03 15:53:59 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <tZgfb.4187$2B6.737745@news.siol.net>
Source record: 23199

> Oh well, HDDRIVER seems to be ok, but it's a commercial software, and I
> believe that paying for a driver to install a free OS is quite a paradox!
> My ST can't match with nowadays PCs and MACs productivity and still I have
> to spend 35 EUR for just having _free_ fun with an obsolete computer?
> That's why I try harder with CBHD, as it is freeware and said to support
> XHDI... But I didn't find yet any info on how to configure it to make it
> see LNX partitions...

Why paradox. After all, u need to BUY hardware to install free OS. Bios
and other esential things included. U still have option to use minixfs
partitions, but then u have to install MiNT manualy, or to use other person
hdd with easy MiNT, make minixfs, and copy EasyMiNT there or install KGMD,
in any case that requires some fiddling.

Yes it is obsolete, but its fun as well, i would (and i am!) paying for
this fun....

Janez

6920. Re: EasyMint and LNX partitions

Newsgroup: comp.sys.atari.st
Date: 2003-10-03 16:19:07 UTC
From: Yves <noemail@nointernet.com>
Message-ID: <blk7k4$v8p$1@news-reader1.wanadoo.fr>
Source record: 23200

> Why paradox. After all, u need to BUY hardware to install free OS. Bios
> and other esential things included. U still have option to use minixfs
> partitions, but then u have to install MiNT manualy, or to use other
person
> hdd with easy MiNT, make minixfs, and copy EasyMiNT there or install KGMD,
> in any case that requires some fiddling.
>
> Yes it is obsolete, but its fun as well, i would (and i am!) paying for
> this fun....
>

Well, I found many solutions to my problems.
-for CBHD to work with ext2 partitions, you MUSN'T declare them as LNX, but
RAW partitions (eew, strange)
-for using Easymint you have to use at least a 68030 (I know it hurts),
-so I'm now using CBHD for booting KEMD (KGMD English release), and it was
worth fiddling around, given that installing it wasn't the hardest part (I
mean it).

And I give these valuable pointers and at no additionnal cost. It's just for
fun, indeed, but "it's better when it's Free":)

Anyway, I have a new problem: Under KEMD, just after succesfully logging as
root or as other user, it shows a freemint welcome message, then comes back
to the login prompt. This situation occurs with my 4MB Atari STE but not
with Aranym.

Any ideas?
Thanks for any help!

Yves

6921. Re: ATW800 / Perihelion / IMSB020 updates

Newsgroup: comp.sys.atari.st
Date: 2003-10-03 16:39:12 UTC
From: rmeenaks@olf.com
Message-ID: <1e2af2.0310030839.6d9cc591@posting.google.com>
Source record: 23201

rmeenaks@olf.com (Ram Meenakshisundaram) wrote in message
news:<1e2af2.0310030626.48fbcfd1@posting.google.com>...
> Hi,
>
> Its been a while since I updated my website so, for all you ATW800 fans,

The website is http://www.classiccmp.org/transputer just in case you
do not know the site...

Cheers,

Ram

6922. Re: CT60 at 100 MHz !!!! I'm deadly cra

Newsgroup: comp.sys.atari.st
Date: 2003-10-03 17:50:17 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f7db6d8$0$28906$626a54ce@news.free.fr>
Source record: 23202

Yes I think they are full..

But what are the masks ??

"Joseph D. Place" <jdplace@REMOVESPAMadelphia.net> a crit dans le message
de news: 7Pgfb.7762$YO5.4283168@news3.news.adelphia.net...
> On 2 Oct 2003 17:15:29 +, "Rodolphe Czuba" wrote:
> >> > I love E41J mask !!
> >>
> >>
> >>
> >> This sounds really really great! :)
> >>
> >> I wonder if this E41J-version of the 060 is a full version (with FPU
and
> >MMU)?
> >
> >SURE !!!
> >No FULL has no interest !!!
> >There will be no more CT60 with EC !!
> >Among 150 users , only ONE guy get a EC !!!
> >OK???
> >SO, you can now consider that CT60 is ALWAYS FULL !
> >And software developers are award I hope !!
> >
> >USE FPU in your software !!!
> >Please
>
> I purchased two 68EC060RC66E in anticipation of my CT60. I'm hoping
> they are "incorrectly stamped" as discussed previously, and that they
> will be full.
>
>
> --
> Joseph D. Place
> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>

6923. Re: EasyMint and LNX partitions

Newsgroup: comp.sys.atari.st
Date: 2003-10-03 18:00:03 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <GPifb.4191$2B6.738330@news.siol.net>
Source record: 23204

Yves wrote:

> Well, I found many solutions to my problems.
> -for CBHD to work with ext2 partitions, you MUSN'T declare them as LNX,
> but RAW partitions (eew, strange)

Well there was advices that using RAW is even better as LNX. Im not sure how accurate is that, but definately wont hurt to use RAW instead LNX.

> Anyway, I have a new problem: Under KEMD, just after succesfully logging
> as root or as other user, it shows a freemint welcome message, then comes
> back to the login prompt. This situation occurs with my 4MB Atari STE but
> not with Aranym.
>
> Any ideas?

Could be lack of ram for shell to start. If i remeber correctly KGMD came with tcsh as default, u can try with bash, but dont know if its any less ram demanding... 2nd u could try some older kernel, maybe 1.14.x for 68000, they use less ram as newer kernels....

Janez

6924. JTAG cable

Newsgroup: comp.sys.atari.st
Date: 2003-10-03 19:27:40 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.6bb2ce16.a6e80ea2.wdwd@wd.com>
Source record: 23206

Hello,

There was a post a few weeks ago from someone who planned to build
and sell JTAG cables. Unfortunately, I can't find it anymore.
Could someone point me to his url ?

Thanks,

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

6925. Re: Help Needed

Newsgroup: comp.sys.atari.st
Date: 2003-10-03 19:36:59 UTC
From: Ricou <nospam.ebischoff@worldonline.fr>
Message-ID: <blkj4u$d8e$1@news.tiscali.fr>
Source record: 23207

Here some information about hard drives on STE :

http://membres.lycos.fr/romuald/atari/quickfaq/stfaq_3.htm

"martin" <mrtnstevens@aol.com> a crit dans le message de
news:74d0d6a.0310020702.4fc605fc@posting.google.com...
> Hi can any please tell me how I can use a HD with a 1040ste
> Thanks for any help given
> martin

6926. Re: CT60 at 100 MHz !!!! I'm deadly cra

Newsgroup: comp.sys.atari.st
Date: 2003-10-03 20:54:08 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <Qllfb.7799$YO5.4315851@news3.news.adelphia.net>
Source record: 23208

On 3 Oct 2003 19:50:17 +, "Rodolphe Czuba" wrote:
>Yes I think they are full..
>
>But what are the masks ??
>
>
>"Joseph D. Place" <jdplace@REMOVESPAMadelphia.net> a crit dans le message
>de news: 7Pgfb.7762$YO5.4283168@news3.news.adelphia.net...
>> On 2 Oct 2003 17:15:29 +, "Rodolphe Czuba" wrote:
>> >> > I love E41J mask !!
>> >>
>> >>
>> >>
>> >> This sounds really really great! :)
>> >>
>> >> I wonder if this E41J-version of the 060 is a full version (with FPU
>and
>> >MMU)?
>> >
>> >SURE !!!
>> >No FULL has no interest !!!
>> >There will be no more CT60 with EC !!
>> >Among 150 users , only ONE guy get a EC !!!
>> >OK???
>> >SO, you can now consider that CT60 is ALWAYS FULL !
>> >And software developers are award I hope !!
>> >
>> >USE FPU in your software !!!
>> >Please
>>
>> I purchased two 68EC060RC66E in anticipation of my CT60. I'm hoping
>> they are "incorrectly stamped" as discussed previously, and that they
>> will be full.
>>
>>
>> --
>> Joseph D. Place
>> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>>
>
>
>.
It is stamped 02G58Y and QEFK9803C in the top corner. The bottom

says S23328-003.

```
--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
```

6927. STe connect to EtherNet

Newsgroup: comp.sys.atari.st
Date: 2003-10-03 21:06:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f7d90343f7143@comcast.net>
Source record: 23209

Hello,

I wrote a little article on how I got my STe connected to my Lan
and the EtherNet. It is in the October issue of MyAtari magazine.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6928. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-10-03 23:29:44 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <cNeddycoZgf$Ewfk@my-ste.in-the.bog>
Source record: 23210

On Fri, 3 Oct 2003, Guy Harrison <swamp-DEL-dog@ntlworld.com> wrote:-

>Kenneth Medin wrote:

<Snip>

>> and in the binary part every single byte was exchanged to LF+CR with a
>> total of 143866 lines!
>
>Bizarre. Wonder who thought doing that would be a good idea!!!

Some stupid sod that programmed a mail anti-virus scan engine.

>>Not server related as a PC mail client managed to
>> get the mail at normal speed.
>
>Could be all those linefeeds affected Popwatch though.

One of the problems that POPwatch "suffers" from is that incoming data
is buffered in memory. This buffer is emptied either when it gets full,
or if and EOL is received.

Without actually performing any testing of this theory[0], I'm going to
guess that POPwatch opens the file, jumps to the end, writes out the
buffer then closes the file. This probably accounts for the slow-down
with lots of 2-byte writes.

This is purely an untested theory. It may be close to reality, or that
far out even the Hubble telescope couldn't detect it. Anyone that feels
like checking is welcome to correct me if I'm wrong.[1]

>> One might wonder what Gary Priest does these days? Would have been nice
>> if he released his sources for others to work on...
>
>Often wondered myself. I *think* it was asm though someone please correct me
>if I'm wrong.

It was.

>Porting (command line) unix stuff is often reasonable in principle, even to
>a non-mint target. The problem area is, as always, the socket code. :-(

Those using mint have mintnet and Magic users have Magicnet. The only
problems would be catering for those using Stik/Sting, or other stacks,
which may be solved by using Gluestik, or an equivalent.

[0] I don't yet have an 030 compatible debugger to check it with ATM.

[1] This is usenet and someone will be along to correct me either way.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 53 Mnodes/s: http://www.distributed.net/
AMD 1800 512Mb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 8.1
A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11 | STE 4Mb TOS 1.62
Falcon 14Mb TOS 4.02

6929. Re: CT60 Overclock problems

Newsgroup: comp.sys.atari.st
Date: 2003-10-04 02:17:39 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.10.04.02.17.38.943714@removenoaspam.atari-source.com>
Source record: 23211

On Fri, 03 Oct 2003 01:04:30 +0200, Rodolphe Czuba wrote:

>> My 14 meg card is an ACS or PCS card (I forget which). 4 30 pin SIMM
> 60ns. I
>
> WILL NOT WORK AT 20 MHz !!
> ALL board with 4 SIMM will not work on boosted bus because of too much
> electrical loading (you get 4 x 8 chips on the add & data busses !!)
>
> And the 1 MB board from atari ???? hum I never tried !!
> So, you should doubt about it !
> Please put a SERIOUS 14 MB card with ONE 60 ns SIMM-32 bit.

Why?

My system has been running fine at 20MHz for the last 2 days now without crashing and in an expanded videl resolution. It's always worth trying, and I'll try at 25MHz too. Since I have a JTAG cable I can try both ABE 5K and 5L. My simms are 3 chip, not 8. 8 chip simms never worked well for me in any application. Anyway, point is it works, and probably other 14 meg cards with 30 pin simms would work, but it probably highly depends on the simms. But the fact that it is working shouldn't be amazing. What's amazing that MY SOLDERING is what is working ;-)

Regards,
Mark
http://portal.atari-source.com

6930. Re: CT60 Overclock problems

Newsgroup: comp.sys.atari.st
Date: 2003-10-04 02:22:48 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.10.04.02.22.48.84911@removenoaspam.atari-source.com>
Source record: 23212

On Fri, 03 Oct 2003 16:13:38 +0000, Rustynutt wrote:

> On Fri, 03 Oct 2003 03:30:15 -0500, mduckworth@nospamatari-source.com
> (Mark D) wrote:
>
>>On 1 Oct 2003 12:35:12 -, Mark D wrote:
>>>Hello all!
>>>
>>>I've been trying to overclock my falcon mobo to 20MHz but with problems.
>>>I updated my CT60 hardware with JTAG and replaced ST-ram card with atari
>>>1mb. This solves most problems however there is still present a problem
>>>where in 20MHz mode, the keyboard and mouse are garbage (mouse moves as
>>>keypresses), keyboard presses as wrong keys! In 16Mhz it works fine so it
>>>can't be my wiring/soldering right? Any suggestions? Should I redo my
>>>solder joint to that ACIA? Also note, none of my problems with my falcon
>>>appear to be caused by my (crappy) ST-ram card ;-)
>>
>>Aha,
>>
>>The problem was a mistake on my part which I am quite embarrassed about.
>>All is apparently well at 20MHz now. Now for 100MHz and 25MHz bus.
>>
>>Thanks,
>>Mark
>
> All right, share your mistakes as well as fortunes. That's how
> everybody learns.
> :)
> Mike

Ah,

Well I cut and soldered to pins 4 and 5 instead of 3 and 4. I must admit,
sometimes I am a bit lesdyxic at times. I do feel like a fool though.
Such a simple job and my mistake could have fried my falcon. At least the
rest of the job was done properly!

Thanks,
Mark
http://portal.atari-source.com

6931. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-10-04 02:30:30 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.10.04.02.30.30.837302@removenoaspam.atari-source.com>
Source record: 23213

On Fri, 03 Oct 2003 13:32:06 +0200, Dennis Vermeire wrote:

> I can understand why someone who keeps his system virus free, implement all
> the security patches and sits behind a firewall doesn't see the need to
> change to a different mailer/newsreader, but from where I'm sitting it's
> impossible to disguingish between the "good" and the "bad" guys. All I know
> for certain is that the crap in my mailbox is generated for almost 90% with
> MS software, so the most obvious way to get rid of it forever is....
>
> Cheers from Belgium
> Dennis

I just only talk to smart people via email. No problems. Just wait till
this crap hits instant messaging systems. That will spread like WILDFIRE!
And it will stop dead in it's tracks when it hits gim, gaim, aicq, etc
;-)

Thanks,
Mark
http://portal.atari-source.com

6932. Re: JTAG cable

Newsgroup: comp.sys.atari.st
Date: 2003-10-04 02:39:57 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.10.04.02.39.57.270988@removenoaspam.atari-source.com>
Source record: 23214

On Fri, 03 Oct 2003 21:27:40 +0200, Jean-Luc CECCOLI wrote:

> Hello,
>
> There was a post a few weeks ago from someone who planned to build
> and sell JTAG cables. Unfortunately, I can't find it anymore.
> Could someone point me to his url ?
>
> Thanks,
>
> J.-Luc

That was ajje,

As far as I know there was no URL. The best I have is this:

http://bbs.dhs.nu/ct60/index.php?request=168

Should help. But as far as I know they are done and shipped. Maybe they are not completely shipped, maybe there are spares who knows. As far as international shipping is concerned. It was completely no hassle and a TOP NOTCH product ;-)

Thanks,
Mark
http://portal.atari-source.com

6933. Re: CT60 at 100 MHz !!!! I'm deadly cra

Newsgroup: comp.sys.atari.st
Date: 2003-10-04 08:50:57 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1g2awak.1vbzi2fng08suN%NOSPAMS@wanadoo.fr>
Source record: 23215

Joseph D. Place <jdplace@REMOVESPAMadelphia.net> wrote:

> It is stamped 02G58Y and QEFK9803C in the top corner. The bottom
> says S23328-003.

I don't know the 2G58 mask but 2G59 seems an EC/LC only.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

6934. Re: MAKE 6,000$ FROM 6$!!!!!NOT A SCAM!! PLEASE READ!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-10-04 14:52:11 UTC
From: HMF <user@adresa.com>
Message-ID: <blmmqlpio1@shiva.neobee.net>
Source record: 23216

"edmars" <asdf@asdf.com> wrote in message
news:C2A8C9AE8820FE4DA09A1759EC0989581F17A7@epnews.eaglepoint.com...
> By: edmars
>
> Turn 6 dollars into 6k.
> HOW I TURNED A 6 DOLLAR INVESTMENT DEAL INTO 6K....

I never saw something like this in my life....

6935. Re: JTAG cable

Newsgroup: comp.sys.atari.st
Date: 2003-10-04 15:46:10 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <9YBfb.4202$2B6.745069@news.siol.net>
Source record: 23217

> That was ajje,
>
> As far as I know there was no URL. The best I have is this:
>
> http://bbs.dhs.nu/ct60/index.php?request=168
>
> Should help. But as far as I know they are done and shipped. Maybe they
> are not completely shipped, maybe there are spares who knows. As far as
> international shipping is concerned. It was completely no hassle and a
> TOP NOTCH product ;-)

Yes he make them. New version is very nice done, and pcb is small enough
to fit in parallel jack.. I have v1, so looks more like a spider :))

Janez

6936. Re: CT60 at 100 MHz !!!! I'm deadly cra

Newsgroup: comp.sys.atari.st
Date: 2003-10-04 17:47:35 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <XIDfb.8002$YO5.4490834@news3.news.adelphia.net>
Source record: 23218

On 4 Oct 2003 10:50:57 +, =?ISO-8859-1?Q?Didier_M=E9quignon?= wrote:
>Joseph D. Place <jdplace@REMOVESPAMadelphia.net> wrote:
>
>> It is stamped 02G58Y and QEFK9803C in the top corner. The bottom
>> says S23328-003.
>
>I don't know the 2G58 mask but 2G59 seems an EC/LC only.
>
>Regards,
>
>Didier.
>
>--
>Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
>□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
>Atari FALCON 030/CT□60 72MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb
>.
Thank you Didier. Will the CPX tell me if I have a full version or
not?
--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

6937. Re: Help Needed

Newsgroup: comp.sys.atari.st
Date: 2003-10-04 18:34:38 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <2pEfb.3157$if4.2493878@newshog.newsread.com>
Source record: 23219

On 2 Oct 2003 08:02:34 -, martin wrote:
>Hi can any please tell me how I can use a HD with a 1040ste
>Thanks for any help given
>martin
>.

Someone may have already responded (I have trouble seeing all the posts),
A Megafile drive (small in bytes, big in size) plugs directly into the 1040
and I believe an ICD Link adaptor is needed for SCSI drives.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

6938. Help needed with CT60 project

Newsgroup: comp.sys.atari.st
Date: 2003-10-05 00:50:14 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0310041650.4f705728@posting.google.com>
Source record: 23220

Hello everyone,

My CT60 conversion is not going well, and I don't know whether to blame the motherboard, the power supply, the RAM, or my somehow blowing up something with static.

Here's what I'm up against, with a CT60 plugged in...

1) The floppy light stays on constantly. This started about an hour before I even put in the CT60, but after I had put in the power supply. This makes me a bit suspicious of the power supply.

2) HDDriver 8.13 cannot autoboot or correctly partition my drives. It doesn't generate any error messages, but when the desktop comes up, the "C" icon does nothing (not even an error message) and installing drives "D" and "E" gives the standard 'no drive there' error. Actually, one attempt to partition using HDDriver completely corrupted both my hard drives, causing a lockup at boot or when running from floppy. I have recovered one drive with ICD utilities (the drive now works fine if I partition and boot via ICD in 16 Mhz 68030 mode) and think I know how to get the second one working, but HDDriver is becoming a very frustrating $65 purchase.

3) The CT60 mode has substantial instabilities. On rare occasions I get 2-4 bombs even before the boot sequence finishes or when I change resolution. More often, I get 5-20 minutes of use (it's a bit hard to test when you're still running off of floppy), but the darn thing isn't stable. Recently I've even had a few crashes with 16 Mhz 68030 mode.

Considering Rodolphe's attention to detail, I'd be very surprised if the problem were the CT60 board itself. But where should I look to solve these problems?

Galen

6939. Atari Online News, Etc. #05-40

Newsgroup: comp.sys.atari.st
Date: 2003-10-05 01:16:19 UTC
From: danap8@aol.comno-spam
Message-ID: <20031004211619.29069.00000243@mb-m06.aol.com>
Source record: 23221

```
A-ONE #0540 10/03/03

~ Another MS Settlement! ~ People Are Talking! ~ Steem Update News!
~ Subpoena Use Protested ~ Ballmer Slams Hackers! ~ New PSX Game Device!
~ 8-bit Graphics Contest ~ OpenOffice 1.1 Ready! ~ Pop-Up Killers!
~ MSBlaster 2 A No-Show! ~ MS Faces Security Suit ~ New AOL Spam Filters

-* P2Ps Unveil Code of Conduct! *-
-* Hackers To Face Tougher Sentences! *-
-* Music Industry Will Talk Before Lawsuits! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

6940. Re: Help needed with CT60 project

Newsgroup: comp.sys.atari.st
Date: 2003-10-05 05:49:08 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1065313946-085424AEicMi@adelphia.net>
Source record: 23222

Galen,
Are you sure that everything is installed
correctly??? Double check all hardware connections
and installation procedure. Apparently the TRACE is
cut or you probably would not even be able to bootup.
Are you using SCSI hard drives to try and bootup your
system??? If so, I have had serious problems with
SCSI stuff trying to copy files to that hard drive!!!
Try and find a very fast IDE notebook hard drive or
buy and adapter to switch it from notebook hard drive
connector to regular desktop hard drives. Performance
gain using IDE is very impressive!!! It is about
double in MB/sec versus SCSI. Have you sorted your
auto folder??? XBOOT also gives serious problems and
will cause illegal format errors while booting into
CT60 mode. I had SERIOUS system crashes after only 5
to 20 minutes of use also with the CT60. I was
getting SPURIOUS INTERRUPTS left and right. The 2
things I did were sorted the AUTO FOLDER and changed
the OSCILLATOR from 66.666 mhz to 72 mhz. and all is
WELL!!!!! Matter of fact I have been running my
FALCON 060 for 17 to 18 hours today alone straight
without ANY rebooting!!!! The only other thing I can
suggest would be your power supply or RAM is your
SDRAM CL=2 and/or PC133??? PC100 seems to give more
problems because PC100 most of the time is CL=3 and
this gives instability problems on the CT60. Let us
know if you get anywhere with it. Happy to help if
you need it.

Thanks,
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda

10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

6941. Re: Help needed with CT60 project

Newsgroup: comp.sys.atari.st
Date: 2003-10-05 07:21:08 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <IEPfb.4214$2B6.751081@news.siol.net>
Source record: 23223

Galen wrote:

> Hello everyone,

> 1) The floppy light stays on constantly. This started about an hour
> before I even put in the CT60, but after I had put in the power
> supply. This makes me a bit suspicious of the power supply.

This is a bit odd. Did u try inserting fastboot floppy or similar, esp if u dont have IDE drives. Only reason i had with constant led, was when i connected floppy drive data cable other way arround... Just curious, how did u use power supply without CT60? And i hope u connected floppy power cable properly on CT60!

> 3) The CT60 mode has substantial instabilities. On rare occasions I
> get 2-4 bombs even before the boot sequence finishes or when I change
> resolution. More often, I get 5-20 minutes of use (it's a bit hard to
> test when you're still running off of floppy), but the darn thing
> isn't stable. Recently I've even had a few crashes with 16 Mhz 68030
> mode.

U should try removing CT60, put back that jumper and try f030 only. If probs will remain, u may have problems with motherboard.

> Considering Rodolphe's attention to detail, I'd be very surprised if
> the problem were the CT60 board itself. But where should I look to
> solve these problems?

Maybe u should contact mr. Czuba. He should know some possible errors or problems?

Regards Janez

6942. Re: CT60 at 100 MHz !!!! I'm deadly cra

Newsgroup: comp.sys.atari.st
Date: 2003-10-05 07:29:02 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1g2clq0.1fy6jjekm1ksgN%NOSPAMS@wanadoo.fr>
Source record: 23224

Joseph D. Place <jdplace@REMOVESPAMadelphia.net> wrote:

> On 4 Oct 2003 10:50:57 +, =?ISO-8859-1?Q?Didier_M=E9quignon?= wrote:
> >Joseph D. Place <jdplace@REMOVESPAMadelphia.net> wrote:
> >
> >> It is stamped 02G58Y and QEFK9803C in the top corner. The bottom
> >> says S23328-003.
> >
> >I don't know the 2G58 mask but 2G59 seems an EC/LC only.

> Thank you Didier. Will the CPX tell me if I have a full version or
> not?

No, the boot at the right of the Atari logo.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 100MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

6943. Re: Help needed with CT60 project

Newsgroup: comp.sys.atari.st
Date: 2003-10-05 07:29:03 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1g2cmvu.196yc2wo51d6cN%NOSPAMS@wanadoo.fr>
Source record: 23225

Galen <ekaljuma@mtsac.edu> wrote:

> Hello everyone,
>
> My CT60 conversion is not going well, and I don't know whether to
> blame the motherboard, the power supply, the RAM, or my somehow
> blowing up something with static.
>
> Here's what I'm up against, with a CT60 plugged in...
>
> 1) The floppy light stays on constantly. This started about an hour
> before I even put in the CT60, but after I had put in the power
> supply. This makes me a bit suspicious of the power supply.

? O don't know.

> 2) HDDriver 8.13 cannot autoboot or correctly partition my drives.
> It doesn't generate any error messages, but when the desktop comes up,
> the "C" icon does nothing (not even an error message) and installing
> drives "D" and "E" gives the standard 'no drive there' error.
> Actually, one attempt to partition using HDDriver completely corrupted
> both my hard drives, causing a lockup at boot or when running from
> floppy. I have recovered one drive with ICD utilities (the drive now
> works fine if I partition and boot via ICD in 16 Mhz 68030 mode) and
> think I know how to get the second one working, but HDDriver is
> becoming a very frustrating $65 purchase.

It's an IDE drive ?
Do you have XBOOT ? With the cache a config saved seems create
problems.

> 3) The CT60 mode has substantial instabilities. On rare occasions I
> get 2-4 bombs even before the boot sequence finishes or when I change
> resolution. More often, I get 5-20 minutes of use (it's a bit hard to
> test when you're still running off of floppy), but the darn thing
> isn't stable. Recently I've even had a few crashes with 16 Mhz 68030
> mode.

It's possible than the SDRAM causes this problem or maybe your 060 not
support the overcloking.
About the SDRAM you can try with the 2 shifts pressed during the picture
and until the logo to boot without SDRAM and compare the results.
Do you have the boot 0,99d ? If the SDRAM CAS latency isn't supported
you can see a warning.

> Considering Rodolphe's attention to detail, I'd be very surprised if
> the problem were the CT60 board itself. But where should I look to
> solve these problems?

Do you have contacted Rodolphe ?
Also there are the CT60 forum :
http://bbs.dhs.nu/ct60/

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 100MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

6944. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-10-05 10:22:26 UTC
From: vdjole@EUnet.yu
Message-ID: <blorcrifd1@news.eunet.yu>
Source record: 23226

On 2 Oct 2003 06:21:08 +, Guy Harrison wrote:

>> Please, what would be the sequence of commands to log on to a pop3 server
>> and immediately delete -all- mail in the mailbox (for currently
>> obvious reasons).

>There is no command to trash all the emails. Unfortunately for you POP3
>requires an explicit "DELE n" command (where 'n' is the "message number")
>for each email sat there *plus* you must cause the server to enter what's
>known as the "UPDATE" phase - (in other words) you must exit gracefully via
>"QUIT" command.

On1 Oct 2003 22:46:06 +, David Bolt wrote:

>You need to issue a DELE command for each of the mails in the mailbox.
>Unfortunately, there isn't a command that will empty all mails from a
>mailbox.

Thank you, and all the others who helped me. It's rather inconvenient that
there is no such command, but life is like that, obviously.

>You could get in touch with your ISP and ask them to delete all
>mails above 140kb, if you don't normally receive mails bigger than that,
>or between 140kb and 159kb if you do.

I got in contact with their technical support, and they were not willing
to do that, and neither could they provide a filter to automatically
kill all infected mail before reaching my mailbox on the POP server.
On the other hand, they have a good virus scanner, so -ALL- the
infected emails in fact get packaged by their "gatekeeper" as attachments
to a short notification email with the subject conveniently set to
"VIRUS DETECTED IN E-MAIL TO YOU" (if they do that, funny that they wouldn't
want to filter it out themselves...)

>You could also try using POPwatch, if it can handle a mailbox with so
>many mails. Here you get the choice between deleting the entire contents
>of the mailbox (CTRL-A followed by DEL) or manually delete mails within
>that size range.

>Or use the new French MEG.APP that has kept my mailbox usable during all
>these virus "attacs". I posted three rules for this program here a couple
>of days ago.

I downloaded and tried these two programs, and they are both perfectly capable
to purge nasty messages. Luckily, here the detection rule can be very simple
(as seen above)...

However...

Both of the programs, of course, first download and display the message headers which takes a rather long time for 850+ messages, and I pay for my internet by the hour (and it is not very cheap).
So, finally I solved the problem by telnetting to the server, issuing the LIST command to see that -all- the messages in that monstrous heap were of the right size, and then issued DELE nnn commands. Yes, about 857 times, in several batches of about 100 :) A couple of simple computations beforehand showed that it would only be equivalent to typing about one or two pages of text- and I can type pretty fast. Some timing showed that the messages were deleted this way in only about -one third- of the time it would take Newsie or Popwatch or Meg to do that. Fortunately, I had no problems with timeouts.

In any case it seems that this flood is slowly receding. With a smaller number of infected e-mail messages, I can now put Popwatch to the task of killing them automatically. I have no great wish to repeat what I have done.

Thank you all, guys;

cu

6945. Re: Help Needed

Newsgroup: comp.sys.atari.st
Date: 2003-10-05 14:48:41 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <blpb09afn1@thorium.cix.co.uk>
Source record: 23227

In message <2pEfb.3157$if4.2493878@newshog.newsread.com>, swamptaxes-NOT-@atlantic.net said:

>On 2 Oct 2003 08:02:34 -, martin wrote:
>>Hi can any please tell me how I can use a HD with a 1040ste
>>Thanks for any help given
>>martin
>
> Someone may have already responded (I have trouble seeing all the posts),
>A Megafile drive (small in bytes, big in size) plugs directly into the 1040
>and I believe an ICD Link adaptor is needed for SCSI drives.

There are also other host adapters available, like the Link 97
plus another one, both from Germany - useful since ICD no longer
produce them. You may be able to get used ones from the few
remaining Atari dealers. I wouldn't recommend the Megafile unless
you are happy with only 20 or 40 MB (or so). At one time Atari
users thought this ample, and it costs hundreds of dollars/pounds.
Now you can get several Gigabytes for a fraction of the price - in
SCSI and IDE versions. IDE on a 1040STe needs a special internal
adaptor - the host adaptors are external. Note that the links must
be provided with termpower (a 5V supply) to feed its electronics.
Most (but not all) hard drives can be set to provide them -
otherwise it can be done with a simple diode connection to pin 22
of the SCSI socket from the +5V supply to the drive.

Regards, /Peter/

6946. Re: ST-FAX on a Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-10-05 19:13:56 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBA5C07E.7323%derryck@nospam.cix.co.uk.invalid>
Source record: 23228

In article XIUeb.2990$if4.2338394@newshog.newsread.com, John Garone at swamptaxes-NOT-@atlantic.net wrote on 2/10/03 13:19:

> Hi All,
> Anyone get ST-FAX to send on a Falcon with a V.92 USR modem?

The only problem I've found with ST-Fax is that the scheduler button seems to be set as a default (Falcon CT2, MagiC 6.20. NVDI 5) and must be cleared before a fax can be sent.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

6947. Re: MAKE 6,000$ FROM 6$!!!!!NOT A SCAM!! PLEASE READ!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-10-06 02:01:09 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <c2v651-iuu2.ln1@sd.swampdog>
Source record: 23229

HMF wrote:

>
> "edmars" <asdf@asdf.com> wrote in message
> news:C2A8C9AE8820FE4DA09A1759EC0989581F17A7@epnews.eaglepoint.com...
>> By: edmars
>>
>> Turn 6 dollars into 6k.
>> HOW I TURNED A 6 DOLLAR INVESTMENT DEAL INTO 6K....
>
> I never saw something like this in my life....

...said Miss Scuttleforth quite earnestly to Mr Porton-Down. In the background, if one cared listen intently, a cacophony of diseases could be heard procreating in insidious fashion. She heard none of it, her attention currently focused, mothlike, on the three-testicled, banana headed goat spider making its way slowly toward her. Mr Porton-Down mumbled "don't ever give her a mirror" to his assistant then made his way out to the corridor.

Sleep tight folks! :-)

--
Guy Harrison

6948. Betados 3.12 and ARAnyM emulator...

Newsgroup: comp.sys.atari.st
Date: 2003-10-06 06:33:07 UTC
From: Chris Wilkinson <mrblobby@snap.net.nz>
Message-ID: <3F810CA3.2020701@snap.net.nz>
Source record: 23230

Hi there,

I'm running Aranym 0.8.0-pre3 on my Linux machine. I am trying to enable Aranym to read files to/from my Linux filesystems, but Betados reports 'c:\auto\aranymfs.dos, BAD file error.' when I boot the emulator. I have a TOS 4.04 ROM image, and a disk image of my Falcon030 1.2GB IDE disk...

Does anyone have an idea how I can fix this? I'm not sure what causes it and I'm just following instructions provided with the emulator...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.

6949. Re: EasyMint and LNX partitions

Newsgroup: comp.sys.atari.st
Date: 2003-10-06 08:39:56 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <blr9stgim1@reader10.wxs.nl>
Source record: 23231

Yves wrote:

> Oh well, HDDRIVER seems to be ok, but it's a commercial software, and I
> believe that paying for a driver to install a free OS is quite a paradox!

A free OS? Technically speaking, TOS is even more expensive. But you
just got it cheaply with your ST. ;) Still, just look at the total costs
of getting a fully running MiNTos station, and compare that to a PC or
Mac. It's still a cheap toy, as long as you look at the big picture.

> My ST can't match with nowadays PCs and MACs productivity

In that case, don't use it. Mine certainly can though, depending on what
it's used for.

> That's why I try harder with CBHD, as it is freeware and said to support
> XHDI...

Is it? Oh in that case something else is wrong.

> But I didn't find yet any info on how to configure it to make it see
> LNX partitions...

It shouldn't need any configuration for that.. unless perhaps XHDI can
be switched off.

Maurits.

6950. Re: Betados 3.12 and ARAnyM emulator...

Newsgroup: comp.sys.atari.st
Date: 2003-10-06 09:10:31 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <blrbi6$e8o$1@server4.gts.cz>
Source record: 23232

Hi!

I'm not sure where you got the c:\auto\aranymfs.dos filename, but we are using the hostfs.dos at this time for about a year already. There is probably no aranyfs.dos file any more. Please, download the afros disk image and try that. It has all the necesssary driver binaries. Please use the hostfs.dos one.

regards

STan
The ARAnyM Team

Chris Wilkinson wrote:
> Hi there,
>
> I'm running Aranym 0.8.0-pre3 on my Linux machine. I am trying
> to enable Aranym to read files to/from my Linux filesystems, but
> Betados reports 'c:\auto\aranymfs.dos, BAD file error.' when I
> boot the emulator. I have a TOS 4.04 ROM image, and a disk image
> of my Falcon030 1.2GB IDE disk...
>
> Does anyone have an idea how I can fix this? I'm not sure what
> causes it and I'm just following instructions provided with the
> emulator...
>
> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
>

6951. Re: Getting an STe running again...

Newsgroup: comp.sys.atari.st
Date: 2003-10-06 15:40:09 UTC
From: Mamba <a@b.com>
Message-ID: <bls2co$fo4$1@news1.tilbu1.nb.home.nl>
Source record: 23233

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0309301444.2ba082b7@posting.google.com...
> "Mamba" <a@b.com> wrote in message
news:<bla3rq$6qo$1@news2.tilbu1.nb.home.nl>...
>
> > I do have a question to ask. That ST/e, it is on my desk, and I do not
want
> > to bury it on the attick. Not for a while at least. There is a 48 MB
hard
> > disk drive in it, which I tried to format and partition. I found the
floppy
> > with the Atari Advanced Hard Disk Utilities, and the manual, but though
the
> > systems seems to work well I cannot format the hard disk anymore. I
start
> > the computer, put in the floppy and start [hdx.prg]. Then I select
Disk /
> > Format, and after the warning I select Unit 0 (the only option
available) in
> > the menu < select the physical unit>
> >
> > It sould work. When I boot the system, I see the Dard Disk light come
on,
> > the disk rattles and hums. Also, when selecting < Disk / Format> the
disk
> > light responds, and I hear the disk rattle. But the message I get is:
{ The
> > physical unit you have selected does not exist. Click OK to reselect]
> >
> This should work. As I understand it, you select to format your hard
> drive and it hums awhile, but then you can't find it. Did the hard
> drive work before the format? Give us some information about your
> computer, if you please.
>
> Galen

Well.... the situation is like this. I fired up the STe after about hmph!
years, and everything still worked. But, as I recall, I deleted the
partitions to create some other ones. Like, a partition for use with
medium/low res games, and one for hires stuff. I think I also deleted the
logial unit. I more or less recall having seen a warning message about low
level formatting / not being able to format the disk. At that time I could
not locate all the drivers disks in the rubble in my attic, so I abandoned
it for a while. Please understand, I had been using DOS machines for quite

some time, and more or less followed the rules that apply to these.

Two weeks ago or so, after another few years stop, I tried to get the machine working again. Came across the harddisk (no partition, no logical unit available), but this time I have all my Atari disks on my desk. I follow tha manuals instructions for a hard disk format..

I fire up the machine, and the hard disk light comes up. It rattles and hums, while the memory test is performed. However, after booting (with or without AHDI.prg in the auto folder on a boot floppy) I run HDX.prg fom the Atari Advanced Hard Disk Utilities diskette. The program starts, and then I select either Disk/Partition or Disk/Format, and immediately the hard disk light burns. It lasts for about 15 seconds, with a blip every three seconds.

Then, with Disk/Partition selected, I get a message that partitioning will destroy all data. But, there are no logical units available for partitioning. All grayed out.

So, I select Disk/Format. Another warning, and I can select only Logical Unit 0 (other units grayed out). I select, and get a warning: " the logical unit you selected does not exist. Click OK to re-select".

The hard disk does spin. It does not stick. I tried another scsi disk from an old Unix box from the office, that one was stuck. After some careful twisting, it runs again. Same procedure... same result. Later, that office disk would boot the system in the office.

I think that I need a low-level formatter, or such a thing. I may have done something a few years ago that I should not have done (obviously), but the entire system (STe, monitor, second floppy) works perfectly well. Even all the floppies I have tried so far do not show a glitch. Only thing... I cannot format the hard disk.

I really would like to get this old dear thing completely working again. So if anyone can help me out.... please do so. I scanned through all my floppies, but cannot find something to help me out.

Thymen

6952. Eiffel ready to ship

Newsgroup: comp.sys.atari.st
Date: 2003-10-06 18:16:27 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0310061016.503a165c@posting.google.com>
Source record: 23234

Hi,

I have a very small batch of Eiffel ready to ship, I have contacted
the first few who originally got in contact with me about a month ago.

I have updated my http://hardware.atari.org and will soon be putting
up a zip file containing source code, readmes, schematics etc.

Anyone interested, please contact email me with the folowing email
address - hardware@atari.org

Thanks, Lyndon

6953. Gribnif and Dan Wilga are still around....

Newsgroup: comp.sys.atari.st
Date: 2003-10-06 20:53:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f818206622f50@comcast.net>
Source record: 23235

Hello all,

After I wrote my STe article for MyAtari, I decided it was time to have my STe multi-task. So I installed Geneva and ordered a copy of NeoDesk 4 from Gribnif. I was not sure if they were still around, but sure enough that are as well as Dan Wilga. He was very helpful and sent me my copy pronto. Works just great too.. In case no one realizes, I have Geneva installed on my Hades and it works great along with the EASE desktop. For some reason though, EASE does not like my STe when ran with Geneva, so I ordered Neodesk. It is nice to see some Atari software companies still around these days...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6954. Re: Betados 3.12 and ARAnyM emulator...

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 03:48:41 UTC
From: Chris Wilkinson <mrblobby@snap.net.nz>
Message-ID: <3F823799.2090709@snap.net.nz>
Source record: 23236

Hi there,

Standa Opichal wrote:
> Hi!
>
> I'm not sure where you got the c:\auto\aranymfs.dos filename, but we are
> using the hostfs.dos at this time for about a year already. There is
> probably no aranyfs.dos file any more. Please, download the afros disk
> image and try that. It has all the necesssary driver binaries. Please
> use the hostfs.dos one.

I tried that one now, but both give me the same "BAD file error."
when Betados boots.

I launch aranym with 'aranym -dm:/home/chrisw/ATARI/'
In '$HOME/.aranym/config' file there is [HOSTFS] section
which I also edit to show M: as mapped to /home/chrisw/ATARI/
Is that the correct way to do this?

> Chris Wilkinson wrote:
>
>> Hi there,
>>
>> I'm running Aranym 0.8.0-pre3 on my Linux machine. I am trying
>> to enable Aranym to read files to/from my Linux filesystems, but
>> Betados reports 'c:\auto\aranymfs.dos, BAD file error.' when I
>> boot the emulator. I have a TOS 4.04 ROM image, and a disk image
>> of my Falcon030 1.2GB IDE disk...
>>
>> Does anyone have an idea how I can fix this? I'm not sure what
>> causes it and I'm just following instructions provided with the
>> emulator...
>>
>> Kind regards,
>>
>> Chris Wilkinson, Christchurch, New Zealand.

6955. Re: A boycott Outlook Express campain

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 06:20:09 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <bltlu0$1e1sv$1@sinclair.be.wanadoo.com>
Source record: 23237

Dennis Vermeire wrote:

> IMO the best measure is to filter out everyone who mails me using
>
>a MS product, it costs nothing and it's a hundred times more effective then
>all your security patches, antivirus killers and firewalls put together...
>
I never thought about this way to act .... thank you for this I
just will try .....
Enough is enough !

Jo

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679
http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

6956. Re: Betados 3.12 and ARAnyM emulator...

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 07:26:55 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <bltprv$115$1@server4.gts.cz>
Source record: 23238

Chris..

The -d command line option is an alternative to the .aranym/config line.
You don't need to use both of them.

Put the following line tnto the bdconfig.sys
*DOS, c:\auto\hostfs.dos, M:M

It should be all and working when you enable the BetaDOS.PRG in your C:\AUTO

In case of further problems send the bdconfig.sys snippet and the
C:\AUTO folder listing to the aranym-user mailing list. There we can
help you more while not bothering others here.

best regards

STan

Chris Wilkinson wrote:
> Hi there,
>
> Standa Opichal wrote:
>
>> Hi!
>>
>> I'm not sure where you got the c:\auto\aranymfs.dos filename, but we
>> are using the hostfs.dos at this time for about a year already. There
>> is probably no aranyfs.dos file any more. Please, download the afros
>> disk image and try that. It has all the necesssary driver binaries.
>> Please use the hostfs.dos one.
>>
>
> I tried that one now, but both give me the same "BAD file error."
> when Betados boots.
>
> I launch aranym with 'aranym -dm:/home/chrisw/ATARI/'
> In '$HOME/.aranym/config' file there is [HOSTFS] section
> which I also edit to show M: as mapped to /home/chrisw/ATARI/
> Is that the correct way to do this?
>
>> Chris Wilkinson wrote:
>>
>>> Hi there,
>>>
>>> I'm running Aranym 0.8.0-pre3 on my Linux machine. I am trying
>>> to enable Aranym to read files to/from my Linux filesystems, but

>>> Betados reports 'c:\auto\aranymfs.dos, BAD file error.' when I
>>> boot the emulator. I have a TOS 4.04 ROM image, and a disk image
>>> of my Falcon030 1.2GB IDE disk...
>>>
>>> Does anyone have an idea how I can fix this? I'm not sure what
>>> causes it and I'm just following instructions provided with the
>>> emulator...
>>>
>>> Kind regards,
>>>
>>> Chris Wilkinson, Christchurch, New Zealand.
>
>

6957. Test.

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 07:31:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0310070026450.7198-100000@onyx.spiritone.com>
Source record: 23240
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6958. Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 07:36:47 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <j2ugb.278$Yj.226626@monger.newsread.com>
Source record: 23239

Hi All,
Heard on the news that there's a class action lawsuit to be filed
against Microsoft for developing insecure programs regarding viruses!
First type of lawsuit in that arena!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

6959. Re: Eiffel ready to ship

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 07:59:05 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0310062359.79f08b4f@posting.google.com>
Source record: 23241

Hello Lyndon

Iï¿½m getting your emails but i dont know if mines arrive to you.
I'm using the madasafish account.

David Galvez

lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote in message
news:<1a7d6495.0310061016.503a165c@posting.google.com>...
> Hi,
>
> I have a very small batch of Eiffel ready to ship, I have contacted
> the first few who originally got in contact with me about a month ago.
>
> I have updated my http://hardware.atari.org and will soon be putting
> up a zip file containing source code, readmes, schematics etc.
>
> Anyone interested, please contact email me with the folowing email
> address - hardware@atari.org
>
> Thanks, Lyndon

6960. Re: CT060 and TT

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 09:10:24 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.58.0310071106260.24100@wh58-508.st.uni-magdeburg.de>
Source record: 23242

Hello!

> Rudolphe his problem would be solved and Milan would solve a little of their
> cashflow problems, it's a win-win situation.

I don't think so. The development will be much more expensive than the
money that the people are willing to pay.

Ciao
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

6961. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 12:33:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1065554740-104859AEicMi@gmx.net>
Source record: 23046

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Sun, 5 Oct 2003 10:22:26 +0000 (UTC)

Hi Djorde,

>However...
>
>Both of the programs, of course, first download and display the message
>headers which takes a rather long time for 850+ messages, and I pay for
>my internet by the hour (and it is not very cheap).

Well, in this particular case Iconnect seems to be the obvious solution, it doesn't load the headers, but initially only displays the number of messages present in the mailbox and their respective size, it's up to the the user to decide wether to download, delete or view the message header(s). So instead of downloading and displaying all the message headers you can simply issue a delete command for all mails with a size between 145kb and 155kb. Using this method of course you run the risk of deleting genuine mail also.

>So, finally I solved the problem by telnetting to the server, issuing
>the LIST command to see that -all- the messages in that monstrous heap
>were of the right size, and then issued DELE nnn commands. Yes, about
>857 times, in several batches of about 100 :) A couple of simple
>computations beforehand showed that it would only be equivalent to
>typing about one or two pages of text- and I can type pretty fast.

A mouse click substitutes the DELE command in Iconnect, 857 mouse clicks is quite a lot, but it beats typing two pages of text, well, actually the DELE command is flagged automatically, it's the GET command which needs to be disabled 857 times.

>Some timing showed that the messages were deleted this way in only
>about -one third- of the time it would take Newsie or Popwatch or Meg
>to do that. Fortunately, I had no problems with timeouts.

With Iconnect you can increase/decrease the time out settings of the server.

>I have no great wish to repeat what I have done.

I'm rather pessimistic, it's probably just a matter of time before we are hit by the next wave. This must be like a wet dream for the morons that create viri/worms, they not only managed to disturb just PC users but all internet users, no matter what platform they use...

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
http://ddp.atari.org
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

6962. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 15:42:25 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.10.07.15.42.25.557661@nossspamXXatari-source.com>
Source record: 23243

On Tue, 07 Oct 2003 07:36:47 +0000, John Garone wrote:

> Hi All,
> Heard on the news that there's a class action lawsuit to be filed
> against Microsoft for developing insecure programs regarding viruses!
> First type of lawsuit in that arena!
>
> John
> P.S.
> To Reply by E-mail, please remove -NOT- from my address!

This is not good news... Trust me :-/ This will set a precedent other software developers don't want to see. On the bright side it might cause people to consider programming with things like Delphi or another language instead of that vulnerabilitymaker we call C.

Mark
http://portal.atari-source.com

6963. MyMAIL 1.62 released

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 16:28:49 UTC
From: root <erik.hall@affv.nu>
Message-ID: <3F82CCC2.9D31C562@affv.nu>
Source record: 23244

Hi all !

New version of MyMail (1.62) released.

I have cause of the large amount of spam put down a big
work on the spam filter this time and added a function
for automatic sending of spam reports.

The plan was to include more in this release
but my free time for coding mymail is limited
so I decided to do the release now to help
all of you having problems with spam-mail.

Major improvements & bugfixes:

- Spam filter bugfixed and now includes
a auto-reporting system.
- Editor now works on texts up to 64K
- Queue sending with dialer/modem was not working. Fixed now.
(read more in the history.txt file)

Download from:
---
http://erikhall.atari.org/programs/mymail.html
- or -
http://212.214.15.116/~erikhall/programs/mymail.html

MyMail mailinglist

You can add or remove yourself from MyMAIL mailinglist.
The add/remove page is found at:
http://www2.tripnet.se/~erikhall/mymailupdates.html

Best Regards
Erik Hall

6964. Atari collection for sale (NL)

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 18:40:06 UTC
From: Collection 4 sale <123collectionsale@456quicknet.nl>
Message-ID: <1065551702.903906@cache1>
Source record: 23047
Cross-posted to: alt.fr.micro.atari,comp.sys.atari.8bit,comp.sys.atari.st,de.comp.sys.atari,fr.comp.sys.atari,pl.comp.sys.atari

Somewhere in the next couple of months I will be moving to another country,
and am thefore parting with my entire vintage computer collection. The ATARI
items are listed below. I am sending this to inquire whether anyone would
be interested in buying all in one deal. In case you're interested, respond
to my email-address with an offer, for the whole lot only please, and keep
it serious. If I cannot sell all-in-one, I will offer items seperately
later on. (IMPORTANT: remove the 123 - 456 from the address when replying!).
Oh, I am located in the Netherlands.

Atari 400 boxed
Atari 800 boxed
Atari 65XE boxed
Atari 130XE boxed
Atari 800XE boxed
Atari 600XL boxed (Atari writer pack)
Atari 800XL boxed
Atari 1200XL boxed
Atari XE Gamesystem boxed
Atari 520 ST boxed
Atari 1040STf boxed
Atari SM124 monitor boxed
Atari SM125 monitor boxed
Atari 520 ST test kit boxed incomplete
Atari ST Book boxed

Atari VCS wood/6 boxed
Atari VCS wood/4 boxed
Atari 2600 black/4 boxed (2x)
Atari 2600 Jr. boxed
Atari 7800 boxed
Atari 5200 boxed
Atari Ultra pong doubles boxed

Atari Video Music system boxed

Atari 800 disk drive boxed
Atari 800 Bookkeeper kit boxed
Atari 1020 Color printer boxed
Atari 1030 Modem boxed
Atari Touchpad boxed
Atari CX-11 tapedrive boxed
Atari Kid's controller boxed
Atari Light pen boxed

Atari Lab starter set boxed
Atari Lab Light Module boxed
Atari Cart library boxed
Atari Trak-Ball boxed (2x + 1x but label "modified for Amiga" by dealer)
Atari Driving controllers boxed
Atari Paddle Controllers boxed (2x, old box+new box)
Atari Keyboard Controllers boxed (2x)

133 Boxed VCS/2600 game carts (10 double, same tile, different label)
35 loose VCS/2600 game carts
+ 15 boxed+34 loose VCS/2600 duplicate carts

22 boxed 7800 game carts
4 loose 7800 game carts

18 boxed XE GS game carts
2 loose XE GS game carts

28 boxed/mapped Atari 400/800 software titles
6 loose Atari 400/800 carts

19 boxed Atari home computer carts
2 loose Atari home computer carts

Loose machines:

Atari 520ST
Atari 130XE
Atari 130XE modified
Atari 800XL modified
Atari 1040STf (2x)
Atari ST Book
Atari Stacy 2
Atari Stacy 4 modified with HDD ctrlr.
Atari Mega STe
Atari Mega 1
Atari Mega ST2
Atari Mega ST4
Atari Megafile 20
Atari Megafile 30 (2x)
Atari TT030 (3x)
Atari ATW800 tower case (2x, loose, empty case only)
Atari 1050 diskdrive (1x + 2x modified)
Atari SF354 diskdrive
Atari SF314 diskdrive
Atari 2600 Jr.

+ Unique collector's item: First 2600 Jr. shipped into Germany in 1984,
signed by Klaus Ollmann (VP Atari Germany), with accompanying certificate of
authenticity (1984) signed by Anton Bruehl VP Atari Intl. Obtained from
Klaus Ollmann, former VP Atari Germany.

Various manuals, magazines, books

6965. Re: CT60 at 100 MHz !!!! I'm deadly crazy n

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 20:07:56 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f8300fc.0@entanet>
Source record: 23245

On 1 Oct 2003 15:42:50 +, "Rodolphe Czuba" wrote:
>My CT60 RUNS AT 100 MHz !!!!
>
>YES !!
>
>I don't believe that !
>I boot , see the 65K color picture and see the SDRAM test : 103.7 MB/s
>(argh !)
>And I see the boot of the HDD with F30 bus at 25 MHz !!!
>
>And I see the desktop !!! ARGHHHH!
>
>I go immediatly in the CT60 CPX to see the temperature and : 35�C and 36�C
>after 2 minutes !!
>No crash....
>It's a dream ....
>
>Guys the hades 060 is now so small !
>
>I quit CPX, thinking it will crash in few seconds...
>
>No crash !
>
>I run Z-Bench , ok, run CPU test : 777% from CT2 wouf...HADES 060 is 409 %
>and Power Mac G3-300 MHz is 1145% ONLY !!
>I run FPU test : 27252 % from CT2 - Hades 060 is 13798 %
>Graphics : 551.8 %
>Disk : 145 % with Quantum Fireball CR 4.3GB
>3Dopen GL : 552.4 % - Hades is 1411 with a graphic card (eh eh).
>
>ah ah ah
>I just becoming crazy.....
>
>Hey, I'm very proud because my ABE and SDR logic is very very well designed
>to support 100 MHz !!!
>;-))))
>
>OK, now...we get an atari at 100 MHz !!!
>
>OK I have to go out of my house and take fresh air ! I need !!
>
>I love E41J mask !!
>

Hi Rodolphe,

You must be very proud of your work on the CT60. I am very pleased
for you and all those lucky Falcon owners who had the good sense to
buy one.

I think it is good news for everyone (Hades and Milan owners included)
especially now that all those dedicated developers have a 68060 in their
machines. It's nice having a little bit of extra speed isn't it ;-)

Regards,

Peter

and his Milan060

6966. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 20:11:42 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <blv6lt$mj4$1@hercules.btinternet.com>
Source record: 23048

Hi John

"John Garone"

> Heard on the news that there's a class action lawsuit to be filed
> against Microsoft for developing insecure programs regarding viruses!
> First type of lawsuit in that arena!

Almost close, a single user is filing this suit and the anti-ms crusade are trying to get it switched to a class action suit, its highly likely to fail on the basis that if it wasn't for a criminal element targeting MS product then there wouldn't be an issue.

Think about it, we all sure lock manufactures coz we get burgled!, doh!!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6967. Re: Eiffel ready to ship

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 20:14:32 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0310071214.7eaffb77@posting.google.com>
Source record: 23049

Hi,

Yes, someone else has said it was either difficult to send emails, or
I didn't reply. I try to reply to all my emails, especially if it is
concerning an order. If anyone doesn't get through you can try this
email address I use to post here, though that can be too full. I get
a lot of spam.

Thanks, Lyndon

maraka@atari.net (D Galvez) wrote in message
news:<d385a14d.0310062359.79f08b4f@posting.google.com>...
> Hello Lyndon
>
> Iï¿½m getting your emails but i dont know if mines arrive to you.
> I'm using the madasafish account.
>
> David Galvez
>
>
>
>
> lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote in message
news:<1a7d6495.0310061016.503a165c@posting.google.com>...
> > Hi,
> >
> > I have a very small batch of Eiffel ready to ship, I have contacted
> > the first few who originally got in contact with me about a month ago.
> >
> > I have updated my http://hardware.atari.org and will soon be putting
> > up a zip file containing source code, readmes, schematics etc.
> >
> > Anyone interested, please contact email me with the folowing email
> > address - hardware@atari.org
> >
> > Thanks, Lyndon

6968. Re: CT60 at 100 MHz !!!! I'm deadly crazy n

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 20:31:01 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f832281$0$13296$626a54ce@news.free.fr>
Source record: 23050

```
Not only the EDO ; the bus is half speed in hades and milan (30 & 25 MHz).
CT60 uses a Full speed bus = 66 or 100 MHz.

Difference is enormous...
```

"lp" <gfabasic@mint.net> a crit dans le message de news:
BBA8971A.2B36%gfabasic@mint.net...
> in article 3f8300fc.0@entanet, Peter Slegg at
> peterslegg@===ANTI-SPAM===scubadivers.co.uk wrote on 10/7/03 4:07 PM:
>
>
> > Hi Rodolphe,
> >
> > You must be very proud of your work on the CT60. I am very pleased
> > for you and all those lucky Falcon owners who had the good sense to
> > buy one.
> >
> > I think it is good news for everyone (Hades and Milan owners included)
> > especially now that all those dedicated developers have a 68060 in their
> > machines. It's nice having a little bit of extra speed isn't it ;-)
>
> I agree 100%, we all benefit. The more 060 users the better.
> I won't be getting one, but I think it is really cool.
>
> There is a typo in the one ct60 comparison chart though, the Hades allows
> EDO ram. ;-)
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

6969. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 22:46:17 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <ZmHgb.315$Yj.257631@monger.newsread.com>
Source record: 23051

On 7 Oct 2003 20:11:42 +, "Steve Sweet" wrote:
>Hi John
>
>"John Garone"
>
>> Heard on the news that there's a class action lawsuit to be filed
>> against Microsoft for developing insecure programs regarding viruses!
>> First type of lawsuit in that arena!
>
>Almost close, a single user is filing this suit and the anti-ms crusade are
>trying to get it switched to a class action suit, its highly likely to fail
>on the basis that if it wasn't for a criminal element targeting MS product
>then there wouldn't be an issue.
>
>Think about it, we all sure lock manufactures coz we get burgled!, doh!!

so you're saying that if most households are using faulty locks then
lets put the blame on the criminals for us needing locks in the first
place! No criminals = no issue???

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

6970. Re: Eiffel ready to ship

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 23:06:12 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <blvgst$q3v$1@sparta.btinternet.com>
Source record: 23052

Hi "Lyndon Amsdon"

> Yes, someone else has said it was either difficult to send emails, or
> I didn't reply. I try to reply to all my emails, especially if it is
> concerning an order. If anyone doesn't get through you can try this
> email address I use to post here, though that can be too full. I get
> a lot of spam.

I offered to help you build them for you, you didn't reply to that?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

6971. Re: Atari collection for sale (NL)

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 23:13:04 UTC
From: Collection 4 sale <123collectionsale@456quicknet.nl>
Message-ID: <1065568086.458351@cache2>
Source record: 23053
Cross-posted to: alt.fr.micro.atari,comp.sys.atari.8bit,comp.sys.atari.st,de.comp.sys.atari,fr.comp.sys.atari,pl.comp.sys.atari

Here is an updated list, now with prices:

Remember to remove 123-456 from my email address when replying.

Atari 400 boxed (Euro 100)
Atari 800 boxed (Euro 125)
Atari 65XE boxed (Euro 50)
Atari 130XE boxed (Euro 50)
Atari 800XE boxed (Euro 50)
Atari 600XL boxed (Atari writer pack) (Euro 60)
Atari 800XL boxed (Euro 30)
Atari 1200XL boxed (Euro 125)
Atari XE Gamesystem boxed (Euro 70)
Atari 520 ST boxed (Euro 30)
Atari 1040STf boxed (Euro 40)
Atari SM124 monitor boxed (Euro 20)
Atari SM125 monitor boxed (Euro 30)
Atari 520 ST test kit boxed incomplete (Euro 5)
Atari ST Book boxed + loose cosmetically bad ST Book (Euro 550)

Atari VCS wood/6 boxed (Euro 75)
Atari VCS wood/4 boxed (Euro 60)
Atari 2600 black/4 boxed (2x) (Euro 50)
Atari 2600 Jr. boxed (Euro 20)
Atari 7800 boxed (Euro 35)
Atari 5200 boxed (Euro 125)
Atari Ultra pong doubles boxed (Euro 75)

Atari Video Music system boxed (Euro 300)

Atari 810 disk drive boxed (Euro 150)
Atari 800 Bookkeeper kit boxed (Euro 75)
Atari 1020 Color printer boxed (Euro 50)
Atari 1030 Modem boxed (Euro 40)
Atari Touchpad boxed (Euro 20)
Atari CX-11 tapedrive boxed (Euro 15)
Atari Kid's controller boxed (Euro 15)
Atari Track & Field controller loose (Euro 10)
Atari Light pen boxed (Euro 20)
Atari Lab starter set boxed (Euro 15)
Atari Lab Light Module boxed (Euro 15)
Atari Cart library boxed (Euro 10)
Atari Trak-Ball boxed (2x + 1x but label "modified for Amiga" by dealer)
(Euro 15 (x3))
Atari Driving controllers boxed (Euro 10)

Atari Paddle Controllers boxed (3x, 2x old box + 1x new box) (Euro 7.50
(x3))
Atari Keyboard Controllers boxed (3x) (Euro 7.50 (x3))
Atari XEP80 interface boxed (Euro 20)
Atari 1064 expansion module loose (Euro 7.50)
Atin P-12 Parallel Centronics Printer interface for XL/XE boxed (Euro 10)

VCS / 2600 carts (Euro 500)

133 Boxed VCS/2600 game carts (10 double, same tile, different label)
35 loose VCS/2600 game carts
+ 15 boxed+34 loose VCS/2600 duplicate carts

7800 carts (Euro 80)
22 boxed 7800 game carts
4 loose 7800 game carts

XE GS carts (Euro 80)
18 boxed XE GS game carts
2 loose XE GS game carts

Atari 400/800 (Euro 150)
28 boxed/mapped Atari 400/800 software titles
6 loose Atari 400/800 carts

Atari home computer carts (Euro 80)
19 boxed Atari home computer carts
2 loose Atari home computer carts

Loose machines:

Atari 520ST (Euro 10)
Atari 130XE (Euro 10)
Atari 130XE modified (Euro 15)
Atari 800XL modified (Euro 15)
Atari 1040STf (2x) (Euro 10x2)
Atari Stacy 2 (Euro 250)
Atari Stacy 4 modified with HDD ctrlr. (Euro 250)
Atari Mega STe (Euro 50)
Atari Mega 1 (Euro 50)
Atari Mega ST2 (Eurp 50)
Atari Mega ST4 (Euro 50)
Atari Megafile 20 (Euro 20)
Atari Megafile 30 (2x) (Euro 30)
Atari TT030 (3x) (Euro 100 x 3)
Atari ATW800 towers (2x, loose, case only) (Euro 150x2)
Atari 1050 diskdrive (1x + 2x modified) (Euro 20x3)
Atari SF354 diskdrive (Euro 10)
Atari SF314 diskdrive (Euro 10)
Atari 2600 Jr. (Euro 1)

+ Unique collector's item: First 2600 Jr. shipped into Germany in 1984,
signed by Klaus Ollmann (VP Atari Germany), with accompanying certificate of

authenticity (1984) signed by Anton Bruehl VP Atari Intnl. Obtained from Klaus Ollmann, former VP Atari Germany. (Euro 500)

Manuals, magazines, books

---->>> or EURO 4500 for all at once

"Collection 4 sale" <123collectionsale@456quicknet.nl> wrote in message news:...
> Somewhere in the next couple of months I will be moving to another country,
> and am thefore parting with my entire vintage computer collection. The ATARI
> items are listed below. I am sending this to inquire whether anyone would
> be interested in buying all in one deal. In case you're interested, respond
> to my email-address with an offer, for the whole lot only please, and keep
> it serious. If I cannot sell all-in-one, I will offer items seperately
> later on. (IMPORTANT: remove the 123 - 456 from the address when replying!).
> Oh, I am located in the Netherlands.

6972. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-07 23:29:36 UTC
From: Chris Thorley <christopher@thorley4082.fsnet.co.uk>
Message-ID: <blvi53$r7e$1@news7.svr.pol.co.uk>
Source record: 23054

What I think Steve is saying is that if someone finds a way to pick the lock then the locksmith can't really be held responsible. And lets face it, thieves have been picking locks for years and the design hasn't really changed.

As much as I have no love for MS I can't see this one getting through.

BTW, its great to be back on the forum, and great to see some familiar names still posting.

Chris Thorley

> so you're saying that if most households are using faulty locks then
> lets put the blame on the criminals for us needing locks in the first
> place! No criminals = no issue???
>
> John
> P.S.
> To Reply by E-mail, please remove -NOT- from my address!
>
> P.S.
> To Reply by E-mail, please remove -NOT- from my address!

6973. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-10-08 00:51:42 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <6o4c51-03l3.ln1@sd.swampdog>
Source record: 23055

David Bolt wrote:

> On Fri, 3 Oct 2003, Guy Harrison <swamp-DEL-dog@ntlworld.com> wrote:-
>
>>Kenneth Medin wrote:

[snip]

>>> One might wonder what Gary Priest does these days? Would have been nice
>>> if he released his sources for others to work on...
>>
>>Often wondered myself. I *think* it was asm though someone please correct
>>me if I'm wrong.
>
> It was.

Cor! I remembered something correctly.

>>Porting (command line) unix stuff is often reasonable in principle, even
>>to a non-mint target. The problem area is, as always, the socket code. :-(
>
> Those using mint have mintnet and Magic users have Magicnet. The only
> problems would be catering for those using Stik/Sting, or other stacks,
> which may be solved by using Gluestik, or an equivalent.

Is there a App -> mint/unix -> STiK library per chance? I'm a bit rusty on
these things. Not asking for all singing and dancing thing, just basic
bring a socket up, connect to port type thing.

> [0] I don't yet have an 030 compatible debugger to check it with ATM.
>
> [1] This is usenet and someone will be along to correct me either way.

--
Guy Harrison

6974. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-08 01:26:32 UTC
From: The6502Man <needonebad9@yahoo.com>
Message-ID: <cJJgb.519918$cF.187027@rwcrnsc53>
Source record: 23056

The real angle to try is the marketing of a faulty product. The overall security issue shouldn't (in my opinion) be the focus of the lawsuit. As others have said, in regards to the lock and the lockpick, thats a no-winner. but to sue them on the grounds that they knew they were releasing a faulty product for sale....and with the amount of patches they have released for XP, they had to have known.

Tony

6975. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-08 07:26:44 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <U_Ogb.337$Yj.280917@monger.newsread.com>
Source record: 23057

On 8 Oct 2003 00:29:36 +, "Chris Thorley" wrote:
>What I think Steve is saying is that if someone finds a way to pick the lock
>then the locksmith can't really be held responsible. And lets face it,
>thieves have been picking locks for years and the design hasn't really
>changed.
>
>As much as I have no love for MS I can't see this one getting through.
>
>BTW, its great to be back on the forum, and great to see some familiar names
>still posting.
>
>Chris Thorley

of course all locks are vulnerable including removing the lock
entirely from a steering wheel but my point is whether the lock is the
best it could be (even if the best lock would only slow down a burgler).
The problem I see is that the end user is having to "slow" him down.
Sure, even banks are robbed but at least they try to thwart the burgler.
I don't see that happening with Microlimp's software!! The way it looks
is that there are NO locks at all on programs such as OE. Patch all you
want but it's like painting over a rusty surface!
Anytime a company gets too big they are arrogant due to little or no
competition and have no interest in doing their best except at making
bucks and the end user has to pick up their slack at his cost (whether
it's in time or money)!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

6976. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-08 07:31:12 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <43Pgb.338$Yj.281005@monger.newsread.com>
Source record: 23058

On 8 Oct 2003 01:26:32 G, "The6502Man" wrote:
>The real angle to try is the marketing of a faulty product. The overall
>security issue shouldn't (in my opinion) be the focus of the lawsuit. As
>others have said, in regards to the lock and the lockpick, thats a
>no-winner. but to sue them on the grounds that they knew they were
>releasing a faulty product for sale....and with the amount of patches they
>have released for XP, they had to have known.
>
>Tony
>

can't the security issue be the result of a faulty product? Seems to go
hand in hand!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

6977. PC Floppy/Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-10-08 07:37:14 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <K8Pgb.339$Yj.281179@monger.newsread.com>
Source record: 23059

Hi All,
Can someone give info on jumpers to change on a PC floppy to be used on a Falcon (I seem to have lost the info). Also, I have a PC floppy but there's no markings as to where those jumpers are at.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

6978. Re: PC Floppy/Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-10-08 07:49:30 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbo7fbp.mj6.atari@core.preferuje.luzik.pl>
Source record: 23060

On Wed, 08 Oct 2003 07:37:14 GMT, John Garone <swamptaxes-NOT-@atlantic.net> had a noticeable pleasure while writting:
> Hi All,
> Can someone give info on jumpers to change on a PC floppy to be used on
> a Falcon (I seem to have lost the info). Also, I have a PC floppy but
> there's no markings as to where those jumpers are at.

The jumpers mey be inside, and you may need soldering iron to resolder them
(as I had to do).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6979. Re: Eiffel ready to ship

Newsgroup: comp.sys.atari.st
Date: 2003-10-08 09:14:06 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0310080114.597516fc@posting.google.com>
Source record: 23061

Hi Lyndon

I sent you again my last 2 emails to you, i sent them to the botn
accounts you have. Let's see if they reach you now :-).

Tell me if you could read them.

lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote in message
news:<1a7d6495.0310071214.7eaffb77@posting.google.com>...
> Hi,
>
> Yes, someone else has said it was either difficult to send emails, or
> I didn't reply. I try to reply to all my emails, especially if it is
> concerning an order. If anyone doesn't get through you can try this
> email address I use to post here, though that can be too full. I get
> a lot of spam.
>
> Thanks, Lyndon
>
> maraka@atari.net (D Galvez) wrote in message
news:<d385a14d.0310062359.79f08b4f@posting.google.com>...
> > Hello Lyndon
> >
> > Iï¿½m getting your emails but i dont know if mines arrive to you.
> > I'm using the madasafish account.
> >
> > David Galvez
> >
> >
> >
> >
> > lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote in message
news:<1a7d6495.0310061016.503a165c@posting.google.com>...
> > > Hi,
> > >
> > > I have a very small batch of Eiffel ready to ship, I have contacted
> > > the first few who originally got in contact with me about a month ago.
> > >
> > > I have updated my http://hardware.atari.org and will soon be putting
> > > up a zip file containing source code, readmes, schematics etc.
> > >
> > > Anyone interested, please contact email me with the folowing email
> > > address - hardware@atari.org
> > >
> > > Thanks, Lyndon

6980. Re: Atari collection for sale (NL)

Newsgroup: comp.sys.atari.st
Date: 2003-10-08 12:28:51 UTC
From: inf0rmer <paulspam@e1designspam.comspam>
Message-ID: <7qTgb.141667$bo1.94941@news-server.bigpond.net.au>
Source record: 23062
Cross-posted to: alt.fr.micro.atari,comp.sys.atari.8bit,comp.sys.atari.st,de.comp.sys.atari,fr.comp.sys.atari,pl.comp.sys.atari

You're not moving to Western Australia by any chance are you? Perhaps you could bring it all here for me? :)

"Collection 4 sale" <123collectionsale@456quicknet.nl> wrote in message news:1065551702.903906@cache1...
> Somewhere in the next couple of months I will be moving to another country,
> and am thefore parting with my entire vintage computer collection. The ATARI
> items are listed below. I am sending this to inquire whether anyone would
> be interested in buying all in one deal. In case you're interested, respond
> to my email-address with an offer, for the whole lot only please, and keep
> it serious. If I cannot sell all-in-one, I will offer items seperately
> later on. (IMPORTANT: remove the 123 - 456 from the address when replying!).
> Oh, I am located in the Netherlands.
>
> --
> Atari 400 boxed
> Atari 800 boxed
> Atari 65XE boxed
> Atari 130XE boxed
> Atari 800XE boxed
> Atari 600XL boxed (Atari writer pack)
> Atari 800XL boxed
> Atari 1200XL boxed
> Atari XE Gamesystem boxed
> Atari 520 ST boxed
> Atari 1040STf boxed
> Atari SM124 monitor boxed
> Atari SM125 monitor boxed
> Atari 520 ST test kit boxed incomplete
> Atari ST Book boxed
>
> Atari VCS wood/6 boxed
> Atari VCS wood/4 boxed
> Atari 2600 black/4 boxed (2x)
> Atari 2600 Jr. boxed
> Atari 7800 boxed
> Atari 5200 boxed
> Atari Ultra pong doubles boxed
>

> Atari Video Music system boxed
>
> Atari 800 disk drive boxed
> Atari 800 Bookkeeper kit boxed
> Atari 1020 Color printer boxed
> Atari 1030 Modem boxed
> Atari Touchpad boxed
> Atari CX-11 tapedrive boxed
> Atari Kid's controller boxed
> Atari Light pen boxed
> Atari Lab starter set boxed
> Atari Lab Light Module boxed
> Atari Cart library boxed
> Atari Trak-Ball boxed (2x + 1x but label "modified for Amiga" by dealer)
> Atari Driving controllers boxed
> Atari Paddle Controllers boxed (2x, old box+new box)
> Atari Keyboard Controllers boxed (2x)
>
> 133 Boxed VCS/2600 game carts (10 double, same tile, different label)
> 35 loose VCS/2600 game carts
> + 15 boxed+34 loose VCS/2600 duplicate carts
>
> 22 boxed 7800 game carts
> 4 loose 7800 game carts
>
> 18 boxed XE GS game carts
> 2 loose XE GS game carts
>
> 28 boxed/mapped Atari 400/800 software titles
> 6 loose Atari 400/800 carts
>
> 19 boxed Atari home computer carts
> 2 loose Atari home computer carts
>
>
> Loose machines:
>
> Atari 520ST
> Atari 130XE
> Atari 130XE modified
> Atari 800XL modified
> Atari 1040STf (2x)
> Atari ST Book
> Atari Stacy 2
> Atari Stacy 4 modified with HDD ctrlr.
> Atari Mega STe
> Atari Mega 1
> Atari Mega ST2
> Atari Mega ST4
> Atari Megafile 20

> Atari Megafile 30 (2x)
> Atari TT030 (3x)
> Atari ATW800 tower case (2x, loose, empty case only)
> Atari 1050 diskdrive (1x + 2x modified)
> Atari SF354 diskdrive
> Atari SF314 diskdrive
> Atari 2600 Jr.
>
> + Unique collector's item: First 2600 Jr. shipped into Germany in 1984,
> signed by Klaus Ollmann (VP Atari Germany), with accompanying certificate
of
> authenticity (1984) signed by Anton Bruehl VP Atari Intl. Obtained from
> Klaus Ollmann, former VP Atari Germany.
>
> Various manuals, magazines, books
>
>

6981. 3.5" DSDD ("720K") diskettes

Newsgroup: comp.sys.atari.st
Date: 2003-10-08 13:38:07 UTC
From: "Glen G." <novirusforme@nowhere.com>
Message-ID: <t6ednYroD-LEjhmiU-KYiQ@gbronline.com>
Source record: 23063

Hi --

I have a number of old computers which require 3.5" DSDD diskettes and recently had an opportunity to purchase some of them (more than I will ever use, but I had to purchase the entire lot). A friend suggested that I post to a few Usenet groups pertaining to machines which have the same requirements -- somebody else probably could use some of these, too.

Here are the details:

Retail 10-diskette boxes, Certron brand, shrinkwrapped, inner plastic sleeve, labels included. Look and act just like brand new. I opened a couple of boxes and formatted half a dozen diskettes without incident.

They're packed in a couple of different-sized cartons: 10-box and 42-box. Cost: $1 per 10-diskette box, minimum 10-box order (one 10-box carton). USPS Media Mail is the best bet for shipping: $3.52 (for a total of $13.52) for a 10-box carton (100 diskettes), and $8.74 (for a total of $50.74) for a 42-boxer (420 diskettes).

If you prefer, I can ship via UPS, but it costs a few dollars more.

I'll ship them from my company address, so I can accept PayPal, VISA, MasterCard, American Express, or Discover. If you have another payment option in mind, please let me know.

If you want in on this deal, please send a note to glenatacme@aol.com. I'll reply privately and if you're in the USA I'll include my toll-free number so you can call and we can discuss the details.

BTW I'll be happy to ship internationally.

Any questions drop me a note at the address mentioned above.

Later --

Glen Goodwin
ACME Enterprises of Orlando
http://www.acme-sales.net

6982. FA: King's Quest 2 and Police Quest 2 (from Sierra - boxed/complete)

Newsgroup: comp.sys.atari.st
Date: 2003-10-08 18:11:14 UTC
From: "Paul N." <visit_my_site@nurmix.com>
Message-ID: <mgk8ovcaae8am738kfl2bfu2hmt1sd5vkl@4ax.com>
Source record: 23064

I have the following two Sierra games on auction at ebay (no reserve):

"King's Quest 2 - Romance Of The Throne"
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3051948433&category=21179&rd=1

"Police Quest 2 - The Vengeance"
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3051952004&category=21179&rd=1

Both games are boxed and complete, in beautiful, almost new condition
(I bought them new many years ago, but never used them).

I'll be putting up a few more Sierra games in the coming days as well,
if anyone is interested.

Thanks!

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

6983. Re: Gribnif and Dan Wilga are still around....

Newsgroup: comp.sys.atari.st
Date: 2003-10-08 18:44:24 UTC
From: Dan Wilga <gribnif@pair.com>
Message-ID: <gribnif-0A7F9D.14442408102003@nap.mtholyoke.edu>
Source record: 23066

I also still read c.s.a.s from time to time :-)

Thanks for the mention.

In article <3f818206622f50@comcast.net>,
"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote:

> Hello all,
>
> After I wrote my STe article for MyAtari, I decided it was time to
> have my STe multi-task. So I installed Geneva and ordered a copy
> of NeoDesk 4 from Gribnif. I was not sure if they were still
> around, but sure enough that are as well as Dan Wilga. He was very
> helpful and sent me my copy pronto. Works just great too.. In case
> no one realizes, I have Geneva installed on my Hades and it works
> great along with the EASE desktop. For some reason though, EASE
> does not like my STe when ran with Geneva, so I ordered Neodesk.
> It is nice to see some Atari software companies still around these
> days...

--
Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

6984. CT60 shipping

Newsgroup: comp.sys.atari.st
Date: 2003-10-08 19:27:41 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f846529$0$27018$626a54ce@news.free.fr>
Source record: 23065

Shipping start again...

1 US & 1 UK guy join the CT60 club : shipping tomorrow for them !

:-)

Rodolphe

6985. Re: Papyrus query

Newsgroup: comp.sys.atari.st
Date: 2003-10-08 22:32:55 UTC
From: Haystack <willie@grabyourshaft.de>
Message-ID: <bm23pa$dc9$1@newsg4.svr.pol.co.uk>
Source record: 23067

> BTW, re your previous message, I too have been getting this massive
> spam attack. I logged onto Cix and found some 600-odd mails

similar here even though I never give my freeserve address(so where do they get it?) there is a few hundred a day, as None of them nean anything I have asked Freeserve if they could send me a letter if there are any important changes and just ignore the freeserve mailbox, I suppose it will eventually become full and bounce all back

6986. HD Driver and ASCI bus

Newsgroup: comp.sys.atari.st
Date: 2003-10-08 22:45:24 UTC
From: leaver@alphalink.com.au
Message-ID: <3f849384@news.alphalink.com.au>
Source record: 23068

I have a TT running MagiC 6.20 with HD Driver 8.03.

A couple of months ago I converted a 3.2gb Quantum Fireball drive on the SCSI bus to FAT32 partitions. The internal drive and a Syquest EZ230 still use BGM partitions. Everything on the SCSI bus seems to work normally, except that MagXDesk takes a few seconds to assemble a FAT32 partition for display on the first time I open it in a session.

On the ASCI bus I have a SupraDrive FD10 which I seldom use, so it was only a day or two ago that I noticed the following behaviour. The FD10 uses an Hitachi drive and has its own, venerable SCSI adapter.

At any time during a read or write to the FD10, disk operations can freeze. The TT has not crashed. Any program already running is accessible, but no disk operation is possible. The freeze will last a predictable amount on time, a few seconds less than two minutes, after which the read or write resumes as if nothing had happened. Nothing appears to be wrong with the completed read or write.

In a test copy of a folder containing 25 files files I experienced four of these freezes. Initiation of a freeze seems to be random, but the duration is constant, as if some long value is counting down from -1 to zero. Freezes can occur during a desk-top copy or during a read or write by an application.

I have background DMA enabled, but switching it off makes no difference.

If a freeze occurs during a copy by MagXDesk and I bring up the MagiC task list (Alt-Cont-Esc) something appears strange. The byte-count for MGCopy looks like a random number and the entry for MGcopy is followed by a second line with no task-name but the same byte-count. I have no idea if this is related or means anything.

Does anybody know anything about this?

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@alphalink.com.au Hawker, ACT 2614
leaver@austarmetro.com.au Australia

6987. Re: Help needed with CT60 project

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 00:09:29 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0310081609.6ffcca11@posting.google.com>
Source record: 23069

Carey Christenson <falcon060@adelphia.net> wrote in message
news:<1065313946-085424AEicMi@adelphia.net>...
> Galen,
> Are you sure that everything is installed
> correctly??? Double check all hardware connections
> and installation procedure. Apparently the TRACE is
> cut or you probably would not even be able to bootup.
I have, though there really isn't much to check with the 16Mhz option.

> Are you using SCSI hard drives to try and bootup your
> system??? If so, I have had serious problems with
> SCSI stuff trying to copy files to that hard drive!!!
Hmm? I will try an IDE drive. What is the cable length limit?

>Have you sorted your auto folder??? XBOOT also gives
> serious problems and will cause illegal format errors
> while booting into CT60 mode.
That's good to know. I'm using a floppy with just HD Driver on it
right now.

> I had SERIOUS system crashes after only 5
> to 20 minutes of use also with the CT60. I was
> getting SPURIOUS INTERRUPTS left and right. The 2
> things I did were sorted the AUTO FOLDER and changed
> the OSCILLATOR from 66.666 mhz to 72 mhz. and all is
> WELL!!!!!
I am having the same types of problems -- I wonder...where did you get
your oscillator?

> The only other thing I can suggest would be your
> power supply or RAM is your SDRAM CL=2 and/or PC133???
It's a 256 MB PC133 DIMM. I can't remember right now where you check
for CL=2 or CL=3 -- it's at the startup screen, isn't it?

Galen

6988. Re: Help needed with CT60 project

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 00:15:31 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0310081615.12a5c91@posting.google.com>
Source record: 23070

Janez Valant <swe@atari.org> wrote in message
news:<IEPfb.4214$2B6.751081@news.siol.net>...

> > 1) The floppy light stays on constantly. This started about an hour
> > before I even put in the CT60, but after I had put in the power
> > supply. This makes me a bit suspicious of the power supply.
>
> Only reason i had with constant led, was when i
> connected floppy drive data cable other way arround... Just curious, how
> did u use power supply without CT60? And i hope u connected floppy power
> cable properly on CT60!
I am actually using a two floppy adapter minicable since I couldn't
find a floppy extension cable. It seemed to work, at least at first.
I used the power supply by shorting the +5V pin that is always on,
even when the system is off. The power supply has an on/off switch.
As for the floppy power cable, I did triple check it, so that's OK.

> > 3) The CT60 mode has substantial instabilities. On rare occasions I
> > get 2-4 bombs even before the boot sequence finishes or when I change
> > resolution. More often, I get 5-20 minutes of use (it's a bit hard to
> > test when you're still running off of floppy), but the darn thing
> > isn't stable. Recently I've even had a few crashes with 16 Mhz 68030
> > mode.
>
> U should try removing CT60, put back that jumper and try f030 only. If
> probs will remain, u may have problems with motherboard.
Good advice.
>
> > Considering Rodolphe's attention to detail, I'd be very surprised if
> > the problem were the CT60 board itself. But where should I look to
> > solve these problems?
>
> Maybe u should contact mr. Czuba. He should know some possible errors or
> problems?
That comes next. I'm sure he can help, but I thought I'd try asking
here first.

Galen

6989. Re: ST-FAX on a Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 00:18:43 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0310081618.2f0d4ab@posting.google.com>
Source record: 23071

swamptaxes-NOT-@atlantic.net (John Garone) wrote in message
news:<XIUeb.2990$if4.2338394@newshog.newsread.com>...
> Hi All,
> Anyone get ST-FAX to send on a Falcon with a V.92 USR modem?
> Lights flash, ARQ/FAX light blinks but modem doesn't dial. Tried it at
> different baud rates (matched them in the CPX), Class settings, modem ports
> 6, 7 or 8. With NVDI and without NVDI but with FPATCH2.
> Same modem with Stik2/HSMODEM7 is ok.
>
No, but are you referring to STraight Fax?

Galen

6990. Re: Gribnif and Dan Wilga are still around....

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 00:22:13 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0310081622.1cbf6127@posting.google.com>
Source record: 23072

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<3f818206622f50@comcast.net>...
> Hello all,
>
> After I wrote my STe article for MyAtari, I decided it was time to
> have my STe multi-task. So I installed Geneva and ordered a copy
> of NeoDesk 4 from Gribnif. I was not sure if they were still
> around, but sure enough that are as well as Dan Wilga. He was very
> helpful and sent me my copy pronto. Works just great too.. In case
> no one realizes, I have Geneva installed on my Hades and it works
> great along with the EASE desktop. For some reason though, EASE
> does not like my STe when ran with Geneva, so I ordered Neodesk.
> It is nice to see some Atari software companies still around these
> days...
>
Dan is around, but he hasn't really done anything since 1999. Still,
I use
Geneva and NeoDesk on my Falcon (and previously on my STe) and I'm
impressed with how well it works. If you have 4Mb or less of memory,
it's a very good choice for an OS.

Galen

6991. Re: Help needed with CT60 project

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 00:41:46 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1065641106-702525AEicMi@adelphia.net>
Source record: 23073

Galen,
I currently have about a 2 foot cable on my IDE
chain for 2 IDE hard drives listed at the bottom of
this page in my SIG. Obviously, the shorter the
better. It could be possible that booting anything
from the floppy with the CT60 may give problems
especially if you do not have the latest updates.
What updates are you using??? I am using ABE5K and
SDR5D just for future reference for you. The 72 mhz.
oscillator came with my CT60!!! Did you not get one
as well??? It is my understanding that if there was a
problem with the DIMM that the CT60 would not even
boot properly. Not sure about this because I have not
experienced this problem. I recieved an e-mail from
Rodolphe a few days ago saying that if your DIMM is a
PC133 but a CL=3 that it is most likely to not give
any problems. Mine just so happens to be a KINGSTON
512 meg SDRam PC133 part # KVR133X64C3/512 where the
C3 indicates that it is a CL=3 but on my system it has
always booted up and given NO problems. Anyone else
out there also using PC133 but a CL=3 latency and not
having any problems??? If so, what kinda problems???
But to answer your question I believe that Rodolphe
had something put into the bootup that if there was
problems with the DIMM that it would let you know. If
there is anything else I can do for you let me know.

thanks,
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)

Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

6992. Re: PC Floppy/Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 05:36:15 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <jt6hb.42$8r6.20700@newshog.newsread.com>
Source record: 23074

On 8 Oct 2003 07:49:30 +, Adam Klobukowski wrote:
>On Wed, 08 Oct 2003 07:37:14 GMT, John Garone <swamptaxes-NOT-@atlantic.net> had a noticeable pleas>ure while writting:
>> Hi All,
>> Can someone give info on jumpers to change on a PC floppy to be used on
>> a Falcon (I seem to have lost the info). Also, I have a PC floppy but
>> there's no markings as to where those jumpers are at.
>
>The jumpers mey be inside, and you may need soldering iron to resolder them
>(as I had to do).
>
Hi Adam,
It's open but I see nothing marked as 0,1, etc. I'll take a look at
lp's hades hyp as he suggested.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

6993. Re: HD Driver and ASCI bus

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 06:18:57 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bm2ukk$hs5po$1@ID-27442.news.uni-berlin.de>
Source record: 23075

David Leaver wrote:

> At any time during a read or write to the FD10, disk operations can
> freeze. The TT has not crashed. Any program already running is
> accessible, but no disk operation is possible. The freeze will last
> a predictable amount on time, a few seconds less than two minutes,
> after which the read or write resumes as if nothing had happened.
> Nothing appears to be wrong with the completed read or write.

Did you switch the Fast ACSI option on? This does not work with some
drives (also refer to the manual) and may result in the problems you
have observed. Try to switch it off.
Besides note that the ACSI bus of many TTs is not working properly. But
with these TTs you usually get a loss of data with fast drives connected
to the ACSI bus. In your case it seems to be something different.

--

Dr. Uwe Seimet http://www.seimet.de

6994. Re: PC Floppy/Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 06:50:05 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <xy7hb.32$mS3.27267@monger.newsread.com>
Source record: 23076

On 9 Oct 2003 05:36:15 G, John Garone wrote:
>On 8 Oct 2003 07:49:30 +, Adam Klobukowski wrote:
>>On Wed, 08 Oct 2003 07:37:14 GMT, John Garone <swamptaxes-NOT-@atlantic.net> had a noticeable plea>s>ure while writting:
>>> Hi All,
>>> Can someone give info on jumpers to change on a PC floppy to be used on
>>> a Falcon (I seem to have lost the info). Also, I have a PC floppy but
>>> there's no markings as to where those jumpers are at.
>>
>>The jumpers mey be inside, and you may need soldering iron to resolder them
>>(as I had to do).
>>
>Hi Adam,
> It's open but I see nothing marked as 0,1, etc. I'll take a look at
>lp's hades hyp as he suggested.

LP's hades.hyp was informative (thanks lp) but I still couldn't find
a set of pads marked 0,1 or dso,ds1. Tracing from the cable pins (counting
from either side) looks either like 10 and 12 aren't connected to
anything or they go directly to a chip! I'll look around for one of the
drives listed as "known to work". Note that this drive is an Epson SMD-300.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

6995. ADV: Atari Clearance Sale! 30% off!

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 08:49:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0310090145270.5204-100000@onyx.spiritone.com>
Source record: 23077
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari
stuff coming out of my Ears and I need to make room for NEW Atari stock.
I'm buying out an Atari Dealer & I need to make room for NEW Atari stock!
So I'm Offering a 20% off the Top Discount for any customer on Atari ST
and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more!
For Regular Customers add another 10% off! A Whopping 30% off the Top
Discount. Take advantage of this, because this is as Good as it Gets! A
lot of the items on sale I only have One, Two or a Few of! So act NOW
While I got it! Get the Catalogs while inventory Lasts! Got Questions?
Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

http://www.aracnet.com/~atari/specials.htm Atari Specials!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6996. Re: BUY : 68882 copro 33mhz plcc / 14 megs ST-Ram for my falc ...

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 10:30:03 UTC
From: sabem@m6net.fr
Message-ID: <bfce31aa.0310090230.bdf2c2b@posting.google.com>
Source record: 23078

sabem@m6net.fr (C-Rem) wrote in message
news:<bfce31aa.0310010855.262dcb7b@posting.google.com>...
> as it's not possible for me to buy a CT060 atm ... (i'm waiting for a
> 2nd list ...)
>
>
> I'm looking for a 68882 copro 33mhz plcc and a 14 meg ST-Ram card ..
> (ct060 owners don't need the 68882 now ...)
>
>
> i'm also looking for a falcon rgb cable (i've got a vga adapter)coz
> old demos are not working with vga ...

>>>> j'ai trouvï¿½ !!!
>
>
> i've got a SCSI 135mb syquest + 9 cardridges to sell ... (it's
> possible to make an exchange with 68882 or ST-ram ..)
>
> thx a lot :)
>
>
> C-Rem / MJJ-PROD

note : je suis en france a CHALON SUR SAONE (71)

6997. Re: CT60 shipping

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 15:36:17 UTC
From: rsmac@t-online.de
Message-ID: <1g2kjte.1lkkn9o119s570N%rsmac@t-online.de>
Source record: 23079

Rodolphe Czuba <rczuba@free.fr> wrote:

> Shipping start again...
>
> 1 US & 1 UK guy join the CT60 club : shipping tomorrow for them !

Gnni..

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

6998. Atari STE Ethernet interface

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 17:12:10 UTC
From: Pablo MORAN <pablomoran@wanadoo.es>
Message-ID: <BBAB638A.6F28%pablomoran@wanadoo.es>
Source record: 23080

This message is for Lyndon Amsdon.

Hi, Lyndon. You have problems vith your mail?

You have received the transfer?

The passed Monday 6 October 2003, I carried out a transfer of £100 + £14.13
of banking expenses. Total £114.13 pounds sterling (163,83 € euro). The
transfer shipment operation has been correct. Ok.

I am expecting the confirmation of the reception of the transfer.

If there is some problem, you communicate it to me.

Regards

Pablo
--
pablomoran@wanadoo.es
____

6999. Atari ST Disk Drive Book Needed

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 19:07:25 UTC
From: cobblehill30@yahoo.com
Message-ID: <42506b96.0310091107.3d46e1f1@posting.google.com>
Source record: 23081

I am looking to purchase a book called "Atari ST Disk Drives: Inside and Out". If anyone has a copy and would like to sell it, or know where I can find a copy, please respond to this posting or email me at:

cobblehill30@yahoo.com

Thanks
--Gerry.

7000. Re: CT60 shipping

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 20:13:14 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f85c159$0$20156$626a54ce@news.free.fr>
Source record: 23082

It is the first 2 of the new turn...into which you are ;-)

"Robert Schaffner" <rsmac@t-online.de> a crit dans le message de news:
1g2kjte.1lkkn9o119s570N%rsmac@t-online.de...
> Rodolphe Czuba <rczuba@free.fr> wrote:
>
> > Shipping start again...
> >
> > 1 US & 1 UK guy join the CT60 club : shipping tomorrow for them !
>
> Gnni..
>
> Regards, Robert
>
> --
> -= Home of DOIT-Archive =-
> _____
> Macintosh und Atari Hardware FAQs
> <http://www.doitarchive.de>

7001. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 20:55:16 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bm4hvj$le2$1@sparta.btinternet.com>
Source record: 23084

Hi John

> >> Heard on the news that there's a class action lawsuit to be filed
> >> against Microsoft for developing insecure programs regarding viruses!
> >> First type of lawsuit in that arena!
> >
> >Almost close, a single user is filing this suit and the anti-ms crusade
are
> >trying to get it switched to a class action suit, its highly likely to
fail
> >on the basis that if it wasn't for a criminal element targeting MS
product
> >then there wouldn't be an issue.
> >
> >Think about it, we all sure lock manufactures coz we get burgled!, doh!!
>
> so you're saying that if most households are using faulty locks then
> lets put the blame on the criminals for us needing locks in the first
> place! No criminals = no issue???

Exactly, locks were invented to keep out thieves.

Where i used to live we didn't have locks, they weren't needed and there
were no break-ins, not because of the lack of locks but due to the lack of
thieves.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7002. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 20:55:18 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bm4hvl$le2$2@sparta.btinternet.com>
Source record: 23083

Hi "The6502Man"

> The real angle to try is the marketing of a faulty product. The overall
> security issue shouldn't (in my opinion) be the focus of the lawsuit. As
> others have said, in regards to the lock and the lockpick, thats a
> no-winner. but to sue them on the grounds that they knew they were
> releasing a faulty product for sale....and with the amount of patches they
> have released for XP, they had to have known.

So if i drain the oil out of your car and the engine seizes, you'll sue the
car manufacturer for fitting a faulty drain plug on the basis that it was
the device i utilised to gain access to your oil?

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7003. geluid op 1024 ST

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 21:13:55 UTC
From: Richard Ten Hoor <rileo@wanadoo.nl>
Message-ID: <3f85d28a$0$35148$1b62eedf@news.wanadoo.nl>
Source record: 23085

Weet iemand misschien nog een programma te achterhalen waarin het MIDI
geluid op de ATARI valt te bewerken ?
Ik weet dat diverse bands er mee werkten, maar weet niet meer hoe het
programma heet. Hoe kom ik er aan ?
Mail maar aan rtenhoor@tiscali.nl

7004. Re: Atari STE Ethernet interface

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 23:35:13 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0310091535.5c989b04@posting.google.com>
Source record: 23086

Pablo MORAN <pablomoran@wanadoo.es> wrote in message
news:<BBAB638A.6F28%pablomoran@wanadoo.es>...
> This message is for Lyndon Amsdon.
>
> Hi, Lyndon. You have problems vith your mail?
>
> You have received the transfer?
>
> The passed Monday 6 October 2003, I carried out a transfer of £100 + £14.13
> of banking expenses. Total £114.13 pounds sterling (163,83 € euro). The
> transfer shipment operation has been correct. Ok.
>
> I am expecting the confirmation of the reception of the transfer.
>
> If there is some problem, you communicate it to me.

I received it fine, and the order will be completed and shipped. I
have sent you an email from both accounts.

Lyndon

7005. Re: Atari STE Ethernet interface

Newsgroup: comp.sys.atari.st
Date: 2003-10-09 23:35:13 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0310091535.7555756@posting.google.com>
Source record: 23087

Pablo MORAN <pablomoran@wanadoo.es> wrote in message
news:<BBAB638A.6F28%pablomoran@wanadoo.es>...
> This message is for Lyndon Amsdon.
>
> Hi, Lyndon. You have problems vith your mail?
>
> You have received the transfer?
>
> The passed Monday 6 October 2003, I carried out a transfer of £100 + £14.13
> of banking expenses. Total £114.13 pounds sterling (163,83 € euro). The
> transfer shipment operation has been correct. Ok.
>
> I am expecting the confirmation of the reception of the transfer.
>
> If there is some problem, you communicate it to me.

I received it fine, and the order will be completed and shipped. I
have sent you an email from both accounts.

Lyndon

7006. Re: HD Driver and ASCI bus

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 01:31:46 UTC
From: leaver@alphalink.com.au
Message-ID: <3f860c02@news.alphalink.com.au>
Source record: 23088

On 9 Oct 2003 08:18:57 +, Uwe Seimet wrote:
>David Leaver wrote:
>
>> At any time during a read or write to the FD10, disk operations can
>> freeze. The TT has not crashed. Any program already running is
>> accessible, but no disk operation is possible. The freeze will last
>> a predictable amount on time, a few seconds less than two minutes,
>> after which the read or write resumes as if nothing had happened.
>> Nothing appears to be wrong with the completed read or write.
>
>Did you switch the Fast ACSI option on? This does not work with some
>drives (also refer to the manual) and may result in the problems you
>have observed. Try to switch it off.
>Besides note that the ACSI bus of many TTs is not working properly. But
>with these TTs you usually get a loss of data with fast drives connected
>to the ACSI bus. In your case it seems to be something different.

Uwe, thanks for the response. I should have mentioned that I have Fast ASCI switched off, but having it switched on makes no difference. (The FD-10 could not be considered fast - it uses a 10 mb 5.25" floppy medium.)

I had never experienced this behaviour before creating the FAT32 partitions on the Quantum. However, since I posted my message, I have tried booting with the Quantum switched off, and with the "#_DPP -f2 -F32 -S2 J:" line deleted from MAGX.INF, and the FD-10 still freezes in the same way. There may be no connection with The Quantum.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@alphalink.com.au Hawker, ACT 2614
leaver@austarmetro.com.au Australia

7007. Re: Atari STE Ethernet interface

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 03:54:50 UTC
From: Pablo MORAN <pablomoran@wanadoo.es>
Message-ID: <BBABFA2A.7035%pablomoran@wanadoo.es>
Source record: 23089

No artï¿½culo 1a7d6495.0310091535.5c989b04@posting.google.com, Lyndon Amsdon escribiu o 10/10/2003 01:35 desde lyndonamsdon@hotmail.com :

>
> I received it fine, and the order will be completed and shipped. I
> have sent you an email from both accounts.
>
> Lyndon

Ok, Lyndon.
Thanks by your messages in which you confirm me that you have received my transfer.
I am anxious by installing the interface Ehernet for my Atari STE, your called EtherNEC.
I believe that thanks to your magnificent work my Atari is going to acquire a marvelous value added. Perhaps me do not mistake upon saying that your interface is one of the better peripherals than in these last years have been able to develop for ours dear Ataris. It is the integration of the Atari ST in the network, living together with other machines that today are also more powerful -in many cases-, but before the ones that the Atari ST shows that still it can be useful and that can understand its language.
I'm seeing pages and messages in the web that do reference to your EtherNEC, and all expose positive comments. It would desire that your work had the maximum diffusion.
I expect that you, and other persons with your knowledge, talent and interest, you can continue investigating in new developments for these machines that the atarianos do not want to abandon.
Thanks, I expect the reception of the package and good luck.

Pablo
--
pablomoran@wanadoo.es
_____

7008. Re: CT60 shipping

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 04:50:06 UTC
From: dsobrien@earthlink.net
Message-ID: <964bcaf5.0310092050.2e532882@posting.google.com>
Source record: 23090

The US welcomes it's new arrival. Long live Atari!

Dylan O'Brien

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3f846529$0$27018$626a54ce@news.free.fr>...
> Shipping start again...
>
> 1 US & 1 UK guy join the CT60 club : shipping tomorrow for them !
>
> :-)
>
> Rodolphe

7009. Re: Help needed with CT60 project

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 05:24:17 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0310092124.fb63441@posting.google.com>
Source record: 23091

Carey Christenson <falcon060@adelphia.net> wrote in message
news:<1065641106-702525AEicMi@adelphia.net>...
> Galen,
> I currently have about a 2 foot cable on my IDE
> chain for 2 IDE hard drives
Thank you for this information.

> I am using ABE5K and SDR5D just for future reference for you.
How do you find out? I realize I should know this, but I put the CT60
away for a while so I can calm down and catch up at work.

> The 72 mhz. oscillator came with my CT60!!! Did you not get one
> as well???
Hmmm. I don't think so. It is possible that I overlooked it in the
box and threw it away, but all I remember are a few minor parts like
surface mount resistors.

> It is my understanding that if there was a
> problem with the DIMM that the CT60 would not even
> boot properly.
I'm beginning to think it is not the DIMM.

Galen

7010. Re: HD Driver and ASCI bus

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 07:48:33 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bm5o8h$j4dqr$1@ID-27442.news.uni-berlin.de>
Source record: 23092

David Leaver wrote:

> I had never experienced this behaviour before creating the FAT32
> partitions on the Quantum. However, since I posted my message, I have

Whatever it is, it cannot be directly related to the partition type. On
the level where the drive is accessed partition types are not relevant.
If possible, try using a shorter cable.

--

Dr. Uwe Seimet http://www.seimet.de

7011. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 10:46:16 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Y5whb.103$mS3.83817@monger.newsread.com>
Source record: 23093

On 9 Oct 2003 20:55:16 +, "Steve Sweet" wrote:
>Hi John

>> so you're saying that if most households are using faulty locks then
>> lets put the blame on the criminals for us needing locks in the first
>> place! No criminals = no issue???
>
>Exactly, locks were invented to keep out thieves.
>
>Where i used to live we didn't have locks, they weren't needed and there
>were no break-ins, not because of the lack of locks but due to the lack of
>thieves.
>

how about this: the problem (as I see it :) is that there ARE thieves in
our net neighborhood and microlimp refuses to acknowledge the possibilty
that their software provides no protection against them. Hence the need to
use our own locks (running anti-virus software and using filters, etc)!
You can't believe that OE, etc., is the best that it could be as far as
providing protection against net thieves! Even if it wasn't intended to do
that, since it is known that OE doesn't survive break-ins shouldn't
that company (at least morally) look the possibility that OE is faulty in
that area?
A lawsuit doesn't necessarilly have to be won to to get microlimp
to take a harder look at the issue! In US politics, just the threat of
legislation being entered can cause changes!
Regarding your oil plug analogy, if the company leads you to believe
that you will be relatively safe from oil draining thieves by making sure
the plug is there before a thief opens it then the company is at fault.
What if banks had the philosophy of "protect yourself after a neighboring
bank was robbed"? Put your money in a mattress?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

7012. Geneva was: Gribnif and Dan Wilga are still around....

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 11:14:11 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@gmx.de>
Message-ID: <3F869483.413A4A82@gmx.de>
Source record: 23094

Hello Dan,

> Thanks for the mention.
> > After I wrote my STe article for MyAtari, I decided it was time to
> > have my STe multi-task. So I installed Geneva.
I'm glad to hear that you are still active in the Atari market.
With the Geneva demo I found out:
- to use a file selector from choice, like my BoxKite, would be better
- the Gemini desktop didn't work thus I would appreciate some more
options to optimize compatibility
and thus would be pleased if you continue working on Geneva. Because it
prospects a single tasking mode for "critical" programs it appears to me
a much better alternative to N.AES or XaAES.

regards, Ludwig

7013. Re: geluid op 1024 ST

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 13:29:06 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0310101517590.155-100000@UNI_MANiac>
Source record: 23095

On Thu, 9 Oct 2003, Richard Ten Hoor wrote:

> Weet iemand misschien nog een programma te achterhalen waarin het MIDI
> geluid op de ATARI valt te bewerken ?
> Ik weet dat diverse bands er mee werkten, maar weet niet meer hoe het
> programma heet. Hoe kom ik er aan ?
> Mail maar aan rtenhoor@tiscali.nl
>

Hallo Richard,

comp.sys.atari.st is een Engelstalige nieuwsgroep, dus ik ga nu verder in
het Engels:

It sounds like you're new in the Atari/Midi world.
Some things you have to know:

1. Basically MIDI is NOT sound, only notenumbers and controllerdata and
things like that. The sound is made by the attached internal or external
synthesizer/sampler/soundcard. There is a lot of info about MIDI basics on
the net.

2. Once you have understood point 1 ; Yes, there is a lot of Atari
MIDI software around. If you want to work with sequencers and synth
editors the Atari is still a great machine.

3. Take a look at Tim Conrardy's excellent website
http://tamw.atari-users.net to get started. Here you will also find a link
to the atari-midi mailinglist. Join that list, and almost all your answers
will be answered by experienced Mid/Atari users.

3. The name of your computer is 1040 ST not 1024 ST

4. You say "several bands worked with it". In fact several bands /
producers / songwriters are still working with it today !

--

Martin Tarenskeen

7014. using .mid files on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 13:45:27 UTC
From: Francesco Sblendorio <sblendorio@despammed.com>
Message-ID: <bm6d62nmv1@newsreader.mailgate.org>
Source record: 23146

Does CuBase handle .mid files or should I search for something else?

--
Retrocensitevi! Su:
http://www.retrocensimento.bbk.com
http://www.retrocensimento.cjb.net

7015. C-LAB Falcon MKX/EtherNEC woes

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 13:55:49 UTC
From: julianwolfe@earthlink.net
Message-ID: <de454671.0310100555.7a4a9c76@posting.google.com>
Source record: 23147

Greetings, The Scene!

Hoping someone can help me out here...I've recently purchased a C-Lab Falcon MKX to replace my Mega/STE as my main machine. I just moved all my software over, and am starting on the STinG/EtherNEC installation. After installing the EtherNEC, I've found that even though I can see the MAC address through STinG, the card will not communicate with anything...Doing a PING yields no yellow lights. I purchased the EtherNEC fully asembled with card from Lyndon Amsdon.

Here's my STinG setup:

Path - C:\STING

ENEC3.STX
RESOLVE.STX
TCP.STX
UDP.STX

ROUTE.TAB:
192.168.254.8 0.0.0.0 EtherNet 0.0.0.0
0.0.0.0 0.0.0.0 EtherNet 192.168.254.254

Mind you, save for ENEC3.STX in place of ENEC.STX, this setup is identical to that on my Mega/STE, which works 100%

I tested this under MagiC 6.20 and plain TOS 4.0, and neither makes any difference.

The setup on my C-Lab Falcon MKX:
MagiC 6.20, NVDI 5.03, 14MB RAM, ScreenBlaster II

The setup on my Mega/STE:
MagiC 6.20, NVDI 5.03, 4MB RAM

This problem seems uncannily similar to the EtherNEC problems TT owners seem to be discussing here on C.S.A.S.

Note: This is one EtherNEC that I've been moving from machine to machine, so I know it works.

7016. Re: using .mid files on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 14:34:56 UTC
From: JM <"mail complicated net">
Message-ID: <vmgdovgevcgh9t5oe1c6u3l104sjggapio@4ax.com>
Source record: 23148

On Fri, 10 Oct 2003 15:45:27 +0200, "Francesco Sblendorio"
<sblendorio@despammed.com> wrote:

>Does CuBase handle .mid files or should I search for something else?

Yes, it does. But Cubase is a very expensive piece of software if you
just want to play .mid files, so I suggest you look for some PD stuff,
or find some Dr. T software.

Check out http://tamw.atari-users.net/omega.htm

JM

7017. ID3 tag editor

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 16:10:34 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20031010181034.a23817@du3.maus.de>
Source record: 23152

Hello,

does anyone know whether an ID3 tag editor for MP3 files on an ATARI exists.
Aniplayer is not able to edit ID3 tags of existing MP3 files. :-(

Regards,

Frank

7018. Re: CT60 shipping

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 16:12:31 UTC
From: rsmac@t-online.de
Message-ID: <1g2mka0.1b361h2auclc8N%rsmac@t-online.de>
Source record: 23149

Rodolphe Czuba <rczuba@free.fr> wrote:

> It is the first 2 of the new turn...into which you are ;-)

Make it so :)

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

7019. Re: C-LAB Falcon MKX/EtherNEC woes

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 16:16:31 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.10.10.16.16.29.592575@removenoaspam.atari-source.com>
Source record: 23150

On Fri, 10 Oct 2003 06:55:49 -0700, Julian Wolfe wrote:

> Greetings, The Scene!
>
> Hoping someone can help me out here...I've recently purchased a C-Lab
> Falcon MKX to replace my Mega/STE as my main machine. I just moved
> all my software over, and am starting on the STinG/EtherNEC
> installation. After installing the EtherNEC, I've found that even
> though I can see the MAC address through STinG, the card will not
> communicate with anything...Doing a PING yields no yellow lights. I
> purchased the EtherNEC fully asembled with card from Lyndon Amsdon.
>

Julian,

Bear in mind I have never been able to get Ethernec working under STiNG
using Thomas Redelberger's drivers. My solution was to use ozk's mintnet
drivers at http://assemsoft.atari.org in combination with either MiNTNet
under MiNT or Magxnet under MagiC. This of course poses a problem if
you're a singletos/geneva/other system kind of guy. However from your
post it would appear you are a MagiC guy. Magxnet is highly recommended
by me, better internal latency, better throughput, even through the
gluestik arbitration layer. It just doesn't have the pretty config utils.
But I only had to place a few files in the right places and setup I think
3 lines of one file and 1 of another. Not complicated.

Alas, perhaps *someone* will be able to assist you with the STiNG setup.
I dropped that stack ;-) Of course the STiNG drivers might work better on
a non-falcon machine, but that wasn't a consideration of mine - I have a
falcon. Incredibly even after getting a CT60 everything still worked with
minimal changes - a credit to ozk and Lyndon's design. However if you get
a CT60 I would recommend an older version of ozk's driver which I can send.

Mark
http://portal.atari-source.com

7020. Buy or Trade: Falcon ST-RAM card

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 16:27:06 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.10.10.16.27.06.684754@removenoaspam.atari-source.com>
Source record: 23151

Hello guys,

Well it's apparent now that my ST-ram card is the culprit in my system instability on my tests at 20MHz bus. As such I am looking to trade a non-CT60 owner (and never will be a CT60 owner) memory cards. I'm looking for a CT60 compatible card including the Action RAM card or the CentRAM. Also if anyone has a spare 4 meg Atari board laying around that might help my situation too. I have a 4 30 pin SIMMS memory card that works fine with the CT60 itself, just not under bus acceleration. It even works okay under bus acceleration but will eventually crash. I'm looking to have a 25MHz bus and a 100MHz machine. It's fast enough.. I just want faster ;-)

Thanks,
Mark
http://portal.atari-source.com

7021. Re: C-LAB Falcon MKX/EtherNEC woes

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 17:50:59 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <flChb.4396$2B6.796629@news.siol.net>
Source record: 23153

Mark D wrote:

> Alas, perhaps *someone* will be able to assist you with the STiNG setup.
> I dropped that stack ;-) Of course the STiNG drivers might work better on
> a non-falcon machine, but that wasn't a consideration of mine - I have a
> falcon. Incredibly even after getting a CT60 everything still worked with
> minimal changes - a credit to ozk and Lyndon's design. However if you get
> a CT60 I would recommend an older version of ozk's driver which I can
> send.

Only want to backup the statements bout Enec and Ozk's drivers. Both
works very well here as well! Nice work!

Janez

7022. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 18:44:28 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.10.10.18.44.11.105337@pandora.be>
Source record: 23154
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/xconv43e.zip
(354.539 bytes) graphical shell for Nconvert.ttp

**internet**
ftp://chapelie.rma.ac.be/atari/internet/atarirc_125.zip
(198.529 bytes) A nice GEM based IRC client for STik/STing/Gluestik

ftp://chapelie.rma.ac.be/atari/internet/mymail-162.zip
(1.139.633 bytes) Powerfull GEM based mail client for STik/STing/Gluestik

**sound-utils**
ftp://chapelie.rma.ac.be/atari/sound-utils/stfa_202.zip
(110.794 bytes) Sound driver for Atari

Have Fun,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

7023. Re: C-LAB Falcon MKX/EtherNEC woes

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 18:46:48 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0310102044470.12332@feanor.schunter.etc.tu-bs.de>
Source record: 23155

Hi, Mark!

MD> However if you get a CT60 I would recommend an older version of ozk's
MD> driver which I can send.

Are there problems with the current version of ozk's driver? I've just
ordered an EtherNEC for my CT60, thus have not made any experience with
this setup...

Regards,

Alexander

7024. FA: Many Atari 400/800/1200 xe xl game carts

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 20:34:53 UTC
From: john_bonham_80@yahoo.com
Message-ID: <e41705e3.0310101234.7b58e02a@posting.google.com>
Source record: 23156
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.st

Crystal Castles, Frogger II Three Deep and several others all starting
at a buck, please follow the link below or search for user ID: lrandnr

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=lrandnr&sort=3&rows=25&since=-1&rd=1

7025. Re: Geneva was: Gribnif and Dan Wilga are still around....

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 22:30:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f86dec4547a91@comcast.net>
Source record: 23157

>Hello Dan,
>
>> Thanks for the mention.
>> > After I wrote my STe article for MyAtari, I decided it was time to
>> > have my STe multi-task. So I installed Geneva.
>I'm glad to hear that you are still active in the Atari market.
>With the Geneva demo I found out:
>- to use a file selector from choice, like my BoxKite, would be better
>- the Gemini desktop didn't work thus I would appreciate some more
>options to optimize compatibility
>and thus would be pleased if you continue working on Geneva. Because it
>prospects a single tasking mode for "critical" programs it appears to me
>a much better alternative to N.AES or XaAES.
>
>regards, Ludwig

Geneva is really a solid piece of work. More program work under it
then under Mint or Magic. It runs like a charm on my Hades and my
STe.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7026. Re: Gribnif and Dan Wilga are still around....

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 22:30:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f86dec4547a92@comcast.net>
Source record: 23158

>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<3f818206622f50@comcast.net>...
>> Hello all,
>>
>> After I wrote my STe article for MyAtari, I decided it was time to
>> have my STe multi-task. So I installed Geneva and ordered a copy
>> of NeoDesk 4 from Gribnif. I was not sure if they were still
>> around, but sure enough that are as well as Dan Wilga. He was very
>> helpful and sent me my copy pronto. Works just great too.. In case
>> no one realizes, I have Geneva installed on my Hades and it works
>> great along with the EASE desktop. For some reason though, EASE
>> does not like my STe when ran with Geneva, so I ordered Neodesk.
>> It is nice to see some Atari software companies still around these
>> days...
>>
>Dan is around, but he hasn't really done anything since 1999. Still,
>I use
>Geneva and NeoDesk on my Falcon (and previously on my STe) and I'm
>impressed with how well it works. If you have 4Mb or less of memory,
>it's a very good choice for an OS.
>
>Galen

Geneva also works great on my Hades which has 256 Meg of memory.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7027. Re: using .mid files on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 22:30:57 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f86dec4547a93@comcast.net>
Source record: 23159

>Does CuBase handle .mid files or should I search for something else?
>
>--
>Retrocensitevi! Su:

It should handle them, but I Sweet 16 which does a fantastic
job....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7028. Re: ID3 tag editor

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 23:27:35 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.10.10.23.27.35.286509@nossspamXXatari-source.com>
Source record: 23160

On Fri, 10 Oct 2003 16:10:34 +0000, Frank Szymanski wrote:

> Hello,
>
> does anyone know whether an ID3 tag editor for MP3 files on an ATARI exists.
> Aniplayer is not able to edit ID3 tags of existing MP3 files. :-(
>
> Regards,
>
> Frank

Hrmm..

I ported Id3ren or something like that a while ago. It's a cool batch
renamer proggie and can do a lot of cool stuff. I'll pack it up in an lzh
and test it outside of mint.

Thanks,
Mark
http://portal.atari-source.com

7029. Re: C-LAB Falcon MKX/EtherNEC woes

Newsgroup: comp.sys.atari.st
Date: 2003-10-10 23:29:14 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.10.10.23.29.14.108472@nossspamXXatari-source.com>
Source record: 23161

On Fri, 10 Oct 2003 20:46:48 +0200, Alexander Beuscher wrote:

>
> Hi, Mark!
>
> MD> However if you get a CT60 I would recommend an older version of ozk's
> MD> driver which I can send.
>
> Are there problems with the current version of ozk's driver? I've just
> ordered an EtherNEC for my CT60, thus have not made any experience with
> this setup...
>
>
> Regards,
>
> Alexander

Alexander,

No problems, just 0.0.14 or 0.1.14 or something .14, whatever I have is
faster for evl and I. With the latest driver I pull maybe 350K/sec, with
the 0.14 I pull 420+K/sec.

Thanks
Mark
http://portal.atari-source.com

7030. Re: HD Driver and ASCI bus

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 01:09:57 UTC
From: leaver@alphalink.com.au
Message-ID: <3f875865@news.alphalink.com.au>
Source record: 23162

On 10 Oct 2003 09:48:33 , Uwe Seimet wrote:
>David Leaver wrote:
>
>> I had never experienced this behaviour before creating the FAT32
>> partitions on the Quantum. However, since I posted my message, I have
>
>Whatever it is, it cannot be directly related to the partition type. On
>the level where the drive is accessed partition types are not relevant.
>If possible, try using a shorter cable.
>

Unfortunately the ASCI input cable is a fixture in the drive, but it's
only about 50cm - it could not be much shorter.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@alphalink.com.au Hawker, ACT 2614
leaver@austarmetro.com.au Australia

7031. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 03:24:14 UTC
From: The6502Man <needonebad9@yahoo.com>
Message-ID: <yJKhb.257945$mp.181629@rwcrnsc51.ops.asp.att.net>
Source record: 23163

Ummm WHAT??? No, the plug wasn't faulty. The plug worked just fine. If
the auto company sold the car with an oil plug that they knew was bad, and
no matter how many times they reengineered the plug it STILL didn't work,
and then they sold the car with the faulty plug anyway...that was my point.
Thats a better example.

Tony

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:bm4hvl$1e2$2@sparta.btinternet.com...
> Hi "The6502Man"
>
> > The real angle to try is the marketing of a faulty product. The overall
> > security issue shouldn't (in my opinion) be the focus of the lawsuit.
As
> > others have said, in regards to the lock and the lockpick, thats a
> > no-winner. but to sue them on the grounds that they knew they were
> > releasing a faulty product for sale....and with the amount of patches
they
> > have released for XP, they had to have known.
>
> So if i drain the oil out of your car and the engine seizes, you'll sue
the
> car manufacturer for fitting a faulty drain plug on the basis that it was
> the device i utilised to gain access to your oil?
>
>
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>

7032. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 07:04:28 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <0YNhb.164$8r6.103104@newshog.newsread.com>
Source record: 23164

to rebut myself;

Ford had the Pinto with a bolt that punctured the gas tank on a rear end collision that caused an explosion. Even though they lost the lawsuit, they decided to not recall the faulty cars because it was cheaper to pay the death claims rather than replace each bolt. So, even though a product from a big company can be deemed as faulty (whether OE is or not), it doesn't mean any action will be taken to fix the problem (if it can be fixed) /:)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

7033. Re: Atari STE Ethernet interface

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 09:27:21 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3f87ccee$0$8766$cc9e4d1f@news.dial.pipex.com>
Source record: 23165

"Pablo MORAN" <pablomoran@wanadoo.es> wrote in message
news:BBABFA2A.7035%pablomoran@wanadoo.es...
> No art&#65533;culo 1a7d6495.0310091535.5c989b04@posting.google.com, Lyndon Amsdon
> escribiu o 10/10/2003 01:35 desde lyndonamsdon@hotmail.com :
>
> >
> > I received it fine, and the order will be completed and shipped. I
> > have sent you an email from both accounts.
> >
> > Lyndon
>
> Ok, Lyndon.
> Thanks by your messages in which you confirm me that you have received my
> transfer.
> I am anxious by installing the interface Ehernet for my Atari STE, your
> called EtherNEC.
> I believe that thanks to your magnificent work my Atari is going to
acquire
> a marvelous value added.

```
EtherNEC pretty much rox ;-)

Chris

Perhaps me do not mistake upon saying that your
> interface is one of the better peripherals than in these last years have
> been able to develop for ours dear Ataris. It is the integration of the
> Atari ST in the network, living together with other machines that today
are
> also more powerful -in many cases-, but before the ones that the Atari ST
> shows that still it can be useful and that can understand its language.
> I'm seeing pages and messages in the web that do reference to your
EtherNEC,
> and all expose positive comments. It would desire that your work had the
> maximum diffusion.
> I expect that you, and other persons with your knowledge, talent and
> interest, you can continue investigating in new developments for these
> machines that the atarianos do not want to abandon.
> Thanks, I expect the reception of the package and good luck.
>
> Pablo
> --
> pablomoran@wanadoo.es
> _____________________
>
```

>
>

7034. [ANN] bugfixes for Meg 1.2

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 09:49:05 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3f87d210$0$15438$7a628cd7@news.club-internet.fr>
Source record: 23166

Bonjour :)

A bugfixed version of Meg 1.2 (mail checker and antispam filter)
is released on my homepage.

- bugfix of filter 'case sensitive' string search in Body
- bugfix of freeze if authentification has failed
- work-around for $HOME on MiNT ext2 partition (save the MEG.INF
beside the program if it cannot write in $HOME folder)

Direct download at : http://rajah.atari.org/files/ -> meg12b_uk.zip
(~220Kb)

Voila :)

Rajah Lone / Renaissance
http://rajah.atari.org

7035. Falcon and NEON

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 09:55:10 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1065869898-879237AEicMi@xs4all.nl>
Source record: 23167

Does anyone have experience with working on a Falcon with the programme NEON? I am thinking about using it on my Falcon but first one to know what has to be done before doing that. I know that you need a FPU. Is that still true or are there any nonFPU versions of NEON? And i've read something about that it is better not to have a coporocessor in the Falcon. Or am i mixing things up now and is it that you better not have a FPU installed and do require the coprocessor...

And if in the case that i need a FPU; where can i obtain one from?

Thanks in advance.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

7036. Re: Falcon and NEON

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 11:55:22 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <TdShb.4414$2B6.802499@news.siol.net>
Source record: 23168

Raoul Teulings wrote:

> Does anyone have experience with working on a
> Falcon with the programme NEON? I am thinking
> about using it on my Falcon but first one to
> know what has to be done before doing that. I
> know that you need a FPU. Is that still true or
> are there any nonFPU versions of NEON?

Neon is actualy very nice and capable program. Easy to learn, with
powerfull and advanced options which makes life easier. Also include some
tricks to speed up work, like main croshair usage, black option (switch
video off when rendering, so up to 20-25% increase of rendering speed)
etc...

> And i've
> read something about that it is better not to
> have a coporocessor in the Falcon. Or am i
> mixing things up now and is it that you better
> not have a FPU installed and do require the
> coprocessor...

Hm, never heard of such argument.. Can realy think why FPU would be a
disadvantage....

>
> And if in the case that i need a FPU; where can
> i obtain one from?

Cant help u here....

Janez

7037. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 12:00:55 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bm8rdm$9ad$1@hercules.btinternet.com>
Source record: 23170

Hi "The6502Man"

The plug worked just fine, it held in the oil, until someone stole the plug,
would you blame that on a design fault or a plug thief, is it the makers
fault they stole the plug? or thieves for stealing it.

> Ummm WHAT??? No, the plug wasn't faulty. The plug worked just fine. If
> the auto company sold the car with an oil plug that they knew was bad, and
> no matter how many times they reengineered the plug it STILL didn't work,
> and then they sold the car with the faulty plug anyway...that was my
point.
> Thats a better example.
>
>
> Tony
>
>
> "Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
> news:bm4hvl$1e2$2@sparta.btinternet.com...
> > Hi "The6502Man"
> >
> > > The real angle to try is the marketing of a faulty product. The
overall
> > > security issue shouldn't (in my opinion) be the focus of the lawsuit.
> As
> > > others have said, in regards to the lock and the lockpick, thats a
> > > no-winner. but to sue them on the grounds that they knew they were
> > > releasing a faulty product for sale....and with the amount of patches
> they
> > > have released for XP, they had to have known.
> >
> > So if i drain the oil out of your car and the engine seizes, you'll sue
the
> > car manufacturer for fitting a faulty drain plug on the basis that it
was
> > the device i utilised to gain access to your oil?

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7038. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 12:00:57 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bm8rdo$9ad$2@hercules.btinternet.com>
Source record: 23169

Hi "John Garone"

> to rebut myself;
>
> Ford had the Pinto with a bolt that punctured the gas tank on a rear
end
> collision that caused an explosion. Even though they lost the lawsuit,
they
> decided to not recall the faulty cars because it was cheaper to pay the
> death claims rather than replace each bolt. So, even though a product from
> a big company can be deemed as faulty (whether OE is or not), it doesn't
> mean any action will be taken to fix the problem (if it can be fixed) /:)

So what's the 'cause' of the problem, the bolt or the person who rear ended
you?.

One is a cause, the other is an effect!!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7039. Re: using .mid files on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 12:20:42 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <uAShb.201$mM1.185@newsfep4-winn.server.ntli.net>
Source record: 23171

Hello.

"JM" <mail (at) complicated (dot) net> wrote in message
news:vmgdovgevcgh9t5oe1c6u3l104sjggapio@4ax.com...
> On Fri, 10 Oct 2003 15:45:27 +0200, "Francesco Sblendorio"
> <sblendorio@despammed.com> wrote:
>
> >Does CuBase handle .mid files?
>
> Yes, it does. But Cubase is a very expensive piece of software.

Sphericals, no it's not, I sell Cubase v3 dongle and discs for £45 plus
post.

www.keychange.co.uk

7040. Re: Falcon and NEON

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 12:35:35 UTC
From: rsmac@t-online.de
Message-ID: <1g2o4ll.v833hn18xz1k6N%rsmac@t-online.de>
Source record: 23172

Raoul Teulings <rt@xs4all.nl> wrote:

> know that you need a FPU. Is that still true or

Neon needs a 68882 FPU and the Neon dongle on Falcon LAN port..

> are there any nonFPU versions of NEON? And i've

Not hear about that.

> read something about that it is better not to
> have a coporocessor in the Falcon. Or am i

Itï¿½s not a mistake but itï¿½s only a feature.
Not realy needed for other software like games, word process and some
else.

> And if in the case that i need a FPU; where can
> i obtain one from?

Iy you had an stock falcon a cheap 68882/16 is enough.
For an acelerated falcon you need a expensive 68882/32/..50
Try to ask you local computer chip distributor.

Take my one years ago from:

Dr. Zellmer GmbH
Im Erlengrund 29
53757 Sankt Augustin / Schweiz (CH)

Telefon: 02241-332224
Telefax: 02241-336137

--
-= Home of DOIT-Archive =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

7041. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 12:50:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1065911770-188879AEicMi@gmx.net>
Source record: 23181

From: swamptaxes-NOT-@atlantic.net (John Garone)
Date: Fri, 10 Oct 2003 10:46:16 GMT

Hi John,

>What if banks had the philosophy of "protect yourself after a neighboring
>bank was robbed"? Put your money in a mattress?

They won't...
Banks pay a hefty insurance premium against this sort of hazard. Robbery, fraud, earthquake... whatever. In theory a bank should be robbed at least once every five years to make the initial inventment of the premium more or less worthwile :-)

Cheers from Belgium
Dennis

7042. Re: Falcon and NEON

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 13:52:00 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <dXThb.4418$2B6.803321@news.siol.net>
Source record: 23173

Robert Schaffner wrote:

> Neon needs a 68882 FPU and the Neon dongle on Falcon LAN port..

Just note: later versions of Neon dont require a dongle. I bought mine at Neuss show, and only got manuals with it, no dongle. There was TT version (u had to specify what computer u have) which i think still asks for dongle.

Janez

7043. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 16:04:36 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <oSVhb.221$mS3.142184@monger.newsread.com>
Source record: 23174

On 11 Oct 2003 12:00:57 , "Steve Sweet" wrote:
>Hi "John Garone"
>
>> to rebut myself;
>>
>> Ford had the Pinto with a bolt that punctured the gas tank on a rear
>end
>> collision that caused an explosion. Even though they lost the lawsuit,
>they
>> decided to not recall the faulty cars because it was cheaper to pay the
>> death claims rather than replace each bolt. So, even though a product from
>> a big company can be deemed as faulty (whether OE is or not), it doesn't
>> mean any action will be taken to fix the problem (if it can be fixed) /:)
>
>So what's the 'cause' of the problem, the bolt or the person who rear ended
>you?.
>
>One is a cause, the other is an effect!!
>

I see we can do this forever :)

It depends on what you think the problem is (which depends on the angle
you view the situation from)!
From Ford Motor Company's point of view, there never was a problem
so why find a cause to a non-problem? ("if it ain't broke, don't fix it").
Same with the US government and Agent Orange (among others). Different view
from families that lost people!

Cause and effect ---
Initial cause of accident: pick a reason.
Cause of gas tank explosion: effect of a poorly situated over-sized bolt
(placed there by Ford) that penetrates the gas tank on rear impact!
Initial cause of virus: pick a sicko!
Cause of viruses spreading: a petri dish environment caused by the
effect of poorly developed programs (placed there by mocrolimp) that do
nothing to prevent infections by a sicko!
Hey, who the heck am I to really know. I'm not a programmer but it sure
does look suspicious to me and it needs to be looked at a lot closer by
Ford, uh....Firestone, uh....micro....!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

7044. Re: Falcon and NEON

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 16:44:04 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <bm9c0kesh1@news.uni-kl.de>
Source record: 23175

Robert Schaffner wrote:
> Raoul Teulings <rt@xs4all.nl> wrote:
>
>
>>know that you need a FPU. Is that still true or
>
>
> Neon needs a 68882 FPU and the Neon dongle on Falcon LAN port..

A 68881 works too. I used Neon with this one for some years, but now I
have a 68882. Perhaps you want to have my 68881?

Regards,
Matthias

7045. FS: Atari SC1224 colour monitors TORONTO

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 18:01:50 UTC
From: waldo <waldo_xx@yahoo.com>
Message-ID: <v9hgovket7eaick7lh3c9jdmafjluqjq38@4ax.com>
Source record: 23177

local pickup Queen/Logan TORONTO

tel 416 465 6798

http://www3.sympatico.ca/res/for_sale/Atari/atari_raw.html

7046. FS: Atari 1040 and 520 TORONTO

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 18:02:36 UTC
From: waldo <waldo_xx@yahoo.com>
Message-ID: <5dhgov4660oksdot1e1d61g8gl1mbap7m6@4ax.com>
Source record: 23176

local pickup Queen/Logan TORONTO

tel 416 465 6798

http://www3.sympatico.ca/res/for_sale/Atari/atari_raw.html

7047. Re: C-LAB Falcon MKX/EtherNEC woes

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 19:44:11 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f886b8e3753070@tripnet.se>
Source record: 23178

In comp.sys.atari.st <de454671.0310100555.7a4a9c76@posting.google.com>
Julian Wolfe wrote on Fri 10-10-2003 06:55 (-0700):

>Hoping someone can help me out here...I've recently purchased a C-Lab
>Falcon MKX to replace my Mega/STE as my main machine. I just moved
>all my software over, and am starting on the STinG/EtherNEC
>installation. After installing the EtherNEC, I've found that even
>though I can see the MAC address through STinG, the card will not
>communicate with anything...Doing a PING yields no yellow lights. I
>purchased the EtherNEC fully asembled with card from Lyndon Amsdon.
>
>Here's my STinG setup:
>
>Path - C:\STING
>
>ENEC3.STX
>RESOLVE.STX
>TCP.STX
>UDP.STX

You might want to try ENEC.STX to check if it works better than ENEC3.STX
Also the physical order of .STX files in the STING folder is of some
importance. On my system (TT with Magic)) ENEC.STX has to be the last
.STX module.

>ROUTE.TAB:
>192.168.254.8 0.0.0.0 EtherNet 0.0.0.0

What is this? If you simply have another computers etc on the same
(Ethernet) network there is no need for extra lines in the routing table.

>0.0.0.0 0.0.0.0 EtherNet 192.168.254.254

If the default gateway (router) on your network really has the IP
192.168.254.254 this is the only line you need.

>Mind you, save for ENEC3.STX in place of ENEC.STX, this setup is
>identical to that on my Mega/STE, which works 100%

Except for the running order of .STX modules perhaps... Make it 100%
identical and go from there testing if ENEC3.STX works.

>This problem seems uncannily similar to the EtherNEC problems TT
>owners seem to be discussing here on C.S.A.S.

Maybe, but I have not heard of any Falcon users unable to get EtherNEC
running with STinG.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7048. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 21:03:29 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <s89m51-kq82.ln1@sd.swampdog>
Source record: 23179

lp wrote:

> in article 6o4c51-03l3.ln1@sd.swampdog, Guy Harrison at
> swamp-DEL-dog@ntlworld.com wrote on 10/7/03 8:51 PM:
>
>> Is there a App -> mint/unix -> STiK library per chance? I'm a bit rusty
>> on these things. Not asking for all singing and dancing thing, just basic
>> bring a socket up, connect to port type thing.
>
> There's a stik devkit, a sting devkit which is more or less compatible to
> stik. Those are "C" packages.

I might take a peek at those. Do you have a link handy?

> There is a stik devkit for GFA which I made
> some years ago as well. I even seen an assembler devkit, and I think one
> ported to pascal at one point. ;-)

The Delphi devkit! :-))

--
Guy Harrison

7049. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 21:34:11 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bm9t0h$f2u$1@titan.btinternet.com>
Source record: 23180

Hi John

> >So what's the 'cause' of the problem, the bolt or the person who rear ended
> >you?.
> >
> >One is a cause, the other is an effect!!

> I see we can do this forever :)

But since no one has p'd in the pool yet its still nice and cool.

I acknowledge that there is the potential in MS software for people to breach security, but its the thieves and vandals that are taking advantage of these holes that are the 'cause' of the problem.

If you take these people away the maybe MS could spend some time fixing bugs that affect day to day operational problems or god forbid improve the stuff.

If your house got broke into you wouldn't go looking for your locksmith, you'd wanna damage the burglar with the full knowledge that with a bit of effort you yourself could have picked your own locks.

If your car got stolen you'd want to hurt the thief, not Uncle Henry.

If you got stabbed you'd prosecute the assailant, not the hardware shop that sold the knife.

If your PC gets broken into you'd want to cripple Billy Boy, in every other scenario we'd go hunting the criminal element so why not the same for Bill's gear.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7050. Re: C-LAB Falcon MKX/EtherNEC woes

Newsgroup: comp.sys.atari.st
Date: 2003-10-11 22:03:57 UTC
From: joebar@rpc1.org
Message-ID: <86e7ea2f.0310111403.7b556250@posting.google.com>
Source record: 23182

Hi,

I managed to get a setup EtherNEC/STinG running on my falcon under TOS
as well as MAGIC.
While testing, I identified problems with certain network cards.
The only stable setup for me was with a RealTek 8019 chip network card.
What card are you using?

julianwolfe@earthlink.net (Julian Wolfe) wrote in message
news:<de454671.0310100555.7a4a9c76@posting.google.com>...
> Greetings, The Scene!
>
> Hoping someone can help me out here...I've recently purchased a C-Lab
> Falcon MKX to replace my Mega/STE as my main machine. I just moved
> all my software over, and am starting on the STinG/EtherNEC
> installation. After installing the EtherNEC, I've found that even
> though I can see the MAC address through STinG, the card will not
> communicate with anything...Doing a PING yields no yellow lights. I
> purchased the EtherNEC fully asembled with card from Lyndon Amsdon.
>
> Here's my STinG setup:
>
> Path - C:\STING
>
> ENEC3.STX
> RESOLVE.STX
> TCP.STX
> UDP.STX
>
> ROUTE.TAB:
> 192.168.254.8 0.0.0.0 EtherNet 0.0.0.0
> 0.0.0.0 0.0.0.0 EtherNet 192.168.254.254
>
> Mind you, save for ENEC3.STX in place of ENEC.STX, this setup is
> identical to that on my Mega/STE, which works 100%
>
> I tested this under MagiC 6.20 and plain TOS 4.0, and neither makes
> any difference.
>
> The setup on my C-Lab Falcon MKX:
> MagiC 6.20, NVDI 5.03, 14MB RAM, ScreenBlaster II
>
> The setup on my Mega/STE:
> MagiC 6.20, NVDI 5.03, 4MB RAM
>

> This problem seems uncannily similar to the EtherNEC problems TT
> owners seem to be discussing here on C.S.A.S.
>
> Note: This is one EtherNEC that I've been moving from machine to
> machine, so I know it works.

7051. Atari Online News, Etc. #05-41

Newsgroup: comp.sys.atari.st
Date: 2003-10-12 00:59:01 UTC
From: danap8@aol.comno-spam
Message-ID: <20031011205901.08890.00000122@mb-m14.aol.com>
Source record: 23183

```
A-ONE #0541 10/10/03

~ P-to-Ps Going Legal?! ~ People Are Talking! ~ Bad Software Suit!
~ AOL Stays With Google! ~ E-Books Bubble Bursts? ~ New MyMail Released!
~ Phillies Fan Busted! ~ Pay Napster To Debut! ~ Panther Is Released!
~ EarthLink New Features ~ New PSX Game System! ~ Intuit Apologizes!

-* Anti-Spam Bills Losing Time! *-
-* Do Not Call List Is Back On Track! *-
-* UK Lawmakers Call for Global Anti-Spam Law *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

7052. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-12 02:04:08 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <sE2ib.46$In4.19261@monger.newsread.com>
Source record: 23184

On 11 Oct 2003 21:34:11 , "Steve Sweet" wrote:
>Hi John
>
>> >So what's the 'cause' of the problem, the bolt or the person who rear
>ended
>> >you?.
>> >
>> >One is a cause, the other is an effect!!
>
>> I see we can do this forever :)
>
>But since no one has p'd in the pool yet its still nice and cool.
>
>I acknowledge that there is the potential in MS software for people to
>breach security, but its the thieves and vandals that are taking advantage
>of these holes that are the 'cause' of the problem.
>

Aha! We agree!

>If you take these people away the maybe MS could spend some time fixing bugs
>that affect day to day operational problems or god forbid improve the stuff.
>

it's seems harder to trace down where these thieves are at, and it seems
logical to "prod" the software giant to improve their product (put steel
cockpit doors on airliners). Anything to thwart net terrororism!

>If your house got broke into you wouldn't go looking for your locksmith,
>you'd wanna damage the burglar with the full knowledge that with a bit of
>effort you yourself could have picked your own locks.
>
>If your car got stolen you'd want to hurt the thief, not Uncle Henry.
>
>If you got stabbed you'd prosecute the assailant, not the hardware shop that
>sold the knife.
>
>If your PC gets broken into you'd want to cripple Billy Boy, in every other
>scenario we'd go hunting the criminal element so why not the same for Bill's
>gear.
>

great if you catch them in the act but how do you get at these net nerds
that can change their addresses with their little pinky? Their like coward
snipers! We don't have the infrastructure or bucks to hunt them down.
This make me think about how to get Billy G. involved! But he has little

competition and answers to no one!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7053. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-12 02:10:23 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <jK2ib.47$In4.19419@monger.newsread.com>
Source record: 23185

On 11 Oct 2003 14:50:38 , Dennis Vermeire wrote:
>From: swamptaxes-NOT-@atlantic.net (John Garone)
>Date: Fri, 10 Oct 2003 10:46:16 GMT
>
>Hi John,
>
>>What if banks had the philosophy of "protect yourself after a neighboring
>>bank was robbed"? Put your money in a mattress?
>
>They won't...
>Banks pay a hefty insurance premium against this sort of hazard. Robbery,
>fraud, earthquake... whatever. In theory a bank should be robbed at least
>once every five years to make the initial inventment of the premium more or
>less worthwile :-)
>
>Cheers from Belgium
>Dennis

fine, they are insured and we have fed insurance protection up to a
limit. What insurance does OE have?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7054. Re: C-LAB Falcon MKX/EtherNEC woes

Newsgroup: comp.sys.atari.st
Date: 2003-10-12 04:47:14 UTC
From: Julian Wolfe <julianwolfe@earthlink.net>
Message-ID: <m15ib.21171$Eo2.15326@newsread2.news.atl.earthlink.net>
Source record: 23186

I'm glad to say I've got the problems worked out, but it involved loadign MiNT on my system, which I needed to do anyway.

Thanks for all your help, everyone!

Peace, Atarians!

Julian

"Julian Wolfe" <julianwolfe@earthlink.net> wrote in message news:de454671.0310100555.7a4a9c76@posting.google.com...
> Greetings, The Scene!
>
> Hoping someone can help me out here...I've recently purchased a C-Lab
> Falcon MKX to replace my Mega/STE as my main machine. I just moved
> all my software over, and am starting on the STinG/EtherNEC
> installation. After installing the EtherNEC, I've found that even
> though I can see the MAC address through STinG, the card will not
> communicate with anything...Doing a PING yields no yellow lights. I
> purchased the EtherNEC fully asembled with card from Lyndon Amsdon.
>
> Here's my STinG setup:
>
> Path - C:\STING
>
> ENEC3.STX
> RESOLVE.STX
> TCP.STX
> UDP.STX
>
> ROUTE.TAB:
> 192.168.254.8 0.0.0.0 EtherNet 0.0.0.0
> 0.0.0.0 0.0.0.0 EtherNet 192.168.254.254
>
> Mind you, save for ENEC3.STX in place of ENEC.STX, this setup is
> identical to that on my Mega/STE, which works 100%
>
> I tested this under MagiC 6.20 and plain TOS 4.0, and neither makes
> any difference.
>
> The setup on my C-Lab Falcon MKX:
> MagiC 6.20, NVDI 5.03, 14MB RAM, ScreenBlaster II
>
> The setup on my Mega/STE:
> MagiC 6.20, NVDI 5.03, 4MB RAM

>
> This problem seems uncannily similar to the EtherNEC problems TT
> owners seem to be discussing here on C.S.A.S.
>
> Note: This is one EtherNEC that I've been moving from machine to
> machine, so I know it works.

7055. New in at the DDP Translations web site

Newsgroup: comp.sys.atari.st
Date: 2003-10-12 10:02:06 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBAEE394.799C%derryck@nospam.cix.co.uk.invalid>
Source record: 23187

Thanks to Peter West, you can now download an English version of Wrap-Mouse (the ultimate Atari mouse, MS-DOS serial mouse and joystick driver) from the MISC section of our web site; URL in sig below.

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org
```

7056. Falcon and NEON

Newsgroup: comp.sys.atari.st
Date: 2003-10-12 12:20:18 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1065964890-360004AEicMi@xs4all.nl>
Source record: 23188

Right before deleting a lot of messages i saw
that someone reacted on my request. Could this
person re-send that message?

Thanks in advance,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

7057. Re: CT60 at 100 MHz !!!! I'm deadly cra

Newsgroup: comp.sys.atari.st
Date: 2003-10-12 14:59:50 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f895046.0@entanet>
Source record: 23189

On 7 Oct 2003 16:43:31 -, lp wrote:
>in article 3f832281$0$13296$626a54ce@news.free.fr, Rodolphe Czuba at
>rczuba@free.fr wrote on 10/7/03 4:31 PM:
>
>> Not only the EDO ; the bus is half speed in hades and milan (30 & 25 MHz).
>> CT60 uses a Full speed bus = 66 or 100 MHz.
>>
>> Difference is enormous...
>
>I know, read the page and looked at all the charts. ;-)
>However, the half speed bus is fine by me.

Am I correct in thinking that the 68060 internally doubles
the clock speed or does it also work without doubling ?

Anyway ,it inspired an interesting thought today...

Would it be possible to build a 68060 adapter for the Milan
that runs at 100MHz and retains the 25MHz bus speed ?

I doubt it would be as complex as the CT60 (but what do I know).
Could it be based on the original Milan 68060 adapter card ?

Regards,

Peter

7058. Re: Falcon and NEON

Newsgroup: comp.sys.atari.st
Date: 2003-10-12 16:25:56 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3F898094.92635311@netzero.net>
Source record: 23192

I have two new and unused Motorola MC68882FN33A FPUs for sale. I bought these in 1999 to upgrade my Falcons to run Linux and some
other software with. I ended up never using them because I purchased a Milan040 and installed Linux on my TT instead.

I am selling these for $35 each. If interested please E-mail me.

Raoul Teulings wrote:

> Does anyone have experience with working on a
> Falcon with the programme NEON? I am thinking
> about using it on my Falcon but first one to
> know what has to be done before doing that. I
> know that you need a FPU. Is that still true or
> are there any nonFPU versions of NEON? And i've
> read something about that it is better not to
> have a coporocessor in the Falcon. Or am i
> mixing things up now and is it that you better
> not have a FPU installed and do require the
> coprocessor...
>
> And if in the case that i need a FPU; where can
> i obtain one from?
>
> Thanks in advance.
>
> Raoul Teulings
> 3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

7059. Re: New in at the DDP Translations web site

Newsgroup: comp.sys.atari.st
Date: 2003-10-12 17:23:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bmc2m4$3si$1@thorium.cix.co.uk>
Source record: 23190

In message <BBAEE394.799C%derryck@nospam.cix.co.uk.invalid>,
derryck@nospam.cix.co.uk.invalid said:

>Thanks to Peter West, you can now download an English version of Wrap-Mouse
>(the ultimate Atari mouse, MS-DOS serial mouse and joystick driver) from the
>MISC section of our web site; URL in sig below.

I should perhaps point out that this can only be used with the
original Atari control panel, XCONTROL.ACC, but definitely will
not work with COPS - with that the CPX's opening dialog sticks
and can't be closed, and you need the CPX active to use the
program :-(

It sort-of works with ZCONTROL and MagiC (opening dialog needs
MagiC's "tidy up" to clear it).

Apart from that it's very useful, both as a mouse speeder and for
allowing, say, double-clicks to be simulated with right-clicks.
Full details in the README of the bundle.

Regards, /Peter/

7060. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-10-12 20:02:46 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bmcc16$7mk$1@reader2.panix.com>
Source record: 23191

This whole topic used to fall under the topic of "fakemail". It requires a version of sendmail that will let you talk to it directly, and you continue typing header information in data mode, which usually prompts the receiver to use words like "apprently-from".

One typed "help HELO" to find out what sendmail wanted.

Today, that is known as an open server, or open relay, and the rest has the flavor of deja vu to it. And, it is used for what used to be called mail bombs.

Give it another 20 years, and there will be a new set of words for this, again.

Jim

John Garone <swamptax-NOT-@atlantic.net> writes:

: Hi All,
: How much of a header can be forged? It seems to me you can't forge the
: IP #s which the post or mail passes through so shouldn't they be traceable
: back to the real source?

: John

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7061. Re: ct60 freezes with N.AES

Newsgroup: comp.sys.atari.st
Date: 2003-10-12 21:50:38 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20031012235038.a25619@du3.maus.de>
Source record: 23096

>no accs, etc...., from N.Desk i started Z-Control and opened an editor
>QED or Luna after typing for a little while N.Aes freezed. Then i intalled
>Xaaes 0.970 and the problem was gone.

The same thing happens here. I started N.Aes in both 030 and 68000 mode. It freezes. When I had an afterburner there haven't been any problems like that. After I installed Xaaes the problems disappeared.

Unfortunately I think that Xaaes is a mess.

Two separate configfiles, missing documentation. I would appreciate if Didier could get N.AES running with the ct60.

>Something very similar to this happen to me
>also with ST-Guide, when i scroll the ST-Guide window using the arrow
>keys from my keyboard (no problem with the mouse) i get the same kind of
>freezes, it doesnt matter the mode 030 or 060 and only with N.Aes.

Same thing here. I also have a ct60.

>Do you know where can i download the Mint 1.16a kernel binaries? To do
>some more tests.

Regards,

Frank

7062. Re: ID3 tag editor

Newsgroup: comp.sys.atari.st
Date: 2003-10-12 22:05:26 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20031013000526.a25620@du3.maus.de>
Source record: 23097

>I ported Id3ren or something like that a while ago. It's a cool batch
>renamer proggie and can do a lot of cool stuff. I'll pack it up in an
>lzh and test it outside of mint.

No need to test it outside of mint because I am using mint. :-)

So is there a place where I can download it?

Regards,

Frank

7063. desk top on PC

Newsgroup: comp.sys.atari.st
Date: 2003-10-13 07:08:38 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3f8a5ef5@news.alphalink.com.au>
Source record: 23193

some time ago, someone was writing an exe that changed the PC desktop to an Atari desktop at boot up....not just a theme or whatever but I gather that the PC desktop would be green with A,B and C icons and Trash.."My Computer" would be " A".. "B" and "C" would be ??...does anyone know of any news of this this project ?

gra
--

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.522 / Virus Database: 320 - Release Date: 9/29/03

7064. Re: using .mid files on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2003-10-13 09:24:03 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bmdr3n$63s$1@reader10.wxs.nl>
Source record: 23194

Barrie at Keychange wrote:
>>Yes, it does. But Cubase is a very expensive piece of software.
>
> Sphericals, no it's not, I sell Cubase v3 dongle and discs for ï¿½45 plus
> post.

You're twisting his words, he said "is a very expensive piece of
software if you just want to play .mid files". You even added a period
to his quote to turn it up your alley.

45 quid IS expensive if you just want to play with midfiles :)

Maurits.

7065. Re: desk top on PC

Newsgroup: comp.sys.atari.st
Date: 2003-10-13 12:51:17 UTC
From: Benoit Morrissette <benoitmorrissetteNOSPAM@hotmail.com>
Message-ID: <rr7lov4tivsob6bpdnh4f1351aqsiuoj81@4ax.com>
Source record: 23195

On Mon, 13 Oct 2003 17:08:38 +1000, "Graham" <hurfy@alphalink.com.au> wrote:

>
>some time ago, someone was writing an exe that changed the PC desktop to an
>Atari desktop at boot up....not just a theme or whatever but I gather that
>the PC desktop would be green with A,B and C icons and Trash.."My Computer"
>would be " A".. "B" and "C" would be ??...does anyone know of any news of
>this this project ?
>
>gra
I have such a program. It was sold in 1984 by a company called Digital Research
and it is called GEM. Work best on a 286 or lower...
Good night!

Benoï¿½t Morrissette

7066. Re: desk top on PC

Newsgroup: comp.sys.atari.st
Date: 2003-10-13 17:32:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200310131932.a31206@b.maus.de>
Source record: 23101

BM> It was sold in 1984 by a company called Digital Research

It is free now. It can be download with sourcecode from:
<http://www.deltasoft.com/Default.htm>

BM> Work best on a 286 or lower...

It works on the Intel 80x86 architecture. I use it sometimes on a 486.

Gerhard

7067. Re: desk top on PC

Newsgroup: comp.sys.atari.st
Date: 2003-10-13 18:42:52 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bmeo6h$s4l$1@news1.nivel5.cl>
Source record: 23098

```
i think you could use litestep or any other (configurable) shell
replacement....
I've seen Mac implementations to replace the traditional desktop
```

"Graham" <hurfy@alphalink.com.au> escribi&#65533; en el mensaje
news:3f8a5ef5@news.alphalink.com.au...
>
> some time ago, someone was writing an exe that changed the PC desktop to
an
> Atari desktop at boot up....not just a theme or whatever but I gather that
> the PC desktop would be green with A,B and C icons and Trash.."My
Computer"
> would be " A".. "B" and "C" would be ??...does anyone know of any news of
> this this project ?
>
> gra
> --
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>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.522 / Virus Database: 320 - Release Date: 9/29/03
>
>

7068. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-13 19:39:44 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <4cDib.129$In4.120388@monger.newsread.com>
Source record: 23099

On 7 Oct 2003 11:42:25 -, Mark D wrote:
>On Tue, 07 Oct 2003 07:36:47 +0000, John Garone wrote:
>
>> Hi All,
>> Heard on the news that there's a class action lawsuit to be filed
>> against Microsoft for developing insecure programs regarding viruses!
>> First type of lawsuit in that arena!
>>
>> John
>> P.S.
>> To Reply by E-mail, please remove -NOT- from my address!
>
>This is not good news... Trust me :-/ This will set a precedent other
>software developers don't want to see. On the bright side it might cause
>people to consider programming with things like Delphi or another language
>instead of that vulnerabilitymaker we call C.
>
>Mark
>http://portal.atari-source.com
>
Hi Mark,
I'm not a prgrammer so I probably shouldn't comment here...but...:)
if it's made by man it can be broken by man! In part, I agree that the
burglers must be taken care of (with a good "stiff" injection!!!).
But, as banks do, an anti-burglary system helps so if another prgramming
language is better way to thwart off burglers then my question is:
How is Billy G. to be convinced as he hides behind his success?

John with his ISP mail server down
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7069. Re: CT60 at 100 MHz !!!! I'm deadly cra

Newsgroup: comp.sys.atari.st
Date: 2003-10-13 20:07:56 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bmf0mssph1@nets3.rz.RWTH-Aachen.DE>
Source record: 23100

In article <3f895046.0@entanet>,
Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote:
>
>Am I correct in thinking that the 68060 internally doubles
>the clock speed or does it also work without doubling ?

No. It can run the bus at half or full core speed.

>Would it be possible to build a 68060 adapter for the Milan
>that runs at 100MHz and retains the 25MHz bus speed ?

Probably, although it would probably not be worth the effort - even with the
2:1 core:bus ratio, the core speed is already limited by the bus. For a 4*
clocked core to be useful, you would need to add L2-cache that runs at full
speed - I would guess that the effort would be the same or more than simply
adding a full-speed SDRAM constoller like the CT60 does.

>I doubt it would be as complex as the CT60 (but what do I know).
>Could it be based on the original Milan 68060 adapter card ?

Probably not. The original Milan adapter is mostly passive (it has a 3.3V
regulator for the CPU core, plus a very small bit of logic).

cu
Michael

7070. TradeAmigaMC68881/PAL

Newsgroup: comp.sys.atari.st
Date: 2003-10-14 14:49:16 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <M1Uib.193$In4.160829@monger.newsread.com>
Source record: 23102

Hi All,
Looking for a set of PAL chips for the Falcon U62,63,67,68. I have a
few of MC68881 (pin type not surface mount) for the Amiga to trade if
interested.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7071. Re: using .mid files on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2003-10-14 15:45:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f8c2804ca7ac0@tripnet.se>
Source record: 23103

In comp.sys.atari.st <bmdr3n$63s$1@reader10.wxs.nl>
Maurits van de Kamp wrote on Mon 13-10-2003 11:24 (+0200):

>45 quid IS expensive if you just want to play with midfiles :)

If you actually only want to _play_ MIDI files on an Atari computer
without any extra cables and synth modules then try the free Phplayer by
William Wong. It plays MIDI files through the internal speaker as long as
they are not to overfilled with events. It uses Gravis Ultra Sound sound
samples to generate the wave forms and sounds surprisingly good via DMA
on my TT.

From the README:

PHPLAYER 4.6.1
==========
DMA Sample player for STE, MSTE, Falcon & TT.
Supports MIDI, MS ADPCM WAVE, IMA ADPCM WAVE, AVR, VOC, AU, SND,
AIFF, IFF. VA-protocol, Drag&Drop protocol, multitask aware, ACC/PRG.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7072. Any body have a mega Ste they'd like to sell

Newsgroup: comp.sys.atari.st
Date: 2003-10-14 20:00:35 UTC
From: Hmmmmm! <atari.computing@st.format.co.uk>
Message-ID: <lbloovgdmur817k7jvfjburu2lgs0ulqre@4ax.com>
Source record: 23104

Preferably with a hard drive, though not essential....

In the UK, (alas foriegn shipping will be too expensive)

Thanks... Hmmmm!

7073. CAB JPEG OVL using DSP???

Newsgroup: comp.sys.atari.st
Date: 2003-10-14 21:11:09 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1066146860-428205AEicMi@adelphia.net>
Source record: 23105

Hello everyone,
Anyone ever hear of a CAB overlay for the JPEG
decoding that used the DSP??? If so where is this
located and is there a URL out there??? If you happen
to have this CAB_JPEG.OVL file that uses the FALCON's
DSP please e-mail it to me.

Thanks,
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

7074. CAB Runtime error with CT60!!!

Newsgroup: comp.sys.atari.st
Date: 2003-10-14 21:11:10 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1066146862-428525AEicMi@adelphia.net>
Source record: 23106

Anyone with a CT60,
A friend of mine came down to recieve help with his
installation of his CT60. After getting everything
installed hardware and software wise. Upon booting
CAB he gets a RUNTIME 205 error both in 060 mode and I
believe 030 mode. Anyone else with a CT60 experiece
this problem and if so what was the solution that
fixed the problem???

Thanks for the information,
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
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120 GB IDE Maxtor 8 meg cache
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Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

7075. Re: Any body have a mega Ste they'd like to sell

Newsgroup: comp.sys.atari.st
Date: 2003-10-14 23:53:13 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <C%%ib.2884$mM1.2315@newsfep4-winn.server.ntli.net>
Source record: 23107

"Hmmmmm!" <atari.computing@st.format.co.uk> wrote in message
news:lbloovgdmur817k7jvfjburu2lgs0ulqre@4ax.com...
> Preferably with a hard drive, though not essential....

Yup, how many do you want?

TTs as well....

www.keychange.co.uk

7076. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-15 03:27:51 UTC
From: The6502Man <needonebad9@yahoo.com>
Message-ID: <X83jb.283888$mp.224240@rwcrnsc51.ops.asp.att.net>
Source record: 23108

I think we've spun way beyond the point. If the software is faulty, it is. A hacker can't exploit a hole that's not there.

To be perfectly honest, I don't really care if Microsoft ever fixes their operating systems, I really don't. Slowly but surely I'm moving over to Linux anyway.

The lawsuit was inevitable. People are tired of losing time and money to security issues that should have been fixed from the start. XP is based on the 2000 or NT engine isn't it? I mean, when they spout that it is stable and secure, you kinda want to believe them.

Is your house secure if you leave the door wide open all night? Well, I guess if those pesky thieves would just go somewhere else.

Tony

7077. Re: CAB JPEG OVL using DSP???

Newsgroup: comp.sys.atari.st
Date: 2003-10-15 05:49:14 UTC
From: BMaedicke@t-online.de
Message-ID: <1g2v18r.108nhdh658uuaN%BMaedicke@t-online.de>
Source record: 23109

Carey Christenson <falcon060@adelphia.net> wrote:

> Anyone ever hear of a CAB overlay for the JPEG
> decoding that used the DSP???

This OVL have problems with many jpeg pictures.
You canï¿½t see this pictures in CAB.
Imho progressive jpeg pictures.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

7078. Re: using .mid files on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2003-10-15 08:37:02 UTC
From: JM <"mail complicated net">
Message-ID: <2f0qov48en7vo85jiilehrhi7it8aj32g2@4ax.com>
Source record: 23110

On Sat, 11 Oct 2003 13:20:42 +0100, "Barrie at Keychange"
<barrie@keychange.co.uk> wrote:

>> >Does CuBase handle .mid files?
>>
>> Yes, it does. But Cubase is a very expensive piece of software.
>
>Sphericals, no it's not, I sell Cubase v3 dongle and discs for ï¿½45 plus
>post.

That is a pretty good deal for Cubase, I'll admit. Your pages say
'Cubase v3.1 from ï¿½99' though.

But I have to say, if I'd just want to playback a .mid file, Cubase
would be OTT, and 45 (or 99?) quid would be a lot of money. OTOH, if I
was looking for a professional sequencer, I'd definitely consider it.
(If it wasn't for the fact that I am a Logic user)

JM

7079. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-15 10:28:53 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0310150228.3eb519a6@posting.google.com>
Source record: 23111

> I acknowledge that there is the potential in MS software for people to
> breach security, but its the thieves and vandals that are taking advantage
> of these holes that are the 'cause' of the problem.

OK. So I stop locking my door when I leave my home. Then, a thief
steals everything of value. Who is to blame? Both. But criminals will
always exist.

> If you take these people away the maybe MS could spend some time fixing bugs
> that affect day to day operational problems or god forbid improve the stuff.

Well, 15 years or so has passed since the first version of Windows.
How did they spend this time?

For example, Microsoft practically invented the email virus by
allowing scripts to be run from email messages. This was an obvious
security risk right from the start, and they received much critiscism
for it. However, they still concidered it to be a great feature, and
what happened?

> If your house got broke into you wouldn't go looking for your locksmith,
> you'd wanna damage the burglar with the full knowledge that with a bit of
> effort you yourself could have picked your own locks.

Definitely. However, what if the locksmith gives you the impression
that you have an extremely secure lock and it turns out to be crap?

> If your PC gets broken into you'd want to cripple Billy Boy, in every other
> scenario we'd go hunting the criminal element so why not the same for Bill's
> gear.

Some of the "greater" viruses has been created by minors, btw.. This
is usually not big criminal organisations or master minds, just kids
testing boundaries.

I see your point, but it is not really comparable to the things you
mentioned earlier (being stabbed etc). This is about a coorporation,
selling a product that they claim is secure when it is really not.
And it is dangerous.

-- Peter

7080. Re: Any body have a mega Ste they'd like to sell

Newsgroup: comp.sys.atari.st
Date: 2003-10-15 12:19:09 UTC
From: Hmmmmm! <atari.computing@st.format.co.uk>
Message-ID: <7oeqovclmphslv8orl5dbt8i1rv9uc4slj@4ax.com>
Source record: 23112

Nah, I have a TT, I want a mega Ste though.
With a small hard dive in, whats the price.

Thanks. Hmmm!

On Wed, 15 Oct 2003 00:53:13 +0100, "Barrie at Keychange"
<barrie@keychange.co.uk> wrote:

>
>"Hmmmmm!" <atari.computing@st.format.co.uk> wrote in message
>news:lbloovgdmur817k7jvfjburu2lgs0ulqre@4ax.com...
>> Preferably with a hard drive, though not essential....
>
>Yup, how many do you want?
>
>TTs as well....
>
>www.keychange.co.uk
>
>

7081. Re: Any body have a mega Ste they'd like to sell

Newsgroup: comp.sys.atari.st
Date: 2003-10-15 13:48:39 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bmjfmq$60s$1@news1.nivel5.cl>
Source record: 23113

```
!
i want to know how much too
and a falcon !
and.... how much it is sending to santiago, chile... yeah.. i know it could
be expensive :o(
```

"Hmmmmm!" <atari.computing@st.format.co.uk> escribi&#65533; en el mensaje
news:7oeqovclmphslv8orl5dbt8i1rv9uc4slj@4ax.com...
>
> Nah, I have a TT, I want a mega Ste though.
> With a small hard dive in, whats the price.
>
> Thanks. Hmmm!
>
>
>
> On Wed, 15 Oct 2003 00:53:13 +0100, "Barrie at Keychange"
> <barrie@keychange.co.uk> wrote:
>
> >
> >"Hmmmmm!" <atari.computing@st.format.co.uk> wrote in message
> >news:lbloovgdmur817k7jvfjburu2lgs0ulqre@4ax.com...
> >> Preferably with a hard drive, though not essential....
> >
> >Yup, how many do you want?
> >
> >TTs as well....
> >
> >www.keychange.co.uk
> >
> >
>

7082. Atari ST - > Diskimage wieder auf eine Disk bringen ?

Newsgroup: comp.sys.atari.st
Date: 2003-10-15 20:02:13 UTC
From: ms_fhl@yahoo.com
Message-ID: <3f8da79c.5056522@news.a1.net>
Source record: 23114

Hi,
ich habe eine Atari Diskette (ST) als Image auf meinen PC kopiert
(Sicherungskopie, bei den alten Disketten). Nun m&#65533;chte ich das Image
wieder retour auf eine blanko Disk schreiben, aber es gelingt mir
einfach nicht. Welche tools gibt es da?

Mit dem Tool, wo ich das Ding als Image gesichert habe, kann ich
es leider nicht retour schreiben....

Danke und Gruss
Markus

7083. Re: [ANN] bugfixes for Meg 1.2

Newsgroup: comp.sys.atari.st
Date: 2003-10-15 20:36:19 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <3f8dafc2$0$15440$7a628cd7@news.club-internet.fr>
Source record: 23115

Bonsoir :)

Next bugfix for Meg 1.2. Apologizes for these too many
updates, but the spams are becoming more and more vicious.
I'm losing hope about leaving the development of Meg, to
concentrate on a gem game for Xmas.

Therefore:
- bugfix of 'From', 'To', 'Subject', etc detection failure if
they were in major case (fool trick of spams). Detection of the
fields of the mail header is now case unsensitive. With this bug,
the spams were always accepted if some friends were declared.
(Thanks Kenneth ;))

Direct download at : http://rajah.atari.org/files/ -> meg12c_uk.zip
(~220Kb)

Voila :)

Rajah Lone / Renaissance
http://rajah.atari.org

7084. Error TOS #35

Newsgroup: comp.sys.atari.st
Date: 2003-10-16 05:48:29 UTC
From: Pablo MORAN <pablomoran@wanadoo.es>
Message-ID: <BBB3FDCD.73D1%pablomoran@wanadoo.es>
Source record: 23116

Hello:
Anyone know a Errors TOS list?
I have a Atari 1040 STE, 4 MB Ram, Spanish TOS 1.6.
Some applications not works and I read this error.
I don't know the meaning.

Thanks.

pablomoran@wanadoo.es

7085. Re: Error TOS #35

Newsgroup: comp.sys.atari.st
Date: 2003-10-16 06:33:38 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <6Zqjb.152796$bo1.125446@news-server.bigpond.net.au>
Source record: 23117

"Pablo MORAN" <pablomoran@wanadoo.es> wrote in message
news:BBB3FDCD.73D1%pablomoran@wanadoo.es...
> Hello:
> Anyone know a Errors TOS list?
> I have a Atari 1040 STE, 4 MB Ram, Spanish TOS 1.6.
> Some applications not works and I read this error.
> I don't know the meaning.

http://www.atariarchives.org/cfn/12/05/03/0267.php and
http://www.atarimagazines.com/startv4n3/smalltools.html have some details.
From memory (and above links) this error occurs if the file is damaged. Also
can occur if it is write protected, i.e. it is trying to execute from cdrom.
I have had this problem on more than one occasion, in the instance of the
cdrom, simply copy the files to your hard drive/floppy drive and change the
attributes to read/write then it should be OK. For a complete list of error
codes look here
http://atari.games.free.fr/atarist/_dossiers_/dev/devdoc/bombs.html. Google
for ever:-)

Mark

7086. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-16 07:05:46 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <errjb.285$ln4.259074@monger.newsread.com>
Source record: 23118

Hey Steve,
If a sheep got it's head stuck in a fence whose fault is it that your
digerieedoo fell off after you nailed it from behind?

fence
farmer
sheep
breeder
local health authority
digerieedoo
fate
you
all of above
none of above

:))

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7087. Re: CAB JPEG OVL using DSP???

Newsgroup: comp.sys.atari.st
Date: 2003-10-16 08:04:29 UTC
From: joebar@rpc1.org
Message-ID: <86e7ea2f.0310160004.74a80664@posting.google.com>
Source record: 23119

Carey Christenson <falcon060@adelphia.net> wrote in message
news:<1066146860-428205AEicMi@adelphia.net>...
> Hello everyone,
> Anyone ever hear of a CAB overlay for the JPEG
> decoding that used the DSP??? If so where is this
> located and is there a URL out there??? If you happen
> to have this CAB_JPEG.OVL file that uses the FALCON's
> DSP please e-mail it to me.
>

Hi Carey,

I was recently searching for this OVL quite a bit myself. ;-)
I will send it to you tonight.

Regards,
Joe

7088. Re: [ANN] bugfixes for Meg 1.2

Newsgroup: comp.sys.atari.st
Date: 2003-10-16 09:59:03 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f8e79d21df80b0@tripnet.se>
Source record: 23120

In comp.sys.atari.st <3f8dafc2$0$15440$7a628cd7@news.club-internet.fr>
Pierre TONTHAT wrote on Wed 15-10-2003 20:36 (GMT):

>Next bugfix for Meg 1.2. Apologizes for these too many

>- bugfix of 'From', 'To', 'Subject', etc detection failure if
> they were in major case (fool trick of spams). Detection of the
> fields of the mail header is now case unsensitive. With this bug,

Works great now.

You did mention that only the first 2 kB of the header was searched for
"From: " and "Reply-To: ". I have got a few mails (from Yahoo atari-midi)
that were detected as spam.

The reason seems to be that the header is longer than 2 kB and "Reply-
To:" appears at the far end...

Because or that the Friends setting for this mailing list sometimes fails.

Is this short buffer present in this version as well?

I had a look at the sources and found indications of a header buffer of
4096 bytes so maybe the buffer is longer now?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7089. Re: [ANN] bugfixes for Meg 1.2

Newsgroup: comp.sys.atari.st
Date: 2003-10-16 10:51:46 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <bmlt5s$4bh$1@news-reader2.wanadoo.fr>
Source record: 23121

Bonjour Kenneth :)

> You did mention that only the first 2 kB of the header was searched for
> "From: " and "Reply-To: ". I have got a few mails (from Yahoo atari-midi)
> that were detected as spam.

The 'Reply-To' field is not used by the filter. Only 'From', 'To', 'Cc',
'Subject', with the message body and mail size are studied.
Do you want me to take care of this field ? (and search for friends in it
?).

> The reason seems to be that the header is longer than 2 kB and "Reply-
> To:" appears at the far end...
>
> Because or that the Friends setting for this mailing list sometimes fails.

Have you declared this 'Yahoo atari-midi' as a mailing list in the friends
table (if mailing list, the 'friend' is searched in the 'From' field) ? Can
you send me a zipped mail to study it ? Thanks.

> I had a look at the sources and found indications of a header buffer of
> 4096 bytes so maybe the buffer is longer now?

Oups, I forgot to tell the buffer size for header and body were increased to
4096 for both.

Regards

Rajah

7090. ST BBS software

Newsgroup: comp.sys.atari.st
Date: 2003-10-16 11:04:10 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00336ca3@fmlynet.org>
Source record: 23143

FamilyNet Newsgate

I have a TT 030 that I am thinking of making use of. What are some good programs for for running a BBS? And importantly, which BBS has the best variety of online games? I want to run as many as possible. :)

(Here in the Dallas area we have examples of PC and Amiga, figure the Atari types need to made available.)

A side thought, did a BBS ever make use of X-Former so that Atari 8-bit games could be ran as well?

Thanks!

Clu
greg.goodwin@fmlynet.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7091. Re: Music on ST

Newsgroup: comp.sys.atari.st
Date: 2003-10-16 13:18:31 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f8e4626153be12@comcast.net>
Source record: 23122

>Hi,
>
>I am interested to know what formats the music on the ST were like,
>i.e, better than Amiga Mod tracks? Is there anywhere to get samples?
>
>Tia
>Andrew.

Are you talking about MIDI, Mod files or what?? I have some MIDI
files as well as some MOD files.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7092. FA: Atari 400/800/1200 xe/xl many games Last Day

Newsgroup: comp.sys.atari.st
Date: 2003-10-16 13:25:48 UTC
From: john_bonham_80@yahoo.com
Message-ID: <e41705e3.0310160525.6f5d2927@posting.google.com>
Source record: 23123
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.st

Please click below to view all:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=lrandnr&sort=3&rows=25&since=-1&rd=1

7093. CT60 at 100 MHz

Newsgroup: comp.sys.atari.st
Date: 2003-10-16 18:33:43 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f8ee480$0$2802$626a54ce@news.free.fr>
Source record: 23124

The shipping of the 060-100 and the 100 MHz OSC will be done tomorrow for
the developers who sent me the 060.
Shipping too of 3 other CT60 : 2 for Germany and 1 for France.

BIG THANKS to Didier Mequignon who add a nice idea and find my problem with
the new OSC...

Didier, the way is open to test over 100 MHz !! ;-))

Regards

--
Rodolphe Czuba
4, All�e du Laurier
Auvillers
60290 Neuilly-sous-Clermont
France
Email : rczuba@free.fr (ADSL)
www.czuba-tech.com

7094. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2003-10-16 19:32:34 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bmmrohdhc1@hercules.btinternet.com>
Source record: 23125

Hi John

"John Garone" <swamptaxes-NOT-@atlantic.net> wrote in message
news:errjb.285$In4.259074@monger.newsread.com...
> Hey Steve,
> If a sheep got it's head stuck in a fence whose fault is it that your
> digerieedoo fell off after you nailed it from behind?
>
> fence
> farmer
> sheep
> breeder
> local health authority
> digerieedoo
> fate
> you
> all of above
> none of above
>
> :))
>
> John
> P.S.

Mine for exploiting the situation

A sheep has every right to jam its head in a fence without fear of welshmen
ram raiding it.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7095. Re: Error TOS #35

Newsgroup: comp.sys.atari.st
Date: 2003-10-17 00:10:00 UTC
From: Pablo MORAN <pablomoran@wanadoo.es>
Message-ID: <BBB4FFF8.7455%pablomoran@wanadoo.es>
Source record: 23126

No artï¿½culo 6Zqjb.152796$bo1.125446@news-server.bigpond.net.au, Mark Bedingfield escribiu o 16/10/2003 08:33 desde mark@computercom.com.au :

> http://www.atariarchives.org/cfn/12/05/03/0267.php and
> http://www.atarimagazines.com/startv4n3/smalltools.html have some details.
> From memory (and above links) this error occurs if the file is damaged. Also
> can occur if it is write protected, i.e. it is trying to execute from cdrom.
> I have had this problem on more than one occasion, in the instance of the
> cdrom, simply copy the files to your hard drive/floppy drive and change the
> attributes to read/write then it should be OK. For a complete list of error
> codes look here
> http://atari.games.free.fr/atarist/_dossiers_/dev/devdoc/bombs.html. Google
> for ever:-)
>
> Mark
>
Thank you for your information.
May be a bad floppy, or bad soft, can be the question.

Regards.

pablomoran@wanadoo.es

7096. WTB: Atari TT

Newsgroup: comp.sys.atari.st
Date: 2003-10-17 04:56:08 UTC
From: d_mango1@yahoo.com
Message-ID: <6d40f6fd.0310162056.1127c2f1@posting.google.com>
Source record: 23127

I am looking for TT 030 if the price is right. I'm located in Canada. Please let me know the specs.

7097. ADV: Atari Clearance Sale! 30% off!

Newsgroup: comp.sys.atari.st
Date: 2003-10-17 10:47:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0310170333500.18793-100000@onyx.spiritone.com>
Source record: 23128
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari stuff coming out of my Ears and I need to make room for NEW Atari stock. I'm buying out an Atari Dealer & I need to make room for NEW Atari stock! So I'm Offering a 20% off the Top Discount for any customer on Atari ST and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more! For Regular Customers add another 10% off! A Whopping 30% off the Top Discount. Take advantage of this, because this is as Good as it Gets! A lot of the items on sale I only have One, Two or a Few of! So act NOW While I got it! Get the Catalogs while inventory Lasts! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7098. Re: Forged Headers?

Newsgroup: comp.sys.atari.st
Date: 2003-10-17 12:47:24 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <12e561-51l.ln1@sd.swampdog>
Source record: 23130

lp wrote:

> in article s89m51-kq82.ln1@sd.swampdog, Guy Harrison at
> swamp-DEL-dog@ntlworld.com wrote on 10/11/03 5:03 PM:
>
>> lp wrote:
>>
>>> in article 6o4c51-03l3.ln1@sd.swampdog, Guy Harrison at
>>> swamp-DEL-dog@ntlworld.com wrote on 10/7/03 8:51 PM:
>>>
>>>> Is there a App -> mint/unix -> STiK library per chance? I'm a bit rusty
>>>> on these things. Not asking for all singing and dancing thing, just
>>>> basic bring a socket up, connect to port type thing.
>>>
>>> There's a stik devkit, a sting devkit which is more or less compatible
>>> to
>>> stik. Those are "C" packages.
>>
>> I might take a peek at those. Do you have a link handy?
>
> http://www.flinny.demon.co.uk/develop.html

Ta! Have grabbed them and will take a look in due course. :-)

--
Guy Harrison

7099. Re: CT60 : new 060 are arrived !

Newsgroup: comp.sys.atari.st
Date: 2003-10-17 17:23:37 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vp09cpmku7hid4@corp.supernews.com>
Source record: 23129

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3f7aaac7$0$20653$626a54ce@news.free.fr...
> Shipping of CT60 is continuing now.
>
> I received nice 060 REV 6 mask E41J from germany. :-)))
>
> I continue waiting whose from USA (Vernal Elm) :-(((
>
>

Where can one get the E41J 060 chips from? I would like to order one in in
the USA

Tim

7100. Atari Online News, Etc. #05-42

Newsgroup: comp.sys.atari.st
Date: 2003-10-18 00:08:10 UTC
From: danap8@aol.comno-spam
Message-ID: <20031017200810.23716.00000400@mb-m20.aol.com>
Source record: 23131

```
A-ONE #0542 10/17/03

~ Lawmakers Hammer Spam! ~ People Are Talking! ~ AOL's No Frills!
~ New Version of Mozilla ~ Atari & Chicago Cubs? ~ Cooling Off Spam!
~ Video Games Aid Phobias ~ SJC Revisits Porn Laws ~ MSN Adds Security!
~ Web Tax Ban Is Renewed ~ Most Want No-Spam List ~ Forget Passwords?

-* i-Tunes For Windows Unveiled *-
-* Time Warner Is An AOL Name-Dropper! *-
-* Four More Critical Windows Flaws Are Found *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

7101. A-ONE web site

Newsgroup: comp.sys.atari.st
Date: 2003-10-18 00:11:20 UTC
From: danap8@aol.comno-spam
Message-ID: <20031017201120.23716.00000401@mb-m20.aol.com>
Source record: 23132

I just learned that A-ONE will be switching servers in the near future; and, that
there have been some problems last week and this week with the e-mailings of A-ONE. If you didn't receive last week's or this week's issue of A-ONE, I can e-mail it to you, or you can find it at:
http://people.delphiforums.com/dpj/a-one.htm
Sorry for the inconvenience - I just found about the problem.

-Dana @ A-ONE

7102. Re: TradeAmigaMC68881/PAL

Newsgroup: comp.sys.atari.st
Date: 2003-10-18 08:44:23 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bmquh6$p7a$1@sparta.btinternet.com>
Source record: 23133

Hi John

> Looking for a set of PAL chips for the Falcon U62,63,67,68. I have a
> few of MC68881 (pin type not surface mount) for the Amiga to trade if
> interested.

I'm sure i spotted Lyndon Amsdon <sp> talking about Falcon pals in here recently, have a look at mail up to about a week ago?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7103. STacy FA - UK

Newsgroup: comp.sys.atari.st
Date: 2003-10-18 20:27:18 UTC
From: Steve Green <greenies@macunlimited.net>
Message-ID: <20031018212726647+0100@news.btinternet.com>
Source record: 23134

STacy 2 for auction on eBay -

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3054041546&
category=38597&rd=1

sigh, another toy sacrificed to the improvement of marital relations.

Regards, Steve.

7104. SC1224 monitor FA - UK

Newsgroup: comp.sys.atari.st
Date: 2003-10-18 20:30:48 UTC
From: Steve Green <greenies@macunlimited.net>
Message-ID: <20031018213056933+0100@news.btinternet.com>
Source record: 23135

Atari SC1224 colour monitor FA on eBay -

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3054042437&
category=38597&rd=1

goes well with the STacy I'm auctioning as well.

Regards, Steve.

7105. CT60Tools

Newsgroup: comp.sys.atari.st
Date: 2003-10-18 20:48:11 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbp38nc.jp4.atari@core.preferuje.luzik.pl>
Source record: 23136

I've done small set of tools (2 tools atm) that may be useful for CT60
users.

Grab it from: http://atari.gabo.pl/html/ct60tools.html

If you have any suggestions/bugnotes, drop them here or to my mailbox.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7106. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-10-18 20:55:26 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.10.18.20.55.21.70668@pandora.be>
Source record: 23137
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**editors**
ftp://chapelie.rma.ac.be/atari/editors/fred526.zip
(269.188 bytes) Text editor. German/English program. German docs

ftp://chapelie.rma.ac.be/atari/editors/textconvert/udo_6.2.0_tos.lzh
(164.044 bytes) UDO is a powerful and multipurpose utility for making
a documentation or any other text file that is needed in one text
format or more. Though UDO is powerful it's quite easy to understand and to use.

ftp://chapelie.rma.ac.be/atari/editors/textconvert/udo6eng-stguide.zip
(275.612 bytes) English hypertext about UDO

**internet**
ftp://chapelie.rma.ac.be/atari/internet/atarirc_126.zip
(198.529 bytes) A nice GEM based IRC client for STik/STing/Gluestik

ftp://chapelie.rma.ac.be/atari/internet/meg12c_fr.zip
(228.394 bytes) Meg est un vï¿½rificateur automatique de boïï¿½tes aux lettres
et un filtre anti-spams. Nï¿½cessite la couche TCP/IP STiK, STinG ou compatible.

ftp://chapelie.rma.ac.be/atari/internet/meg12c_uk.zip
(227.537 bytes) Meg is a checker and anti-spam filter for your mailboxes.
Need STiK compatible TCP/IP Layer.

ftp://chapelie.rma.ac.be/atari/internet/cat/cat531.zip
(1.299.989 bytes) Mail/news reader for STing/stik/Iconnect/Gluestik and Maus

ftp://chapelie.rma.ac.be/atari/internet/cat/cput531.zip
(233.989 bytes) CatPutz (Cat Cleaner) is needed to clean a growing database.
```

ftp://chapelie.rma.ac.be/atari/internet/cat/i2c150.zip
(214.869 bytes) Is needed to exchange message by POP3/SMTP/NNTP

ftp://chapelie.rma.ac.be/atari/internet/utilities/ifix.zip
(5.148 bytes) Patches IFusion so that it's transport tpl structure is closer to the STiK API v1.0 Specifications. This patch must be applied to IFusion in order to use AtarIRC v1.27 and up.

Have Fun,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7107. Re: TradeAmigaMC68881/PAL

Newsgroup: comp.sys.atari.st
Date: 2003-10-18 21:48:05 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <pyikb.406$jg7.359551@newshog.newsread.com>
Source record: 23138

On 18 Oct 2003 08:44:23 , "Steve Sweet" wrote:
>Hi John
>
>> Looking for a set of PAL chips for the Falcon U62,63,67,68. I have a
>> few of MC68881 (pin type not surface mount) for the Amiga to trade if
>> interested.
>
>I'm sure i spotted Lyndon Amsdon <sp> talking about Falcon pals in here
>recently, have a look at mail up to about a week ago?.
>

he's already got in touch with me and I've arranged a transaction with
him. Thanks for letting me know though!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7108. FS: Several issues of Atari Antic and Compute may consider trade for other magazines or games

Newsgroup: comp.sys.atari.st
Date: 2003-10-19 00:50:10 UTC
From: john_bonham_80@yahoo.com
Message-ID: <e41705e3.0310181650.6f5f6943@posting.google.com>
Source record: 23139
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.st,comp.sys.cbm

Please email if interested I am currently producing a list of what I have. I collect classic console game magazines, Intellivision, ColecoVision the odd Virtual Boy and Genesis games.

7109. Re: STacy FA - UK

Newsgroup: comp.sys.atari.st
Date: 2003-10-19 11:48:51 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bmttn2$c62$1@titan.btinternet.com>
Source record: 23140

Hi Steve

"Steve Green" <greenies@macunlimited.net> wrote in message
news:20031018212726647+0100@news.btinternet.com...
> STacy 2 for auction on eBay -
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3054041546&
> category=38597&rd=1
>
> sigh, another toy sacrificed to the improvement of marital relations.

It wont work, you'll sell all your toys and she still wont do the business,
dump her, keep the Stacey!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7110. Folder attributes in TOS

Newsgroup: comp.sys.atari.st
Date: 2003-10-19 12:42:00 UTC
From: vdjole@EUnet.yu
Message-ID: <bmu0qm$326$3@news.eunet.yu>
Source record: 23141

Hi;

Something which I have been working on made me wonder how does the matter stand with using folder attributes (hidden/system/readonly) in TOS (FAT) filesystem? The built-in desktop of TOS ignores them completely (or wrongly interpretes them), but another desktop or fileselector can, or may be made to, respect those flags. "Readonly" is a bit more complex because, in my opinion, setting a folder to "readonly" should effectively prevent any writing to that folder or to files in that folder, which could be very handy to protect important files from accidental destruction by oneself.

Currently I am not interested in other available filesystems with more sophisticated file/folder attributes, but only in knowing are there any fundamental reasons for not utilizing -what is already there- in the TOS/FAT filesystem. And, is there perhaps some patch/utility which adds this functionality to GEMDOS withut too much additional bells and whistles?

thanx;

7111. Re: TradeAmigaMC68881/PAL

Newsgroup: comp.sys.atari.st
Date: 2003-10-19 13:46:36 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bmu4jr$162$1@sparta.btinternet.com>
Source record: 23142

Hi John

> >> Looking for a set of PAL chips for the Falcon U62,63,67,68. I have a
> >> few of MC68881 (pin type not surface mount) for the Amiga to trade if
> >> interested.
> >
> >I'm sure i spotted Lyndon Amsdon <sp> talking about Falcon pals in here
> >recently, have a look at mail up to about a week ago?.
> >
>
> he's already got in touch with me and I've arranged a transaction with
him. Thanks for letting me know though!

Goodo!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7112. Aniplayer as CAB plug-in

Newsgroup: comp.sys.atari.st
Date: 2003-10-19 15:42:39 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f92beeacde8c0@tripnet.se>
Source record: 23144

I can't get Aniplayer to act as a plug-in in CAB and for example display the examples at the Aniplayer homepage http://perso.wanadoo.fr/didierm/ . I know this did work in the past but now something is wrong.

CAB actually downloads one of the .mov files but Aniplayer does not seem to care.

Setup is latest versions of Magic, Jinnee, CAB, Olga and I can't find anything wrong with how things are setup. After all it is not too complicated to setup MAGIC.INF and OLGA.INF correctly for this use. I have setup Aniplayer as "help program" within CAB. OLGA.APP is up and running.

Is this working for someone else with a similar setup?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7113. Re: Aniplayer as CAB plug-in

Newsgroup: comp.sys.atari.st
Date: 2003-10-19 16:05:52 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1066560540-203291AEicMi@adelphia.net>
Source record: 23145

Kenneth,
Inside of CAB, under OPTIONS and EXTERNAL VIEWERS.
Did you setup .MOV to be recognized by ANIPLAYER???
You must tell CAB the EXACT directory that ANIPLAYER
program resides and have CHECKMARKED SUPPORTS VA START
for Aniplayer to be used and recognized by CAB.
Notice also under EXTERNAL VIEWERS that there are MANY
other file formats that can be defined to have
specific programs that you want used to deal with
certian file extenders. Let me know if this helps
there maybe a setup issue with Jinnee that may need
dealt with as well.

Thanks,
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

7114. Re: Aniplayer as CAB plug-in

Newsgroup: comp.sys.atari.st
Date: 2003-10-19 17:25:32 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f92d3721cea411@tripnet.se>
Source record: 22996

In comp.sys.atari.st <1066560540-203291AEicMi@adelphia.net>
Carey Christenson wrote on Sun 19-10-2003 16:05 (GMT):

> Inside of CAB, under OPTIONS and EXTERNAL VIEWERS.
>Did you setup .MOV to be recognized by ANIPLAYER???
>You must tell CAB the EXACT directory that ANIPLAYER
>program resides and have CHECKMARKED SUPPORTS VA START
>for Aniplayer to be used and recognized by CAB.
>Notice also under EXTERNAL VIEWERS that there are MANY
>other file formats that can be defined to have
>specific programs that you want used to deal with
>certian file extenders. Let me know if this helps

All set and if I open a local or direct url .MOV file from within CAB
Aniplayer launches and play the file.

>there maybe a setup issue with Jinnee that may need
>dealt with as well.

A right click in Jinnee on a .MOV launches Aniplayer so I guess that is
correct as well.

I did look through my Olga settings and they seem OK. Strange.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7115. Re: Aniplayer as CAB plug-in

Newsgroup: comp.sys.atari.st
Date: 2003-10-19 18:29:39 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f92e6162b79b20@tripnet.se>
Source record: 22997

In comp.sys.atari.st <3f92d3721cea411@tripnet.se>
Kenneth Medin wrote on Sun 19-10-2003 17:25 (GMT):

>In comp.sys.atari.st <1066560540-203291AEicMi@adelphia.net>
>Carey Christenson wrote on Sun 19-10-2003 16:05 (GMT):

>>for Aniplayer to be used and recognized by CAB.
>>Notice also under EXTERNAL VIEWERS that there are MANY

>I did look through my Olga settings and they seem OK. Strange.

Got it working now!

The "error" was within OLGA.INF and hard to see... I found trailing
spaces after most of the Aniplayer related lines. Deleted all those
spaces, terminated Olga, started CAB and now the plug-in demo at the
Aniplayer homepage works.

I'm definitely not responsible for those stupid spaces. Perhaps the
Aniplayer installation program?

Still no luck with "embedded" mp3's and ogg files... But wave and MIDI
works using PHPLAYER.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7116. Re: using .mid files on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2003-10-19 19:18:37 UTC
From: nowt <nowt@nowt.com>
Message-ID: <bmuohihgg1@newsg3.svr.pol.co.uk>
Source record: 22998

http://www.kevindermott.co.uk/mmm226.zip

try this free program, at first glance it looks like a kiddie program but
can play and convert a load of file types and has extensive key commands

7117. JagFest Micro

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 05:01:03 UTC
From: nick@1632systems.co.uk
Message-ID: <bmvq6jamj1@thorium.cix.co.uk>
Source record: 22999
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.st

As part of the Micromart Show at NEC Birmingham the JagFest Micro UK will be a small but neatly formed collection of Atari Enthusiasts featuring Shiuming Lai of My Atari, Gary Taylor of JagFest UK, Atari Internet Display, 16/32 Systems and I hope finally the Papyrus Demo I promised from the last JagFest plus more.

For more info on Show
- <http://www.micromart.co.uk/default.asp?category=fair>

For more info on JagFest Micro
- <http://www.1632systems.co.uk/html%20pages/Shows/MicroM-03.htm>

If you are interested in attending or contributing to the show let me know on nick@1632system.co.uk <mailto:nick@1632system.co.uk>

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

7118. Re: Any body have a mega Ste they'd like to sell

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 10:00:15 UTC
From: Rob <notator_logic.at@at.hotmail.com>
Message-ID: <n7c7pv40sird6e3tclfdrrkh03khv5s52r@4ax.com>
Source record: 23000

Yeah, me too barrie, how much for a mega ste, with the hard drive kit
(not necessarily a drive)

Rob

On Wed, 15 Oct 2003 09:48:39 -0400, "Bruce" <No-Spam@Ivn.cl> wrote:

>!
>i want to know how much too
>and a falcon !
>and.... how much it is sending to santiago, chile... yeah.. i know it could
>be expensive :o(
>
>"Hmmmmm!" <atari.computing@st.format.co.uk> escribiï¿½ en el mensaje
>news:7oeqovclmphslv8orl5dbt8i1rv9uc4slj@4ax.com...
>>
>> Nah, I have a TT, I want a mega Ste though.
>> With a small hard dive in, whats the price.
>>
>> Thanks. Hmmm!
>>
>>
>>
>> On Wed, 15 Oct 2003 00:53:13 +0100, "Barrie at Keychange"
>> <barrie@keychange.co.uk> wrote:
>>
>> >
>> >"Hmmmmm!" <atari.computing@st.format.co.uk> wrote in message
>> >news:lbloovgdmur817k7jvfjburu2lgs0ulqre@4ax.com...
>> >> Preferably with a hard drive, though not essential....
>> >
>> >Yup, how many do you want?
>> >
>> >TTs as well....
>> >
>> >www.keychange.co.uk
>> >
>> >
>>
>

7119. Some MEGA ST1 questions

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 10:01:49 UTC
From: Rob <notator_logic.at@at.hotmail.com>
Message-ID: <89c7pvc71dp0ei15d5spa6pchimabuu55p@4ax.com>
Source record: 23001

Just got hold of a mega st 1, though I don't have anything to view it on yet, I'll get/make an adapter for it, until then though, a couple of questions....

It has a battery compartment, what's it for (no manual)

On the bottom sticker, it says mega st1 NT (whats the NT for... I saw a mega ste on ebay that was advertised with the nt moniker also)

Are they easily upgradeable memory of hard drive wise, I realise you plug megafile in the back of it, but these arent that common in the UK, and those that are, cost a bomb (which I'd prefer not to pay), if there is an easier way of getting even a tiny hard drive working, that would be great.

Finally, I see it has an expansion slot in the back, I know you can put a pc emulator card in it, what else can go in it (just curious)

Thanks.. Rob

7120. Need a VME graphics card for a TT... Anyone have one?

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 10:03:03 UTC
From: Rob <notator_logic.at@at.hotmail.com>
Message-ID: <mkc7pv0inntsvlsjmf14cbksihi98tv2q2@4ax.com>
Source record: 23002

Anyone knows where I can get a VME graphics card, I'd be most
grateful.

Rob

7121. Re: Some MEGA ST1 questions

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 10:55:07 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3f93bdf6$0$28123$afc38c87@news.optusnet.com.au>
Source record: 23003

"Rob" <notator_logic.at@at.hotmail.com> wrote in message
news:89c7pvc71dp0ei15d5spa6pchimabuu55p@4ax.com...
> Just got hold of a mega st 1, though I don't have anything to view it
> on yet, I'll get/make an adapter for it, until then though, a couple
> of questions....
>
> It has a battery compartment, what's it for (no manual)

Real time clock

> On the bottom sticker, it says mega st1 NT (whats the NT for... I
> saw a mega ste on ebay that was advertised with the nt moniker also)

Will have to check.

> Are they easily upgradeable memory of hard drive wise, I realise you
> plug megafile in the back of it, but these arent that common in the
> UK, and those that are, cost a bomb (which I'd prefer not to pay), if
> there is an easier way of getting even a tiny hard drive working, that
> would be great.

You could get an Adscsi controller to fit in the drive internally, bit I never actually saw one. You are pretty much right, megafile or an external scsi drive and host adaptor. You could fit an internal IDE drive using mario becrofts adaptor http://gem.win.co.nz/mb/atarihw/ide.html or If you are clever enough http://www.joogn.de/atari_ide.html. Ram upgrades are a problem but you can go to 4 meg using the extra ram deluxe board that uses standard simms, the trick is finding one, or again http://atari.nvg.org/stacyram/index.html. Not all of these hacks are for the MegaST, but are easliy adapted.

> Finally, I see it has an expansion slot in the back, I know you can
> put a pc emulator card in it, what else can go in it (just curious)

http://www.backntime.net/Atari%20Computers/16bit/MegaST/FrameMEGAST.html some more info on the MegaST, the expansion could have a ram upgrade, scsi card, video card, PC emulator. It is essentially an internal BUS connector.

Mark

7122. Re: Some MEGA ST1 questions

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 11:33:16 UTC
From: Rob <notator_logic.at@at.hotmail.com>
Message-ID: <vlh7pv81gmouvs6mts6cml18632nlknu08@4ax.com>
Source record: 23004

Thanks for the info Mark, I pulled the batteries out coz they looked
like they were about to leak...ah well, I'm sure it's not too
difficult resetting the clock.
I have contacted mario before (vme graphics card - galaxy) but got no
reply, so unless someone else sells the hardware, I'm a bit stuck.
(The adapter would do just the trick too have a nice 500mb drive that
would go in there... I'm not brave enough to attempt the DIY version)

Rob

On Mon, 20 Oct 2003 20:55:07 +1000, "Mark Bedingfield"
<atari030@optusnet.nomorespamta.com.au> wrote:

>
>"Rob" <notator_logic.at@at.hotmail.com> wrote in message
>news:89c7pvc71dp0ei15d5spa6pchimabuu55p@4ax.com...
>> Just got hold of a mega st 1, though I don't have anything to view it
>> on yet, I'll get/make an adapter for it, until then though, a couple
>> of questions....
>>
>> It has a battery compartment, what's it for (no manual)
>
>Real time clock
>
>> On the bottom sticker, it says mega st1 NT (whats the NT for... I
>> saw a mega ste on ebay that was advertised with the nt moniker also)
>
>Will have to check.
>
>> Are they easily upgradeable memory of hard drive wise, I realise you
>> plug megafile in the back of it, but these arent that common in the
>> UK, and those that are, cost a bomb (which I'd prefer not to pay), if
>> there is an easier way of getting even a tiny hard drive working, that
>> would be great.
>
>You could get an Adscsi controller to fit in the drive internally, bit I
>never actually saw one. You are pretty much right, megafile or an external
>scsi drive and host adaptor. You could fit an internal IDE drive using
>mario becrofts adaptor http://gem.win.co.nz/mb/atarihw/ide.html or If you
>are clever enough http://www.joogn.de/atari_ide.html. Ram upgrades are a
>problem but you can go to 4 meg using the extra ram deluxe board that uses
>standard simms, the trick is finding one, or again
>http://atari.nvg.org/stacyram/index.html. Not all of these hacks are for the
>MegaST, but are easliy adapted.
>

>> Finally, I see it has an expansion slot in the back, I know you can
>> put a pc emulator card in it, what else can go in it (just curious)
>
>http://www.backntime.net/Atari%20Computers/16bit/MegaST/FrameMEGAST.html
>some more info on the MegaST, the expansion could have a ram upgrade, scsi
>card, video card, PC emulator. It is essentially an internal BUS connector.
>
>Mark
>
>

7123. Re: Aniplayer as CAB plug-in

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 13:14:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f938b101beac76@comcast.net>
Source record: 23005

>I can't get Aniplayer to act as a plug-in in CAB and for example display
>the examples at the Aniplayer homepage http://perso.wanadoo.fr/didierm/ .
>I know this did work in the past but now something is wrong.
>
>CAB actually downloads one of the .mov files but Aniplayer does not seem
>to care.
>
>Setup is latest versions of Magic, Jinnee, CAB, Olga and I can't find
>anything wrong with how things are setup. After all it is not too
>complicated to setup MAGIC.INF and OLGA.INF correctly for this use. I
>have setup Aniplayer as "help program" within CAB. OLGA.APP is up and
>running.
>
>Is this working for someone else with a similar setup?

I have a similar setup on my Hades060. I use Magic mainly with
Jinnee 2.5 and Cab. When I download a file with the extension I
have chosen for Aniplay (wav,mov,etc) under Cab, Aniplayer is
brought up and the file is played (or at least Aniplayer tries to
play it).

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7124. Re: Aniplayer as CAB plug-in

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 13:14:31 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f938b101beac77@comcast.net>
Source record: 23007

>Kenneth,
> Inside of CAB, under OPTIONS and EXTERNAL VIEWERS.
>Did you setup .MOV to be recognized by ANIPLAYER???
>You must tell CAB the EXACT directory that ANIPLAYER
>program resides and have CHECKMARKED SUPPORTS VA START
>for Aniplayer to be used and recognized by CAB.
>Notice also under EXTERNAL VIEWERS that there are MANY
>other file formats that can be defined to have
>specific programs that you want used to deal with
>certian file extenders. Let me know if this helps
>there maybe a setup issue with Jinnee that may need
>dealt with as well.
>
>Thanks,
>Carey Christenson

Yes, I forgot to mention this. You must do as Carey says or else
Aniplayer will do nothing. The same would go if you wanted certain
picture files to be loaded also.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7125. Re: Music on ST

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 13:14:32 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f938b101beac78@comcast.net>
Source record: 23006

>Edward S. Baiz Jr. in <3f8e4626153be12@comcast.net>:
>
>>>Hi,
>>>
>>>I am interested to know what formats the music on the ST were like,
>>>i.e, better than Amiga Mod tracks? Is there anywhere to get samples?
>>>
>>>Tia
>>>Andrew.
>>
>>Are you talking about MIDI, Mod files or what?? I have some MIDI
>>files as well as some MOD files.
>
>No, I want to know what sort of music the Atari supported in games et
>al. For example, Amiga = mod, C64 = sid, etc.
>
>Andrew.

There was a player for the Atari 8-bit that came out that played
sid files. The package contained the player as well as a ton of
sid files from various games. I have it somewhere. I just have to
look around...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7126. Re: Need a VME graphics card for a TT... Anyone have one?

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 13:14:32 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f938b101beac79@comcast.net>
Source record: 23008

>Anyone knows where I can get a VME graphics card, I'd be most
>grateful.
>
>
>Rob

Mario Becroft was selling them at his website. He may have some in
stock. Try the site below:

http://gem.win.co.nz

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7127. Re: using .mid files on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 13:14:33 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f938b101beac7a@comcast.net>
Source record: 23009

>http://www.kevindermott.co.uk/mmm226.zip
>
>try this free program, at first glance it looks like a kiddie program but
>can play and convert a load of file types and has extensive key commands
>

I agree. It is a great program. I have it on my STe.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7128. Re: Music on ST

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 13:22:47 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bn0nnr$ge2$1@reader10.wxs.nl>
Source record: 23010

Andrew Hodgson wrote:

> No, I want to know what sort of music the Atari supported in games et
> al. For example, Amiga = mod, C64 = sid, etc.

MOD originated on the Amiga and SID-files obviously originated for the C64's soundchip, but both of them were eventually used by any platform that was technically able to play them, including the Atari ST.

As for an Atari origin, I guess YM files belong to its YM soundchip. :) But games used all sorts of chiptunes as well as trackerformats (including MOD and SID of course). The only really Atari-specific thing I can think of is Ace tracks (Falcon only), but that might be a bit too recent for you. :)

Ace is a software synthesizer for the Falcon that can be used with MIDI but also comes with its own tracker. Gradually, Ace tunes are being used in demos and as entries in tracker competitions (it certainly was a nice new dimension to Error In Line 2003) :)

Maurits.

7129. SGML viewer

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 13:47:29 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0310200547.63ee3d43@posting.google.com>
Source record: 23011

Hello

I have some docs about a C library which are in SGML format. Is there any app to read them with an Atari? any MiNT ported tool?, or any tool to convert those docs in a format readable by my Falcon.

I found a SGML parser but after reading the documentation i dont think i can view anything with it, only check that they are good.

Thanks.

7130. Help Needed Re Atari SH204

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 14:49:29 UTC
From: mrtnstevens@aol.com
Message-ID: <74d0d6a.0310200649.2fd5a87d@posting.google.com>
Source record: 23012

Hi I have just been given a Atari Sh204 hard disk drive But I have try
ever where to get the software to use with it but have had no luuk
could any one help me find out where I can get the software
Thanks for any help given
martin

7131. Re: Need a VME graphics card for a TT... Anyone have one?

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 15:52:47 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <bn10ci$k8r$1$8300dec7@news.demon.co.uk>
Source record: 23013

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:3f938b101beac79@comcast.net...
> >Anyone knows where I can get a VME graphics card, I'd be most
> >grateful.
> >
> >
> >Rob
>
> Mario Becroft was selling them at his website. He may have some in
> stock. Try the site below:
>
> http://gem.win.co.nz

From what I know Mario stopped working on this a little while ago
because the guy whom was helping him code up the graphics driver
disappeared and he's not had time to get back into it.

Alan.

7132. Re: Help Needed Re Atari SH204

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 18:27:39 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <vOVkb.568$In4.513046@monger.newsread.com>
Source record: 23014

On 20 Oct 2003 07:49:29 , martin wrote:
>Hi I have just been given a Atari Sh204 hard disk drive But I have try
>ever where to get the software to use with it but have had no luuk
>could any one help me find out where I can get the software
>Thanks for any help given
>martin
>.
>
Hi Martin,
From what I understand the SH204 (20 meg drive) is a little different
from the Megafile but I boot my megafile30 with HDdriver. It may work for
the SH204.
Start the SH204 first and wait till it spins up (give it a minute) then
start the computer and run HDdriver from a floppy disk. If it works you'll
see 1 or more partitions booted (if there are any).
Then run HDdriver.app from a floppy and select "boot from drive C"
and click on "Install HDdriver". Then put HDDRIVER.PRG in the root
directory of partition C and rename it to HDDRIVER.SYS. Also, remame
(disable) AHDI.PRG in the AUTO folder or SHDRIVER.SYS in the root if either
program is there. Don't delete them yet :) If goes well then the next time
it will boot from the SH204 (assuming the drive is good and there are
already partitions on it).
You can get HDdriver demo from Uwe Seimet's site (not handy right now).
The old way is with AHDI/HINSTALL but I had no luck with it.
Another note is that the SH204 must be put last in a chain of multiple
drives (SHs and/or megafiles). Also, in my manual for the megafile there
are references to DIP switches that I'm not familier with and you may not
need to know anyway.
comp.sys.atari.st always has helpful people including Uwe Seimet who
will probably give advice.
Let me know how it goes!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7133. Re: How to find a Falcon on Ebay

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 21:48:09 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vp8m0rrtnm6qe3@corp.supernews.com>
Source record: 23015

Do a search for "Atari Falcon*", that way it will pick up Atari Falcon 030
and Falcon030 listings...

Tim

"MStepansky" <mstepansky@aol.com> wrote in message
news:20030911173008.14261.00000687@mb-m18.aol.com...
> Or, you will be surprise to see in ebay if you use:
>
> "Atari 040" "Atari 060" "Atari Hades" "Atari Medusa"...um, what else?
>
> Mike
>

7134. Re: Some MEGA ST1 questions

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 22:40:34 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <CvZkb.522$jg7.484219@newshog.newsread.com>
Source record: 23016

On 20 Oct 2003 12:33:16 , Rob wrote:
>Thanks for the info Mark, I pulled the batteries out coz they looked
>like they were about to leak...ah well, I'm sure it's not too
>difficult resetting the clock.
>I have contacted mario before (vme graphics card - galaxy) but got no
>reply, so unless someone else sells the hardware, I'm a bit stuck.
>(The adapter would do just the trick too have a nice 500mb drive that
>would go in there... I'm not brave enough to attempt the DIY version)
>
>Rob
>

my batteries have been in my Mega4 since 1987. I'm afraid to look but
I'm sure they've stopped leaking by now!!!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7135. Re: Help Needed Re Atari SH204

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 22:54:37 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vp8ptneokrfj63@corp.supernews.com>
Source record: 23018

"martin" <mrtnstevens@aol.com> wrote in message
news:74d0d6a.0310200649.2fd5a87d@posting.google.com...
> Hi I have just been given a Atari Sh204 hard disk drive But I have try
> ever where to get the software to use with it but have had no luuk
> could any one help me find out where I can get the software
> Thanks for any help given
> martin

You need the Atari AHDI software, I can send it to you if you need. Will a
ATR or a Zip work?

Tim

7136. Re: Help Needed Re Atari SH204

Newsgroup: comp.sys.atari.st
Date: 2003-10-20 22:54:38 UTC
From: Zigmund Zigbert <Ziggy@telstra.com>
Message-ID: <3f9467b8$0$23595$5a62ac22@freenews.iinet.net.au>
Source record: 23017

Supply your email address. I'll send you the genuine Atari software.

"martin" <mrtnstevens@aol.com> wrote in message
news:74d0d6a.0310200649.2fd5a87d@posting.google.com...
> Hi I have just been given a Atari Sh204 hard disk drive But I have try
> ever where to get the software to use with it but have had no luuk
> could any one help me find out where I can get the software
> Thanks for any help given
> martin

7137. Re: ct60 freezes with N.AES

Newsgroup: comp.sys.atari.st
Date: 2003-10-21 07:56:42 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0310202356.430c3557@posting.google.com>
Source record: 23019

Hello Frank

I have found another situation that freezes N.AES, itï¿½s involved
again the
keyboard, you asked me in DHS CT060 forum about my keyboard. What kind
of keyboard interface do you use?

With COPS open BubbleGem CPX module then try to change the open/close
times
values for the bubbles and N.AES freezes again

If you use COPS and BubbleGem could you try this to see if also that
hangs
your N.AES.

Is the email address showed in your posts valid?

David Galvez

7138. Reading Atari floppies by PC ?

Newsgroup: comp.sys.atari.st
Date: 2003-10-21 12:45:57 UTC
From: gsx <emmeoerree2elleo@ioelle.iti>
Message-ID: <9U9lb.53971$vO5.1988678@twister1.libero.it>
Source record: 23020

Hi all.
I hope this is the right place to ask.
(I wasn't able to find FAQs about AtsriST)

I have my old ST floppies which I cannot read anymore
(mostly source code).
I'm looking for a way to read them using a Win2k PC.

Cheers
Emilio

7139. Re: Reading Atari floppies by PC ?

Newsgroup: comp.sys.atari.st
Date: 2003-10-21 13:03:43 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bn3b4ajju1@reader11.wxs.nl>
Source record: 23021

gsx wrote:

> I'm looking for a way to read them using a Win2k PC.

Download GEMExplorer from http://tamw.atari-users.net/download.htm

Good luck :)

Maurits.

7140. Thing and 256c icons

Newsgroup: comp.sys.atari.st
Date: 2003-10-21 15:07:10 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbpahrs.qou.atari@core.preferuje.luzik.pl>
Source record: 23022

I'm trying to add some 256 color icons to my icons.rsc, but they appear
broken on the desktop and in windows. It seems some bitplanes are swapped
(btw. some 256 icons from icons.rsc appear ok in Thing, but wrong
in icon editor, so I think it proves that bitplanes are swapped). Is there
any fix for it?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7141. Re: Open CPX modules from Taskbar's Start button

Newsgroup: comp.sys.atari.st
Date: 2003-10-21 16:05:16 UTC
From: "M.A. Kehr" <m.kehr@ndh.net>
Message-ID: <20031021180516.3760a5bf.m.kehr@ndh.net>
Source record: 23023

Hi,

> Do you know where can i download the Mint 1.16a kernel binaries? To do some
> more tests.
Have a look at:

http://draco.atari.org

Bye

Marc-Anton

--
****
Business: http://www.st-katharina-apotheke.de
Photography: http://www.ndh.net/home/kehr
Atari: http://atari.st-katharina-apotheke.de
****

7142. Re: Reading Atari floppies by PC ?

Newsgroup: comp.sys.atari.st
Date: 2003-10-21 17:17:42 UTC
From: gsx <emmeoerree2elleo@ioelle.iti>
Message-ID: <WSdlb.56493$e6.2003910@twister2.libero.it>
Source record: 23024

> Download GEMExplorer from http://tamw.atari-users.net/download.htm
>
> Good luck :)
>
> Maurits.

I'll try !
Thank you very much, Maurits !

Emilio

7143. Re: CT60 at 100 MHz !!!! I'm deadly cra

Newsgroup: comp.sys.atari.st
Date: 2003-10-21 17:48:04 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f957150$0$10415$626a54ce@news.free.fr>
Source record: 23025

FALSE !

The bus interface of the 060 allows FULL, 1/2 or 1/4 speed bus of the
internal speed.

CT60 uses FULL mode and is the only one design on the planet to use that !
As I know all designs using 060 were designed for 040 and so use 060 in the
1/2 bus mode !
Like for Milan and hades !

But it is easy to design a 060 daughter card for milan and hades with 1/4
mode !
A 25 MHz Milan bus can dialog with a 100 MHz 060 with 1/4 mode !!

"Michael Schwingen" <michaels@ccac.rwth-aachen.de> a ï¿½crit dans le message
de news: bmf0mssph1@nets3.rz.RWTH-Aachen.DE...
> In article <3f895046.0@entanet>,
> Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote:
> >
> >Am I correct in thinking that the 68060 internally doubles
> >the clock speed or does it also work without doubling ?
>
> No. It can run the bus at half or full core speed.
>
> >Would it be possible to build a 68060 adapter for the Milan
> >that runs at 100MHz and retains the 25MHz bus speed ?
>
> Probably, although it would probably not be worth the effort - even with
the
> 2:1 core:bus ratio, the core speed is already limited by the bus. For a 4*
> clocked core to be useful, you would need to add L2-cache that runs at
full
> speed - I would guess that the effort would be the same or more than
simply
> adding a full-speed SDRAM constoller like the CT60 does.
>
> >I doubt it would be as complex as the CT60 (but what do I know).
> >Could it be based on the original Milan 68060 adapter card ?
>
> Probably not. The original Milan adapter is mostly passive (it has a 3.3V
> regulator for the CPU core, plus a very small bit of logic).
>
> cu
> Michael

7144. Re: CT60 : new 060 are arrived !

Newsgroup: comp.sys.atari.st
Date: 2003-10-21 17:48:58 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f957189$0$10401$626a54ce@news.free.fr>
Source record: 23026

E41J is very difficult to find at a good price !
Sure you can buy it at motorola distributors ... around 600 $
eh eh ;-)

If somebody find an other way....I want to know !

I was lucky to find 25 exemplaries of this 060...
I don't know if I will find others...

It is more easy to find old 1F43G because it is pulls from old systems...
But E41J was produced after 1999 and so is surely in active systems... no
pulls...
And new is so expensive...

It is why I consider atari world has to move to an other processors familly
!
Imagine what kind of PowerPC CPU yyou can buy with 600 $!!

"Tim" <TjLaZer@NOSPAM.Mail.com> a ï¿½crit dans le message de news:
vp09cpmku7hid4@corp.supernews.com...
>
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:3f7aaac7$0$20653$626a54ce@news.free.fr...
> > Shipping of CT60 is continuing now.
> >
> > I received nice 060 REV 6 mask E41J from germany. :-)))
> >
> > I continue waiting whose from USA (Vernal Elm) :-(((
> >
> >
>
> Where can one get the E41J 060 chips from? I would like to order one in
in
> the USA
>
> Tim
>
>

7145. FS: 120+ disk library

Newsgroup: comp.sys.atari.st
Date: 2003-10-21 17:55:03 UTC
From: Josh Renaud <josh_No_SPaM_poR_FAvOr@joshrenaud.com>
Message-ID: <BBBADD27.8F2D%josh_No_SPaM_poR_FAvOr@joshrenaud.com>
Source record: 23027

Hey all,

I'm selling a shareware disk library.. It includes over 120 disks, each one containing programs in a particular category (Utilities, Games, etc). Many of these programs are really fantastic and hard to find. There are also several disks with demos of popular commercial programs from back in the day.

I'd like to sell it to someone who will enjoy them. I'm asking $15 plus shipping.

If you're interested, just email me at:
joshDIESPAM@joshDOWNWITHSPAMrenaud.com

(remove capital letters)

7146. Re: ST BBS software

Newsgroup: comp.sys.atari.st
Date: 2003-10-21 18:29:29 UTC
From: do@not.use
Message-ID: <dWelb.48$uv1.70@nntpserver.swip.net>
Source record: 23028

On 16 Oct 2003 11:04:10 , "Greg Goodwin" wrote:
> I have a TT 030 that I am thinking of making use of. What are some good
>programs for for running a BBS?

Starbox, from the autor of Starcall is a bbs software that allow 4 simultaneous phones lines at 115200 bps (or 4x230400 if you use Elsa modems).

>And importantly, which BBS has the best variety of online games ?

In ASCII ??

>A side thought, did a BBS ever make use of X-Former so that Atari 8-bit
>games could be ran as well?

What is xformer ?

Regards

yvesDOTrogne@onlineDOTfr

7147. mc68060 users survey

Newsgroup: comp.sys.atari.st
Date: 2003-10-21 18:39:03 UTC
From: do@not.use
Message-ID: <b3flb.50$uv1.70@nntpserver.swip.net>
Source record: 23029

Hello everybody,

I have an xc68060rc50 in my computer and it seems that the last born mc68060rc66
is much better quality (bug removed and allow higher speed).

So I'm now looking worldwidly to buy some of those 68060 rev 6.
I can purshase only one for me, but if anyone else is interested please let me
know at yvesDOTrogne@onlineDOTfr

I will tell you the price as soon as I get it, all paid in advance.

Regards

7148. FS/FT: Antic and Compute! magazines

Newsgroup: comp.sys.atari.st
Date: 2003-10-21 21:37:26 UTC
From: john_bonham_80@yahoo.com
Message-ID: <e41705e3.0310211337.2919cbc3@posting.google.com>
Source record: 23030
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.st,comp.sys.cbm

PLEASE EMAIL ME AT: john_bonham_80nospam@hotmail.com

remove "nospam" from top address

Please note: some magazines have the subscription notice on them and
many do not, if you are concerned about this please ask.

The magazines were recently pulled from my garage therefore they have
that typical musty smell that will go away once they are exposed more
to air over time.

Here is the list please read carefully, if you would like a scan of a
particular issue than ask, please do ask only if you are serious about
purchasing or trading.

Will trade for other classic console related magazines, ColecoVision,
Intellivision, Some Genny or Virtual Boy, please send offers.

Here is the list:

COMPUTE!

May 1986 Issue #72 vol. 8 No. 5
June #73 No. 6
July #74 No. 7
Nov. #78 No. 11

Jan. 1987 Issue #80 vol. 9 No. 1 (small tear top left corner,
not very noticeable)
March #82 No. 3
May #84 No. 5
June #85 No. 6
July #86 No. 7
Aug. #87 No. 8
Oct. #89 No. 10

ANTIC The Atari Resource (magazines only no disks)

Dec. 1989/Jan. 1990 Vol. 8 No. 5

Jan. 1989 vol. 7 #9 Atari 8-bit treasure guide
March #11
April #12
June vol. 8 #2
Aug. #4
Sept. #5 Joystick Test Lab

Jan. 1988 vol. 6 #9 6th Annual Shoppers Guide
March #11 Shootout! Atari XE game system vs. Nintendo
and Sega
April #12 New! Atari Desktop Video Atari!
May vol. 7 #1 6th Anniversary Collectors Issue
June #2 Power Up! Atari XE Game System
July #3 Newsroom Comes to Atari
Aug. #4 Atari Home Turn-on!
Sept. #5 Atari Goes Hollywood!
Oct. #6 Atari Grand Slam Four 8-bit Breakthroughs
Nov. #7 8-bit Memory Upgrades
Dec. #8 8-bit Best of '88 (small tear bottom corner)

March 1987 vol. 5 #11 Inside Today's Atari Corp.
July vol. 6 #3 Print Anything With Your Atari
Aug. #4 Stock Doubles As Atari Takes on the Big Guys
Sept. #5
Oct. #6 Football Predictor
Nov. #7 Four Best New Programs for '87

Jan. 1986 vol. 4 #9 Atari Products Are Back!
May vol. 5 #1 4th Anniversary Issue
Nov. #7

March 1985 vol.3 #11 Ultimate Printer Guide
April #12 Computer Frontiers
June vol.4 #2 Computer Arts
Aug. #4 Telecomputers '85
Sept. #5 Power Programming
Dec. #8 4th Annual Shoppers Guide

Jan. 1984 vol. 2 #10 Special Printer Issue
March #12 The International Atari
June vol. 3 #2 Exploring the Atari XL
July #3 New-age Communications
Oct. #4 Computer Learning Magic
Dec. #8 Buyers Guide

April 1983 vol. 2 #1 (missing cover) Has Features Page as the
cover
June #3 Data Base Survey
July #4 (missing cover) Has Features Page as the
cover
Sept. #6 (Has cover but needed to be taped back on,
looks good)
Oct. #7 (small tear top left corner not very
noticeable)
Nov. #8 (no cover, Features Page needed to be taped
back on)
Dec. #9 Buyers Guide

7149. A-ONE mail address?

Newsgroup: comp.sys.atari.st
Date: 2003-10-21 21:52:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bn49qg$j4f$1@thorium.cix.co.uk>
Source record: 23031

Anyone have Dana's new address? I sent him a mail to the old one,
but it bounced with a 'relaying denied' message:

----- The following addresses had permanent fatal errors -----
dpj@atarinews.org
(reason: 550 5.7.1 <dpj@atarinews.org>... Relaying denied)

----- Transcript of session follows -----
... while talking to www.atarinews.org.:
>>> RCPT To:<dpj@atarinews.org>
<<< 550 5.7.1 <dpj@atarinews.org>... Relaying denied

ISTR he said he'd recently moved ISPs but I don't have the current
one.

Regards, /Peter/

7150. Re: A-ONE mail address?

Newsgroup: comp.sys.atari.st
Date: 2003-10-21 23:00:52 UTC
From: danap8@aol.comno-spam
Message-ID: <20031021190052.09319.00000560@mb-m27.aol.com>
Source record: 23032

>Anyone have Dana's new address? I sent him a mail to the old one,
>but it bounced with a 'relaying denied' message:

Hi Peter,

I just recently found out that our ISP may be shutting down - hence the bounced messages and the A-ONE e-mail subscription process falling through the cracks. I can always be reached at dpj at delphiforums dot com or aonemag at aol dot com. I'll send you the last two issues. Anyone else looking to get them mailed, just let me know.

-Dana @ A-ONE

7151. MyMAIL 1.63 released

Newsgroup: comp.sys.atari.st
Date: 2003-10-22 06:11:21 UTC
From: Erik Hall <erik.hall_NOSPAM_@affv.nu>
Message-ID: <3F960288.19C89E85@affv.nu>
Source record: 23033

```
Hi all !

New version of MyMail (1.63) released.

Major improvements & bugfixes:
------------------------------
- Spam filter can now check 20 lines of the mail body
- auto-reporting improved with report-address lookup from abuse.net
- Added filter for the MS virus Swen
- Bugfixes of the editor
(read more in the history.txt file)

Download from:
--------------
http://erikhall.atari.org/programs/mymail.html
- or -
http://212.214.15.116/~erikhall/programs/mymail.html

MyMail mailinglist
------------------
You can add or remove yourself from MyMAIL mailinglist.
The add/remove page is found at:
http://www2.tripnet.se/~erikhall/mymailupdates.html

Best Regards
Erik Hall
```

7152. Re: Tempus Word images

Newsgroup: comp.sys.atari.st
Date: 2003-10-22 06:45:03 UTC
From: Norbert Simon <spamkiller@no-si.de>
Message-ID: <oprxfmddxpmldby0@news.individual.de>
Source record: 23034

Am Mon, 29 Sep 2003 22:30:08 +0200 hat Jean-Luc CECCOLI <wdwd@wd.com>
geschrieben:

> Hello,
>>>
>>> [Problem displaying images] - Falcon
>

This problem will be fixed with the next update of TW. It will be
available in a few weeks, with some more functions.
If you are interested in trying the fix, please send an e-mail to info at
tempus-word dot de. We will send you the current beta that will solve
this.

--

Norbert Simon

7153. Bluetooth on Atari

Newsgroup: comp.sys.atari.st
Date: 2003-10-22 08:57:04 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0310220057.799e44d@posting.google.com>
Source record: 23035

Hi,

Check this out:

http://www.free2move.se/prod_spp.htm

It's a serial port dongle with Bluetooth. Configuration must probably
be performed in MS Windows, but otherwise it works on any RS232
serialport.

-- Peter

7154. Re: Reading Atari floppies by PC ?

Newsgroup: comp.sys.atari.st
Date: 2003-10-22 10:44:52 UTC
From: gsx <emmeoerree2elleo@ioelle.iti>
Message-ID: <Ectlb.56427$vO5.2069729@twister1.libero.it>
Source record: 23036

Ok,
Gemexplorer doesn't work on Win2k...
but I got it running on a Win98 box !
Nice :)

Thanks again !
Emilio

7155. Re: Bluetooth on Atari

Newsgroup: comp.sys.atari.st
Date: 2003-10-22 15:22:18 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.10.22.15.22.18.391549@nossspamXXatari-source.com>
Source record: 23037

On Wed, 22 Oct 2003 01:57:04 -0700, Peter wrote:

> Hi,
>
> Check this out:
>
> http://www.free2move.se/prod_spp.htm
>
> It's a serial port dongle with Bluetooth. Configuration must probably
> be performed in MS Windows, but otherwise it works on any RS232
> serialport.
>
> -- Peter

It's just a wireless serial port link utilizing bluetooth for the wireless
link. I doubt we would be able to access other bluetooth devices such as
cell phones or keyboard/mice.

Mark

7156. RAM Filled by CAB?

Newsgroup: comp.sys.atari.st
Date: 2003-10-22 16:24:53 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <pbylb.940$In4.651583@monger.newsread.com>
Source record: 23038

Hi All,
Is this a CAB bug or something else? This happens but rarely:
(note that this is a Falcon with single TOS 4.04)
It looks to me like RAM (14 meg) is getting filled but there's not that many bytes downloaded. This is not the usual "run time error offset" crash. With this, a page gets loaded but CAB stops loading pics even though CAB Cache shows plenty of RAM left and I know there should be at least 8 meg RAM free. There's also plenty of hard drive space. It can happen on the first or second web page downloaded. I can call up the control panel but can't open General.cpx to see RAM status! Then when I close CAB there's 0 bytes in the Hotlist file!
Another odd but possibly related problem happened when trying to get Sting to connect (I usually use Stik2). After playing around with scripts, etc., my Control.inf on drive C got reduced to 0 bytes so had to boot from a floopy until I found the error.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7157. 68060 always on the road

Newsgroup: comp.sys.atari.st
Date: 2003-10-22 18:12:15 UTC
From: Annnomymme@whitehouse.gov
Message-ID: <3f96c87e$0$232$626a54ce@news.free.fr>
Source record: 23039

On 21 Oct 2003 19:48:58 , "Rodolphe Czuba" wrote:

�But E41J was produced after 1999 and so is surely in active systems... no
�pulls...
�It is why I consider atari world has to move to an other processors familly
�Imagine what kind of PowerPC CPU yyou can buy with 600 $!!

Well lets thinks about that :
<<...produced after 1999 and ... in active systems ...>>

They are fully used in big routers for ISP or big companies as far I knows.
These guys knows that slower CPU add costs to them, but uses 68060.
If newer CPU were faster they would uses it, but they uses 68060.

So why moving to other CPU that would just be todays fashion ?
I don't care about Mhz, I just want power.

Actually we Have the Hades wich cpu bus is at 1/4 and CT60 with cpu bus at 1/2
of CPU speed (dixit Czuba tech). If we wanted a faster computer with 68060 we
could have a faster computer with bus running at same speed than CPU like in the
routers.
68060 may look old but is it a CISC CPU after him ?

That chip will be outdated when routers will works with other chips. Managers
that uses 68060 in there companies knows what they get from many chips, so if
they choose it its because it is the best.

Any different opinion are welcome.

Regards

M�gamodeste

7158. Re: Reading Atari floppies by PC ?

Newsgroup: comp.sys.atari.st
Date: 2003-10-22 18:47:21 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f96d358680303@tripnet.se>
Source record: 23040

In comp.sys.atari.st <Ectlb.56427$vO5.2069729@twister1.libero.it>
gsx wrote on Wed 22-10-2003 10:44 (GMT):

>Gemexplorer doesn't work on Win2k...

But Gemulator itself does. I use it a lot at work to run a (sort of)
company critical Atari app.

Should be set to "Atari disk mode" for best compatibility.

>but I got it running on a Win98 box !

In the Windows world you often need a multiboot setup for some programs
that can't cope with some Win incarnation.

Nice to be on a platform where often the same physical applications can
be runned in TOS, Magic, Geneva, Mint without multiple separate
installations...
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7159. Re: RAM Filled by CAB?

Newsgroup: comp.sys.atari.st
Date: 2003-10-22 18:47:21 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f96d358680302@tripnet.se>
Source record: 23041

In comp.sys.atari.st <pbylb.940$In4.651583@monger.newsread.com>
John Garone wrote on Wed 22-10-2003 16:24 (GMT):

> Is this a CAB bug or something else? This happens but rarely:
>(note that this is a Falcon with single TOS 4.04)
>It looks to me like RAM (14 meg) is getting filled but there's not that
>many bytes downloaded. This is not the usual "run time error offset" crash.
>With this, a page gets loaded but CAB stops loading pics even though CAB
>Cache shows plenty of RAM left and I know there should be at least 8 meg
>RAM free. There's also plenty of hard drive space. It can happen on the
>first or second web page downloaded. I can call up the control panel but
>can't open General.cpx to see RAM status! Then when I close CAB there's
>0 bytes in the Hotlist file!

Never seen this with CAB 2.8 and Magic 6.20 and I use CAB quite often.

> Another odd but possibly related problem happened when trying to get
>Sting to connect (I usually use Stik2). After playing around with scripts,
>etc., my Control.inf on drive C got reduced to 0 bytes so had to boot from
>a floopy until I found the error.

You are using Newsie and in the past there have been several file
corruption reports by Newsie users. I seem to recall it can be cured by
turning off some logging functions. Sorry, I don't use Newsie myself.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7160. Re: Tempus Word images

Newsgroup: comp.sys.atari.st
Date: 2003-10-22 18:47:22 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f96d358680304@tripnet.se>
Source record: 23042

In comp.sys.atari.st <oprxfmddxpmldby0@news.individual.de>
Norbert Simon wrote on Wed 22-10-2003 08:45 (+0200):

>Am Mon, 29 Sep 2003 22:30:08 +0200 hat Jean-Luc CECCOLI <wdwd@wd.com>
>geschrieben:

>>>> [Problem displaying images] - Falcon

>This problem will be fixed with the next update of TW. It will be
>available in a few weeks, with some more functions.

For a second I thought you meant "That's Write" by "TW". Oh well...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7161. Re: CT60 at 100 MHz !!!! I'm deadly cra

Newsgroup: comp.sys.atari.st
Date: 2003-10-22 19:33:43 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <bn6m2nbmn1@nets3.rz.RWTH-Aachen.DE>
Source record: 23043

In article <3f957150$0$10415$626a54ce@news.free.fr>,
Rodolphe Czuba <rczuba.yenamarre@free.fr> wrote:
>
>The bus interface of the 060 allows FULL, 1/2 or 1/4 speed bus of the
>internal speed.

Hm - interesting, I did not know about 1/4 mode.

>But it is easy to design a 060 daughter card for milan and hades with 1/4
>mode !
>A 25 MHz Milan bus can dialog with a 100 MHz 060 with 1/4 mode !!

Hm - yes, that might work. However, it will not bring much speed improvement
- even in 1/2 mode, the bus speed is already limiting the CPU (which
explains why the CT60 is faster), so clocking up only the CPU core would not
bring much real speed.

cu
Michael

7162. Need a VME graphics card for a TT... Anyone have one?

Newsgroup: comp.sys.atari.st
Date: 2003-10-22 21:31:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00350065@fmlynet.org>
Source record: 23044

FamilyNet Newsgate

> Anyone knows where I can get a VME graphics card, I'd be most
> grateful.

> Rob

I have a AlberTT card. :)

I'm sure you are looking for something a bit better than that.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7163. Re: Need a VME graphics card for a TT... Anyone have one?

Newsgroup: comp.sys.atari.st
Date: 2003-10-22 21:34:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00350066@fmlynet.org>
Source record: 23045

FamilyNet Newsgate

>> From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>

>> Anyone knows where I can get a VME graphics card, I'd be most
>> grateful.
>>
>>
>> Rob

> Mario Becroft was selling them at his website. He may have some in
> stock. Try the site below:

> http://gem.win.co.nz

With no offense to Gamer, and for Mario since I like them both; don't waste your time. I tried to write Mario a while back. Tried multiple times. No answer.

If someone has heard from him lately, awesome. But back when I was shopping for a card, and his sound good, he didn't reply to my questions.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7164. Re: ST BBS software

Newsgroup: comp.sys.atari.st
Date: 2003-10-22 21:44:24 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00350067@fmlynet.org>
Source record: 22946

FamilyNet Newsgate

> From: do@not.use (M�gamodeste)

>Starbox, from the autor of Starcall is a bbs software that allow 4 simultaneou
> phones lines at 115200 bps (or 4x230400 if you use Elsa modems).

Awesome, where can I find this?

> �And importantly, which BBS has the best variety of online games ?

> In ASCII ??

Sounds good to me! Unless the ST had some funky character set like the
Atari 8-bit's ATASCII

> �A side thought, did a BBS ever make use of X-Former so that Atari 8-bit
> �games could be ran as well?

> What is xformer ?

I would say a brillant 8-bit Atari emulator that worked fairly well on the
slower ST's. I would say it, but Derek M, the programmer, would say all
this for us. :)

All the same, the emulation ran appplications fairly well. Also had 1050
floppy disk support.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7165. Re: RAM Filled by CAB?

Newsgroup: comp.sys.atari.st
Date: 2003-10-23 06:18:13 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <FoKlb.675$jg7.626551@newshog.newsread.com>
Source record: 22947

On 22 Oct 2003 18:47:21 , "Kenneth Medin" wrote:
>In comp.sys.atari.st <pbylb.940$In4.651583@monger.newsread.com>
>John Garone wrote on Wed 22-10-2003 16:24 (GMT):
>
>> Is this a CAB bug or something else? This happens but rarely:
>>(note that this is a Falcon with single TOS 4.04)
>>It looks to me like RAM (14 meg) is getting filled but there's not that
>>many bytes downloaded. This is not the usual "run time error offset" crash.
>>With this, a page gets loaded but CAB stops loading pics even though CAB
>>Cache shows plenty of RAM left and I know there should be at least 8 meg
>>RAM free. There's also plenty of hard drive space. It can happen on the
>>first or second web page downloaded. I can call up the control panel but
>>can't open General.cpx to see RAM status! Then when I close CAB there's
>>0 bytes in the Hotlist file!
>
>Never seen this with CAB 2.8 and Magic 6.20 and I use CAB quite often.
>
>> Another odd but possibly related problem happened when trying to get
>>Sting to connect (I usually use Stik2). After playing around with scripts,
>>etc., my Control.inf on drive C got reduced to 0 bytes so had to boot from
>>a floopy until I found the error.
>
>You are using Newsie and in the past there have been several file
>corruption reports by Newsie users. I seem to recall it can be cured by
>turning off some logging functions. Sorry, I don't use Newsie myself.
>

I keep Newsie in it's own folder which seems to keep file corruption
within the folder (actually adds merged corrupted files which Diamond Edge
takes care of farely well....((if no long file names)). The problem I was
speaking of seems to be related to CAB, the CAB_JPEG module or CAB calling
on the JPEG loader in the AUTO folder (just guessing) and it is a rare
occurrance but annoying none the less.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7166. Re: Reading Atari floppies by PC ?

Newsgroup: comp.sys.atari.st
Date: 2003-10-23 09:32:48 UTC
From: gsx <emmeoerree2elleo@ioelle.iti>
Message-ID: <4fNlb.60850$e6.2150640@twister2.libero.it>
Source record: 22948

> In the Windows world you often need a multiboot setup for some programs
> that can't cope with some Win incarnation.
>
> Nice to be on a platform where often the same physical applications can
> be runned in TOS, Magic, Geneva, Mint without multiple separate
> installations...

I liked the 'old times' when we had several
system to choose from...
Sinclair, Commmodore, Atari, Acorn , Apple....
Now all these ugly wintel boxes are everywhere :(
(I only use Windows because I have to...at work)

Cheers :)
Emilio

7167. memory.sys needed

Newsgroup: comp.sys.atari.st
Date: 2003-10-23 10:48:01 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@gmx.de>
Message-ID: <3F97B1E1.31C742DE@gmx.de>
Source record: 22949

Hello,

this file is necessary to display alternative AES fonts using GDOS and VDIFONT. Unfortunately the memory.sys that comes with FONTGDOS sizes more than 50 kB and thus needs too much space on my Atari boot disk for x86 PC's. NVDI's memory.sys is much smaller (< 2 KB) but I must not distribute this file with my disk for NVDI is not free. Can anyone help me? Please have a look at your gemsys folder for the memory.sys, and if it is free send it to me.

Thanks, Ludwig

7168. ADV: Atari Clearance Sale! 30% off!

Newsgroup: comp.sys.atari.st
Date: 2003-10-23 13:55:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0310230648310.16172-100000@onyx.spiritone.com>
Source record: 22950
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari stuff coming out of my Ears and I need to make room for NEW Atari stock. I'm buying out an Atari Dealer & I need to make room for NEW Atari stock! So I'm Offering a 20% off the Top Discount for any customer on Atari ST and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more! For Regular Customers add another 10% off! A Whopping 30% off the Top Discount. Take advantage of this, because this is as Good as it Gets! A lot of the items on sale I only have One, Two or a Few of! So act NOW While I got it! Get the Catalogs while inventory Lasts! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

http://www.aracnet.com/~atari/specials.htm Atari Specials!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7169. nothin

Newsgroup: comp.sys.atari.st
Date: 2003-10-23 18:35:33 UTC
From: Bob Uppendown <bob@eatyoyrownspam.com>
Message-ID: <vpg8b1hs4qn472@corp.supernews.com>
Source record: 22951

12345678

7170. Re: Gribnif and Dan Wilga are still around....

Newsgroup: comp.sys.atari.st
Date: 2003-10-24 02:00:26 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <kI%lb.32326$h47.3147@bignews4.bellsouth.net>
Source record: 22952

I've been a Gribnif User/Fan since the very early releases of NeoDesk.

Always wanted a Crazy Dots board...they were just WAY too expensive for a 19 year old college student (back when they were avilable).

CardFile, in all its simplicity is still my addressbook of choice *even over the bloated Windows stuff that's really nice, but very difficult to import and exchange across platforms for database and spreadsheet work*.

Geneva is a God Send...mainly because it has not changed much since the inital, and very well done commercial release. I frequently fall back to Geneva because it gets along so well with most legacy apps, such as Steinberg's suite of software designed around MROS. The fact that you can EASILY control how much memory (and other odd bits, flags, and paramaters) a particular app can grab keeps me going back to Geneva again and again.

I'm also an N.AES and MagiC user/fan. On my CT2B Falcon...these products ROCK when running later generation software that knows how to behave under a multi tasking AES...but lets face it...there are a LOT of really fine programs (at least in function...maybe the code is multi-tasking-sloppy...but at the time it didn't matter) that were done long ago and never got past version 1. To date, Geneva is the easiest, fastest, and most likely AES to set up and successfuly run such apps.

NeoDesk 4 is sweet...if only it could deal with long filenames. Yeah, these days it's just too easy to keep a load of VFAT DOS Formatted ZIP Disks around for portability :) The long file names would be very very nice ;) Also...as it becomes harder and harder to find hard drives under 20 GIG!!! one runs out of room for partitions pretty fast....so ext2 partitions come in handy to claim alot of that space for backups and archival....again...the long names would come in handy. Not much market left, so I wouldn't blame ya for not investing too much time in this...also alot of competition in desktops now (NeoDesk started it all!).

As for a REAL WISH that I'd like to see Dan consider.....
To date...there is NOT A SINGLE Decent vt102/ansi GEM terminal in existance that can tie in with a TCP/IP stack (telnet)! STalker is a very good COMS package that uses GEM and has some of the FASTEST and best looking screen emulation done to date for GEM. TOSWin is the closest thing in existance to what I'm talking about here...and it ONLY WORKS with Mint...has bad and buggy screen emulation *yes, no matter what TERM caps/infos you use...then dern thing doesn't scroll properly, is jittery, not really VT100, etc...

To get a decent VT102/ansi color emulation over the net...about the only option out there is Teli for MagiC and that oddball TCP/IP stack that comes with CAB, or Draconis. Hmmmmm....okay, this Teli is well done, looks great, and it WORKS,

but it is orphaned (or was last 3 times I tried to register it). By the time you go around the world to get it working with a TCP/IP stack (Some converter for STing, or moving to one of the oddball TCP/IP stacks), it's dog slow...even on a 50mhz Falcon!

I'd love to be able to do simple ports to things like tinyfugue, pine, etc...that don't require all the MiNT extras. The lack of a decent ready made terminal is the FIRST and most obvious barrier to making loads and loads of simple text based clients that are easy on the eyes and quite powerful. STalker is there...and the emulation is quite good...lets just get it on the net ;)

Quite simply put....
A top notch, speedy, and well functioned COMMS package that can get on the net is the MOST IMPORTANT application there is...it is a gateway to anywhere and anything...even the lowliest 520ST can make a great dumb term to a unix shell. Sadly, this is something we still don't have on the Atari.

Dan....
Please please consider popping in support for a TCP/IP stack (STing would be ideal...as there is gluestick and Ifusion to easily tie this into Mint/Net or MagiCnet...Also, STik/STing works just fine on low memory/slow machines with NO multitasking support) into Stalker, and/or, offering a simple shell where STalker can run tos/ttp command line apps in a VT102/ansi/color window...handlers for MiNT tty info would be kinda nice as well...but at the least...just give us telnet somehow ;)

I'll PREorder 3 copies TODAY if you'll do this.

Brian

7171. Syquest 105

Newsgroup: comp.sys.atari.st
Date: 2003-10-24 06:29:16 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <0F3mb.15856$YO5.7655991@news3.news.adelphia.net>
Source record: 22953

My Stacy has an internal Syquest 105 drive. Does anyone know of a
source for cartridges?

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

7172. Re: ST BBS software

Newsgroup: comp.sys.atari.st
Date: 2003-10-24 09:01:31 UTC
From: fartfart@yahoo.com
Message-ID: <LT5mb.418$uv1.332@nntpserver.swip.net>
Source record: 22954

"Greg Goodwin" wrote:
I have a TT 030 that I am thinking of making use of. What are some good
programs for for running a BBS?
Starbox, from the autor of Starcall is a bbs software that allow 4 simultaneous
phones lines at 115200 bps (or 4x230400 if you use Elsa modems).

You can get the packages and check how well it works at INLI bbs running with
starbox on a standard TT :
INLI bbs +49 236 355 661 (Deutshland)

yvesDOTrogne@onlineDOTfr

7173. Re: Bluetooth on Atari

Newsgroup: comp.sys.atari.st
Date: 2003-10-24 09:21:10 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0310240121.4178d08b@posting.google.com>
Source record: 22955

Hi,

> It's just a wireless serial port link utilizing bluetooth for the wireless
> link. I doubt we would be able to access other bluetooth devices such as
> cell phones or keyboard/mice.

Yes, I know. To be able to able to establish a connection towards a
bluetooth enabled PDA or similar will probably need some kind of
software support. I just it would be a nice cable replacement for us
geeks.

The company that makes them is about 100 meters from where I work. I
will pay them a visit and find out how it works. The have lots of
other interesting bluetooth related stuff too.

-- Peter

7174. Re: ST BBS software

Newsgroup: comp.sys.atari.st
Date: 2003-10-24 11:05:05 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <BH7mb.1158$In4.759440@monger.newsread.com>
Source record: 22956

On 22 Oct 2003 21:44:24 , "Greg Goodwin" wrote:
>FamilyNet Newsgate
>
>> From: do@not.use (M�gamodeste)
>
>>Starbox, from the autor of Starcall is a bbs software that allow 4 simultaneou
>> phones lines at 115200 bps (or 4x230400 if you use Elsa modems).
>
> Awesome, where can I find this?
>
>

```
FAX-Nr. und MAILBOX:
02363-55661
Telefon:
02363-55629 (Meistens Anrufbeantworter!)
e-mail:
i.linkweiler@gmx.de
Ingo_Linkweiler@DO.maus.de
Post:
Marktstr.48, 45711 Datteln
Internet:
http://www.icc-computer.de/starcall
```

```
John
P.S.
To Reply by E-mail, please remove -NOT- from my address!
```

7175. Re: ST BBS software

Newsgroup: comp.sys.atari.st
Date: 2003-10-24 16:28:14 UTC
From: Annnomymme@whitehouse.gov
Message-ID: <3f99531d$0$2790$626a54ce@news.free.fr>
Source record: 22957

On 24 Oct 2003 11:05:05 , John Garone wrote:
>> Awesome, where can I find this?
FAX-Nr. und MAILBOX:
02363-55661
Telefon:
02363-55629 (Meistens Anrufbeantworter!)
e-mail:
i.linkweiler@gmx.de
Ingo_Linkweiler@DO.maus.de
Post:
Marktstr.48, 45711 Datteln
Internet:
http://www.icc-computer.de/starcall

Thanks John !

MAybe faster for US people on his site rather than calling his bbs, but you won't know what's you'll get if you don't call it (-;

Regards

7176. Re: ct60 freezes with N.AES

Newsgroup: comp.sys.atari.st
Date: 2003-10-24 16:50:50 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20031024185050.a38505@du3.maus.de>
Source record: 22958

>I have found another situation that freezes N.AES, itï¿½s involved
>again the keyboard, you asked me in DHS CT060 forum about my keyboard. What
>kind of keyboard interface do you use?

I am using a PC to ATARI-interface from a German dealer (ddd).

>With COPS open BubbleGem CPX module then try to change the open/close
>times values for the bubbles and N.AES freezes again

The same happens here. That's the reason why I do not use Cops any longer (I am using the patched XControl instead but there are still freezes. :-(

I found out that it happens very often AFTER I called Boxkite. Which file selector do you use?

>Is the email address showed in your posts valid?

No. It's not (too much spamming). My email address is:

frank DOT SURNAME (see above) AT 12move DOT de.

Regards,

Frank

7177. Atari in current issue of Computer Shopper magazine!

Newsgroup: comp.sys.atari.st
Date: 2003-10-24 18:43:26 UTC
From: "Paul N." <visit_my_site@nurmix.com>
Message-ID: <9rripvss8c41m5nq4r531a8dualaggfjs0@4ax.com>
Source record: 22959

I just thought I'd mention that I wrote a letter to the editor of the US-based "COMPUTER SHOPPER" magazine last month regarding a story they did on PC manufacturers getting away from the "beige box" look of the typical PC case. And they published my letter in this month's issue (November 2003).

The original article was in the August 2003 issue, and was called "The Shape Of Things To Come". The story featured different types of cases, and various other non-standard PC designs. And there was one design, in particular, that all of us here would recognize; a wedge shape, with everything built in, including the keyboard, and all the internals.

Anyway, my letter I sent them is below (the version of my letter that's printed in the magazine has been edited and changed a bit, but the main idea is still there)...

Check out the magazine if you get a chance. My letter is on page 11, in the top left corner.

******

Your article in the August 2003 issue "The Shape Of Things To Come" was a good read, and it's nice to see PC designers getting away from the beige box look. But the "Cybernet Zero-Footprint-PC Elite 4" should be referred to as "the shape of things that were". While the concept for the PC platform is innovative, the design itself owes much to Atari who created a similar "all in one" unit more than a decade ago with their Falcon030 (and before that, the Atari ST, Amiga, and even the 8-bits of the '80s had a similar look). But I guess to most folks who've only ever used a DOS/Windows box (and apparently to the author of that part of the article, Nancy Feldman), this is an entirely new idea that boggles the mind.

Paul Nurminen
El Segundo, CA

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

7178. Re: ST BBS software

Newsgroup: comp.sys.atari.st
Date: 2003-10-24 19:49:47 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <vnfmb.1199$ln4.790194@monger.newsread.com>
Source record: 22960

On 24 Oct 2003 16:28:14 , M�gamodeste wrote:
>On 24 Oct 2003 11:05:05 , John Garone wrote:
>�> Awesome, where can I find this?
>�FAX-Nr. und MAILBOX:
>� 02363-55661
>�Telefon:
>� 02363-55629 (Meistens Anrufbeantworter!)
>�e-mail:
>� i.linkweiler@gmx.de
>� Ingo_Linkweiler@DO.maus.de
>�Post:
>� Marktstr.48, 45711 Datteln
>�Internet:
>� http://www.icc-computer.de/starcall
>
>Thanks John !
>
>MAybe faster for US people on his site rather than calling his bbs, but you
>won't know what's you'll get if you don't call it (-;
>

hmmm.... at long distance overseas phone rates??? Ok if he's rich like
you!!! I think he can download the whole Starcall package (includes the BBS,
FAX and Terminal programs) from the site at:
http://www.icc-computer.de/starcall.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7179. Re: CT60 at 100 MHz !!!! I'm deadly cra

Newsgroup: comp.sys.atari.st
Date: 2003-10-24 22:11:15 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f998763.0@entanet>
Source record: 22961

On 21 Oct 2003 19:48:04 , "Rodolphe Czuba" wrote:
>FALSE !

Sorry, didn't mean to start an argument ;-)

>The bus interface of the 060 allows FULL, 1/2 or 1/4 speed bus of the
>internal speed.
>
>CT60 uses FULL mode and is the only one design on the planet to use that !
>As I know all designs using 060 were designed for 040 and so use 060 in the
>1/2 bus mode !
>Like for Milan and hades !
>
>But it is easy to design a 060 daughter card for milan and hades with 1/4
>mode !
>A 25 MHz Milan bus can dialog with a 100 MHz 060 with 1/4 mode !!
>

Would it be faster ? Or would the 68060 spend most of its time
waiting for data from the bus ?

Regards,

Peter

>"Michael Schwingen" <michaels@ccac.rwth-aachen.de> a crit dans le message
>de news: bmf0mssph1@nets3.rz.RWTH-Aachen.DE...
>> In article <3f895046.0@entanet>,
>> Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote:
>> >
>> >Am I correct in thinking that the 68060 internally doubles
>> >the clock speed or does it also work without doubling ?
>>
>> No. It can run the bus at half or full core speed.
>>
>> >Would it be possible to build a 68060 adapter for the Milan
>> >that runs at 100MHz and retains the 25MHz bus speed ?
>>
>> Probably, although it would probably not be worth the effort - even with
>the
>> 2:1 core:bus ratio, the core speed is already limited by the bus. For a 4*
>> clocked core to be useful, you would need to add L2-cache that runs at
>full
>> speed - I would guess that the effort would be the same or more than
>simply
>> adding a full-speed SDRAM constoller like the CT60 does.

>>
>> >I doubt it would be as complex as the CT60 (but what do I know).
>> >Could it be based on the original Milan 68060 adapter card ?
>>
>> Probably not. The original Milan adapter is mostly passive (it has a 3.3V
>> regulator for the CPU core, plus a very small bit of logic).
>>
>> cu
>> Michael
>
>.

7180. Re: Bluetooth on Atari

Newsgroup: comp.sys.atari.st
Date: 2003-10-25 05:26:13 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.10.25.05.26.13.375050@removenoaspam.atari-source.com>
Source record: 22962

On Fri, 24 Oct 2003 02:21:10 -0700, Peter wrote:

> Hi,
>
>> It's just a wireless serial port link utilizing bluetooth for the wireless
>> link. I doubt we would be able to access other bluetooth devices such as
>> cell phones or keyboard/mice.
>
> Yes, I know. To be able to able to establish a connection towards a
> bluetooth enabled PDA or similar will probably need some kind of
> software support. I just it would be a nice cable replacement for us
> geeks.
>
> The company that makes them is about 100 meters from where I work. I
> will pay them a visit and find out how it works. The have lots of
> other interesting bluetooth related stuff too.
>
>
> -- Peter

Well... I can almost guarantee there is or could be some sort of back door
into the bluetooth interface. If the company released the specs we could
go crazy with the device. That's a WHOLE different story ;-)

Mark
http://portal.atari-source.com

7181. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-10-25 07:47:44 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.10.25.07.47.45.498767@pandora.be>
Source record: 22963
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/saint140selfextract.exe
(694.824 bytes) SainT is an ATARI-ST emulator running
on Windows (9x,NT,2000,XP) based machines.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-163.zip
(1.246.639 bytes) Nice and powerful GEM-based email client for
STik/STing/Gluestik

**programming**
ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-src.tgz
(275.694 bytes) Sources of Gemlib 0.43.0

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/purec.zip
(48.867 bytes) Gemlib for pure c

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gcc.zip
(99.706 bytes) Lib 0.43.0 for gcc 2.95

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gcc281.zip
(97.693 bytes) Lib 0.43.0 for gcc 2.81

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/sozobonx.zip
(58.245 bytes) Lib 0.43.0 for Sozobonx

Have Fun,
Martin
--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

7182. Re: Atari in current issue of Computer Shopper magazine!

Newsgroup: comp.sys.atari.st
Date: 2003-10-25 18:28:09 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3f9ac0af$0$5646$cc9e4d1f@news.dial.pipex.com>
Source record: 22964

Hi Paul,

Well said me finks! The "indestructable" "TOS IN ROM" cures most system crashes and virus's, now why did I think of putting windoze in a rom ;-) I always thought the ST had many good ideas over the PC, I hope things will come around and the ST deisgn will come back into play, if only to relax from all those stupid PC virus!

Chris

"Paul N." <visit_my_site@nurmix.com> wrote in message news:9rripvss8c41m5nq4r531a8dualaggfjs0@4ax.com...
> I just thought I'd mention that I wrote a letter to the editor of the
> US-based "COMPUTER SHOPPER" magazine last month regarding a story they
> did on PC manufacturers getting away from the "beige box" look of the
> typical PC case. And they published my letter in this month's issue
> (November 2003).
>
> The original article was in the August 2003 issue, and was called "The
> Shape Of Things To Come". The story featured different types of
> cases, and various other non-standard PC designs. And there was one
> design, in particular, that all of us here would recognize; a wedge
> shape, with everything built in, including the keyboard, and all the
> internals.
>
> Anyway, my letter I sent them is below (the version of my letter
> that's printed in the magazine has been edited and changed a bit, but
> the main idea is still there)...
>
> Check out the magazine if you get a chance. My letter is on page 11,
> in the top left corner.
>
> ******
>
> Your article in the August 2003 issue "The Shape Of Things To Come"
> was a good read, and it's nice to see PC designers getting away from
> the beige box look. But the "Cybernet Zero-Footprint-PC Elite 4"
> should be referred to as "the shape of things that were". While the
> concept for the PC platform is innovative, the design itself owes much
> to Atari who created a similar "all in one" unit more than a decade
> ago with their Falcon030 (and before that, the Atari ST, Amiga, and
> even the 8-bits of the '80s had a similar look). But I guess to most
> folks who've only ever used a DOS/Windows box (and apparently to the
> author of that part of the article, Nancy Feldman), this is an
> entirely new idea that boggles the mind.

>
> Paul Nurminen
> El Segundo, CA
>
>
>
>
>
>
> --
>
> Paul Nurminen - California (USA)
>
> http://www.nurmix.com
> ^Atari computing, electronic music, '80s Club Music
>
> http://www.mp3.com/nurvis
> http://www.mp3.com/varactor
> ^My original electronic music MP3s
>
> E-mail: (visit my site to e-mail me)

7183. Re: HD Partition and Thing

Newsgroup: comp.sys.atari.st
Date: 2003-10-25 21:43:21 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbplqgk.31t.atari@core.preferuje.luzik.pl>
Source record: 22966

On 25 Oct 2003 22:20:14 -0100, Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk>
had a noticeable pleasure while writting:
> Also, Thing thinks that the 5Gig FAT32 partitions are only
> 1.5Gig Jinnee reports the correct size but I prefer Thing.
>
> Strangely, the size of the ext2 partition is reported correctly.

You seem to be using some older version of Thing that does not know that
FAT partition may be bigger then 2GB.

> Does anyone else use large FAT32 partitions with Thing ?

What for? Ext2 is much better.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7184. Re: HD Partition and Thing

Newsgroup: comp.sys.atari.st
Date: 2003-10-25 22:30:39 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns94205339A60Ctos4ever@195.130.132.70>
Source record: 22967

on za, 25 okt 2003 21:43:21 GMT ?Adam Klobukowski wrote:

> On 25 Oct 2003 22:20:14 -0100, Peter Slegg
> <peterslegg@===ANTI-SPAM===scubadivers.co.uk> had a noticeable
> pleasure while writting:
>> Also, Thing thinks that the 5Gig FAT32 partitions are only
>> 1.5Gig Jinnee reports the correct size but I prefer Thing.
>>
>> Strangely, the size of the ext2 partition is reported correctly.
>
> You seem to be using some older version of Thing that does not know
> that FAT partition may be bigger then 2GB.

Some of us still uses Thing v 1.27 because there is no way to get the
newer 1.29 version. :-(In the past I've ask the programmer of Thing
several time if he please could send me the latest release. Never got an
answer back.
Just like Peter I do prefer Thing over Jinnee. In some ways it's better
then Jinnee too.
Anyway I hope Thomas will eventually release V1.29 (or v1.30)
>
>> Does anyone else use large FAT32 partitions with Thing ?
>
> What for? Ext2 is much better.

Indeed, ext2 is very good. I never have used FAT32 so I don't know how
its behave but with ext2 I do have a few problems. Some programs doesn't
work very good with an ext2 partition. For instance Image Copy can't load
a picture if I try to load the picture which is located on an ext2 by
means of drag/drop.

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

7185. Re: HD Partition and Thing

Newsgroup: comp.sys.atari.st
Date: 2003-10-25 23:20:14 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3f9ae90e.0@entanet>
Source record: 22965

```
On 29 Jun 2003 15:44:51 , Peter Slegg wrote:
>On 28 Jun 2003 20:57:41 , Adam Klobukowski wrote:
>>On 28 Jun 2003 21:40:24 -0100, Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk>
had a not>i>ceable pleasure while writting:
>>> A while ago I installed a 20Gb hard disk in my Milan alongside the 2Gb.
>>>
>>> I had problems using it as a boot drive so I ordered the latest version
>>> of HD Driver and I now have Vn 8.11
>>>
>>> I have partitioned it as follows:
>>>
>>> H : BGM : 381.9
>>> I : BGM : 954.6
>>> J : BGM : 954.6
>>> K : BGM : 1909.3
>>> L : F32 : 5537
>>> M : F32 : 5537
>>> N : LNX : 3818.6
>>>
>>> Using Mint/NAES/Thing I can access the partitions ok but if I open a
>>> window on I, J or K, select all and do Ctrl-I for Info then I get an
>>> error from Thing saying "block_IO.c abort, no free unit in cache!
>>> (cache to small?)"
>>
>>This is message from MiNT kernel, not from Thing.
>>
>>You can quite safely ignore it.
>
>But it stops lots of processes from working properly. For instance, if I
>do a search of one of these partitions with Suji it displays lots of these
>dialogs and some corrupted ones as well.
>
>It creates problems when copying files as well.
>
>Regards,
>
>Peter
>.

Someone told me to increase the size of the Mint IO cache.
I added CACHE=500 to the mint.cnf and the IO errors stopped.
Sorry, I forgot who suggested it.

There does seem to be some other problems with copying
large numbers of files though.
```

I tried to copy the entire content of one partition to the
new disk and it fails part way through. I had to use
the Unix cp command from a Mint TOSWin console.

Also, Thing thinks that the 5Gig FAT32 partitions are only
1.5Gig Jinnee reports the correct size but I prefer Thing.

Strangely, the size of the ext2 partition is reported correctly.

Does anyone else use large FAT32 partitions with Thing ?

Regards,

Peter

7186. Atari Online News, Etc. #05-43

Newsgroup: comp.sys.atari.st
Date: 2003-10-26 01:25:20 UTC
From: danap8@aol.comno-spam
Message-ID: <20031025212520.06679.00000143@mb-m16.aol.com>
Source record: 22968

```
A-ONE #0543 10/24/03

~ Laws Can't Save Kids! ~ People Are Talking! ~ Yahoo Spam Decoys!
~ Apple Unleashes Panther ~ California Beats Spam! ~ MIDI Maze Cart!
~ Jpegview/PgmView Out! ~ MyMail E-Mail Client! ~ X10 Wireless Loses!
~ SainT ST Emulator News ~ Office Gets Revamped! ~ Outsmart Scammers!

-* Anti-Spam Legislation Okayed *-
-* Net Tax Ban Bad for States Coffers? *-
-* U.S., Microsoft Fight Over Online Music! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphiforums.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

7187. Re: Music on ST

Newsgroup: comp.sys.atari.st
Date: 2003-10-26 06:27:20 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <gOJmb.11902$Lj6.6482@bignews3.bellsouth.net>
Source record: 22969

"Andrew Hodgson" <news@nospam.hodgsonfamily.org> wrote in message
news:09pnovgi4rmp14giig84jgej08pa0u758g@4ax.com...
> Hi,
>
> I am interested to know what formats the music on the ST were like,
> i.e, better than Amiga Mod tracks? Is there anywhere to get samples?

Well, if you are talking about built in hardware comparisons...I think the Amiga supposedly has a more advanced, coustom done chip-set. What little experience I have with Amiga is limited to a 2000HD system I recently aquired. Still learning about it. Obvious differences are that the Amiga is stereo ready.

As for the Atari ST...it uses a standard 3 channel yamaha chip. The ST came with only a mono lead built into the monitor port where all 3 channels are mixed. There were some hacks such as the Tweety Board that simply divide the 3 channels into 3 seperate RCA phono jacks while locking the signals into normal hi-fi line levels.

The ST sound chip is 8bit with 3 channels and offers a pretty interesting set of synth features from what I understand. I'm not sure what the highest sample rates supported are.

If I understand correctly, one of the strongest points of this Chip and the way it is incorperated into the ST, is that it could access the memory directly and free the main 68000 processor for other things. Maybe I'm confused, or maybe that is in STe/TT/Falcon models only...but I vaguely remember something about DMA sound with the ST or STe.

As with most 'tools'...I dare say either machine is pretty awsome in creative hands :) I've heard musical masterpieces done with a cigar box and a rubber band ;)

The Falcon has the same Yamaha chip in it for ST compatability, while it also gets a 16bit DSP that is quite useable in the 44.1 to 50something mhz zample rate range (tuned for compatability with the DAT and ADAT standards at the time Falcons were slated to be built). The DSP is highly programable for special effects and digital processing.

My current understanding is that the Amiga lines offered a good deal more in terms of stock audio and video hardware that got built into the machines. One should also keep in mind however, that the STe cost less than most Amigas past the A500...and maybe was even priced below the A500?

Not much, and perhaps not fully correct....but at this point it's all I know to offer.

Brian

7188. Re: HD Partition and Thing

Newsgroup: comp.sys.atari.st
Date: 2003-10-26 09:29:17 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbpn3s6.3r8.atari@core.preferuje.luzik.pl>
Source record: 22970

On Sat, 25 Oct 2003 22:30:39 GMT, Martin "Nightowl" Byttebier
<donotusethisaddress@pandora.be> had a noticeable pleasure while writting:
> Indeed, ext2 is very good. I never have used FAT32 so I don't know how
> its behave but with ext2 I do have a few problems. Some programs doesn't
> work very good with an ext2 partition. For instance Image Copy can't load
> a picture if I try to load the picture which is located on an ext2 by
> means of drag/drop.

This is the only reason I have some aditional FAT partitions on my disk. But
they are only 1GB TOSfs.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7189. HadesHardDr.HardwarePatch

Newsgroup: comp.sys.atari.st
Date: 2003-10-26 14:03:28 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <QuQmb.1252$In4.955447@monger.newsread.com>
Source record: 22971

Hi All,
Can anyone help this guy? All I know is he has a Hades!

>>Help needed please !
>>
>>Connecting a flat cable on my motherboard, I moved a little an hardware patch
>>that broke immediately. Now I have no more HD recognised)-|
>>
>>The broken component is a little black and thin rectangular piece of about 8mm
>>large and about 3 mm long. 5 legs each side. 102 is written on it.
>>
>>What is it ?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7190. Re: 68060 always on the road

Newsgroup: comp.sys.atari.st
Date: 2003-10-26 16:14:40 UTC
From: bee bee <jpguinospam@noos.fr>
Message-ID: <3f9bf1bb$0$11711$79c14f64@nan-newsreader-01.noos.net>
Source record: 22972

hi!

I receive a message from R Czuba!
It was a mistake from him :-(
He don't appreciate this message:-0(
Me i am "BeeBee" !
The author of this post is" megamodeste"!

So i confirm it's a hoax!
The CT60, have a 32 bit bus!

1/4 or 1/2 ?????

Bye!

"> Actually we Have the Hades wich cpu bus is at 1/4 and CT60 with cpu bus
at 1/2
> of CPU speed (dixit Czuba tech). If we wanted a faster computer with 68060
we
> could have a faster computer with bus running at same speed than CPU like
in the
> routers.
> 68060 may look old but is it a CISC CPU after him ?
>
> That chip will be outdated when routers will works with other chips.
Managers
> that uses 68060 in there companies knows what they get from many chips, so
if
> they choose it its because it is the best.
>
> Any different opinion are welcome.
>
> Regards
>
> M,gamodeste

7191. Want to buy: Atari Falcon (In the netherlands)

Newsgroup: comp.sys.atari.st
Date: 2003-10-26 18:42:02 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bnh4lr$ia0$1@reader10.wxs.nl>
Source record: 22973

Hi!

I really, really, REALLY, want to buy an Atari Falcon computer, but it's
almost impossible to find someone selling it (in the netherlands)

Is there someone on this list, who might help me?

Marius

7192. HighWire 0.1.5 is released

Newsgroup: comp.sys.atari.st
Date: 2003-10-26 21:36:29 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.gbbaiehc@localhost>
Source record: 22974

The open source browser HighWire has had another update,
and this time the changes are rather significant:

Clearly the most exciting change is that HighWire finally is capable of
viewing JPG/PNG graphics, and that the program now is able to download
and display images via remote connections!

In addition to this, HighWire is also able to store image bitmaps in
RAM to speed up the handling of graphics. Eg. swapping between pages
stored in the cache can benefit enormously from this! If not specified,
HighWire will use 100kb. It is important to point out, that if you
visit graphic intensive pages HighWire may have to spend time flushing
the cache memory over and over again if the cache memory limit is set
too low.

(Please refer to highwire.cfg on details how to set this up)

Other interesting changes includes improved dithering and added
support for 32k screen modes as well as better support for TrueColour
and GrayScale. There has also been an optimisation of the cache scheme
that lead to reduced flickering upon image rendering. Finally, a
correction in the calculation of cache size for disk cached objects
was made, and a bug causing the program to enter an infinite loop
(when writing to the cache failed for some reason) was fixed.

Upon request from several people testing previous HighWire releases, it
is now enough to just enter eg. "www.atari.org" instead of "http://www.
atari.org". Keyboard shortcut CTRL+N will now opens a new (empty)
browser window.

To download the new release and read more about the project, please
visit:

http://highwire.atari-users.net

We hope that this new release will be useful, and also want to
encourage everyone to keep submitting bugreports and feedback!

Thank you,

HighWire development project

7193. CAB Runtime 205 ERROR with CT60!

Newsgroup: comp.sys.atari.st
Date: 2003-10-27 00:46:42 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1067194390-943984AEicMi@adelphia.net>
Source record: 22975

Anyone with a CT60,
A couple of weeks ago I posted this message and
recieved NO bites so I am re-posting in hope that
someone out there has had this problem and figured out
how to fix it. I have been working to try and help
him but with NO success. He has been able to surf
with his Falcon using HIGHWIRE so with the recent
release with PICTURE support it will be much nicer as
well. BUT CAB is still needed to do GOOGLE searches
and such. Soooo, anyone out there know what is going
on with a RUNTIME 205 ERROR??? Here is the post that
I put out there 2 weeks ago:

A friend of mine came down to recieve help with his
installation of his CT60. After getting everything
installed hardware and software wise. Upon booting
CAB he gets a RUNTIME 205 error both in 060 mode and I
believe 030 mode as well. Anyone else with a CT60
experiece this problem and if so what was the solution
that fixed the problem???

Thanks,
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,

Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

7194. WTB: Atari Stacy

Newsgroup: comp.sys.atari.st
Date: 2003-10-27 01:36:11 UTC
From: d_mango1@yahoo.com
Message-ID: <6d40f6fd.0310261736.1560a7a6@posting.google.com>
Source record: 22976

I'm interested in purchasing an Atari Stacy if the price is right.
Please reply here or e-mail specs,condition of unit, and asking price.
I am located in North America, but would consider offers from just
about anywhere. Thanks.

7195. Atari 520STFM For Sale

Newsgroup: comp.sys.atari.st
Date: 2003-10-27 02:00:47 UTC
From: mrtnstevens@aol.com
Message-ID: <74d0d6a.0310261800.7e488ad2@posting.google.com>
Source record: 22977

Hi I have a atari 520 stfm for sale with hard drive please e-mail for details
Thanks martin

7196. Re: HadesHardDr.HardwarePatch

Newsgroup: comp.sys.atari.st
Date: 2003-10-27 04:36:54 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Gh1nb.1302$In4.1014324@monger.newsread.com>
Source record: 22978

On 26 Oct 2003 12:33:09 , lp wrote:
>in article QuQmb.1252$In4.955447@monger.newsread.com, John Garone at
>swamptaxes-NOT-@atlantic.net wrote on 10/26/03 9:03 AM:
>
>> Hi All,
>> Can anyone help this guy? All I know is he has a Hades!
>>
>>>> Help needed please !
>>>>
>>>> Connecting a flat cable on my motherboard, I moved a little an hardware
>>>> patch
>>>> that broke immediately. Now I have no more HD recognised)-|
>>>>
>>>> The broken component is a little black and thin rectangular piece of about
>>>> 8mm
>>>> large and about 3 mm long. 5 legs each side. 102 is written on it.
>>>>
>>>> What is it ?
>
>Would that be near the SCSI or EIDE connector, it has both.
>I have a board layout that I was given since I assembled my Hades myself
>but I don't see 102 listed. Is this person able to take a picture
>with a digital camera perhaps?
>

I passed along your message along with the question whether he was
talking about the part being in his Hades or the hard drive!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7197. Re: Atari 520STFM For Sale

Newsgroup: comp.sys.atari.st
Date: 2003-10-27 04:39:13 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Rj1nb.1303$In4.1014252@monger.newsread.com>
Source record: 22979

On 26 Oct 2003 18:00:47 , martin wrote:
>Hi I have a atari 520 stfm for sale with hard drive please e-mail for details
>Thanks martin
>.

guess you didn't get very far trying to boot the hd!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7198. Re: 68060 always on the road

Newsgroup: comp.sys.atari.st
Date: 2003-10-27 07:07:34 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0310262307.40c5fc79@posting.google.com>
Source record: 22980

> Actually we Have the Hades wich cpu bus is at 1/4 and CT60 with cpu bus at 1/2
> of CPU speed (dixit Czuba tech). If we wanted a faster computer with 68060 we
> could have a faster computer with bus running at same speed than CPU like in the
> routers.

Actually, the CT60 runs at 1/1 (full speed).

-- Peter

7199. FA: Atari Compendium, Notator Logic & Unitor 2

Newsgroup: comp.sys.atari.st
Date: 2003-10-27 07:40:11 UTC
From: Rob <notator_logic.at@at.hotmail.com>
Message-ID: <2mippvoq1a3o535qmu1dj1n8dicidgs3gt@4ax.com>
Source record: 22981

Atari Compendium Book....

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3054995243&category=1250&rd=1

Notator Logic

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2567447758&category=3278&rd=1

Unitor 2

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2567470287&category=3278&rd=1

Thanks for looking
Rob

7200. Re: Music on ST

Newsgroup: comp.sys.atari.st
Date: 2003-10-27 09:00:56 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bnin0g$6ms$1@reader10.wxs.nl>
Source record: 22982

Andrew Hodgson wrote:

> I am looking for the type of sounds we would expect to get from the
> Atari in around 1985/86?

Most people used Atari XL/XE in those days..:) As for the ST it would have been mostly chiptunes (YM probably), I think it took a while before MODfiles (or any other format with samples) were played properly on STs in games.

Actually that is a funny development, looking back at it. Now when you look at PCs, a PC gradually becomes slower and less powerful when you keep using the latest software, because the availability of new hardware makes programmers more and more lazy and less efficient. But when you look at ST games, at first the programmers just didn't bother to try and play samples on the ST's soundchip at all, and then later samples were only played during a frozen intro screen (and you shouldn't move the mouse or it would slow down playback), and then gradually there were ST games that could play modfiles during gameplay. Somehow the STe (that could easily play samples with audio DMA) stimulated programmers to get more power out of the non-audio-DMA ST. Ah those were the days. :)

Maurits.

7201. Re: Music on ST

Newsgroup: comp.sys.atari.st
Date: 2003-10-27 09:03:51 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bnin5v$6sb$1@reader10.wxs.nl>
Source record: 22983

Brian Roland wrote:

> If I understand correctly, one of the strongest points of this Chip and the way
> it is incorperated into the ST, is that it could access the memory directly and
> free the main 68000 processor for other things. Maybe I'm confused, or maybe
> that is in STe/TT/Falcon models only...but I vaguely remember something about
> DMA sound with the ST or STe.

You're confused, but only slightly. :) The ST has the Yamaha soundchip
that is really only made for beeps, but with the right programming can
be "abused" to play samples (depending on the software, it can come up
to around 20KHz). The STe and TT have an audio DMA chip that can really
play samples (up to 50KHz) without processor intervention, directly from
memory. These machines have a stereo output (2 cinch connectors) on the
back.

Maurits.

7202. Re: CAB Runtime 205 ERROR with CT60!

Newsgroup: comp.sys.atari.st
Date: 2003-10-27 09:34:46 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbppokd.4q3.atari@core.preferuje.luzik.pl>
Source record: 22984

On Mon, 27 Oct 2003 00:46:42 GMT, Carey Christenson <falcon060@adelphia.net> had a noticeable pleasure while writting:
> A friend of mine came down to recieve help with his
> installation of his CT60. After getting everything
> installed hardware and software wise. Upon booting
> CAB he gets a RUNTIME 205 error both in 060 mode and I
> believe 030 mode as well. Anyone else with a CT60
> experiece this problem and if so what was the solution
> that fixed the problem???

No such problem here.

Maybe try diffrent OVL for CAB?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7203. Atari 1040 STe 4 Meg for sale

Newsgroup: comp.sys.atari.st
Date: 2003-10-27 12:27:05 UTC
From: ralph.n-t@virgin.net
Message-ID: <7251aa00.0310270427.26c993eb@posting.google.com>
Source record: 22985

Hard drive, printer, B drive, joystick, hi-res monitor - and CUBASE!
Call Ralph 0113 235 0452 (Leeds, UK)

7204. 3.5" DSDD ("720K") diskettes

Newsgroup: comp.sys.atari.st
Date: 2003-10-27 19:13:37 UTC
From: "Glen G." <novirusforme@nowhere.com>
Message-ID: <E9udnX9eRpsa8wCiRVn-gw@gbronline.com>
Source record: 22986

Hi --

I have a number of old computers which require 3.5" DSDD diskettes and recently had an opportunity to purchase some of them (more than I will ever use, but I had to purchase the entire lot). A friend suggested that I post to a few Usenet groups pertaining to machines which have the same requirements -- somebody else probably could use some of these, too.

Here are the details:

Retail 10-diskette boxes, Certron brand, shrinkwrapped, inner plastic sleeve, labels included. Look and act just like brand new. I opened a couple of boxes and formatted half a dozen diskettes without incident.

They're packed in a couple of different-sized cartons: 10-box and 42-box. Cost: $1 per 10-diskette box, minimum 10-box order (one 10-box carton). USPS Media Mail is the best bet for shipping: $3.52 (for a total of $13.52) for a 10-box carton (100 diskettes), and $8.74 (for a total of $50.74) for a 42-boxer (420 diskettes).

If you prefer, I can ship via UPS, but it costs a few dollars more.

I'll ship them from my company address, so I can accept PayPal, VISA, MasterCard, American Express, or Discover. If you have another payment option in mind, please let me know.

If you want in on this deal, please send a note to glenatacme@aol.com. I'll reply privately and if you're in the USA I'll include my toll-free number so you can call and we can discuss the details.

BTW I'll be happy to ship internationally.

Any questions drop me a note at the address mentioned above.

Later --

7205. FS: Atari TT030 computer (Seattle, WA)

Newsgroup: comp.sys.atari.st
Date: 2003-10-27 20:36:49 UTC
From: kyle-nntp@abuse-patentinvestor.com
Message-ID: <bnjvl1$k77$1@doppelbock.patentinvestor.com>
Source record: 22987

Atari TT030 computer.
* 16 MB TT ram, 4 MB ST ram
* half gigabyte internal scsi hard drive
* large 19" monitor for monochrome 1280x960 (TT-High resolution)

Note that the monitor is *not* compatible with other computers, but
you can use regular multi-sync monitors with the Atari TT030.

Right shift key on keyboard doesn't seem to work.

Track ball mouse included.

$50, you pick up from Seattle First Hill area.

-Kyle

kyle@abuse-patentinvestor.com
remove abuse- from email address

7206. Re: HighWire 0.1.5 is released

Newsgroup: comp.sys.atari.st
Date: 2003-10-27 20:56:31 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3f9d867e$0$189$4c56ba96@master.news.zetnet.net>
Source record: 22988

On 26 Oct 2003 22:36:29 , GokMasE wrote:
>The open source browser HighWire has had another update,
>and this time the changes are rather significant:
>
>Clearly the most exciting change is that HighWire finally is capable of
>viewing JPG/PNG graphics, and that the program now is able to download
>and display images via remote connections! .....

<snip>

Thanks again to everyone involved in this project. This browser just gets
better all the time :-))

Your hard work is much appreciated.

All the best

Paul

7207. Re: CAB Runtime 205 ERROR with CT60!

Newsgroup: comp.sys.atari.st
Date: 2003-10-27 22:07:27 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f9d426e1158092@comcast.net>
Source record: 22990

>On Mon, 27 Oct 2003 00:46:42 GMT, Carey Christenson <falcon060@adelphia.net> had a
noticeable pleasure while writting:
>> A friend of mine came down to recieve help with his
>> installation of his CT60. After getting everything
>> installed hardware and software wise. Upon booting
>> CAB he gets a RUNTIME 205 error both in 060 mode and I
>> believe 030 mode as well. Anyone else with a CT60
>> experiece this problem and if so what was the solution
>> that fixed the problem???
>
>No such problem here.
>
>Maybe try diffrent OVL for CAB?
>

That is what I would suggest....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7208. Re: Need a VME graphics card for a TT... Anyone have one?

Newsgroup: comp.sys.atari.st
Date: 2003-10-27 22:07:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f9d426e1158093@comcast.net>
Source record: 22989

>FamilyNet Newsgate
>
>>> From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
>
>>> Anyone knows where I can get a VME graphics card, I'd be most
>>> grateful.
>>>
>>>
>>> Rob
>
>> Mario Becroft was selling them at his website. He may have some in
>> stock. Try the site below:
>
>> http://gem.win.co.nz
>
> With no offense to Gamer, and for Mario since I like them both; don't
>waste your time. I tried to write Mario a while back. Tried multiple times.
>No answer.
>
> If someone has heard from him lately, awesome. But back when I was
>shopping for a card, and his sound good, he didn't reply to my questions.
>
> Doctor Clu

No offense taken. From the looks of his wbsite, he may be going
out of the Atari business. Too bad. I still use his serial mouse
adapter on my Hades...
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7209. Re: Atari 520STFM For Sale

Newsgroup: comp.sys.atari.st
Date: 2003-10-28 15:30:47 UTC
From: mrtnstevens@aol.com
Message-ID: <74d0d6a.0310280730.261c1157@posting.google.com>
Source record: 22991

swamptaxes-NOT-@atlantic.net (John Garone) wrote in message
news:<Rj1nb.1303$In4.1014252@monger.newsread.com>...
> On 26 Oct 2003 18:00:47 , martin wrote:
> >Hi I have a atari 520 stfm for sale with hard drive please e-mail for details
> >Thanks martin
> >.
>
> guess you didn't get very far trying to boot the hd!
>
> John
> P.S.
> To Reply by E-mail, please remove -NOT- from my address!

Hi this is not the hard disk I could not get to boot up But I have
that one working now
Martin

7210. Re: Atari 520STFM For Sale

Newsgroup: comp.sys.atari.st
Date: 2003-10-28 19:12:32 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Acznb.1404$In4.1159094@monger.newsread.com>
Source record: 22992

On 28 Oct 2003 07:30:47 , martin wrote:
>swamptaxes-NOT-@atlantic.net (John Garone) wrote in message
news:<Rj1nb.1303$In4.1014252@monger.new>sread.com>...
>> On 26 Oct 2003 18:00:47 , martin wrote:
>> >Hi I have a atari 520 stfm for sale with hard drive please e-mail for details
>> >Thanks martin
>> >.
>>
>> guess you didn't get very far trying to boot the hd!
>>
>> John
>> P.S.
>> To Reply by E-mail, please remove -NOT- from my address!
>
>Hi this is not the hard disk I could not get to boot up But I have
>that one working now

great! Did you use HDDriver or AHDI?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7211. Freeware update

Newsgroup: comp.sys.atari.st
Date: 2003-10-28 21:33:03 UTC
From: Frank <info@dot.com>
Message-ID: <bnmn4r$au0$1@news.worldonline.be>
Source record: 22993

```
Updated:

http://atari.wwwaxs.com

3D-Calc+ freeware spreadsheet
Tracked! disk utilities

Frank.
```

7212. Re: ct60 freezes with N.AES

Newsgroup: comp.sys.atari.st
Date: 2003-10-28 22:14:29 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0310281414.b5931cb@posting.google.com>
Source record: 22994

>
> I found out that it happens very often AFTER I called Boxkite. Which file
> selector do you use?
>

Yes i tried the last version of Boxkite and had also problems, now i'm
back to N.aes file selector.

David Galvez

7213. Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-10-29 01:19:03 UTC
From: nephelim@zetnet.co.uk
Message-ID: <3f9f1584$0$12248$4c56ba96@master.news.zetnet.net>
Source record: 22995

Hi.

Does anyone know of a UK source for the MCCS146818BM clock chip ?

My Falcon clock battery died a couple of days back,and so far the only option that seems open to me so far,is to replace it with one from a broken motherboard. Not really a good idea, but a last resort solution, since most Falcon clock chips will now be reaching the end of their battery life.

Cheers,

Paul.

7214. Re: HighWire 0.1.5 is released

Newsgroup: comp.sys.atari.st
Date: 2003-10-29 07:03:32 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <8DJnb.1448$In4.1209501@monger.newsread.com>
Source record: 22796

On 27 Oct 2003 20:56:31 , Paul Williamson wrote:
>On 26 Oct 2003 22:36:29 , GokMasE wrote:
>>The open source browser HighWire has had another update,
>>and this time the changes are rather significant:
>>
>>Clearly the most exciting change is that HighWire finally is capable of
>>viewing JPG/PNG graphics, and that the program now is able to download
>>and display images via remote connections! .....
>
><snip>
>
>Thanks again to everyone involved in this project. This browser just gets
>better all the time :-))
>
>Your hard work is much appreciated.
>
>All the best
>
>Paul

ditto

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7215. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-10-29 08:50:35 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBC52E2D.848C%derryck@nospam.cix.co.uk.invalid>
Source record: 22797

In article 3f9f1584$0$12248$4c56ba96@master.news.zetnet.net, Paul Hopkins at nephelim@zetnet.co.uk wrote on 29/10/03 01:19:

> Hi.
>
> Does anyone know of a UK source for the MCCS146818BM clock chip ?

Dallas DS12887 is a direct replacement for the Falcon NVRAM chip.

Maxim are the distributors and their web page has a form where it's possible to request samples.

Otherwise you can get this chip from RadioSpares.

> My Falcon clock battery died a couple of days back,and so far the only

The top of the chip can be opened to reveal the coin battery inside, so as a last resort!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

7216. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-10-29 11:58:17 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f9fab54$0$2775$626a54ce@news.free.fr>
Source record: 22798

It is available at BEST ELECTRONICS for 9$!

Regards

"Paul Hopkins" <nephelim@zetnet.co.uk> a ï¿½crit dans le message de news:
3f9f1584$0$12248$4c56ba96@master.news.zetnet.net...
> Hi.
>
> Does anyone know of a UK source for the MCCS146818BM clock chip ?
>
> My Falcon clock battery died a couple of days back,and so far the only
> option that seems open to me so far,is to replace it with one from a
> broken motherboard. Not really a good idea, but a last resort solution,
> since most Falcon clock chips will now be reaching the end of their
battery
> life.
>
> Cheers,
>
> Paul.
>
>

7217. FA Calamus SL, Outline Art 3, etc

Newsgroup: comp.sys.atari.st
Date: 2003-10-29 15:17:18 UTC
From: spacephysics2000@yahoo.co.uk
Message-ID: <9a292c29.0310290717.3cefec4b@posting.google.com>
Source record: 22799

I've got the following for auction

Calamus SL including manuals, and Calamus Outline Art 3 with manual
(No reserve.) Calamus SL is unregistered - the original registration card
is included.
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3056013308&category=1250

Pagestream 2.1 with full manual set and box.
(No reserve.)
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3056013929&category=1250

Thanks for looking.

7218. Ethernet Networking?

Newsgroup: comp.sys.atari.st
Date: 2003-10-29 16:10:35 UTC
From: Larry@unicode.com
Message-ID: <4bdbad34.0310290810.4188f022@posting.google.com>
Source record: 22800
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Hi All

I am hoping to get true ethernet networking on my Falcon and my TT. I am having a hard time finding a 'step by step' guide to implementing this using the built-in TOS, and harder time finding out how with alternate OS's that I can't seem to get much data on (MultiTOS, MiNT, MagiC).

I did find a couple of VERY simple ethernet interfaces that seem ideal to the task (they are so simple that the Atari 8-bit forums are using them with the 8-bit cartride port!) The links are:
http://www.embeddedether.net (about $50.00US)
http://www.embeddedethernet.com (about $70.00US)

Is there anyone in the 16/32 bit community that is familiar with these and/or has implemented them?

Is there any site that has a 'step by step' guide to getting an ethernet connection up? How about for file and printer sharing (Windows SMB, NFS, LPR) and/or internet access for downloads (ftp, ssh)?

Has anyone used the 'LAN' port on the Falcon or TT to get netowking up with Linux (or other OS)?

Is there a more appropriate forum for these questions?

I have spent quite some time searching the internet, have I missed some usefull sites (probably...)?

I really want to get my Atari's talking to my Linux and Winblows systems, I have a Linux RAID 5 server with DAT backup and that is where I want to store most of my working files and software backups.

Larry

7219. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.st
Date: 2003-10-29 16:36:45 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <taqonb-pe5.ln@speaker.rodsbooks.com>
Source record: 22802
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

In article <4bdbad34.0310290810.4188f022@posting.google.com>,
Larry@unicode.com (Larry T.) writes:
>
> I did find a couple of VERY simple ethernet interfaces that seem ideal
> to the task (they are so simple that the Atari 8-bit forums are using
> them with the 8-bit cartride port!) The links are:
> http://www.embeddedether.net (about $50.00US)
> http://www.embeddedethernet.com (about $70.00US)
>
> Is there anyone in the 16/32 bit community that is familiar with these
> and/or has implemented them?

I'm not familiar with the interfaces to which you link, but there is a
project that provides Ethernet via the ST/TT's cartridge port or the ACSI
port:

http://home.arcor.de/thomas.redelberger/prj/atari/etherne/index.htm
http://hardware.atari.org/ether/index.htm

> Is there any site that has a 'step by step' guide to getting an
> ethernet connection up? How about for file and printer sharing
> (Windows SMB, NFS, LPR) and/or internet access for downloads (ftp,
> ssh)?

There's lots of software for doing many of these things, but I've not yet
dug into them much, so I can't provide specific pointers.

> Has anyone used the 'LAN' port on the Falcon or TT to get netowking up
> with Linux (or other OS)?

AFAIK, those ports are useless as anything but high-speed serial ports; to
the best of my knowledge, nobody's written any software to let them
function as network ports.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

7220. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.st
Date: 2003-10-29 16:40:48 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbpvqb4.ab1.atari@core.preferuje.luzik.pl>
Source record: 22801
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

On 29 Oct 2003 08:10:35 -0800, Larry T. <Larry@unicode.com> had a noticeable pleasure while writting:

1. Please avoid crossposting in the future

> I am hoping to get true ethernet networking on my Falcon and my TT. I
> am having a hard time finding a 'step by step' guide to implementing
> this using the built-in TOS, and harder time finding out how with
> alternate OS's that I can't seem to get much data on (MultiTOS, MiNT,
> MagiC).
>
> I did find a couple of VERY simple ethernet interfaces that seem ideal
> to the task (they are so simple that the Atari 8-bit forums are using
> them with the 8-bit cartride port!) The links are:
> http://www.embeddedether.net (about $50.00US)
> http://www.embeddedethernet.com (about $70.00US)

The best solution atm. seems to be EtherneC device, see:
http://hardware.atari.org. It contains drivers for STiNG, MiNTNet and MagiCNet

> Is there any site that has a 'step by step' guide to getting an
> ethernet connection up? How about for file and printer sharing
> (Windows SMB, NFS, LPR) and/or internet access for downloads (ftp,
> ssh)?

For MintNet setup is similar to Linux (Unix in general) setup. For MagiCNet
it is Unix-like too IIRC, for STiNG it is diffrent (there are guides in the
STiNG package)

NFS and SMB filesharing is possible under MiNTNet, I do not know about
pritersharing, but should be possible too. Internet acces is not a problem
(all standard apps are ported, and there are native ones).

> Has anyone used the 'LAN' port on the Falcon or TT to get netowking up
> with Linux (or other OS)?

I do not know about such solution.

> Is there a more appropriate forum for these questions?

I do not think so.

> I have spent quite some time searching the internet, have I missed
> some usefull sites (probably...)?

http://www.google.com
http://www.atari.org

FreeMiNT (MiNT, MultiTOS, MiNTNet): http://sparemint.atari.org,
http://www.freemint.de

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7221. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-10-29 17:16:25 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbpvsds.aef.atari@core.preferuje.luzik.pl>
Source record: 22803

On Wed, 29 Oct 2003 08:50:35 +0000, Derryck Croker <derryck@nospam.cix.co.uk.invalid> had a noticeable pleasure while writting:
>> My Falcon clock battery died a couple of days back,and so far the only
>
> The top of the chip can be opened to reveal the coin battery inside, so as a
> last resort!

Ok, how can I open it?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7222. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-10-29 17:48:40 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3f9ffd7a$0$10404$626a54ce@news.free.fr>
Source record: 22804

hi,

"Adam Klobukowski" <atari@gabo.pl> a crit:
> On Wed, 29 Oct 2003 08:50:35 +0000, Derryck Croker
> <derryck@nospam.cix.co.uk.invalid> had a noticeable pleasure while
> writting:
>>> My Falcon clock battery died a couple of days back,and so far the
>>> only
>>
>> The top of the chip can be opened to reveal the coin battery inside,
>> so as a last resort!
>
> Ok, how can I open it?

http://perso.wanadoo.fr/dsavel/ds1287e.htm

SeeU

--
[ProToS] on ircnet
chan #atari.fr #atariscne

7223. Re: ct60 freezes with N.AES

Newsgroup: comp.sys.atari.st
Date: 2003-10-29 17:56:24 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20031029185624.a42009@du3.maus.de>
Source record: 22815

```
>> I found out that it happens very often AFTER I called Boxkite. Which
>> file selector do you use?
>Yes i tried the last version of Boxkite and had also problems, now i'm
>back to N.aes file selector.

And? Does your computer still freeze?

Regards,

Frank
```

7224. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-10-29 21:58:26 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbq0csk.aub.atari@core.preferuje.luzik.pl>
Source record: 22805

On Wed, 29 Oct 2003 18:48:40 +0100, [ProToS] <> had a noticeable pleasure while writting:
>>> The top of the chip can be opened to reveal the coin battery inside,
>>> so as a last resort!
>>
>> Ok, how can I open it?
>
> http://perso.wanadoo.fr/dsavel/ds1287e.htm

Ok, but is this chip EXACTLY the same? For example: can I use 3V battery to
exchange original one?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7225. FA: Atari Berkeley Micro sytems hard drive adapter

Newsgroup: comp.sys.atari.st
Date: 2003-10-30 00:38:19 UTC
From: Don Schoengarth <atari1040st@sbcglobal.net>
Message-ID: <3FA05D11.9000302@sbcglobal.net>
Source record: 22806

I have a BMS-100 for auction along with other Atari items check them out at:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atari1040st%40sbcglobal.net&include=0&since=-1&sort=3&rows=50

Thanks,Don

7226. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.st
Date: 2003-10-30 02:23:23 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <kB_nb.2219$SV2.393@bignews3.bellsouth.net>
Source record: 22807
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

"Larry T." <Larry@unicode.com> wrote in message
news:4bdbad34.0310290810.4188f022@posting.google.com...
> Hi All
>
> I am hoping to get true ethernet networking on my Falcon and my TT. I
> am having a hard time finding a 'step by step' guide to implementing
> this using the built-in TOS, and harder time finding out how with
> alternate OS's that I can't seem to get much data on (MultiTOS, MiNT,
> MagiC).

MintNet is going to be your most flexable as far as the networking goes.
I also understand there is a version of MagiCNet that is very close to
MintNet...in that it can use alot of drivers and such.

For MintNet...you get the standard Unix things.
NFS for mounting hard drive partitions (across other machines that support NFS)
http servers like apache.
telent servers
ftp servers
etc....

Clientwise for MintNet....you get the unix standards like lynx, pine, etc...
Some Xwin 11 clients can also run under MintNet.
With a socket called GlueStik you can also run most, if not all of the
STik/STing clients/servers with MintNet.

STing is also quite good, tho' you'll have to rely on ftp for cross platform
file sharing. Between the two Atari Boxes however, there is a drive sharing
utility for STing where one can mount each machine's drive partitions to the
other's desk top. I forget what it's called (BNet I think?), but I do know it's
out there.

On the server end for STing....
There is a basic http server.
A Basic FTP server.
And a utility for mounting TOS/GEM hard drive partitions across the LAN.
AFAIK there isn't any standard file sharing protocol for STing such as NFS.

I do belive that with the STing archive, there is information on how to network
TOS/GEM machines using MIDI, Serial, LAN, and even the Printer ports. A TCP/IP
link between the machines in essence. As for clients that work via the TCP/IP
ring...there is the BNet thing I was talking about, and your usual STing clients
and servers like ftp and http.

Unless you go with an ethernet solution, the easiest way to connect two Ataris, is using the MIDI ports. The fastest way is to build a special printer cable that connects the two via parallel ports. One can also use a null modem cable. It may even be possible to turn the so called apple talk (lan port) into a null modem type connection?

Brian

7227. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-10-30 04:18:15 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <bi0ob.1257$jg7.1139841@newshog.newsread.com>
Source record: 22808

Does the Falcon die when the battery runs out or only the current
time/date?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7228. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-10-30 05:42:55 UTC
From: rsmac@t-online.de
Message-ID: <1g3mnhq.zrjy54het578N%rsmac@t-online.de>
Source record: 22809

John Garone <swamptaxes-NOT-@atlantic.net> wrote:

> Does the Falcon die when the battery runs out or only the current
> time/date?

No, why should do it.

NVRAM settings an the time/date are loose. Thatï¿½s all.
Serveral things about it on doitf030 faq. (without crack chip case) ;)

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

7229. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-10-30 09:50:25 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <B95ob.1273$jg7.1151469@newshog.newsread.com>
Source record: 22810

On 30 Oct 2003 06:42:55 , Robert Schaffner wrote:
>John Garone <swamptaxes-NOT-@atlantic.net> wrote:
>
>> Does the Falcon die when the battery runs out or only the current
>> time/date?
>
>No, why should do it.
>
>NVRAM settings an the time/date are loose. That's all.
>Serveral things about it on doitf030 faq. (without crack chip case) ;)
>
>Regards, Robert
>

Hi Robert,
Maby a dumb question but I got a smart answer :)
Good to hear my bird will live through a battery failure!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7230. ADV: Atari Thank You Gift!

Newsgroup: comp.sys.atari.st
Date: 2003-10-30 12:21:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0310300417130.30134-100000@onyx.spiritone.com>
Source record: 22811
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

OK, I'm keeping this short. For Thanksgiving, I have a Thank You Gift for
my Customers! Find out about it at the Link below or call (503)256-9974!!
http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7231. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-10-30 14:10:41 UTC
From: rsmac@t-online.de
Message-ID: <1g3ncsd.loacir1aq9vg6N%rsmac@t-online.de>
Source record: 22812

John Garone <swamptaxes-NOT-@atlantic.net> wrote:

> Maby a dumb question but I got a smart answer :)
> Good to hear my bird will live through a battery failure!

Dumb questions does not exist :)

Several years ago i connect a simple DCF77 clock to the falcon joystick port, with an cpx module my falcon got time/date from the main clock in braunschweig. I do not set this clock since more as 6 years.

This chain does not save other nvram parameters.

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

7232. Re: Atari TT030 computer (Seattle, WA)

Newsgroup: comp.sys.atari.st
Date: 2003-10-30 15:50:50 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <2PqdnbwMJYjyqzyiRVn-sQ@inreach.com>
Source record: 22813

Wish I was up that way, I'd grab it.

--
"In this universe the night was falling,the shadows were lengthening
towards an east that would not know another dawn.
But elsewhere the stars were still young and the light of morning
lingered: and along the path he once had followed, man would one day go
again."

Arthur C. Clarke, The City & The Stars

SIAR
www.starlords.org
Freelance Writers Shop
http://www.freelancewrittersshop.netfirms.com
Telescope Buyers FAQ
http://home.inreach.com/starlord
Ad World
http://adworld.netfirms.com

<kyle-nntp@abuse-patentinvestor.com> wrote in message
news:bnjvl1$k77$1@doppelbock.patentinvestor.com...
>
> Atari TT030 computer.
> * 16 MB TT ram, 4 MB ST ram
> * half gigabyte internal scsi hard drive
> * large 19" monitor for monochrome 1280x960 (TT-High resolution)
>
> Note that the monitor is *not* compatible with other computers, but
> you can use regular multi-sync monitors with the Atari TT030.
>
> Right shift key on keyboard doesn't seem to work.
>
> Track ball mouse included.
>
> $50, you pick up from Seattle First Hill area.
>
>
> -Kyle
>
> kyle@abuse-patentinvestor.com
> remove abuse- from email address
>
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.530 / Virus Database: 325 - Release Date: 10/22/03

7233. Program idea

Newsgroup: comp.sys.atari.st
Date: 2003-10-30 20:51:17 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0310301251.24321223@posting.google.com>
Source record: 22814

Hello!

I am by not much of a programmer, so this might not be completely possible, but I've got an idea for a program, if anyone with programming skill would like something new to try. After reading some posts here regarding networking, and how in some cases the only networking option available would have to be through FTP, I thought the following idea would be extremely useful in that circumstance:

An FTP-based networking drive system, like BNet and NFS, except that it uses a basic FTP client as its core. It would work by the user first setting up a list of FTP sites (and pertinent FTP access info for each site) that they'd like to access through the drive system (like BNet sets up its IP's for networking). A drive is set up for file system access. Within this drive, folders for each FTP site are displayed. When accessed, files can be used just like the computer's normal drives function, except that the data is being accessed through the FTP client core. This program can be a Mint/Magic file system extension, or a TSR for Geneva and Single-TOS. It would either automatically, or through settings from the user, know which sites the user has upload priviledges for, and marks the ones the user doesn't as "Read-only". The user would be able to use the desktop for all file functions, just like they would with their hard drive.

Other more advanced items in the program might be adding an icon called "FTP setup" or "preferences" to the FTP drive window that lets you quickly add or edit sites without having to edit a file by hand, an extra program or module that automatically (either temporarily or permanently, depending on the user's preferences) adds a site on the filesystem and opens the site's directory in a window if clicked on within a web page in CAB (or other browser) as well as handling direct file downloads requested by the web browser when the link is to a file instead of a directory.

Anyway, that's the basic idea. It would be incredibly useful for things like web page design where the web page editor loads and saves the file directly to and from the FTP site, instead of storing it on the hard drive and then having to FTP the file later. It would also be good for FTP site manipulation through the desktop's built-in functions (cut, copy, paste, delete, rename, etc.), and networking with *any* TCP/IP program. One could even "unzip" a ZIP file directly from the FTP site without having to actually download the ZIP file first.

Well, if you think the idea has some value (obviously, I would find it incredibly useful), is feasible, and you have the programming skill to

do it, and would like to, please do!!! :)

Mike Freeman

7234. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-10-30 21:37:58 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Wwfob.1330$jg7.1181218@newshog.newsread.com>
Source record: 22816

On 30 Oct 2003 15:10:41 , Robert Schaffner wrote:
>John Garone <swamptaxes-NOT-@atlantic.net> wrote:
>
>> Maby a dumb question but I got a smart answer :)
>> Good to hear my bird will live through a battery failure!
>
>Dumb questions does not exist :)
>
>Several years ago i connect a simple DCF77 clock to the falcon joystick
>port, with an cpx module my falcon got time/date from the main clock in
>braunschweig. I do not set this clock since more as 6 years.
>
>This chain does not save other nvram parameters.
>

braunschweig? Is that similer to the US Naval Atomic clock? When the
time setting drifts too far off I use Calltime3 which sets the clock
through a phone call (or I look on the wall or Caller ID box and manually
reset it :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7235. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-10-30 22:28:33 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bns3ah$s72$1@reader2.panix.com>
Source record: 22817

Calltime3? Where might that program be found? The original Calltime was
written by one Bob Arredy, if I spelled that right, and no longer works
with changes on the far end.

I could certainly use it, and think some others might too.

Where did you get it?

Jim

John Garone <swamptaxes-NOT-@atlantic.net> writes:

: On 30 Oct 2003 15:10:41 , Robert Schaffner wrote:
: >John Garone <swamptaxes-NOT-@atlantic.net> wrote:
: >
: >> Maby a dumb question but I got a smart answer :)
: >> Good to hear my bird will live through a battery failure!
: >
: >Dumb questions does not exist :)
: >
: >Several years ago i connect a simple DCF77 clock to the falcon joystick
: >port, with an cpx module my falcon got time/date from the main clock in
: >braunschweig. I do not set this clock since more as 6 years.
: >
: >This chain does not save other nvram parameters.
: >

: braunschweig? Is that similer to the US Naval Atomic clock? When the
: time setting drifts too far off I use Calltime3 which sets the clock
: through a phone call (or I look on the wall or Caller ID box and manually
: reset it :)

: John
: P.S.
: To Reply by E-mail, please remove -NOT- from my address!

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7236. Re: Atari TT030 computer (Seattle, WA)

Newsgroup: comp.sys.atari.st
Date: 2003-10-30 23:30:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0036931b@fmlynet.org>
Source record: 22827

FamilyNet Newsgate

I hate to see it go homeless too. But oh well. If he doesn't want to
ship for offer of money, that is his choice.

Doc Clu

> From: ekaljuma@mtsac.edu (Galen)

> "Starlord" <starlord@despammed.com> wrote in message
> news:<2PqdnbwMJYjyqzyiRVn-sQ@inreach.com>...
>> Wish I was up that way, I'd grab it.
>>
>> <kyle-nntp@abuse-patentinvestor.com> wrote in message
>> news:bnjvl1$k77$1@doppelbock.patentinvestor.com...
>> >
>> > Atari TT030 computer.
>> > * 16 MB TT ram, 4 MB ST ram
>> > * half gigabyte internal scsi hard drive
>> > * large 19" monitor for monochrome 1280x960 (TT-High resolution)
>> >
>> > $50, you pick up from Seattle First Hill area.
>> >
> Is anyone you know (personally or on this forum) up that way willing
> to act as a go-between/shipper for you? I'd hate to see a good TT go
> homeless.

> Galen

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7237. Atari TT030 For sale!

Newsgroup: comp.sys.atari.st
Date: 2003-10-31 03:16:56 UTC
From: jlowmiller@yahoo.com
Message-ID: <51264bc6.0310301916.25de5de9@posting.google.com>
Source record: 22818

I have for sale an Atari TT030. I don't know much about the GEM/TOS applications and I just got engaged so I'm parting with it.

Atari TT030
4mb Ram , has some sort of upgrade board directly under HD
SCSI 500 meg hd
Mouse/Keyboard
Mag Innovision 15 in. monitor

All offers will be considered.

7238. Atari TT030 For Sale

Newsgroup: comp.sys.atari.st
Date: 2003-10-31 03:17:46 UTC
From: jlowmiller@yahoo.com
Message-ID: <51264bc6.0310301917.19cba114@posting.google.com>
Source record: 22819

I have for sale an Atari TT030. I don't know much about the GEM/TOS applications and I just got engaged so I'm parting with it.

Atari TT030
4mb Ram , has some sort of upgrade board directly under HD
SCSI 500 meg hd
Mouse/Keyboard
Mag Innovision 15 in. monitor

All offers will be considered.

You can contact me at (419) 562-9394 or by jlowmiller@yahoo.com

7239. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.st
Date: 2003-10-31 04:11:34 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0310302011.2bd80acc@posting.google.com>
Source record: 22820
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

rodsmith@nessus.rodsbooks.com (Rod Smith) wrote in message
news:<taqonb-pe5.ln@speaker.rodsbooks.com>...
> In article <4bdbad34.0310290810.4188f022@posting.google.com>,
> Larry@unicode.com (Larry T.) writes:

> > Has anyone used the 'LAN' port on the Falcon or TT to get netowking up
> > with Linux (or other OS)?
>
> AFAIK, those ports are useless as anything but high-speed serial ports; to
> the best of my knowledge, nobody's written any software to let them
> function as network ports.

The LAN port is identical to and is wired to Modem 2. The only
practical use of this port is for connecting old Macintosh modems (you
don't need an adapter) or to avoid purchasing a switch box when you
have two serial devices (of course, only one can be on at any one
time).

Galen

7240. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.st
Date: 2003-10-31 04:32:05 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0310302032.7541519c@posting.google.com>
Source record: 22821

Larry@unicode.com (Larry T.) wrote in message
news:<4bdbad34.0310290810.4188f022@posting.google.com>...
> Hi All
>
> I am hoping to get true ethernet networking on my Falcon and my TT. I
> am having a hard time finding a 'step by step' guide to implementing
> this using the built-in TOS, and harder time finding out how with
> alternate OS's that I can't seem to get much data on (MultiTOS, MiNT,
> MagiC).
>
> I did find a couple of VERY simple ethernet interfaces that seem ideal
> to the task (they are so simple that the Atari 8-bit forums are using
> them with the 8-bit cartride port!) The links are:
> http://www.embeddedether.net (about $50.00US)
> http://www.embeddedethernet.com (about $70.00US)
>
> Is there anyone in the 16/32 bit community that is familiar with these
> and/or has implemented them?

The existing interface (others have given you the link) works along
similar lines. From what I can tell, you would need to use a PIC to
translate between an Atari port (take your pick -- cartridge and SCSI
have been used so far) and Ethernet. Unfortunately, I don't know how
to do this, but Roger Burrows and Lyndon Amsdon are probably the ones
I'd beg for help if you attempt to do this.
>
> Is there any site that has a 'step by step' guide to getting an
> ethernet connection up? How about for file and printer sharing
> (Windows SMB, NFS, LPR) and/or internet access for downloads (ftp,
> ssh)?

These consist mostly of "plug it in, run the drivers, and hope".

> Is there a more appropriate forum for these questions?

This is the right place, but Ethernet on my Atari is on my "will do
later list".
The board at hardware.atari.org is not terribly expensive and is well
respected.

Galen

7241. Re: Atari TT030 computer (Seattle, WA)

Newsgroup: comp.sys.atari.st
Date: 2003-10-31 04:34:50 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0310302034.5dfa4b8d@posting.google.com>
Source record: 22822

"Starlord" <starlord@despammed.com> wrote in message
news:<2PqdnbwMJYjyqzyiRVn-sQ@inreach.com>...
> Wish I was up that way, I'd grab it.
>
> <kyle-nntp@abuse-patentinvestor.com> wrote in message
> news:bnjvl1$k77$1@doppelbock.patentinvestor.com...
> >
> > Atari TT030 computer.
> > * 16 MB TT ram, 4 MB ST ram
> > * half gigabyte internal scsi hard drive
> > * large 19" monitor for monochrome 1280x960 (TT-High resolution)
> >
> > $50, you pick up from Seattle First Hill area.
> >
Is anyone you know (personally or on this forum) up that way willing
to act as a go-between/shipper for you? I'd hate to see a good TT go
homeless.

Galen

7242. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-10-31 05:30:06 UTC
From: claytone@foxinternet.com
Message-ID: <yrmob.238$ss.5935@bcandid.telisphere.com>
Source record: 22824

Hi all-

A related question... My Falcon's clock has run slow for many years, and seems to be getting slower all the time. I have to reset the clock every time I use it as it loses several hours per day. Is this a symptom of a low or bad battery? When I had Alex Yu (at ATY computers) do my Nemesis installation in 1997, I had him put in a new clock module or chip, but that didn't help! Maybe the clock chips he had in stock also had old batteries? Do you think my problem would be solved with a new clock battery? Maybe it has nothing to do with the clock module.

Thanks for any input on that.

-Clayton Murray
Seattle, WA USA

On 29 Oct 2003 17:16:25 , Adam Klobukowski wrote:
>On Wed, 29 Oct 2003 08:50:35 +0000, Derryck Croker wrote:
>>> My Falcon clock battery died a couple of days back,and so far the only
>>
>> The top of the chip can be opened to reveal the coin battery
>>inside, so as a last resort!
>
>Ok, how can I open it?

7243. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-10-31 05:36:46 UTC
From: rsmac@t-online.de
Message-ID: <1g3oj5m.len2d81gowvzgN%rsmac@t-online.de>
Source record: 22823

John Garone <swamptaxes-NOT-@atlantic.net> wrote:

> braunschweig? Is that similer to the US Naval Atomic clock? When the

Yes, i think so. Wireless main clock.

Regards, Robert
--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

7244. Re: Program idea

Newsgroup: comp.sys.atari.st
Date: 2003-10-31 05:46:56 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0310302146.bcb347a@posting.google.com>
Source record: 22825

mail@freeman-studio.com (Mike Freeman) wrote in message
news:<5c1cf651.0310301251.24321223@posting.google.com>...
> Hello!
>

> An FTP-based networking drive system, like BNet and NFS, except that
> it uses a basic FTP client as its core. It would work by the user
> first setting up a list of FTP sites (and pertinent FTP access info
> for each site) that they'd like to access through the drive system
> (like BNet sets up its IP's for networking). A drive is set up for
> file system access. Within this drive, folders for each FTP site are
> displayed. When accessed, files can be used just like the computer's
> normal drives function, except that the data is being accessed through
> the FTP client core. This program can be a Mint/Magic file system
> extension, or a TSR for Geneva and Single-TOS. It would either
> automatically, or through settings from the user, know which sites the
> user has upload priviledges for, and marks the ones the user doesn't
> as "Read-only". The user would be able to use the desktop for all file
> functions, just like they would with their hard drive.
>
What you are referring to has been done for Linux as ftpfs, so it is
indeed possible. It might be a bit tough to get anyone to port this
though, as Samba would likely be considered a better (more modern)
choice. I consider the idea to be a "nice thing" rather than a
necessity, as it's easy enough to FTP the file, modify it, and FTP it
back. Still, a transparent interface would be useful, regardless of
whether it's ftpfs or Samba.

Galen

7245. Re: Atari TT030 computer (Seattle, WA)

Newsgroup: comp.sys.atari.st
Date: 2003-10-31 06:41:57 UTC
From: kaf-nntp@remove.me.patentinvestor.abuse.com
Message-ID: <bnt07lqdr1@doppelbock.patentinvestor.com>
Source record: 22826

In article <926a9946.0310302034.5dfa4b8d@posting.google.com>,
Galen <ekaljuma@mtsac.edu> wrote:
>"Starlord" <starlord@despammed.com> wrote in message
news:<2PqdnbwMJYjyqzyiRVn-sQ@inreach.com>...
>> Wish I was up that way, I'd grab it.
>>
>> <kyle-nntp@abuse-patentinvestor.com> wrote in message
>> news:bnjvl1$k77$1@doppelbock.patentinvestor.com...
>> >
>> > Atari TT030 computer.
>> > * 16 MB TT ram, 4 MB ST ram
>> > * half gigabyte internal scsi hard drive
>> > * large 19" monitor for monochrome 1280x960 (TT-High resolution)
>> >
>> > $50, you pick up from Seattle First Hill area.
>> >
>Is anyone you know (personally or on this forum) up that way willing
>to act as a go-between/shipper for you? I'd hate to see a good TT go
>homeless.

The TT has a buyer here in Seattle. Thanks for the offers everyone
that emailed.

Regards,
Kyle

7246. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-10-31 10:53:58 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <abrob.1368$jg7.1217176@newshog.newsread.com>
Source record: 22828

On 30 Oct 2003 22:28:33 , Jim DeClercq wrote:
>Calltime3? Where might that program be found? The original Calltime was
>written by one Bob Arredy, if I spelled that right, and no longer works
>with changes on the far end.
>
>I could certainly use it, and think some others might too.
>
>Where did you get it?
>
>Jim
>
>--

Could be that it doesn't work since the phone # of the Naval observatory
changed since the program was written!
is this address good? ------jimd@panix.com------

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7247. Re: ct60 freezes with N.AES

Newsgroup: comp.sys.atari.st
Date: 2003-10-31 10:56:38 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0310310256.586edf17@posting.google.com>
Source record: 22829

> >> I found out that it happens very often AFTER I called Boxkite. Which
> >> file selector do you use?
> >Yes i tried the last version of Boxkite and had also problems, now i'm
> >back to N.aes file selector.
>
> And? Does your computer still freeze?
>

Yes it does, that's why i was back to N.aes file selector.

7248. Re: Atari TT030 For sale!

Newsgroup: comp.sys.atari.st
Date: 2003-10-31 14:40:35 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bntoo3dve1@news1.nivel5.cl>
Source record: 22830

```
willing to ship worldwide ?
(Where are you from?)
```

"Jason Lowmiller" <jlowmiller@yahoo.com> escribi&#65533; en el mensaje
news:51264bc6.0310301916.25de5de9@posting.google.com...
> I have for sale an Atari TT030. I don't know much about the GEM/TOS
> applications and I just got engaged so I'm parting with it.
>
>
> Atari TT030
> 4mb Ram , has some sort of upgrade board directly under HD
> SCSI 500 meg hd
> Mouse/Keyboard
> Mag Innovision 15 in. monitor
>
> All offers will be considered.

7249. Can I change the TOS langauge on a falcon (from German to english using

Newsgroup: comp.sys.atari.st
Date: 2003-10-31 14:59:41 UTC
From: Rob <notator_logic.at@at.hotmail.com>
Message-ID: <o0u4qvc85nl81ob49eqvsn7h2p7q3gkhpq@4ax.com>
Source record: 22831
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Here http://www.atari-roms.fsnet.co.uk/ they have the english TOS rom's for atari falcon v4.04

I have a falcon that has german Tos, therefore all language is in german, I want to change it so that everything appears in english. Is there any way I can do this by using the a disk version TOS. I don't mind having to use a boot disk.

Thanks.. Rob

7250. Re: Program idea

Newsgroup: comp.sys.atari.st
Date: 2003-10-31 17:51:44 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.10.31.17.51.41.309034@removenoaspam.atari-source.com>
Source record: 22832

On Thu, 30 Oct 2003 21:46:56 -0800, Galen wrote:

> mail@freeman-studio.com (Mike Freeman) wrote in message
news:<5c1cf651.0310301251.24321223@posting.google.com>...
>> Hello!
>>
>
>> An FTP-based networking drive system, like BNet and NFS, except that
>> it uses a basic FTP client as its core. It would work by the user
>> first setting up a list of FTP sites (and pertinent FTP access info
>> for each site) that they'd like to access through the drive system
>> (like BNet sets up its IP's for networking). A drive is set up for
>> file system access. Within this drive, folders for each FTP site are
>> displayed. When accessed, files can be used just like the computer's
>> normal drives function, except that the data is being accessed through
>> the FTP client core. This program can be a Mint/Magic file system
>> extension, or a TSR for Geneva and Single-TOS. It would either
>> automatically, or through settings from the user, know which sites the
>> user has upload priviledges for, and marks the ones the user doesn't
>> as "Read-only". The user would be able to use the desktop for all file
>> functions, just like they would with their hard drive.
>>
> What you are referring to has been done for Linux as ftpfs, so it is
> indeed possible. It might be a bit tough to get anyone to port this
> though, as Samba would likely be considered a better (more modern)
> choice. I consider the idea to be a "nice thing" rather than a
> necessity, as it's easy enough to FTP the file, modify it, and FTP it
> back. Still, a transparent interface would be useful, regardless of
> whether it's ftpfs or Samba.
>
> Galen

Humm, well you covered ftpfs. The way I handle this situation is my IDE
on linux, Komodo has something called remote files via an ftp server. You
specify the address, etc and can add files from the remote site to your
project. Whenever you load or save it loads and saves to the remote ftp
site. Perhaps this would be easier to implement into qed or your html
editor of choice.

Thanks,
Mark

PS: QED is now open source so this wouldn't exactly be a tough mission to
accomplish.

7251. Re: Program idea

Newsgroup: comp.sys.atari.st
Date: 2003-10-31 18:59:56 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0310311059.3cf19777@posting.google.com>
Source record: 22833

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0310302146.bcb347a@posting.google.com>...

> What you are referring to has been done for Linux as ftpfs, so it is
> indeed possible. It might be a bit tough to get anyone to port this
> though, as Samba would likely be considered a better (more modern)
> choice.

This is good to hear! Has ftpfs not been ported to Mint yet? I'd love to see this ported to both Mint and Magic, using at least MintNet/MagicNet, if not Stik/Sting. While Samba is a great thing to have ported as well, something like ftpfs would be quite useful for people who can only use FTP on their network. It would save a few steps in the transfer process, and thus some time. Even for someone who doesn't have an FTP-based network, it would be great, for example, to be able to upload a file to an FTP server directly from within the program that created it, simply by saving the file. This would be much easier than to save to the hard drive, load up your FTP program, and then upload from the hard drive. I don't know. Maybe I'm just lazy :) but I like saving time and skipping extra steps whenever possible.

> I consider the idea to be a "nice thing" rather than a
> necessity, as it's easy enough to FTP the file, modify it, and FTP it
> back. Still, a transparent interface would be useful, regardless of
> whether it's ftpfs or Samba.

True, it isn't a necessity. But I'd personally consider it just one more great tool to have on our systems for times when it could come in handy.

Mike Freeman

7252. Re:Falcon clock chip

Newsgroup: comp.sys.atari.st
Date: 2003-10-31 19:34:17 UTC
From: nephelim@zetnet.co.uk
Message-ID: <3fa2b936$0$12248$4c56ba96@master.news.zetnet.net>
Source record: 22834

Hi.

On Wed, 29 Oct 2003 08:50 Derryck Croker wrote in response to my
query concerning the Falcon clock chip :-

>Dallas DS12887 is a direct replacement for the Falcon NVRAM chip.
>Maxim are the distributors and their web page has a form where it's
>possible to request samples.

>Otherwise you can get this chip from RadioSpares.

>The top of the chip can be opened to reveal the coin battery inside, so
>as a last resort!

Many thanks Derryck for that useful information. Much appreciated.
I don't really fancy trying to desolder the chip if I can help it as there
is always the possibility of causing damage to the motherboard.
I shall attempt your last option first and try to access the coin
battery inside the chip.

Cheers,

Paul.

7253. Got a TT030 for $50!

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 05:24:38 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vq6gsnb5g2p1b9@corp.supernews.com>
Source record: 22835
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Now I need the original Software, know where I can download it?

Also what programs work on the TT. Do ST programs run?

I also need to know if I can hook up a SC1224 or SC1235 to it. It came with a 19" Mono monitor.

Thanks
Tim

7254. [UPD] November Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 07:50:03 UTC
From: Francois LE COAT <lecoat@lutece.net>
Message-ID: <3fa365ec$0$27050$626a54ce@news.free.fr>
Source record: 22836

Hi,

The software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka311.zip
That is the Complete Common Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny044.zip
Is the OpenGL Extension (requires previous package)

The novelties are mainly better optimizations with GCC
3.3. But Eureka is also improved with a new mathematical
library (CEPHES), that is much smaller and better.

I wish you big fun with all this new STuff !

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12
http://eureka.atari.org
mailto:lecoat@atari.org

7255. Re: Atari TT030 computer (Seattle, WA)

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 08:03:42 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vq6q71h7093r7a@corp.supernews.com>
Source record: 22837

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0036931b@fmlynet.org...
> FamilyNet Newsgate
>
> I hate to see it go homeless too. But oh well. If he doesn't want
to
> ship for offer of money, that is his choice.
>
> Doc Clu
>
Didn't go homeless, I have it now!

Tim

7256. Re: Program idea

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 08:34:26 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <HeKob.5066$2B6.984130@news.siol.net>
Source record: 22838

Mike Freeman wrote:

> I don't know. Maybe I'm just lazy :)
> but I like saving time and skipping extra steps whenever possible.

Well i use great Freedom1 fileselector (note, not Freedom 2) and with Aftp u may reduce steps. Aftp window act as desktop window, so dclicking on remote xxx.txt for example, download it, and opens it in default editor via VA_Start, qed in my case.. After i edit the file i press ctrl-s (save) and then one extra step, ctrl-m (save as). At that point i dont hit OK button, but just drag filename to Aftp window. That is Freedom's strenght, apart from cool and usable interface, its drag n drop abilities are awesome...

> True, it isn't a necessity. But I'd personally consider it just one
> more great tool to have on our systems for times when it could come in
> handy.

Agree! Still we do have some very nice apps we can use to our advantage and Aftp and especialy Freedom are those.. Esp since small probs F1 had with unloading dont occur anymore (also fix for that, if it happens) i really recomend it to anyone.. Also to non mtasking users, since u can open more Freedom windows and drag files, etc between them, so easy to copy etc file within apps...

Janez

7257. Re: Can I change the TOS langauge on a falcon (from German to english using

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 09:06:43 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3fa37694$0$1089$afc38c87@news.optusnet.com.au>
Source record: 22839
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Rob" <notator_logic.at@at.hotmail.com> wrote in message
news:o0u4qvc85nl81ob49eqvsn7h2p7q3gkhpq@4ax.com...
> Here http://www.atari-roms.fsnet.co.uk/ they have the english TOS
> rom's for atari falcon v4.04
>
> I have a falcon that has german Tos, therefore all language is in
> german, I want to change it so that everything appears in english. Is
> there any way I can do this by using the a disk version TOS. I don't
> mind having to use a boot disk.

Hi Rob, all Falcons have the same version of tos. You need to set the nvram
to English, you can also specify the keyboard etc. Have a look here,
http://storage.atari-source.com/atari/mirrors/ftp.lip6.fr/pub/atari/Falcon/Utilities/
and download nvram.zip. Do be careful because an incorrect setting can
bugger things up.

Mark

7258. Re: Falcon clock chip

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 09:32:00 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBC9225E.8672%derryck@nospam.cix.co.uk.invalid>
Source record: 22840

In article 3fa2b936$0$12248$4c56ba96@master.news.zetnet.net, Paul Hopkins at nephelim@zetnet.co.uk wrote on 31/10/03 19:34:

>> The top of the chip can be opened to reveal the coin battery inside, so
>> as a last resort!
>
> Many thanks Derryck for that useful information. Much appreciated.

No worries :-)

> I don't really fancy trying to desolder the chip if I can help it as there
> is always the possibility of causing damage to the motherboard.

Since Steve Sweet hasn't come forward, the trick is to ADD some solder to the pins BEFORE removing with solder sucker or braid.

> I shall attempt your last option first and try to access the coin
> battery inside the chip.

I didn't witness the top being removed from the chip when Steve replaced the NVRAM chip, but you should be able to pry it up with care. IIRC the crystal for the clock was under there too.

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

7259. Re: Got a TT030 for $50!

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 10:45:27 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <aKudnQ-fsp2nDD6iRVn-ig@inreach.com>
Source record: 22841
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The "Normal" ST monitors don't work on it, mine has an old IBM color monitor on it. I didn't get to see that guys replay, otherwise I might have been able to talk one of my Dahlia Growers up there to get it for me and ship it down. It would have replaced my dead falcon.

I run some ST programs on mine, mostly WP's and such, have never tried a game. I also run the graphic editors too. I don't have any cards or such in mine, it's a stock 4X4 with a 2giabyte scsi drive in it.

--
"In this universe the night was falling,the shadows were lengthening
towards an east that would not know another dawn.
But elsewhere the stars were still young and the light of morning
lingered: and along the path he once had followed, man would one day go
again."

Arthur C. Clarke, The City & The Stars

SIAR
www.starlords.org
Freelance Writers Shop
http://www.freelancewrittersshop.netfirms.com
Telescope Buyers FAQ
http://home.inreach.com/starlord
Ad World
http://adworld.netfirms.com

"Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
news:vq6gsnb5g2p1b9@corp.supernews.com...
> Now I need the original Software, know where I can download it?
>
> Also what programs work on the TT. Do ST programs run?
>
> I also need to know if I can hook up a SC1224 or SC1235 to it. It came with
> a 19" Mono monitor.
>
> Thanks
> Tim
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.530 / Virus Database: 325 - Release Date: 10/22/03

7260. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 11:20:48 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3fa39710$0$197$4c56ba96@master.news.zetnet.net>
Source record: 22842

Hi Clayton

On 31 Oct 2003 05:30:06 , Clayton Murray wrote:

>A related question... My Falcon's clock has run slow for many years,
>and seems to be getting slower all the time. I have to reset the clock
>every time I use it as it loses several hours per day.

Just a thought - do you use Cubase ? If so, then I would expect the clock
to go wrong. I was told once a long time ago, that Cubase takes
precedence over the clock. Certainly I have had clock problems on an ste
running Cubase, which was fine when using other software.

Cheers

Paul

7261. Re: Program idea

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 11:26:05 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.11.01.11.26.03.893795@pandora.be>
Source record: 22843

Op Sat, 01 Nov 2003 09:34:26 +0100, schreef Janez Valant:

> Agree! Still we do have some very nice apps we can use to our advantage
> and Aftp and especialy Freedom are those.. Esp since small probs F1 had
> with unloading dont occur anymore (also fix for that, if it happens) i
> really recomend it to anyone.. Also to non mtasking users, since u can open
> more Freedom windows and drag files, etc between them, so easy to copy etc
> file within apps...

I've used Freedom 1.15 during quite some time. I found it very annoying
Freedom unloaded itself after it has been called x-times (30?).
it's not very clear to me, but are you saying you have patched Freedom
1.5?
I also has used Freedom 2.5 during a long time. I loved that FS but
as I was getting more and more trouble, especially with Calamus SL 2002
which I use very often, I abandoned it (with pain in the hart) in favour
for Boxkite.
aFTp is a great app indeed. It's a pity the development of it seems to be
halted.

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7262. Re: MagXNet is turning me crazy :-(

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 12:21:25 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3FA3A508.DB15FEC7@village.uunet.be>
Source record: 22844

Salut,

I never had problems using magxnet. However it has been a while since
I've uwed my Falcon (shame on me !!).
Check out this site, maybe you'll get some extra info :
http://users.pandora.be/saka/atari/reality/magxnet.htm

When I take a quick look to your setup I think you should add a default
route :

Jean-Luc CECCOLI wrote:
>
> And, in order to avoid useless questions, here is what I did :
>
> - \START
> +MAGXCONF.PRG
> +MAGX_RC.NET, containing
> etc_path D:\ETC
> ifconfig lo0 addr 127.0.0.1 up
> # My TT's ip and subnet mask
> ifconfig en0 addr 192.64.1.2 up
> ifconfig en0 netmask 255.255.255.0
> # But... where's the route ?

route add default en0 gw 192.64.1.1 (check with your IP-network range
numbers)

> - \XTENSION
> +ENEC3.MIF
> +MAGX_SLD.OVL
> +SLIP.MIF
> +SOCKETS.DEV

Don't know what hardware card goes with the ENEC3.MIF driver
(ISA-card?).

> - D:\ETC
> +DOMAINNAME, unmodified
> +HOST.CONF, unmodified
> +HOSTNAME, containing
> TT030
> +HOSTS, containing
> 127.0.0.1 localhost loopback
> 192.64.1.2 TT030 en0

You should certainly put the other computers (PC) from your network in
this file.

```
> +NETMASKS, containing
> 192.64.1.0 255.255.255.0
^^
Try once to remove the last ".0" from your network number...

> +NETWORKS, unmodified
> +PROTOCOLS, unmodified
> +RESOLV, containing
> domain localhost
> nameserver 127.0.0.1
> +RPC, unmodified
> +SERVICES, unmodified

looks good for me.

>
> * ifconfig (with no parameters) returns the following :
> lo0: flags=0x4b<UP,BROADCAST,LOOPBACK,RUNNING>
> inet 127.0.0.1 netmask 255.0.0.0 broadcast 127.255.255.255
> metric 0 mtu 16384
> ....
> en0: flags=0x43<UP,BROADCAST,RUNNING>
> inet 192.64.1.2 netmask 255.255.255.0 broadcast 192.64.1.255
> metric 0 mtu 1500
> ....
>

The broadcast address is used to send messages to all hosts.
If you want the broadcast address to be 0 just type this in your
magic-console (in the right directory: D;/etc)
# ifconfig en0 down
# ifconfig en0 broadcast 192.64.1.0 up

> * route (with no parameters) returns :
> Destination Gateway Flags Ref Use Metric Iface
> 127.0.0.0 * U 1 0 0 lo0
> 127.0.0.1 * UH 1 0 0 lo0
> 192.64.1.2 * UH 1 0 0 lo0
>
> if, then, I type
> del 192.64.1.2, and
> add en0 192.64.1.2, then, after I type
> arp add 192.64.1.2 00:00:b4:80:cd:e1 perm
> the 3rd line becomes
> 192.64.1.2 * UHD 1 1 0 en0
> and arp, as is, returns
> 192.64.1.2 0:0:b4:80:cd:e1 2 0s PRCOM,HWCOM,PERM
>
> which, IMO, sounds a little better - but still doesn't work :-(

try again and you may contact me if you have more problems.

A+
```

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

7263. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 12:41:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fa355547f8790@comcast.net>
Source record: 22845
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

>Hi All
>
>I am hoping to get true ethernet networking on my Falcon and my TT. I
>am having a hard time finding a 'step by step' guide to implementing
>this using the built-in TOS, and harder time finding out how with
>alternate OS's that I can't seem to get much data on (MultiTOS, MiNT,
>MagiC).
>
>I did find a couple of VERY simple ethernet interfaces that seem ideal
>to the task (they are so simple that the Atari 8-bit forums are using
>them with the 8-bit cartride port!) The links are:
>http://www.embeddedether.net (about $50.00US)
>http://www.embeddedethernet.com (about $70.00US)
>
>Is there anyone in the 16/32 bit community that is familiar with these
>and/or has implemented them?

Hello,

Check out the MyAtari online magazine site. In the October issue
there is an article I wrote called Broadband ST. I talk about
using the cartridge port of the ST to get access to the EtherNet.
This would also apply to the Falcon and the TT. I am using the
EtherNEC hardware device...

7264. Re: Program idea

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 16:07:54 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <TTQob.5082$2B6.986098@news.siol.net>
Source record: 22896

Martin Byttebier wrote:

> I've used Freedom 1.15 during quite some time. I found it very annoying
> Freedom unloaded itself after it has been called x-times (30?).
> it's not very clear to me, but are you saying you have patched Freedom
> 1.5?

No. I meant that i didnt stumble on F1 to unload quite some time now. And also when it did, i only switched on NFSEL in ACC for troublesome app. Unloading at XX calls only happened to me in CAB and also in few calls it work again, odd stuff actualy...

> I also has used Freedom 2.5 during a long time. I loved that FS but
> as I was getting more and more trouble, especially with Calamus SL 2002
> which I use very often, I abandoned it (with pain in the hart) in favour
> for Boxkite.

Well i did found F2 a bit clumsy. What i disliked even more is fact, that it was hardcoded to C:. Since i dont boot from C: i had troubles and really wasnt in mood to battle them, or to have F@ only on C:. Boxkite looks okay, i just find it very limited compared to Freedom...

Janez

7265. Re: Can I change the TOS langauge on a falcon (from German to english using

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 18:33:47 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.11.01.18.33.46.642148@removenoaspam.atari-source.com>
Source record: 22897
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Sat, 01 Nov 2003 20:06:43 +1100, Mark Bedingfield wrote:

>
> "Rob" <notator_logic.at@at.hotmail.com> wrote in message
> news:o0u4qvc85nl81ob49eqvsn7h2p7q3gkhpq@4ax.com...
>> Here http://www.atari-roms.fsnet.co.uk/ they have the english TOS
>> rom's for atari falcon v4.04
>>
>> I have a falcon that has german Tos, therefore all language is in
>> german, I want to change it so that everything appears in english. Is
>> there any way I can do this by using the a disk version TOS. I don't
>> mind having to use a boot disk.
>
> Hi Rob, all Falcons have the same version of tos. You need to set the nvram
> to English, you can also specify the keyboard etc. Have a look here,
> http://storage.atari-source.com/atari/mirrors/ftp.lip6.fr/pub/atari/Falcon/Utilities/
> and download nvram.zip. Do be careful because an incorrect setting can
> bugger things up.
>
> Mark

Good to see people making use of my mirrors!

Thanks,
Mark
http://portal.atari-source.com

7266. How easy do the keys come of the mounts on the keyboard

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 18:36:49 UTC
From: Rob <notator_logic.atat@hotmail.com>
Message-ID: <o4v7qvgprin5t55rva8p07b66fdra1hdd6@4ax.com>
Source record: 22898

To follow up my last question, on lauguage change, I managed to change the language to english from german, but I still have the keys in their german quertyzuiop set out. Can i easily flick the keys out without causing any damage and move them about to their new placings. Havent tried yet as I thought I'd ask before causing damage.

Thanks again all

Rob

7267. Re: How easy do the keys come of the mounts on the keyboard

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 18:52:56 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vq80898o7qk202@corp.supernews.com>
Source record: 22899

Yes they pop off pretty easily. I use a butter knife wrapped in a cloth to help pop them off if they won't with your bare hands. Start from the edge and work your way in.

Tim

"Rob" <notator_logic.atat@hotmail.com> wrote in message news:o4v7qvgprin5t55rva8p07b66fdra1hdd6@4ax.com...
> To follow up my last question, on lauguage change, I managed to change
> the language to english from german, but I still have the keys in
> their german quertyzuiop set out. Can i easily flick the keys out
> without causing any damage and move them about to their new placings.
> Havent tried yet as I thought I'd ask before causing damage.
>
> Thanks again all
>
> Rob
>
>

7268. Problems with SCSI HDD (help me!)

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 19:54:57 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0311011154.7c71e299@posting.google.com>
Source record: 22900

Hi All,

I'm trying to install a 4gb SCSI hdd to my 1040STfm using The Link 2.
It does recognizes it... I format, then make the partitions,
everythings allright. But when I wanted to make it "booteable" using
the hdutils.prg I get a "verification failed" error (the disk is new
without bad sectors).

So, I try with HDDRIVER 7.7... format, partition, I make it
bootable... everything alright. But whatever I put on the AUTO folder
of C fails to load... sometimes I get 3 bombs, some time more bombs...
some times the computer just restarts.....

I tried copying a program to the C drive or the D drive and sometimes
they work... and sometimes don't.....

Am I missing something? Tos is 1.02...

Facundo

7269. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-11-01 21:15:33 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.11.01.21.15.30.510684@pandora.be>
Source record: 22901
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/internet/atarirc-128.zip
(185.181 bytes) GEM-based IRC client for STik/STing/gluestik

**mathematics**
ftp://chapelie.rma.ac.be/mathematics/eureka/eurka311.zip
(843.099 bytes) 2D Graph Describer, 3D Modeller, complete version.
To use Eureka to its full extend one need tiny044.zip

ftp://chapelie.rma.ac.be/mathematics/eureka/eurka311-020.zip
(852.307 bytes) 68020 version. To use Eureka to its full
extend one need tiny044.zip

ftp://chapelie.rma.ac.be/mathematics/eureka/eurka311-fpu.zip
(804.751 bytes) fpu version. To use Eureka to its full
extend one need tiny044.zip

ftp://chapelie.rma.ac.be/mathematics/eureka/eurka311-lite.zip
(236.912 bytes) light version which can run on ST with
780 kb floppy drive

**utilities**
ftp://chapelie.rma.ac.be/utilities/clocks/navalclk.zip
(11.552 bytes) This program will call the Naval Observatory in
Washington D.C. to set your ST to the correct time.

ftp://chapelie.rma.ac.be/utilities/disktools/tracked.zip
(158.904 bytes) Set of 4 tools (Disk!, File!, Backup!, Restore!)
for disk and file maintenance
```

ftp://chapelie.rma.ac.be/utilities/disktools/tracked-manual.pdf
(437.119 bytes) English manual of Tracked. pdf-format

ftp://chapelie.rma.ac.be/utilities/3d-calc/3d_calc.zip
(169.013 bytes) 3-dimensional spreadsheet for ST and TT.

ftp://chapelie.rma.ac.be/utilities/3d-calc/3d-calc-manual.zip
(520.996 bytes) English manual of 3d-Calc. pdf-format

ftp://chapelie.rma.ac.be/utilities/3d-calc/3d_calc-d.rsc
(33.598 bytes) German rsc of 3d-Calc

ftp://chapelie.rma.ac.be/utilities/3d-calc/3d_calc-fr.rsc
(33.642 bytes) RSC Franï¿½ais de 3d-Calc

ftp://chapelie.rma.ac.be/utilities/3d-calc/3d_calc-nl.rsc
(33.604 bytes) Dutch RSC of 3d-Calc

ftp://chapelie.rma.ac.be/utilities/3d-calc/3d_calc.rsc
(33.460 bytes) English RSC of 3d-Calc

Have Fun,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7270. Atari Online News, Etc. #05-44

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 01:37:39 UTC
From: danap8@aol.comno-spam
Message-ID: <20031101203739.03647.00000089@mb-m05.aol.com>
Source record: 22902

A-ONE #0544 10/31/03

~ HighWire Gets Updated! ~ People Are Talking! ~ Wrap-Mouse News!
~ UK: Extradite Spammers ~ Microsoft After Google ~ PC Ten Commandments
~ New Version of Hatari! ~ Longhorn Is Unveiled! ~ 8-bit Ethernet Cart!
~ Sober-A Worm Spreads! ~ Printer Cart Clones! ~ Raster Music Tracker!

-* Apple Unleashes New Panther! *-
-* Internet Access Tax Ban Nears Vote! *-
-* House Votes Soon on Senate Anti-Spam Bill! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

7271. Atari TT Power LED location and type required

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 03:18:51 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vq8tsrnk8egmb8@corp.supernews.com>
Source record: 22903
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I got a TT030 and the power LED was disconnected. I read that the power pins were back right of MB so I hooked it up to the pins, the LED burned out. I would like to know exactly were the LED goes and what pins. I plan to go to Rat Shack to get a new LED. What power does the LED need?

Thanks
Tim

7272. Re: Atari TT Power LED location and type required

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 03:23:21 UTC
From: Zigmund Zigbert <Ziggy@telstra.com>
Message-ID: <3fa478b1$0$1721$5a62ac22@freenews.iinet.net.au>
Source record: 22904
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

something is wrong, LED's last a very long time.

Measure the voltage at the connector and make sure its not something silly
like 12v comming out of it.

"Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
news:vq8tsrnk8egmb8@corp.supernews.com...
> I got a TT030 and the power LED was disconnected. I read that the power
> pins were back right of MB so I hooked it up to the pins, the LED burned
> out. I would like to know exactly were the LED goes and what pins. I
plan
> to go to Rat Shack to get a new LED. What power does the LED need?
>
> Thanks
> Tim
>
>

7273. jpeg image editing

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 06:37:22 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <CC1pb.18223$YO5.9241714@news3.news.adelphia.net>
Source record: 22905

What's the best (or most available) image editor for ST/Falcon? I'd like to edit some jpeg pictures for my website. I have APEX media, but it will not save in .jpg format.

TIA

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

7274. Re: Atari TT Power LED location and type required

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 06:53:42 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vq9aflots1td02@corp.supernews.com>
Source record: 22906
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Zigmund Zigbert" <Ziggy@telstra.com> wrote in message
news:3fa478b1$0$1721$5a62ac22@freenews.iinet.net.au...
> something is wrong, LED's last a very long time.
>
> Measure the voltage at the connector and make sure its not something silly
> like 12v comming out of it.
>

There are 3 pins at J102. I plugged the LED into the last two pins and it
did nothing, so I plugged it into the bottom 2 and the LED flashed and went
out. This is the stock LED. I will get a volt meter and test the pins.
What should they be?

Tim

7275. Re: How easy do the keys come of the mounts on the keyboard

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 10:34:02 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBCA88BE.8721%derryck@nospam.cix.co.uk.invalid>
Source record: 22907

In article o4v7qvgprin5t55rva8p07b66fdra1hdd6@4ax.com, Rob at notator_logic.atat@hotmail.com wrote on 1/11/03 18:36:

> To follow up my last question, on lauguage change, I managed to change
> the language to english from german, but I still have the keys in
> their german quertyzuiop set out. Can i easily flick the keys out
> without causing any damage and move them about to their new placings.

Gaining access to the keys and the rubber doobries that do the switching is obvious (unscrew all the screws on the back of the keyboard), I guess that the individual keys can be moved around to suit.

Take note that one key has positions for two of those doobries but only one is actually filled.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

7276. Re: jpeg image editing

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 13:00:01 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <Rd7pb.5108$2B6.991382@news.siol.net>
Source record: 22908

Joseph D. Place wrote:

> What's the best (or most available) image editor for ST/Falcon? I'd
> like to edit some jpeg pictures for my website. I have APEX media,
> but it will not save in .jpg format.

Well u can also use Smurf, which also cant save Jpeg i think, but with
Apex comes nice tga<>jpg cpx, so u can use that. U can alsu use Photoline,
photoshop like app...

Janez

7277. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 14:20:25 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bo33r9$pp2$1@thorium.cix.co.uk>
Source record: 22909

In message <1g3oj5m.len2d81gowvzgN%rsmac@t-online.de>, rsmac@t-online.de said:
>
>John Garone <swamptaxes-NOT-@atlantic.net> wrote:
>
>> braunschweig? Is that similer to the US Naval Atomic clock? When the
>
>Yes, i think so. Wireless main clock.

In the UK we have an atomic time standard broadcast from Rugby,
which works with the Americal clock made by Oregon Scientific
(?maybe a special European model?)

Regards, /Peter/

7278. Re: Can I change the TOS langauge on a falcon (from German to english using

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 14:20:25 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bo33r9$pp3$1@thorium.cix.co.uk>
Source record: 22910
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <o0u4qvc85nl81ob49eqvsn7h2p7q3gkhpq@4ax.com>, notator_logic.at@at.hotmail.com said:

>I have a falcon that has german Tos, therefore all language is in
>german, I want to change it so that everything appears in english. Is
>there any way I can do this by using the a disk version TOS. I don't
>mind having to use a boot disk.

Hi Rob!

I am not 100% sure, but I think *all* Falcons had universal TOSs which could be selected from the NVRAM, using NVCONFIG.CPX. This is a 4-part CPX, though this isn't immediately clear. Just click on the right-facing arrow at bottom right to bring up the Keyboard panel. It offers 17 - count them, 17! - keyboard layouts (besides the main European ones also Turkish and Saudi!!!) and 5 languages, which should be enough for almost anyone!

Regards, /Peter/

7279. Re: Atari TT Power LED location and type required

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 16:28:20 UTC
From: ��� <cat@nomail.invalid>
Message-ID: <021120031128209699%cat@nomail.invalid>
Source record: 22911
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <vq9aflots1td02@corp.supernews.com>, Tim
<TjLaZer@NOSPAM.Mail.com> wrote:

> What should they be?
>
> Tim
>
>
5 volts

7280. Re: how to get software

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 16:40:00 UTC
From: ��� <cat@nomail.invalid>
Message-ID: <021120031140001670%cat@nomail.invalid>
Source record: 22912

In article <bo1cq5$he0$1@reader08.wxs.nl>, Marius & Hester
<grover25@zonnet.nl> wrote:

> Hi!
>
> I'm wondering why it's so easy to find any game for atari ST on the internet
> (cracks) and it's so hard to find a copy of a commercial application.
>
> I guess illegal = illegal,... so I don't understand why there are so many
> games available, and almost no applications.
>
> Gretz,
> Marius
>

Yeah. Strange ain't it, especially since 90% of the Atari software
companies are either out of business or no longer support or sell Atari
software.

Pirate copies of ANY Mac or PC software are on the internet the instant
it is released, and often even before it is officially released.

There is some EBay activity in Atari apps but not much. Probably are
some demo versions of apps on the CD compilations that are being sold
now.

7281. Re: Program idea

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 18:06:09 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0311021857190.117-100000@UNI_MANiac>
Source record: 22913

On Sat, 1 Nov 2003, Janez Valant wrote:

> Mike Freeman wrote:
>
> Agree! Still we do have some very nice apps we can use to our advantage
> and Aftp and especialy Freedom are those.. Esp since small probs F1 had
> with unloading dont occur anymore (also fix for that, if it happens) i
> really recomend it to anyone.. Also to non mtasking users, since u can open
> more Freedom windows and drag files, etc between them, so easy to copy etc
> file within apps...
>

I never got Freedom working on my system (Falcon030/CT2b, MiNT 1.16a,
XaAES 0.970) so I don't use it. I had more luck with Boxkite, but
nowadays I only use the limited built-in fileselector (TOS or XaAES).

Martin Tarenskeen

7282. Re: Atari TT030 computer (Seattle, WA)

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 18:48:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00370888@fmlynet.org>
Source record: 22921

FamilyNet Newsgate

Well good for you.

@>><-->--------------------------

> From: "Tim" <TjLaZer@NOSPAM.Mail.com>
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:0036931b@fmlynet.org...
>> FamilyNet Newsgate
>>
>> I hate to see it go homeless too. But oh well. If he doesn't want
> to
>> ship for offer of money, that is his choice.
>>
>> Doc Clu
>>
> Didn't go homeless, I have it now!
> Tim

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7283. Re: jpeg image editing

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 19:13:12 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fa55212a80d11@tripnet.se>
Source record: 22914

In comp.sys.atari.st <Rd7pb.5108$2B6.991382@news.siol.net>
Janez Valant wrote on Sun 02-11-2003 14:00 (+0100):

>Joseph D. Place wrote:
>
>> What's the best (or most available) image editor for ST/Falcon? I'd
>> like to edit some jpeg pictures for my website. I have APEX media,
>> but it will not save in .jpg format.
>
> Well u can also use Smurf, which also cant save Jpeg i think, but with
>Apex comes nice tga<>jpg cpx, so u can use that. U can alsu use Photoline,
>photoshop like app...

Or use any editing app you like and then convert to jpg with the now free
CharlyImage from Wilhelm Mikroelektronik GmbH. It's a free download from
there website but some basic understanding of German is needed as it
never got translated to English afaik.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7284. Re: how to get software

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 20:22:45 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bo3p7r$1c5$1@news8.svr.pol.co.uk>
Source record: 22915

I guess because more people wanted to download games, and the cracking teams wanted a wide audience. Also, all the crackers distributed games on Menu Disks, incorporating graphical and audio demos that were often superior technically to the pirated software itself - I would hypothesise that this is why mostly games were cracked (and I don't know if commercial software had copy protection, so there was nothing to crack..), mainly for the prestige and ego trip of both coding better software than the commercial developers, and beating the copy protection they "challenged" the crackers with.

Ironic that, had the crackers used their superior programming skills (they could often halve the number of disks needed by original games with cracked and compressed versions, and outsmarted all the copy protection systems. I even heard tales of a couple of games being enhanced by the crackers), they could possibly have prolonged the life of the platform by years through producing better (and so more popular) software, instead of burying it by destroying publisher's profits. It really was ridiculous - games were being cracked and uploaded on the same day as their release, in some cases. Can anyone blame developers for abandoning the platform?

Still, this is a double edged sword. There are vast collections of ST games online, composed entirely of menu disks. If there hadn't been wholesale cracking of practically every title ever released, we would now have enormous difficulty in locating copies of all the old classics, long after they went out of print.

Tom

Perhaps some archivist somewhere should form a "decracking" team, to extract programs from the menus and put them in a library somewhere, in their original form...

"Marius & Hester" <grover25@zonnet.nl> wrote in message
news:bo1cq5$he0$1@reader08.wxs.nl...
> Hi!
>
> I'm wondering why it's so easy to find any game for atari ST on the
internet
> (cracks) and it's so hard to find a copy of a commercial application.
>
> I guess illegal = illegal,... so I don't understand why there are so many
> games available, and almost no applications.
>
> Gretz,
> Marius
>

>

7285. Re: how to get software

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 21:49:52 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bo3ua6$v0$1@reader10.wxs.nl>
Source record: 22916

Yeah!

My other atari hobby is the 8bit serie. Those little atari's are very powerful and not very hard to program. But for those computers almost every program ever written is available on the internet. Not only games...

I woul love to see other (discontinued) software available too. I would even pay for it, if the provider of the software would like. But now it's almost impossible to get something.

Greetz,
Marius

"���" <cat@nomail.invalid> schreef in bericht
news:021120031140001670%cat@nomail.invalid...
> In article <bo1cq5$he0$1@reader08.wxs.nl>, Marius & Hester
> <grover25@zonnet.nl> wrote:
>
> > Hi!
> >
> > I'm wondering why it's so easy to find any game for atari ST on the
internet
> > (cracks) and it's so hard to find a copy of a commercial application.
> >
> > I guess illegal = illegal,... so I don't understand why there are so
many
> > games available, and almost no applications.
> >
> > Gretz,
> > Marius
> >
>
> Yeah. Strange ain't it, especially since 90% of the Atari software
> companies are either out of business or no longer support or sell Atari
> software.
>
> Pirate copies of ANY Mac or PC software are on the internet the instant
> it is released, and often even before it is officially released.
>
> There is some EBay activity in Atari apps but not much. Probably are
> some demo versions of apps on the CD compilations that are being sold
> now.

7286. Re: how to get software

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 21:51:12 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bo3ucm$136$1@reader10.wxs.nl>
Source record: 22917

This was a very good thinking of you! And I think you are completely right.

Are there still any falcon/atari ST game programmers active? On atari 8bit there are still new productions written. Even very nice ones!

Marius

"Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> schreef in bericht news:bo3p7r$1c5$1@news8.svr.pol.co.uk...
> I guess because more people wanted to download games, and the cracking teams
> wanted a wide audience. Also, all the crackers distributed games on Menu
> Disks, incorporating graphical and audio demos that were often superior
> technically to the pirated software itself - I would hypothesise that this
> is why mostly games were cracked (and I don't know if commercial software
> had copy protection, so there was nothing to crack..), mainly for the
> prestige and ego trip of both coding better software than the commercial
> developers, and beating the copy protection they "challenged" the crackers
> with.
>
> Ironic that, had the crackers used their superior programming skills (they
> could often halve the number of disks needed by original games with cracked
> and compressed versions, and outsmarted all the copy protection systems. I
> even heard tales of a couple of games being enhanced by the crackers), they
> could possibly have prolonged the life of the platform by years through
> producing better (and so more popular) software, instead of burying it by
> destroying publisher's profits. It really was ridiculous - games were being
> cracked and uploaded on the same day as their release, in some cases. Can
> anyone blame developers for abandoning the platform?
>
> Still, this is a double edged sword. There are vast collections of ST games
> online, composed entirely of menu disks. If there hadn't been wholesale
> cracking of practically every title ever released, we would now have
> enormous difficulty in locating copies of all the old classics, long after
> they went out of print.
>
> Tom
>
> Perhaps some archivist somewhere should form a "decracking" team, to extract

> programs from the menus and put them in a library somewhere, in their
> original form...
>
> "Marius & Hester" <grover25@zonnet.nl> wrote in message
> news:bo1cq5$he0$1@reader08.wxs.nl...
> > Hi!
> >
> > I'm wondering why it's so easy to find any game for atari ST on the
> internet
> > (cracks) and it's so hard to find a copy of a commercial application.
> >
> > I guess illegal = illegal,... so I don't understand why there are so
many
> > games available, and almost no applications.
> >
> > Gretz,
> > Marius
> >
> >
>
>

7287. Software archeology

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 22:39:15 UTC
From: Olivier Scalbert <olivier.scalbert@algosyn.com>
Message-ID: <3fa58795$0$1860$ba620e4c@reader0.news.skynet.be>
Source record: 22918

Hi,

I would like to know if the source code of mythical Atari ST programs
are available.
It must be interesting to understand how these jewels have been programmed.
I will be happy to read source code of:
- Mercenary;
- Plutos;
- Starglider.

And you ?

Olivier

7288. Re: Falcon Clock Chip

Newsgroup: comp.sys.atari.st
Date: 2003-11-02 23:35:44 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <kxgpb.214$au6.177652@monger.newsread.com>
Source record: 22919

On 30 Oct 2003 22:28:33 , Jim DeClercq wrote:
>Calltime3? Where might that program be found? The original Calltime was
>written by one Bob Arredy, if I spelled that right, and no longer works
>with changes on the far end.
>
>I could certainly use it, and think some others might too.
>
>Where did you get it?
>
>Jim
>

can be downloaded now from Chapelie FTP :) The package includes
CTNOWAIT.PRG which connects ok but doesn't disconnect automatically as it
should (on my Falcon). I just turn off the modem :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7289. Hybrid Arts Melody Maker Software

Newsgroup: comp.sys.atari.st
Date: 2003-11-03 02:04:04 UTC
From: Allan Davis <acs@webaxs.net>
Message-ID: <bo4d2b$244b$1@arachne.labyrinth.net.au>
Source record: 22920

Hi all
I recently dug out my ST to do some drum programming using the FM Melody maker but have discovered my original FM melody Maker floppy is corrupt :(
Can any one supply me with a copy please!?

Fingers crossed!

Allan

7290. Re: jpeg image editing

Newsgroup: comp.sys.atari.st
Date: 2003-11-03 04:59:42 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <2hlpb.232$au6.196487@monger.newsread.com>
Source record: 22922

On 2 Nov 2003 19:13:12 G, "Kenneth Medin" wrote:
>In comp.sys.atari.st <Rd7pb.5108$2B6.991382@news.siol.net>
>Janez Valant wrote on Sun 02-11-2003 14:00 (+0100):
>
>>Joseph D. Place wrote:
>>
>>> What's the best (or most available) image editor for ST/Falcon? I'd
>>> like to edit some jpeg pictures for my website. I have APEX media,
>>> but it will not save in .jpg format.
>>
>> Well u can also use Smurf, which also cant save Jpeg i think, but with
>>Apex comes nice tga<>jpg cpx, so u can use that. U can alsu use Photoline,
>>photoshop like app...
>
>Or use any editing app you like and then convert to jpg with the now free
>CharlyImage from Wilhelm Mikroelektronik GmbH. It's a free download from
>there website but some basic understanding of German is needed as it
>never got translated to English afaik.
>

Also convert with 525 and NConvert (haven't used the latter)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7291. Re: Can I change the TOS langauge on a falc

Newsgroup: comp.sys.atari.st
Date: 2003-11-03 05:12:23 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Xslpb.234$au6.197935@monger.newsread.com>
Source record: 22923

On 31 Oct 2003 14:59:41 , Rob wrote:
>Here http://www.atari-roms.fsnet.co.uk/ they have the english TOS
>rom's for atari falcon v4.04
>
>I have a falcon that has german Tos, therefore all language is in
>german, I want to change it so that everything appears in english. Is
>there any way I can do this by using the a disk version TOS. I don't
>mind having to use a boot disk.
>
>Thanks.. Rob
>.

I use Bootc132 (Bootcnfg.app). It changes keyboard and screen language.
You'll get a ZIP if your E-mail address is correct.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7292. Re: Atari TT Power LED location and type required

Newsgroup: comp.sys.atari.st
Date: 2003-11-03 05:53:06 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vqbra3n9vjfgcf@corp.supernews.com>
Source record: 22924
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
news:vq8tsrnk8egmb8@corp.supernews.com...
> I got a TT030 and the power LED was disconnected. I read that the power
> pins were back right of MB so I hooked it up to the pins, the LED burned
> out. I would like to know exactly were the LED goes and what pins. I
plan
> to go to Rat Shack to get a new LED. What power does the LED need?
>
> Thanks
> Tim
>
Got the LED working: It goes to J103 next to the speaker pins.

Tim

7293. tempusword

Newsgroup: comp.sys.atari.st
Date: 2003-11-03 06:51:55 UTC
From: KL <crlaan@yahoo.com>
Message-ID: <3FA5FB07.BB571A96@yahoo.com>
Source record: 22925

sombody knows how the TW project is going?
Translations and other good news about it?

kees

7294. Re: How easy do the keys come of the mounts on the keyboard

Newsgroup: comp.sys.atari.st
Date: 2003-11-03 07:48:22 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bo51g2cgn1@reader11.wxs.nl>
Source record: 22926

Rob wrote:

> To follow up my last question, on lauguage change, I managed to change
> the language to english from german, but I still have the keys in
> their german quertyzuiop set out. Can i easily flick the keys out
> without causing any damage and move them about to their new placings.

Easily, but there's one problem: The keys with numbers and signs are
different on a German keyboard (different combinations for shift and
normal). So to get a complete American or British keyboard, you'll need
replacement keys for 0-9, and [];',./ etc.

Maurits.

7295. Re: Problems with SCSI HDD (help me!)

Newsgroup: comp.sys.atari.st
Date: 2003-11-03 08:07:27 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bo52bv$188jrt$1@ID-27442.news.uni-berlin.de>
Source record: 22929

Facundo Arena wrote:

> I'm trying to install a 4gb SCSI hdd to my 1040STfm using The Link 2.
> It does recognizes it... I format, then make the partitions,
> everythings allright. But when I wanted to make it "booteable" using
> the hdutils.prg I get a "verification failed" error (the disk is new
> without bad sectors).

This sounds like wrong termination or bad cables.

> So, I try with HDDRIVER 7.7... format, partition, I make it
> bootable... everything alright. But whatever I put on the AUTO folder
> of C fails to load... sometimes I get 3 bombs, some time more bombs...
> some times the computer just restarts.....

Can you please send me the version number of your HDDRIVER? You are not
a registered user.

--

Dr. Uwe Seimet http://www.seimet.de

7296. Re: How easy do the keys come of the mounts on the keyboard

Newsgroup: comp.sys.atari.st
Date: 2003-11-03 08:45:39 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <bo54ig$60v$1@pegasus.csx.cam.ac.uk>
Source record: 22927

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BBCA88BE.8721%derryck@nospam.cix.co.uk.invalid...
> In article o4v7qvgprin5t55rva8p07b66fdra1hdd6@4ax.com, Rob at
> notator_logic.atat@hotmail.com wrote on 1/11/03 18:36:
>
> > To follow up my last question, on lauguage change, I managed to
change
> > the language to english from german, but I still have the keys in
> > their german quertyzuiop set out. Can i easily flick the keys out
> > without causing any damage and move them about to their new
placings.
>
> Gaining access to the keys and the rubber doobries that do the
switching is
> obvious (unscrew all the screws on the back of the keyboard), I
guess that
> the individual keys can be moved around to suit.

Sounds like your talking about removing the keys physically here
(unless I am reading it wrongly) which would be pointless of course.
You can purchase tools for removing the caps quite cheaply, they
basically resemble two wire rectangles mounted in a handle at one end.
If you get one of these then you can simply remove the caps switch
them around as necessary without having to take the thing appart.

Stephen Moss

7297. Re: tempusword

Newsgroup: comp.sys.atari.st
Date: 2003-11-03 09:00:18 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBCBC8C7.87B7%derryck@nospam.cix.co.uk.invalid>
Source record: 22928

In article 3FA5FB07.BB571A96@yahoo.com, KL at crlaan@yahoo.com wrote on 3/11/03 06:51:

> sombody knows how the TW project is going?
> Translations and other good news about it?

Translation into English continues. It's a big job as you can appreciate.

--

Cheers

Derryck

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

7298. Re: Software archeology

Newsgroup: comp.sys.atari.st
Date: 2003-11-03 10:56:39 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <oprx150pnwmj6qhx@news.ntua.gr>
Source record: 22930

The source code is (and always was) available!

Just use a disassembler like Easyrider or TT digger in the executable, and
then you have the source code!

What? You need comments as well? That's something for you then ;)

On a more serious note, I doubt that we'd understand Paul Woakes sources,
judging from the speed his games run (the code would be very messy :)

On Sun, 02 Nov 2003 23:39:15 +0100, Olivier Scalbert
<olivier.scalbert@algosyn.com> wrote:

> Hi,
>
> I would like to know if the source code of mythical Atari ST programs
> are available.
> It must be interesting to understand how these jewels have been
> programmed.
> I will be happy to read source code of:
> - Mercenary;
> - Plutos;
> - Starglider.
>
> And you ?
>
> Olivier
>
>

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is
for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear
neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

7299. Re: jpeg image editing

Newsgroup: comp.sys.atari.st
Date: 2003-11-03 13:00:54 UTC
From: Jean <success@herbalpillsonline.biz>
Message-ID: <3fa6505a$0$2779$626a54ce@news.free.fr>
Source record: 22931

Hi,

May I suggest Vision to edit/save JPG images...

http://vision.atari.org

--
IMPORTANT:
In order to avoid s.p.a.m.s, "ReplyTo" and "From" fields are addresses of websites
using s.p.a.m.
Afin d'�viter des s.p.a.m.s, les champs "ReplyTo" et "From" sont des adresses de site
utilisant le s.p.a.m

"Joseph D. Place" <jdplace@REMOVESPAMadelphia.net> wrote in message
news:CC1pb.18223$YO5.9241714@news3.news.adelphia.net...
> What's the best (or most available) image editor for ST/Falcon? I'd
> like to edit some jpeg pictures for my website. I have APEX media,
> but it will not save in .jpg format.
>
> TIA
>
> --
> Joseph D. Place
> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>

7300. Re: tempusword

Newsgroup: comp.sys.atari.st
Date: 2003-11-03 15:31:42 UTC
From: KL <crlaan@yahoo.com>
Message-ID: <3FA67497.4127BD7B@yahoo.com>
Source record: 22932

Derryck Croker wrote:

> In article 3FA5FB07.BB571A96@yahoo.com, KL at crlaan@yahoo.com wrote on
> 3/11/03 06:51:
>
> > sombody knows how the TW project is going?
> > Translations and other good news about it?
>
> Translation into English continues. It's a big job as you can appreciate.
>

The german edition will do. Any opinions?

kees

7301. New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2003-11-03 18:13:22 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBCC4B3C.880D%derryck@nospam.cix.co.uk.invalid>
Source record: 22933

Hi all,

I've just updated the MagiCMac 6.20 front-end (some text edits, package is now a Stuffit archive.

I've also added a patcher for the OS file which will replace (most of) the German text.

URL in sig, as always.

--

Cheers

Derryck


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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org
```

7302. Re: how to get software

Newsgroup: comp.sys.atari.st
Date: 2003-11-03 18:36:45 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <Cfxpb.5145$2B6.999005@news.siol.net>
Source record: 22934

Marius & Hester wrote:

> This was a very good thinking of you! And I think you are completely
> right.

I agree too. Altough i must say that with all due respect to crackers knowledge, it still take VERY diferent skills to crack, than create a game. It is "easier" to track already written software in monitor, or check for certain patterns in dissassembled source etc.. Of course, to avoid all sort of protections and seek them when encounter them 1st time require a lot of knowledge ...

> Are there still any falcon/atari ST game programmers active?

We are alive, we are :))

> On atari 8bit there are still new productions written. Even very nice
> ones!

So are on Falcon/ST. Not a lot new apps, but a lot of them are preety good. Many new great games this year from Reservoir gods, all great games etc...

Janez

** http://yescrew.atari.org **

7303. Re: Music on ST

Newsgroup: comp.sys.atari.st
Date: 2003-11-03 19:17:07 UTC
From: chris <chris@hotmail.com>
Message-ID: <GQxpb.1855$3h5.14606@newsfep4-glfd.server.ntli.net>
Source record: 22935

"Andrew Hodgson" <news@nospam.hodgsonfamily.org> wrote in message
news:84tnpvsdresc1cr0dnjdsuarbbo4r5sub7@4ax.com...
> Maurits van de Kamp in <bn0nnr$ge2$1@reader10.wxs.nl>:
>
> >Andrew Hodgson wrote:
> >
> >> No, I want to know what sort of music the Atari supported in games et
> >> al. For example, Amiga = mod, C64 = sid, etc.
> >
> >MOD originated on the Amiga and SID-files obviously originated for the
> >C64's soundchip, but both of them were eventually used by any platform
> >that was technically able to play them, including the Atari ST.
> >
> >As for an Atari origin, I guess YM files belong to its YM soundchip. :)
> >But games used all sorts of chiptunes as well as trackerformats
> >(including MOD and SID of course). The only really Atari-specific thing
> >I can think of is Ace tracks (Falcon only), but that might be a bit too
> >recent for you. :)
> >
> >Ace is a software synthesizer for the Falcon that can be used with MIDI
> >but also comes with its own tracker. Gradually, Ace tunes are being used
> >in demos and as entries in tracker competitions (it certainly was a nice
> >new dimension to Error In Line 2003) :)
>
> I am looking for the type of sounds we would expect to get from the
> Atari in around 1985/86?

I got an Atari in '86 (though I defected to Amiga shortly after..) and for
years it was mostly chiptunes.

The first game I got that used samples was the title music in 'Starglider'..
That was a full 20seconds or so of music, initially sampled on an Ensoniq
Mirage synth, then 'ported' to the ST.. that blew me away at the
time...(christmas '86)

It used some processing time so it was a while before samples were used for
FX on the st...

7304. [UPD] Persistence Of Vision

Newsgroup: comp.sys.atari.st
Date: 2003-11-03 21:44:13 UTC
From: Francois LE COAT <lecoat@lutece.net>
Message-ID: <3fa6cc57$0$222$636a55ce@news.free.fr>
Source record: 22936

Hi,

I decided to update POV 3.1g on my WEB page.
I also decided to stop the release of MegaPOV.

In one hand, POV 3.1g is improved by GCC 3.3, that
allows an increase of the speed, and the compacity
of the program. In the other hand, POV takes advantages
of a new mathematical library (CEPHES) that is much more
compact. With those elements, the new build of POV must
be much more efficient. The 3.1g version of POV is also
handled the best by EB MODEL 3 of Emmanuel Baranger.

Concerning MegaPOV 0.7, it has no reason to be published
anymore, specially since the work of Patrice Mandin on
POV 3.5.

I suggest you to fetch POV 3.1g on my homepage, and to
tell me about it's efficiency, that I wish to be better.
You're welcome ...

I wish you big fun with all this new STuff.

Regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

7305. New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2003-11-04 00:08:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00374cd0@fmlynet.org>
Source record: 22940

FamilyNet Newsgate

Truly awesome! How much is the current version of Magic again?

Doctor Clu

> From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>

> Hi all,

> I've just updated the MagiCMac 6.20 front-end (some text edits, package is
> now a Stuffit archive.

> I've also added a patcher for the OS file which will replace (most of) the
> German text.

> URL in sig, as always.

> --

> Cheers

> Derryck
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://ddp.atari.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7306. Falcon Clock

Newsgroup: comp.sys.atari.st
Date: 2003-11-04 00:42:54 UTC
From: nephelim@zetnet.co.uk
Message-ID: <3fa6f608$0$12248$4c56ba96@master.news.zetnet.net>
Source record: 22937

Hi folks.

On Sat, 01 Nov 2003 Derryck Croker wrote :-

>Since Steve Sweet hasn't come forward, the trick is to ADD some solder to
<the pins BEFORE removing with solder sucker or braid...//

Hi Derryck,

Thanks for your reply. Actually I did know about that trick from
long ago,but I was more concerned about the possibility that the
Falcon motherboard had it's components crimped and soldered into the
PCB as have some computer boards that I have been working on. Devils
to get anything out of them intact even a simple resistor !

>I didn't witness the top being removed from the chip when Steve replaced
>the NVRAM chip, but you should be able to pry it up with care. IIRC the
>crystal for the clock was under there too...//

Thanks for the warning that the crystal was under there as well. I had a
session tonight with a sharp knife, and it is possible to cut the top
off the MCCS146818BM very easily indeed to reveal a rubber-like filling.
This I picked away with tweezers until I revealed the 3 volt lithium
battery.It turned out to be a very easy operation indeed which did not even
involve having to remove the chip from the circuit board.The crystal
is situated at the left hand end of the chip, so if anyone else wants
to try this, then start the left hand cut 7mm away from the end of the
chip to avoid the possibility of damaging the crystal and it's connections.

My MCCS146818BM clock chip is now powered from a lithium CR2032 battery
situated in a coin cell holder which I have glued to the motherboard.

All now working just fine. Clock back on line ! Thanks for all of your
feedback.

Just after I had completed the task, I received an e-mail from Dial
Electronics Ltd. I had tried to access their site previously to see if
they stocked the MCCS146818BM.

It appears that they do stock it !

Check out www.dialelec.com

E-Mail: enquiries@dialelec.com

Dial Electronics Ltd, Burnhope Rd,Washington,England,NE38 8HZ

Cheers,

Paul .

7307. Unidentified Stienberg Grey Box....

Newsgroup: comp.sys.atari.st
Date: 2003-11-04 02:27:35 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <57Epb.31317$SV2.14875@bignews3.bellsouth.net>
Source record: 22938

I found a bundle of CuBase stuff for the Atari Falcon and have identified all but one piece.
In the box of goodies...a Falcon FDI, Analog 8, a couple CAC clocks and CAF dongles, but there's one oddball piece of equipment I've yet to see before.

It is a nicely molded grey plastic MIDI interface that fits via cable to the printer port and provides 3 outputs and 1 input. The molded chassis has Steinberg stamped in it and a place for a 9v power supply to plug in.

What is this thing called? What drivers go with it? If there should be a disk with it containing drivers not in the general MROS releases...I'd sure like to get a copy.

I've already got an SMP24 taking up the Falcon's printer port...but it'd sure be nice if whatever this box is will work on an ST.

Thanks,
Brian

7308. STacy Display Fixed!

Newsgroup: comp.sys.atari.st
Date: 2003-11-04 02:42:56 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <ulEpb.31360$SV2.3350@bignews3.bellsouth.net>
Source record: 22939

Some time ago I posted here seeking help with a STacy's sick LCD display.
Someone suggested replacing the LCD controller IC...
I did that...found a Shadow chip at Best Electronics and all is well once again
:)

Thank you comp.sys.atari.st !
Brian

7309. Re: jpeg image editing

Newsgroup: comp.sys.atari.st
Date: 2003-11-04 08:02:35 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <v2Jpb.13$Wb6.24037@news3.news.adelphia.net>
Source record: 22941

On 3 Nov 2003 14:00:54 +, "Jean" wrote:
>Hi,
>
>May I suggest Vision to edit/save JPG images...
>
>http://vision.atari.org
>
>--

Thanks, I'll check it out!

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

7310. FA: ATARI ANTIC Magazines 1983-1990

Newsgroup: comp.sys.atari.st
Date: 2003-11-04 13:16:01 UTC
From: john_bonham_80@yahoo.com
Message-ID: <e41705e3.0311040516.3856f89b@posting.google.com>
Source record: 22942
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.st

Please click the link below to view:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=lrandnr&sort=3&rows=25&since=-1&rd=1

7311. Re: Got a TT030 for $50!

Newsgroup: comp.sys.atari.st
Date: 2003-11-04 14:08:14 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bo8bseaea1@thorium.cix.co.uk>
Source record: 22943

Nice one, Tim. Especially with the 1280*960 mono monitor - rare to find, so look after it.

(Tim) wrote:
> Now I need the original Software, know where I can download it?
Eh? It probably came with as much original software as the ST - ie none apart from control panel extensions!

> Also what programs work on the TT. Do ST programs run?
Most GEM programs will run as long as they support Mono with the monitor you have. There are several TT specific utilities for changing the headers of programs to run in TTRAM you may want to try. Take a look at Martin's ftp site ftp://chapelie.rma.ac.be/atari/ or Jo Vandeweghe's web site for pointers; http://www.ping.be/~pin10575/ATARI-E.HTM

> I also need to know if I can hook up a SC1224 or SC1235 to it. It came
> with a 19" Mono monitor.
Neither, but the good news is that you can plug in a VGA monitor directly to get all three ST resolutions plus the two lower res TT resolutions. The highest res TT mono resolution comes through the one you've got only.

> Thanks
> Tim

Btw, it may be worth looking for the TT-specific version of Llamatron - extra samples which are... interesting!

regards
Harry

7312. Re: Falcon Clock

Newsgroup: comp.sys.atari.st
Date: 2003-11-04 17:14:23 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBCD8D7C.88C1%derryck@nospam.cix.co.uk.invalid>
Source record: 22944

In article 3fa6f608$0$12248$4c56ba96@master.news.zetnet.net, Paul Hopkins at nephelim@zetnet.co.uk wrote on 4/11/03 00:42:

> Thanks for your reply. Actually I did know about that trick from
> long ago,but I was more concerned about the possibility that the
> Falcon motherboard had it's components crimped and soldered into the

There's no problem in that direction for your future info :-)

> My MCCS146818BM clock chip is now powered from a lithium CR2032 battery
> situated in a coin cell holder which I have glued to the motherboard.

This is exellent news, since RS want 9 UKP for a Dallas equivalent :-(

> Just after I had completed the task, I received an e-mail from Dial
> Electronics Ltd. I had tried to access their site previously to see if

Yep, can't seem to get through to their site :-(

> they stocked the MCCS146818BM.
>
> It appears that they do stock it !

Did they indicate a price/minimum order/VAT/postage?

--

Cheers

Derryck

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

7313. Re: Software archeology

Newsgroup: comp.sys.atari.st
Date: 2003-11-04 18:02:24 UTC
From: Olivier Scalbert <olivier.scalbert@algosyn.com>
Message-ID: <3fa7e9b2$0$29025$ba620e4c@reader1.news.skynet.be>
Source record: 22945

In that case I prefer an hexadecimal editor !

George Nakos wrote:

>
> The source code is (and always was) available!
>
> Just use a disassembler like Easyrider or TT digger in the executable,
> and then you have the source code!
>
>
>
> What? You need comments as well? That's something for you then ;)
>
>
> On a more serious note, I doubt that we'd understand Paul Woakes
> sources, judging from the speed his games run (the code would be very
> messy :)
>
>
>
> On Sun, 02 Nov 2003 23:39:15 +0100, Olivier Scalbert
> <olivier.scalbert@algosyn.com> wrote:
>
>> Hi,
>>
>> I would like to know if the source code of mythical Atari ST programs
>> are available.
>> It must be interesting to understand how these jewels have been
>> programmed.
>> I will be happy to read source code of:
>> - Mercenary;
>> - Plutos;
>> - Starglider.
>>
>> And you ?
>>
>> Olivier
>>
>>
>
>
>

7314. Re: ct60 freezes with N.AES

Newsgroup: comp.sys.atari.st
Date: 2003-11-04 20:52:40 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20031104215240.a44836@du3.maus.de>
Source record: 22847

>> >Yes i tried the last version of Boxkite and had also problems, now i'm
>> >back to N.aes file selector.
>> And? Does your computer still freeze?
>Yes it does, that's why i was back to N.aes file selector.

So, your computer still freezes although you are NOT using Boxkite but N.AES
fileselector instead?

Well, I also switched to N.AES fileselector and didn't discover any freezes
since then but unfortunately N.AES' fileselector doesn't handle filenames >
32 characters. :-(

Does anyone know an alternative to boxkite that handles longer filenames?

Regards,

Frank

7315. Atari TT Mouse?

Newsgroup: comp.sys.atari.st
Date: 2003-11-04 21:07:54 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vqg59d2jfuqb2f@corp.supernews.com>
Source record: 22846

Did Atari ever release a off white mouse for the matching TT or did they simply use a ST grey mouse?

Tim

7316. Falcon/CAF/Stienberg FDI questions.

Newsgroup: comp.sys.atari.st
Date: 2003-11-04 23:24:35 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <HxWpb.33680$SV2.15801@bignews3.bellsouth.net>
Source record: 22848

I recently got one of these, but no manual or disk(s) came with it.
What I'd like to know is more precisely what it can do.

As I look about for A/D converters, recorders, etc...I notice that they all have
different sample rates, frequencies, and sync rates, etc...

What all will this thing support in combination with CAF?
I.E. Will a box like the 'Fostex VC8 8ch A/D-D/A Converter' work with this?
http://www.fostex.co.jp/int/pdf/AC2496_VC8.pdf

Am I locked into DAT, or will other devices work?

Any place online I can see the specs for the Falcon FDI?

Thanks,
Brian

7317. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 01:52:45 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vqglvdlhnpj716@corp.supernews.com>
Source record: 22849
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

"Larry T." <Larry@unicode.com> wrote in message
news:4bdbad34.0310290810.4188f022@posting.google.com...
> Hi All
>
> I am hoping to get true ethernet networking on my Falcon and my TT.

I am also looking to do this. I need a Ethernet adaptor though. I did some reading on getting a Ethernet-SCSI adaptor. There are some drivers that are avail too:

http://www.anodynesoftware.com/ethernet/main.htm

I was wondering if anyone else has done this and where can we get compatible adaptors?

Atari TT030 4/16MB TOS 3.06
Atari Falcon030 4MB TOS 4.02
Atari 4160STe 4MB TOS 1.62
Tim

7318. Re: Got a TT030 for $50!

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 02:07:14 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vqgmqi2a5ea779@corp.supernews.com>
Source record: 22850

<sidcelery@cix.compulink.co.uk> wrote in message
news:bo8bseaea1@thorium.cix.co.uk...
> Nice one, Tim. Especially with the 1280*960 mono monitor - rare to find,
so
> look after it.

Thanks I think I got a nice deal. I had to order a new KB as this one has 2
dead keys. Got a new one from Best.

I got a VGA monitor hooked up and it seems to be working nicely!
>
> Btw, it may be worth looking for the TT-specific version of Llamatron -
> extra samples which are... interesting!

Where can I get this?

What other software is there that will work? I tried some STe games and
they did not work: Stardust and Chaos Engine.

Tim
>
> regards
> Harry

7319. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 02:31:00 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <ygZpb.33957$SV2.27135@bignews3.bellsouth.net>
Source record: 22851
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

> I am also looking to do this. I need a Ethernet adaptor though. I did some
> reading on getting a Ethernet-SCSI adaptor. There are some drivers that are
> avail too:
>
> http://www.anodynesoftware.com/ethernet/main.htm
>
> I was wondering if anyone else has done this and where can we get compatible
> adaptors?

Yes...I got my Dynalink adaptor from Roger himself at Anodyne, as he had a few in stock.
I've used it with my Falcon CT2B. It's not perfect, but yes, it does work, albeit you're limited to STing and possibly STik...unless someone has gotten around to doing mintnet drivers for the thing since I last hunted. I found this solution to be quite good and reliable for running clients. When running server software it gets a little iffy. I'm not sure if the server problems I had are specific to the Falcon with a CT2B...it just might work fine on other machines with a good SCSI host like the Link 96/97/ICD2, etc.

I also got an EtherNEC kit that plugs into the ROM/Cartridge port, and have used it successfully with both my Falcon and my MegaST. It has alot of drivers avilable for it for the various machines, OSes, and TCP/IP stacks out there. There is also a product similar to the EtherNEC, EtherNEA, but it plugs into the ASCI port instead of the ROM port.
http://home.arcor.de/thomas.redelberger/prj/atari/etherne/index.htm

There is also a kit someone did a while back that uses one of the parallel port adapators, lots of wires to various ports, and a hudge brick of an adapator. It's a pretty messy solution however.

Brian

7320. Re: Got a TT030 for $50!

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 05:43:50 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <boa2mm$617$1@thorium.cix.co.uk>
Source record: 22852

(Tim) wrote:

> <sidcelery@cix.compulink.co.uk> wrote:
>> Nice one, Tim. Especially with the 1280*960 mono monitor - rare to find,
>> so look after it.
> Thanks I think I got a nice deal. I had to order a new KB as this one
> has 2 dead keys. Got a new one from Best.
>
> I got a VGA monitor hooked up and it seems to be working nicely!
Good stuff.

>> Btw, it may be worth looking for the TT-specific version of Llamatron -
>> extra samples which are... interesting!
> Where can I get this?

http://www.llamascores.org/games-l.htm

This has links to both the standard and TT-optimised version plus all other
Llamasoft games for all platforms.

> What other software is there that will work? I tried some STe games and
> they did not work: Stardust and Chaos Engine.

Explore above and ye shall have a bloomin good start B^)

regards
Harry

7321. Re: vote for your favorite troublemaker

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 06:56:59 UTC
From: Luposian <luposian@cox.net>
Message-ID: <0001HW.BBCDED4B0012D488F0305600@news.west.cox.net>
Source record: 22853

On Mon, 22 Sep 2003 11:47:04 -0700, Steve Sweet wrote
(in message <bkng2v$9ar$1@hercules.btinternet.com>):

> Yo!.
>
>>> Remember voting stops at 12.00pm on 20-09-03 just look back over the
> weeks
>>> and see if you can spot just who used the most swear words, was the most
>>> obnoxious or insulted the most people, this could be a close one and the
>>> first prize is a young virgin lamb with mint sauce and condom, or a box
> of
>>> chocolates from Belgium
>>
>> Because of the recent heatwave(s) the quality of the Belgian chocolate
> isn't
>> very good this year.
>> Chocolate shouldn't be exposed to temperatures above 25C....
>
> Its nice and warm here so i can spend more time exposing myself to sheep at
> about 25C.
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>

Oh, come on now, shouldn't *I* be the winner of "Favorite Trouble Maker"? I
mean, look at all the grief and flamings I've caused this newsgroup alone!
Surely, I should win *something*...

Luposian

7322. TT Keyboard

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 07:27:21 UTC
From: Allan Davis <acs@webaxs.net>
Message-ID: <boa8oo$1iu$1@arachne.labyrinth.net.au>
Source record: 22854

Hi everyone,
im looking for a TT Keyboard can any one help.

Thanks

7323. Re: Falcon/CAF/Stienberg FDI questions.

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 09:32:36 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0311050132.6e3161eb@posting.google.com>
Source record: 22855

> As I look about for A/D converters, recorders, etc...I notice that they all have
> different sample rates, frequencies, and sync rates, etc...

> What all will this thing support in combination with CAF?

I beleive the FDI is a SP/DIF type interface. If you need a D/A, get
one with an SP/DIF interface, or get a dedicated D/A with the falcon
DSP port interface. They are cheap second hand.

I think the FDI supports 44.1 and 48khz samplerate. Samplerates and
digital interfaces is a mess; some interfaces must run as masters,
i.e. using their own clock, some has inputs/outputs for word clock
etc. Word clock is used to synchronize digital interface clocks. I
don't know if the FDI supports this feature. (Word clock uses a BNC
type connector)

> I.E. Will a box like the 'Fostex VC8 8ch A/D-D/A Converter' work with this?
> http://www.fostex.co.jp/int/pdf/AC2496_VC8.pdf

The Fostex VC8 has an ADAT-lightpipe type digital interface and can
not be connected directly to the FDI. However, I think there is an
ADAT expansion for the falcon too..

> Am I locked into DAT, or will other devices work?

Anything with a SP/DIF interface, as long as it supports the same
frequency..

-- Peter

7324. Re: tempusword

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 14:25:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1068060744-369975AEicMi@gmx.net>
Source record: 22865

From: KL <crlaan@yahoo.com>
Date: Mon, 03 Nov 2003 16:31:42 +0100

Hi Kees,

>>> sombody knows how the TW project is going?
>>> Translations and other good news about it?
>>
>>Translation into English continues. It's a big job as you can appreciate.
>>
>
>The german edition will do. Any opinions?

Why don't you download it from http://www.tempus-word.de , install it and
form an opinion yourself?
The English translation is moving slowly but steadily in the right direction,
Tempus Word NG will definitely be available in English, have some patience,
the translation of such a project doesn't happen overnight...

PS: Kees, I need to get in touch with you....
Mail me at dennis.vermeire@tiscali.be, the GMX account will filter away all
your mails...

Cheers from Belgium
Dennis
--

```
____ ____ ____
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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

7325. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 15:58:45 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.11.05.15.58.40.995935@removenoaspam.atari-source.com>
Source record: 22856
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

On Tue, 04 Nov 2003 20:31:00 -0600, Brian Roland wrote:

>> I am also looking to do this. I need a Ethernet adaptor though. I did some
>> reading on getting a Ethernet-SCSI adaptor. There are some drivers that are
>> avail too:
>>
>> http://www.anodynesoftware.com/ethernet/main.htm
>>
>> I was wondering if anyone else has done this and where can we get compatible
>> adaptors?
>
> Yes...I got my Dynalink adaptor from Roger himself at Anodyne, as he had a few
> in stock.
> I've used it with my Falcon CT2B. It's not perfect, but yes, it does work,
> albeit you're limited to STing and possibly STik...unless someone has gotten
> around to doing mintnet drivers for the thing since I last hunted. I found this
> solution to be quite good and reliable for running clients. When running server
> software it gets a little iffy. I'm not sure if the server problems I had are
> specific to the Falcon with a CT2B...it just might work fine on other machines
> with a good SCSI host like the Link 96/97/ICD2, etc.
>
> I also got an EtherNEC kit that plugs into the ROM/Cartridge port, and have used
> it successfully with both my Falcon and my MegaST. It has alot of drivers
> avilable for it for the various machines, OSes, and TCP/IP stacks out there.
> There is also a product similar to the EtherNEC, EtherNEA, but it plugs into the
> ASCI port instead of the ROM port.
> http://home.arcor.de/thomas.redelberger/prj/atari/etherne/index.htm
>
> There is also a kit someone did a while back that uses one of the parallel port
> adapators, lots of wires to various ports, and a hudge brick of an adapator.
> It's a pretty messy solution however.
>
> Brian

Brian,

I hope you aren't talking about my attempt at creating a parallel port
adapter for the genius lan series. That was a prototype and a pathetic
one at that. The actual genius adapter by Elmar Hilgarte was a nifty
solution though seemingly a tiny bit more problematic than the IMHO
optimal ethernec solution. The ethernec worked without issue on my CT60.
That IMHO is the truest test ;-)

Mark
http://atari-source.com

7326. Re: TT Keyboard

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 17:10:14 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vqibnoarg6uu4c@corp.supernews.com>
Source record: 22858

"Allan Davis" <acs@webaxs.net> wrote in message
news:boa8oo$1iu$1@arachne.labyrinth.net.au...
> Hi everyone,
> im looking for a TT Keyboard can any one help.
>
> Thanks
>
I have a MegaSTe KB, that is hooked up to my TT030 right as we speak, that I am selling. The only problem is that two keys do not work. F3 and Right Shift. A new Mylar can solve this problem, or maybe checking traces on mylar. I think a new mylar is $30. Are you interested?

Tim

7327. Minix 1.5 for Atari

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 17:10:57 UTC
From: Luposian <luposian@cox.net>
Message-ID: <0001HW.BBCE7D31000360ADF0284600@news.west.cox.net>
Source record: 22857

Has anyone here used or done anything this OS?

Luposian

7328. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 17:14:46 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vqic08sue9km6f@corp.supernews.com>
Source record: 22859
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:ygZpb.33957$SV2.27135@bignews3.bellsouth.net...
> > I am also looking to do this. I need a Ethernet adaptor though. I did
some
> > reading on getting a Ethernet-SCSI adaptor. There are some drivers that
are
> > avail too:
> >
> > http://www.anodynesoftware.com/ethernet/main.htm
> >
> > I was wondering if anyone else has done this and where can we get
compatible
> > adaptors?
>
> Yes...I got my Dynalink adaptor from Roger himself at Anodyne, as he had a
few
> in stock.
> I've used it with my Falcon CT2B. It's not perfect, but yes, it does
work,
> albeit you're limited to STing and possibly STik...unless someone has
gotten
> around to doing mintnet drivers for the thing since I last hunted. I
found this
> solution to be quite good and reliable for running clients. When running
server
> software it gets a little iffy. I'm not sure if the server problems I had
are
> specific to the Falcon with a CT2B...it just might work fine on other
machines
> with a good SCSI host like the Link 96/97/ICD2, etc.
>

Well cool I will get one then if I can find one. There is one on eBay but
is missing the AC adaptor! I have a TT030, Falcon030 and 4160STe. But I
think I will just use this on my TT

Tim

7329. Re: tempusword

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 18:20:33 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bobf1beth1@hercules.btinternet.com>
Source record: 22860

Yo!, Dellboy!

> > sombody knows how the TW project is going?
> > Translations and other good news about it?
>
> Translation into English continues. It's a big job as you can appreciate.

And as software translation is not your day job patience will be a useful
virtue

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7330. Re: Falcon Clock

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 18:20:36 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bobf1jeth2@hercules.btinternet.com>
Source record: 22861

Yo!, Dellboy!

> >Since Steve Sweet hasn't come forward, the trick is to ADD some solder to
> <the pins BEFORE removing with solder sucker or braid...//

That Welsh twat is a bit slow on the uptake at the mo, he decided to have a mini stroke a couple of weeks back, he's gibbering like a chimpanzee and looks like a retard on Prozac when he eats, spits, sprays however you want to describe it.

I think I'll sell tickets, anyone wanna watch the retard spray soup over the furniture!!.

Unfortunately he's getting over it quickly, unlucky again guys. 9~)

7331. CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 18:33:19 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3fa9426e$0$262$cc9e4d1f@news.dial.pipex.com>
Source record: 22862

Hi all,

I've just got my CT60 and having problems with the floppy drive when copying to my internal IDE drive. In F30 mode everything works fine though in CT60 mode I get a load of address register listings and machine locks up.

I also have a problem with the CT60 control panel that when I click on it a temp reading comes up and then its back to the rows of address listings.

I have managed to run bob tracker a couple of times, though some of the mods locked up before CT60 so at least that work ;-)

I also can't run Zbench , it wants 640x480, Does not work in ST high, I only have a Tv so many I can't use this program ?

TIA,
Chris

7332. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 19:18:40 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbqii4p.ps0.atari@core.preferuje.luzik.pl>
Source record: 22863

On Wed, 5 Nov 2003 18:33:19 -0000, exxos <exxos@home.co.uk> had a noticeable pleasure while writting:
> I've just got my CT60 and having problems with the floppy drive when copying
> to my internal IDE drive. In F30 mode everything works fine though in CT60
> mode I get a load of address register listings and machine locks up.

It looks like you don not have recent ABE/SDR/TOS. You can flash TOS without problems, but for ABE/SDR you will need JTAG cable.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7333. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 19:29:34 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3fa94f9e$0$2390$cc9e4d1f@news.dial.pipex.com>
Source record: 22864

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrnbqii4p.ps0.atari@core.preferuje.luzik.pl...
> On Wed, 5 Nov 2003 18:33:19 -0000, exxos <exxos@home.co.uk> had a
noticeable pleasure while writting:
> > I've just got my CT60 and having problems with the floppy drive when
copying
> > to my internal IDE drive. In F30 mode everything works fine though in
CT60
> > mode I get a load of address register listings and machine locks up.
>
> It looks like you don not have recent ABE/SDR/TOS. You can flash TOS
without
> problems, but for ABE/SDR you will need JTAG cable.
>
> --

maybe, though I would image it would have been updated before the CT60 was
shipped ?

chris

> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

7334. Atari TT

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 22:23:41 UTC
From: Marshall Lake <mlake@NS.mlake.net>
Message-ID: <slrnbqiu3e.svp.mlake@mlake.net>
Source record: 22866

I recently dusted off an Atari TT I had sitting in the closet and it still boots fine (should I have expected anything else? :). I'd like to install Linux on it and add it to my home network. But first I need to replace the small internal hard drive. It's been a long while since I've been active in the Atari computer arena. Can someone give me pointers and recommendations as to what type of drive to replace the internal hard drive with? It's a SCSI drive, right?

Thanks for any help.

7335. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-05 22:58:42 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3fa9809c$0$10435$626a54ce@news.free.fr>
Source record: 22867

You should contact me WHEN you are suree you did all that was explained in the documentation files.

OK, try to explain me step by step and precise the speed of the bus : 16 or 20 MHz.

Thanks

"exxos" <exxos@home.co.uk> a ï¿½crit dans le message de news: 3fa9426e$0$262$cc9e4d1f@news.dial.pipex.com...
> Hi all,
>
> I've just got my CT60 and having problems with the floppy drive when copying
> to my internal IDE drive. In F30 mode everything works fine though in CT60
> mode I get a load of address register listings and machine locks up.
>
> I also have a problem with the CT60 control panel that when I click on it a
> temp reading comes up and then its back to the rows of address listings.
>
> I have managed to run bob tracker a couple of times, though some of the mods
> locked up before CT60 so at least that work ;-)
>
> I also can't run Zbench , it wants 640x480, Does not work in ST high, I only
> have a Tv so many I can't use this program ?
>
> TIA,
> Chris
>
>

7336. Re: Got a TT030 for $50!

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 00:03:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0037b6e5@fmlynet.org>
Source record: 22871

FamilyNet Newsgate

> From: "Tim" <TjLaZer@NOSPAM.Mail.com>

>> Btw, it may be worth looking for the TT-specific version of Llamatron -
>> extra samples which are... interesting!
>>
>> regards
>> Harry

Hmmm.. I would like to find this as well. Always like to find programs that take advantage of the TT-030's hardware. Seems so often TT's dance around STe or Falcon written stuff.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7337. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 00:07:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0037b6e6@fmlynet.org>
Source record: 22872

FamilyNet Newsgate

Glad to hear you got this working. So what version of HD Driver did you
get to work with it? I would like to get my TT030 hooked up to the Ethernet
soon. What is browsing like with the Ether net working?

Has Atari mastered a DHCP connection yet?

Doc Clu

> From: "Brian Roland" <BJRoland@bellsouth.net>

>> I am also looking to do this. I need a Ethernet adaptor though. I did some
>> reading on getting a Ethernet-SCSI adaptor. There are some drivers that are
>> avail too:
>>
>> http://www.anodynesoftware.com/ethernet/main.htm
>>
>> I was wondering if anyone else has done this and where can we get compatible
>> adaptors?

>Yes...I got my Dynalink adaptor from Roger himself at Anodyne, as he had a few
> in stock.
> I've used it with my Falcon CT2B. It's not perfect, but yes, it does work,
> albeit you're limited to STing and possibly STik...unless someone has gotten
> around to doing mintnet drivers for the thing since I last hunted. I found
> this
> solution to be quite good and reliable for running clients. When running
> server
>software it gets a little iffy. I'm not sure if the server problems I had are
>specific to the Falcon with a CT2B...it just might work fine on other machines
> with a good SCSI host like the Link 96/97/ICD2, etc.

> I also got an EtherNEC kit that plugs into the ROM/Cartridge port, and have
> used
> it successfully with both my Falcon and my MegaST. It has alot of drivers
> avilable for it for the various machines, OSes, and TCP/IP stacks out there.
> There is also a product similar to the EtherNEC, EtherNEA, but it plugs into
> the
> ASCI port instead of the ROM port.
> http://home.arcor.de/thomas.redelberger/prj/atari/etherne/index.htm

>There is also a kit someone did a while back that uses one of the parallel por
> adapators, lots of wires to various ports, and a hudge brick of an adapator.
> It's a pretty messy solution however.

> Brian

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7338. Atari TT

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 00:11:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0037b99e@fmlynet.org>
Source record: 22874

FamilyNet Newsgate

Yep, a SCSI. A 2 gig SCSI is pretty common for a lot of TT users I've noticed, though naturally larger ones can be used.

Doctor Clu
Another TT User

> From: Marshall Lake <mlake@NS.mlake.net>

> I recently dusted off an Atari TT I had sitting in the closet and it
> still boots fine (should I have expected anything else? :). I'd like to
> install Linux on it and add it to my home network. But first I need to
> replace the small internal hard drive. It's been a long while since I've
> been active in the Atari computer arena. Can someone give me pointers
> and recommendations as to what type of drive to replace the internal
> hard drive with? It's a SCSI drive, right?

> Thanks for any help.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7339. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 01:30:44 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0311051730.40bdb99c@posting.google.com>
Source record: 22868

Adam Klobukowski <atari@gabo.pl> wrote in message
news:<slrnbqii4p.ps0.atari@core.preferuje.luzik.pl>...
> On Wed, 5 Nov 2003 18:33:19 -0000, exxos <exxos@home.co.uk> had a noticeable pleasure
while writting:
> > I've just got my CT60 and having problems with the floppy drive when copying
> > to my internal IDE drive. In F30 mode everything works fine though in CT60
> > mode I get a load of address register listings and machine locks up.
>
> It looks like you don not have recent ABE/SDR/TOS. You can flash TOS without
> problems, but for ABE/SDR you will need JTAG cable.

How can you tell what ABE/SDR you have? The TOS version appears at
bootup, but the others do not appear to.

Galen (who is having similar problems)

7340. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 03:54:41 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <4JqdnazYBePZVDSiRVn-ig@inreach.com>
Source record: 22869

I've got a 2ga hard drive inside my TT and while I don't have an ICD Host for
it, I do use the ICD software and it reads all 2 ga's just fine.

--
"In this universe the night was falling,the shadows were lengthening
towards an east that would not know another dawn.
But elsewhere the stars were still young and the light of morning
lingered: and along the path he once had followed, man would one day go
again."

Arthur C. Clarke, The City & The Stars

SIAR
www.starlords.org
Freelance Writers Shop
http://www.freelancewrittersshop.netfirms.com
Telescope Buyers FAQ
http://home.inreach.com/starlord
Ad World
http://adworld.netfirms.com

"Marshall Lake" <mlake@NS.mlake.net> wrote in message
news:slrnbqiu3e.svp.mlake@mlake.net...
> I recently dusted off an Atari TT I had sitting in the closet and it
> still boots fine (should I have expected anything else? :). I'd like to
> install Linux on it and add it to my home network. But first I need to
> replace the small internal hard drive. It's been a long while since I've
> been active in the Atari computer arena. Can someone give me pointers
> and recommendations as to what type of drive to replace the internal
> hard drive with? It's a SCSI drive, right?
>
> Thanks for any help.
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.535 / Virus Database: 330 - Release Date: 11/1/03

7341. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 07:03:30 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3fa9f23c$0$3344$cc9e4d1f@news.dial.pipex.com>
Source record: 22870

I followed the insctructions, all seem simple. Though my DIMM is PC133 it is CL3 and it seems it may not work. It does seem to run for a short while though its not long before it locks up, I dont know if its the programs I am using or what. I did try to boot STOS and it came up illigal insctruction which could be anything. I didnt upgrade the falcon bus, it is still 16mhz.

At first CT60 wouldn't boot to desktop at all. I traced this down to general.cpx which I think there was a update for it. There maybe other CPX's causing problems also. I wouldn't have thought a simple CPX would casuse any problems which makes me think my DIMM does not work correctly....maybe.....

I do have problems with the floppy drive each time I access it. I doubt all these faults can be anything else but memory problems? unless CT60 just does not like the stuff I run ?.

Thanks,
Chris

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3fa9809c$0$10435$626a54ce@news.free.fr...
> You should contact me WHEN you are suree you did all that was explained in
> the documentation files.
>
> OK, try to explain me step by step and precise the speed of the bus : 16
or
> 20 MHz.
>
> Thanks
>
>
> "exxos" <exxos@home.co.uk> a crit dans le message de news:
> 3fa9426e$0$262$cc9e4d1f@news.dial.pipex.com...
> > Hi all,
> >
> > I've just got my CT60 and having problems with the floppy drive when
> copying
> > to my internal IDE drive. In F30 mode everything works fine though in
CT60
> > mode I get a load of address register listings and machine locks up.
> >
> > I also have a problem with the CT60 control panel that when I click on
it
> a
> > temp reading comes up and then its back to the rows of address listings.
> >

> > I have managed to run bob tracker a couple of times, though some of the
> mods
> > locked up before CT60 so at least that work ;-)
> >
> > I also can't run Zbench , it wants 640x480, Does not work in ST high, I
> only
> > have a Tv so many I can't use this program ?
> >
> > TIA,
> > Chris
> >
> >
>

7342. ADV: Atari Thank You Gift!

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 07:58:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0311052352040.2296-100000@onyx.spiritone.com>
Source record: 22873
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

OK, I'm keeping this short. For Thanksgiving, I have a Thank You Gift for
my Customers! Find out about it at the Link below or call (503)256-9974!!
http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7343. More on Hades Part Problem

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 10:54:27 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <DLpqb.216$Re.159986@newshog.newsread.com>
Source record: 22875

Please reply to yvesrogne@free.fr

Hades help please (continued)

After getting helpfull advices I managed to do the tiny solderings ang got the
computer fully working ... always during a random time from 10s to 5 minutes.
It seems a soldering or a trace is half brocken somewhere.

I always end that way :
exception : spurious interrupt
pc=7fe58b86 sr=2100 usp=88040053 formatword 060 pc-4=46fc2100 3f3c0002
d0-d7=0000ffff 00000000 00000000 0000ffff ffffffff 00000000 00000000 00000000
a0-a7=7fe58ca5 000003cc 7fe371c6 7fe58a8a 00005758 7fe58b86 00005750 forgoten
stack=21007fe5 8b860060 00000000 7a0b0000 00000000 00000000 00000000 00000000

Can anyone tell me what is in rom at adress 7fe58b86 ?

I also noted thatif I let the auto folder to start I get that crash during
HSmodem installation ; drvin.prg is ok but escc.prg now crash after the display.

Please reply to yvesrogne@free.fr

7344. Re: Atari TT030!

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 11:22:11 UTC
From: Wally <Someone@bigpool.com>
Message-ID: <3faad796$0$1724$5a62ac22@freenews.iinet.net.au>
Source record: 22893
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Do you have the specifications for this magnum memory board? does it use
standard EDO 60ns 72pin simms or some impossible to find variant ?

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vql0c371k22921@corp.supernews.com...
> Well after getting a deal I couldn't pass up: A TT030 system for $50. I
> thought about refurbishing it as the case was very well used and
discolored,
> and missing screws. The KB also had 2 dead keys. I picked up a NEW TT030
> Case top and NEW Keyboard from Best! Now my TT030 looks BRAND NEW! I
have
> always wanted one of these babies and I would of spent hundreds of $$ on
> eBay for something like this, and not as good too!
>
> Now round two. I ordered a Magnum PS/2 Memory board from Germany. It
holds
> two 72-pin SIMMs for up to 256MB! This should be interesting. I have a
> 500MB HD so that should be ok for now. Also got a 2Gb External HD hooked
> up.
>
> What I want to do now is load up a different OS. I am new to the modern
> STs, so I would like some help on getting Mint or others OS's loaded. Is
> there a clear step by step guide out there? I tried last night to load
> Freemint and I couldn't get it working. What about Linux/Unix? Whats the
> best option for that?
>
> My next challenge will be getting this on my home LAN! Right now I have
an
> Amiga 3000 and 4000 and my Windows XP box, all on broadband! Gasp ;)
>
> Tim
>
>

7345. Re: tempusword

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 11:51:00 UTC
From: KL <crlaan@yahoo.com>
Message-ID: <3FAA357A.CF95BD2D@yahoo.com>
Source record: 22876

>
> And as software translation is not your day job patience will be a useful
> virtue
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

?

7346. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 12:57:07 UTC
From: Marshall Lake <mlake@NS.mlake.net>
Message-ID: <slrnbqkh93.cj0.mlake@mlake.net>
Source record: 22877

The internal TT HD ...

> Yep, a SCSI. A 2 gig SCSI is pretty common for a lot of TT users I've
> noticed, though naturally larger ones can be used.

I don't have much experience with SCSI HDs. Do I need to concern myself
with the type of SCSI or will any SCSI HD do?

7347. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 15:47:20 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0311060747.7921d332@posting.google.com>
Source record: 22879
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

> Check out the MyAtari online magazine site. In the October issue
> there is an article I wrote called Broadband ST. I talk about
> using the cartridge port of the ST to get access to the EtherNet.
> This would also apply to the Falcon and the TT. I am using the
> EtherNEC hardware device...

A bit down on my list has been networking my Falcons with my PC after I finish recasing my Falcon in a Wizztronics case and installing my CT60 on top of my Nemesis Falcon. (My other currently running Falcon is a CT2B.) If I understand things correctly, the SCSI option with drivers from Anodyne will be limited to sting, which I used successfully with dial up. It would be a bit cheaper, depending on how much I'd get a SCSIlink for. That had been my first choice, since I didn't know how accessable my rom port was going to be after recasing. Not an issue now with my Wizztronics case, since I have the rom port extender and a cartmaster lite, allowing 2 carts. Now, I have 2 dongles, Steinburg and Soundpool, but I won't mind shutting down and rebooting when I want to switch. Now I'm curious if there is any performance difference between the rom port and scsi options? I've not yet gotten into mint, so that may be a consideration later. I've used MagiC for years. Anyone got and wisdom regarding general speed between the two? (Web browsing, file transfers, ect.?)

Wayne

7348. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 15:53:07 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.11.06.15.53.07.717199@removenoaspam.atari-source.com>
Source record: 22880

On Thu, 06 Nov 2003 06:57:07 -0600, Marshall Lake wrote:

> The internal TT HD ...
>
>> Yep, a SCSI. A 2 gig SCSI is pretty common for a lot of TT users I've
>> noticed, though naturally larger ones can be used.
>
> I don't have much experience with SCSI HDs. Do I need to concern myself
> with the type of SCSI or will any SCSI HD do?

You want 50 pin internal ribbon cable. Lots of newer scsi's are wide or small connector. You don't want that. You want the old style 50 pin. You need to make sure it's not differential or LVD (probably a scsi drive with a 50 pin internal ribbon connector won't be). Then I'm pretty sure TT can't accept parity but maybe it can. Plug it in and go ;-)

PS: Some of these newer drives that are wide or ultra scsi work just fine with the right adapters though it's a waste of your money since the TT can't make use of the better scsi speeds.

Mark
http://portal.atari-source.com

7349. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 15:54:48 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.11.06.15.54.46.364788@removenoaspam.atari-source.com>
Source record: 22881

On Wed, 05 Nov 2003 17:30:44 -0800, Galen wrote:

> Adam Klobukowski <atari@gabo.pl> wrote in message
news:<slrnbqii4p.ps0.atari@core.preferuje.luzik.pl>...
>> On Wed, 5 Nov 2003 18:33:19 -0000, exxos <exxos@home.co.uk> had a noticeable pleasure
while writting:
>> > I've just got my CT60 and having problems with the floppy drive when copying
>> > to my internal IDE drive. In F30 mode everything works fine though in CT60
>> > mode I get a load of address register listings and machine locks up.
>>
>> It looks like you don not have recent ABE/SDR/TOS. You can flash TOS without
>> problems, but for ABE/SDR you will need JTAG cable.
>
> How can you tell what ABE/SDR you have? The TOS version appears at
> bootup, but the others do not appear to.
>
> Galen (who is having similar problems)

If it doesn't tell you on bootup, consider it old ;-)

Mark
http://portal.atari-source.com

7350. Re: ct60 freezes with N.AES

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 16:42:44 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <yZtqb.5244$2B6.1014526@news.siol.net>
Source record: 22878

Frank Szymanski wrote:

> Does anyone know an alternative to boxkite that handles longer filenames?

Freedom. I prefer Freedom 1 (1.15) over Fredom 2 though..

Janez

7351. Re: ct60 freezes with N.AES

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 16:59:17 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.11.06.16.59.18.195187@pandora.be>
Source record: 22882

Op Thu, 06 Nov 2003 17:42:44 +0100, schreef Janez Valant:

> Frank Szymanski wrote:
>
>
>> Does anyone know an alternative to boxkite that handles longer filenames?
>
> Freedom. I prefer Freedom 1 (1.15) over Fredom 2 though..

I like Freedom 1.15 but there is a very annoying thing with it. If it's
called a x-time (30?) it gets unloaded.
I've used Freedom 2.5 during a long periode. Until recently I never
encountered a problem with it, at least not that I recognised as caused by
Freedom. The problem started with the arrival of Calamus SL 2002 which
didn't like Freedom 2.5 very much. That's the only reason why I dumped
Freedom 2.5 in favour for Boxkite.
AFAIK, Freedom is the only alternative to boxkite.
CU,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7352. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 17:12:26 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3faa80f3$0$10424$626a54ce@news.free.fr>
Source record: 22883

"exxos" <exxos@home.co.uk> a ï¿½crit dans le message de news:
3fa9f23c$0$3344$cc9e4d1f@news.dial.pipex.com...
> I followed the insctructions, all seem simple. Though my DIMM is PC133 it
is
> CL3 and it seems it may not work.

It is possible ! CL3 is not acvcepted by the SDR controlle !
SDR controller is attempting DATA for 2 clock period (CL2 !) . Some CL3 will
output data before the THIRD cycle, but it is not an obligation !
The only good way is to use a CL2 DIMM !

It does seem to run for a short while
> though its not long before it locks up, I dont know if its the programs I
am
> using or what. I did try to boot STOS and it came up illigal insctruction
> which could be anything. I didnt upgrade the falcon bus, it is still
16mhz.

With DIMM not good all is possible in the TOS ! The TOS is running in the
DIMM !

>
> At first CT60 wouldn't boot to desktop at all. I traced this down to
> general.cpx which I think there was a update for it. There maybe other
CPX's
> causing problems also. I wouldn't have thought a simple CPX would casuse
any
> problems which makes me think my DIMM does not work
correctly....maybe.....

Change the DIMM and try booting with the minimum things in auto & CPX.
Use Xcontrol and CPX from CT60 software pack SURE !

> I do have problems with the floppy drive each time I access it. I doubt
all
> these faults can be anything else but memory problems?
> unless CT60 just does
> not like the stuff I run ?.

It is stupid to try to find some explanations when we have a DIMM
problem....
Solve the problems step by step... from the bigger to the smaller .

Regards

7353. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 17:13:35 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3faa8138$0$10406$626a54ce@news.free.fr>
Source record: 22884

When did you received the CT60 ??
I think it is verty recent...so it is sure ABE = 5K & SDR = 5D ....

"exxos" <exxos@home.co.uk> a ï¿½crit dans le message de news:
3fa94f9e$0$2390$cc9e4d1f@news.dial.pipex.com...
>
> "Adam Klobukowski" <atari@gabo.pl> wrote in message
> news:slrnbqii4p.ps0.atari@core.preferuje.luzik.pl...
> > On Wed, 5 Nov 2003 18:33:19 -0000, exxos <exxos@home.co.uk> had a
> noticeable pleasure while writting:
> > > I've just got my CT60 and having problems with the floppy drive when
> copying
> > > to my internal IDE drive. In F30 mode everything works fine though in
> CT60
> > > mode I get a load of address register listings and machine locks up.
> >
> > It looks like you don not have recent ABE/SDR/TOS. You can flash TOS
> without
> > problems, but for ABE/SDR you will need JTAG cable.
> >
> > --
>
> maybe, though I would image it would have been updated before the CT60 was
> shipped ?
>
> chris
>
>
> > Semper Fidelis
> >
> > Adam Klobukowski
> > atari@gabo.pl
>
>

7354. Atari TT030!

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 17:14:41 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vql0c371k22921@corp.supernews.com>
Source record: 22885
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well after getting a deal I couldn't pass up: A TT030 system for $50. I thought about refurbishing it as the case was very well used and discolored, and missing screws. The KB also had 2 dead keys. I picked up a NEW TT030 Case top and NEW Keyboard from Best! Now my TT030 looks BRAND NEW! I have always wanted one of these babies and I would of spent hundreds of $$ on eBay for something like this, and not as good too!

Now round two. I ordered a Magnum PS/2 Memory board from Germany. It holds two 72-pin SIMMs for up to 256MB! This should be interesting. I have a 500MB HD so that should be ok for now. Also got a 2Gb External HD hooked up.

What I want to do now is load up a different OS. I am new to the modern STs, so I would like some help on getting Mint or others OS's loaded. Is there a clear step by step guide out there? I tried last night to load Freemint and I couldn't get it working. What about Linux/Unix? Whats the best option for that?

My next challenge will be getting this on my home LAN! Right now I have an Amiga 3000 and 4000 and my Windows XP box, all on broadband! Gasp ;)

Tim

7355. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 17:36:29 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1g40jd0.oi8nnm1nirmfkN%NOSPAMS@wanadoo.fr>
Source record: 22886

exxos <exxos@home.co.uk> wrote:

Hi,

> I've just got my CT60 and having problems with the floppy drive when copying
> to my internal IDE drive. In F30 mode everything works fine though in CT60
> mode I get a load of address register listings and machine locks up.

If you have the latest version of ABE check your hardware, or else
remove the "scsi processor device" inside HD Driver.

> I also have a problem with the CT60 control panel that when I click on it a
> temp reading comes up and then its back to the rows of address listings.
>
> I have managed to run bob tracker a couple of times, though some of the mods
> locked up before CT60 so at least that work ;-)

Bob Tracker works fine but maybe you have problems with DSP clock
(noise). Try to 32 MHz. or else like the 1st pb maybe you have pb with
access to the motherboard. Clock patches are removed ?
You can also try to boot without SDRAM if the 2 shifts are pressed.

> I also can't run Zbench , it wants 640x480, Does not work in ST high, I only
> have a Tv so many I can't use this program ?

Set the Overcan bit inside the CPX.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 100MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

7356. Re: More on Hades Part Problem

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 18:58:58 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <Xns942BCC809462Aginesjfreefr@213.228.0.138>
Source record: 22887

swamptaxes-NOT-@atlantic.net (John Garone) wrote in
news:DLpqb.216$Re.159986@newshog.newsread.com:

> Please reply to yvesrogne@free.fr

En VF :

Bonjour,

Cette ann�e deux Had�siens ont fait part de la mise en r�serve de leur machine pour cause de disfonctionnement (Serge L. et au moins une autre personne).
A pr�sent je suis en bonne voie pour faire partie du club : je passe l'�preuve d'admission)-;
Comme j'ai bien cette machine j'aimerais rester dessus. Si vous avez un carte m�re Had�s qui ne sera plus utilis�e je serais prenneur bientot.

Je ne peux pas vous recontacter directement car je n'ai plus acces a mes disques durs.

Pour me joindre merci de me contacter � : yvesrogneAROBACEonline.fr

Cordialement

M�gamodeste

7357. Re: Got a TT030 for $50!

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 19:35:54 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <boe7qppka1@sparta.btinternet.com>
Source record: 22889

Harry baby!!!

> Nice one, Tim. Especially with the 1280*960 mono monitor - rare to find,
so
> look after it.

How you is dude?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7358. Re: vote for your favorite troublemaker

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 19:35:56 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <boe7qqpka2@sparta.btinternet.com>
Source record: 22888

Why its...

Liposuction

> >>> Remember voting stops at 12.00pm on 20-09-03 just look back over the
weeks
> >>> and see if you can spot just who used the most swear words, was the
most
> >>> obnoxious or insulted the most people, this could be a close one and
the
> >>> first prize is a young virgin lamb with mint sauce and condom, or a
box of
> >>> chocolates from Belgium
> >>
> >> Because of the recent heatwave(s) the quality of the Belgian chocolate
isn't
> >> very good this year. Chocolate shouldn't be exposed to temperatures
above 25C....

> > Its nice and warm here so i can spend more time exposing myself to sheep
at
> > about 25C.
> >

> Oh, come on now, shouldn't *I* be the winner of "Favorite Trouble Maker"?
I
> mean, look at all the grief and flamings I've caused this newsgroup alone!
> Surely, I should win *something*...

Face it, you're their blue eyed boy and they hate me the most, get used to
it!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7359. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 22:33:54 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3faacc4b$0$3343$cc9e4d1f@news.dial.pipex.com>
Source record: 22890

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3faa8138$0$10406$626a54ce@news.free.fr...
> When did you received the CT60 ??
> I think it is verty recent...so it is sure ABE = 5K & SDR = 5D ....

I got it just a few days ago, it says 5D 5K on it so I think it is up to
date.

Chris

>
>
>
>
> "exxos" <exxos@home.co.uk> a crit dans le message de news:
> 3fa94f9e$0$2390$cc9e4d1f@news.dial.pipex.com...
> >
> > "Adam Klobukowski" <atari@gabo.pl> wrote in message
> > news:slrnbqii4p.ps0.atari@core.preferuje.luzik.pl...
> > > On Wed, 5 Nov 2003 18:33:19 -0000, exxos <exxos@home.co.uk> had a
> > noticeable pleasure while writting:
> > > > I've just got my CT60 and having problems with the floppy drive when
> > copying
> > > > to my internal IDE drive. In F30 mode everything works fine though
in
> > CT60
> > > > mode I get a load of address register listings and machine locks up.
> > >
> > > It looks like you don not have recent ABE/SDR/TOS. You can flash TOS
> > without
> > > problems, but for ABE/SDR you will need JTAG cable.
> > >
> > > --
> >
> > maybe, though I would image it would have been updated before the CT60
was
> > shipped ?
> >
> > chris
> >
> >
> > > Semper Fidelis
> > >
> > > Adam Klobukowski

> > > atari@gabo.pl
> >
> >
>

7360. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 22:34:16 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3faacc61$0$3350$cc9e4d1f@news.dial.pipex.com>
Source record: 22891

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3faa80f3$0$10424$626a54ce@news.free.fr...
>
> "exxos" <exxos@home.co.uk> a crit dans le message de news:
> 3fa9f23c$0$3344$cc9e4d1f@news.dial.pipex.com...
> > I followed the insctructions, all seem simple. Though my DIMM is PC133
it
> is
> > CL3 and it seems it may not work.
>
> It is possible ! CL3 is not acvcepted by the SDR controlle !
> SDR controller is attempting DATA for 2 clock period (CL2 !) . Some CL3
will
> output data before the THIRD cycle, but it is not an obligation !
> The only good way is to use a CL2 DIMM !
>

I will buy one this week and try it.

Chris

>
> It does seem to run for a short while
> > though its not long before it locks up, I dont know if its the programs
I
> am
> > using or what. I did try to boot STOS and it came up illigal
insctruction
> > which could be anything. I didnt upgrade the falcon bus, it is still
> 16mhz.
>
> With DIMM not good all is possible in the TOS ! The TOS is running in the
> DIMM !
>
> >
> > At first CT60 wouldn't boot to desktop at all. I traced this down to
> > general.cpx which I think there was a update for it. There maybe other
> CPX's
> > causing problems also. I wouldn't have thought a simple CPX would casuse
> any
> > problems which makes me think my DIMM does not work
> correctly....maybe.....
>
> Change the DIMM and try booting with the minimum things in auto & CPX.
> Use Xcontrol and CPX from CT60 software pack SURE !

>
> > I do have problems with the floppy drive each time I access it. I doubt
> all
> > these faults can be anything else but memory problems?
> > unless CT60 just does
> > not like the stuff I run ?.
>
>
> It is stupid to try to find some explanations when we have a DIMM
> problem....
> Solve the problems step by step... from the bigger to the smaller .
>
> Regards
>

7361. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-06 22:36:48 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3faaccfb$0$3340$cc9e4d1f@news.dial.pipex.com>
Source record: 22892

>
> Change the DIMM and try booting with the minimum things in auto & CPX.
> Use Xcontrol and CPX from CT60 software pack SURE !
>
> > I do have problems with the floppy drive each time I access it. I doubt
> all
> > these faults can be anything else but memory problems?
> > unless CT60 just does
> > not like the stuff I run ?.
>
>
> It is stupid to try to find some explanations when we have a DIMM
> problem....
> Solve the problems step by step... from the bigger to the smaller .
>
> Regards

AT first I couldnt get the desktop up, so I removed AUTO and CPX totally and I got desktop. I then removed all ACC also, and tried putting them back one by one, when a CPX seemed to crash I didnt use it for a while, then when the system booted I tried them all back again, but ones which seemed to cause the fault worked the second time. I think this is a ram problem for sure since everything is very random in faults.

Thanks,
chris

7362. Re: Atari TT030!

Newsgroup: comp.sys.atari.st
Date: 2003-11-07 00:25:27 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vqlpjqaec23ofc@corp.supernews.com>
Source record: 22894
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Wally" <Someone@bigpool.com> wrote in message
news:3faad796$0$1724$5a62ac22@freenews.iinet.net.au...
> Do you have the specifications for this magnum memory board? does it use
> standard EDO 60ns 72pin simms or some impossible to find variant ?
>
>
I believe it uses FPM 60ns SIMMs up to 128MB in size for a total of 256MB.
I think the brand is Magnum or AixTT. They both made a TT RAM board that
accepted two 72-pin SIMMs. Some claimed success with EDO but better be safe
and use FPM.

Tim

7363. WTB- Where can I buy a Falcon audio Clock.

Newsgroup: comp.sys.atari.st
Date: 2003-11-07 02:44:53 UTC
From: lotech <sinive1@telus.net>
Message-ID: <FGDqb.24349$6A4.11303@edtnps84>
Source record: 22895

Im using cubase audio but I have lost my audio clock.
Does anyone have one forsale or know where I can buy one.
Thanks
David

7364. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-07 04:31:20 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0311062031.5f1de2b4@posting.google.com>
Source record: 22696

Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:<pan.2003.11.06.15.54.46.364788@removenoaspam.atari-source.com>...
> On Wed, 05 Nov 2003 17:30:44 -0800, Galen wrote:
>

> >> It looks like you don not have recent ABE/SDR/TOS. You can flash TOS without
> >> problems, but for ABE/SDR you will need JTAG cable.
> >
> > How can you tell what ABE/SDR you have? The TOS version appears at
> > bootup, but the others do not appear to.

> If it doesn't tell you on bootup, consider it old ;-)
>
Charming. Is anyone planning on starting a JTAG cable rental
business? I'm not looking forward to paying over $100US for a cable I
need for less than five minutes.

Galen

7365. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.st
Date: 2003-11-07 04:40:13 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <XIFqb.53866$un.4534@bignews6.bellsouth.net>
Source record: 22697

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0037b6e6@fmlynet.org...
> FamilyNet Newsgate
>
> Glad to hear you got this working. So what version of HD Driver did you
> get to work with it? I would like to get my TT030 hooked up to the Ethernet
> soon. What is browsing like with the Ether net working?

I use HDDriver 7.93 on the Falcon (For CuBase Audio).
I use HDDriver 8 on the ST (With a megafile 60).
Yes, I do lisence 2 copies with seperate serial numbers...one for each machine

Note, I've not tried a Dynalink on my Mega yet...waiting on a Link 97 adaptor.

>
> Has Atari mastered a DHCP connection yet?

That's a good question. STing does not, and I'm not sure about MintNet and the
others. My personal network is on a Draytek NAT router that does support DHCP,
however, I don't use DHCP, even on my Windows box, for a number of reasons.

With alot of modern routers, and the correct mask, you can put just about any ip
address in STing, and as long as it's not already been assigned to some machine
it'll start working. I've had some success with this in various workplace
ethernet LANs; altho, the proper thing to do is call the sysop and have them
assign a static one to you.

Why I don't use DHCP on my home LAN:
1. I want all the ip addresses on all my machines to remain the same at all
times. I know without doubt that my PC is 192.168.1.10, Faclon is 192.168.1.9,
ST is 192.168.1.8, and so on. This remains constant, which is a good
thing...keeps things simple. Using the dynamicly assigned DHCP options, it's
possible for machines to get a different IP address every time you boot up.
Some routers allow you to refer to computers 'by name' rather than ip address,
but there are lots of networking softwares that would much rather you use the
numbers, or insist upon it. Many routers will also allow you to 'lock in'
specific computers (by name) to certian IP addresses even with DHCP
active...but with Ataris, Amigas, and other things on the LAN, I find it's best
just to disable DHCP and set things up manually and in a static nature.

2. I'm pretty sure STing does NOT support DHCP. It has some sort of IP
negoitation in the external dialer for PPP dial in access (not sure if this is
DHCP or something else); however, this doesn't extend into the various drivers
like ethernet, serial to serial, LPT, midi, and so on.

3. On the MintNet side of things....chances are good that DHCP support is
around and working by now...as FreeMint is moving right along rather nicely in

terms of unix compatability. I can't say for certian, as I've never tried to find it and set it up....it's too simple just to configure it once for my small and simple LAN and be done with it, occasionally making changes if and as needed. For convienience sake...I set up a an entry called guest, for such occasions as a friend dropping by with a laptop and wanting on the lan. I hand them a note card that tells them what IP and computer name they should use if they want proper access to any of my machines ;)

Brian

7366. Re: Atari TT030!

Newsgroup: comp.sys.atari.st
Date: 2003-11-07 08:10:41 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <TNSdnaA4TJ2NyTaiRVn-vg@inreach.com>
Source record: 22698
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I use the good old TOS 3.06 that came in my TT and Neodesk for the desktop itself. This machine used to run the Black Hole BBS over in Hawaii, on 24hrs a day and at the time I had the 2ga inside (still there) an ICD Host pluged into the Atari HD port on the backside with another 550meg HD pluged into it and a 14.4kb modem.

I've wondered if the programable port could be used with a 56kb modem, but not sure the BBS software would see it.

--
"In this universe the night was falling,the shadows were lengthening
towards an east that would not know another dawn.
But elsewhere the stars were still young and the light of morning
lingered: and along the path he once had followed, man would one day go
again."

Arthur C. Clarke, The City & The Stars

SIAR
www.starlords.org
Freelance Writers Shop
http://www.freelancewrittersshop.netfirms.com
Telescope Buyers FAQ
http://home.inreach.com/starlord
Ad World
http://adworld.netfirms.com

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vql0c371k22921@corp.supernews.com...
> Well after getting a deal I couldn't pass up: A TT030 system for $50. I
> thought about refurbishing it as the case was very well used and discolored,
> and missing screws. The KB also had 2 dead keys. I picked up a NEW TT030
> Case top and NEW Keyboard from Best! Now my TT030 looks BRAND NEW! I have
> always wanted one of these babies and I would of spent hundreds of $$ on
> eBay for something like this, and not as good too!

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.535 / Virus Database: 330 - Release Date: 11/2/03

7367. Re: tempusword

Newsgroup: comp.sys.atari.st
Date: 2003-11-07 09:52:33 UTC
From: KL <crlaan@yahoo.com>
Message-ID: <3FAB6B44.B9F992F5@yahoo.com>
Source record: 22699

> the translation of uch a project doesn't happen overnight...
>
> PS: Kees, I need to get in touch with you....
> Mail me at dennis.vermeire@tiscali.be, the GMX account will filter away all
> your mails...
>

I mailed you yesterday at your new account.

regards,

kees

7368. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-07 15:41:05 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.11.07.15.41.03.784605@removenoaspam.atari-source.com>
Source record: 22700

On Thu, 06 Nov 2003 20:31:20 -0800, Galen wrote:

> Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:<pan.2003.11.06.15.54.46.364788@removenoaspam.atari-source.com>...
>> On Wed, 05 Nov 2003 17:30:44 -0800, Galen wrote:
>>
>
>> >> It looks like you don not have recent ABE/SDR/TOS. You can flash TOS without
>> >> problems, but for ABE/SDR you will need JTAG cable.
>> >
>> > How can you tell what ABE/SDR you have? The TOS version appears at
>> > bootup, but the others do not appear to.
>
>> If it doesn't tell you on bootup, consider it old ;-)
>>
> Charming. Is anyone planning on starting a JTAG cable rental
> business? I'm not looking forward to paying over $100US for a cable I
> need for less than five minutes.
>
> Galen

Galen,

I'll mail you mine for postage and return postage but you have to promise
to give me the $40? USD that I paid for it.

You're going to have to mod your CT60 if you want to update it while it's
sitting in the falcon.. I did it. I have one of ajje's JTAG cables which
are excellent and cost less than $40 I believe. A wise investment
considering once you perform the update another one probably will get
released ;-)

Mark
http://portal.atari-source.com

7369. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-07 18:10:55 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.11.07.18.10.55.717116@removenoaspam.atari-source.com>
Source record: 22701

On Fri, 07 Nov 2003 10:41:05 -0500, Mark D wrote:
>
> Galen,
>
> I'll mail you mine for postage and return postage but you have to promise
> to give me the $40? USD that I paid for it.
>
> You're going to have to mod your CT60 if you want to update it while it's
> sitting in the falcon.. I did it. I have one of ajje's JTAG cables which
> are excellent and cost less than $40 I believe. A wise investment
> considering once you perform the update another one probably will get
> released ;-)
>
> Mark
> http://portal.atari-source.com

Gah! I mean you have to promise to give me the $40 or whatever that I
paid for it IF YOU BREAK IT. Sorry for the mixup ;-)

Mark
http://portal.atari-source.com

7370. ATARI SC1224 Monitor FA (UK)

Newsgroup: comp.sys.atari.st
Date: 2003-11-07 23:40:47 UTC
From: Steve Green <greenies@macunlimited.net>
Message-ID: <20031107234113888+0000@news.btinternet.com>
Source record: 22702

Yep, due to a not very nice person defaulting on payment it's FA at -

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3057787555

Starts at ï¿œ9.

Anyone quoting the secret list password "5pc" gets 5% off the final
auction price (not inc P&P).

Regards, Steve.

7371. Atari TT030 AixTT TT Fast Ram card!

Newsgroup: comp.sys.atari.st
Date: 2003-11-08 00:45:24 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vqof56hiajhnf0@corp.supernews.com>
Source record: 22703

I am in the process of buying this card from Germany. The outfit has a few in stock.

The card accepts 16, 32, 64 and 128MB EDO and FPM SIMMs for a total of 256MB! If anyone is interested let me know. The price I was quoted was 65 Euro shipped to the US. (Roughly $75?)

Tim

7372. Re: More on Hades Part Problem

Newsgroup: comp.sys.atari.st
Date: 2003-11-08 06:58:24 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <ku0rb.350$Re.290322@newshog.newsread.com>
Source record: 22704

On 7 Nov 2003 22:58:40 -, lp wrote:
>in article DLpqb.216$Re.159986@newshog.newsread.com, John Garone at
>swamptaxes-NOT-@atlantic.net wrote on 11/6/03 5:54 AM:
>
SNIP
>
>At one time Medusa had an archive on the site that contained all the patches
>to the TOS. At some point Fredi removed this source file. Outside of
>having the sources for the patches or the roms themselve, it would be some
>work to find out what is at that address.
>

Forwarded! Thanks LP.

P.S.
To Reply by E-mail, please remove -NOT- from my address!

7373. Atari TT Rhothron

Newsgroup: comp.sys.atari.st
Date: 2003-11-08 06:59:57 UTC
From: Don Schoengarth <atari1040st@sbcglobal.net>
Message-ID: <3FAC9758.60700@sbcglobal.net>
Source record: 22705

I was checking Ebay Germany and found this. Does any know what it is
besides a rehoused TT?

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2763411008&category=8089

Don

7374. Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-08 07:07:22 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <KC0rb.360$Ob3.375054@monger.newsread.com>
Source record: 22706

sorry if this posted twice!

Hi All,
Can I replace my old 1 gig Seagate with new higher byte one in the
same box using the same power supply? Maby with an adaptor?
(used on a Falcon).

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7375. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-08 08:43:09 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <M%1rb.46414$ns.43710@bignews4.bellsouth.net>
Source record: 22707

"John Garone" <swamptaxes-NOT-@atlantic.net> wrote in message
news:KC0rb.360$Ob3.375054@monger.newsread.com...
>
> sorry if this posted twice!
>
> Hi All,
> Can I replace my old 1 gig Seagate with new higher byte one in the
> same box using the same power supply? Maby with an adaptor?
> (used on a Falcon).

John,
No problem....
Any drive that meets the IDE or EIDE specs can be put inside the Falcon.
To make things easier on you...I'd suggest replacing the drive with one of the same physical deminsions. Falcons were built to accept a 2.5" notebook type hard drive, and later some 3rd party companies sold kits to mount and properly cable the larger foot print 3.5" drives. It sounds to me like someone has indeed upgraded this Falcon HD before, as they shipped with an 85meg 2.5" Conner drive. So.....
If you don't know what's in there...open the bird up and see for yourself, or get the drive's model number at boot time and search down a spec sheet on the web. To make it easy on yourself, order a replacement of the same physical deminsions...hence you won't have to find and change out mounting brackets and cables etc. These days, when it comes to IDE drives, there's not a whole lot of difference in price/performance between the 2.5" notebook drives and the 3.5" desk top drives. Not long ago I put a brand new 20gig IBM notebook drive in my Falcon, and it was well under $100!

You can also use external SCSI drives. Any drive that meets SCSI I or SCSI II standards should work fine. Note that most SCSI III drives and above are usually backwards compatable to the older SCSI I and II standards...it can just get kind of tricky configuring them properly. For the least hassle in addition of a SCSI drive, it's best to go with a 50 pin inline SCSI I or II device. While the wide and ultra wide SCSI units will work with adaptor plugs and whatnot...it can indeed become confusing over which adaptor will best serve your needs...I.E. some will come passive terminated on some lines, some unterminated, and so on...and which one you need can depend on all sorts of factors around how many, the order, and what type SCSI units are daisy chained together.

Finally...keep in mind that there are limits to partition sizes, and the number of partitions that TOS/GEM can see at a time...so a drive over 10 gig is going to get interesting to work with. TOS/GEM, out of the Box in a Falcon limits you to a maximum of 1gig BGM partitions. It also has a limited number of drive letters that can be assigned (I forget how many) at one time. Yes, you should be able to use every last byte of very large drives with HDDriver 8....but, when

you run out of logical drive letters to assign to TOS/GEM...a hudge chunk of your drive will be invisible at any given boot-up. To get at those distant partitions, you'll have to change the partition order, or termporarily disable partitions with your HD Driver software as chosen at boot time. Or....use something Like Mint with a unix style file system to make a few really hudge partitions.

With that in mind...a drive over 10gig can be a bit overkill for a Falcon...but at the same time...a 20gig drive often cost less than $5 or $10 more that a 5 or 10gig unit. Go as big as you want...just don't panic or freak out when you have to be a little creative to figure out how to access the whole thing :)

Brian

7376. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-08 09:10:37 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3facb307$0$248$cc9e4d1f@news.dial.pipex.com>
Source record: 22708

Hi Rodolphe ,

I have fitted a Curcial PC133 CL2 DIMM and still have the same problems ?

I tried booting by holding down Control so only HD driver loads and when I
acess the floppy the Falcon locks up after a couple of seconds.

It *may* be the PSU I am using, maybe the micro ATX PSU is not stable enough
for CT60, I will try a new PSU .

Chris

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3faa80f3$0$10424$626a54ce@news.free.fr...
>
> "exxos" <exxos@home.co.uk> a crit dans le message de news:
> 3fa9f23c$0$3344$cc9e4d1f@news.dial.pipex.com...
> > I followed the insctructions, all seem simple. Though my DIMM is PC133
it
> is
> > CL3 and it seems it may not work.
>
> It is possible ! CL3 is not acvcepted by the SDR controlle !
> SDR controller is attempting DATA for 2 clock period (CL2 !) . Some CL3
will
> output data before the THIRD cycle, but it is not an obligation !
> The only good way is to use a CL2 DIMM !
>
>
> It does seem to run for a short while
> > though its not long before it locks up, I dont know if its the programs
I
> am
> > using or what. I did try to boot STOS and it came up illigal
insctruction
> > which could be anything. I didnt upgrade the falcon bus, it is still
> 16mhz.
>
> With DIMM not good all is possible in the TOS ! The TOS is running in the
> DIMM !
>
> >
> > At first CT60 wouldn't boot to desktop at all. I traced this down to
> > general.cpx which I think there was a update for it. There maybe other
> CPX's

> > causing problems also. I wouldn't have thought a simple CPX would casuse
> any
> > problems which makes me think my DIMM does not work
> correctly....maybe.....
>
> Change the DIMM and try booting with the minimum things in auto & CPX.
> Use Xcontrol and CPX from CT60 software pack SURE !
>
> > I do have problems with the floppy drive each time I access it. I doubt
> all
> > these faults can be anything else but memory problems?
> > unless CT60 just does
> > not like the stuff I run ?.
>
>
> It is stupid to try to find some explanations when we have a DIMM
> problem....
> Solve the problems step by step... from the bigger to the smaller .
>
> Regards
>

7377. Re: ct60 freezes with N.AES

Newsgroup: comp.sys.atari.st
Date: 2003-11-08 10:55:49 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBD110D5.8B21%derryck@nospam.cix.co.uk.invalid>
Source record: 22709

In article pan.2003.11.06.16.59.18.195187@pandora.be, Martin Byttebier at donotusethisaddress@pandora.be wrote on 6/11/03 16:59:

> I like Freedom 1.15 but there is a very annoying thing with it. If it's
> called a x-time (30?) it gets unloaded.

Is this related to use of MiNT, as I don't recall this happening under MagiC. Just in case this puts anyone off using this fine fileselector :-)

> Freedom. The problem started with the arrival of Calamus SL 2002 which
> didn't like Freedom 2.5 very much. That's the only reason why I dumped
> Freedom 2.5 in favour for Boxkite.

I haven't installed Freedom 2.15, but 1.5 offers the normal FS on an individual named program basis.

Calamus also gives you the choice of using its own FS (recommended).

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

7378. Re: ct60 freezes with N.AES

Newsgroup: comp.sys.atari.st
Date: 2003-11-08 12:31:09 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.11.08.12.31.11.966394@pandora.be>
Source record: 22710

Op Sat, 08 Nov 2003 10:55:49 +0000, schreef Derryck Croker:

> In article pan.2003.11.06.16.59.18.195187@pandora.be, Martin Byttebier at
> donotusethisaddress@pandora.be wrote on 6/11/03 16:59:
>
>> I like Freedom 1.15 but there is a very annoying thing with it. If it's
>> called a x-time (30?) it gets unloaded.
>
> Is this related to use of MiNT, as I don't recall this happening under
> MagiC. Just in case this puts anyone off using this fine fileselector :-)

I'm using freeMiNT but if it's related to MiNT I just don't know. I don't
have MagiC installed on my computers ...

>> Freedom. The problem started with the arrival of Calamus SL 2002 which
>> didn't like Freedom 2.5 very much. That's the only reason why I dumped
>> Freedom 2.5 in favour for Boxkite.
>
> I haven't installed Freedom 2.15, but 1.5 offers the normal FS on an
> individual named program basis.
>
> Calamus also gives you the choice of using its own FS (recommended).

Yes I know and that's what I'm using on my Atari machines but even then
Freedom 2.5 gives troubles. I guess Liberty is interfering with Calamus.

TTFN,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7379. Re: ct60 freezes with N.AES

Newsgroup: comp.sys.atari.st
Date: 2003-11-08 16:04:22 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbqq3sb.vg5.atari@core.preferuje.luzik.pl>
Source record: 22711

On Sat, 08 Nov 2003 12:31:09 GMT, Martin Byttebier <donotusethisaddress@pandora.be> had a noticeable pleasure while writting:
> I'm using freeMiNT but if it's related to MiNT I just don't know. I don't
> have MagiC installed on my computers ...

FreeMiNT is an enchanced version of MiNT, so some people confues each other.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7380. Source for 1E41J '060 chips?

Newsgroup: comp.sys.atari.st
Date: 2003-11-08 17:45:33 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vqqatuk46as257@corp.supernews.com>
Source record: 22712

I hear these can be overclocked past 66MHz! Where can I get one?

Tim

7381. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-08 18:46:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200311081946.a45235@wun.maus.de>
Source record: 22717

Hallo Brian!

BR>For the least hassle in addition of a SCSI drive, it's best to go with
BR>a 50 pin inline SCSI I or II device.

If you've got problems with IDE (defective like mine, or fully populated with CD-ROM and ATAPI-ZIP, or whatever), it's also possible to use IDE drives on the SCSI-Bus, employing a suitable adaptor. The same applies for need of large capacity, which is rather expensive (and loud and hot) with SCSI.

As of today, I've done so with my Falcon, and it worked right out of the box. ACARD SCSIDE Bridge AEC-7720U (www.acard.com) and a stock WD Caviar 40GB IDE drive. Connect, set SCSI-ID, power up, partition, and ready. But you've got to use F32 or Ext2FS Partitions in order to use the entire capacity of such big hard discs, and HDDRIVER's hddrutil program to partition, as at least the latest SCSITOOLS weren't aware of such big drives :-)

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

7382. WMF -> GEM converter

Newsgroup: comp.sys.atari.st
Date: 2003-11-08 19:56:57 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <boji24$mm7$1@reader11.wxs.nl>
Source record: 22713

Hi!

Who has a tool for me (Windows or TOS) to convert the .WMF clipart graphics format to .GEM format. It has to be .GEM, because I want to keep the vector graphics format.

Thanks
Marius

7383. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-08 20:22:39 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <jgcrb.393$Ob3.413690@monger.newsread.com>
Source record: 22714

On 8 Nov 2003 02:43:09 -, "Brian Roland" wrote:
>"John Garone" <swamptaxes-NOT-@atlantic.net> wrote in message
>news:KC0rb.360$Ob3.375054@monger.newsread.com...
>>
>> sorry if this posted twice!
>>
>> Hi All,
>> Can I replace my old 1 gig Seagate with new higher byte one in the
>> same box using the same power supply? Maby with an adaptor?
>> (used on a Falcon).
>
>John,
>No problem....
>Any drive that meets the IDE or EIDE specs can be put inside the Falcon.
>To make things easier on you...I'd suggest replacing the drive with one of the
>same physical deminsions. Falcons were built to accept a 2.5" notebook type
>hard drive, and later some 3rd party companies sold kits to mount and properly
>cable the larger foot print 3.5" drives. It sounds to me like someone has
>indeed upgraded this Falcon HD before, as they shipped with an 85meg 2.5" Conner
>drive. So.....
>If you don't know what's in there...open the bird up and see for yourself, or
>get the drive's model number at boot time and search down a spec sheet on the
>web. To make it easy on yourself, order a replacement of the same physical
>deminsions...hence you won't have to find and change out mounting brackets and
>cables etc. These days, when it comes to IDE drives, there's not a whole lot of
>difference in price/performance between the 2.5" notebook drives and the 3.5"
>desk top drives. Not long ago I put a brand new 20gig IBM notebook drive in my
>Falcon, and it was well under $100!
>

well, I have 2 birds (both with no IDE drive). One is working and one is
in a coma! The working one has no power ps plug for an IDE. The one in a
coma has an IDE power plug but I'm concerned using that one in the good
bird in case it's causing problems. So I'm opting to go with a new SCSI.

>You can also use external SCSI drives. Any drive that meets SCSI I or SCSI II
>standards should work fine. Note that most SCSI III drives and above are
>usually backwards compatable to the older SCSI I and II standards...it can just
>get kind of tricky configuring them properly. For the least hassle in addition
>of a SCSI drive, it's best to go with a 50 pin inline SCSI I or II device.
>While the wide and ultra wide SCSI units will work with adaptor plugs and
>whatnot...it can indeed become confusing over which adaptor will best serve your
>needs...I.E. some will come passive terminated on some lines, some unterminated,
>and so on...and which one you need can depend on all sorts of factors around how
>many, the order, and what type SCSI units are daisy chained together.

>

so are you saying that a new 50 pin SCSI drive will directly replace
an external drive (re: external Toad shoebox type....ps/fan/CDROM/SCSI)
without having to use adaptor for the original power supply, etc., in the
box?

>Finally...keep in mind that there are limits to partition sizes, and the number
>of partitions that TOS/GEM can see at a time...so a drive over 10 gig is going
>to get interesting to work with. TOS/GEM, out of the Box in a Falcon limits you
>to a maximum of 1gig BGM partitions. It also has a limited number of drive
>letters that can be assigned (I forget how many) at one time. Yes, you should
>be able to use every last byte of very large drives with HDDriver 8....but, when
>you run out of logical drive letters to assign to TOS/GEM...a hudge chunk of
>your drive will be invisible at any given boot-up. To get at those distant
>partitions, you'll have to change the partition order, or termporarily disable
>partitions with your HD Driver software as chosen at boot time. Or....use
>something Like Mint with a unix style file system to make a few really hudge
>partitions.
>

I can get along with part of the drive not being used!

>With that in mind...a drive over 10gig can be a bit overkill for a Falcon...but
>at the same time...a 20gig drive often cost less than $5 or $10 more that a 5 or
>10gig unit. Go as big as you want...just don't panic or freak out when you have
>to be a little creative to figure out how to access the whole thing :)
>

Great info Bryan,
Thanks,
John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

7384. Re: Atari TT030 AixTT TT Fast Ram card!

Newsgroup: comp.sys.atari.st
Date: 2003-11-08 20:53:13 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vqqltvs4bmmsff@corp.supernews.com>
Source record: 22715

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vqof56hiajhnf0@corp.supernews.com...
> I am in the process of buying this card from Germany. The outfit has a
few
> in stock.
>
> The card accepts 16, 32, 64 and 128MB EDO and FPM SIMMs for a total of
> 256MB! If anyone is interested let me know. The price I was quoted was
65
> Euro shipped to the US. (Roughly $75?)
>
> Tim
>
If anyone is interested:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2764225963&category=8089

Tim

7385. Atari Online News, Etc. #05-45

Newsgroup: comp.sys.atari.st
Date: 2003-11-09 01:54:34 UTC
From: danap8@aol.comno-spam
Message-ID: <20031108205434.28578.00000384@mb-m24.aol.com>
Source record: 22716

```
A-ONE #0545 11/07/03

~ Virus Writers Bounty! ~ People Are Talking! ~ Sony PSP Details!
~ Can Massachusetts Win? ~ PhillyClassic News! ~ Google Software!
~ Web Access Tax Update! ~ Web Litter: Dead Sites ~ Atari800MacX News!
~ Video Games Addicting? ~ Virus Bounty Toothless ~ 'Freedom Fighters'

-* Crackdown On Some Pop-Up Ads *-
-* Data Attacks Strike Spam Fighters! *-
-* Court Takes A Look at MS Settlement Case! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

7386. Where are they now?

Newsgroup: comp.sys.atari.st
Date: 2003-11-09 04:35:11 UTC
From: Xamalek <xamalek-nospam-spammm@yahoo.com>
Message-ID: <3ujrb.5845$EX4.5642@newssvr25.news.prodigy.com>
Source record: 22718

I always wondered ... where are the following people now?

1. Eric Smith

2. Jeff Minter

3. Dave Small

4. Bill Rehbock

5. Martin Brennan

6. John Mathieson

7387. Re: ct60 freezes with N.AES

Newsgroup: comp.sys.atari.st
Date: 2003-11-09 08:54:21 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBD2A987.8BCA%derryck@nospam.cix.co.uk.invalid>
Source record: 22719

In article pan.2003.11.08.12.31.11.966394@pandora.be, Martin Byttebier at donotusethisaddress@pandora.be wrote on 8/11/03 12:31:

>> I haven't installed Freedom 2.15, but 1.5 offers the normal FS on an
>> individual named program basis.
>>
>> Calamus also gives you the choice of using its own FS (recommended).
>
> Yes I know and that's what I'm using on my Atari machines but even then
> Freedom 2.5 gives troubles. I guess Liberty is interfering with Calamus.

It never had a good reputation from what I remember!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

7388. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-09 10:21:12 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBD3C594.8CC1%derryck@nospam.cix.co.uk.invalid>
Source record: 22720

In article jgcrb.393$Ob3.413690@monger.newsread.com, John Garone at swamptaxes-NOT-@atlantic.net wrote on 8/11/03 20:22:

> well, I have 2 birds (both with no IDE drive). One is working and one is
> in a coma! The working one has no power ps plug for an IDE. The one in a

I'm confused - the standard Falcon setup has a single 40way ribbon cable to connect to the IDE drive and power is supplied down this?

Are you trying to fit a 3.5" drive?

I'd try the lead you have from the dead Falcon if I was in your shoes!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

7389. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-09 10:54:54 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <22prb.409$Re.391533@newshog.newsread.com>
Source record: 22721

On 9 Nov 2003 10:21:12 +, Derryck Croker wrote:
>In article jgcrb.393$Ob3.413690@monger.newsread.com, John Garone at
>swamptaxes-NOT-@atlantic.net wrote on 8/11/03 20:22:
>
>> well, I have 2 birds (both with no IDE drive). One is working and one is
>> in a coma! The working one has no power ps plug for an IDE. The one in a
>
>I'm confused - the standard Falcon setup has a single 40way ribbon cable to
>connect to the IDE drive and power is supplied down this?
>

Hi derryck,
no. I was saying that the Falcon that works has a power supply with no
IDE power plug. The Falcon that doesn't work has a power supply with an
IDE power plug (I'm assuming that's what it's for). Neither Falcons have an
IDE drive!

>Are you trying to fit a 3.5" drive?
>

no, I'd like to replace the external SCSI Seagate 1 gig (swap it out
with a higher byte drive) and hopefully use the existing external power
supply to the 1 gig.

>I'd try the lead you have from the dead Falcon if I was in your shoes!
>

I considered that but since there's problems with the bad Falcon I
don't know how good it's power supply is (could even be causing problems)!
I haven't bought an IDE nor an SCSI yet until I'm confident I'm doing the
right thing :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7390. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-09 15:47:42 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1068371598-271713AEicMi@adelphia.net>
Source record: 22722

John,
the IDE ribbon cable that is inside the Falcon is a
44 pin NOTEBOOK style. POWER is supplied down one of
those pins along with a ground wire as well. So that
ribbon cable houses power for a NOTEBOOK hard drive.
This however will not work on a 3.5 inch hard drive
that are much cheaper and larger in data size compared
to notebook hard drives of the same cost. What I
would suggest is a small adapter from Best Electronics
that allow 2 3.5 in hard drives or any combination of
2.5 and 3.5 inch hard drives. JDR has a adapter as
well that will take the 44 pins on your Falcon MOBO to
a 40 pin IDE and give you the 2 power wires (RED and
BLACK wire each) from that 44 pin if you wish to use
it right from the Falcon MOBO. If you need more
information just contact me via e-mail and I will dig
up my old reciepts. It is very likely that one of
those falcons IDE chain works just fine. I have never
heard of a falcon blowing the IDE chain but still be
able to use scsi devices. The other alternative is
that IDE to SCSI adapter that a previous poster
showed. I had never heard of such an adapter. Nice
to see that some people are willing to try anything to
get more devices attached to there computers.

Thanks,
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor

Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

7391. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-09 16:06:22 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bololu$2pm$1@thorium.cix.co.uk>
Source record: 22723

In message <22prb.409$Re.391533@newshog.newsread.com>, swamptaxes-NOT-@atlantic.net said:

> no. I was saying that the Falcon that works has a power supply with no
>IDE power plug. The Falcon that doesn't work has a power supply with an
>IDE power plug (I'm assuming that's what it's for). Neither Falcons have an
>IDE drive!

I was under the impression that all Falcons supplied power to
their internal 2.5 inch drive via the ribbon casble that also
carries the data. That should be present (or at least the
socket/solder pads for it) even if no drive is fitted. The Falcon
with an IDE power plug may have been modified by someone to accept
a 3.5 inch drive. In theory this could be powered via the existing
ribbon cable too, but the adaptor I bought for mine, at least,
didn't have the power connections looped through. I just soldered 4
wires to the output of my power supply and it coped well with a
6.4 GB IBM drive.

Try putting a meter on the power supply to check what the voltages
are - they should be very close to +12 and +5 V and not vary with
time or during use.

Regards, /Peter/

7392. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-09 17:58:56 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3fae8051$0$228$636a55ce@news.free.fr>
Source record: 22724

Did you update the ABE & SDR chips and FLASH TOS ???

"exxos" <exxos@home.co.uk> a ï¿½crit dans le message de news:
3facb307$0$248$cc9e4d1f@news.dial.pipex.com...
> Hi Rodolphe ,
>
>
> I have fitted a Curcial PC133 CL2 DIMM and still have the same problems ?
>
> I tried booting by holding down Control so only HD driver loads and when I
> acess the floppy the Falcon locks up after a couple of seconds.
>
> It *may* be the PSU I am using, maybe the micro ATX PSU is not stable
enough
> for CT60, I will try a new PSU .
>
> Chris
>
>
>
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:3faa80f3$0$10424$626a54ce@news.free.fr...
> >
> > "exxos" <exxos@home.co.uk> a ï¿½crit dans le message de news:
> > 3fa9f23c$0$3344$cc9e4d1f@news.dial.pipex.com...
> > > I followed the insctructions, all seem simple. Though my DIMM is PC133
> it
> > is
> > > CL3 and it seems it may not work.
> >
> > It is possible ! CL3 is not acvcepted by the SDR controlle !
> > SDR controller is attempting DATA for 2 clock period (CL2 !) . Some CL3
> will
> > output data before the THIRD cycle, but it is not an obligation !
> > The only good way is to use a CL2 DIMM !
> >
> >
> > It does seem to run for a short while
> > > though its not long before it locks up, I dont know if its the
programs
> I
> > am
> > > using or what. I did try to boot STOS and it came up illigal
> insctruction

> > > which could be anything. I didnt upgrade the falcon bus, it is still
> > 16mhz.
> >
> > With DIMM not good all is possible in the TOS ! The TOS is running in
the
> > DIMM !
> >
> > >
> > > At first CT60 wouldn't boot to desktop at all. I traced this down to
> > > general.cpx which I think there was a update for it. There maybe other
> > CPX's
> > > causing problems also. I wouldn't have thought a simple CPX would
casuse
> > any
> > > problems which makes me think my DIMM does not work
> > correctly....maybe.....
> >
> > Change the DIMM and try booting with the minimum things in auto & CPX.
> > Use Xcontrol and CPX from CT60 software pack SURE !
> >
> > > I do have problems with the floppy drive each time I access it. I
doubt
> > all
> > > these faults can be anything else but memory problems?
> > > unless CT60 just does
> > > not like the stuff I run ?.
> >
> >
> > It is stupid to try to find some explanations when we have a DIMM
> > problem....
> > Solve the problems step by step... from the bigger to the smaller .
> >
> > Regards
> >
>
>

7393. Re: The Atari Falcon is better than Atari ST and Amiga :)

Newsgroup: comp.sys.atari.st
Date: 2003-11-10 00:34:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00388660@fmlynet.org>
Source record: 22727

FamilyNet Newsgate

> From: bababooey@drlauramail.com (Ugly)

> On Tue, 23 Sep 2003 15:32:12 +0200, Maurits van de Kamp babbled on about The
> Atari Falcon
> is better than Atari ST and Amiga :) proclaiming:

> -}
> -}:)

> The original IBM Compatible Atari. Haven't heard the name in eons.

I believe you are thinking of the PC1, PC2, PC3, and the Atari ABC 386SX
(page 82 Best catalog). Not including of course the Atari Portfolio, and the
ST's with the PC boards in them. :)

In truth, the Atari ST and Amigas are great machines. I have both, like
many. But I will have to say, the Amiga (for obvious reasons) feels more like
an Atari 800, and a ST (for obvious reasons) feels more like a C-64.

And I am more partial to the Atari 800... so there you go. :)

Doctor Clu
(Written on a Amiga 3000)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7394. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-10 05:25:34 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <xzVrb.56087$BX.50913@bignews5.bellsouth.net>
Source record: 22736

> well, I have 2 birds (both with no IDE drive). One is working and one is
> in a coma! The working one has no power ps plug for an IDE. The one in a
> coma has an IDE power plug but I'm concerned using that one in the good
> bird in case it's causing problems. So I'm opting to go with a new SCSI.

Notebook type 2.5" EIDE drives get their power from the adaptor over the ribbon cable. The Falcon has a place to plug in this type of drive inside, and to the left of the Floppy drive. If you'd like to go with 3.5" desktop type drives, then yes, you'll need a standard HD power lead. Wizztronics makes a little adaptor board that sets in the Falcon and gives you both type connections for standard IDE cables (http://www.wizztronics.com). In either case, you'll need the appropriate internal mounting bracket.

> so are you saying that a new 50 pin SCSI drive will directly replace
> an external drive (re: external Toad shoebox type....ps/fan/CDROM/SCSI)
> without having to use adaptor for the original power supply, etc., in the
> box?

Yes, but you DO NOT need any SCSI host as there is one built in the Falcon. The Hard Disk port on the back is a standard 50pin MiniCentronics SCSI II type connection. All you need is an enclosure with proper SCSI cableing and a power supply. The last device on the chain should be terminated.

If you don't plan to use CuBase Audio Falcon....I really do recommend an internal IDE drive.
CuBase Audio is the only program I'm aware of that insists upon using a SCSI drive. CuBase also does a lot of ugly tricks to make the most of the Falcon's SCSI bus bandwidth. This can require a hardware patch to your falcon to fix bus errors or extranious noise when doing D2D recording. Not long after the Falcon's birth...Atari themselves, or most dealers started doing the patch before giving the birds a new home; however, there are quite a few Falcons out there that have never had this patch done.

For external use, external SCSI Zip and Jaz drives are inexpensive and really convienent, and will be a plug and play option as it already has an enclosure around it. One neat thing about HD-Driver 8 is that with Zip drives, and similar media, one can make a disk that is compatable with both the Falcon and DOS/Windows machines. These Zip type drives usually come with a 25pin D cable, so you'll need to replace that cable with one that goes SCSI II mini (50pin Mini Centronics) to 25pin D if you go that route. Alot of external enclosures have the larger SCSI 5 pin Centronics connector as well. Again, this is no problem, as the external adaptors or cables come in just about every combination of ends imaginable.

Brian

7395. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-10 07:34:26 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <6cHrb.492$Ob3.522246@monger.newsread.com>
Source record: 22725

Thanks everyone for all the good advice.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7396. Re: Where are they now?

Newsgroup: comp.sys.atari.st
Date: 2003-11-10 08:27:54 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <boni4snkp1@pegasus.csx.cam.ac.uk>
Source record: 22726

"Xamalek" <xamalek-nospam-spammm@yahoo.com> wrote in message
news:3ujrb.5845$EX4.5642@newssvr25.news.prodigy.com...
> I always wondered ... where are the following people now?
>
> 1. Eric Smith
>
> 2. Jeff Minter
>
> 3. Dave Small
>
> 4. Bill Rehbock
>
> 5. Martin Brennan
>
> 6. John Mathieson

Well I don't know about the others, but after the fall of Atari Jeff
Minter started programming for the Nuon but I can't remember what the
company was called. When that all collapsed he appently became fed up
of developing for small niche systems and moved over to programming
for the PC and PDA.
He was ment to visit the JagFest UK earlier this year but did not make
it for some reason you can probably find out more at his web site...
www.llamasoft.co.uk

Stephen Moss

7397. Re: Where are they now?

Newsgroup: comp.sys.atari.st
Date: 2003-11-10 08:51:24 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bonjsh$8q9$1@reader08.wxs.nl>
Source record: 22728

Xamalek wrote:

> 1. Eric Smith

I don't know *where* he is, but not all too long ago (I believe last year), he unexpectidly joined a discussion on the MiNT mailing list. He was quite surprised to find that MiNT was still developed so seriously and had already grown into a pretty complete *nix distribution, which wasn't really to be expected while MiNT was owned by Atari.

> 2. Jeff Minter

He's pretty active in the gamescene (although not Atari games obviously). :) He visited one of the recent dataparties (I forgot whether it was IMP or NAS), so you could actually have met him :) (And so could I, if I didn't have other stuff interfering with me going).

Maurits.

7398. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-10 14:07:00 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBD549E3.8D35%derryck@nospam.cix.co.uk.invalid>
Source record: 22729

In article 22prb.409$Re.391533@newshog.newsread.com, John Garone at swamptaxes-NOT-@atlantic.net wrote on 9/11/03 10:54:

>> I'm confused - the standard Falcon setup has a single 40way ribbon cable to
>> connect to the IDE drive and power is supplied down this?
>>
>
> Hi derryck,
> no. I was saying that the Falcon that works has a power supply with no
> IDE power plug. The Falcon that doesn't work has a power supply with an

That sounds quite normal to me. Peter's message details this.

> IDE power plug (I'm assuming that's what it's for). Neither Falcons have an
> IDE drive!

Someone's modded it for some reason or other.

>> Are you trying to fit a 3.5" drive?
>>
>
> no, I'd like to replace the external SCSI Seagate 1 gig (swap it out
> with a higher byte drive) and hopefully use the existing external power
> supply to the 1 gig.

Get the Falcon ribbon cable and the cradle, and stick a 2.5" notebook drive in. Make sure you've correctly identified pin 1 on both cable, MB and drive.

That's it!

>> I'd try the lead you have from the dead Falcon if I was in your shoes!
>>
>
> I considered that but since there's problems with the bad Falcon I

I've changed my mind in the light of your description.

The official Falcon should have a ribbon cable plugged into the MB and a cradle for the drive, nothing attached to the PSU.

If your Falcon didn't have a drive installed from the factory then you will have to get that stuff secondhand or maybe from Best.

--

Cheers

Derryck
---- ---- ----

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

7399. ET6100 on Hades

Newsgroup: comp.sys.atari.st
Date: 2003-11-10 18:14:38 UTC
From: Olivier VANONI <ovanoni@icor.fr>
Message-ID: <WS3.9b9c3e38.b3a62a61.ovanoni@icor.fr>
Source record: 22730

Hi Everybody.
I found a ET6100 vdo card on a PC before to through the PC to
the recycle bin, even if I'm not sure a PC can be recycled.
Anyway, the Hades boots fine until Jinnee is up. Then the screen
is like seen with a magnifier on one eye and a binocular on the
other one. After the mouse pointer, the pixels are puzzled.
I saw that NetBsd if compatible with a Hades and a ET6100.
So what do you know about the ET6100 and the Hades ? Is it
really compatible, do I need something like an updated driver
to use it. And is it really interesting to use it ?
Best regards.

--
--
Olivier VANONI
ovanoni.pasdespam@icor.fr
Hades 060/Magic/jinnee/WenSuite 3.30c
ATARI

Visitez mon pays :
http://www.ville-saint-jean-de-maurienne.fr

7400. Re: how to get software

Newsgroup: comp.sys.atari.st
Date: 2003-11-10 19:54:49 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3faf7e70cc0dd2@comcast.net>
Source record: 22731

>Hi!
>
>I'm wondering why it's so easy to find any game for atari ST on the internet
>(cracks) and it's so hard to find a copy of a commercial application.
>
>I guess illegal = illegal,... so I don't understand why there are so many
>games available, and almost no applications.
>
>Gretz,
>Marius

Probably because there are not too many Atari dealers around that
sell Atari software. There are some on the Internet though.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7401. Re: jpeg image editing

Newsgroup: comp.sys.atari.st
Date: 2003-11-10 19:54:49 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3faf7e70cc0dd3@comcast.net>
Source record: 22732

>What's the best (or most available) image editor for ST/Falcon? I'd
>like to edit some jpeg pictures for my website. I have APEX media,
>but it will not save in .jpg format.
>
>TIA
>

I have and use Smurf, PhotoTip, PhotoLine and ImageCopy. All with
load jpg format images and allow editing of them.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7402. Re: Problems with SCSI HDD (help me!)

Newsgroup: comp.sys.atari.st
Date: 2003-11-10 19:54:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3faf7e70cc0dd4@comcast.net>
Source record: 22733

>Hi All,
>
> I'm trying to install a 4gb SCSI hdd to my 1040STfm using The Link 2.
>It does recognizes it... I format, then make the partitions,
>everythings allright. But when I wanted to make it "booteable" using
>the hdutils.prg I get a "verification failed" error (the disk is new
>without bad sectors).
>
> So, I try with HDDRIVER 7.7... format, partition, I make it
>bootable... everything alright. But whatever I put on the AUTO folder
>of C fails to load... sometimes I get 3 bombs, some time more bombs...
>some times the computer just restarts.....
>
> I tried copying a program to the C drive or the D drive and sometimes
>they work... and sometimes don't.....
>
> Am I missing something? Tos is 1.02...
>
>Facundo

How big are your partitions? Remember that TOS 1.02 will not allow
the partitions to be larger than 32meg.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7403. CT060 and Magic and BUS Boost

Newsgroup: comp.sys.atari.st
Date: 2003-11-10 21:07:03 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <booujd$p7n$1$8302bc10@news.demon.co.uk>
Source record: 22734

I have two problems;

1) I can not use Magic 6. I have tried the patch but it would appear that it will only work with version 6.10 or.20 and I have 6.01 (I think). I have found an update for french from 6.01 to .6.10 but nor an Enlgish one. Can anyone help?

2) I have some orriginal bus booster on my Flacon (50/25 I think it is a generic copy of one). It works fine in 030 mode but crashes in 060. Do I need to set the jumper on the 060 to Boost or is that just to enable boost when you are using the 060 bus speeder? If that is not so what else coudl it be? I did thinki about removing it but I have since lost all of the little resistors, etc that I removed, plus I my soldering looks like bird sh!t.

Also, anyone got an ungrade cable they will lend me, or know where I can get one?

Anyone know where to get higher clocks too? Normal outlets appear to stop at abotu 50Mhz.

Thanks

Elliot.

7404. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-10 21:57:57 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <FRTrb.549$Re.496877@newshog.newsread.com>
Source record: 22735

On 10 Nov 2003 14:07:00 , Derryck Croker wrote:
>In article 22prb.409$Re.391533@newshog.newsread.com, John Garone at
>swamptaxes-NOT-@atlantic.net wrote on 9/11/03 10:54:
>
>>> I'm confused - the standard Falcon setup has a single 40way ribbon cable to
>>> connect to the IDE drive and power is supplied down this?
>>>
>>
>> Hi derryck,
>> no. I was saying that the Falcon that works has a power supply with no
>> IDE power plug. The Falcon that doesn't work has a power supply with an
>
>That sounds quite normal to me. Peter's message details this.
>
>> IDE power plug (I'm assuming that's what it's for). Neither Falcons have an
>> IDE drive!
>
>Someone's modded it for some reason or other.
>
>>> Are you trying to fit a 3.5" drive?
>>>
>>
>> no, I'd like to replace the external SCSI Seagate 1 gig (swap it out
>> with a higher byte drive) and hopefully use the existing external power
>> supply to the 1 gig.
>
>Get the Falcon ribbon cable and the cradle, and stick a 2.5" notebook drive
>in. Make sure you've correctly identified pin 1 on both cable, MB and drive.
>
>That's it!
>

it sounds like you're talking about the IDE cable and cradle. If so, I
still might go that route but my original question was refering to
replacing the the external 1 gig Seagate in a Toad shoebox which
also houses a CDROM and fan. Am I right or wrong for assuming the power
supply for that Seagate is also in the shoebox?

>>> I'd try the lead you have from the dead Falcon if I was in your shoes!
>>>
>>
>> I considered that but since there's problems with the bad Falcon I
>
>I've changed my mind in the light of your description.
>

>The official Falcon should have a ribbon cable plugged into the MB and a
>cradle for the drive, nothing attached to the PSU.
>
>If your Falcon didn't have a drive installed from the factory then you will
>have to get that stuff secondhand or maybe from Best.
>

maby it was at extra cost in a C-LAB ?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

7405. Trying to do too many things at once!

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 00:20:51 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0311101620.51f16bb5@posting.google.com>
Source record: 22737

I'm waiting for a 256 meg, 133 mhz CL2 Ram chip for my CT60, and when it gets here, I'm planning to finish installing my Falcon in a Wizztronics Falcon Rack, with a new (to me) 4.5 gig 3.5 IDE HD, and new CDWR. My plan is first to flash the TOS, ABE and SDR (I have the cable.) Next I guess I'll have to boot with HDDriver to set up the HD (Repartition.) I've got 7.71, registered! (I think!) Next, use my Anodyne software to set up the CDWR. O yeah, this CT60 is going on a Falcon with a Nemesis. I hope I don't have to remove it. I just don't want to mess with it.
Anyway, does this seem like the correct order to go about things? There are enough new things with this that there are several things that could go wrong, and If anyone has a suggestion of the proper order to go about this, I'd be greatful!

Thanks in advance!

Wayne

7406. SCSI copying problems!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 00:58:36 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1068491046-183305AEicMi@adelphia.net>
Source record: 22738

Anyone with a CT60,
Just wondering if anyone else has experienced
copying problems while attempting to backup files from
IDE to SCSI hard drive with a CT60 in 060 mode??? All
seems to work fine while in 030 mode. My falcon at
the present time is a stock 16 mhz. If so what has
anyone done to rememdy this type of problem??? I can
burn CD's on the SCSI chain and play various music
type files from CD-Rom drive and CD-Burner. But when
I try to straight copy those files from either optical
drive which are on the SCSI chain to my IDE's or SCSI
hard drive it locks up the computer!!!! Anyone
experience this type of trouble with there CT60???

Thanks for the info.
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

7407. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 05:46:06 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <yl_rb.574$Ob3.601398@monger.newsread.com>
Source record: 22739

On 9 Nov 2003 23:25:34 -, "Brian Roland" wrote:
>> well, I have 2 birds (both with no IDE drive). One is working and one is
>> in a coma! The working one has no power ps plug for an IDE. The one in a
>> coma has an IDE power plug but I'm concerned using that one in the good
>> bird in case it's causing problems. So I'm opting to go with a new SCSI.
>
>Notebook type 2.5" EIDE drives get their power from the adaptor over the ribbon
>cable. The Falcon has a place to plug in this type of drive inside, and to the
>left of the Floppy drive. If you'd like to go with 3.5" desktop type drives,
>then yes, you'll need a standard HD power lead. Wizztronics makes a little
>adaptor board that sets in the Falcon and gives you both type connections for
>standard IDE cables (http://www.wizztronics.com). In either case, you'll need
>the appropriate internal mounting bracket.
>
>> so are you saying that a new 50 pin SCSI drive will directly replace
>> an external drive (re: external Toad shoebox type....ps/fan/CDROM/SCSI)
>> without having to use adaptor for the original power supply, etc., in the
>> box?
>
>Yes, but you DO NOT need any SCSI host as there is one built in the Falcon. The
>Hard Disk port on the back is a standard 50pin MiniCentronics SCSI II type
>connection. All you need is an enclosure with proper SCSI cableing and a power
>supply. The last device on the chain should be terminated.
>

the enclosure will still be the Toad shoebox. I just want to replace
the SCSI drive in that box. The cable to the box is a 50pin MiniCentronics
SCSI II to 50 pin Centronics to the outside connector on the box. Don't
know about the inside that goes to the hard drive (haven't opened it yet :)

>If you don't plan to use CuBase Audio Falcon....I really do recommend an
>internal IDE drive.
>CuBase Audio is the only program I'm aware of that insists upon using a SCSI
>drive. CuBase also does a lot of ugly tricks to make the most of the Falcon's
>SCSI bus bandwidth. This can require a hardware patch to your falcon to fix bus
>errors or extranious noise when doing D2D recording. Not long after the
>Falcon's birth...Atari themselves, or most dealers started doing the patch
>before giving the birds a new home; however, there are quite a few Falcons out
>there that have never had this patch done.
>

ok. That settles it. I definitely need the SCSI drive for Cubase. There
was a clock patch in the bird which I replaced with the one that came with
the PhantomSE speeder-upper.

>For external use, external SCSI Zip and Jaz drives are inexpensive and really
>convienent, and will be a plug and play option as it already has an enclosure
>around it. One neat thing about HD-Driver 8 is that with Zip drives, and
>similar media, one can make a disk that is compatable with both the Falcon and
>DOS/Windows machines. These Zip type drives usually come with a 25pin D cable,
>so you'll need to replace that cable with one that goes SCSI II mini (50pin Mini
>Centronics) to 25pin D if you go that route. Alot of external enclosures have
>the larger SCSI 5 pin Centronics connector as well. Again, this is no problem,
>as the external adaptors or cables come in just about every combination of ends
>imaginable.
>

I'll never buy another Jaz drive! When I started having problems with
the 1 gig Jaz, IOMEGA refused to check it out unless I first connected it
to a PC (even though it was still under warranty)!!!
Thanks for the feedback. Now to find a new SCSI I or II. First place I
called (Computer Connection) said they stopped selling them 2 years ago /:)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7408. Re: jpeg image editing

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 05:51:36 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <IN_rb.575$Ob3.601503@monger.newsread.com>
Source record: 22740

On 3 Nov 2003 14:00:54 +, "Jean" wrote:
>Hi,
>
>May I suggest Vision to edit/save JPG images...
>
>http://vision.atari.org
>

I tried the demo version and it loads JPEGs super fast. Real nice!
I plan to pay for the full version!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7409. Re: Where are they now?

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 05:59:19 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0311102159.3cd6b75c@posting.google.com>
Source record: 22741

> "Xamalek" <xamalek-nospam-spammm@yahoo.com> wrote in message
> news:3ujrb.5845$EX4.5642@newssvr25.news.prodigy.com...
> > I always wondered ... where are the following people now?
> >
> > 1. Eric Smith
I don't know. He posted a year or so ago, surprised that MiNT was
still carrying on, but I can't find the post.

> > 2. Jeff Minter
He's gotten a bit too strange for me, so I don't read his website
anymore. Try searching under "Llamagames"

> > 3. Dave Small
I don't know. He posted a very long post a couple of years ago
explaining what had happened to his business (legal bills killed it,
as well as his marriage), but he said life was treating him well and
he was spending time with his son (sons?). I think he was living in
Colorado.

> > 4. Bill Rehbock
Director of developer relations at NVIDIA, I think. Anyhow, the
interview style is consistent.

> > 5. Martin Brennan
I don't know.

> > 6. John Mathieson
As of August 2002, John also worked for NVIDIA. I do not know what
his job description was/is.

Galen

7410. Re: Problems with SCSI HDD (help me!)

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 06:09:32 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0311102209.4074eaba@posting.google.com>
Source record: 22742

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<3faf7e70cc0dd4@comcast.net>...

> >
> > Am I missing something? Tos is 1.02...
> >
>
> How big are your partitions? Remember that TOS 1.02 will not allow
> the partitions to be larger than 32meg.

No, it's 256 MB, and this may indeed be the problem. Try a bunch of
255 MB partitions (you don't need to keep formatting, just partition)
and report back.

Galen

7411. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 06:18:46 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0311102218.78b51e43@posting.google.com>
Source record: 22743

swamptaxes-NOT-@atlantic.net (John Garone) wrote in message
news:<FRTrb.549$Re.496877@newshog.newsread.com>...

>
> it sounds like you're talking about the IDE cable and cradle. If so, I
> still might go that route but my original question was refering to
> replacing the the external 1 gig Seagate in a Toad shoebox which
> also houses a CDROM and fan. Am I right or wrong for assuming the power
> supply for that Seagate is also in the shoebox?
>
>
If you have an external CD and HD shoebox, just replace the current
drive with another SCSI drive. Watch that you match termination and
ID of the current drive, and also realize that you have to partition
larger drives. Most SCSI drives should work (at least in theory),
although you will likely have to get an adapter to match your 50 pin
cable.

Galen

7412. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 08:33:23 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <n91sb.581$Ob3.610690@monger.newsread.com>
Source record: 22744

On 10 Nov 2003 22:18:46 , Galen wrote:
>swamptaxes-NOT-@atlantic.net (John Garone) wrote in message
news:<FRTrb.549$Re.496877@newshog.newsr>ead.com>...
>
>
>>
>> it sounds like you're talking about the IDE cable and cradle. If so, I
>> still might go that route but my original question was refering to
>> replacing the the external 1 gig Seagate in a Toad shoebox which
>> also houses a CDROM and fan. Am I right or wrong for assuming the power
>> supply for that Seagate is also in the shoebox?
>>
>>
>If you have an external CD and HD shoebox, just replace the current
>drive with another SCSI drive. Watch that you match termination and
>ID of the current drive, and also realize that you have to partition
>larger drives. Most SCSI drives should work (at least in theory),
>although you will likely have to get an adapter to match your 50 pin
>cable.
>
>Galen
>.

Ok Galen. I'm getting a great amount of good info from all you guys!
Thanks all!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7413. Re: how to get software

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 08:52:41 UTC
From: Luposian <luposian@cox.net>
Message-ID: <0001HW.BBD5F1690029D4A1F0284600@news.west.cox.net>
Source record: 22745

On Mon, 10 Nov 2003 12:54:49 -0700, Edward S. Baiz Jr. wrote
(in message <3faf7e70cc0dd2@comcast.net>):

>> Hi!
>>
>> I'm wondering why it's so easy to find any game for atari ST on the
>> internet
>> (cracks) and it's so hard to find a copy of a commercial application.
>>
>> I guess illegal = illegal,... so I don't understand why there are so many
>> games available, and almost no applications.
>>
>> Gretz,
>> Marius
>
> Probably because there are not too many Atari dealers around that
> sell Atari software. There are some on the Internet though.
>

Sadly, Atari is still rendered as dead as it was the day the tramps, er,
Tramiels tossed it off a cliff when they went to JTS. The transfer to Hasbro
was an utter joke and, up til recently, ownership under Infogrames was pretty
worthless, too.

The name lives on (Infogrames now *IS* Atari), but unless anyone can motive
them to get back into making game/computer *hardware*, the "cause" is just
dwindling farther and farther into utter obscurity.

Luposian

7414. Re: how to get software

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 11:26:35 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <LH3sb.595$Re.528806@newshog.newsread.com>
Source record: 22746

On 11 Nov 2003 1:52:41 -, Luposian wrote:
>On Mon, 10 Nov 2003 12:54:49 -0700, Edward S. Baiz Jr. wrote
>(in message <3faf7e70cc0dd2@comcast.net>):
>
>>> Hi!
>>>
>>> I'm wondering why it's so easy to find any game for atari ST on the
>>> internet
>>> (cracks) and it's so hard to find a copy of a commercial application.
>>>
>>> I guess illegal = illegal,... so I don't understand why there are so many
>>> games available, and almost no applications.
>>>
>>> Gretz,
>>> Marius
>>
>> Probably because there are not too many Atari dealers around that
>> sell Atari software. There are some on the Internet though.
>>

and maby because games are more appealing to pirate!

>
>Sadly, Atari is still rendered as dead as it was the day the tramps, er,
>Tramiels tossed it off a cliff when they went to JTS. The transfer to Hasbro
>was an utter joke and, up til recently, ownership under Infogrames was pretty
>worthless, too.
>
>The name lives on (Infogrames now *IS* Atari), but unless anyone can motive
>them to get back into making game/computer *hardware*, the "cause" is just
>dwindling farther and farther into utter obscurity.
>
>Luposian
>

Why even bring that up? The subject was availability of software!
Or may I rename it to "Piracy Kills"! I remember (not too long ago) Cox
claiming satellite dishes were dead too while motels and small cable
companies were giving away HBO for free. As a result, programmers had to
scramble signals (while blaming home dishowners for theft)! But that's
about bigger companies that can survive by gougeing the honest customers
and absorb the result of piracy! That couldn't happen regarding small Atari
software dealers and programmers!
Don't get me wrong though, I'm not living with any hopes (eh...maby a tad)
that this "new" Atari company (or the next) will ever produce hardware. But

as far as I'm concerned, as long as there are good people (as in this newsgroup) and my Falcon, Mega4, 1040 and 2600 stay alive, Atari is alive! And I regard the CT60 as Atari hardware so please don't burry me yet if I'm pronounced as dead as Atari :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

7415. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 14:21:11 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBD69F85.8DEE%derryck@nospam.cix.co.uk.invalid>
Source record: 22747

In article FRTrb.549$Re.496877@newshog.newsread.com, John Garone at swamptaxes-NOT-@atlantic.net wrote on 10/11/03 21:57:

> it sounds like you're talking about the IDE cable and cradle. If so, I
> still might go that route but my original question was refering to

I was. That's what I thought you were trying to do!

> replacing the the external 1 gig Seagate in a Toad shoebox which
> also houses a CDROM and fan. Am I right or wrong for assuming the power
> supply for that Seagate is also in the shoebox?

I'd expect so. Whip its top off and take a look :-)

>> If your Falcon didn't have a drive installed from the factory then you will
>> have to get that stuff secondhand or maybe from Best.
>>
>
> maby it was at extra cost in a C-LAB ?

I don't know.

If you stick an IDE drive in you'll find that it's faster than SCSI BTW.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

7416. Falcon RF out

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 16:40:58 UTC
From: Moongravy <moongravy@ntlworld.com>
Message-ID: <ui8sb.113$0M2.100@newsfep4-winn.server.ntli.net>
Source record: 22748

I just tried connecting my falcon to my tv via rf. There is a picture but it's covered in snow. The falcon is using CH40. There is a broadcast signal on CH41 (ITV1 from Wenvoe South Wales) and this looks to be interfering with the signal.

Is there any way of changing the channel the falcon outputs on?

Regards
Mark

7417. CT060 and Magic and BUS Boost

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 16:42:36 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <bor3fi$a9k$1$830fa7a5@news.demon.co.uk>
Source record: 22749

I have two problems;

1) I can not use Magic 6. I have tried the patch but it would appear that it will only work with version 6.10 or.20 and I have 6.01 (I think). I have found an update for French from 6.01 to .6.10 but not an English one. Can anyone help?

2) I have some original bus booster on my Flacon (50/25 I think it is a generic copy of one). It works fine in 030 mode but crashes in 060. Do I need to set the jumper on the 060 to Boost or is that just to enable boost when you are using the 060 bus speeder? If that is not so what else could it be? I did think about removing it but I have since lost all of the little resistors, etc that I removed, plus I my soldering looks like bird sh!t.

Also, anyone got an upgrade cable they will lend me, or know where I can get one?

Anyone know where to get higher clocks too? Normal outlets appear to stop at about 50Mhz.

Thanks

Elliot.

7418. Re: Falcon RF out

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 17:00:00 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <bor4gb$gs9$1$8300dec7@news.demon.co.uk>
Source record: 22750

There is a screw in the back of the modulator (next to the output) which should change the chanel frequency, a slight turn should do it. You may have to removed the falcon from its case to get to it.

Elliot.

"Moongravy" <moongravy@ntlworld.com> wrote in message news:ui8sb.113$0M2.100@newsfep4-winn.server.ntli.net...
> I just tried connecting my falcon to my tv via rf. There is a picture but
> it's covered in snow. The falcon is using CH40. There is a broadcast signal
> on CH41 (ITV1 from Wenvoe South Wales) and this looks to be interfering with
> the signal.
>
> Is there any way of changing the channel the falcon outputs on?
>
> Regards
> Mark
>
>

7419. VME Cards and Drivers

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 17:27:57 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0311110927.229078f6@posting.google.com>
Source record: 22751

All,

Has anyone taken a look at the VME boards that are
available out there and tried to write Atari TT drivers
for these? (Just thinking out loud here.) I know that
there aren't that many TT users, but there are several
VME card manufactures around. It looks like there is
some software support by these manufactures; however,
who knows how much it costs...

Video Cards:
http://www.vrosemicrosystems.com/Product-VRM-V420.php
http://www.peritek.com/rg741_vme_main.htm

Memory Boards:
http://www.dynatem.com/sr001fs.html
http://www.granit-vt.com/obraz-3v.html

Serial Boards:
http://www.dynatem.com/SI002fs.html

Ethernet:
http://www.dynatem.com/et003fs.html
http://www.vrosemicrosystems.com/Product-VRM-V131.php

PCMCIA/CompactFLash card:
http://www.dynatem.com/pm001fs.html
http://www.vrosemicrosystems.com/Product-VRM-V380-X.php

How about a GPS Interface :):
http://www.dynatem.com/dgpsfs.html

VME Faq:
http://www.vita.com/vmefaq/index.html

7420. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 18:10:48 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <IC9sb.606$Ob3.641272@monger.newsread.com>
Source record: 22752

correction, the place I called was PCConnection. They sell SCSI 64 and
80 pin drives. I'll keep looking :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7421. Re: Falcon RF out

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 18:14:08 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <QF9sb.607$Ob3.641662@monger.newsread.com>
Source record: 22753

On 11 Nov 2003 17:00:00 , "RSE" wrote:
>There is a screw in the back of the modulator (next to the output) which
>should change the chanel frequency, a slight turn should do it. You may
>have to removed the falcon from its case to get to it.
>
>Elliot.
>

What's the output channel set for in a UK C-LAB and French Atari 030?
I may (someday) want to change it from PAL to NTSC.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7422. VME Cards and Drivers

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 19:05:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0038ec36@fmlynet.org>
Source record: 22759

FamilyNet Newsgate

> From: cmartin@ti.com (Chris Martin)

> Ethernet:
> http://www.dynatem.com/et003fs.html
> http://www.vrosemicrosystems.com/Product-VRM-V131.php

This would be nice!

> PCMCIA/CompactFLash card:
> http://www.dynatem.com/pm001fs.html
> http://www.vrosemicrosystems.com/Product-VRM-V380-X.php

Now this I find fascinating. Flash memory I think would be a wonderful
solution for a hard drive less system.

> How about a GPS Interface :):
> http://www.dynatem.com/dgpsfs.html

Wierd!!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7423. AtariVue Now Online

Newsgroup: comp.sys.atari.st
Date: 2003-11-11 20:52:54 UTC
From: atari@logicalvue.com
Message-ID: <df88194b.0311111252.69d64006@posting.google.com>
Source record: 22754

Visit AtariVue, a source for Atari information and software.

http://www.logicalvue.com/Atari/index.html

AtariVue is sponsored by LogicalVue Software, Inc.

-- Paul

7424. Re: Falcon RF out

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 00:02:36 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bortas$4uf$1@thorium.cix.co.uk>
Source record: 22755

In message <QF9sb.607$Ob3.641662@monger.newsread.com>, swamptaxes-NOT-@atlantic.net said:

> What's the output channel set for in a UK C-LAB and French Atari 030?
>I may (someday) want to change it from PAL to NTSC.

UK ones were around Ch36 UHF, negative modulation. I am not sure
you *can* change to NTSC as it needs a different modulation scheme
- perhaps if you change the modulator module? Also I believe the
US models output low VHF, as UHF was hardly in use in the US at
the time.

Regards, /Peter/

7425. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 00:29:30 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0311111629.1686f041@posting.google.com>
Source record: 22756

swamptaxes-NOT-@atlantic.net (John Garone) wrote in message
news:<IC9sb.606$Ob3.641272@monger.newsread.com>...
> correction, the place I called was PCConnection. They sell SCSI 64 and
> 80 pin drives. I'll keep looking :)
>
No need. Just get an adapter. New 50 pin drives will be hard to find.

Galen

7426. Re: CT060 and Magic and BUS Boost

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 01:36:08 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0311111736.8a351a0@posting.google.com>
Source record: 22757

Hi,

> 2) I have some original bus booster on my Flacon (50/25 I think it is a
> generic copy of one). It works fine in 030 mode but crashes in 060. Do I
> need to set the jumper on the 060 to Boost or is that just to enable boost
> when you are using the 060 bus speeder? If that is not so what else could
> it be? I did think about removing it but I have since lost all of the
> little resistors, etc that I removed, plus I my soldering looks like bird
> sh!t.

I recomend removing any existing bus boosters, use the one of the
CT60.

> Anyone know where to get higher clocks too? Normal outlets appear to stop
> at about 50Mhz.

Try Farnell or Rapid Electronics. Maplins stock of
oscillators/crystals isn't the best.

7427. Degrader for TT?

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 02:21:25 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vr3695hta78a77@corp.supernews.com>
Source record: 22758

Is there a degrade util for the TT to allow ST games to run better?

Tim

7428. Re: FS: 120+ disk library

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 05:29:09 UTC
From: Josh Renaud <josh_No_SPaM_poR_FAvOr@joshrenaud.com>
Message-ID: <BBD72145.A6D4%josh_No_SPaM_poR_FAvOr@joshrenaud.com>
Source record: 22760

On 10/21/03 11:55 AM, "Josh Renaud" <josh_No_SPaM@joshrenaud.com> wrote:

> I'm selling a shareware disk library.. It includes over 120 disks, each one
> containing programs in a particular category (Utilities, Games, etc). Many
> of these programs are really fantastic and hard to find. There are also
> several disks with demos of popular commercial programs from back in the
> day.
>
> I'd like to sell it to someone who will enjoy them. I'm asking $15 plus
> shipping.

The disk library is still available. If you'd like to purchase it, please
get in touch!

You can call me at (314) 521-2072, or you can email me:
josh A@T joshrenaud D@O@T com

--Josh

7429. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 07:26:50 UTC
From: john n oakes <doyene@zetnet.co.uk>
Message-ID: <3FB1E0BA.5050204@zetnet.co.uk>
Source record: 22761

Galen wrote:

>swamptaxes-NOT-@atlantic.net (John Garone) wrote in message
news:<IC9sb.606$Ob3.641272@monger.newsread.com>...
>
>
>>correction, the place I called was PCConnection. They sell SCSI 64 and
>>80 pin drives. I'll keep looking :)
>>
>>
>>
>No need. Just get an adapter. New 50 pin drives will be hard to find.
>
>Galen
>
You could try ebay or cqout the latter is where I got my scsi 50 seagate
4.2 gb for a bid of 10 quid.
john oakes

>
>

7430. Re: Degrader for TT?

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 08:00:09 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bospib$h83$1@reader11.wxs.nl>
Source record: 22762

Tim wrote:

> Is there a degrade util for the TT to allow ST games to run better?

No, although you have some "compatibility options":

* Set the resolution to ST-med or ST-low (if you have a monitor that supports this)

* Disable TT-ram for the program that's giving you trouble (you can do this with a good replacement desktop like Thing, or with a program I believe was called "Flags".

However, the TT is a full 32-bit redisign of the ST concept, so it wasn't really built for ST compatibility and certainly not ST games. So most games won't really work.

Maurits.

7431. ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 08:26:06 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bosr4o$8sd$1@reader08.wxs.nl>
Source record: 22763

Hi!

On the internet site from Application System Heidelberg you are able to download a demo version of the program AtrWorx. I was interested if this program could do what I want (To convert .WMF files into .GEM or .CVG format) ... but something is going wrong.

When I start the thing I get 2 bombs.

I have tried this package with:

Clean (it said NO GDOS -> 2 bombs and quit)
Nvdi 5.02 (no error, but still 2 bombs and quit)
SpeedoGdos 4.2 (no error, but still 2 bombs and quit)
SpeedoGdos 5.0 (no error, but still 2 bombs and quit)

WAAAAAAAAAAh it drives me crazy.

I have tried this on:
Atari Falcon 030
Atari 1040STe (4mb)
Atari 1040STfm

and on STEEM emulator.

All the combinatinos gave 2 boms.

How should this package be started?

Marius

7432. Re: Falcon RF out

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 09:26:45 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <p1nsb.654$Ob3.701110@monger.newsread.com>
Source record: 22764

On 12 Nov 2003 00:02:36 , xlator@cix.compulink.co.uk wrote:
>In message <QF9sb.607$Ob3.641662@monger.newsread.com>, swamptaxes-NOT-@atlantic.net said:
>
>> What's the output channel set for in a UK C-LAB and French Atari 030?
>>I may (someday) want to change it from PAL to NTSC.
>
>UK ones were around Ch36 UHF, negative modulation. I am not sure
>you *can* change to NTSC as it needs a different modulation scheme
>- perhaps if you change the modulator module? Also I believe the
>US models output low VHF, as UHF was hardly in use in the US at
>the time.
>

Hi Peter,
UHF 36 is good info. Not sure if the module will be enough. May need
rearranging of circuits that feed it too. But I was just curious (for the
future). Your probably right about US models (channel 3 or 4 low vhf).
I'll ask a French guy about the other bird I have (which is ailing
badly).

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7433. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 09:35:03 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <b9nsb.655$Ob3.701796@monger.newsread.com>
Source record: 22765

On 12 Nov 2003 07:26:50 , john n oakes wrote:
>
>
>Galen wrote:
>
>>swamptaxes-NOT-@atlantic.net (John Garone) wrote in message
news:<IC9sb.606$Ob3.641272@monger.news>read.com>...
>>
>>
>>>correction, the place I called was PCConnection. They sell SCSI 64 and
>>>80 pin drives. I'll keep looking :)
>>>
>>>
>>>
>>No need. Just get an adapter. New 50 pin drives will be hard to find.
>>
>>Galen
>>
>You could try ebay or cqout the latter is where I got my scsi 50 seagate
>4.2 gb for a bid of 10 quid.
>john oakes
>

Ebay is my last resort! Not familier with cqout. I'll see about an
adaptor since I'd rather have a new drive.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7434. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 11:50:23 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBD7CCC2.8EAC%derryck@nospam.cix.co.uk.invalid>
Source record: 22766

In article bosr4o$8sd$1@reader08.wxs.nl, Marius & Hester at
grover25@zonnet.nl wrote on 12/11/03 08:26:

> On the internet site from Application System Heidelberg you are able to
> download a demo version of the program AtrWorx. I was interested if this
> program could do what I want (To convert .WMF files into .GEM or .CVG
> format) ... but something is going wrong.

Artworx does indeed import WMF files, but I don't know why it won't work for
you.

The FaST Club distributed a program called XChange which will convert WMF to
CVG files BTW.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

7435. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 13:57:55 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <bote6l$5fc$1$8302bc10@news.demon.co.uk>
Source record: 22767

Bad download maybe!

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BBD7CCC2.8EAC%derryck@nospam.cix.co.uk.invalid...
> In article bosr4o$8sd$1@reader08.wxs.nl, Marius & Hester at
> grover25@zonnet.nl wrote on 12/11/03 08:26:
>
> > On the internet site from Application System Heidelberg you are able to
> > download a demo version of the program AtrWorx. I was interested if this
> > program could do what I want (To convert .WMF files into .GEM or .CVG
> > format) ... but something is going wrong.
>
> Artworx does indeed import WMF files, but I don't know why it won't work
for
> you.
>
> The FaST Club distributed a program called XChange which will convert WMF
to
> CVG files BTW.
>
> --
>
> Cheers
>
> Derryck
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://ddp.atari.org
>
>

7436. Re: VME Cards and Drivers

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 14:52:32 UTC
From: jdcNOSPAM@coris.org.uk
Message-ID: <3fb24930$0$52879$5a6aecb4@news.aaisp.net.uk>
Source record: 22768

> Has anyone taken a look at the VME boards that are
> available out there and tried to write Atari TT drivers
> for these? (Just thinking out loud here.) I know that
> there aren't that many TT users, but there are several
> VME card manufactures around. It looks like there is
> some software support by these manufactures; however,
> who knows how much it costs...

I wanted ethernet for a TT a while ago. I looked around and found:

http://www.voxtechnologies.com/vme_network_boards.htm

I didn't think it would be too hard to write a driver (NetBSD). However,
it was the price that put me off. If I recall correctly, they were over
$400. I found a second-hand Cabletron SCSI-ethernet adapter, so I've
been using that instead.

> Video Cards:
> http://www.vrosemicrosystems.com/Product-VRM-V420.php

> Ethernet:
> http://www.dynatem.com/et003fs.html

These look nice. I wonder how much they are though and whether they'll
give out enough documentation to write a driver. I'd be tempted by the
graphics card if it was a reasonable price - the picture on my ET4000
isn't very stable.

J

--
My other computer also runs NetBSD
http://www.netbsd.org/

7437. Re: Degrader for TT?

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 16:45:50 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vr4ou121qfev7e@corp.supernews.com>
Source record: 22769

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message news:bospib$h83$1@reader11.wxs.nl...
> Tim wrote:
>
> > Is there a degrade util for the TT to allow ST games to run better?
>
> No, although you have some "compatibility options":

Yeah I get *some* working by just going to ST Low and disabling Cache, but was just curious if there was a degrade util that would do more, like disable TT Ram, hacks to make game think it was a ST, slowing down system. etc. On my Amiga I have such tools that allow even my Amiga 4000 with a 68060 CPU to degrade and run old Amiga 500 games! :) If this works then surely I should be able to get ST games running on a lowly TT030 ;)

Tim

7438. Re: Tempus Word images

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 18:28:44 UTC
From: Norbert Simon <spamkiller@no-si.de>
Message-ID: <opryjex6o1mldby0@news.individual.de>
Source record: 22770

Am Mon, 29 Sep 2003 22:30:08 +0200 hat Jean-Luc CECCOLI <wdwd@wd.com>
geschrieben:

> Dans le message <8da9c1b9.0309290753.1b108fd3@posting.google.com>
> Norbert Simon a ï¿œcrit:
>> Martin Tarenskeen <nospam@zonnet.nl> wrote in message
>> news:<Pine.MNT.4.31.03
>> 09281808010.49-100000@UNI_MANiac>...
>>> Hi,
>
> Hello,
>>>
>>> [Problem displaying images]
>

This problem is fixed in version 5.15, available for download at

http://www.tempus-word.de

An English version will come soon.

--

Norbert Simon

7439. Re: Degrader for TT?

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 18:37:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200311121937.a33367@b.maus.de>
Source record: 22651

Futhermore,

there was a program to reduce RAM for the TT to 'think' it's a ST due
to this...

Und TTschï¿½
ps

7440. SpeedoGDOS and TT030?

Newsgroup: comp.sys.atari.st
Date: 2003-11-12 19:49:17 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vr53lvkml9t95e@corp.supernews.com>
Source record: 22771

I have SpeedoGDOS and Atari Works that came with my Falcon030. I tried to install them on my TT030 and it installs fine. Works does work but, its GDOS that gives an error when Works launches. Is this not compatable with the TT? What version is know to work with the TT?

Thanks
Tim

7441. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 01:02:50 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <boul7q$19k$1@reader2.panix.com>
Source record: 22772

John Garone <swamptaxes-NOT-@atlantic.net> writes:

Depending on where you are, I am a pleased and satisfied customer of
Black Box Corporation, in Laurance, PA, USA.

Adapters, to me, are getting hard to find, but they had them.

Phone 724-746-5500

Jim

: sorry if this posted twice!
: Hi All,
: Can I replace my old 1 gig Seagate with new higher byte one in the
: same box using the same power supply? Maby with an adaptor?
: (used on a Falcon).

: John
: P.S.
: To Reply by E-mail, please remove -NOT- from my address!

7442. Re: Ethernet Networking?

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 02:11:30 UTC
From: "Wong Chie Keong William (IFAP IT IFR)" <William.Wong@infineon.com>
Message-ID: <boup8lpec1@newssrv.muc.infineon.com>
Source record: 22773
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

"Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
news:vqglvdlhnpj716@corp.supernews.com...
>
> I am also looking to do this. I need a Ethernet adaptor though. I did
some
> reading on getting a Ethernet-SCSI adaptor. There are some drivers that
are
> avail too:
>
> http://www.anodynesoftware.com/ethernet/main.htm
>
> I was wondering if anyone else has done this and where can we get
compatible
> adaptors?
>

Please see my website on connecting to the web using ICS. This gives some
ideas of configuring the SCSI-LInk adapter.

Site is at http://probehouse.atari.org

Rgds
William

7443. CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 03:10:00 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.11.13.03.09.59.795150@removenoaspam.atari-source.com>
Source record: 22774

Guys,

As you've probably realized, I'm very forgetful. I might have posted about this already - maybe not.

Here are problems I am having.

1. At 20MHz falcon bus system locks after approx 24 hours or so.
2. At 16MHz the system will run eternally however on running complex or long operations such as a long gcc compile strange things will happen like internal compiler errors or such - not good.
3. Upon pressing a key on the keyboard and repeating a couple times it will freeze N.AES. The mouse will still work but the AES will not respond to clicks or keypresses. Switching to a vconsole will work fine.

Info:

I am using a crappy st-ram card. Rodolphe has already said I need to replace it before he offers more help - I don't have the money right now. I have an Atari 1 meg board but 1 meg isn't enough ram for me to test anything in. I can't get the system to run at all with only 1 meg st-ram.

I have the falcon clock buffer mod installed as per instructions from email from Rodolphe. This buffer mod was needed to get my CT60 to work AT ALL even in 16MHz mode. Without the buffer mod my Falcon will run fine in 030 mode and not even boot in 060 mode@16MHz. Will not run in 20MHz mode in 060 mode or no. With the clock buffer mod resoldered per instructions the falcon works in all 4 combinations, however it has the stability issues.

I am using SDR-5D and ABE-5K, TOS .99e

I have cut the pin to activate the PLL driver of whatever, but the component is so small I am having trouble ensuring the cut is clean. Any way to test to ensure I cut properly?

I have soldered the resistor necessary for in-falcon abe/sdr updates.

Things I've tried:

Using ABE-5L in combination with my clock buffer mod @ 16MHz and also at 20MHz. No help.

Disabling SD-RAM fast ram - no help.

Next step is to attempt booting in plain 030 16MHz mode and see if these problems are around, but after using Aranym and 060 mode so long I'm deathly afraid of the slow original speed ;-)

Any suggestions or sale offers of original 4 meg atari falcon boards?
Also 14 meg known working board too. I can pay up to $50 for a
populated board after 4 weeks passes from now.

Thanks,
Mark
http://portal.atari-source.com

7444. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 05:29:07 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <DEEsb.732$Ob3.763667@monger.newsread.com>
Source record: 22775

On 13 Nov 2003 01:02:50 , Jim DeClercq wrote:
>John Garone <swamptaxes-NOT-@atlantic.net> writes:
>
>Depending on where you are, I am a pleased and satisfied customer of
>Black Box Corporation, in Laurance, PA, USA.
>
>Adapters, to me, are getting hard to find, but they had them.
>
>Phone 724-746-5500
>
>Jim
>
>: sorry if this posted twice!
>: Hi All,
>: Can I replace my old 1 gig Seagate with new higher byte one in the
>: same box using the same power supply? Maby with an adaptor?
>: (used on a Falcon).
>
>: John

Thanks Jim, I'll give them a call.

By the way, does anyone have Best's phone # &/or a web address?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7445. Re: Degrader for TT?

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 08:45:02 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bovgeu$s1c$1@reader10.wxs.nl>
Source record: 22776

Tim wrote:

> Yeah I get *some* working by just going to ST Low and disabling Cache, but
> was just curious if there was a degrade util that would do more, like
> disable TT Ram, hacks to make game think it was a ST, slowing down system.
> etc.

Well you can disable TT ram but that's about it. Although the Falcon is
a sort of "super ST", the TT was really intended to break with all
legacy and be only compatible at OS level (the world would have been a
better place if the same was done with PCs), which means ST software
will run if cleanly written. Which as you know, games aren't. :) And I
think the hardware is too fundamentally different to emulate an ST
(unless you do a full software emulation for which a TT wouldn't be fast
enough, rather than too fast). :)

> On my Amiga I have such tools that allow even my Amiga 4000 with a
> 68060 CPU to degrade and run old Amiga 500 games! :) If this works then
> surely I should be able to get ST games running on a lowly TT030 ;)

Well for the Falcon there is such a program (called "Backward"), but I
never heard of such a thing for the TT. So I'm afraid it's not possible.
On the Atari-Midi mailinglist there are also people trying to run old
esotheric midi apps for the ST on the TT, and as with games there are
these hardware-hacking-programs that simply won't run, I haven't read
about a solution there either.

Then again, I see STs for sale on fleemarkets for 1 euro, so why emulate
when you can get the real thing. :)

Maurits.

7446. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 11:03:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0311130259330.5335-100000@onyx.spiritone.com>
Source record: 22777
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7447. ADV: Atari Thank You Gift!

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 11:07:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0311130303420.5335-100000@onyx.spiritone.com>
Source record: 22778
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

OK, I'm keeping this short. For Thanksgiving, I have a Thank You Gift for my Customers! Find out about it at the Link below or call (503)256-9974!! http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs! http://www.aracnet.com/~atari/maillist.htm Add yourself to my list. http://www.aracnet.com/~atari/shipping.htm How I can save you Money! http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7448. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 11:13:56 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0311130310370.5335-100000@onyx.spiritone.com>
Source record: 22779
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

How come when I say the same thing, someone tries to Rip me a new one??

===Ben===

On Tue, 15 Jul 2003, Tim wrote:

> I am sick of ID10Ts on eBay. People trying to scam every cent off their
> vintage gear. I am glad there are still Atari dealers where I can spend
> decent money on quality gear at a fair price. One thing I hate is when
> people sell their crap for more than you can get it at the dealers!
> Especially with an opening bid! It's one thing to start the bid low and see
> where it ends...
>
> Unbelievable!!!
>
> Tim

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7449. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 13:31:55 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0311130531.2f4e76b4@posting.google.com>
Source record: 22780
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0311130310370.5335-100000@onyx.spiritone.com>...
> How come when I say the same thing, someone tries to Rip me a new one??
>
> ===Ben===
>
> On Tue, 15 Jul 2003, Tim wrote:
>
> > I am sick of ID10Ts on eBay. People trying to scam every cent off their
> > vintage gear. I am glad there are still Atari dealers where I can spend
> > decent money on quality gear at a fair price. One thing I hate is when
> > people sell their crap for more than you can get it at the dealers!
> > Especially with an opening bid! It's one thing to start the bid low and see
> > where it ends...
> >
> > Unbelievable!!!
> >
> > Tim
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

You know, the argument _can_ be turned around:
"Why should I spend so much for an Atari from a Dealer when I can get
the same system (with extras that the auctioner doesn't realize are
rare) for 1/2 or 1/3 the price?"

The _answer_ should be obvious. Customer Service. When you get
something on eBay, you are usually stuck with it. Unless it is totally
broken, when you _might_ get your money back. Maybe.
However, the truth is that in todays world, customer service is
lacking. If you want to be the customer's choice, you need to provide
excellent and _consistent_ customer service. It is this reason I
believe some computer users would rather deal with eBay than dealers,
because some dealers are just rotten.

This has been really evident in the TI community, where dealers have
walked off with the $$$ without sending the product _many_ times.

Ben

7450. Re: Degrader for TT?

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 16:00:56 UTC
From: Andreas Schwab <schwab@suse.de>
Message-ID: <je1xsc45s7.fsf@sykes.suse.de>
Source record: 22781

Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov> writes:

> Tim wrote:
>
>
>> Yeah I get *some* working by just going to ST Low and disabling Cache, but
>> was just curious if there was a degrade util that would do more, like
>> disable TT Ram, hacks to make game think it was a ST, slowing down system.
>> etc.
>
> Well you can disable TT ram but that's about it. Although the Falcon is a
> sort of "super ST", the TT was really intended to break with all legacy

I don't think so. The TT still has basically all the same hardware
components as the ST.

Andreas.

--
Andreas Schwab, SuSE Labs, schwab@suse.de
SuSE Linux AG, Deutschherrnstr. 15-19, D-90429 Nï¿½rnberg
Key fingerprint = 58CA 54C7 6D53 942B 1756 01D3 44D5 214B 8276 4ED5
"And now for something completely different."

7451. Re: Degrader for TT?

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 16:36:44 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bp0c44cfq1@reader10.wxs.nl>
Source record: 22782

Andreas Schwab wrote:

> I don't think so. The TT still has basically all the same hardware
> components as the ST.

When counting chips the majority is the same, but still the whole system is a redesign; the fact that it's fully 32 bit is the best proof of this. Originally it wasn't even meant to run TOS. Fortunately they changed their mind on not shipping it with TOS roms by default. :)

And although the Falcon has less hardware in common with the ST, it is more ST-compatible, including 16-bit bottlenecks.

Maurits.

7452. STEEM & protected software

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 16:38:37 UTC
From: Larry@unicode.com
Message-ID: <4bdbad34.0311130838.4fd8d365@posting.google.com>
Source record: 22783
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I keep seeing postings about STEEM and how well it works to run ST software on a PC (I have: 520ST, 2x1040ST, Mega ST2, TT030, Falcon, and Winblows XP on a dual P-III@1.2Ghz) but I don't see how you run dongle protected (Steinberg, Sonus) or funky diskette protected (Dr. T's, Hybrid Arts, ...) software with it. Also, how do you supply it with the Atari ROM images? I have considered trying it, but most of what I want to use it for is MIDI sequencing and that is mostly dongle protected software.

Larry

7453. Atari ST <--> PC via Zip/SyQuest (again...)

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 17:03:17 UTC
From: Larry@unicode.com
Message-ID: <4bdbad34.0311130903.34660842@posting.google.com>
Source record: 22784
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've searched and seen enough answers and teasers to be going crazy on this one. I have SyQuest 44/88/200, Zip 100, SyQuest 135, and Syquest 230 drives enough to put at least one on every system that I have. (I am most interested in the Zip as the SCSI on my Falcon does not seem to work and I have an IDE Zip on it.) I have TOS versions from 1.02 through 4.04 (depending on the Atari system {ST's/Mega ST, TT030, Falcon}) as well as Windows 98se and XP Professional. I need to be able to move data between the Atari's and the PC's using one or more of these removeable media drives. I realize that there are significant partition size limitations on the older versions of TOS. But I have not been able to put the proper combination of settings tegether to get any of the media to move between TOS and Windows! I am using HDDriver 8.11 on the TOS systems (I've bought 4 copies!) and am using ICD AdSCSI, ICD Link, and Atari SCSI interfaces on the Atari's (again, depending on the system). All of the Windows systems have some form of Adaptec controller (some are embedded on the motherboard, some are on PCI or ISA cards). Please Help!!! What is the magic combination to get this to work? Where should I partition and format the media? What settings make things happy (I have tried partitioning with HDDriver and the TOS/Windows compatability mode set). Thanks for reading/responding/helping!!
Frustrated (Larry)

7454. Re: Degrader for TT?

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 17:21:54 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vr7fdk8u7jvsab@corp.supernews.com>
Source record: 22785

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message news:bovgeu$s1c$1@reader10.wxs.nl...
> Tim wrote:
>
>
> > Yeah I get *some* working by just going to ST Low and disabling Cache, but
> > was just curious if there was a degrade util that would do more, like
> > disable TT Ram, hacks to make game think it was a ST, slowing down system.
> > etc.

I have been doing some expiramentation. I went through all my game disks, and copied all the ones that were 1 filed or that were able to be copied to a directory. If I set the rez to ST Low and disable Cache I can run most! I might also have to reboot and hold down CTRL and run them from there. I have been able to get games like Rick Dangerous, Terrys Big Adv, Gold Runner, Mission Genocide, Jupiter Probe, Xenon, Better Dead than Alien, Push Over, Battle Chess, almost all Atari games like Joust, Starraiders, Moon Patrol, Breakout. All Sierra games work too, but I have to restart and boot with nothing loaded. Some disk only games seem to work too. I think the main issue is the TT Ram and CPU. I believe if there was a util we could get a lot more to run.

> Well you can disable TT ram but that's about it. Although the Falcon is
> a sort of "super ST", the TT was really intended to break with all
> legacy and be only compatible at OS level (the world would have been a
> better place if the same was done with PCs), which means ST software
> will run if cleanly written. Which as you know, games aren't. :) And I
> think the hardware is too fundamentally different to emulate an ST
> (unless you do a full software emulation for which a TT wouldn't be fast
> enough, rather than too fast). :)
>
> Then again, I see STs for sale on fleemarkets for 1 euro, so why emulate
> when you can get the real thing. :)

Well I already own 520STs, 1040STs and a Falcon, but currectly have my TT set up and my son wants to play games, thats why I have been playing around with it. But I can understand why most don't bother as the TT was meant for real work ;)

Tim

> Maurits.
>

7455. MACE

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 21:45:29 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3fb3fb7a@news.alphalink.com.au>
Source record: 22786

MACE (Melb Atari Comp Enth) is having its monthly meeting this Sunday 16th November..starts at about 10.15am...at Melb PC Groups' HQ, Dorcas St Sth Melbourne

see ya there

gra

7456. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 23:02:11 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3fb40d6d$0$13269$626a54ce@news.free.fr>
Source record: 22787

REMOVE ALL CLOCK PATCH on U63 !
YES I know it is invers of what is explain in the fitting doc !

So, again, REMOVE the 74Fxx and get a 33 ohms on R216, R221 & R222.

If the problem stills :
Use ABE5L & SDR5E (new = replaces 5D) !
Normally you don't need 5L for 20 MHz bus...but your St-ram is so bad...

Regards

"Mark D" <mducksub@removenoaspam.atari-source.com> a ï¿½crit dans le message
de news: pan.2003.11.13.03.09.59.795150@removenoaspam.atari-source.com...
> Guys,
>
> As you've probably realized, I'm very forgetful. I might have posted
> about this already - maybe not.
>
> Here are problems I am having.
>
> 1. At 20MHz falcon bus system locks after approx 24 hours or so.
> 2. At 16MHz the system will run eternally however on running complex or
> long operations such as a long gcc compile strange things will happen like
> internal compiler errors or such - not good.
> 3. Upon pressing a key on the keyboard and repeating a couple times it
> will freeze N.AES. The mouse will still work but the AES will not respond
> to clicks or keypresses. Switching to a vconsole will work fine.
>
> Info:
>
> I am using a crappy st-ram card. Rodolphe has already said I need to
> replace it before he offers more help - I don't have the money right now.
> I have an Atari 1 meg board but 1 meg isn't enough ram for me to test
> anything in. I can't get the system to run at all with only 1 meg st-ram.
>
> I have the falcon clock buffer mod installed as per instructions from
> email from Rodolphe. This buffer mod was needed to get my CT60 to work AT
> ALL even in 16MHz mode. Without the buffer mod my Falcon will run fine in
> 030 mode and not even boot in 060 mode@16MHz. Will not run in 20MHz mode
> in 060 mode or no. With the clock buffer mod resoldered per instructions
> the falcon works in all 4 combinations, however it has the stability
> issues.
>
> I am using SDR-5D and ABE-5K, TOS .99e
>

> I have cut the pin to activate the PLL driver of whatever, but the
> component is so small I am having trouble ensuring the cut is clean. Any
> way to test to ensure I cut properly?
>
> I have soldered the resistor necessary for in-falcon abe/sdr updates.
>
> Things I've tried:
>
> Using ABE-5L in combination with my clock buffer mod @ 16MHz and also at
> 20MHz. No help.
>
> Disabling SD-RAM fast ram - no help.
>
> Next step is to attempt booting in plain 030 16MHz mode and see if these
> problems are around, but after using Aranym and 060 mode so long I'm
> deathly afraid of the slow original speed ;-)
>
> Any suggestions or sale offers of original 4 meg atari falcon boards?
> Also 14 meg known working board too. I can pay up to $50 for a
> populated board after 4 weeks passes from now.
>
> Thanks,
> Mark
> http://portal.atari-source.com
>

7457. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 23:25:32 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <lnUsb.1307$rV.779@bignews5.bellsouth.net>
Source record: 22788

> By the way, does anyone have Best's phone # &/or a web address?

http://www.best-electronics-ca.com

7458. Re: Atari ST <--> PC via Zip/SyQuest (again...)

Newsgroup: comp.sys.atari.st
Date: 2003-11-13 23:51:20 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <QSUsb.1466$rV.1169@bignews5.bellsouth.net>
Source record: 22789
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

You should be okay with any TOS, as even TOS 1.00 can support partitions up to 256meg (BGM type usually). So...here's the routine.

Pick any Atari that you can get a ZIP drive properly connected with. Alot of those older ASCI/SCSI hosts you've mentioned aren't going to be happy with a ZIP drive unless you can get 5v on pin 25 (known as Termination Power). The easiest way to get this 5v online is to put some SCSI device on the bus that can be jumpered to send term power to bus. Another way to get it there, if not already, is to grab 5v from an alternate source and run it through a diode to pin 25 on the ribbon cable.

Also...I've heard that some SCSI Zip disk models need a host that works with parity, and that there is no way to disable parity on such drives. If this is the case...you'll either have to replace your HOST, or build in a Parity generator to the host you have. Adding parity to alot of the older SCSI hosts for the Atari ASCI port involves a 60 cent chip, and about 16 or so solder points.

Once you've got a Zip properly connected....
Oh, the EZ Flyer should work without doubt...it's got enough jumpers and stuff to ensure it's parity is disabled and that the unit can get TERM power from itself or from the bus...etc...

Boot everything up. If HDDriver doesn't auto boot from your hard disk...then run the disk driver from a floppy. Hopefully you'll see your Zip drive register at boot time. Next run HDUTIL.PRG from your HDDriver package. Go to the Partition option in the drop down menus. Select TOS/DOS compatability mode. Configure things so you have ONE and only ONE partition for the entire removeable media. Click ok. HDDriver will partition the Disk, and you should be set to go with a disk that will work with both TOS and DOS/Windows systems.

Another alternative is to use BIGDOS, which will let your TOS systems access pure DOS partitions.

I'm not real clear on how DOS disks work with various versions of HDDriver. I know at one time you had to be running either BIGDOS or MagiC to take advantage of some HDDriver extras. I'm thinking that with Version 8 onward, you no longer need BIGDOS or MagiC for the TOS/DOS partitioned disks...check your manual is the best advice I can offer there.

I know I've used the TOS/DOS compatability mode several times and never had to install BIGDOS, but I also was using MagiC 6.01 (which also supports the VFAT long names).

Hope this helps,
Brian

7459. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-11-14 03:14:17 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.11.14.03.14.17.576036@removenoaspam.atari-source.com>
Source record: 22790
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 13 Nov 2003 03:13:56 -0800, Bravo Sierra Computers wrote:

> How come when I say the same thing, someone tries to Rip me a new one??
>
> ===Ben===
>

Ben,

Don't worry. If you followed the thread completely, this guy DID get
ripped a new one ;-)

Mark
http://portal.atari-source.com

We're equal opportunity rear end surgeons.

7460. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-14 04:11:45 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.11.14.04.11.45.273393@removenoaspam.atari-source.com>
Source record: 22791

On Fri, 14 Nov 2003 00:02:11 +0100, Rodolphe Czuba wrote:

> REMOVE ALL CLOCK PATCH on U63 !
> YES I know it is invers of what is explain in the fitting doc !
>
> So, again, REMOVE the 74Fxx and get a 33 ohms on R216, R221 & R222.
>
> If the problem stills :
> Use ABE5L & SDR5E (new = replaces 5D) !
> Normally you don't need 5L for 20 MHz bus...but your St-ram is so bad...
>
> Regards
>
>
>
>

Rodolphe,

Interesting notes:

I figured out how to test with atari 1 meg board.

1 meg board with fastram and CT60 - same problem
14 meg board 030 mode with or without fast ram - same problem

SO okay.. Maybe the clock patch you told me to do is not working with my machine, but without that clock patch the system wouldn't even boot in 060 mode! I wouldn't even get a display. So I'm a little afraid to send my falcon under the knife (soldering iron) for possibly no results.

I don't know if you remember but my falcon wouldn't boot after 20MHz modifications. So you had me add clock patch according to directions you had (different than original c-lab clock patch). This got things working again! So perhaps NOW that I have a jtag cable and can install ABE-5L before removing the patch, maybe things will work.. Who knows. Now that I have more than one memory card maybe it will boot on only one of them and not my crappy 14 meg. I have test options now.

Okay, So I will go through with removing my clock patch. Odds are in my favor that I'll get a workable combination out of it. Hopefully my kitty didn't eat those resistors.

So this is what I'm doing.

1. testing software combinations. I'm going to try compiles on mint with just bash loaded.. no vconsoles, no nothing. My testing is not complete

as I've had lovely power failures due to 65+MPH gusts of wind.

2. I've got an atari 4 meg board coming. I will do some tests with that, but now I suspect that my gcc crashes have nothing to do (somehow) with st-ram.

My main suspects are what rodolphe suggests, clock patch or incompatible software. I'm working on getting my mint to boot up in protected mode as well as disabling vconsoles and trying to ruggedize my system a bit more to make sure everything is "standard" and "accepted" software.

But strange... I have these problems in 030 mode. Maybe eventually I might have to accept that my falcon is defective. We'll see. That will be unfortunate but as someone told me once, C-lab used atari reject boards possibly. Especially if I can't get a workable combination in 030 mode...

I'm strangely suspicious now of badly behaving software somewhere. We'll see.

Thanks for all the help so far!
Mark
http://portal.atari-source.com

7461. Re: Atari ST <--> PC via Zip/SyQuest (again...)

Newsgroup: comp.sys.atari.st
Date: 2003-11-14 04:47:48 UTC
From: Larry@unicode.com
Message-ID: <4bdbad34.0311132047.6dc52a60@posting.google.com>
Source record: 22792
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:<QSUsb.1466$rV.1169@bignews5.bellsouth.net>...
> You should be okay with any TOS, as even TOS 1.00 can support partitions up to
> 256meg (BGM type usually). So...here's the routine.
>
> Pick any Atari that you can get a ZIP drive properly connected with. Alot of
> those older ASCI/SCSI hosts you've mentioned aren't going to be happy with a
> ZIP drive unless you can get 5v on pin 25 (known as Termination Power). The
> easiest way to get this 5v online is to put some SCSI device on the bus that can
> be jumpered to send term power to bus. Another way to get it there, if not
> already, is to grab 5v from an alternate source and run it through a diode to
> pin 25 on the ribbon cable.

I'm familiar with SCSI (I've been working with Xenix/Unix/Linux
servers for years as the h/w tech, and they have all been SCSI
based...). I have the Zip drive, a SyQuest 44/88/200 drive, a 2Gb DAT
drive, a CD-Rom drive, and a 300Mb CDC fixed drive in a cabinet that I
hook to the Atari's/PC at the moment. I am sure that I have power on
pin 25 (I've checked with a VOM to be sure).

>
> Also...I've heard that some SCSI Zip disk models need a host that works with
> parity, and that there is no way to disable parity on such drives. If this is
> the case...you'll either have to replace your HOST, or build in a Parity
> generator to the host you have. Adding parity to alot of the older SCSI hosts
> for the Atari ASCI port involves a 60 cent chip, and about 16 or so solder
> points.
>

I have figured out the parity issue, and found a schematic for adding
the parity generator chip you are referring to onto a Link for AdSCSI
interface. At the moment I'm using the TT030 as it seems to generate
parity and makes all the drives happy. I plan to order several of the
chips so that I have spares.

> Once you've got a Zip properly connected....
> Oh, the EZ Flyer should work without doubt...it's got enough jumpers and stuff
> to ensure it's parity is disabled and that the unit can get TERM power from
> itself or from the bus...etc...
>
> Boot everything up. If HDDriver doesn't auto boot from your hard disk...then
> run the disk driver from a floppy. Hopefully you'll see your Zip drive register
> at boot time. Next run HDUTIL.PRG from your HDDriver package. Go to the
> Partition option in the drop down menus. Select TOS/DOS compatability mode.

> Configure things so you have ONE and only ONE partition for the entire
> removeable media. Click ok. HDDriver will partition the Disk, and you should
> be set to go with a disk that will work with both TOS and DOS/Windows systems.
>

I'll go back through this again then. HDUTIL does see the Zip drive
and will partition it. But them Winblows won't see it! I've even
tried to examine the partition table using the fdisk under Linus, and
partitioning and Dos formatting a Zip under LInux, still no-go. I
will try again and be VERY careful to be sure that I get it clean this
time.

> Another alternative is to use BIGDOS, which will let your TOS systems access
> pure DOS partitions.
>

I've seen several articles mention BIGDOS, but so far I have not found
much data or a source for it. Do you know where I can download it or
buy it?

> I'm not real clear on how DOS disks work with various versions of HDDriver. I
> know at one time you had to be running either BIGDOS or MagiC to take advantage
> of some HDDriver extras. I'm thinking that with Version 8 onward, you no longer
> need BIGDOS or MagiC for the TOS/DOS partitioned disks...check your manual is
> the best advice I can offer there.
>

The version 8 HDDriver manual is vague on this, and the TOS/DOS
compatability option in HDUTIL indicates that the ZIP will not be TOS
compatible when set to a single partition. Maybe I sould send and
e-mail to Uwe I still can't get this running. I'm also going to
re-try using the SyQuest with a 44Mb disk as that is certainly small
enough to make every one happy!

> I know I've used the TOS/DOS compatability mode several times and never had to
> install BIGDOS, but I also was using MagiC 6.01 (which also supports the VFAT
> long names).
>
> Hope this helps,
> Brian

I've also seen some data on MagiC, but have had no luck finding much
information about it in english. Do you know where I can get data on
MagiC that is in english? Maybe it is an alternative I can use.

Thanks for the time to reply. The various comp.sys.atari groups have
been great as I get back into these systems. I did not realize how
much I had forgotten and how sophisticated the later Atari hardware
had gotten as the price of the new hardware exceeded my ability to
purchase it. Now I'm getting all the good stuff on eBay and if has
been a lot of fun!

I really want to thank all of the posters to these groups for their feedback and assistance!

Larry

7462. Re: Atari ST <--> PC via Zip/SyQuest (again...)

Newsgroup: comp.sys.atari.st
Date: 2003-11-14 06:46:30 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bp1tsnisf1@reader10.wxs.nl>
Source record: 22793
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

I read you have the parity schematics. Can you give me an URL where I can find this parity add. I think it will go with a TTL 74ls280 chip? On my Atari 8bit system I have build a few parity generators with that TTL.

I would like to make one for my ST too.

Thanks
Marius

"Larry T." <Larry@unicode.com> schreef in bericht news:4bdbad34.0311132047.6dc52a60@posting.google.com...
> "Brian Roland" <BJRoland@bellsouth.net> wrote in message news:<QSUsb.1466$rV.1169@bignews5.bellsouth.net>...
> > You should be okay with any TOS, as even TOS 1.00 can support partitions up to
> > 256meg (BGM type usually). So...here's the routine.
> >
> > Pick any Atari that you can get a ZIP drive properly connected with. Alot of
> > those older ASCI/SCSI hosts you've mentioned aren't going to be happy with a
> > ZIP drive unless you can get 5v on pin 25 (known as Termination Power). The
> > easiest way to get this 5v online is to put some SCSI device on the bus that can
> > be jumpered to send term power to bus. Another way to get it there, if not
> > already, is to grab 5v from an alternate source and run it through a diode to
> > pin 25 on the ribbon cable.
>
> I'm familiar with SCSI (I've been working with Xenix/Unix/Linux
> servers for years as the h/w tech, and they have all been SCSI
> based...). I have the Zip drive, a SyQuest 44/88/200 drive, a 2Gb DAT
> drive, a CD-Rom drive, and a 300Mb CDC fixed drive in a cabinet that I
> hook to the Atari's/PC at the moment. I am sure that I have power on
> pin 25 (I've checked with a VOM to be sure).
>
> >
> > Also...I've heard that some SCSI Zip disk models need a host that works with
> > parity, and that there is no way to disable parity on such drives. If

this is
> > the case...you'll either have to replace your HOST, or build in a Parity
> > generator to the host you have. Adding parity to alot of the older SCSI
hosts
> > for the Atari ASCI port involves a 60 cent chip, and about 16 or so
solder
> > points.
> >
>
> I have figured out the parity issue, and found a schematic for adding
> the parity generator chip you are referring to onto a Link for AdSCSI
> interface. At the moment I'm using the TT030 as it seems to generate
> parity and makes all the drives happy. I plan to order several of the
> chips so that I have spares.
>
> > Once you've got a Zip properly connected....
> > Oh, the EZ Flyer should work without doubt...it's got enough jumpers and
stuff
> > to ensure it's parity is disabled and that the unit can get TERM power
from
> > itself or from the bus...etc...
> >
> > Boot everything up. If HDDriver doesn't auto boot from your hard
disk...then
> > run the disk driver from a floppy. Hopefully you'll see your Zip drive
register
> > at boot time. Next run HDUTIL.PRG from your HDDriver package. Go to
the
> > Partition option in the drop down menus. Select TOS/DOS compatability
mode.
> > Configure things so you have ONE and only ONE partition for the entire
> > removeable media. Click ok. HDDriver will partition the Disk, and you
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systems.
> >
>
> I'll go back through this again then. HDUTIL does see the Zip drive
> and will partition it. But them Winblows won't see it! I've even
> tried to examine the partition table using the fdisk under Linus, and
> partitioning and Dos formatting a Zip under LInux, still no-go. I
> will try again and be VERY careful to be sure that I get it clean this
> time.
>
> > Another alternative is to use BIGDOS, which will let your TOS systems
access
> > pure DOS partitions.
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> I've seen several articles mention BIGDOS, but so far I have not found

> much data or a source for it. Do you know where I can download it or
> buy it?
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> > I'm not real clear on how DOS disks work with various versions of
HDDriver. I
> > know at one time you had to be running either BIGDOS or MagiC to take
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> > need BIGDOS or MagiC for the TOS/DOS partitioned disks...check your
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> e-mail to Uwe I still can't get this running. I'm also going to
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> enough to make every one happy!
>
> > I know I've used the TOS/DOS compatability mode several times and never
had to
> > install BIGDOS, but I also was using MagiC 6.01 (which also supports the
VFAT
> > long names).
> >
> > Hope this helps,
> > Brian
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> information about it in english. Do you know where I can get data on
> MagiC that is in english? Maybe it is an alternative I can use.
>
> Thanks for the time to reply. The various comp.sys.atari groups have
> been great as I get back into these systems. I did not realize how
> much I had forgotten and how sophisticated the later Atari hardware
> had gotten as the price of the new hardware exceeded my ability to
> purchase it. Now I'm getting all the good stuff on eBay and if has
> been a lot of fun!
>
> I really want to thank all of the posters to these groups for their
> feedback and assistance!
>
> Larry

7463. Re: Replace SCSI? cqout

Newsgroup: comp.sys.atari.st
Date: 2003-11-14 07:33:54 UTC
From: john n oakes <doyene@zetnet.co.uk>
Message-ID: <3FB48562.3010201@zetnet.co.uk>
Source record: 22794

Hi All.
Sorry I was a bit vague with my description of cqout. It it a
online auction called www.cqout.com.
You have to register, that by the by. the company I dealt with was
Liquidation stock via cqout and they had 37 4gb
scsi 50 pin hardrives in stock. They were 10 pound per item at the time.
I bought two and they work fine. Sorry for
being vague but when you do nightshift the is the first to go to sleep.
I hope this help a bit.

regards john

7464. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-11-14 07:56:18 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <kO-dnY8D8LU_FymiRVn-hA@comcast.com>
Source record: 22795
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

In article <Pine.LNX.4.44.0311130259330.5335-100000@onyx.spiritone.com>,
Bravo Sierra Computers <atari@aracnet.com> wrote:
>To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
>http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Oh geez. Where is some of your witty crap like "Ben's Fall Into Fall
Spectacular". Gone missing, I see. Buggar that y usted.

--
0--0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0--0

7465. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-14 09:44:51 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <nu1tb.801$Re.774260@newshog.newsread.com>
Source record: 22646

On 13 Nov 2003 17:25:32 , "Brian Roland" wrote:
>> By the way, does anyone have Best's phone # &/or a web address?
>
>http://www.best-electronics-ca.com
>.

thanks

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7466. Re: Replace SCSI? cqout

Newsgroup: comp.sys.atari.st
Date: 2003-11-14 09:47:03 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <rw1tb.802$Re.774087@newshog.newsread.com>
Source record: 22647

On 14 Nov 2003 07:33:54 , john n oakes wrote:
>Hi All.
> Sorry I was a bit vague with my description of cqout. It it a
>online auction called www.cqout.com.
>You have to register, that by the by. the company I dealt with was
>Liquidation stock via cqout and they had 37 4gb
>scsi 50 pin hardrives in stock. They were 10 pound per item at the time.
>I bought two and they work fine. Sorry for
>being vague but when you do nightshift the is the first to go to sleep.
>I hope this help a bit.
>
>regards john

no problem! Thanks for explaining.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7467. Atari software on ftp

Newsgroup: comp.sys.atari.st
Date: 2003-11-14 11:43:56 UTC
From: Marcin Marski <marski@o2.pl>
Message-ID: <bp2f8unng1@inews.gazeta.pl>
Source record: 22648

Hello!
Greetings from Poland!

Me and my friend CoSTa/marsmellow have decided to run ftp dedicated to
Atari fans.

so:

ftp.net-partner.pl
user: anonymous
pass: your email

have fun !!

--
MarcinM

PS. If someone want contact with me: "marcinm "at" net-partner.pl"

7468. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-11-14 18:02:15 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vra6583im1bn5c@corp.supernews.com>
Source record: 22649
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.11.14.03.14.17.576036@removenoaspam.atari-source.com...
> On Thu, 13 Nov 2003 03:13:56 -0800, Bravo Sierra Computers wrote:
>
> > How come when I say the same thing, someone tries to Rip me a new one??
> >
> > ===Ben===
> >
>
> Ben,
>
> Don't worry. If you followed the thread completely, this guy DID get
> ripped a new one ;-)
>

No I didn't. You must of had a silicon wet dream. LOL

Are you one of those Idiots who bids on overpriced crap? Probably... ;)

Tim

7469. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-11-14 18:29:51 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vra7p12p10lgba@corp.supernews.com>
Source record: 22650
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
"Ben Yates" <anoneds@netscape.net> wrote in message
news:8c160850.0311130531.2f4e76b4@posting.google.com...
> Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0311130310370.5335-100000@onyx.spiritone.com>...
> > How come when I say the same thing, someone tries to Rip me a new one??
> >
> > ===Ben===
> >
> > On Tue, 15 Jul 2003, Tim wrote:
> >
> > > I am sick of ID10Ts on eBay. People trying to scam every cent off
their
> > > vintage gear. I am glad there are still Atari dealers where I can
spend
> > > decent money on quality gear at a fair price. One thing I hate is
when
> > > people sell their crap for more than you can get it at the dealers!
> > > Especially with an opening bid! It's one thing to start the bid low
and see
> > > where it ends...
> > >
> > > Unbelievable!!!
> > >
> > > Tim
> >
> > Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> > Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
or at
> > http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> > Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>
>
> You know, the argument _can_ be turned around:
> "Why should I spend so much for an Atari from a Dealer when I can get
> the same system (with extras that the auctioner doesn't realize are
> rare) for 1/2 or 1/3 the price?"
>
```

That can be true. But most dealers especially for Atari stuff are real good. They are professional, have quality goods, and many are NOS. I just bought a new case and keyboard from Best Electronics for my TT. Paid a pretty penny but it was worth it. It was hassel free, I used my credit card, and it a few days it was on my doorstep. I could of saved a few bucks if I found one in "mint" condition on eBay, but why bother? I am tired of half hearted cleaned up units, or even worse all grimy and yellowed! I would of ended up paying 3/4 or more the price I already paid, as people love to overbid on there. My point on my original thread is it is outrageously annoying when someone lists an item for almost the same price I can get it from Best or MyAtari. Why would I bid on that item on eBay when I can get it from a real Dealer? Heck I don't know about you, but if I wanted a new 130XE I would rather get it from the dealer for $150.00 than $75.00 on eBay. Thats just me. I can get support if something is wrong, where on eBay it is "sold as is" Just recently a 130XE sold for $132 or so dollars, it was listed as NEW, and it was from a reputable seller, but for $18 more I could of got it from MyAtari.

Tim

7470. Gemulator2000 and Aranym questions

Newsgroup: comp.sys.atari.st
Date: 2003-11-14 21:41:31 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fb54bfc228b190@tripnet.se>
Source record: 22652

Has anyone got the latest Gemulator version to boot from a disk image?

I have tried everything(?) I can think of (including HDDRIVER!) but sofar the only solution I have found is to run AHDI.PRG from floppy. As floppy access is very slow in "Atari disk mode" this is not a usable setup.

The downloadable diskimages in gem2000x.zip from http://www.emulators.com/ works (but not bootable) but if I try to create a diskimage file with the builtin function (Tools - Create unformatted...) the result is 4 bombs if try to boot with it "mounted".

As it says "unformatted" I tried to format it with HDX but this only gives errors within HDX.PRG . Strange...

I am using an older version (dated 1/1-2001) booting from diskimages with great success. The version available for download now (dated 20/4-2001) however does not want to cooperate.

The host system runs Windows 2000 both at home and at work. At work I use Gemulator to run a rather important TSP (actually "Delivery and Pickup") application that really benefits from higher cpu speeds compared to my TT...

I've been thinking of Aranym (have it running under Debian at home) but it must be able to run under Win2000 at work without too much hazzle and as fast as possible. Which is faster for standard monochrome GEM apps, Araym or Gemulator?

Printing is a must and networking would be fun... Does this work correctly with Aranym under Win2000?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7471. Re: Atari ST <--> PC via Zip/SyQuest (again...)

Newsgroup: comp.sys.atari.st
Date: 2003-11-14 22:40:09 UTC
From: Larry@unicode.com
Message-ID: <4bdbad34.0311141440.299e30ab@posting.google.com>
Source record: 22653
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Marius & Hester" <grover25@zonnet.nl> wrote in message
news:<bp1tsnisf1@reader10.wxs.nl>...
> Hi!
>
> I read you have the parity schematics. Can you give me an URL where I can
> find this parity add. I think it will go with a TTL 74ls280 chip? On my
> Atari 8bit system I have build a few parity generators with that TTL.
>
> I would like to make one for my ST too.
>
> Thanks
> Marius

Marius

Atari SCSI Parity Generator Schematic: http://atari.nvg.org/parity/parity_gen.html

Hope this is what you need

Larry

7472. Re: Atari ST <--> PC via Zip/SyQuest (again...)

Newsgroup: comp.sys.atari.st
Date: 2003-11-14 23:05:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bp3n46$1lq$1@thorium.cix.co.uk>
Source record: 22654
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <4bdbad34.0311130903.34660842@posting.google.com>, Larry@unicode.com said:

>I've searched and seen enough answers and teasers to be going crazy on
>this one. I have SyQuest 44/88/200, Zip 100, SyQuest 135, and Syquest
>230 drives enough to put at least one on every system that I have. (I
>am most interested in the Zip as the SCSI on my Falcon does not seem
>to work and I have an IDE Zip on it.) I have TOS versions from 1.02
>through 4.04 (depending on the Atari system {ST's/Mega ST, TT030,
>Falcon}) as well as Windows 98se and XP Professional. I need to be
>able to move data between the Atari's and the PC's using one or more
>of these removeable media drives. I realize that there are
>significant partition size limitations on the older versions of TOS.
>But I have not been able to put the proper combination of settings
>together to get any of the media to move between TOS and Windows! I
>am using HDDriver 8.11 on the TOS systems (I've bought 4 copies!) and
>am using ICD AdSCSI, ICD Link, and Atari SCSI interfaces on the
>Atari's (again, depending on the system). All of the Windows systems
>have some form of Adaptec controller (some are embedded on the
>motherboard, some are on PCI or ISA cards). Please Help!!! What is
>the magic combination to get this to work? Where should I partition
>and format the media? What settings make things happy (I have tried
>partitioning with HDDriver and the TOS/Windows compatability mode
>set). Thanks for reading/responding/helping!!
>Frustrated (Larry)

I am using a SyQuest 135 on my Falcon SCSI bus with no problems,
preferably on its own rather than in a chain. I have another one
via an Adaptec USB-SCSI converter on my son's PC. That way I can
swap carts to download on the PC and use on the Atari.

However: The cart must be formatted Atari/PC-compatible. HDDriver
8.11 will do this on your Falcon, but note that the drive can have
only /one/ partition of this type.

Regards, /Peter/

7473. cross-posting

Newsgroup: comp.sys.atari.st
Date: 2003-11-14 23:15:31 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <nmdtb.604$i24.555240@news3.news.adelphia.net>
Source record: 22655

I don't mind something off-topic now and then, but I wish people would stop cross-posting to two or three newsgroups. I like to read all of the Atari-related newsgroups, and it's a pain to see the same threads on all of them.

7474. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 04:07:06 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3fb5a66a$1@news.alphalink.com.au>
Source record: 22656

"RSE" <stuff@recycledTAKECAPSOUTsteel.co.uk> wrote in message
news:bote6l$5fc$1$8302bc10@news.demon.co.uk...
> Bad download maybe!

but what does 2 bombs mean? I've lost my list of bomb meanings

gra

>
>
> "Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
> news:BBD7CCC2.8EAC%derryck@nospam.cix.co.uk.invalid...
> > In article bosr4o$8sd$1@reader08.wxs.nl, Marius & Hester at
> > grover25@zonnet.nl wrote on 12/11/03 08:26:
> >
> > > On the internet site from Application System Heidelberg you are able
to
> > > download a demo version of the program AtrWorx. I was interested if
this
> > > program could do what I want (To convert .WMF files into .GEM or .CVG
> > > format) ... but something is going wrong.
> >
> > Artworx does indeed import WMF files, but I don't know why it won't work
> for
> > you.
> >
> > The FaST Club distributed a program called XChange which will convert
WMF
> to
> > CVG files BTW.
> >
> > --
> >
> > Cheers
> >
> > Derryck
> > ____ ____ ____
> > / __ \ / __ \ / __ \
> > / / / / / / / / / /_/ /
> > / /_/ / / /_/ / / ____/
> > /_____/ /_____/ /_/ Translations
> > derryck@cix.co.uk
> > dennis.vermeire@gmx.net
> > xlator@cix.co.uk
> > http://ddp.atari.org

> >
> >
>
>

7475. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 06:57:27 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <r7ktb.901$Ob3.913572@monger.newsread.com>
Source record: 22657

On 11 Nov 2003 14:21:11 , Derryck Croker wrote:
>In article FRTrb.549$Re.496877@newshog.newsread.com, John Garone at
>swamptaxes-NOT-@atlantic.net wrote on 10/11/03 21:57:

>> replacing the the external 1 gig Seagate in a Toad shoebox which
>> also houses a CDROM and fan. Am I right or wrong for assuming the power
>> supply for that Seagate is also in the shoebox?
>
>I'd expect so. Whip its top off and take a look :-)
>

not so easy under a pile of other external stuff (CDR/W, older SCSI
box, printer port switch box, and more, all with a bunch of intertwined
cables :) but I'll get at it and next time it will be a breeze getting to
the SCSI to replace it :)
I have some stuff ordered from Wizztronics and Best and if all goes well
I'll have both a new SCSI (better suited for Cubase....something about the
new drive not having temperature compensation) and an IDE which I pulled
from a PC. I'm not sure the latter will work or if it's any good in the
first place but I'll have the adaptor cable for the future!

>>> If your Falcon didn't have a drive installed from the factory then you will
>>> have to get that stuff secondhand or maybe from Best.
>>>
>>
>> maby it was at extra cost in a C-LAB ?
>
>I don't know.
>
>If you stick an IDE drive in you'll find that it's faster than SCSI BTW.
>

see above

thanks,
John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7476. Re: SCSI copying problems!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 08:09:35 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <Leltb.9093$rV.4752@bignews5.bellsouth.net>
Source record: 22658

"Carey Christenson" <falcon060@adelphia.net> wrote in message
news:1068491046-183305AEicMi@adelphia.net...
> Anyone with a CT60,
> Just wondering if anyone else has experienced
> copying problems while attempting to backup files from
> IDE to SCSI hard drive with a CT60 in 060 mode??? All
> seems to work fine while in 030 mode. My falcon at
> the present time is a stock 16 mhz. If so what has
> anyone done to rememdy this type of problem??? I can
> burn CD's on the SCSI chain and play various music
> type files from CD-Rom drive and CD-Burner. But when
> I try to straight copy those files from either optical
> drive which are on the SCSI chain to my IDE's or SCSI
> hard drive it locks up the computer!!!! Anyone
> experience this type of trouble with there CT60???

Has this Falcon had the SCSI clock patch, also commonly known as the CuBase Audio patch?

I dunno about the CT60, but with the CT2B, there are a few SCSI timings one can choose built into the board. In this board's case...you scratch out the default tracer and jumper a different set of pads to get the alternate timings. Read all your docs VERY carefully. Centek does a very good job of documenting every known quirk, but not the best job in the world of organizing documentation where it's easy to find things. Read it ALL carefully, otherwise you're bound to miss something.

It could be that the IDE is just so much faster than the SCSI bus can write to these devices. Try bigger caches, which should allow for a little 'bigger bottle'...as data streams out the SCSI bus much slower than it's dumping in.

Brian

7477. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 10:09:09 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBDBA785.90B6%derryck@nospam.cix.co.uk.invalid>
Source record: 22661

In article r7ktb.901$Ob3.913572@monger.newsread.com, John Garone at swamptaxes-NOT-@atlantic.net wrote on 15/11/03 06:57:

>>> replacing the the external 1 gig Seagate in a Toad shoebox which
>>> also houses a CDROM and fan. Am I right or wrong for assuming the power
>>> supply for that Seagate is also in the shoebox?
>>
>> I'd expect so. Whip its top off and take a look :-)
>>
>
> not so easy under a pile of other external stuff (CDR/W, older SCSI
> box, printer port switch box, and more, all with a bunch of intertwined
> cables :) but I'll get at it and next time it will be a breeze getting to

I dunno what it is about cables, they seem to tangle themselves together with no help from me :-)

More helpfully, if you see a mains lead plugged into the back of your Toad then you'll have your answer. One supply inside the box will power all the devices therein, so if you want to take one out and use it somewhere else then you'll have to make the appropriate arrangements.

> I have some stuff ordered from Wizztronics and Best and if all goes well
> I'll have both a new SCSI (better suited for Cubase....something about the
> new drive not having temperature compensation) and an IDE which I pulled

If it isn't a 50 pin interface then you will need an adaptor.

> from a PC. I'm not sure the latter will work or if it's any good in the
> first place but I'll have the adaptor cable for the future!

Plug'n'play if it's 2.5", adaptor needed if not. Caution, wrong connection will fry the CPU.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk

http://ddp.atari.org

7478. ramdisk.xfs

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 10:27:06 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <_bntb.776$i24.654225@news3.news.adelphia.net>
Source record: 22663

I'd like to run a ramdisk under MagiC on my Falcon. I've read that the ramdisk.xfs extension may be the way to go. Does anyone know where I can find it?

TIA

--
Joseph D. Place
ATARI Falcon030, 1040STE, STacy4, Portfolio, 130XE, 400.

7479. Re: SCSI copying problems!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 10:36:37 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <ismtb.5587$2B6.1067829@news.siol.net>
Source record: 22659

```
>
> "Carey Christenson" <falcon060@adelphia.net> wrote in message
> news:1068491046-183305AEicMi@adelphia.net...
>> Anyone with a CT60,
>> Just wondering if anyone else has experienced
>> copying problems while attempting to backup files from
>> IDE to SCSI hard drive with a CT60 in 060 mode??? All
>> seems to work fine while in 030 mode. My falcon at
>> the present time is a stock 16 mhz. If so what has
>> anyone done to rememdy this type of problem??? I can
>> burn CD's on the SCSI chain and play various music
>> type files from CD-Rom drive and CD-Burner. But when
>> I try to straight copy those files from either optical
>> drive which are on the SCSI chain to my IDE's or SCSI
>> hard drive it locks up the computer!!!! Anyone
>> experience this type of trouble with there CT60???

That is a simptom of bad SDMA clock. It usualy not strike when u have
falcon i 16colors and non expanded res or use sdma bandwith much.. it also
can happen with sdma patch, since that patch is not curing the prob, but
only make it smaller, i have quite a lot of troubles even with MkX, and
with bigger rest (736*544 for example) its almost usleless if i need to
copy a lot. It should also happen, if u copy within the scsi, esp if
copying lotsa files...

> I dunno about the CT60, but with the CT2B, there are a few SCSI timings
> one can choose into the built board.

No such soluion on CT60. But u get SDMA fixer if u install bus
acceleration though...

Janez

P.S. note, that u may have different problem, but it smells VERY like the
sdma bug.ï¿½ï¿½
```

7480. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 10:43:12 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <tymtb.5588$2B6.1067829@news.siol.net>
Source record: 22660

Mark D wrote:

> But strange... I have these problems in 030 mode. Maybe eventually I
> might have to accept that my falcon is defective. We'll see. That will
> be unfortunate but as someone told me once, C-lab used atari reject boards
> possibly. Especially if I can't get a workable combination in 030 mode...
>
> I'm strangely suspicious now of badly behaving software somewhere. We'll
> see.

Mark, if its that same machine as the one we talk in IRC, having really really really ODD probs with graoumf stuff, etc, GET NEW ONE! Its definately buggered and u know that for ages :)

7481. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 11:01:57 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <FIntb.906$Ob3.918483@monger.newsread.com>
Source record: 22664

On 15 Nov 2003 10:09:09 , Derryck Croker wrote:
>In article r7ktb.901$Ob3.913572@monger.newsread.com, John Garone at
>swamptaxes-NOT-@atlantic.net wrote on 15/11/03 06:57:
>
>>>> replacing the the external 1 gig Seagate
SNIP
>More helpfully, if you see a mains lead plugged into the back of your Toad
>then you'll have your answer. One supply inside the box will power all the
>devices therein, so if you want to take one out and use it somewhere else
>then you'll have to make the appropriate arrangements.
>

right.

>> I have some stuff ordered from Wizztronics and Best and if all goes well
>> I'll have both a new SCSI (better suited for Cubase....something about the
>> new drive not having temperature compensation) and an IDE which I pulled
>
>If it isn't a 50 pin interface then you will need an adaptor.
>

adaptor included

>> from a PC. I'm not sure the latter will work or if it's any good in the
>> first place but I'll have the adaptor cable for the future!
>
>Plug'n'play if it's 2.5", adaptor needed if not. Caution, wrong connection
>will fry the CPU.
>

Yikes!!!

I have 2, 3.5" drives (both 40 pin with what looks like a 4 pin power
plug slot and one has an extra set of pins with a jumper). The 40 pin slot
has a notch so maby the adaptor fits the notch avoiding a bad hook-up. I
have an adaptor comming but I'm not sure if it includes a 4 pin plug.
I assume the extra 4 pins on the Falcon connector is for power so there
must be something with the adaptor that will connect to the 4 pins on the
3.5" drive (I hope :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7482. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 11:13:42 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <3%mtb.5590$2B6.1067973@news.siol.net>
Source record: 22662
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Tim wrote:

> I can get it from a real Dealer? Heck I don't know about you, but if I
> wanted a new 130XE I would rather get it from the dealer for $150.00 than
> $75.00 on eBay. Thats just me. I can get support if something is wrong,
> where on eBay it is "sold as is" Just recently a 130XE sold for $132 or
> so dollars, it was listed as NEW, and it was from a reputable seller, but
> for $18 more I could of got it from MyAtari.

I reckon u are American. And so u prolly only buy in america... BIG mistake.. U guys aee so affraid to buy overseas, so u miss better price and ppl in america use that to their advantage... Iwe got me a 130xe for 32 usd in Poland, 1050 drive for 2 beers in Slovenia, Falcon in realy MiNT condition for 40, Acorn archimedes for free in UK and so on... also a px7 from the states...

Maybe time to rethink strategie? :)

Janez

7483. Re: ET6100 on Hades

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 13:24:37 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fb5d49e16baaf6@comcast.net>
Source record: 22665

>Hi Everybody.
>I found a ET6100 vdo card on a PC before to through the PC to
>the recycle bin, even if I'm not sure a PC can be recycled.
>Anyway, the Hades boots fine until Jinnee is up. Then the screen
>is like seen with a magnifier on one eye and a binocular on the
>other one. After the mouse pointer, the pixels are puzzled.
>I saw that NetBsd if compatible with a Hades and a ET6100.
>So what do you know about the ET6100 and the Hades ? Is it
>really compatible, do I need something like an updated driver
>to use it. And is it really interesting to use it ?
>Best regards.

From what I understood, NET-BSD is compatible with the et4000 card. I have a Mach64 card and NET-BSD did not like it. Now if you have an old motherboard, you may be able to run Linux. I would go that that route. Linux ran fine on my Hades until I upgraded the motherboard.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7484. Re: how to get software

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 13:24:37 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fb5d49e16baaf7@comcast.net>
Source record: 22666

>Sadly, Atari is still rendered as dead as it was the day the
tramps, er, >Tramiels tossed it off a cliff when they went to JTS.
The transfer to Hasbro >was an utter joke and, up til recently,
ownership under Infogrames was pretty >worthless, too.
>
>The name lives on (Infogrames now *IS* Atari), but unless anyone can motive
>them to get back into making game/computer *hardware*, the "cause" is just
>dwindling farther and farther into utter obscurity.
>
>Luposian

People may say it is dead, but we know different. It is still
alive. It is just not as vibrant as it used to be.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7485. Re: SCSI copying problems!!!!

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 13:24:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fb5d49e16baaf9@comcast.net>
Source record: 22667

>Anyone with a CT60,
> Just wondering if anyone else has experienced
>copying problems while attempting to backup files from
>IDE to SCSI hard drive with a CT60 in 060 mode??? All
>seems to work fine while in 030 mode. My falcon at
>the present time is a stock 16 mhz. If so what has
>anyone done to rememdy this type of problem??? I can
>burn CD's on the SCSI chain and play various music
>type files from CD-Rom drive and CD-Burner. But when
>I try to straight copy those files from either optical
>drive which are on the SCSI chain to my IDE's or SCSI
>hard drive it locks up the computer!!!! Anyone
>experience this type of trouble with there CT60???
>
>Thanks for the info.
>Carey Christenson
>
> |||
> |||
> |||
> / | \
> / | \ High Flying Falcon 060!!!

Well as you know I have a Hades060 and have noticed similar
problems in a way. There are some programs that will crash my
computer unless I turn off the caches. Strange, but some programs
cannot run when the 060 is running at it's best.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7486. Re: SpeedoGDOS and TT030?

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 13:24:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fb5d49e16baafa@comcast.net>
Source record: 22669

>I have SpeedoGDOS and Atari Works that came with my Falcon030. I tried to
>install them on my TT030 and it installs fine. Works does work but, its
>GDOS that gives an error when Works launches. Is this not compatable with
>the TT? What version is know to work with the TT?
>
>Thanks
>Tim

It should be, but have you ever thought of getting NVDI. You may
need this upgrade to get things working better.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7487. Nasty Red Lines and Calamus SL using VDI-Print

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 13:24:39 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fb5d49e16baafb@comcast.net>
Source record: 22668

Hello,

I found out why I get those nasty red lines all over a printed page when I use Calamus SL 2002 and the VDI-Print driver. The VDI Print drive let me use NVDI printer driver under Calamus SL. In Calamus, there is an option where you can set the minimum amount of memory that you want your computer system to have since Calamus will take all that it can. Well, if I set these minimums (ST Ram and TT Ram) to anything above 4 meg, I get those red lines when I print out anything. Of course if I print in mono, everything looks fine.

This means that I cannot take advantage of virtual memory... Is there anyone else experencing this?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7488. gemulator explorer and SCSI hard drive

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 18:12:54 UTC
From: "jc.dasse" <jc.dasse@wanadoo.fr>
Message-ID: <bp5qc7$33q$1@news-reader1.wanadoo.fr>
Source record: 22670

Hello

I use Gemulator Explorer under win 98SE in order to access to data that are on a SCSI atari hard drive. Unfortunately, I can only access to the first of the fourth partitions.

Could you give me a clue.

Thank you for your help.

Ps. I try Gemulator but I can't access to the hard disk at all.

7489. Re: NOVA and CT060

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 23:05:37 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3fb6b136$0$239$626a54ce@news.free.fr>
Source record: 22671

Forget the clock patch solution...
Replace ABE5K with ABE5L for operation up 20 MHz...

Regards

"Rustynutt" <senatorspamblock@feinstein.senate.gov> a ï¿½crit dans le message
de news: 4nqcrv4v7ba4q4uvieaflvr6u1pm4baqeb@4ax.com...
> Has Frank or anyone else disassembled the NOVA drivers to see if there
> are any of the illegal instructions for the 060 in the code?
>
> If not, what about the possibility there is a timing problem, perhaps
> in the way the CT is accessing the expansion port?
> My NOVA works well at 24mhz bus/48mhz cpu on a Mighty Sonic and
> Afterburner, so I don't think it is the 030 bus causing the softs to
> lock up.
>
> I have a DIMM and Power supply, finally:)
> Girl friend is piss off at me, so now I have time to install the
> CT060:)
>
> First step, remove AB, Nimesis, clock patches, return 33ohm
> resistors.... boot standard Falcon first, clean up auto folder on hard
> disk, etc, then begin installation of CT060.
>
> Has anyone tested the Wizztronics ST Ram card? This card works well at
> 24mhz, but Cubza has said that it might/should be buffered?
>
> Mike

7490. Re: SpeedoGDOS and TT030?

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 23:29:20 UTC
From: Dexter <dexters_lab@NOSPAMntlworld.com>
Message-ID: <8jddrvg6psthmrsbs9f7obdgq4bo7p47s6@4ax.com>
Source record: 22672

damd right, i run NVDI ET-4000 for use with my crazy dots II video
card and it really makes things shift...

dex

On Sat, 15 Nov 2003 13:24:38 GMT, "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>>I have SpeedoGDOS and Atari Works that came with my Falcon030. I tried to
>>install them on my TT030 and it installs fine. Works does work but, its
>>GDOS that gives an error when Works launches. Is this not compatable with
>>the TT? What version is know to work with the TT?
>>
>>Thanks
>>Tim
>
>It should be, but have you ever thought of getting NVDI. You may
>need this upgrade to get things working better.

7491. Daynaport SCSI/Link-T

Newsgroup: comp.sys.atari.st
Date: 2003-11-15 23:44:55 UTC
From: Julie Lefebvre <jkapsa@maine.rr.com>
Message-ID: <BBDC24A7.38BF%jkapsa@maine.rr.com>
Source record: 22673

Would anyone happen to know what type of AC adapter works with Daynaport SCSI/Link-T. The unit itself does not specify the voltage, milliamps or polarity. It looks like I should be able to get a universal adapter that could work given the plug size, but I doni¿½t want to fry the thing.

Thanks,

-- Paul

Visit AtariVue: http://www.logicalvue.com/Atari

7492. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-16 02:38:51 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <%qBtb.962$Ob3.969480@monger.newsread.com>
Source record: 22674

On 15 Nov 2003 15:07:06 , "Graham" wrote:
>
>"RSE" <stuff@recycledTAKECAPSOUTsteel.co.uk> wrote in message
>news:bote6l$5fc$1$8302bc10@news.demon.co.uk...
>> Bad download maybe!
>
>but what does 2 bombs mean? I've lost my list of bomb meanings
>

Falcon manual says 2 bombs is a bus error. Not sure if all TOS bomb
errors are the same for each machine.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7493. Re: Daynaport SCSI/Link-T

Newsgroup: comp.sys.atari.st
Date: 2003-11-16 06:25:09 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bp7585$n1j$1@reader2.panix.com>
Source record: 22675

Please shut off the html.

Dayna has a web site, giving specs for their discontinued products.
Without looking again, I think it is 10 volts DC, center positive.

Before you hook it up, you might want to find their site, and confirm
polarity.

Julie Lefebvre <jkapsa@maine.rr.com> writes:

: Would anyone happen to know what type of AC adapter works with Daynaport
: SCSI/Link-T. The unit itself does not specify the voltage, milliamps or
: polarity. It looks like I should be able to get a universal adapter that
: could work given the plug size, but I don't want to fry the thing.

: Thanks,

: -- Paul

: Visit AtariVue: http://www.logicalvue.com/Atari

7494. Re: NOVA and CT060

Newsgroup: comp.sys.atari.st
Date: 2003-11-16 07:23:36 UTC
From: rsmac@t-online.de
Message-ID: <1g4i6os.yydclt1hhrzggN%rsmac@t-online.de>
Source record: 22676

Rustynutt <senatorspamblock@feinstein.senate.gov> wrote:

> I have a DIMM and Power supply, finally:)
> Girl friend is piss off at me, so now I have time to install the
> CT060:)

Hey, what i wrot last, winter time is good to fit hardware :)
I do not have a nova, but the ct060 works fine here.
Some experiments with Magic left..

Regards, Robert
--
-= Home of DOIT-Archive =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

7495. Atari Online News, Etc. #05-46

Newsgroup: comp.sys.atari.st
Date: 2003-11-16 14:20:26 UTC
From: danap8@aol.comno-spam
Message-ID: <20031116092026.12166.00000270@mb-m26.aol.com>
Source record: 22677

```
A-ONE #0546 11/14/03

~ Frist Learns Activism! ~ People Are Talking! ~ Web Taxes Logjam!
~ New Cyber-Crime Wave! ~ Dr. Who in Cyberspace! ~ GTA Copycat Suit!
~ High Speed Price Wars? ~ Rival Disputes MS Talk ~ Beyond E-Mail Spam!
~ Net Patent Re-Examined ~ Web Patriot Sentenced! ~ CaSTaway Emulator!

-* Microsoft, Lindows Face Off! *-
-* P2P Partner Goes On the Offensive! *-
-* Subpoenas Flying In IBM-SCO Legal Battle! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

7496. Re: Atari ST <--> PC via Zip/SyQuest (again...)

Newsgroup: comp.sys.atari.st
Date: 2003-11-16 14:22:24 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bp8170$3t$1@thorium.cix.co.uk>
Source record: 22678
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <4bdbad34.0311132047.6dc52a60@posting.google.com>, Larry@unicode.com said:

>I'll go back through this again then. HDUTIL does see the Zip drive
>and will partition it. But them Winblows won't see it!

As I think I said before - if you want TOS/PC compatibility, you
have to use the special dual format that HDDriver offers and only
have *one* partition. I am sure that's in the manual.

Regards, /Peter/

7497. Re: NOVA and CT060

Newsgroup: comp.sys.atari.st
Date: 2003-11-16 15:44:21 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1068976160-56535AEicMi@adelphia.net>
Source record: 22679

Mike,
Are you refferring to the "RAM GIZMO"??? I have a
14 meg RAM GIZMO with 4 4 meg simms that I am
currently using and seems to work well with the CT60.
If not what was the name of the board from
WIZZTRONICS???

Thanks,
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

7498. Re: Daynaport SCSI/Link-T

Newsgroup: comp.sys.atari.st
Date: 2003-11-16 15:53:27 UTC
From: Paul Lefebvre <atari@logicalvue.com>
Message-ID: <BBDD07A7.38D0%atari@logicalvue.com>
Source record: 22680

I apologize about the HTML I was using Mozilla Thunderbird under OS X, but it no longer works with 10.3 so I had to switch to Entourage to read newsgroups. I'm still figuring out its settings. Hopefully the HTML is off now.

Anyway, apparently the Dayna products were bought by Intel (http://www.intel.com/support/dayna/index.htm), but no where does it list the type of specs I'm looking for.

Thanks,

-- Paul

On 11/16/03 1:25 AM, in article bp7585$n1j$1@reader2.panix.com, "Jim DeClercq" <jimd@panix1.panix.com> wrote:

> Please shut off the html.
>
> Dayna has a web site, giving specs for their discontinued products.
> Without looking again, I think it is 10 volts DC, center positive.
>
> Before you hook it up, you might want to find their site, and confirm
> polarity.
>
> Julie Lefebvre <jkapsa@maine.rr.com> writes:
>
>
> : Would anyone happen to know what type of AC adapter works with Daynaport
> : SCSI/Link-T. The unit itself does not specify the voltage, milliamps or
> : polarity. It looks like I should be able to get a universal adapter that
> : could work given the plug size, but I doni¿½t want to fry the thing.
>
> : Thanks,
>
> : -- Paul
>
> : Visit AtariVue: http://www.logicalvue.com/Atari
>

7499. Atari ST Virus game

Newsgroup: comp.sys.atari.st
Date: 2003-11-16 16:15:32 UTC
From: Geezenstacks <News@dayworld99.freeserve.co.uk>
Message-ID: <bp87s1aej1@newsg4.svr.pol.co.uk>
Source record: 22681

Hello,

Firstly sorry if this is the wrong place for this but i am new to
Newsgroups. I have downloaded an emulator and the game 'Virus' and figured
out most of what to do but am unable to collect missiles - how is this done?
Where can i find full instructions?

many thanks

G

7500. Re: Gemulator2000 and Aranym questions

Newsgroup: comp.sys.atari.st
Date: 2003-11-16 16:23:18 UTC
From: Donner <donw@intergate.com>
Message-ID: <3fb65310$1_1@newsfeed.slurp.net>
Source record: 22684

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3fb54bfc228b190@tripnet.se...
> Has anyone got the latest Gemulator version to boot from a disk image?
>
> I have tried everything(?) I can think of (including HDDRIVER!) but sofar
> the only solution I have found is to run AHDI.PRG from floppy. As floppy
> access is very slow in "Atari disk mode" this is not a usable setup.
>
> The downloadable diskimages in gem2000x.zip from
> http://www.emulators.com/ works (but not bootable) but if I try to create
> a diskimage file with the builtin function (Tools - Create
> unformatted...) the result is 4 bombs if try to boot with it "mounted".
>
> As it says "unformatted" I tried to format it with HDX but this only
> gives errors within HDX.PRG . Strange...
>
> I am using an older version (dated 1/1-2001) booting from
> diskimages with great success. The version available for download now
> (dated 20/4-2001) however does not want to cooperate.
>
> The host system runs Windows 2000 both at home and at work. At work I use
> Gemulator to run a rather important TSP (actually "Delivery and Pickup")
> application that really benefits from higher cpu speeds compared to my
> TT...
>
> I've been thinking of Aranym (have it running under Debian at home) but
> it must be able to run under Win2000 at work without too much hazzle and
> as fast as possible. Which is faster for standard monochrome GEM apps,
> Araym or Gemulator?
>
> Printing is a must and networking would be fun... Does this work
> correctly with Aranym under Win2000?
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

7501. Re: Atari ST Virus game

Newsgroup: comp.sys.atari.st
Date: 2003-11-16 17:40:58 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <8984155.s6pZDzvEM1@jll.heim7.tu-clausthal.de>
Source record: 22682

On Sonntag, 16. November 2003 17:15, Geezenstacks wrote:

> Firstly sorry if this is the wrong place for this but i am new to
> Newsgroups. I have downloaded an emulator and the game 'Virus' and figured
> out most of what to do but am unable to collect missiles - how is this
> done? Where can i find full instructions?

You can't collect missiles. You start with a supply of 3 and you'll get a
new one with each extra life every 5000 points.
Default key to fire one is 'M' but be careful: those missiles are quite dumb
and often crash into the ground while seeking their target. Caution and
targetted firing is recommend!

A way cool game :)

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

7502. Re: VME Cards and Drivers

Newsgroup: comp.sys.atari.st
Date: 2003-11-16 19:29:36 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bp8j6l$h92$1@sparta.btinternet.com>
Source record: 22683

Hi Chris

> How about a GPS Interface :):
> http://www.dynatem.com/dgpsfs.html

That's a brilliant idea, you'd know where you are then, doh!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7503. Re: CT60 problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-16 22:14:02 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0311161414.55af00bb@posting.google.com>
Source record: 22685

Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:<pan.2003.11.07.18.10.55.717116@removenoaspam.atari-source.com>...
> On Fri, 07 Nov 2003 10:41:05 -0500, Mark D wrote:
> >
> > Galen,
> >
> > I'll mail you mine for postage and return postage but you have to promise
> > to give me the $40? USD that I paid for it.
> >
> > You're going to have to mod your CT60 if you want to update it while it's
> > sitting in the falcon.. I did it. I have one of ajje's JTAG cables which
> > are excellent and cost less than $40 I believe. A wise investment
> > considering once you perform the update another one probably will get
> > released ;-)
> >
> > Mark
> > http://portal.atari-source.com
>
> Gah! I mean you have to promise to give me the $40 or whatever that I
> paid for it IF YOU BREAK IT. Sorry for the mixup ;-)
>
> Mark
> http://portal.atari-source.com

Thank you for the offer. I'll contact you in email. Are ajje's
cables still available?

Galen

7504. Re: Daynaport SCSI/Link-T

Newsgroup: comp.sys.atari.st
Date: 2003-11-16 23:26:12 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bp912k$aa4$1@reader2.panix.com>
Source record: 22686

My apologies also. The web pages I thought were still there were still
there the last time I looked. I do remember that all Dynaport stuff
used the same power supply.

If one was marked 12v center positive, they all take that.

That 10 volt number came from a 1X NEC CDROM I needed to get working
again. 12 v. is probably right for the Dyna.

I have not found the generic replacement power supplies to be
underdesigned. I bought one rated for 750 ma for a 1000 ma application,
and it worked fine, and did not get warm. I think that means that the
smallest you can find at Radio Shack will do the job.

The last I saw of the missing web page, it listed voltage and polarity
only, and not power required. It cannot take much. It only moves
electrons.

I have two of those things, an 801 and an 802, and neither of them
mention the power required.

Jim

Paul Lefebvre <atari@logicalvue.com> writes:

: I apologize about the HTML I was using Mozilla Thunderbird under OS X, but
: it no longer works with 10.3 so I had to switch to Entourage to read
: newsgroups. I'm still figuring out its settings. Hopefully the HTML is off
: now.

: Anyway, apparently the Dayna products were bought by Intel
: (http://www.intel.com/support/dayna/index.htm), but no where does it list
: the type of specs I'm looking for.

: Thanks,

: -- Paul

: On 11/16/03 1:25 AM, in article bp7585$n1j$1@reader2.panix.com, "Jim
: DeClercq" <jimd@panix1.panix.com> wrote:

: > Please shut off the html.
: >
: > Dayna has a web site, giving specs for their discontinued products.
: > Without looking again, I think it is 10 volts DC, center positive.
: >
: > Before you hook it up, you might want to find their site, and confirm
: > polarity.

: >
: > Julie Lefebvre <jkapsa@maine.rr.com> writes:
: >
: >
: > : Would anyone happen to know what type of AC adapter works with Daynaport
: > : SCSI/Link-T. The unit itself does not specify the voltage, milliamps or
: > : polarity. It looks like I should be able to get a universal adapter that
: > : could work given the plug size, but I don't want to fry the thing.
: >
: > : Thanks,
: >
: > : -- Paul
: >
: > : Visit AtariVue: http://www.logicalvue.com/Atari
: >

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7505. Re: msn messenger for atari?

Newsgroup: comp.sys.atari.st
Date: 2003-11-16 23:31:19 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.11.16.23.31.19.622072@removenoaspam.atari-source.com>
Source record: 22687

On Sun, 16 Nov 2003 11:25:22 +0100, Marius & Hester wrote:

> Hi!
>
> When I'm having internet on my Atari Falcon I would test aICQ immediately of
> course. But unfortunately most of my friends are using msn Messenger on pc.
>
> Of course I could ask them if they PLEASE would change to ICQ, but it would
> be much more interesting if there was an MSN messenger clone for atari.
>
> Does anybody nou if such a thing already exists?
>
> Please tell me!
> Greetz,
> Marius

Marius,

There doesn't seem to be any real interest. The easiest method of getting this job done would be a gtk port to native vdi calls and then compile gaim for linux on atari. Gaim has already successfully been compiled with msn, zephyr, oscar, toc, icq, etc protocols but it must use the xserver which is fairly slow on a CT60 falcon, let alone impossible to use on an unaccelerated one!

So once I get my falcon problems solved I'll get back to work on this, but this would be the path. Eventually I am creating an atari pluggable chat client called GIM. AOL Oscar protocol is the top priority but MSN could be second since I use that too.

Thanks,
Mark
http://portal.atari-source.com <- new address and look soon!

7506. Monochrome Games?

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 00:11:14 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <nwdub.1532$ow5.881@bignews2.bellsouth.net>
Source record: 22611

What are some of your favorite games that work in ST High (Monochrome) mode?

Thanks,
Brian

7507. Re: Gemulator2000 and Aranym questions

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 00:32:34 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <owdub.1533$ow5.1397@bignews2.bellsouth.net>
Source record: 22612

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3fb54bfc228b190@tripnet.se...
> Has anyone got the latest Gemulator version to boot from a disk image?
>
> I have tried everything(?) I can think of (including HDDRIVER!) but sofar
> the only solution I have found is to run AHDI.PRG from floppy. As floppy
> access is very slow in "Atari disk mode" this is not a usable setup.

I'm working from memory here....
I believe that my Gemulator setup creates itself a C partition each time it runs that has nothing on it but the hddriver and a desktop.inf file. You can't write to this tiny little partition (putting in auto folders for instance). It then puts my disk image as partition D.

Ultimately...I've switched over to STeem. STeem mounts any directory(ies) of your choice from the windows file system as a virtual hard disk. It also supports MIDI, ROM-Cartridge images, extended screen sizes, and all in all, the emulator works pretty dern well.

Drawbacks to STeem as compared with GEMulator are:
You can't mount HD images that I know of.
It can't mount drives A and B to the real floppy drive; however, you can mount the PC's floppy as a virtual hard disk. Note it has to be a disk of a format that windows is happy with. When working with floppies, it's best to make disk images and go from there.

You can't mount actual Atari Hard Drives like you can with GEMulator.
It seems to have problems loading some accessaries from hard drive that it will load fine when booting from a Floppy Image.

Definate Pluses are:
The MIDI support...
Support for just about every floppy disk image format known to exist...I.E. MSA images that are zipped can be read and run without being extracted.
You can set up games/utilities/etc as floppy images...double click them from windows and STeem will boot up a virtual atari just like that...it's cool.

It's a small download, and doesn't require HDSpace hungry hard drive images...so, It's no loss to give it a try :)

http://steem.atari.org

Brian

7508. Re: Gemulator2000 and Aranym questions

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 00:51:02 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <owdub.1534$ow5.216@bignews2.bellsouth.net>
Source record: 22610

> I've been thinking of Aranym (have it running under Debian at home) but
> it must be able to run under Win2000 at work without too much hazzle and
> as fast as possible. Which is faster for standard monochrome GEM apps,
> Araym or Gemulator?

There is a version of Aranym that works with Windows; albeit without some functions of the versions for unix (JIT Compiler?). For most non multimedia GEM applications (like MPEG movie players) it should work just fine, and may even work with the movie players and such...just more slowly. It can be tricky to set up for the first time however...and does require an Atari type disk image to get started. In your particular case, The only real advantage I can think of to using this over a Windows ST emulator like STeem/GEMulator/Winston/etc. is if you want to run things that would benifit from high resolution displays (I.E. PhotoLine, TrueImage-paint, Imageview, etc...with lots of colors and bigger screens).

Most of the ST emulators for windows are going to lock you into the standard display modes (ST Low, Medium, or High). Some of them offer bigger screen sizes, but you're still going to be locked into the usual ST pallets and color modes. If you want out of those limitations, AFAIK your only options are MagiC PC with its specialized version of NVDI, or Aranym.

Out of the Free emulators, I've installed several on my 533mhz Celeron WinXP box w/256mb memory. I use STeem the most.

Hope this helps,
Brian

7509. Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 00:53:08 UTC
From: mike_norths_toupe@hotmail.com
Message-ID: <7578f85e.0311161653.2b1911f1@posting.google.com>
Source record: 22688
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

Hello, all,

In case you haven't heard the news, in the months of November and December, Midway will be releasing its "Midways Arcade Treasures" compilation for the X-Box, PS2 and (as far as we know still) the Gamecube. For those who haven't heard, this is a collection of 20 classic arcade videogames from the old days of Atari. Included on the list is the 4-player arcade classic GAUNTLET. <RANT MODE ON>: Before I go any further, let me make a direct request to Midway/TPB/Whomever it may concern: in the next compilation that gets released, please do us all a favor and give us the Gauntlet game that *should* have been released on *this* collection instead of Gauntlet: GAUNTLET II (which was, by far a superior and more challenging game to even the original). The original Gauntlet game has been translated, ported over, and emulated TO DEATH on so many different home platforms so many times that I swear I'm going to scream if I see another Gauntlet port over, that it made very little sense (IMHO) to do it AGAIN. As far as I'm concerned, a perfect port/translation of Gauntlet already exists; it's on the Sega Genesis 16-bit system: "GAUNTLET IV." Anyways, let's hope that Midway gives Gauntlet fans what they've been screaming for over a decade now: a home port of Gauntlet II that really does the game some justice (as there are many, MANY, home ports of Gauntlet already in existence). <RANT MODE OFF>

Now moving on, all this Gauntlet talk got me to thinking, "how many home ports/incarnations have there been now of Gauntlet?" I think I beat the horse to death in the above paragraph: lots and lots of ï¿½em. Being 28 years old, I remember the days of Gauntlet's video supremacy in the 80's and what follows are some thoughts on the many different home ports of both Gauntlet and it's sequels:

1) Circa 1986-87, Gauntlet was ported over to the Commodore 64, the Atari ST, IBM, and Amigaï¿½a DOS version also existed, IIRC. I never had the pleasure of playing any of these versions except the Commodore 64 one, but when I would look at the pics of the Atari ST version, it sure did look pretty darn close to the arcadeï¿½however from what I've *heard* reading old messages on the newsgroup archives re: the Atari ST version, the characters ran at the same speed, and there were no text boxes from the ï¿½DM' (or the ï¿½narrator' whose voice you'd always hear)ï¿½if anyone has played this version or any of the other ones, feel free to jump in here. The best way I could describe the C64 version was that it was "primitive but charming." Graphically simplistic but at the time, we kids were all just happy that Gauntlet had finally

"come home." All the characters ran at the same physical speed, and almost seemed to all share the same strengths/weaknesses. A year later (?), Gauntlet: The Deeper Dungeons was released for the above mentioned computer systems, adding 501 extra levels (and required the original Gauntlet to work). Again, if anyone ever got a chance to play this, I'd love to hear how good the game was.

2) In 1988 (also the year that Gauntlet II hit the arcades), Tengen released a home port of Gauntlet on the old 8-bit Nintendo system. This game was notable for a number of reasons. Firstly, it changed the basic format of Gauntlet by adding RPG/Quest elements: instead of levels that went on forever (in the original Gauntlet, the highest you can go is level 999, and once you exit room 999, you return to level 8), it narrowed the game down to 100 pre-set level/rooms. It also gave Gauntlet a storyline. Instead of being 4 adventurers who randomly fight thru the dungeons, Thor the Warrior, Thyra the Valkyrie, Merlin the Wizard, and Questor the speedy elf were now on a quest to save the land of Rendar from the Evil sorcerer Morak: they had to retrieve "the Sacred Orb" by defeating ï¿½the Guardian' in level 100 (it basically did what Gauntlet: Legends and Gauntlet: Dark Legacy would do a decade later; it was just ahead of it's time). Now, this particular version of Gauntlet seems to be universally reviled by fandom all over the internet, and to be honest I'm not quite sure whyï¿½or rather, I know why, but I think the strengths of the games far outweigh whatever faults it might have had. No, it was not *exactly* like the arcade version, but it *was* original and it *was* a *very* fun game in its own right. It also emphasized the strengths/weaknesses of the 4 characters. Any fan of Questor (as I am) would love this version because his incredible speed is the one main reason his character kicks ass over any of the other adventurers (the elf was always the fastest one, but that fact gets really pronounced in this NES version). And this version had a hell of a lot more life/character than the bland Gauntlet 2 NES port that came out a few years later. Anyhoo, has anyone ever solved Gauntlet for the NES? If so, I'd like to hear how the game ends. Do you have to face Morak's guardian (who guards the orb) and if so what is this being like in powers, abilities? Do you have to face Morak himself? Side note: Gauntlet was also ported over to the old 8-bit Sega Master System. I have never played it.

3) In 1990 (?), Gauntlet II was ported over the SMS, Gameboy, NES, and home computer systems. I've only played the NES version. This was released by a different company other than Tengen (the name eludes my memory right nowï¿½was it Mind Quest?). Hailed by many NES fans as the one "true Nintendo Gauntlet game," the sequel was quite faithful to the arcade version. Though it obviously could not measure up to the arcade version, it boasted the finest graphics and sound/digitized voice overs ever seen and heard in an 8-bit Nintendo cartridge. It really is amazing to listen to the DM's muffled voice ("Green Wizard shot the potion!")ï¿½you can almost really hear it. My criticisms of the game are so/so game control (the diagonal running/shooting

controls never feel quite right), lack of certain enemies found in the arcade version (the super-fast Thief and the Mugger), and certain game bugs (anyone else notice that the enemies tend to run AWAY from you sometimes when you attack them?). As an interesting side note: Gauntlet II for the Amiga is reputed to be the *closest* home port/translation ever of the arcade. I have never been lucky enough to play it (and would love to hear other's thoughts on the game), but it's supposed to be quite awesome, though with some glaring weaknesses (no text boxes or DM voice, same character running speed, etc.). Emulations of Gauntlet II for the Amiga are supposed to be all over the internet, I might get around to trying it one of these daysï¿½

4) Sometime in the early 90's, Gauntlet III was released on the Atari Lynx and the home computers as well. Never played this game. From what I've heard, this is actually a different game that got made over with cosmetic changes to make it a Gauntlet sequel. Supposedly a very *different* game than what most Gauntlet fans are used to (aliens??? WTF???).

5) I believe that it was about 1994 or '95 that "Gauntlet IV" was released by Tengen for the 16-bit Sega Genesis. This 4-player title boasted an all new quest adventure, a battle mode, a record mode, and the arcade mode. It is in my humble opinion and the opinion of the majority of gaming fandom (that I've seen) that the arcade mode of this 16-bit cart represents the *closest* most-faithful, pixel-perfect translation of the original Gauntlet arcade machine ever seen on a home system (console or PC). It's *almost* identical. I might even go so far as to say that it's the closest arcade port/emulation/whatever of *any* game ever done on *any* home system. Everything from the graphics, perfect game play, the DM's voice (which does get a little muffled at times), the text boxes, etc. You *will* believe you are playing the original arcade version of Gauntlet. It's just that damn good. And even in this day and age of super-powered consoles like the X-box, no version of Gauntlet before or after has come even close to matching the Genesis version. Now if only we could get a port of Gauntlet 2 that is just as good.

6) Somewhere after that time, Gauntlet: Legends and it's sequel Gauntlet: Dark Legacy were released first in the arcades, and then for the PS (G:L) and PS2 (G:DL). Different games from the original I remembered as a kid. Not better or worse, just different. And as a result, I never really got into them. And how could they ditch Questor like thatï¿½?

7) In the late 1990's Midway released "Arcade's Greatest Hits: The Atari Collection 2" for the original Sony Playstation. Like the one that's going to be released this month, this was an "anthology" of Atari arcade classics, with Gauntlet being among them. Now given the PS's obvious technological advantages over the Genesis, you'd think this latest (and now getting quite redundant) version of Gauntlet would be the best one yet, right? Wrong. Though graphically

superior, the game play doesn't measure up and the controls never feel "quite right." Something was definitely lost in the translation. Also, the individual screams and yells of the individual characters are missing. The DM's voice is also slowed down by game bugs ("Elfï¿½.nowï¿½ï¿½..hasï¿½ï¿½ï¿½..extra armor!"). All in all, a Gauntlet fan should only buy this collection if he/she doesn't already have the Sega Genesis version of Gauntlet IV.

This is yet another reason I can't understand why in this latest collection, Midway is re-releasing Gauntlet. They've *already* done it in the collection above. What we really wanted was Gauntlet II. Sigh. Maybe next time.

7510. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 04:42:48 UTC
From: Percy <percygNOSPAM@frys.com>
Message-ID: <eV#5BVMrDHA.3612@TK2MSFTNGP11.phx.gbl>
Source record: 22689
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

Zzzz

"Mike North's Toupe" <mike_norths_toupe@hotmail.com> wrote in message
news:7578f85e.0311161653.2b1911f1@posting.google.com...
| Hello, all,
|
| In case you haven't heard the news, in the months of November and
| December, Midway will be releasing its "Midways Arcade Treasures"
| compilation for the X-Box, PS2 and (as far as we know still) the
| Gamecube. For those who haven't heard, this is a collection of 20
| classic arcade videogames from the old days of Atari. Included on the
| list is the 4-player arcade classic GAUNTLET. <RANT MODE ON>: Before
| I go any further, let me make a direct request to Midway/TPB/Whomever
| it may concern: in the next compilation that gets released, please do
| us all a favor and give us the Gauntlet game that *should* have been
| released on *this* collection instead of Gauntlet: GAUNTLET II (which
| was, by far a superior and more challenging game to even the
| original). The original Gauntlet game has been translated, ported
| over, and emulated TO DEATH on so many different home platforms so
| many times that I swear I'm going to scream if I see another Gauntlet
| port over, that it made very little sense (IMHO) to do it AGAIN. As
| far as I'm concerned, a perfect port/translation of Gauntlet already
| exists; it's on the Sega Genesis 16-bit system: "GAUNTLET IV."
| Anyways, let's hope that Midway gives Gauntlet fans what they've been
| screaming for over a decade now: a home port of Gauntlet II that
| really does the game some justice (as there are many, MANY, home ports
| of Gauntlet already in existence). <RANT MODE OFF>
|
| Now moving on, all this Gauntlet talk got me to thinking, "how many
| home ports/incarnations have there been now of Gauntlet?" I think I
| beat the horse to death in the above paragraph: lots and lots of 'em.
| Being 28 years old, I remember the days of Gauntlet's video supremacy
| in the 80's and what follows are some thoughts on the many different
| home ports of both Gauntlet and it's sequels:
|
| 1) Circa 1986-87, Gauntlet was ported over to the Commodore 64, the
| Atari ST, IBM, and Amiga.a DOS version also existed, IIRC. I never
| had the pleasure of playing any of these versions except the Commodore
| 64 one, but when I would look at the pics of the Atari ST version, it
| sure did look pretty darn close to the arcade.however from what I've
| *heard* reading old messages on the newsgroup archives re: the Atari
| ST version, the characters ran at the same speed, and there were no
| text boxes from the 'DM' (or the 'narrator' whose voice you'd always

| hear)-if anyone has played this version or any of the other ones, feel
| free to jump in here. The best way I could describe the C64 version
| was that it was "primitive but charming." Graphically simplistic but
| at the time, we kids were all just happy that Gauntlet had finally
| "come home." All the characters ran at the same physical speed, and
| almost seemed to all share the same strengths/weaknesses. A year
| later (?), Gauntlet: The Deeper Dungeons was released for the above
| mentioned computer systems, adding 501 extra levels (and required the
| original Gauntlet to work). Again, if anyone ever got a chance to
| play this, I'd love to hear how good the game was.
|
| 2) In 1988 (also the year that Gauntlet II hit the arcades), Tengen
| released a home port of Gauntlet on the old 8-bit Nintendo system.
| This game was notable for a number of reasons. Firstly, it changed
| the basic format of Gauntlet by adding RPG/Quest elements: instead of
| levels that went on forever (in the original Gauntlet, the highest you
| can go is level 999, and once you exit room 999, you return to level
| 8), it narrowed the game down to 100 pre-set level/rooms. It also
| gave Gauntlet a storyline. Instead of being 4 adventurers who
| randomly fight thru the dungeons, Thor the Warrior, Thyra the
| Valkyrie, Merlin the Wizard, and Questor the speedy elf were now on a
| quest to save the land of Rendar from the Evil sorcerer Morak: they
| had to retrieve "the Sacred Orb" by defeating 'the Guardian' in level
| 100 (it basically did what Gauntlet: Legends and Gauntlet: Dark Legacy
| would do a decade later; it was just ahead of it's time). Now, this
| particular version of Gauntlet seems to be universally reviled by
| fandom all over the internet, and to be honest I'm not quite sure
| why.or rather, I know why, but I think the strengths of the games far
| outweigh whatever faults it might have had. No, it was not *exactly*
| like the arcade version, but it *was* original and it *was* a *very*
| fun game in its own right. It also emphasized the
| strengths/weaknesses of the 4 characters. Any fan of Questor (as I
| am) would love this version because his incredible speed is the one
| main reason his character kicks ass over any of the other adventurers
| (the elf was always the fastest one, but that fact gets really
| pronounced in this NES version). And this version had a hell of a lot
| more life/character than the bland Gauntlet 2 NES port that came out a
| few years later. Anyhoo, has anyone ever solved Gauntlet for the NES?
| If so, I'd like to hear how the game ends. Do you have to face
| Morak's guardian (who guards the orb) and if so what is this being
| like in powers, abilities? Do you have to face Morak himself? Side
| note: Gauntlet was also ported over to the old 8-bit Sega Master
| System. I have never played it.
|
| 3) In 1990 (?), Gauntlet II was ported over the SMS, Gameboy, NES,
| and home computer systems. I've only played the NES version. This
| was released by a different company other than Tengen (the name eludes
| my memory right now.was it Mind Quest?). Hailed by many NES fans as
| the one "true Nintendo Gauntlet game," the sequel was quite faithful
| to the arcade version. Though it obviously could not measure up to

| the arcade version, it boasted the finest graphics and sound/digitized
| voice overs ever seen and heard in an 8-bit Nintendo cartridge. It
| really is amazing to listen to the DM's muffled voice ("Green Wizard
| shot the potion!").you can almost really hear it. My criticisms of
| the game are so/so game control (the diagonal running/shooting
| controls never feel quite right), lack of certain enemies found in the
| arcade version (the super-fast Thief and the Mugger), and certain game
| bugs (anyone else notice that the enemies tend to run AWAY from you
| sometimes when you attack them?). As an interesting side note:
| Gauntlet II for the Amiga is reputed to be the *closest* home
| port/translation ever of the arcade. I have never been lucky enough
| to play it (and would love to hear other's thoughts on the game), but
| it's supposed to be quite awesome, though with some glaring weaknesses
| (no text boxes or DM voice, same character running speed, etc.).
| Emulations of Gauntlet II for the Amiga are supposed to be all over
| the internet, I might get around to trying it one of these days.
|
| 4) Sometime in the early 90's, Gauntlet III was released on the Atari
| Lynx and the home computers as well. Never played this game. From
| what I've heard, this is actually a different game that got made over
| with cosmetic changes to make it a Gauntlet sequel. Supposedly a very
| *different* game than what most Gauntlet fans are used to (aliens???
| WTF???).
|
| 5) I believe that it was about 1994 or '95 that "Gauntlet IV" was
| released by Tengen for the 16-bit Sega Genesis. This 4-player title
| boasted an all new quest adventure, a battle mode, a record mode, and
| the arcade mode. It is in my humble opinion and the opinion of the
| majority of gaming fandom (that I've seen) that the arcade mode of
| this 16-bit cart represents the *closest* most-faithful, pixel-perfect
| translation of the original Gauntlet arcade machine ever seen on a
| home system (console or PC). It's *almost* identical. I might even
| go so far as to say that it's the closest arcade
| port/emulation/whatever of *any* game ever done on *any* home system.
| Everything from the graphics, perfect game play, the DM's voice (which
| does get a little muffled at times), the text boxes, etc. You *will*
| believe you are playing the original arcade version of Gauntlet. It's
| just that damn good. And even in this day and age of super-powered
| consoles like the X-box, no version of Gauntlet before or after has
| come even close to matching the Genesis version. Now if only we could
| get a port of Gauntlet 2 that is just as good.
|
| 6) Somewhere after that time, Gauntlet: Legends and it's sequel
| Gauntlet: Dark Legacy were released first in the arcades, and then for
| the PS (G:L) and PS2 (G:DL). Different games from the original I
| remembered as a kid. Not better or worse, just different. And as a
| result, I never really got into them. And how could they ditch
| Questor like that.?
|
| 7) In the late 1990's Midway released "Arcade's Greatest Hits: The

| Atari Collection 2" for the original Sony Playstation. Like the one
| that's going to be released this month, this was an "anthology" of
| Atari arcade classics, with Gauntlet being among them. Now given the
| PS's obvious technological advantages over the Genesis, you'd think
| this latest (and now getting quite redundant) version of Gauntlet
| would be the best one yet, right? Wrong. Though graphically
| superior, the game play doesn't measure up and the controls never feel
| "quite right." Something was definitely lost in the translation.
| Also, the individual screams and yells of the individual characters
| are missing. The DM's voice is also slowed down by game bugs
| ("Elf..now....has.....extra armor!"). All in all, a Gauntlet fan
| should only buy this collection if he/she doesn't already have the
| Sega Genesis version of Gauntlet IV.
|
| This is yet another reason I can't understand why in this latest
| collection, Midway is re-releasing Gauntlet. They've *already* done
| it in the collection above. What we really wanted was Gauntlet II.
| Sigh. Maybe next time.

7511. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 04:46:29 UTC
From: RogerM <rodger.mckay@ns.sympatico.ca>
Message-ID: <3FB85313.18EEA8B5@ns.sympatico.ca>
Source record: 22690
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

Percy wrote:
>
> Zzzz
>

You quoted all that just to add "ZZZZ"? Idiot.

--

Too many sticks, not enough carrots.

I find that while malice and greed are prime motivations in human
behavior, it is a serious error to discount basic human stupidity.

7512. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 08:09:39 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bpa00a$e8j$1@reader11.wxs.nl>
Source record: 22691

John Garone wrote:

> Falcon manual says 2 bombs is a bus error. Not sure if all TOS bomb
> errors are the same for each machine.

They are, because they are not Atari-specific (well the bombs are, but the numbers are not). :) The numbers of bombs are actually unhandled 68000 traps. And number 2 is indeed a bus error.

The only danger with the bomb-drawing method is that you might not see that you actually have two crashes in a row; so 5 bombs might also be 2+3 (a bus error followed by an address error). But I think you cannot get one bomb, so 2 is definitely one bus error. :)

Maurits.

7513. Re: msn messenger for atari?

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 08:14:37 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bpa09j$e8j$2@reader11.wxs.nl>
Source record: 22692

Mark D wrote:

> gaim for linux on atari. Gaim has already successfully been compiled with
> msn, zephyr, oscar, toc, icq, etc protocols but it must use the xserver
> which is fairly slow on a CT60 falcon, let alone impossible to use on an
> unaccelerated one!

The full X-server for MiNT is indeed terribly slow, but X.app (the X server that runs under GEM) is quite usable, although not (yet) complete.

If you have the protocols for MSN messanger, I guess a text-based version would also be possible, but then again that would require a rewrite instead of a port, just like a VDI version would. So I guess that's no help either. :)

Maurits.

7514. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 08:22:36 UTC
From: Ben Combee <combee@techwood.org>
Message-ID: <gz%tb.3623$sb4.464@newsread2.news.pas.earthlink.net>
Source record: 22693
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

Mike North's Toupe wrote:
> 1) Circa 1986-87, Gauntlet was ported over to the Commodore 64, the
> Atari ST, IBM, and Amigaï¿½a DOS version also existed, IIRC.

Actually, Gauntlet and G: Deeper Dungeons were also released for the
Atari 8-bit. I had the disk version, and it supported two-player
simultaneous play and had fairly good graphics for the system.

I'd actually add a #0 -- Gauntlet was based on Dandy (a.k.a Dandy
Dungeon), an Atari 8-bit game released by APX (the Atari Program
eXchange) and written by a M.I.T. student in the early 80's. It was
based on the 8-bit computer's character mode and had the concepts of the
larger-than-one-screen maze, monster generators, and treasure chests.

Details at

http://www.atariarchives.org/APX/thorlininterview.php
http://www.atariarchives.org/APX/showinfo.php?cat=20210

--
Ben Combee <bcombee@metrowerks.com>
CodeWarrior for Palm OS technical lead
Palm OS programming help at http://www.palmoswerks.com/

7515. Re: Replace SCSI?

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 08:26:23 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBDD2BE9.9164%derryck@nospam.cix.co.uk.invalid>
Source record: 22694

In article FIntb.906$Ob3.918483@monger.newsread.com, John Garone at swamptaxes-NOT-@atlantic.net wrote on 15/11/03 11:01:

>>> I'll have both a new SCSI (better suited for Cubase....something about the

>> If it isn't a 50 pin interface then you will need an adaptor.
>>
>
> adaptor included

Good luck with that: I have a 68 pin drive with an adaptor which took some fiddling with before it would work. Seems that there are different ways to achieve the required ends.

> I have 2, 3.5" drives (both 40 pin with what looks like a 4 pin power
> plug slot and one has an extra set of pins with a jumper). The 40 pin slot
> has a notch so maby the adaptor fits the notch avoiding a bad hook-up. I

You'd be best grabbing the pinouts of IDE drives from the net.

> have an adaptor comming but I'm not sure if it includes a 4 pin plug.
> I assume the extra 4 pins on the Falcon connector is for power so there
> must be something with the adaptor that will connect to the 4 pins on the
> 3.5" drive (I hope :)

I don't have any experience with this I'm afraid, I stuck with the notebook drive.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

7516. Re: STEEM & protected software

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 10:26:52 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <bpa7mk$67h$1$8302bc10@news.demon.co.uk>
Source record: 22695
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Also, how do you supply it
> with the Atari ROM images? I have considered trying it, but most of
> what I want to use it for is MIDI sequencing and that is mostly dongle
> protected software.

Click on the blue (I) icon at the top and read the bit about Cartridge Image
How To.

Some work, some do not.

Elliot

7517. Lonny Pursell

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 10:50:52 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <gK1ub.994$Re.1038786@newshog.newsread.com>
Source record: 22596

Hey Lonny,
Please E-mail me your correct E-mail address.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7518. Looking for TOS 3.06 UK roms

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 13:15:29 UTC
From: JM <>
Message-ID: <l8ihrvkdt7pn0mnjtp8na71tasufvqf21e@4ax.com>
Source record: 22597

Hi all,

My TT recently gave up, I tracked it down to the TOS ROMs. For some reason the machine is dead with the original 3.06 ROMS inserted, but if I stick in a set of 3.01 chips it works again.

Is there anybody out there with the right equipment and files to bake me a new set? I am of course willing to pay a reasonable fee for your time.

Thanks,
JM

7519. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 14:25:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FB8DA66.DAF7B729@students.uni-mainz.de>
Source record: 22598
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

Well,
the same guy that wrote Dandy (ca. 1983), also programmed Dark Chambers
(also 1983) at least the Atari XE/XEGS cart says that. And you know,
Dark Chambers is another clone of Gauntlet - but since it was originally
programmed years before Gauntlet, one can also say that Gauntlet (1985)
is a clone of Dandy and Dark Chambers. Man, if Atari had released Dark
Chambers 1983 (and not 1988!), who knows if Gauntlet would ever had been
released ?!? greets, Andreas.

Ben Combee schrieb:
>
> Mike North's Toupe wrote:
> > 1) Circa 1986-87, Gauntlet was ported over to the Commodore 64, the
> > Atari ST, IBM, and Amiga a DOS version also existed, IIRC.
>
> Actually, Gauntlet and G: Deeper Dungeons were also released for the
> Atari 8-bit. I had the disk version, and it supported two-player
> simultaneous play and had fairly good graphics for the system.
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> I'd actually add a #0 -- Gauntlet was based on Dandy (a.k.a Dandy
> Dungeon), an Atari 8-bit game released by APX (the Atari Program
> eXchange) and written by a M.I.T. student in the early 80's. It was
> based on the 8-bit computer's character mode and had the concepts of the
> larger-than-one-screen maze, monster generators, and treasure chests.
>
> Details at
>
> http://www.atariarchives.org/APX/thorlininterview.php
> http://www.atariarchives.org/APX/showinfo.php?cat=20210
>
> --
> Ben Combee <bcombee@metrowerks.com>
> CodeWarrior for Palm OS technical lead
> Palm OS programming help at http://www.palmoswerks.com/

7520. atari midi files on PC?

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 14:27:56 UTC
From: "OneFlew..." <a.lenders2@chello.nl>
Message-ID: <MV4ub.175166$di.40186515@amsnews02.chello.com>
Source record: 22599

Can someone please tell me how to get midi files made on atari st on a Windows XP system?

Thanks, Ad

7521. Re: atari midi files on PC?

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 15:03:03 UTC
From: JM <>
Message-ID: <cmohrvg8alr7td0j0pj5srf8tnl86ur26p@4ax.com>
Source record: 22600

On Mon, 17 Nov 2003 14:27:56 GMT, "OneFlew..." <a.lenders2@chello.nl>
wrote:

>Can someone please tell me how to get midi files made on atari st on a
>Windows XP system?
>
>Thanks, Ad
>

Get a formatter for the ST that can format PC disks, such as FastCopy
Pro. Format a PC disk and save the files from the ST to that disk,
insert into the WinTel box and read them.

JM

7522. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 15:29:48 UTC
From: joe~V~3838 <jms2@gbronline.com>
Message-ID: <saydnZ_YCtvIdCWiRVn-hA@gbronline.com>
Source record: 22601
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

at least he top posted it !
heh

"RogerM" <rodger.mckay@ns.sympatico.ca> wrote in message
news:3FB85313.18EEA8B5@ns.sympatico.ca...
> Percy wrote:
> >
> > Zzzz
> >
>
> You quoted all that just to add "ZZZZ"? Idiot.
>
> --
>
> Too many sticks, not enough carrots.
>
> I find that while malice and greed are prime motivations in human
> behavior, it is a serious error to discount basic human stupidity.

7523. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 15:35:51 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bpaq19$c6v$1@reader10.wxs.nl>
Source record: 22602
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

> at least he top posted it !

Top posting sucks, editing rules.

:)

Maurits.

7524. Parallel-ZIP am ATARI ST?

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 16:31:01 UTC
From: PC <Herzcasper@gmx.net>
Message-ID: <bpat23$n19$1@sunu789.rz.ruhr-uni-bochum.de>
Source record: 22603

Hallo News-Group,

hat von Euch schon mal jemand ein paralleles-ZIP 100 Laufwerk an einem ST
zum laufen bekommen? Ich habe da n�mlich noch ein altes und w�rde es gerne
als Festplatte am Atari laufen lassen, falls das geht!
Vielleicht kennt ja auch jemand einen Link, f�r die Software!

Vielen Dank im Voraus f�r alle Erfahrungsberichte!

Gru� Casper

7525. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 18:15:40 UTC
From: Hellraiser <hellraiser1.nospam@blueyonder.co.uk>
Message-ID: <bpb384$1m0v31$1@ID-166521.news.uni-berlin.de>
Source record: 22604
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

> Actually, Gauntlet and G: Deeper Dungeons were also released for the
> Atari 8-bit. I had the disk version, and it supported two-player
> simultaneous play and had fairly good graphics for the system.
>
> I'd actually add a #0 -- Gauntlet was based on Dandy (a.k.a Dandy
> Dungeon), an Atari 8-bit game released by APX (the Atari Program
> eXchange) and written by a M.I.T. student in the early 80's. It was
> based on the 8-bit computer's character mode and had the concepts of the
> larger-than-one-screen maze, monster generators, and treasure chests.

And if I remember correctly, didn't the arcade machine of Gauntlet use a
number of Atari 8-bit Pokey sound chips?

Hellraiser.....>

7526. Re: NOVA and CT060

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 18:25:14 UTC
From: Keith Scroggins <kws@radix.net>
Message-ID: <vri4ka7u325886@corp.supernews.com>
Source record: 22605

Rustynutt <senatorspamblock@feinstein.senate.gov> wrote:
: Has anyone tested the Wizztronics ST Ram card? This card works well at
: 24mhz, but Cubza has said that it might/should be buffered?

: Mike

I have a Wizztronics ST Ram Card in my Falcon, but I have not yet tried to raise the speed, still at the stock 16 Mhz bus for the time being.

My machine is rock solid though, running FreeMiNT, and have been compiling, or trying to compile, lots of different apps, such as Tin, Apache, PHP, and other libraries and programs here and there.

Was actually able to get a Secure Apache running with PHP.

Anyway, I do plan on trying to do the boost eventually. I'd also love to goto 100 Mhz, but don't know if that will happen.

Anyway, goo luck finding a RAM card, you are not the only one searching.

Keith

7527. Re: Parallel-ZIP am ATARI ST?

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 19:15:17 UTC
From: rsmac@t-online.de
Message-ID: <1g4l19i.bdiwwg5g5y04N%rsmac@t-online.de>
Source record: 22606

PC <Herzcasper@gmx.net> wrote:

> hat von Euch schon mal jemand ein paralleles-ZIP 100 Laufwerk an einem ST

Ich glaube Woller in Berlin hatte mal ein ROM-Port Interface dafi¿½r.

> als Festplatte am Atari laufen lassen, falls das geht!

Eine recht langsame Geschichte. Selbst als SCSI Laufwerk.

Gruï¿½, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

7528. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 21:07:14 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0311171307.2316a8ad@posting.google.com>
Source record: 22607

Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov> wrote in message news:<bpaq19$c6v$1@reader10.wxs.nl>...
> > at least he top posted it !
>
> Top posting sucks, editing rules.

Indeed! Top posting as well as cross posting is a real pain.
Software allowing top posting should have a proper bugreport filed :)

/Joakim

7529. Andy Rooney Speaks

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 21:09:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fb8e4c4855bb0@comcast.net>
Source record: 22608

Hello,

Anyone else catch Andy Rooney at the end of 60 minutes this past Sunday? He was talking about how long it took Wondows to boot up and shutdown. He also mentioned how stupid it was that he could not just turn off his computer and how many times he kept getting the notice that certain programs he was trying to run made an illegal error. It was really cool. Too bad he did not mention that others computers like the Mac, Atari and Amiga did not have these problems.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7530. NEW VERSION of Hybrid Arts GenEdit !

Newsgroup: comp.sys.atari.st
Date: 2003-11-17 22:28:31 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0311171428.2d051cde@posting.google.com>
Source record: 22609

11-17-03
NEW VERSION of Hybrid Arts GenEdit !
I am now happy to announce the availability of a new version of GenEdit. The original v1.1 did not really work very well. It is now ver 2.02. Thanks is due to the long persuance of Joe Hlifka (of Albuquerque, New Mexico) and his team. Joe has prepared three discs along with an excellent tutorial/manual and example files. Not only this but will be making available in the near future a CD ROM of the complete system. Check it all out on The Hybrid Arts Page

http://tamw.atari-users.net/hyart.htm

Tim Conrardy
Tims Atari MIDI World
http://tamw.atari-users.net

7531. Re: Monochrome Games?

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 00:56:52 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-05C6AD.19565217112003@nr-tor02.bellnexxia.net>
Source record: 22613

In article <nwdub.1532$ow5.881@bignews2.bellsouth.net>,
"Brian Roland" <BJRoland@bellsouth.net> wrote:

> What are some of your favorite games that work in ST High (Monochrome) mode?

Super Breakout and Onyx are two examples of my favrote games to play
when I had my monochrome ST system.

7532. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 01:13:23 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <9452133122061276.NC-1.61.joobs@news.free-online.net>
Source record: 22615
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

On Mon, 17 Nov 2003 15:25:42 +0100, Andreas Magenheimer wrote:

> Well,
> the same guy that wrote Dandy (ca. 1983), also programmed Dark Chambers

Dandy was written by John (aka Jack) H. Palevich, released (I believe) in 1982
for the Atari 800 (as part of the Atari Program Exchange). It was later released
and re-titled as Dandy Dungeon by Antic The C64 version was ported by Nick
Pelling (aka Orlando M Pilchard) for Electric Dreams in 1987.

7533. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 01:27:40 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0311171727.55c229c4@posting.google.com>
Source record: 22614

mike_norths_toupe@hotmail.com (Mike North's Toupe) wrote in message
news:<7578f85e.0311161653.2b1911f1@posting.google.com>...
> Hello, all,
>
> In case you haven't heard the news, in the months of November and
> December, Midway will be releasing its "Midways Arcade Treasures"
> compilation for the X-Box, PS2 and (as far as we know still) the
> Gamecube.

Ah, I rather enjoy those.

> 3) In 1990 (?), Gauntlet II was ported over the SMS, Gameboy, NES,
> and home computer systems.

Yep. I played Gauntlet II quite a bit in college (which gives you an
idea to my age) and purchased it for the Atari ST. The ST version is
quite close to the arcade version and is one of the few Atari games
that had 4 player capability.

> My criticisms of the game are so/so game control (the diagonal
> running/shooting controls never feel quite right), lack of certain enemies
> found in the arcade version (the super-fast Thief and the Mugger), and
> certain game bugs (anyone else notice that the enemies tend to run AWAY from
> you sometimes when you attack them?).

The Atari ST version is similar, although I believe it does have the
Thief. I haven't played it in a couple of years.

> 4) Sometime in the early 90's, Gauntlet III was released on the Atari
> Lynx and the home computers as well. Never played this game. From
> what I've heard, this is actually a different game that got made over
> with cosmetic changes to make it a Gauntlet sequel. Supposedly a very
> *different* game than what most Gauntlet fans are used to (aliens???
> WTF???).

Yep. I don't own it either, but I remember thinking at the time that
this wasn't the Gauntlet I remembered. (I do own two Lynxes and about
20 games.)

Galen

7534. Re: atari midi files on PC?

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 03:13:40 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <E7gub.1095$Re.1083991@newshog.newsread.com>
Source record: 22616

On 17 Nov 2003 16:03:03 , JM wrote:
>On Mon, 17 Nov 2003 14:27:56 GMT, "OneFlew..." <a.lenders2@chello.nl>
>wrote:
>
>>Can someone please tell me how to get midi files made on atari st on a
>>Windows XP system?
>>
>>Thanks, Ad
>>
>
>Get a formatter for the ST that can format PC disks, such as FastCopy
>Pro. Format a PC disk and save the files from the ST to that disk,
>insert into the WinTel box and read them.
>
>JM
>

I believe most floppy's come pre-formatted for PC which can be read
by both the PC and Atari. If I'm correct, then all he has to do is copy the
files to those disks.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7535. Re: STEEM & protected software

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 03:30:27 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <Ajgub.2331$ow5.624@bignews2.bellsouth.net>
Source record: 22617
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Larry T." <Larry@unicode.com> wrote in message
news:4bdbad34.0311130838.4fd8d365@posting.google.com...
> I keep seeing postings about STEEM and how well it works to run ST
> software on a PC (I have: 520ST, 2x1040ST, Mega ST2, TT030, Falcon,
> and Winblows XP on a dual P-III@1.2Ghz) but I don't see how you run
> dongle protected (Steinberg, Sonus) or funky diskette protected (Dr.
> T's, Hybrid Arts, ...) software with it. Also, how do you supply it
> with the Atari ROM images? I have considered trying it, but most of
> what I want to use it for is MIDI sequencing and that is mostly dongle
> protected software.

Notator/Creator/Logic won't work AFAIK...unless someone's fairly recently found a way to do it. Even if they do...you can pretty much rule out the possibilities of things like Export, Unitor, LOG3, and so forth. The Notator dongle apparently does more than just simplecopy protection. It must alter currents, voltages, clocks, and so forth. Trying to get an 'image' of these dongles yeilds zilch....as it's not a standard ROM dongle.

I've not tried any Steinberg stuff yet...not even the dongle free version of CuBase Lite. IF one of these does work however...there is a slight chance you might can use the Parallel devices such as the SMP24 or the STMIDI3 interface...depending on how MROS chooses to access a ST printer port.

There are indeed a number of quality MIDI applications that are reported to work with STeem however. Many of them are legal to download free these days. Too much to list!...so...check out this really good site on ST MIDI.
http://tamw.atari-users.net/

As for funky disk formats...
Some of these are so funky that you can't make copies on your ST either (without tracking software, and in some cases additional hardware). In these such cases...there are a few things you can try...but more than likely You'll need some hacker help...someone with the tools and knowhow to make a disk image for you that can be loaded into the emulator.

First, try using disk image software on your ST that attempts to disreguard any concept of understanding the disk format, but instead tracks the disk and 'dubs' an identical copy. I've never tried this, so I have no clue where to point you in terms of program names and their abilities. I've only used the bog MSA utility...and I've no idea how it goes about its task. Someone else jump in here?

The main reason a Wintel floppy has problems with weird disk formats...can't even see Amiga or Apple disks...is because of the cheap floppy controller most of these machines have. As 'progress' takes hold, the floppy drives themselves

also begin to reach a point where they only see one or two formats. If you're really serious about emulation...some Floppy controller cards can be found that plug into a PCI slot on your PC, that with the included software, and when matched with the proper floppy drive, can access and copy pretty much every floppy scheme ever come up with.

STeem is a small download...easy to set up and learn...so you're not out a thing by giving it a try.
http://steem.atari.org

Hope this helps:
Brian

7536. Re: STEEM & protected software

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 04:18:58 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.11.18.04.18.57.252218@removenoaspam.atari-source.com>
Source record: 22618
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Mon, 17 Nov 2003 21:30:27 -0600, Brian Roland wrote:

>
> "Larry T." <Larry@unicode.com> wrote in message
> news:4bdbad34.0311130838.4fd8d365@posting.google.com...
>> I keep seeing postings about STEEM and how well it works to run ST
>> software on a PC (I have: 520ST, 2x1040ST, Mega ST2, TT030, Falcon,
>> and Winblows XP on a dual P-III@1.2Ghz) but I don't see how you run
>> dongle protected (Steinberg, Sonus) or funky diskette protected (Dr.
>> T's, Hybrid Arts, ...) software with it. Also, how do you supply it
>> with the Atari ROM images? I have considered trying it, but most of
>> what I want to use it for is MIDI sequencing and that is mostly dongle
>> protected software.
>
> Notator/Creator/Logic won't work AFAIK...unless someone's fairly recently found
> a way to do it. Even if they do...you can pretty much rule out the
> possibilities of things like Export, Unitor, LOG3, and so forth. The Notator
> dongle apparently does more than just simplecopy protection. It must alter
> currents, voltages, clocks, and so forth. Trying to get an 'image' of these
> dongles yeilds zilch....as it's not a standard ROM dongle.
>
> I've not tried any Steinberg stuff yet...not even the dongle free version of
> CuBase Lite. IF one of these does work however...there is a slight chance you
> might can use the Parallel devices such as the SMP24 or the STMIDI3
> interface...depending on how MROS chooses to access a ST printer port.
>
> There are indeed a number of quality MIDI applications that are reported to work
> with STeem however. Many of them are legal to download free these days. Too
> much to list!...so...check out this really good site on ST MIDI.
> http://tamw.atari-users.net/
>
> As for funky disk formats...
> Some of these are so funky that you can't make copies on your ST either (without
> tracking software, and in some cases additional hardware). In these such
> cases...there are a few things you can try...but more than likely You'll need
> some hacker help...someone with the tools and knowhow to make a disk image for
> you that can be loaded into the emulator.
>
> First, try using disk image software on your ST that attempts to disreguard any
> concept of understanding the disk format, but instead tracks the disk and 'dubs'
> an identical copy. I've never tried this, so I have no clue where to point you
> in terms of program names and their abilities. I've only used the bog MSA
> utility...and I've no idea how it goes about its task. Someone else jump in

> here?
>

I used to have a program for the ST that was called fastcopy I believe.
It had a huge display of green and red tracks of the disk (80 per drive).
This would copy games, etc with complete disreguard for error tracks,
copying the broken track in it's entirety so the game worked. This worked
for some sierra games I believe?

> The main reason a Wintel floppy has problems with weird disk formats...can't
> even see Amiga or Apple disks...is because of the cheap floppy controller most
> of these machines have. As 'progress' takes hold, the floppy drives themselves
> also begin to reach a point where they only see one or two formats. If you're
> really serious about emulation...some Floppy controller cards can be found that
> plug into a PCI slot on your PC, that with the included software, and when
> matched with the proper floppy drive, can access and copy pretty much every
> floppy scheme ever come up with.
>
> STeem is a small download...easy to set up and learn...so you're not out a thing
> by giving it a try.
> http://steem.atari.org
>
> Hope this helps:
> Brian

7537. Re: Monochrome Games?

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 08:04:47 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bpck55$e49$1@reader08.wxs.nl>
Source record: 22619

Two of my absolute ALLTIME favorites are:

Secret of Monkey Island
Stnoe Age

These games are great and work fine on monochrome atari ST system. I don't know if the 'cracked' versions do, but I have the original disks, and they work fine on mono.

Marius

"Brian Roland" <BJRoland@bellsouth.net> schreef in bericht news:nwdub.1532$ow5.881@bignews2.bellsouth.net...
> What are some of your favorite games that work in ST High (Monochrome) mode?
>
> Thanks,
> Brian

7538. Re: Monochrome Games?

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 09:07:53 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bpcnpm$7d0$1@reader11.wxs.nl>
Source record: 22620

Brian Roland wrote:
> What are some of your favorite games that work in ST High (Monochrome) mode?

I like Skulldiggery, a Boulderdash clone written in STOS, and working
nicely in Monochrome. :)

Maurits.

7539. Re: Monochrome Games?

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 09:35:08 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3fb9e6c1$0$20482$afc38c87@news.optusnet.com.au>
Source record: 22621

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:nwdub.1532$ow5.881@bignews2.bellsouth.net...
> What are some of your favorite games that work in ST High (Monochrome)
mode?

All of the Silmarils games too I think. Ishar and the like.

Mark

7540. Re: Re:Falcon clock chip

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 11:44:31 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <bpd0of$7oc$1@ls219.htnet.hr>
Source record: 22622

Paul,
if you need + and - wires position when you open the chip (as well as
location of the battery...) just let me know...

:)

I changed it several times and heva some experience with "last option" :)

"Paul Hopkins" <nephelim@zetnet.co.uk> wrote in message
news:3fa2b936$0$12248$4c56ba96@master.news.zetnet.net...
> Hi.
>
> On Wed, 29 Oct 2003 08:50 Derryck Croker wrote in response to my
> query concerning the Falcon clock chip :-
>
>
> >Dallas DS12887 is a direct replacement for the Falcon NVRAM chip.
> >Maxim are the distributors and their web page has a form where it's
> >possible to request samples.
>
> >Otherwise you can get this chip from RadioSpares.
>
> >The top of the chip can be opened to reveal the coin battery inside, so
> >as a last resort!
>
> Many thanks Derryck for that useful information. Much appreciated.
> I don't really fancy trying to desolder the chip if I can help it as there
> is always the possibility of causing damage to the motherboard.
> I shall attempt your last option first and try to access the coin
> battery inside the chip.
>
> Cheers,
>
> Paul.
>

7541. Re: Falcon/CAF/Stienberg FDI questions.

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 11:46:44 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <bpd0sk$7t0$1@ls219.htnet.hr>
Source record: 22623

FDI works with any device providing 44.1 and 48 clocks and having optical or coaxial connector. I tried it with MD, DAT and CD and they all work fine with Cubase Audio.

"Brian Roland" <BJRoland@bellsouth.net> wrote in message news:HxWpb.33680$SV2.15801@bignews3.bellsouth.net...
> I recently got one of these, but no manual or disk(s) came with it.
> What I'd like to know is more precisely what it can do.
>
> As I look about for A/D converters, recorders, etc...I notice that they all have
> different sample rates, frequencies, and sync rates, etc...
>
> What all will this thing support in combination with CAF?
> I.E. Will a box like the 'Fostex VC8 8ch A/D-D/A Converter' work with this?
> http://www.fostex.co.jp/int/pdf/AC2496_VC8.pdf
>
> Am I locked into DAT, or will other devices work?
>
> Any place online I can see the specs for the Falcon FDI?
>
> Thanks,
> Brian
>

7542. Re: CT060 and Magic and BUS Boost

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 11:51:39 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <bpd15q$889$1@ls219.htnet.hr>
Source record: 22624

yep, I also didn't manage to start Magic 6.01, it seems that it needs ver.
6.10 or 6.20...
I think that the Falcon MB can't be boosted from two sources at the same
time...:)
So, either you use your old booster and switch off CT60 boost or use CT60
boost...
oscs could be found at www.buerklin.com

"RSE" <stuff@recycledTAKECAPSOUTsteel.co.uk> wrote in message
news:booujd$p7n$1$8302bc10@news.demon.co.uk...
> I have two problems;
>
> 1) I can not use Magic 6. I have tried the patch but it would appear that
> it will only work with version 6.10 or.20 and I have 6.01 (I think). I
have
> found an update for french from 6.01 to .6.10 but nor an Enlgish one. Can
> anyone help?
>
> 2) I have some orriginal bus booster on my Flacon (50/25 I think it is a
> generic copy of one). It works fine in 030 mode but crashes in 060. Do I
> need to set the jumper on the 060 to Boost or is that just to enable
boost
> when you are using the 060 bus speeder? If that is not so what else coudl
> it be? I did thinki about removing it but I have since lost all of the
> little resistors, etc that I removed, plus I my soldering looks like bird
> sh!t.
>
> Also, anyone got an ungrade cable they will lend me, or know where I can
get
> one?
>
> Anyone know where to get higher clocks too? Normal outlets appear to stop
> at abotu 50Mhz.
>
> Thanks
>
> Elliot.
>
>

7543. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 11:55:44 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <bpd1dg$8n5$1@ls219.htnet.hr>
Source record: 22625

well, I have two 4 Mb atari boards, let me know if you need them....
I think you should start with upgrading the memory...
a good 14 Mb card would be perfect for exploring possible problems on
Ct60...

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.11.13.03.09.59.795150@removenoaspam.atari-source.com...
> Guys,
>
> As you've probably realized, I'm very forgetful. I might have posted
> about this already - maybe not.
>
> Here are problems I am having.
>
> 1. At 20MHz falcon bus system locks after approx 24 hours or so.
> 2. At 16MHz the system will run eternally however on running complex or
> long operations such as a long gcc compile strange things will happen like
> internal compiler errors or such - not good.
> 3. Upon pressing a key on the keyboard and repeating a couple times it
> will freeze N.AES. The mouse will still work but the AES will not respond
> to clicks or keypresses. Switching to a vconsole will work fine.
>
> Info:
>
> I am using a crappy st-ram card. Rodolphe has already said I need to
> replace it before he offers more help - I don't have the money right now.
> I have an Atari 1 meg board but 1 meg isn't enough ram for me to test
> anything in. I can't get the system to run at all with only 1 meg st-ram.
>
> I have the falcon clock buffer mod installed as per instructions from
> email from Rodolphe. This buffer mod was needed to get my CT60 to work AT
> ALL even in 16MHz mode. Without the buffer mod my Falcon will run fine in
> 030 mode and not even boot in 060 mode@16MHz. Will not run in 20MHz mode
> in 060 mode or no. With the clock buffer mod resoldered per instructions
> the falcon works in all 4 combinations, however it has the stability
> issues.
>
> I am using SDR-5D and ABE-5K, TOS .99e
>
> I have cut the pin to activate the PLL driver of whatever, but the
> component is so small I am having trouble ensuring the cut is clean. Any
> way to test to ensure I cut properly?
>
> I have soldered the resistor necessary for in-falcon abe/sdr updates.

>
> Things I've tried:
>
> Using ABE-5L in combination with my clock buffer mod @ 16MHz and also at
> 20MHz. No help.
>
> Disabling SD-RAM fast ram - no help.
>
> Next step is to attempt booting in plain 030 16MHz mode and see if these
> problems are around, but after using Aranym and 060 mode so long I'm
> deathly afraid of the slow original speed ;-)
>
> Any suggestions or sale offers of original 4 meg atari falcon boards?
> Also 14 meg known working board too. I can pay up to $50 for a
> populated board after 4 weeks passes from now.
>
> Thanks,
> Mark
> http://portal.atari-source.com
>

7544. Re: atari midi files on PC?

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 12:21:48 UTC
From: JM <>
Message-ID: <cg3krvk5bklb6et55kq8k153aiq4qe2c67@4ax.com>
Source record: 22626

>
> I believe most floppy's come pre-formatted for PC which can be read
>by both the PC and Atari. If I'm correct, then all he has to do is copy the
>files to those disks.

That may work indeed, with a preformatted 720K disk that is. A 1.44 M
disk will have to be formatted to 720K on the ST, but with a utility,
not the built-in TOS formatter. I have tried to format 720K disks on
the PC, but then my Atari won't read it. I think it also matters what
TOS version is used, later versions seems more flexible.

JM

7545. Re: atari midi files on PC?

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 12:33:06 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bpd3qtmmi1@reader11.wxs.nl>
Source record: 22627

JM wrote:

> the PC, but then my Atari won't read it. I think it also matters what
> TOS version is used, later versions seems more flexible.

They were all flexible, but the PC isn't. :) But what you are referring to, is that from TOS 1.62 (ie from the STe on), disks formatted from the Desktop are DOS-compatible.

However, any replacement formatting tool (FastCopy, Kobold etc) for the ST will do the job.

On the other hand, you can also use GemExplorer on the PC to read pre-1.62-Atari-formatted disks, but apparantly that doesn't (yet?) run under XP.

And then there are other cool options, like connecting ST to PC with a nullmodem cable and transferring the files using a terminal application or setting up a PPP link between them and use ftp. :)

Maurits.

7546. Re: atari midi files on PC?

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 13:03:54 UTC
From: JM <>
Message-ID: <pu5krv81b6nek6et6ssismci7ebchtt83q@4ax.com>
Source record: 22628

On Tue, 18 Nov 2003 13:33:06 +0100, Maurits van de Kamp-
> And then there are other cool options, like connecting ST to PC
> with a
>nullmodem cable and transferring the files using a terminal application
>or setting up a PPP link between them and use ftp. :)
>

Or connect the ST MIDI out to the PC MIDI in, set PC MIDI clock to
slave, set PC MIDI app to record, and hit play on the Atari MIDI
app... :-)

But this will only be necessary if the files on the ST are made in a
program that cannot save .mid files.

JM

7547. Re: STEEM & protected software

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 16:11:32 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bpdcqcdtn1@news1.nivel5.cl>
Source record: 22629
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

steem doesnt work with parallel access port on winXP (at least.. i havent
been able to use the parallel port)
Any hints ?

"Mark D" <mducksub@removenoaspam.atari-source.com> escribi&#65533; en el mensaje
news:pan.2003.11.18.04.18.57.252218@removenoaspam.atari-source.com...
> On Mon, 17 Nov 2003 21:30:27 -0600, Brian Roland wrote:
>
> >
> > "Larry T." <Larry@unicode.com> wrote in message
> > news:4bdbad34.0311130838.4fd8d365@posting.google.com...
> >> I keep seeing postings about STEEM and how well it works to run ST
> >> software on a PC (I have: 520ST, 2x1040ST, Mega ST2, TT030, Falcon,
> >> and Winblows XP on a dual P-III@1.2Ghz) but I don't see how you run
> >> dongle protected (Steinberg, Sonus) or funky diskette protected (Dr.
> >> T's, Hybrid Arts, ...) software with it. Also, how do you supply it
> >> with the Atari ROM images? I have considered trying it, but most of
> >> what I want to use it for is MIDI sequencing and that is mostly dongle
> >> protected software.
> >
> > Notator/Creator/Logic won't work AFAIK...unless someone's fairly
recently found
> > a way to do it. Even if they do...you can pretty much rule out the
> > possibilities of things like Export, Unitor, LOG3, and so forth. The
Notator
> > dongle apparently does more than just simplecopy protection. It must
alter
> > currents, voltages, clocks, and so forth. Trying to get an 'image' of
these
> > dongles yeilds zilch....as it's not a standard ROM dongle.
> >
> > I've not tried any Steinberg stuff yet...not even the dongle free
version of
> > CuBase Lite. IF one of these does work however...there is a slight
chance you
> > might can use the Parallel devices such as the SMP24 or the STMIDI3
> > interface...depending on how MROS chooses to access a ST printer port.
> >
> > There are indeed a number of quality MIDI applications that are reported
to work
> > with STeem however. Many of them are legal to download free these days.
Too
> > much to list!...so...check out this really good site on ST MIDI.

> > http://tamw.atari-users.net/
> >
> > As for funky disk formats...
> > Some of these are so funky that you can't make copies on your ST either (without
> > tracking software, and in some cases additional hardware). In these such
> > cases...there are a few things you can try...but more than likely You'll need
> > some hacker help...someone with the tools and knowhow to make a disk image for
> > you that can be loaded into the emulator.
> >
> > First, try using disk image software on your ST that attempts to disreguard any
> > concept of understanding the disk format, but instead tracks the disk and 'dubs'
> > an identical copy. I've never tried this, so I have no clue where to point you
> > in terms of program names and their abilities. I've only used the bog MSA
> > utility...and I've no idea how it goes about its task. Someone else jump in
> > here?
> >
>
> I used to have a program for the ST that was called fastcopy I believe.
> It had a huge display of green and red tracks of the disk (80 per drive).
> This would copy games, etc with complete disreguard for error tracks,
> copying the broken track in it's entirety so the game worked. This worked
> for some sierra games I believe?
>
>
> > The main reason a Wintel floppy has problems with weird disk formats...can't
> > even see Amiga or Apple disks...is because of the cheap floppy controller most
> > of these machines have. As 'progress' takes hold, the floppy drives themselves
> > also begin to reach a point where they only see one or two formats. If you're
> > really serious about emulation...some Floppy controller cards can be found that
> > plug into a PCI slot on your PC, that with the included software, and when
> > matched with the proper floppy drive, can access and copy pretty much every
> > floppy scheme ever come up with.
> >

> > STeem is a small download...easy to set up and learn...so you're not out
a thing
> > by giving it a try.
> > http://steem.atari.org
> >
> > Hope this helps:
> > Brian
>

7548. Re: CT060 and Magic and BUS Boost

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 17:21:09 UTC
From: rsmac@t-online.de
Message-ID: <1g4mqqb.1wmx1cd1uatnw2N%rsmac@t-online.de>
Source record: 22631

John Smith <john.smith@microsoft.com> wrote:

> yep, I also didn't manage to start Magic 6.01, it seems that it needs ver.
> 6.10 or 6.20...

It works. I made several tests these days with two different hard
drives. On one drive i have an older MagiC 6.01 and it works with all
the patches of of CT060_404.LZH -> Folder "Magic"
(with NVDI 5.01)

Regards, Robert

--
-= Home of DOIT-Archive =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

7549. Re: atari midi files on PC?

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 17:22:01 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0311180922.74f780c3@posting.google.com>
Source record: 22630

"OneFlew..." <a.lenders2@chello.nl> wrote in message
news:<MV4ub.175166$di.40186515@amsnews02.chello.com>...
> Can someone please tell me how to get midi files made on atari st on a
> Windows XP system?
>
> Thanks, Ad

You can check my FAQ page on my site for this which will answer your questions:

Tims Atari MIDI World
http://tamw.atari-users.net

Tim Conrardy

7550. Re: Monochrome Games?

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 18:33:51 UTC
From: Grzegorz Pawlik <gregory@cafetera.pl>
Message-ID: <BBE0249E.FC5D%gregory@cafetera.pl>
Source record: 22632

On 17-11-2003 1:11, in article nwdub.1532$ow5.881@bignews2.bellsouth.net,
"Brian Roland" <BJRoland@bellsouth.net> wrote:

> What are some of your favorite games that work in ST High (Monochrome) mode?

Exodrom http://gregory.atari.pl/pliki/exodrom.zip fits exactly into my, erm,
intelectual level ;-))

--
Grzegorz Pawlik
http://uce.pl/pym/
http://gregory.atari.pl/

"Remember, the Ark was built by amateurs; the Titanic by professionals."

7551. Re: SpeedoGDOS and TT030?

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 23:00:57 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vrl95d5vg4aed0@corp.supernews.com>
Source record: 22633

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:3fb5d49e16baafa@comcast.net...
> >I have SpeedoGDOS and Atari Works that came with my Falcon030. I tried
to
> >install them on my TT030 and it installs fine. Works does work but, its
> >GDOS that gives an error when Works launches. Is this not compatable
with
> >the TT? What version is know to work with the TT?
> >
> >Thanks
> >Tim
>
> It should be, but have you ever thought of getting NVDI. You may
> need this upgrade to get things working better.

Sorry for my ignorance, but what does NVDI do?

Tim

7552. Re: SpeedoGDOS and TT030?

Newsgroup: comp.sys.atari.st
Date: 2003-11-18 23:25:24 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbrl9eo.cb8.atari@core.preferuje.luzik.pl>
Source record: 22634

On Tue, 18 Nov 2003 15:00:57 -0800, Tim <tjlazer@nospam.mail.com> had a noticeable pleasure while writting:
> Sorry for my ignorance, but what does NVDI do?

NVDI replaces whole ROM VDI and is much faster. It also includes GDOS, and supports vector fonts (True Type, Speedo, Type1).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7553. Looking for Link97

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 00:13:07 UTC
From: "Paul N." <visit_my_site@nurmix.com>
Message-ID: <qoclrvgk5t5ihtto3k0rb5u1vifl5sjkkm@4ax.com>
Source record: 22635

I'm looking for a Link97 for my STE, as I understand it's the only host adaptor that allows SCSI arbitration.

The reason is that I want to connect a Pioneer CD ROM drive and a Yamaha CD-RW drive to my STE that I used to have connected to my Falcon.

Both drives worked great on my Falcon with ExtenDOS Gold. But with my STE and old ICD Link 1, ExtenDOS Gold doesn't "see" either drive. And I've discussed this with Roger Burrows of Anodyne, and he's informed me that both drives need SCSI arbitration in order to work.

So, does anyone have a used Link97 for sale, or know where I might find one?

I'm in southern California, USA.

Thanks all.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

7554. Re: Monochrome Games?

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 02:04:53 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bpej45$76m$1@thorium.cix.co.uk>
Source record: 22636

dreibel@sympatico.ca (Daniel Dreibelbis) wrote:
> In article <nwdub.1532$ow5.881@bignews2.bellsouth.net>,
> "Brian Roland" <BJRoland@bellsouth.net> wrote:
>> What are some of your favorite games that work in ST High (Monochrome)
>> mode?
> Super Breakout and Onyx are two examples of my favrote games to play
> when I had my monochrome ST system.
Hi Dan,

Super Breakout was very good far better than Arkanoid. Balance of Power
worked well in Mono too.

H

7555. Re: Looking for Link97

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 07:54:57 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bpf7opekc1@reader10.wxs.nl>
Source record: 22637

Hi!

I'm not sure, but perhaps is the 'parity' the real problem. You might try to switch of parity with one of the jumper settings on the drives. I have used The Link II (that's the second version of your ICD Link) and that worked fine, because it supports parity drives.

On all my 3 cd'roms the parity could be enabled/disabled by jumper 4 (right next the 3 SCSI ID pins)

Give it a try!
Marius

"Paul N." <visit_my_site@nurmix.com> schreef in bericht news:qoclrvgk5t5ihtto3k0rb5u1vifl5sjkkm@4ax.com...
> I'm looking for a Link97 for my STE, as I understand it's the only
> host adaptor that allows SCSI arbitration.
>
> The reason is that I want to connect a Pioneer CD ROM drive and a
> Yamaha CD-RW drive to my STE that I used to have connected to my
> Falcon.
>
> Both drives worked great on my Falcon with ExtenDOS Gold. But with my
> STE and old ICD Link 1, ExtenDOS Gold doesn't "see" either drive. And
> I've discussed this with Roger Burrows of Anodyne, and he's informed
> me that both drives need SCSI arbitration in order to work.
>
> So, does anyone have a used Link97 for sale, or know where I might
> find one?
>
> I'm in southern California, USA.
>
> Thanks all.
>
>
> --
>
> Paul Nurminen - California (USA)
>
> http://www.nurmix.com
> ^Atari computing, electronic music, '80s Club Music
>
> http://www.mp3.com/nurvis
> http://www.mp3.com/varactor
> ^My original electronic music MP3s

>
> E-mail: (visit my site to e-mail me)

7556. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 07:57:05 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bpf7so$eo6$1@reader10.wxs.nl>
Source record: 22638

Finally I found the reason.

ArtWorx only runs with Magic.

Marius

"Marius & Hester" <grover25@zonnet.nl> schreef in bericht
news:bosr4o$8sd$1@reader08.wxs.nl...
> Hi!
>
> On the internet site from Application System Heidelberg you are able to
> download a demo version of the program AtrWorx. I was interested if this
> program could do what I want (To convert .WMF files into .GEM or .CVG
> format) ... but something is going wrong.
>
> When I start the thing I get 2 bombs.
>
> I have tried this package with:
>
> Clean (it said NO GDOS -> 2 bombs and quit)
> Nvdi 5.02 (no error, but still 2 bombs and quit)
> SpeedoGdos 4.2 (no error, but still 2 bombs and quit)
> SpeedoGdos 5.0 (no error, but still 2 bombs and quit)
>
> WAAAAAAAAAAh it drives me crazy.
>
> I have tried this on:
> Atari Falcon 030
> Atari 1040STe (4mb)
> Atari 1040STfm
>
> and on STEEM emulator.
>
> All the combinatinos gave 2 boms.
>
> How should this package be started?
>
> Marius
>
>
>

7557. strange problem with used/free space on HD

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 08:01:46 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bpf85g$f2q$1@reader10.wxs.nl>
Source record: 22639

Hi!

I have a REAL strange problem with my harddisk on the atari Falcon 030.

The problem is on any partition.

When I write files on it and checks how large all folders are (checking each folder apart) I get in total 45mb.

But when I check the information on the drive via the desktop menu. I see it's 77mb!!!!

That's not right, and my is getting full too early this way. Is this a problem of the HD driver or something else?

Greetz,
M.

p.s. I'm using Hushi.

7558. PNG plugin/decoder for CAB?

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 08:29:29 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <1378379.UaqO2BL8sQ@jll.heim7.tu-clausthal.de>
Source record: 22640

Hi folks,

does a PNG plugin or decoder for the old freeware CAB exist for viewing
inline PNG images without an external viewer?
If so, does it work under plain TOS on an unexpanded Falcon?

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

7559. Re: atari midi files on PC?

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 09:18:20 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bpfcr0$9hl$1@reader08.wxs.nl>
Source record: 22641

The problem is clear!!!

When you format a HD disk on 720kb the PC is not able to read UNTIL you close the small square right (not the write protect one, but that thing on the other side) with some tape or paper!

As long as the square is OPEN the PC "thinks" it is a HD disk, and expects it to be 1.44mb. The atari ST don't look at that square, because it is only DD drive.

When you close the square with tape or paper, you are able to format it on 720kb on pc and the atari ST will be able to read the disk too.

Be carefull -> HD disks do have another bias (the magnetic level of the disk), and some atari ST drives don't like those HD disks very much.

Greetz,
Marius

p.s. MIDI files are general. You have general midi 0 and 1. PC and ST can handle both files.

<JM> schreef in bericht news:pu5krv81b6nek6et6ssismci7ebchtt83q@4ax.com...
> On Tue, 18 Nov 2003 13:33:06 +0100, Maurits van de Kamp-
> > And then there are other cool options, like connecting ST to PC
> > with a
> >nullmodem cable and transferring the files using a terminal application
> >or setting up a PPP link between them and use ftp. :)
> >
>
> Or connect the ST MIDI out to the PC MIDI in, set PC MIDI clock to
> slave, set PC MIDI app to record, and hit play on the Atari MIDI
> app... :-)
>
> But this will only be necessary if the files on the ST are made in a
> program that cannot save .mid files.
>
> JM

7560. Re: msn messenger for atari?

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 09:20:40 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bpfcvl$9om$1@reader08.wxs.nl>
Source record: 22642

Hi Maurits,

Why is the msn messenger not very populair with atari users? In early days (only a couple of years ago) "everyone" was using ICQ.. .but now: all my friends are on the MSN. But... I have already encouraged 2 of them to use ICQ, so I won't be lonely when I have switched to the atari falcon completely to internet.

Greetz,
M.

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> schreef in bericht news:bpa09j$e8j$2@reader11.wxs.nl...
> Mark D wrote:
>
> > gaim for linux on atari. Gaim has already successfully been compiled with
> > msn, zephyr, oscar, toc, icq, etc protocols but it must use the xserver
> > which is fairly slow on a CT60 falcon, let alone impossible to use on an
> > unaccelerated one!
>
> The full X-server for MiNT is indeed terribly slow, but X.app (the X
> server that runs under GEM) is quite usable, although not (yet) complete.
>
> If you have the protocols for MSN messanger, I guess a text-based
> version would also be possible, but then again that would require a
> rewrite instead of a port, just like a VDI version would. So I guess
> that's no help either. :)
>
> Maurits.
>

7561. Re: Atari ST <--> PC via Zip/SyQuest (again...)

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 09:27:09 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bpfd1g$1oh1pj$1@ID-27442.news.uni-berlin.de>
Source record: 22643
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Larry T. wrote:

> the magic combination to get this to work? Where should I partition
> and format the media? What settings make things happy (I have tried
> partitioning with HDDriver and the TOS/Windows compatability mode
> set). Thanks for reading/responding/helping!!

Peter's answer already contained some hints on what to keep in mind when using the compatibility mode, so this might help.

I do not find you in my list of registered users, by the way. Can you plase send me the serial number of your HDDRIVER? Thanks.

Best regards, Uwe

--

Dr. Uwe Seimet http://www.seimet.de

7562. Re: Problems with SCSI HDD (help me!)

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 09:28:08 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bpfd3b$1oh1pj$2@ID-27442.news.uni-berlin.de>
Source record: 22644

Edward S. Baiz Jr. wrote:

> How big are your partitions? Remember that TOS 1.02 will not allow
> the partitions to be larger than 32meg.

That is not correct. The maximum partition size with TOS 1.02 is 256 MB.

--

Dr. Uwe Seimet http://www.seimet.de

7563. Re: Looking for Link97

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 09:45:14 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <QXGub.2808$4Y6.1717@newsfep4-winn.server.ntli.net>
Source record: 22645

Hello.

"Paul N." <visit_my_site@nurmix.com> wrote in message
news:qoclrvgk5t5ihtto3k0rb5u1vifl5sjkkm@4ax.com...
> I'm looking for a Link97 for my STE, as I understand it's the only
> host adaptor that allows SCSI arbitration.

www.keychange.co.uk

7564. Re: msn messenger for atari?

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 10:08:27 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bpffjkrjl1@reader10.wxs.nl>
Source record: 22546

Marius & Hester wrote:

> Why is the msn messenger not very populair with atari users? In early days
> (only a couple of years ago) "everyone" was using ICQ.. .but now: all my
> friends are on the MSN.

It's just like "nobody uses Linux" or "nobody uses Atari".. just that groups of people encourage each other to make a certain choice and then when you look around "everyone" appears to use something. I'm in the middle of two "everyones", everyone using IRC and everyone using MSN. Personally I think I only know one or two people who ever used ICQ.

I can tell you why MSN messenger is not popular with *me* though: :) I hate the program itself with its incredibly ugly layout, the fact that most people configure it with silly fonts and colors that I have to look at when they talk to me (not to mention the 500-character-long names), and the fact that it's yet another m$ attempt to take over the world.

IRC rules. And is available for all platforms and independant of monopolists. :)

Maurits.

7565. Re: msn messenger for atari?

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 10:48:35 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bpfhuu$1c5$1@reader10.wxs.nl>
Source record: 22547

lp wrote:

> particularly superior to other methods. The best way to get ppl to
> move to ICQ is to delete MSN and never use it, and make that known
> to your friends. Force them to use ICQ, instead of the other way around.
> ;-)

Whether that will work depends on your popularity I guess. :)

Another way would be to be more selective about your friends. ;)

Maurits.

7566. Re: CT060 and Magic and BUS Boost

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 11:15:01 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <bpfj8ptd1$8300dec7@news.demon.co.uk>
Source record: 22548

> It works. I made several tests these days with two different hard
> drives. On one drive i have an older MagiC 6.01 and it works with all
> the patches of of CT060_404.LZH -> Folder "Magic"
> (with NVDI 5.01)

Are you sure? How did Magic_p.prg work with the 6.01 magic.ram file, was it okay?

Is there simply no (english) upgrade from 6.01 to 6.10 around then? I woudl still like to upgrade as I am sure there must be some benifits to it.

Thanks

Elliot.

7567. Re: CT060 and Magic and BUS Boost

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 11:22:24 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <bpfjml$903$1$830fa795@news.demon.co.uk>
Source record: 22549

Thanks, I may try and remove the other booster then, although I do not look forward to this.

I think it is a Nemesis, anyone have some instructions for one they would scan for me and mail?

Elliot.

"John Smith" <john.smith@microsoft.com> wrote in message news:bpd15q$889$1@ls219.htnet.hr...
>
> yep, I also didn't manage to start Magic 6.01, it seems that it needs ver.
> 6.10 or 6.20...
> I think that the Falcon MB can't be boosted from two sources at the same
> time...:)
> So, either you use your old booster and switch off CT60 boost or use CT60
> boost...
> oscs could be found at www.buerklin.com
>
>
> "RSE" <stuff@recycledTAKECAPSOUTsteel.co.uk> wrote in message
> news:booujd$p7n$1$8302bc10@news.demon.co.uk...
> > I have two problems;
> >
> > 1) I can not use Magic 6. I have tried the patch but it would appear
that
> > it will only work with version 6.10 or.20 and I have 6.01 (I think). I
> have
> > found an update for french from 6.01 to .6.10 but nor an Enlgish one.
Can
> > anyone help?
> >
> > 2) I have some orriginal bus booster on my Flacon (50/25 I think it is a
> > generic copy of one). It works fine in 030 mode but crashes in 060. Do
I
> > need to set the jumper on the 060 to Boost or is that just to enable
> boost
> > when you are using the 060 bus speeder? If that is not so what else
coudl
> > it be? I did thinki about removing it but I have since lost all of the
> > little resistors, etc that I removed, plus I my soldering looks like
bird
> > sh!t.
> >
> > Also, anyone got an ungrade cable they will lend me, or know where I can

> get
> > one?
> >
> > Anyone know where to get higher clocks too? Normal outlets appear to
stop
> > at abotu 50Mhz.
> >
> > Thanks
> >
> > Elliot.
> >
> >
>
>

7568. Re: STEEM & protected software

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 11:40:46 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <bpfkp2$2lm$1$8300dec7@news.demon.co.uk>
Source record: 22550
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I used to have a program for the ST that was called fastcopy I believe.
> It had a huge display of green and red tracks of the disk (80 per drive).
> This would copy games, etc with complete disreguard for error tracks,
> copying the broken track in it's entirety so the game worked. This worked
> for some sierra games I believe?

Yes it was much more flexable when it came to disks and their formats but it was still based on tracks and sectors, it was good but not that good (Fastcopy Pro had 1.44 support too). I have most of the hardware copy stuff that came out (Blitz Turbo (both versions), Synchro Express, etc) and they were better but still could not do 100% of disks.

Synchro Express (the best) spent hours copying one disk, hmmm "syncing" each drive to each other than then doing multiple reads and writes to the disk to try and work, it was supposed to be a "mirror image" of the orriginal as apposed to a "data image" of the orriginal.

A good example is Golden Axe (the orriginal, not some crack or one from a box set), this had a good "physical" protection and none of the above managed to copy it.

PCs are just sh!te at disk asscess, most of them you will be lucky to get to work at more than 80 tracks, the drives, drivers and controllers are very simply and cheap. Best to go and find a crack.

Elliot.

7569. Re: Gemulator2000 and Aranym questions

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 11:52:54 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <bpflfq$t0v$1$8302bc10@news.demon.co.uk>
Source record: 22551

I had all sorts of problems with this too (soem time ago), I gave up. Many people were saying it had probems with 2K and XP and I think I did some tests with a 98 machine and it worked better. People even put this to the maker but he said it was fine in all Win versions, so.....

I use Steem and play with WIn Arany from time to time, when it gets better I will use that the most I think.

Elliot.

"Kenneth Medin" <kennethm@tripnet.se> wrote in message news:3fb54bfc228b190@tripnet.se...
> Has anyone got the latest Gemulator version to boot from a disk image?
>
> I have tried everything(?) I can think of (including HDDRIVER!) but sofar
> the only solution I have found is to run AHDI.PRG from floppy. As floppy
> access is very slow in "Atari disk mode" this is not a usable setup.
>
> The downloadable diskimages in gem2000x.zip from
> http://www.emulators.com/ works (but not bootable) but if I try to create
> a diskimage file with the builtin function (Tools - Create
> unformatted...) the result is 4 bombs if try to boot with it "mounted".
>
> As it says "unformatted" I tried to format it with HDX but this only
> gives errors within HDX.PRG . Strange...
>
> I am using an older version (dated 1/1-2001) booting from
> diskimages with great success. The version available for download now
> (dated 20/4-2001) however does not want to cooperate.
>
> The host system runs Windows 2000 both at home and at work. At work I use
> Gemulator to run a rather important TSP (actually "Delivery and Pickup")
> application that really benefits from higher cpu speeds compared to my
> TT...
>
> I've been thinking of Aranym (have it running under Debian at home) but
> it must be able to run under Win2000 at work without too much hazzle and
> as fast as possible. Which is faster for standard monochrome GEM apps,
> Araym or Gemulator?
>
> Printing is a must and networking would be fun... Does this work
> correctly with Aranym under Win2000?
>
> --
> Kenneth Medin <kennethm@tripnet.se>

> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

7570. Re: Looking for TOS 3.06 UK roms

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 11:59:29 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <bpfls6$3v1$1$8300dec7@news.demon.co.uk>
Source record: 22552

Me too, I have been looking for them for years. You can buy orriginals for
£99 but I think I would rather not pay that much just to change the language
on mine to UK.

I did pay someone £20 or so to burn some for me, we had a few goes but it
simple did not work (we coudl not figure out the order) I have not been in
touch since.

If you find somone then please tell me.

Thanks

Elliot.

<JM> wrote in message news:l8ihrvkdt7pn0mnjtp8na71tasufvqf21e@4ax.com...
> Hi all,
>
> My TT recently gave up, I tracked it down to the TOS ROMs. For some
> reason the machine is dead with the original 3.06 ROMS inserted, but
> if I stick in a set of 3.01 chips it works again.
>
> Is there anybody out there with the right equipment and files to bake
> me a new set? I am of course willing to pay a reasonable fee for your
> time.
>
> Thanks,
> JM
>

7571. Re: Looking for TOS 3.06 UK roms

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 12:35:29 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <qrJub.2989$MP5.23086@newsfep4-glfd.server.ntli.net>
Source record: 22553

Hello.

"RSE" <stuff@recycledTAKECAPSOUTsteel.co.uk> wrote in message
news:bpfls6$3v1$1$8300dec7@news.demon.co.uk...
> Me too, I have been looking for them for years. You can buy orriginals
for
> £99 but I think I would rather not pay that much just to change the
language
> on mine to UK.

Currently breaking a UK 3.06 TT, email me.

And a Stacy.

www.keychange.co.uk

7572. microtext teletext adaptor

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 16:05:48 UTC
From: michael thornton <michael.thornton90@ntlworld.com>
Message-ID: <qzMub.189$Pf.94481@newsfep2-win.server.ntli.net>
Source record: 22554

does anyone know if microtext teletext adaptor is compatible with atari st and any website for the software . also what rating should the main adaptor be . with thanks

7573. Re: CT060 and Magic and BUS Boost

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 16:34:28 UTC
From: rsmac@t-online.de
Message-ID: <1g4okuw.l6ij0218sw7w0N%rsmac@t-online.de>
Source record: 22555

RSE <stuff@recycledTAKECAPSOUTsteel.co.uk> wrote:

> Are you sure? How did Magic_p.prg work with the 6.01 magic.ram file, was it
> okay?

Yes, i copyed on C:, same place as MAGIC.RAM. Run it and quit. No
errors. Some other files from ct060_404.lzh -> folder MAGIC must
copyed to several folders of magic.

Since this falcon run Magic 6.01

Regards, Robert
--
-= Home of DOIT-Archive =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

7574. Re: msn messenger for atari?

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 16:47:43 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bpg6rf$1n6$1@thorium.cix.co.uk>
Source record: 22556

gfabasic@mint.net (lp) wrote:
> Maurits van de Kamp at james.t.kirk@enterprise.nasa.gov wrote on 11/19/03
>> IRC rules. And is available for all platforms and independant of
>> monopolists. :)
> Indeed! I also know ppl who only use 'yahoo', which doesn't seem
> particularly superior to other methods. The best way to get ppl to
> move to ICQ is to delete MSN and never use it, and make that known
> to your friends. Force them to use ICQ, instead of the other way around.
> ;-)
I'm halfway there. I disabled MSN, grabbed ICQ and rapidly uninstalled it
(then manually deleted all the garbage it left behind).

IRC? If there was nothing else in the world I'd still chose nothing...

regards
H

7575. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 19:30:16 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.11.19.19.30.16.858084@pandora.be>
Source record: 22557

Op Wed, 19 Nov 2003 08:57:05 +0100, schreef Marius & Hester:

> Finally I found the reason.
>
> ArtWorx only runs with Magic.
>
Small correction: Artworx runs happely with freeMiNT too and should work
with plain TOS too.

<quote>
ArtWorx arbeitet

* mit allen TOS-Versionen
* unter MagiC
* unter MacOS in Verbindung mit MagiC-Mac
* unter Windows 95/Windows NT in Verbindung mit MagiC-PC
* ab 1 MB freiem Systemspeicher
* in allen monochromen und farbigen Auflï¿½sungen, insbesondere
allen TT-Auflï¿½sungen und den Auflï¿½sungen des FALCON (256 Farben)
und von Farbgrafikkarten. Auch Hicolor und TrueColor.
</quote>

See: <URL:http://www.application-systems.de/artworx/index.html>

CU,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7576. The Oxyd game

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 21:20:15 UTC
From: P&#65533;l Monstad <pal.monstad@pm-data.nospam>
Message-ID: <t7Rub.3974$%W3.20160@amstwist00>
Source record: 22558

Donge Ware, the makers of the famous game Oxyd does not exists anymore, at least not as a game producer. It the game available anywhere? I want the PC version.

--
P&#65533;l Monstad

7577. Compatible Atari 800 Disk Drives

Newsgroup: comp.sys.atari.st
Date: 2003-11-19 23:57:11 UTC
From: rox@bargainisp.net
Message-ID: <6117dee8.0311191557.4e9e3f1a@posting.google.com>
Source record: 22559

I have a lot of Atari 800 video games on double sided, double density disks with OSA/+ V4.1 operating system. This used to work well on Percom drives, but these drives no longer work or are not available. OSA/+ doesn't run on stock Atari drives. Is there some other drive I can buy that will run these disks ?

7578. Re: Monochrome Games?

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 00:13:24 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <EGTub.1265$Ob3.1307375@monger.newsread.com>
Source record: 22560

On 16 Nov 2003 18:11:14 , "Brian Roland" wrote:
>What are some of your favorite games that work in ST High (Monochrome) mode?
>
>Thanks,
>Brian
>.

Add Ballerburg II to the list (find on Chapelie FTP)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7579. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 03:21:15 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3fbc3323@news.alphalink.com.au>
Source record: 22561

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0311171727.55c229c4@posting.google.com...
> mike_norths_toupe@hotmail.com (Mike North's Toupe) wrote in message
news:<7578f85e.0311161653.2b1911f1@posting.google.com>...
> > Hello, all,
> >
> > In case you haven't heard the news, in the months of November and
> > December, Midway will be releasing its "Midways Arcade Treasures"
> > compilation for the X-Box, PS2 and (as far as we know still) the
> > Gamecube.
>
> Ah, I rather enjoy those.
>
> > 3) In 1990 (?), Gauntlet II was ported over the SMS, Gameboy, NES,
> > and home computer systems.
>
> Yep. I played Gauntlet II quite a bit in college (which gives you an
> idea to my age) and purchased it for the Atari ST. The ST version is
> quite close to the arcade version and is one of the few Atari games
> that had 4 player capability.
>
> > My criticisms of the game are so/so game control (the diagonal
> > running/shooting controls never feel quite right), lack of certain
enemies
> > found in the arcade version (the super-fast Thief and the Mugger), and
> > certain game bugs (anyone else notice that the enemies tend to run AWAY
from
> > you sometimes when you attack them?).
>
> The Atari ST version is similar, although I believe it does have the
> Thief. I haven't played it in a couple of years.
>
> > 4) Sometime in the early 90's, Gauntlet III was released on the Atari
> > Lynx and the home computers as well. Never played this game. From
> > what I've heard, this is actually a different game that got made over
> > with cosmetic changes to make it a Gauntlet sequel. Supposedly a very
> > *different* game than what most Gauntlet fans are used to (aliens???
> > WTF???).
>
> Yep. I don't own it either, but I remember thinking at the time that
> this wasn't the Gauntlet I remembered. (I do own two Lynxes and about
> 20 games.)
>
>

> Galen

according to Wired, the Intellivision console is being re released with all 20(?) games included and an updated look etc

gra

7580. Re: Compatible Atari 800 Disk Drives

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 06:31:45 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bphn8o$k3i$1@reader10.wxs.nl>
Source record: 22562

Hi!

You have posted this in the ATARI ST newsgroup, but I guess you have more luck in comp.sys.atari.8bit

By the way:
The DOS version on atari 8bit is not the reason why you aren't able to read your disks anymore, but the size and density. A stock 1050 can only read single density (90k) and "medium/enhanced" density (130k) ... an upgraded 1050 with happy is able too read "double density" (180k) but all disks are single sided.

You might want to buy an atari xf551. This is a real double density, double sided diskdrive (360kb), and should be able to read your disks.

Btw. There is a program that could read 360kb formatted atari 8bit disks on pc. Perhaps you have a PC with 5.25" disk? You could read your disks with the 5.25" drive on PC, store the files on your PC hd, and then convert them back with Sio2PC or APE or equal on the atari 8bit

Greetz,
Marius

p.s. in Poland there was also the "tom's drive" ... seemed to be great too... but very RARE ... so I guess the best option is the xf551... but I don't like that drive at all (except for the 360kb option)

"Rox" <rox@bargainisp.net> schreef in bericht
news:6117dee8.0311191557.4e9e3f1a@posting.google.com...
> I have a lot of Atari 800 video games on double sided, double density
> disks with OSA/+ V4.1 operating system. This used to work well on
> Percom drives, but these drives no longer work or are not available.
> OSA/+ doesn't run on stock Atari drives. Is there some other drive I
> can buy that will run these disks ?

7581. SLM804 Laser Help

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 06:39:51 UTC
From: jon
Message-ID: <NkZub.11817$iS6.7541@fed1read04>
Source record: 22563

Hi There!
Is there anyone out there who has the original disks that
came with the SLM804 Laser? Mine has fried and I can't seem to find any on
the web.

Thanks

7582. Re: Monochrome Games?

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 07:09:08 UTC
From: Leszek <joe@delta.com>
Message-ID: <bphpgl$m53$1@nemesis.news.tpi.pl>
Source record: 22564

Empire
ftp://ftp.cs.tu-berlin.de/pub/atari/games/Medwayboys/med_026.st

7583. ADV: Atari Thank You Gift!

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 10:15:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0311200209200.13564-100000@onyx.spiritone.com>
Source record: 22565
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

OK, I'm keeping this short. For Thanksgiving, I have a Thank You Gift for my Customers! Find out about it at the Link below or call (503)256-9974!! http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs! http://www.aracnet.com/~atari/maillist.htm Add yourself to my list. http://www.aracnet.com/~atari/shipping.htm How I can save you Money! http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7584. Re: SLM804 Laser Help

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 12:20:47 UTC
From: Bill <Bgates@microsoft.com>
Message-ID: <3fbcb153$0$1723$5a62ac22@freenews.iinet.net.au>
Source record: 22566

what exactly are you after?

I have the SLM605 and 804, and various disks about.

"jon" <jonm2no_@__@spam@cox.net> wrote in message
news:NkZub.11817$iS6.7541@fed1read04...
> Hi There!
> Is there anyone out there who has the original disks that
> came with the SLM804 Laser? Mine has fried and I can't seem to find any
on
> the web.
>
> Thanks
>
>

7585. Re: PNG plugin/decoder for CAB?

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 12:42:35 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0311201333590.173-100000@UNI_MANiac>
Source record: 22568

On Wed, 19 Nov 2003, Matthias Arndt wrote:

> Hi folks,
>
> does a PNG plugin or decoder for the old freeware CAB exist for viewing
> inline PNG images without an external viewer?
> If so, does it work under plain TOS on an unexpanded Falcon?
>

I would suggest to download the demo version of CAB 2.8 from the ASH
website. It is almost fully functional. Only the hotlist doesn't work
(create one with your free CAB version and use that one in CAB 2.8).
Get the Dan Ackerman's CAB.OVL for STiK/STiNG, or, if you use MiNT,
the special CAB.OVL for MiNTnet (with SSL support !) and there you go.

Most important, CAB 2.8 supports PNG images. By the way: So does the new
and free Highwire browser. Have you tried that already ? It can't do
everything yet, but it is getting better with every new release.

Martin Tarenskeen

7586. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 12:45:24 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0311201344010.173-100000@UNI_MANiac>
Source record: 22567

On Thu, 20 Nov 2003, Marius & Hester wrote:

> It could be true, but I have tried it for days with many many different
> configurations, and the version of artworkx I have... only works with
> magic...
>
> Marius

Maybe it needs WDIALOG ? Just guessing.

Martin Tarenskeen

7587. Re: SLM804 Laser Help

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 14:51:25 UTC
From: jon
Message-ID: <Ax4vb.12123$iS6.3000@fed1read04>
Source record: 22569

Hi Bill?
Specifically I need the emulation disk. Mine has fried to the
point it won't read anymore.

If you can, remove the obvious in my email and send it to me.

Thanks

"Bill" <Bgates@microsoft.com> wrote in message
news:3fbcb153$0$1723$5a62ac22@freenews.iinet.net.au...
> what exactly are you after?
>
> I have the SLM605 and 804, and various disks about.
>
> "jon" <jonm2no_@__@spam@cox.net> wrote in message
> news:NkZub.11817$iS6.7541@fed1read04...
> > Hi There!
> > Is there anyone out there who has the original disks
that
> > came with the SLM804 Laser? Mine has fried and I can't seem to find any
> on
> > the web.
> >
> > Thanks
> >
> >
>
>

7588. Re: Looking for TOS 3.06 UK roms

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 18:47:09 UTC
From: Dexter <dexters_lab@NOSPAMntlworld.com>
Message-ID: <ds2qrv0kvac5ot3lpeh9kv0gn7spmmpf94@4ax.com>
Source record: 22570

i have 3.06 UK in my tt and a friend has a burner... i'll check to see
if i can make copies...

Dex

On Mon, 17 Nov 2003 14:15:29 +0100, JM <> wrote:

>Hi all,
>
>My TT recently gave up, I tracked it down to the TOS ROMs. For some
>reason the machine is dead with the original 3.06 ROMS inserted, but
>if I stick in a set of 3.01 chips it works again.
>
>Is there anybody out there with the right equipment and files to bake
>me a new set? I am of course willing to pay a reasonable fee for your
>time.
>
>Thanks,
>JM

7589. Re: PNG plugin/decoder for CAB?

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 19:16:00 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <2201340.A89kvs5qfc@jll.heim7.tu-clausthal.de>
Source record: 22571

Hiya,

On Donnerstag, 20. November 2003 13:42, Martin Tarenskeen wrote:

> I would suggest to download the demo version of CAB 2.8 from the ASH
> website. It is almost fully functional. Only the hotlist doesn't work
> (create one with your free CAB version and use that one in CAB 2.8).
> Get the Dan Ackerman's CAB.OVL for STiK/STiNG, or, if you use MiNT,
> the special CAB.OVL for MiNTnet (with SSL support !) and there you go.

Seems like a very good idea to me - hotlist is not a problem as that is
rather rudimentary in CAB.

> Most important, CAB 2.8 supports PNG images. By the way: So does the new
> and free Highwire browser. Have you tried that already ? It can't do
> everything yet, but it is getting better with every new release.

I've tried Highwire but I doubt it will work networked under plain TOS.
I do not like to use MagiC and Mint is not an option due to memory and hard
disk limitations.
PNG support in Highwire is broken btw., it does not render interlaced PNGs
properly.

I'll go with CAB 2.8 - doesn't hurt to try that out.

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

7590. floppy disk drive

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 19:55:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200311202055.a33771@b.maus.de>
Source record: 22579

Hi,

are there any new HD drives available for to use in a TT?

Und TTschi¿½
ps

7591. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 20:34:53 UTC
From: Christmas Ape <asdf@kajlfdsa.com>
Message-ID: <Nz9vb.259895$Fm2.275583@attbi_s04>
Source record: 22572
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

I think all the games are 2-player max.
"Mike North's Toupe" <mike_norths_toupe@hotmail.com> wrote in message
news:7578f85e.0311161653.2b1911f1@posting.google.com...
> Hello, all,
>
> In case you haven't heard the news, in the months of November and
> December, Midway will be releasing its "Midways Arcade Treasures"
> compilation for the X-Box, PS2 and (as far as we know still) the
> Gamecube. For those who haven't heard, this is a collection of 20
> classic arcade videogames from the old days of Atari. Included on the
> list is the 4-player arcade classic GAUNTLET. <RANT MODE ON>: Before
> I go any further, let me make a direct request to Midway/TPB/Whomever
> it may concern: in the next compilation that gets released, please do
> us all a favor and give us the Gauntlet game that *should* have been
> released on *this* collection instead of Gauntlet: GAUNTLET II (which
> was, by far a superior and more challenging game to even the
> original). The original Gauntlet game has been translated, ported
> over, and emulated TO DEATH on so many different home platforms so
> many times that I swear I'm going to scream if I see another Gauntlet
> port over, that it made very little sense (IMHO) to do it AGAIN. As
> far as I'm concerned, a perfect port/translation of Gauntlet already
> exists; it's on the Sega Genesis 16-bit system: "GAUNTLET IV."
> Anyways, let's hope that Midway gives Gauntlet fans what they've been
> screaming for over a decade now: a home port of Gauntlet II that
> really does the game some justice (as there are many, MANY, home ports
> of Gauntlet already in existence). <RANT MODE OFF>
>
> Now moving on, all this Gauntlet talk got me to thinking, "how many
> home ports/incarnations have there been now of Gauntlet?" I think I
> beat the horse to death in the above paragraph: lots and lots of 'em.
> Being 28 years old, I remember the days of Gauntlet's video supremacy
> in the 80's and what follows are some thoughts on the many different
> home ports of both Gauntlet and it's sequels:
>
> 1) Circa 1986-87, Gauntlet was ported over to the Commodore 64, the
> Atari ST, IBM, and Amiga.a DOS version also existed, IIRC. I never
> had the pleasure of playing any of these versions except the Commodore
> 64 one, but when I would look at the pics of the Atari ST version, it
> sure did look pretty darn close to the arcade.however from what I've
> *heard* reading old messages on the newsgroup archives re: the Atari
> ST version, the characters ran at the same speed, and there were no
> text boxes from the 'DM' (or the 'narrator' whose voice you'd always

> hear)-if anyone has played this version or any of the other ones, feel
> free to jump in here. The best way I could describe the C64 version
> was that it was "primitive but charming." Graphically simplistic but
> at the time, we kids were all just happy that Gauntlet had finally
> "come home." All the characters ran at the same physical speed, and
> almost seemed to all share the same strengths/weaknesses. A year
> later (?), Gauntlet: The Deeper Dungeons was released for the above
> mentioned computer systems, adding 501 extra levels (and required the
> original Gauntlet to work). Again, if anyone ever got a chance to
> play this, I'd love to hear how good the game was.
>
> 2) In 1988 (also the year that Gauntlet II hit the arcades), Tengen
> released a home port of Gauntlet on the old 8-bit Nintendo system.
> This game was notable for a number of reasons. Firstly, it changed
> the basic format of Gauntlet by adding RPG/Quest elements: instead of
> levels that went on forever (in the original Gauntlet, the highest you
> can go is level 999, and once you exit room 999, you return to level
> 8), it narrowed the game down to 100 pre-set level/rooms. It also
> gave Gauntlet a storyline. Instead of being 4 adventurers who
> randomly fight thru the dungeons, Thor the Warrior, Thyra the
> Valkyrie, Merlin the Wizard, and Questor the speedy elf were now on a
> quest to save the land of Rendar from the Evil sorcerer Morak: they
> had to retrieve "the Sacred Orb" by defeating 'the Guardian' in level
> 100 (it basically did what Gauntlet: Legends and Gauntlet: Dark Legacy
> would do a decade later; it was just ahead of it's time). Now, this
> particular version of Gauntlet seems to be universally reviled by
> fandom all over the internet, and to be honest I'm not quite sure
> why.or rather, I know why, but I think the strengths of the games far
> outweigh whatever faults it might have had. No, it was not *exactly*
> like the arcade version, but it *was* original and it *was* a *very*
> fun game in its own right. It also emphasized the
> strengths/weaknesses of the 4 characters. Any fan of Questor (as I
> am) would love this version because his incredible speed is the one
> main reason his character kicks ass over any of the other adventurers
> (the elf was always the fastest one, but that fact gets really
> pronounced in this NES version). And this version had a hell of a lot
> more life/character than the bland Gauntlet 2 NES port that came out a
> few years later. Anyhoo, has anyone ever solved Gauntlet for the NES?
> If so, I'd like to hear how the game ends. Do you have to face
> Morak's guardian (who guards the orb) and if so what is this being
> like in powers, abilities? Do you have to face Morak himself? Side
> note: Gauntlet was also ported over to the old 8-bit Sega Master
> System. I have never played it.
>
> 3) In 1990 (?), Gauntlet II was ported over the SMS, Gameboy, NES,
> and home computer systems. I've only played the NES version. This
> was released by a different company other than Tengen (the name eludes
> my memory right now.was it Mind Quest?). Hailed by many NES fans as
> the one "true Nintendo Gauntlet game," the sequel was quite faithful
> to the arcade version. Though it obviously could not measure up to

> the arcade version, it boasted the finest graphics and sound/digitized
> voice overs ever seen and heard in an 8-bit Nintendo cartridge. It
> really is amazing to listen to the DM's muffled voice ("Green Wizard
> shot the potion!").you can almost really hear it. My criticisms of
> the game are so/so game control (the diagonal running/shooting
> controls never feel quite right), lack of certain enemies found in the
> arcade version (the super-fast Thief and the Mugger), and certain game
> bugs (anyone else notice that the enemies tend to run AWAY from you
> sometimes when you attack them?). As an interesting side note:
> Gauntlet II for the Amiga is reputed to be the *closest* home
> port/translation ever of the arcade. I have never been lucky enough
> to play it (and would love to hear other's thoughts on the game), but
> it's supposed to be quite awesome, though with some glaring weaknesses
> (no text boxes or DM voice, same character running speed, etc.).
> Emulations of Gauntlet II for the Amiga are supposed to be all over
> the internet, I might get around to trying it one of these days.
>
> 4) Sometime in the early 90's, Gauntlet III was released on the Atari
> Lynx and the home computers as well. Never played this game. From
> what I've heard, this is actually a different game that got made over
> with cosmetic changes to make it a Gauntlet sequel. Supposedly a very
> *different* game than what most Gauntlet fans are used to (aliens???
> WTF???).
>
> 5) I believe that it was about 1994 or '95 that "Gauntlet IV" was
> released by Tengen for the 16-bit Sega Genesis. This 4-player title
> boasted an all new quest adventure, a battle mode, a record mode, and
> the arcade mode. It is in my humble opinion and the opinion of the
> majority of gaming fandom (that I've seen) that the arcade mode of
> this 16-bit cart represents the *closest* most-faithful, pixel-perfect
> translation of the original Gauntlet arcade machine ever seen on a
> home system (console or PC). It's *almost* identical. I might even
> go so far as to say that it's the closest arcade
> port/emulation/whatever of *any* game ever done on *any* home system.
> Everything from the graphics, perfect game play, the DM's voice (which
> does get a little muffled at times), the text boxes, etc. You *will*
> believe you are playing the original arcade version of Gauntlet. It's
> just that damn good. And even in this day and age of super-powered
> consoles like the X-box, no version of Gauntlet before or after has
> come even close to matching the Genesis version. Now if only we could
> get a port of Gauntlet 2 that is just as good.
>
> 6) Somewhere after that time, Gauntlet: Legends and it's sequel
> Gauntlet: Dark Legacy were released first in the arcades, and then for
> the PS (G:L) and PS2 (G:DL). Different games from the original I
> remembered as a kid. Not better or worse, just different. And as a
> result, I never really got into them. And how could they ditch
> Questor like that.?
>
> 7) In the late 1990's Midway released "Arcade's Greatest Hits: The

> Atari Collection 2" for the original Sony Playstation. Like the one
> that's going to be released this month, this was an "anthology" of
> Atari arcade classics, with Gauntlet being among them. Now given the
> PS's obvious technological advantages over the Genesis, you'd think
> this latest (and now getting quite redundant) version of Gauntlet
> would be the best one yet, right? Wrong. Though graphically
> superior, the game play doesn't measure up and the controls never feel
> "quite right." Something was definitely lost in the translation.
> Also, the individual screams and yells of the individual characters
> are missing. The DM's voice is also slowed down by game bugs
> ("Elf..now....has.....extra armor!"). All in all, a Gauntlet fan
> should only buy this collection if he/she doesn't already have the
> Sega Genesis version of Gauntlet IV.
>
> This is yet another reason I can't understand why in this latest
> collection, Midway is re-releasing Gauntlet. They've *already* done
> it in the collection above. What we really wanted was Gauntlet II.
> Sigh. Maybe next time.

7592. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 21:32:08 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <sqavb.11032$lm1.79452@wards.force9.net>
Source record: 22574
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

"Christmas Ape" <asdf@kajlfdsa.com> wrote in message
news:Nz9vb.259895$Fm2.275583@attbi_s04...
> I think all the games are 2-player max.

You had to inflict all that quoting just for a 1 line gem?

plonk

Gareth.

7593. Re: PNG plugin/decoder for CAB?

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 21:36:58 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bpjcdj$l98$1@reader11.wxs.nl>
Source record: 22575

Is there anyone who can provide some link of that highwire thing?

Marius

"Matthias Arndt" <matthias.arndt@tu-clausthal.de> schreef in bericht
news:2201340.A89kvs5qfc@jll.heim7.tu-clausthal.de...
> Hiya,
>
> On Donnerstag, 20. November 2003 13:42, Martin Tarenskeen wrote:
>
> > I would suggest to download the demo version of CAB 2.8 from the ASH
> > website. It is almost fully functional. Only the hotlist doesn't work
> > (create one with your free CAB version and use that one in CAB 2.8).
> > Get the Dan Ackerman's CAB.OVL for STiK/STiNG, or, if you use MiNT,
> > the special CAB.OVL for MiNTnet (with SSL support !) and there you go.
>
> Seems like a very good idea to me - hotlist is not a problem as that is
> rather rudimentary in CAB.
>
> > Most important, CAB 2.8 supports PNG images. By the way: So does the new
> > and free Highwire browser. Have you tried that already ? It can't do
> > everything yet, but it is getting better with every new release.
>
> I've tried Highwire but I doubt it will work networked under plain TOS.
> I do not like to use MagiC and Mint is not an option due to memory and
hard
> disk limitations.
> PNG support in Highwire is broken btw., it does not render interlaced PNGs
> properly.
>
> I'll go with CAB 2.8 - doesn't hurt to try that out.
>
> cheers,
> Matthias
> --
> Matthias Arndt <marndt@asmsoftware.de>
> <matthias.arndt@tu-clausthal.de>
> PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

7594. Re: SLM804 Laser Help

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 21:39:01 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <bpjc9kqnv1@reader2.panix.com>
Source record: 22576

Not web. FTP. There are a complete set of files, from several disks, at

chapelie.rma.ac.be

They are probably in Utilities, and the file name is probably Diablo.

Jim

jon <jonm2no_@__@spam@cox.net> writes:

: Hi Bill?
: Specifically I need the emulation disk. Mine has fried to the
: point it won't read anymore.

: If you can, remove the obvious in my email and send it to me.

: Thanks

: "Bill" <Bgates@microsoft.com> wrote in message
: news:3fbcb153$0$1723$5a62ac22@freenews.iinet.net.au...
: > what exactly are you after?
: >
: > I have the SLM605 and 804, and various disks about.
: >
: > "jon" <jonm2no_@__@spam@cox.net> wrote in message
: > news:NkZub.11817$iS6.7541@fed1read04...
: > > Hi There!
: > > Is there anyone out there who has the original disks
: that
: > > came with the SLM804 Laser? Mine has fried and I can't seem to find any
: > on
: > > the web.
: > >
: > > Thanks

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7595. Re: PNG plugin/decoder for CAB?

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 22:07:58 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <1257610.ATXifH6mCB@jll.heim7.tu-clausthal.de>
Source record: 22577

On Donnerstag, 20. November 2003 22:36, Marius & Hester wrote:

> Is there anyone who can provide some link of that highwire thing?

http://highwire.atari-users.net/

Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

7596. 060 to be sold

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 22:16:22 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3fbd2f25$0$26806$636a55ce@news.free.fr>
Source record: 22573

I sell a 060 FULL !
It is a 50 MHz model that run fine at 50 MHz !
It can't run at 64 MHz .
I didn't test it between 50 & 64 MHz !

Give me a price...

--
Rodolphe Czuba
4, Allï¿½e du Laurier
Auvillers
60290 Neuilly-sous-Clermont
France
email : (ADSL)
www.czuba-tech.com

7597. Re: strange problem with used/free space on HD

Newsgroup: comp.sys.atari.st
Date: 2003-11-20 22:33:25 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bpjffl$jc9$1@thorium.cix.co.uk>
Source record: 22578

In message <bpf85g$f2q$1@reader10.wxs.nl>, grover25@zonnet.nl said:

>I have a REAL strange problem with my harddisk on the atari Falcon 030.
>
>The problem is on any partition.
>
>When I write files on it and checks how large all folders are (checking each
>folder apart) I get in total 45mb.
>
>But when I check the information on the drive via the desktop menu. I see
>it's 77mb!!!!
>
>That's not right, and my is getting full too early this way. Is this a
>problem of the HD driver or something else?

How large are your partitions? I ask because large partitions use large sector/cluster sizes. Your first check only returns the actual number of bytes occupied by the files. The desktop menu however effectively counts free and occupied clusters and multiplies these by the cluster size, so even a 1-byte file will count as the whole sector used - reasonable, because nothing else can use the remaining space as you can only access clusters with the OS. So if you have a large number of small files, they will all occupy at least one whole cluster, which can be 32 kB or more and this quickly adds up!

On my Falcon, my C: partition is 52 MB and this uses 2048-byte clusters (twice that of floppies). The remaining partitions are some 800 MB and those use 32768-byte clusters!

Regards, /Peter/

7598. Re: WMF -> GEM converter

Newsgroup: comp.sys.atari.st
Date: 2003-11-21 02:06:33 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <bi8091-d0l1.ln1@sd.swampdog>
Source record: 22580

Marius & Hester wrote:

> Hi!
>
> Who has a tool for me (Windows or TOS) to convert the .WMF clipart
> graphics format to .GEM format. It has to be .GEM, because I want to keep
> the vector graphics format.

GIMP can *load* both those formats...
http://registry.gimp.org/index.jsp

There may be enough info in those two sourcefiles to figure out how to write
one.

--
Guy Harrison

7599. Re: SLM804 Laser Help

Newsgroup: comp.sys.atari.st
Date: 2003-11-21 05:28:03 UTC
From: jon
Message-ID: <inhvb.307$ZE1.243@fed1read04>
Source record: 22581

Got it! Thanks for the help!

Jon
"Jim DeClercq" <jimd@panix3.panix.com> wrote in message
news:bpjc9kqnv1@reader2.panix.com...
> Not web. FTP. There are a complete set of files, from several disks, at
>
> chapelie.rma.ac.be
>
> They are probably in Utilities, and the file name is probably Diablo.
>
> Jim
>
> jon <jonm2no_@__@spam@cox.net> writes:
>
> : Hi Bill?
> : Specifically I need the emulation disk. Mine has fried to
the
> : point it won't read anymore.
>
> : If you can, remove the obvious in my email and send it to me.
>
> : Thanks
>
> : "Bill" <Bgates@microsoft.com> wrote in message
> : news:3fbcb153$0$1723$5a62ac22@freenews.iinet.net.au...
> : > what exactly are you after?
> : >
> : > I have the SLM605 and 804, and various disks about.
> : >
> : > "jon" <jonm2no_@__@spam@cox.net> wrote in message
> : > news:NkZub.11817$iS6.7541@fed1read04...
> : > > Hi There!
> : > > Is there anyone out there who has the original
disks
> : that
> : > > came with the SLM804 Laser? Mine has fried and I can't seem to find
any
> : > on
> : > > the web.
> : > >
> : > > Thanks
>
> --

```
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>
```

7600. Re: WMF -> GEM converter

Newsgroup: comp.sys.atari.st
Date: 2003-11-21 10:05:57 UTC
From: Dexter <dexters_lab@NOSPAMntlworld.com>
Message-ID: <dporrvcjs9moorbn8ki9tlue6qshvr2fdn@4ax.com>
Source record: 22582

I used to use an old version of Corel Draw, which could save/load GEM
and WMF

Dex

On Fri, 21 Nov 2003 02:06:33 +0000, Guy Harrison
<swamp-DEL-dog@ntlworld.com> wrote:

>Marius & Hester wrote:
>
>> Hi!
>>
>> Who has a tool for me (Windows or TOS) to convert the .WMF clipart
>> graphics format to .GEM format. It has to be .GEM, because I want to keep
>> the vector graphics format.
>
>GIMP can *load* both those formats...
>http://registry.gimp.org/index.jsp
>
>There may be enough info in those two sourcefiles to figure out how to write
>one.

7601. Re: The Oxyd game

Newsgroup: comp.sys.atari.st
Date: 2003-11-21 11:58:51 UTC
From: Pl Monstad <pal.monstad@pm-data.nospam>
Message-ID: <95nvb.4231$%W3.20173@amstwist00>
Source record: 22583

" " <cat@notvalid.invalid> skrev i melding
news:201120030031169519%cat@notvalid.invalid...
> In article <t7Rub.3974$%W3.20160@amstwist00>, Pl Monstad
> <pal.monstad@pm-data.nospam> wrote:
>
> > Donge Ware, the makers of the famous game Oxyd does not exists anymore,
at
> > least not as a game producer. It the game available anywhere? I want the
PC
> > version.
> > --
> > Pl Monstad
> >
> There is an Oxyd group on Yahoo that maintains a library of Oxyd files
> for Atari, Mac and PCees. http://groups.yahoo.com/group/oxyd/

Thank you! I have not downloaded Oxyd!
--
Pl Monstad

7602. Falcon and CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2003-11-21 18:18:48 UTC
From: Paul Lefebvre <atari@logicalvue.com>
Message-ID: <BBE3C13C.39AA%atari@logicalvue.com>
Source record: 22584

I have recently purchased a Falcon030 and am trying to get it to work with an AppleCD 300e Plus SCSI CD-ROM drive. My Falcon has TOS 4.04 and is running V6.04 of the Atari Hard Disk Driver (AHDI). I also have ExtenDos 1.4 (yes, itï¿½s a bit old).

When I boot the Falcon, it says:

SCSI Devices: Unit 0: Not Responding

But the ExtendDos set up seems to work OK as the driver is recognized (as a Matsushita) and I get the message that says logical drive P: has been installed.

If I do an ï¿½Install Devicesï¿½, drive P: will get added to the desktop. However, double-clicking on the drive always brings up this message: ï¿½Drive P: is not responding. Please check the disk drive, or insert a disk.ï¿½

I have the following hardware on the SCSI chain and Iï¿½m at a loss to know if it is set up correctly. I have tried lots of different combinations, but nothing seems to work:
* AppleCD 300e Plus connected to the Falcon via a SCSI 50-pin centronics to a SCSI 2 50 pin cable. On the CD-ROM I also have the cable plugged into what may be a pass-through terminator block. It is set as SCSI device 5.
* Chained to the CD-ROM is my DaynaPort SCSI/Link-T with a SCSI 50-pin centronics to a DB25 cable. This is set as SCSI device 3 and has its terminator dip switch set to ï¿½1ï¿½, which according to the web page means to terminate.
* Both units are powered on when I boot the Falcon and there is a CD in the CD-ROM. I am not currently using the Daynaport for anything yet since I havenï¿½t yet put the software on the Falcon.

I am thinking I may not have the terminators set up properly, but I donï¿½t really have any way to know.

Any help that anyone can provide would be greatly appreciated.

Thanks,
-- Paul Lefebvre
http://www.logicalvue.com/Atari

7603. Re: PNG plugin/decoder for CAB?

Newsgroup: comp.sys.atari.st
Date: 2003-11-21 20:00:41 UTC
From: AltF4@freemint.de
Message-ID: <53e4a2d8.0311211200.237cc4ee@posting.google.com>
Source record: 22585

Matthias Arndt <matthias.arndt@tu-clausthal.de> wrote in message
news:<2201340.A89kvs5qfc@jll.heim7.tu-clausthal.de>...
>
> I've tried Highwire but I doubt it will work networked under plain TOS.

Haven't tryed myself (no STiK/Sting installed here) but with the STiK2.OVL
it should be possible under plain TOS.

Ralph

7604. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-21 20:32:33 UTC
From: Damocles <mrmephisto2@hotmail.com>
Message-ID: <64tsrvkqkacogmvjfki1aut1ma9j4qgonh@4ax.com>
Source record: 22586
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

On 16 Nov 2003 16:53:08 -0800, mike_norths_toupe@hotmail.com (Mike
North's Toupe) wrote:

>Hello, all,
>
>In case you haven't heard the news, in the months of November and
>December, Midway will be releasing its "Midways Arcade Treasures"
>compilation for the X-Box, PS2 and (as far as we know still) the
>Gamecube. For those who haven't heard, this is a collection of 20
>classic arcade videogames from the old days of Atari. Included on the
>list is the 4-player arcade classic GAUNTLET.

Warrior needs food BADLY!

7605. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-21 20:39:43 UTC
From: kgb@rawbw.com
Message-ID: <vrsu0f5qeriob7@corp.supernews.com>
Source record: 22587
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

In article <64tsrvkqkacogmvjfki1aut1ma9j4qgonh@4ax.com>,
Damocles <mrmephisto2@hotmail.com> wrote:
>Warrior needs food BADLY!

Elf needs Valkyrie badly!

7606. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-21 21:52:26 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <bpm1eq$ro7$1@reader2.panix.com>
Source record: 22588

Wdialog or perhaps N-dialog, is needed also by NVDI, as I just found out.
NVDI complains of lack of memory to run in without Wdialog. I did not know
that Wdialog was for allocating memory, but it seems to be true.

BTW, two bombs is a doubled bus error, and usually means an attempt to
write to location zero twice in a row, and can mean that proper memory was
not allocated.

I have not tried ArtWorx. Maybe I should. Suggest, for no particular
reason, that you try N-dialog instead, and see if that helps.

I would also suggest booting without anything you do not really need,
until you get ArtWorx running.

Jim

Marius & Hester <grover25@zonnet.nl> writes:

: WDIALOG: i have it... and installed properly in auto folder.

: I was really amazed seeing it running with magic. Normally it's the other
: way: no magic, tos only.

: Marius

: "Martin Tarenskeen" <nospam@zonnet.nl> schreef in bericht
: news:Pine.MNT.4.31.0311201344010.173-100000@UNI_MANiac...
: > On Thu, 20 Nov 2003, Marius & Hester wrote:
: >
: > > It could be true, but I have tried it for days with many many different
: > > configurations, and the version of artworkx I have... only works with
: > > magic...
: > >
: > > Marius
: >
: > Maybe it needs WDIALOG ? Just guessing.
: >
: > Martin Tarenskeen
: >

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7607. Re: Gemulator2000 and Aranym questions

Newsgroup: comp.sys.atari.st
Date: 2003-11-21 23:14:34 UTC
From: vdjole@EUnet.yu
Message-ID: <bpm68o$89o$1@news.eunet.yu>
Source record: 22589

On 16 Nov 2003 18:32:34 , "Brian Roland" wrote:

>Ultimately...I've switched over to STeem. STeem mounts any directory(ies) of
>your choice from the windows file system as a virtual hard disk. It also
>supports MIDI, ROM-Cartridge images, extended screen sizes,
> ======================

Where is this set up? Last time I looked at STeem I tried to locate
exactly this option but somehow missed it.

cu;

7608. Re: SLM804 Laser Help

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 01:15:31 UTC
From: Bill <Bgates@microsoft.com>
Message-ID: <3fbeb862$0$1749$5a62ac22@freenews.iinet.net.au>
Source record: 22590

Dont use it too much, those drumkits's wiper blades like to die.

"jon" <jonm2no_@__@spam@cox.net> wrote in message
news:inhvb.307$ZE1.243@fed1read04...
> Got it! Thanks for the help!
>
> Jon
> "Jim DeClercq" <jimd@panix3.panix.com> wrote in message
> news:bpjc9kqnv1@reader2.panix.com...
> > Not web. FTP. There are a complete set of files, from several disks, at
> >
> > chapelie.rma.ac.be
> >
> > They are probably in Utilities, and the file name is probably Diablo.
> >
> > Jim
> >
> > jon <jonm2no_@__@spam@cox.net> writes:
> >
> > : Hi Bill?
> > : Specifically I need the emulation disk. Mine has fried
to
> the
> > : point it won't read anymore.
> >
> > : If you can, remove the obvious in my email and send it to me.
> >
> > : Thanks
> >
> > : "Bill" <Bgates@microsoft.com> wrote in message
> > : news:3fbcb153$0$1723$5a62ac22@freenews.iinet.net.au...
> > : > what exactly are you after?
> > : >
> > : > I have the SLM605 and 804, and various disks about.
> > : >
> > : > "jon" <jonm2no_@__@spam@cox.net> wrote in message
> > : > news:NkZub.11817$iS6.7541@fed1read04...
> > : > > Hi There!
> > : > > Is there anyone out there who has the original
> disks
> > : that
> > : > > came with the SLM804 Laser? Mine has fried and I can't seem to
find
> any

> > : > on
> > : > > the web.
> > : > >
> > : > > Thanks
> >
> > --
> > --
> > /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> > \ / ASCII ribbon campaign | I'm a .signature virus! |
> > X against HTML mail | Copy me into your ~/.signature|
> > / \ and postings | to help me spread! |
> > .
> >
>
>

7609. Re: Falcon and CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 02:03:47 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <9tzvb.602$87.312@bignews6.bellsouth.net>
Source record: 22591

"Paul Lefebvre" <atari@logicalvue.com> wrote in message
news:BBE3C13C.39AA%atari@logicalvue.com...
>
> I have recently purchased a Falcon030 and am trying to get it to work with
> an AppleCD 300e Plus SCSI CD-ROM drive. My Falcon has TOS 4.04 and is
> running V6.04 of the Atari Hard Disk Driver (AHDI). I also have ExtenDos
> 1.4 (yes, itï¿½s a bit old).
>
> When I boot the Falcon, it says:
>
> SCSI Devices: Unit 0: Not Responding

What Hard Disk driver is installed?
There are a couple of different ways ExtenDOS can get at CD-ROMS, depending on the version you have and so on. ExtenDOS can work stand alone...or it can go through the SCSI processor of disk driver software that supports SCSIDRV. In other words...ExtenDOS can install and use a SCSI.RAM of it's own, or it can try to use an already existing one.

Once we've established what SCSI/disk driver you have installed...lets first try to get it working independent of any hard disk disk driver software. Use your hard drive set-up utility to configure it so that it totally ignores the ID that your CD-ROM unit is set for. It could be that what ever hard driver software you're using is conflicting somehow. Having it 'skip' ID 5 certianly will not hurt, and just 'might' solve the problem.

Next, let's take a look at the CD you have in the drive. Make sure it's not damaged, or passibly a home burned job done on a finiky burner. Is it an ISO format? If it's a disk that was made by, or for a Mac, it just might need an additional driver set up with Extendos before you can read said disk. Check the ExtenDOS docs carefully, as it has a section that explains how to read Mac CDs. Some older versions of ExtenDOS required you to set up two different logical drives on the same device....one for accessing ISO CDs, the other for Mac CDs.

Finally....
There are indeed some Mac CD-ROM devices made (Phase-writer in particular) over the years that had an optomized for Macintosh mode. If your drive has this...it usually can be disabled via jumper. If your drive has it...disable it. I'm not real clear on the differences between Mac and PC mode on such a drive...but I think it has something to do with devices on LUN1 rather than LUN0 (each SCSI ID can have two LUNs, and apparently some CD-ROM drivers can't see the second LUN??? I'm guessing here...???).

Beyond this...It's likely a cable or termination issue.
Make sure that the last device in the chain, and only the last device is terminated.

Also...it appears that ?some/all? Falcons...for whatever reason(s) don't supply 5v termination power. Devices set up to SCSI II specs will need to get this 5v from somewhere or they won't work properly. Drives intending to be compatable with multitudes of systems usually have a variety of jumper settings revolving around this 5v current. If your drive can get term power from itself, this will usually set things straight. Sometimes, and more and more common each year...you find devices that expect this 5v to be there, and can not be set to get it any other way. If you run across such a device, then you need to find a way to get term power on your SCSI bus. The easiest thing to do, is to have a quality/compatable, TRUE SCSI II (Seagate stuff is excellent in this reguard) drive on the chain, and set the jumpers so that it supplies 5v termination power to the BUS, and from then on, anytime you install a new device it can be set to get termination power from the bus, or from itself (either is fine...but now you have 5v there for drives that MUST get it from the bus). Another option is a bit more complex, and can be confusing. This option is to get 5v from an external source and run it through a diode to the termination line in your SCSI cable. This 5v can come from your drive's power supply, the Falcon's, or you can even buy an adequate brick type power supply at your favaorite electronic supply store and tap it in. Which line is it? That's a good question! The SCSI specs I've seen say that term power is on pin 26, and that pin 25 is 'unused'. This gets even more confusing when you start mixing 25, 50, and larger pin SCSI cable standards. A few of the Atari ASCI hosts claim to use pin 25 to get their power (I believe this refers to a 25pin type cable...while on a 50pin/lead cable it's gonna be on pin 26?)...I myself am still confused about this...so ask around if you don't have any SCSI device that can put termination power on the bus, and I'm sure some of the more knowledgable people here will get you on track.

Hope this helps....
Brian

7610. Re: Falcon and CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 06:14:22 UTC
From: jon
Message-ID: <x8Dvb.475$ZE1.320@fed1read04>
Source record: 22592

I just had the same problem with an Apple 600E. The drives are embedded with Apple code and will not be seen by the Atari or a PC. Ditch the drive and get a full scsi compliant unit. I had to.

Jon

"Brian Roland" <BJRoland@bellsouth.net> wrote in message news:9tzvb.602$87.312@bignews6.bellsouth.net...
>
> "Paul Lefebvre" <atari@logicalvue.com> wrote in message
> news:BBE3C13C.39AA%atari@logicalvue.com...
> >
> > I have recently purchased a Falcon030 and am trying to get it to work with
> > an AppleCD 300e Plus SCSI CD-ROM drive. My Falcon has TOS 4.04 and is
> > running V6.04 of the Atari Hard Disk Driver (AHDI). I also have ExtenDos
> > 1.4 (yes, it's a bit old).
> >
> > When I boot the Falcon, it says:
> >
> > SCSI Devices: Unit 0: Not Responding
>
> What Hard Disk driver is installed?
> There are a couple of different ways ExtenDOS can get at CD-ROMS, depending on
> the version you have and so on. ExtenDOS can work stand alone...or it can go
> through the SCSI processor of disk driver software that supports SCSIDRV. In
> other words...ExtenDOS can install and use a SCSI.RAM of it's own, or it can try
> to use an already existing one.
>
> Once we've established what SCSI/disk driver you have installed...lets first try
> to get it working independent of any hard disk disk driver software. Use your
> hard drive set-up utility to configure it so that it totally ignores the ID that
> your CD-ROM unit is set for. It could be that what ever hard driver software
> you're using is conflicting somehow. Having it 'skip' ID 5 certianly will not

> hurt, and just 'might' solve the problem.
>
> Next, let's take a look at the CD you have in the drive. Make sure it's
not
> damaged, or passibly a home burned job done on a finiky burner. Is it an
ISO
> format? If it's a disk that was made by, or for a Mac, it just might need
an
> additional driver set up with Extendos before you can read said disk.
Check the
> ExtenDOS docs carefully, as it has a section that explains how to read Mac
CDs.
> Some older versions of ExtenDOS required you to set up two different
logical
> drives on the same device....one for accessing ISO CDs, the other for Mac
CDs.
>
> Finally....
> There are indeed some Mac CD-ROM devices made (Phase-writer in particular)
over
> the years that had an optomized for Macintosh mode. If your drive has
this...it
> usually can be disabled via jumper. If your drive has it...disable it.
I'm not
> real clear on the differences between Mac and PC mode on such a
drive...but I
> think it has something to do with devices on LUN1 rather than LUN0 (each
SCSI ID
> can have two LUNs, and apparently some CD-ROM drivers can't see the second
> LUN??? I'm guessing here...???).
>
> Beyond this...It's likely a cable or termination issue.
> Make sure that the last device in the chain, and only the last device is
> terminated.
> Also...it appears that ?some/all? Falcons...for whatever reason(s) don't
supply
> 5v termination power. Devices set up to SCSI II specs will need to get
this 5v
> from somewhere or they won't work properly. Drives intending to be
compatable
> with multitudes of systems usually have a variety of jumper settings
revolving
> around this 5v current. If your drive can get term power from itself,
this will
> usually set things straight. Sometimes, and more and more common each
> year...you find devices that expect this 5v to be there, and can not be
set to
> get it any other way. If you run across such a device, then you need to
find a

> way to get term power on your SCSI bus. The easiest thing to do, is to
have a
> quality/compatable, TRUE SCSI II (Seagate stuff is excellent in this
reguard)
> drive on the chain, and set the jumpers so that it supplies 5v termination
power
> to the BUS, and from then on, anytime you install a new device it can be
set to
> get termination power from the bus, or from itself (either is fine...but
now you
> have 5v there for drives that MUST get it from the bus). Another option
is a
> bit more complex, and can be confusing. This option is to get 5v from an
> external source and run it through a diode to the termination line in your
SCSI
> cable. This 5v can come from your drive's power supply, the Falcon's, or
you
> can even buy an adequate brick type power supply at your favaorite
electronic
> supply store and tap it in. Which line is it? That's a good question!
The
> SCSI specs I've seen say that term power is on pin 26, and that pin 25 is
> 'unused'. This gets even more confusing when you start mixing 25, 50, and
> larger pin SCSI cable standards. A few of the Atari ASCI hosts claim to
use pin
> 25 to get their power (I believe this refers to a 25pin type cable...while
on a
> 50pin/lead cable it's gonna be on pin 26?)...I myself am still confused
about
> this...so ask around if you don't have any SCSI device that can put
termination
> power on the bus, and I'm sure some of the more knowledgable people here
will
> get you on track.
>
> Hope this helps....
> Brian
>

7611. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 09:56:24 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.11.22.09.56.27.85046@pandora.be>
Source record: 22593

Op Fri, 21 Nov 2003 21:52:26 +0000, schreef Jim DeClercq:

> Wdialog or perhaps N-dialog, is needed also by NVDI, as I just found out.
> NVDI complains of lack of memory to run in without Wdialog. I did not know
> that Wdialog was for allocating memory, but it seems to be true.

Hmm, I really don't think you need Wdialog or N-dialog for NVDI. I've used during years NVDI without Wdialog/N-dialog on TT030 and Hades060 both running freeMiNT/N_AES. Because some newer application requires Wdialog or N-dialog to run I do use n_dlg052 on both machines nowadays. But as said even without both machines boot up properly. I think the memory problem must be sought somewhere else like for instance wrong setup of NVDI. Take a look at nvdi.inf to see if you can find some bad things.

>
> BTW, two bombs is a doubled bus error, and usually means an attempt to
> write to location zero twice in a row, and can mean that proper memory
> was not allocated.
>
> I have not tried ArtWorx. Maybe I should. Suggest, for no particular
> reason, that you try N-dialog instead, and see if that helps.
>
> I would also suggest booting without anything you do not really need,
> until you get ArtWorx running.

Now about Artworx. I donwloaded the demo version of Artworx (2.09) and yes it does run without wdialog or N-dialog. According to the German readme file you must have MAGICMOD.LMD in the MODULE dir if you run Artworx with another system then Magic. I tried it without and yes Artworx refused to start up but I do get a proper warning about that. I haven't tried it under plainTOS though. The TT030 isn't set up to work under plainTOS. I stopped using plainTOS since late 1995. I probably would find it a hard time to work under plainTOS. Currently I don't have the time to setup a system just for testing purpose.

TTFN,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7612. Re: Monochrome Games?

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 12:13:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fbefe6c61c365@comcast.net>
Source record: 22594

>What are some of your favorite games that work in ST High (Monochrome) mode?
>
>Thanks,
>Brian

Mine is one that is called Puzzle I believe. It is the one where
you build a puzzle and after you are done, the puzzle you just
built becomes a piece in another puzzle. Great game...
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7613. Re: Falcon and CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 13:56:52 UTC
From: Paul Lefebvre <atari@logicalvue.com>
Message-ID: <BBE4D557.3AEA%atari@logicalvue.com>
Source record: 22595

On 11/22/03 1:14 AM, in article x8Dvb.475$ZE1.320@fed1read04, "jon"
<jonm2no_@__@spam@cox.net> wrote:

> I just had the same problem with an Apple 600E. The drives are embedded
> with Apple code and will not be seen by the Atari or a PC. Ditch the drive
> and get a full scsi compliant unit. I had to.
>
> Jon

That's interesting. I hope I don't have to toss the drive. I based my
drive purchase on the page at Anodyne that says the AppleCD 300 (and 600)
would work with it. Of course I am running a much older version of ExtenDOS
(just 1.4, not Pro or Gold). I'll check with Roger Burrows to see if he has
any recommendations. Perhaps I'll get lucky and just need his new software.

http://www.anodynesoftware.com/egold/drives.htm

-- Paul
http://www.logicalvue.com/Atari

7614. Re: Falcon and CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 14:19:10 UTC
From: Paul Lefebvre <atari@logicalvue.com>
Message-ID: <BBE4DA92.3AED%atari@logicalvue.com>
Source record: 22496

Wow! That's a lot of information!

> What Hard Disk driver is installed?
AHDI 6.04 came installed on the Falcon. It looks like AHDI 5 is included on the master diskettes I have. Perhaps I can make a boot disk with just the ExtenDOS driver on it.

> Next, let's take a look at the CD you have in the drive.
I have tried a couple CDs, both specifically for the Atari: Suzy B's Software Treasury and Crawly Crypt Archives. They work fine on my Mac so I doubt they are damaged.

> Finally....
> There are indeed some Mac CD-ROM devices made (Phase-writer in particular)
> over the years that had an optimized for Macintosh mode.
Someone else has mentioned a problem using Mac CD-ROM drives. Since Anodyne lists this drive as compatible with ExtenDOS Gold, perhaps I just need the newer software from them.

Thanks for your help,

-- Paul
http://www.logicalvue.com/Atari

7615. Stress Test Software

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 15:06:32 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.11.22.15.06.32.380149@removenoaspam.atari-source.com>
Source record: 22497

Hey folks!

Given the problems that I've found with my CT60 installation and what actually turns out to be my falcon, I was wondering if anyone had software that stress tests specifically the memory (st ram and fast ram separately but both), the cpu, the sdma (if that's not stress tested through one of the other tests), etc. Is there any such software for atari? I don't really know of any off the top of my head.

Thanks,
Mark
http://portal.atari-source.com <- a bit of a face lift ;-)

7616. [help] -mouse!!!

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 15:14:50 UTC
From: pruno_ <prunZ@iol.it>
Message-ID: <K3Lvb.75297$hV.2858880@news2.tin.it>
Source record: 22498

i'm lookin for a new mouse for my atari 1040 St.

i buyed a pc mouse but it doesn't work
somebody con help me ??

pleseeeeee!!!!

what kind of mouse have I to buy ?

7617. Have an accelerator card - need some help (HBS 640) - for Mega ST

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 15:24:08 UTC
From: Rob <notator_logic.atat@hotmail.com>
Message-ID: <t3vurvo1ttk159h51ljt7q6mis6219tskt@4ax.com>
Source record: 22499
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi all,

I managed to get hold of what I believe to be a 16mhz accelerator card for my Mega ST1. It came with a disk, and a german manual, on the front of which it says HBS 640.

In the manual there are chapter headers for 260 &520ST, Mega St and also 1040ST.

As i said, the model I believe I had was for the mega ST, but taking the machine apart, there doesnt seem anywhere obvious where the card will fit (it won't go in the expansion slot like I thought it would)

Does anyone know where I can get some assistance in fitting this, or where I may find a manul in english that may shed some light onit (or tell me if it's the 260.520.1040 model (which will therefore be of no use as I don't own one)

Looking at the set of pins on the back of it, it appears it goes where the biggest chip on the mother board is, but as I don't know wether it goes inplace of the chip, on top of the chip or whatever (as it happens, I currently have a small IC board soldered to the center 7 pins on that particular chip, which i think is the clock.)

Any light shedding, gratefully accepted.

Rob

P.S. Among the german spiel, it does mention 16mhz, but also does mention something about 25mhz, which would be rather nice.

7618. Re: [help] -mouse!!!

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 15:40:28 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <MqLvb.1465$qn4.11637@newsfep4-glfd.server.ntli.net>
Source record: 22500

Hello.
"pruno_" <prunZ@iol.it> wrote in message
news:K3Lvb.75297$hV.2858880@news2.tin.it...
> i'm lookin for a new mouse for my atari 1040 ST.

www.keychange.co.uk

7619. CT60, Flashing ABE chip w/ JTAG Cable

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 18:36:27 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0311221036.4d527e41@posting.google.com>
Source record: 22501

I'm trying to update my ABE chip, using the JATG cable from Andreas.
If I understand it correctly, one must lift the CT60 board off the
Falcon MB when flashing the ABE. But whenever I do this, the Falcon
won't boot! No FUJI, nothing but a blank, grey screen! What's wrong?

Wayne Martz

7620. Re: CT60, Flashing ABE chip w/ JTAG Cable

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 18:48:02 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.e8164db2.bc025a82.wdwd@wd.com>
Source record: 22503

Dans le message <2f399fc7.0311221036.4d527e41@posting.google.com>
Wayne Martz a ï¿½crit:

Hello,

>I'm trying to update my ABE chip, using the JATG cable from Andreas.
>If I understand it correctly, one must lift the CT60 board off the
>Falcon MB when flashing the ABE. But whenever I do this, the Falcon
>won't boot! No FUJI, nothing but a blank, grey screen! What's wrong?

Just solder a (1K to 10K) resistor between pin 1 and 10 of one of
the 3 ICs right to the 40 MHz oscillator, then you don't need to
unplug the board to update it : just switch to 030 mode.
Have a look at Rodolphe's pages, all is explained.

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

7621. Re: [help] -mouse!!!

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 19:35:53 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <3FBFD59C.C5419FF8@comcast.net>
Source record: 22502

```
Barrie at Keychange wrote:
>
> Hello.
> "pruno_" <prunZ@iol.it> wrote in message
> news:K3Lvb.75297$hV.2858880@news2.tin.it...
> > i'm lookin for a new mouse for my atari 1040 ST.
>
> www.keychange.co.uk
>
I am sure very good mice can be bought here, but
ISTR that there is a way to inteface a PC mouse
to the Atari ST. Are these plans available on-line???

--
+---------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+---------------------------------------------------------------+
```

7622. Re: CT60, Flashing ABE chip w/ JTAG Cable

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 22:18:14 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3fbfe4566a27a80@europe-shareware.org>
Source record: 22504

Hello,

in article <2f399fc7.0311221036.4d527e41@posting.google.com> (comp.sys.atari.st),
Wayne Martz wrote on Sat 22-11-2003 10:36 (-0800):

> I'm trying to update my ABE chip, using the JATG cable from Andreas.
> If I understand it correctly, one must lift the CT60 board off the
> Falcon MB when flashing the ABE. But whenever I do this, the Falcon
> won't boot! No FUJI, nothing but a blank, grey screen! What's wrong?

You may have forgot to put the jumper back in the expansion slot.

But it's best not to have to unplug the card as suggested by JL.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

7623. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 23:24:05 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <bpor6l$m5q$1@reader2.panix.com>
Source record: 22505

Thank you. I think you are right, and something is not clearing memory
properly. It works ok under single tos, and complains in German booting
MiNT. And, thank you for the information about the MODULE directory and
what should go in it.

Jim

Martin Byttebier <donotusethisaddress@pandora.be> writes:

: Op Fri, 21 Nov 2003 21:52:26 +0000, schreef Jim DeClercq:

: > Wdialog or perhaps N-dialog, is needed also by NVDI, as I just found out.
: > NVDI complains of lack of memory to run in without Wdialog. I did not know
: > that Wdialog was for allocating memory, but it seems to be true.

: Hmm, I really don't think you need Wdialog or N-dialog for NVDI. I've used
: during years NVDI without Wdialog/N-dialog on TT030 and Hades060 both
: running freeMiNT/N_AES. Because some newer application requires Wdialog or
: N-dialog to run I do use n_dlg052 on both machines nowadays. But as said
: even without both machines boot up properly. I think the memory problem
: must be sought somewhere else like for instance wrong setup of NVDI. Take
: a look at nvdi.inf to see if you can find some bad things.

: >
: > BTW, two bombs is a doubled bus error, and usually means an attempt to
: > write to location zero twice in a row, and can mean that proper memory
: > was not allocated.
: >
: > I have not tried ArtWorx. Maybe I should. Suggest, for no particular
: > reason, that you try N-dialog instead, and see if that helps.
: >
: > I would also suggest booting without anything you do not really need,
: > until you get ArtWorx running.

: Now about Artworx. I donwloaded the demo version of Artworx (2.09) and yes
: it does run without wdialog or N-dialog. According to the German readme
: file you must have MAGICMOD.LMD in the MODULE dir if you run Artworx with
: another system then Magic. I tried it without and yes Artworx refused to
: start up but I do get a proper warning about that. I haven't tried it
: under plainTOS though. The TT030 isn't set up to work under plainTOS. I
: stopped using plainTOS since late 1995. I probably would find it a hard
: time to work under plainTOS. Currently I don't have the time to setup a
: system just for testing purpose.

: TTFN,
: Martin

: --
: UTSI: http://users.pandora.be/tos4ever/utsi.htm
: Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7624. Re: SLM804 Laser Help

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 23:33:51 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <bporov$m5q$2@reader2.panix.com>
Source record: 22506

Yes, the wiper blades are new old stock (NOS) from a long time ago. I finally found an easy way to fix them. Take one newer wiper blade, from just about anything, and with fingers and a very sharp knife, remove that wiper blade from its holder. Then, pull the dead blade off the SLM wiper metal, and clean off anything left behind.

Glue the new blade to the old metal, with just about anything that works to hold rubber and metal together, from your local hardware store, and follow directions. Possibly apply pressure with wood scraps and c-clamps while the glue dries, sets, or whatever it does, and put it back in the SLM. If your luck is anything like mine, you might have to try the glue routine again, if the new rubber flips out of place when you try to use it. And, always, take the drum assembly out to work on it.

Jim

Bill <Bgates@microsoft.com> writes:

: Dont use it too much, those drumkits's wiper blades like to die.

: "jon" <jonm2no_@__@spam@cox.net> wrote in message
: news:inhvb.307$ZE1.243@fed1read04...
: > Got it! Thanks for the help!
: >
: > Jon
: > "Jim DeClercq" <jimd@panix3.panix.com> wrote in message
: > news:bpjc9kqnv1@reader2.panix.com...
: > > Not web. FTP. There are a complete set of files, from several disks, at
: > >
: > > chapelie.rma.ac.be
: > >
: > > They are probably in Utilities, and the file name is probably Diablo.
: > >
: > > Jim
: > >
: > > jon <jonm2no_@__@spam@cox.net> writes:
: > >
: > > : Hi Bill?
: > > : Specifically I need the emulation disk. Mine has fried
: to
: > the
: > > : point it won't read anymore.
: > >
: > > : If you can, remove the obvious in my email and send it to me.
: > >
: > > : Thanks

: > >
: > > : "Bill" <Bgates@microsoft.com> wrote in message
: > > : news:3fbcb153$0$1723$5a62ac22@freenews.iinet.net.au...
: > > : > what exactly are you after?
: > > : >
: > > : > I have the SLM605 and 804, and various disks about.
: > > : >
: > > : > "jon" <jonm2no_@__@spam@cox.net> wrote in message
: > > : > news:NkZub.11817$iS6.7541@fed1read04...
: > > : > > Hi There!
: > > : > > Is there anyone out there who has the original
: > disks
: > > : that
: > > : > > came with the SLM804 Laser? Mine has fried and I can't seem to
: find
: > any
: > > : > on
: > > : > > the web.
: > > : > >
: > > : > > Thanks
: > >
: > > --
: > > --
: > > /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
: > > \ / ASCII ribbon campaign | I'm a .signature virus! |
: > > X against HTML mail | Copy me into your ~/.signature|
: > > / \ and postings | to help me spread! |
: > > .
: > >
: >
: >

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7625. Re: Falcon and CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 23:34:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1069584236-199859AEicMi@gmx.net>
Source record: 22516

From: "jon" <jonm2no_@__@spam@cox.net>
Date: Fri, 21 Nov 2003 22:14:22 -0800

Hi jon,

>I just had the same problem with an Apple 600E. The drives are embedded
>with Apple code and will not be seen by the Atari or a PC. Ditch the
>drive and get a full scsi compliant unit. I had to.

Rubbish...
Both the Apple 300 and 600 CD-R's work perfect with Atari. I've had both models connected to respectively a MegaSTE, TT, 1040ST and a Milan. IIRC the 300e had a Matsushita mechanism and the 600e a Sony. The drives came both factory installed with internal terminators, so you either had to make sure that they were the last one in the SCSI chain or open up the cases and remove the terminators.

Cheers from Belgium
Dennis
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

7626. Re: Falcon and CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 23:34:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1069700030-134199AEicMi@gmx.net>
Source record: 22539

From: "jon" <jonm2no_@__@spam@cox.net>
Date: Fri, 21 Nov 2003 22:14:22 -0800

Hi jon,

>I just had the same problem with an Apple 600E. The drives are embedded
>with Apple code and will not be seen by the Atari or a PC. Ditch the
>drive and get a full scsi compliant unit. I had to.

Rubbish...
Both the Apple 300 and 600 CD-R's work perfect with Atari. I've had both models connected to respectively a MegaSTE, TT, 1040ST and a Milan. IIRC the 300e had a Matsushita mechanism and the 600e a Sony. The drives came both factory installed with internal terminators, so you either had to make sure that they were the last one in the SCSI chain or open up the cases and remove the terminators.

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

7627. Re: Falcon and CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 23:42:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1069584240-200455AEicMi@gmx.net>
Source record: 22517

From: Paul Lefebvre <atari@logicalvue.com>
Date: Sat, 22 Nov 2003 13:56:52 GMT

Hi Paul,

>I hope I don't have to toss the drive. I based my drive purchase on the
>page at Anodyne that says the AppleCD 300 (and 600) would work with it.
>Of course I am running a much older version of ExtenDOS (just 1.4, not
>Pro or Gold). I'll check with Roger Burrows to see if he has any
>recommendations. Perhaps I'll get lucky and just need his new software.

Of course you don't have to toss the drive, in the mid 90's hundreds of
Atarians used these drives on their Atari.

Go to the chapelie ftp server ftp://chapelie.rma.ac.be/atari/ and download
SPIN! or METADOS, and that's all there is to it really. I've no idea how
good the current versions of ExtenDOS Pro and Gold are, but the older
versions weren't much to shout about... :-/

SPIN or METADOS don't have an installation program, but it's quite easy to
set up, just put the whole lot in the AUTO folder and edit the config.sys
file like this: for a CD-R connected to the SCSI port with ID 5:

*BOS, C:\AUTO\SCSI_CD.BOS, Y:15
*DOS, C:\AUTO\ISO9660F.DOS, P:Y
And that's all there is to it, when you reboot you should be able to access
the CD-ROM as drive P.

When you opt to install SPIN! (the better choice) then the config.sys
should look like this:

*BOS, C:\AUTO\SPIN_SD.BOS, Y:15
*DOS, C:\AUTO\ISO9660F.DOS, P:Y

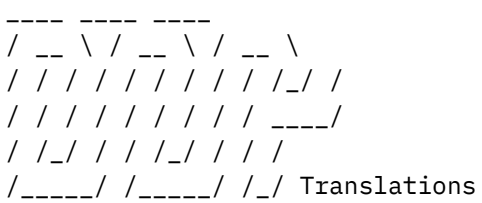
Note that you need to download both programs, SPIN! comes without a *.DOS
driver, but there's one included in METADOS.

With both these drivers you'll be able to read most formats and also play
Audio CD's, SPIN in addition can also read Mac HFS CD's and extract audio
tracks to WAV.

>I am thinking I may not have the terminators set up properly, but I don?t
>really have any way to know.

My 300e and 600e used to have their termination factory set, so you'll
either have to use it as the last device in the chain or open up the case
and remove the terminators.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

7628. Re: Falcon and CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 23:42:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1069700036-135303AEicMi@gmx.net>
Source record: 22540

From: Paul Lefebvre <atari@logicalvue.com>
Date: Sat, 22 Nov 2003 13:56:52 GMT

Hi Paul,

>I hope I don't have to toss the drive. I based my drive purchase on the
>page at Anodyne that says the AppleCD 300 (and 600) would work with it.
>Of course I am running a much older version of ExtenDOS (just 1.4, not
>Pro or Gold). I'll check with Roger Burrows to see if he has any
>recommendations. Perhaps I'll get lucky and just need his new software.

Of course you don't have to toss the drive, in the mid 90's hundreds of
Atarians used these drives on their Atari.

Go to the chapelie ftp server ftp://chapelie.rma.ac.be/atari/ and download
SPIN! or METADOS, and that's all there is to it really. I've no idea how
good the current versions of ExtenDOS Pro and Gold are, but the older
versions weren't much to shout about... :-/

SPIN or METADOS don't have an installation program, but it's quite easy to
set up, just put the whole lot in the AUTO folder and edit the config.sys
file like this: for a CD-R connected to the SCSI port with ID 5:

*BOS, C:\AUTO\SCSI_CD.BOS, Y:15
*DOS, C:\AUTO\ISO9660F.DOS, P:Y
And that's all there is to it, when you reboot you should be able to access
the CD-ROM as drive P.

When you opt to install SPIN! (the better choice) then the config.sys
should look like this:

*BOS, C:\AUTO\SPIN_SD.BOS, Y:15
*DOS, C:\AUTO\ISO9660F.DOS, P:Y

Note that you need to download both programs, SPIN! comes without a *.DOS
driver, but there's one included in METADOS.

With both these drivers you'll be able to read most formats and also play
Audio CD's, SPIN in addition can also read Mac HFS CD's and extract audio
tracks to WAV.

>I am thinking I may not have the terminators set up properly, but I don?t
>really have any way to know.

My 300e and 600e used to have their termination factory set, so you'll
either have to use it as the last device in the chain or open up the case
and remove the terminators.

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

7629. Re: Falcon and CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 23:42:47 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <bpos9n$m5q$3@reader2.panix.com>
Source record: 22507

By all means, get the latest version of Extendos. That, as far as I know,
will handle all of the possible kinds of CDs. That might be your problem,
and then again, maybe not.

And, while I am at it, I just put terminators on a SCSI drive at SCSI-1 on
a TT bus, a ST32250w, which would not work without it. Now it does. A web
search says it is a quite unpredictable drive, but this makes it work.

Further details on request.

Jim

Paul Lefebvre <atari@logicalvue.com> writes:

: On 11/22/03 1:14 AM, in article x8Dvb.475$ZE1.320@fed1read04, "jon"
: <jonm2no_@__@spam@cox.net> wrote:

: > I just had the same problem with an Apple 600E. The drives are embedded
: > with Apple code and will not be seen by the Atari or a PC. Ditch the drive
: > and get a full scsi compliant unit. I had to.
: >
: > Jon

: That's interesting. I hope I don't have to toss the drive. I based my
: drive purchase on the page at Anodyne that says the AppleCD 300 (and 600)
: would work with it. Of course I am running a much older version of ExtenDOS
: (just 1.4, not Pro or Gold). I'll check with Roger Burrows to see if he has
: any recommendations. Perhaps I'll get lucky and just need his new software.

: http://www.anodynesoftware.com/egold/drives.htm

: -- Paul
: http://www.logicalvue.com/Atari

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7630. Re: CT60, Flashing ABE chip w/ JTAG Cable

Newsgroup: comp.sys.atari.st
Date: 2003-11-22 23:48:33 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3fbff5c8$0$2773$626a54ce@news.free.fr>
Source record: 22508

I have nothing to add....
It is nice some people can answer without me ;-)

"Wayne Martz" <wmartz@firstpresdalton.org> a ï¿½crit dans le message de news:
2f399fc7.0311221036.4d527e41@posting.google.com...
> I'm trying to update my ABE chip, using the JATG cable from Andreas.
> If I understand it correctly, one must lift the CT60 board off the
> Falcon MB when flashing the ABE. But whenever I do this, the Falcon
> won't boot! No FUJI, nothing but a blank, grey screen! What's wrong?
>
> Wayne Martz

7631. Re: CT60, Flashing ABE chip w/ JTAG Cable

Newsgroup: comp.sys.atari.st
Date: 2003-11-23 00:50:20 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0311221650.7394299@posting.google.com>
Source record: 22509

Jean-Luc CECCOLI <wdwd@wd.com> wrote in message
news:<WS3.e8164db2.bc025a82.wdwd@wd.com>...
> Dans le message <2f399fc7.0311221036.4d527e41@posting.google.com>
> Wayne Martz a ï¿½crit:
>
> Hello,
>
> >I'm trying to update my ABE chip, using the JATG cable from Andreas.
> >If I understand it correctly, one must lift the CT60 board off the
> >Falcon MB when flashing the ABE. But whenever I do this, the Falcon
> >won't boot! No FUJI, nothing but a blank, grey screen! What's wrong?
>
> Just solder a (1K to 10K) resistor between pin 1 and 10 of one of
> the 3 ICs right to the 40 MHz oscillator, then you don't need to
> unplug the board to update it : just switch to 030 mode.
> Have a look at Rodolphe's pages, all is explained.
>
> J.-Luc
>
> --
> ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
> adresse en zigzagant dans la boï¿½te ci-dessous.
> -=oOo=-
> "From" is an anti-spam adress. If you wish to contact me, read
> my adress zigzaging in the box below.
>
> +----------------------------+
> |J - . c @ a . |
> | e n L c C c o i w n d o f |
> | a u e l a o r|
> +----------------------------+

Thanks! Yes, I saw those instructions, but my soldering sucks! I've
realized that my problem is that I need to put the jumper that I
removed from the buss slot back when flashing. I just can't remember
which pins it came off of. Can you describe the pins to me?

Sorry for the ignorance and ineptitude!

Wayne

7632. Re: SLM804 Laser Help

Newsgroup: comp.sys.atari.st
Date: 2003-11-23 01:11:54 UTC
From: Bill <Bgates@microsoft.com>
Message-ID: <3fc00958$0$1736$5a62ac22@freenews.iinet.net.au>
Source record: 22510

> Glue the new blade to the old metal, with just about anything that works
> to hold rubber and metal together, from your local hardware store, and
> follow directions. Possibly apply pressure with wood scraps and c-clamps
> while the glue dries, sets, or whatever it does, and put it back in the
> SLM. If your luck is anything like mine, you might have to try the glue
> routine again, if the new rubber flips out of place when you try to use
> it. And, always, take the drum assembly out to work on it.
>

You never install a new wiper blade without lubricating it and the drum
first. Toner works just as well as commercial padding powder.

good blades will always flip if installed without lubricant, if it turns
easily without lubricant, its not going to last long, or its already
buggered.

Also remember to change the Fuser cleaner wand regularly, if not, it will
destroy its Teflon coating prematurely. These white felts are impregnated
with silicone oil. Generic fuser felts are available from any remanufactures
and you can refurbish your own.

7633. Zero X

Newsgroup: comp.sys.atari.st
Date: 2003-11-23 01:35:55 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <9hUvb.3744$87.1210@bignews6.bellsouth.net>
Source record: 22511

Not too long ago I purchased a ZeroX Dongle. No disks, no docs. Any chance someone might forward the latest disk do me? It has a serial number on it and all...a legit dongle.

Thanks,
Brian

7634. Re: Gemulator2000 and Aranym questions

Newsgroup: comp.sys.atari.st
Date: 2003-11-23 01:43:20 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <lhUvb.3745$87.3417@bignews6.bellsouth.net>
Source record: 22512

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:bpm68o$89o$1@news.eunet.yu...
> On 16 Nov 2003 18:32:34 , "Brian Roland" wrote:
>
> >Ultimately...I've switched over to STeem. STeem mounts any directory(ies) of
> >your choice from the windows file system as a virtual hard disk. It also
> >supports MIDI, ROM-Cartridge images, extended screen sizes,
> > ======================
>
> Where is this set up? Last time I looked at STeem I tried to locate
> exactly this option but somehow missed it.

Start the steem engine.
Click on the the little wrench in the right hand side of the window.
That brings up the 'options window'. You'll see listed along the left edge of
the window various option pages you can tweak. Click the one that says
'Machine'. Here you can select the machine speed, RAM size, the screen mode,
the keyboard language, and a ROM/Cartridge image.

To set up a directory from your windows file system as an ST hard drive...click
the little file cabinet drawer. Turn on the partion(s) you want and select the
directory from your windows file system directory(ies) wanted.

Hope this helps,
Brian

7635. Atari Online News, Etc. #05-47

Newsgroup: comp.sys.atari.st
Date: 2003-11-23 02:02:40 UTC
From: danap8@aol.comno-spam
Message-ID: <20031122210240.11680.00000713@mb-m22.aol.com>
Source record: 22513

A-ONE #0547 11/21/03

~ Cybercrime Crackdown! ~ People Are Talking! ~ GenEdit Is Updated!
~ SmartScreen Unveiled! ~ Microsoft Loses Suit! ~ Spam Rage Reality!
~ Net Tax Bill Is Close! ~ ASMA Adds New Songs! ~ PayPal Scam Virus!
~ Security Threats Grow! ~ Tax Battle Heats Up! ~ Kazaa Launches Ads!

-* Spyware Is Tricky To Outlaw! *-
-* SCO Group Subpoenas Torvalds, OSDL! *-
-* Ballmer: Security Is Microsoft's Priority! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

7636. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-11-23 02:33:04 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.11.23.02.33.03.549181@pandora.be>
Source record: 22514
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**archivers**
ftp://chapelie.rma.ac.be/atari/archivers/arcview083.zip
(153.081 bytes) packershell for ZIP, LZH, ARC, ARJ, ZOO and TAR files.
German/English version

**database**
ftp://chapelie.rma.ac.be/atari/database/vorlex-199c.zip
(471.284 bytes) Lexicon of first names. German language only.

ftp://chapelie.rma.ac.be/atari/database/vorlex_db.zip
(1.052.809 bytes) Database of first names. German only.

**game**
ftp://chapelie.rma.ac.be/atari/game/zombie_apocalypse_by_stax.zip
(227.936 bytes) Game for ST/STe. It's a shooter where you have to kill
alot of zombies. The game has been named accordingly to 'Zombie Apocalypse'.

ftp://chapelie.rma.ac.be/atari/game/clicks04.zip
(26.555 bytes) This is a small mind game. The goal is to remove as
many tiles as possible from the playfield.

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/pov31g00.lzh
(1.436.219 bytes) Persistence Of Vision 3.1g.This is a version of POV
compiled for ATARI platform. It is compiled with the 68000 options.
So it will work on all compatible machines.

ftp://chapelie.rma.ac.be/atari/graph-tools/pov31g30.lzh
(1.362.085 bytes) Persistence Of Vision 3.1g.This is a version of POV
compiled for ATARI platform. It is compiled with the 68030+68881 options.
So it will work on FALCON 030 TT and above. It has been tested succesfully
```

on an HADES 060. This version requires a Floating Point Unit.

ftp://chapelie.rma.ac.be/atari/graph-tools/pov31g60.lzh
(1.404.330 bytes) This is a version of POV compiled for ATARI platform.
It is compiled with the 68020-60 option. So it will work on FALCON/TT 030
(with Floating Point Unit), HADES 040/060, MILAN 040/060 and others.
It has been tested succesfully on an HADES 060.

midi
ftp://chapelie.rma.ac.be/atari/midi/ludwig.zip
(109.124 bytes) Ludwig is an algorithmic application created by Tom Bajoras,
formerly of Hybrid Arts.

ftp://chapelie.rma.ac.be/atari/midi/ludw_doc.zip
(98.085 bytes) English Ludwig docs written by Tim Conrardy

Have Fun,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7637. Re: CT60, Flashing ABE chip w/ JTAG Cable

Newsgroup: comp.sys.atari.st
Date: 2003-11-23 03:08:14 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0311221908.648bafb8@posting.google.com>
Source record: 22515

"Pascal Ricard" <nospam@mydomain.thanx.invalid> wrote in message
news:<3fbfe4566a27a80@europe-shareware.org>...
> Hello,
>
> in article <2f399fc7.0311221036.4d527e41@posting.google.com> (comp.sys.atari.st),
> Wayne Martz wrote on Sat 22-11-2003 10:36 (-0800):
>
> > I'm trying to update my ABE chip, using the JATG cable from Andreas.
> > If I understand it correctly, one must lift the CT60 board off the
> > Falcon MB when flashing the ABE. But whenever I do this, the Falcon
> > won't boot! No FUJI, nothing but a blank, grey screen! What's wrong?
>
> You may have forgot to put the jumper back in the expansion slot.
>
> But it's best not to have to unplug the card as suggested by JL.
>
> Bye,
> /Pascal/

Yes, I realized that is exactly what I did. I wanted to avoid
soldering anything, since my soldering skills SUCK! As Rudolphe said
when he looked at my CT2B MB, " When I opened the package, I had a
vision of Horror! Who did this? The solders looked like big turds!"
;-)
OK, damn it, I'll solder the resistor. For now, does anyone know which
pins the jumper went on?

I apolgize for my ignorance, ineptitude, and other general
shortcomings! I'm just a musician!

Wayne

7638. Re: CT60, Flashing ABE chip w/ JTAG Cable

Newsgroup: comp.sys.atari.st
Date: 2003-11-23 11:20:23 UTC
From: J&#65533;r&#65533;me Ginestet <ginesj@free.fr>
Message-ID: <Xns943C7ED3AA0A7ginesjfreefr@213.228.0.75>
Source record: 22518

wmartz@firstpresdalton.org (Wayne Martz) wrote in
news:2f399fc7.0311221908.648bafb8@posting.google.com:

> Yes, I realized that is exactly what I did. I wanted to avoid
> soldering anything, since my soldering skills SUCK! As Rudolphe said
> when he looked at my CT2B MB, " When I opened the package, I had a
> vision of Horror! Who did this? The solders looked like big turds!"
> ;-)
> OK, damn it, I'll solder the resistor. For now, does anyone know which
> pins the jumper went on?

There is a U-shaped white marking next to these two pins.

The resitor that avoids removal of the CT60 for flashing must be installed
on the pins of a surface mounted chip, so if you solerding skills are low
you have to be very careful not to create short circuits between adjacent
pins !

--

J&#65533;r&#65533;me

7639. Re: Have an accelerator card - need some help (HBS 640) - for Mega ST

Newsgroup: comp.sys.atari.st
Date: 2003-11-23 12:37:29 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0311230437.6904ce52@posting.google.com>
Source record: 22519
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The HBS series of accelerators replace the CPU. I'm not sure what is
needed, but you may need to socket your CPU, the 68000 and place the
HBS in the socket. I'm getting an HBS 240 soon. It's 16Mhz, so your
HBS 640 may be faster , like 24Mhz or something.

The little circuit you said about might be the FPU patch on top of the
CPU. Not sure what you would do with that, remove it and the FPU
maybe as the HBS has a socket for FPU AFAIK.

Rob <notator_logic.atat@hotmail.com> wrote in message
news:<t3vurvo1ttk159h51ljt7q6mis6219tskt@4ax.com>...
> Hi all,
>
> I managed to get hold of what I believe to be a 16mhz accelerator card
> for my Mega ST1. It came with a disk, and a german manual, on the
> front of which it says HBS 640.
>
> In the manual there are chapter headers for 260 &520ST, Mega St and
> also 1040ST.
>
> As i said, the model I believe I had was for the mega ST, but taking
> the machine apart, there doesnt seem anywhere obvious where the card
> will fit (it won't go in the expansion slot like I thought it would)
>
> Does anyone know where I can get some assistance in fitting this, or
> where I may find a manul in english that may shed some light onit (or
> tell me if it's the 260.520.1040 model (which will therefore be of no
> use as I don't own one)
>
> Looking at the set of pins on the back of it, it appears it goes where
> the biggest chip on the mother board is, but as I don't know wether it
> goes inplace of the chip, on top of the chip or whatever (as it
> happens, I currently have a small IC board soldered to the center 7
> pins on that particular chip, which i think is the clock.)
>
> Any light shedding, gratefully accepted.
>
> Rob
>
>
> P.S. Among the german spiel, it does mention 16mhz, but also does
> mention something about 25mhz, which would be rather nice.

7640. Re: CT60, Flashing ABE chip w/ JTAG Cable

Newsgroup: comp.sys.atari.st
Date: 2003-11-23 12:39:54 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0311230439.24a6fcde@posting.google.com>
Source record: 22520

The jumper goes on the too pins marked by W11 written on the motherboard.

7641. Re: Have an accelerator card - need some help (HBS 640) - for Mega ST

Newsgroup: comp.sys.atari.st
Date: 2003-11-23 18:06:07 UTC
From: Rob <notator_logic.atat@hotmail.com>
Message-ID: <7mt1sv4c5p742oricteh5fn7jmk9pvmn8v@4ax.com>
Source record: 22521
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Lyndon, I'll take a couple of photo's and post them on, see what
you think. (Personally not brave enough to go unsoldering the CPU and
re placing it with this one _ I had enough trouble building a moniter
cable)

Rob

On 23 Nov 2003 04:37:29 -0800, lyndonamsdon@hotmail.com (Lyndon
Amsdon) wrote:

>The HBS series of accelerators replace the CPU. I'm not sure what is
>needed, but you may need to socket your CPU, the 68000 and place the
>HBS in the socket. I'm getting an HBS 240 soon. It's 16Mhz, so your
>HBS 640 may be faster , like 24Mhz or something.
>
>The little circuit you said about might be the FPU patch on top of the
>CPU. Not sure what you would do with that, remove it and the FPU
>maybe as the HBS has a socket for FPU AFAIK.
>
>Rob <notator_logic.atat@hotmail.com> wrote in message
news:<t3vurvo1ttk159h51ljt7q6mis6219tskt@4ax.com>...
>> Hi all,
>>
>> I managed to get hold of what I believe to be a 16mhz accelerator card
>> for my Mega ST1. It came with a disk, and a german manual, on the
>> front of which it says HBS 640.
>>
>> In the manual there are chapter headers for 260 &520ST, Mega St and
>> also 1040ST.
>>
>> As i said, the model I believe I had was for the mega ST, but taking
>> the machine apart, there doesnt seem anywhere obvious where the card
>> will fit (it won't go in the expansion slot like I thought it would)
>>
>> Does anyone know where I can get some assistance in fitting this, or
>> where I may find a manul in english that may shed some light onit (or
>> tell me if it's the 260.520.1040 model (which will therefore be of no
>> use as I don't own one)
>>
>> Looking at the set of pins on the back of it, it appears it goes where
>> the biggest chip on the mother board is, but as I don't know wether it
>> goes inplace of the chip, on top of the chip or whatever (as it
>> happens, I currently have a small IC board soldered to the center 7
>> pins on that particular chip, which i think is the clock.)

>>
>> Any light shedding, gratefully accepted.
>>
>> Rob
>>
>>
>> P.S. Among the german spiel, it does mention 16mhz, but also does
>> mention something about 25mhz, which would be rather nice.

7642. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-23 20:40:12 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.11.23.20.40.12.56978@pandora.be>
Source record: 22522

Op Sun, 23 Nov 2003 10:33:03 +0100, schreef Marius & Hester:

> Did one of you ever TRIED to run that artworx demo on the ASH site to run it
> under plain TOS, or are you guys only talking 'it should run'?
>
> I'm not going to insist, but I have tried it so many times, in so many
> different settings and so monay different atari's etc. I know what I'm
> talking about, and I'm 100% sure, there is something wrong with artworx.

There is *nothing* wrong with the Artworx demo. I did give it a try under
plainTOS and guess what? It works.
There must be something wrong on your side. I'm not common with Magic so
I can' help you with that. In another posting you have said you just
renamed magixboot.prg (or whatever that thing is called) to magixboot.prx.
I can imagine that this isn't just enough to reboot properly under
plainTOS.

It's a common practice in newsgroups to put the reply below the quoted
text. Please can you follow that pratice?
<URL:http://doc.nl.linux.org/HOWTO/Quoting-HOWTO-NL.html>
<URL:http://www.netmeister.org/news/learn2quote.html>

CU,
Martin
--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7643. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-23 23:58:58 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3fc155981b830f0@europe-shareware.org>
Source record: 22525

Hello,

in article <pan.2003.11.23.20.40.12.56978@pandora.be> (comp.sys.atari.st),
Martin Byttebier wrote on Sun 23-11-2003 20:40 (GMT):

> I can' help you with that. In another posting you have said you just
> renamed magixboot.prg (or whatever that thing is called) to magixboot.prx.
> I can imagine that this isn't just enough to reboot properly under
> plainTOS.

Yes Martin, it is.
I will try this demo on my setups.

ï¿œ+,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

7644. Re: CT60, Flashing ABE chip w/ JTAG Cable

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 00:11:20 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3fc155981b830f1@europe-shareware.org>
Source record: 22526

Hello,

in article <Xns943C7ED3AA0A7ginesjfreefr@213.228.0.75> (comp.sys.atari.st),
Jï¿œrï¿œme Ginestet wrote on Sun 23-11-2003 11:20 (GMT):

> > OK, damn it, I'll solder the resistor. For now, does anyone know which
> > pins the jumper went on?
>
> There is a U-shaped white marking next to these two pins.

On some MB, there is not the U shape but just W11 (have one). On some
others, there is neither the U shape neither the W11 indication.

Fixed font:

```
.......................
Connector J16 .......................

W11 (between pins 20 and 22)
__
||
2 ............... 30
1 ............... 29 connector J20
```

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

7645. Re: CT60, Flashing ABE chip w/ JTAG Cable

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 00:35:43 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.11.24.00.35.43.586330@nossspamXXatari-source.com>
Source record: 22523

On Sat, 22 Nov 2003 16:50:20 -0800, Wayne Martz wrote:

> Thanks! Yes, I saw those instructions, but my soldering sucks! I've
> realized that my problem is that I need to put the jumper that I
> removed from the buss slot back when flashing. I just can't remember
> which pins it came off of. Can you describe the pins to me?
>
> Sorry for the ignorance and ineptitude!
>
> Wayne

Wayne,

I see you live in Georgia. If you want, you can send your falcon mobo to me and I'll perform any modifications you want for free. Just pay shipping to and from Pennsylvania. <- as an added benefit to me, I can test to see if I have gcc problems on your falcon with my hdd image ;-)

Mark
http://portal.atari-source.com

7646. Re: Stress Test Software

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 00:37:06 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.11.24.00.37.06.764269@nossspamXXatari-source.com>
Source record: 22524

On Sat, 22 Nov 2003 17:06:11 +0000, Rustynutt wrote:

> In the Kobold package there is an application that will exercise the
> SDMA, then compare the files afterword for errors.
> I'm not up and running yet, can't get to the utility.
>
> Another good test for memory, SDMA and video is to copy a large file
> from IDE to SCSI in ST video mode, true color. That usually makes any
> Falcon with memory or SDMA problems puke. Snow on the screen, and
> either a locked up DMA chip, or bad data transfer as indicated by
> corrupt files on the SCSI device.
>
> Mike

Crap, all my scsi drives are still in the tower and the falcon is a bare
motherboard lying on my worktable ;-) Hrmm.. I think I'll try the Kobold
method.

Mark
http://portal.atari-source.com

7647. FA: Falcon for sale in UK

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 01:47:39 UTC
From: Rob <notator_logic.atat@hotmail.com>
Message-ID: <roo2svoaur684kv7e7l1rssefr8k44mo2i@4ax.com>
Source record: 22527

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3060881644

Thanks for looking.....

Rob

7648. Corrected Falcon Schematics?

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 07:08:52 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <88iwb.1507$Ob3.1622506@monger.newsread.com>
Source record: 22528

Hi All,
Does anyone know where corrected Falcon schematics or just the corrections can be found? I have 2 sets (one for 500047-001 REV B and the other for 303007-001 REV L) and both have the same errors! It would be even nicer to get corrected set for 481332-003 REV B but any set with corrections would be welcomed!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7649. Re: CT60, Flashing ABE chip w/ JTAG Cable

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 10:12:35 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbs3la7.l6j.atari@core.preferuje.luzik.pl>
Source record: 22529

On Mon, 24 Nov 2003 01:11:20 +0100 (MET), Pascal Ricard <nospam@mydomain.thanx.invalid>
had a noticeable pleasure while writting:
> Hello,
>
> in article <Xns943C7ED3AA0A7ginesjfreefr@213.228.0.75> (comp.sys.atari.st),
> Jďż˝rdż˝me Ginestet wrote on Sun 23-11-2003 11:20 (GMT):
>
>> > OK, damn it, I'll solder the resistor. For now, does anyone know which
>> > pins the jumper went on?
>>
>> There is a U-shaped white marking next to these two pins.
>
> On some MB, there is not the U shape but just W11 (have one). On some
> others, there is neither the U shape neither the W11 indication.
>
> Fixed font:
>
> ....
> Connector J16 ....
>
>
>
> W11 (between pins 20 and 22)
> __
> ||
> 2 30
> 1 .... 29 connector J20

There is a white marking around those pins, at least in my Falcon.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7650. Re: WMF -> GEM converter

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 11:05:00 UTC
From: KaaStV <sdf>
Message-ID: <3fc1e57f$0$1505$e4fe514c@news.xs4all.nl>
Source record: 22530

http://www.pl32.com/ photoline for windows or MacOs can... there was once an atari version of the program, the programmers are the people behind the NOVA graphiccards for atari...

"Guy Harrison" <swamp-DEL-dog@ntlworld.com> schreef in bericht news:bi8091-d0l1.ln1@sd.swampdog...
> Marius & Hester wrote:
>
> > Hi!
> >
> > Who has a tool for me (Windows or TOS) to convert the .WMF clipart
> > graphics format to .GEM format. It has to be .GEM, because I want to keep
> > the vector graphics format.
>
> GIMP can *load* both those formats...
> http://registry.gimp.org/index.jsp
>
> There may be enough info in those two sourcefiles to figure out how to write
> one.
>
>
> --
> Guy Harrison

7651. Re: CT60, Flashing ABE chip w/ JTAG Cable

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 12:03:51 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0311240403.cd1693f@posting.google.com>
Source record: 22531

"Pascal Ricard" <nospam@mydomain.thanx.invalid> wrote in message
news:<3fc155981b830f1@europe-shareware.org>...
> Hello,
>
> in article <Xns943C7ED3AA0A7ginesjfreefr@213.228.0.75> (comp.sys.atari.st),
> Jï¿½rï¿½me Ginestet wrote on Sun 23-11-2003 11:20 (GMT):
>
> > > OK, damn it, I'll solder the resistor. For now, does anyone know which
> > > pins the jumper went on?
> >
> > There is a U-shaped white marking next to these two pins.
>
> On some MB, there is not the U shape but just W11 (have one). On some
> others, there is neither the U shape neither the W11 indication.
>
> Fixed font:
>
> ....
> Connector J16 ....
>
>
>
> W11 (between pins 20 and 22)
> __
> ||
> 2 30
> 1 .... 29 connector J20
>
> Bye,
> /Pascal/

Thank you, Pascal! My falcon had neither the u shape, nor the W11
indication, and you've given me exactly what I needed!

Many, many thanks!

Wayne

7652. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 12:56:18 UTC
From: James Duncan <j.duncan@verizon.net>
Message-ID: <Sdnwb.4341$Pm4.4130@nwrddc03.gnilink.net>
Source record: 22532
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

Actually what I'd like to see is a Gauntlet classics Xbox Live enabled package. It would include Gauntlet and Gauntlet II as 4 player online enabled Xbox Live games. I'd also like to see Gauntlet Legends done as an XBL title -- note Dark Legacy (or whatever it was called, it was too "dark" the graphics not the story line).

7653. Upgrading 520ST RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 13:56:13 UTC
From: julianwolfe@earthlink.net
Message-ID: <de454671.0311240556.6548b7ee@posting.google.com>
Source record: 22533

Hey Atarians,

I need some help...I'd like to upgrade my 520ST to 4MB by way of removing/replacing the soldered-in RAM., and installing DIP chips (w/sockets) Can anyone tell me what chips/sockets to use?

I will probably be ordering from Jameco (www.jameco.com)

Thanks!

Julian

7654. Re: strange problem with used/free space on HD

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 15:39:27 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bpt8rt$f8h$1@reader10.wxs.nl>
Source record: 22534

<xlator@cix.compulink.co.uk> schreef in bericht
news:bpjffl$jc9$1@thorium.cix.co.uk...
> How large are your partitions? I ask because large partitions use
> large sector/cluster sizes. Your first check only returns the
> actual number of bytes occupied by the files. The desktop menu
> however effectively counts free and occupied clusters and
> multiplies these by the cluster size, so even a 1-byte file will
> count as the whole sector used - reasonable, because nothing else
> can use the remaining space as you can only access clusters with
> the OS. So if you have a large number of small files, they will
> all occupy at least one whole cluster, which can be 32 kB or more
> and this quickly adds up!
>

You were right!

That was the problem indeed. Now I have 2048 bytes/sector and more
partitions... it's ok now!

Thanks!!

Marius

7655. Re: Upgrading 520ST RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 15:57:23 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.11.24.15.57.23.157175@removenoaspam.atari-source.com>
Source record: 22535

On Mon, 24 Nov 2003 05:56:13 -0800, Julian Wolfe wrote:

> Hey Atarians,
>
> I need some help...I'd like to upgrade my 520ST to 4MB by way of
> removing/replacing the soldered-in RAM., and installing DIP chips
> (w/sockets) Can anyone tell me what chips/sockets to use?
>
> I will probably be ordering from Jameco (www.jameco.com)
>
> Thanks!
>
> Julian

That's an awful lot of hassle, sure you dont' want to buy an already 4 meg 1040STF with an Adspeed card in it from me?

Thanks
Mark
http://portal.atari-source.com

7656. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 16:17:59 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.11.24.16.17.59.405746@pandora.be>
Source record: 22536

Op Mon, 24 Nov 2003 00:58:58 +0100, schreef Pascal Ricard:

> Hello,
>
> in article <pan.2003.11.23.20.40.12.56978@pandora.be> (comp.sys.atari.st),
> Martin Byttebier wrote on Sun 23-11-2003 20:40 (GMT):
>
>> I can' help you with that. In another posting you have said you just
>> renamed magixboot.prg (or whatever that thing is called) to magixboot.prx.
>> I can imagine that this isn't just enough to reboot properly under
>> plainTOS.
>
> Yes Martin, it is.
> I will try this demo on my setups.

If you say so ... :-)
Anyway there was a reason why I said that. I remember a friend of mine who had a hard time to reboot his Hades to plainTOS after he had used MagiC. One warm reboot wasn't enough. He had to reboot several times before he could use plainTOS.

Take care,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7657. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 16:23:14 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.11.24.16.23.15.101324@pandora.be>
Source record: 22537

Op Mon, 24 Nov 2003 00:05:12 +0100, schreef Marius & Hester:

>
>> There is *nothing* wrong with the Artworx demo. I did give it a try under
>> plainTOS and guess what? It works.
>
> How strange!

Hm, can you post your setup (auto dir prgs, acc, cpx's)?

>> It's a common practice in newsgroups to put the reply below the quoted
>> text. Please can you follow that pratice?
>
> That's ok.

Thanks alot. This makes reading a lot easier.

TTFN,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7658. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 16:36:04 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3fc234a21969d50@europe-shareware.org>
Source record: 22538

Hello,

in article <pan.2003.11.24.16.17.59.405746@pandora.be> (comp.sys.atari.st),
Martin Byttebier wrote on Mon 24-11-2003 16:17 (GMT):

> >> I can' help you with that. In another posting you have said you just
> >> renamed magixboot.prg (or whatever that thing is called) to magixboot.prx.
> >> I can imagine that this isn't just enough to reboot properly under
> >> plainTOS.

> Anyway there was a reason why I said that. I remember a friend of mine who
> had a hard time to reboot his Hades to plainTOS after he had used MagiC.
> One warm reboot wasn't enough. He had to reboot several times before he
> could use plainTOS.

A cold boot is needed, I think, cause it's needed when I want to reboot
from MagiC to TOS.

Bye,
/Pascal/

7659. Re: Upgrading 520ST RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 20:12:02 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3fc26614$0$28695$cc9e4d1f@news.dial.pipex.com>
Source record: 22541

"Julian Wolfe" <julianwolfe@earthlink.net> wrote in message
news:de454671.0311240556.6548b7ee@posting.google.com...
> Hey Atarians,
>
> I need some help...I'd like to upgrade my 520ST to 4MB by way of
> removing/replacing the soldered-in RAM., and installing DIP chips
> (w/sockets) Can anyone tell me what chips/sockets to use?
>
> I will probably be ordering from Jameco (www.jameco.com)
>
> Thanks!
>
> Julian

why not bodge in a 4meg 2pin simm like the rests of us do ;)

Chris

7660. Re: Upgrading 520ST RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 22:07:11 UTC
From: Frederic Pecourt <frederic.pecourt@stopspam-free.fr>
Message-ID: <3FC2810F.90303@stopspam-free.fr>
Source record: 22542

Hi!

you might find some useful information about some ram upgrade projects
here :
http://atari4ever.free.fr/modules.php?name=Downloads&d_op=viewdownload&cid=4

I am myself working on an internal ide + tos + 14Mb ram upgrade for STE
(STF would need adaptor) but won't have a working solution before months...

Fred

Julian Wolfe a ï¿½crit:
> Hey Atarians,
>
> I need some help...I'd like to upgrade my 520ST to 4MB by way of
> removing/replacing the soldered-in RAM., and installing DIP chips
> (w/sockets) Can anyone tell me what chips/sockets to use?
>
> I will probably be ordering from Jameco (www.jameco.com)
>
> Thanks!
>
> Julian

7661. Re: Upgrading 520ST RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-11-24 23:28:44 UTC
From: Bill <Bgates@microsoft.com>
Message-ID: <3fc29425$0$1727$5a62ac22@freenews.iinet.net.au>
Source record: 22543

wow, those 2 pin SIMMs must be rare, ive never seen one :)

"exxos" <exxos@home.co.uk> wrote in message
news:3fc26614$0$28695$cc9e4d1f@news.dial.pipex.com...
>
> "Julian Wolfe" <julianwolfe@earthlink.net> wrote in message
> news:de454671.0311240556.6548b7ee@posting.google.com...
> > Hey Atarians,
> >
> > I need some help...I'd like to upgrade my 520ST to 4MB by way of
> > removing/replacing the soldered-in RAM., and installing DIP chips
> > (w/sockets) Can anyone tell me what chips/sockets to use?
> >
> > I will probably be ordering from Jameco (www.jameco.com)
> >
> > Thanks!
> >
> > Julian
>
>
> why not bodge in a 4meg 2pin simm like the rests of us do ;)
>
> Chris
>
>

7662. Looking for someone...

Newsgroup: comp.sys.atari.st
Date: 2003-11-25 00:20:18 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3fc2a0786da5571@europe-shareware.org>
Source record: 22544

Hi all,

I need to mail to Holger Weets. He used to have an address on the
MausNet at ol.maus.de but this domain looks to be dead. Any idea on how
I can get in touch?

Thank you.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

7663. Re: [help] -mouse!!!

Newsgroup: comp.sys.atari.st
Date: 2003-11-25 02:27:40 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0311241827.653e9c40@posting.google.com>
Source record: 22545

Charles Richmond <richchas@comcast.net> wrote in message
news:<3FBFD59C.C5419FF8@comcast.net>...
> Barrie at Keychange wrote:
> >
> > Hello.
> > "pruno_" <prunZ@iol.it> wrote in message
> > news:K3Lvb.75297$hV.2858880@news2.tin.it...
> > > i'm lookin for a new mouse for my atari 1040 ST.
> >
> > www.keychange.co.uk
> >
> I am sure very good mice can be bought here, but
> ISTR that there is a way to inteface a PC mouse
> to the Atari ST. Are these plans available on-line???

Yes. Eiffel.atari.org has it. It is not a minor task, however. They
may still be available from Lyndon Amsdon at hardware.atari.org.

Galen

7664. Re: Upgrading 520ST RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-11-25 06:53:09 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3fc2fc54$0$7367$cc9e4d1f@news.dial.pipex.com>
Source record: 22446

"Bill" <Bgates@microsoft.com> wrote in message
news:3fc29425$0$1727$5a62ac22@freenews.iinet.net.au...
> wow, those 2 pin SIMMs must be rare, ive never seen one :)
>

lol, well 72 then :P

Chris

> "exxos" <exxos@home.co.uk> wrote in message
> news:3fc26614$0$28695$cc9e4d1f@news.dial.pipex.com...
> >
> > "Julian Wolfe" <julianwolfe@earthlink.net> wrote in message
> > news:de454671.0311240556.6548b7ee@posting.google.com...
> > > Hey Atarians,
> > >
> > > I need some help...I'd like to upgrade my 520ST to 4MB by way of
> > > removing/replacing the soldered-in RAM., and installing DIP chips
> > > (w/sockets) Can anyone tell me what chips/sockets to use?
> > >
> > > I will probably be ordering from Jameco (www.jameco.com)
> > >
> > > Thanks!
> > >
> > > Julian
> >
> >
> > why not bodge in a 4meg 2pin simm like the rests of us do ;)
> >
> > Chris
> >
> >
>
>

7665. Re: Looking for someone...

Newsgroup: comp.sys.atari.st
Date: 2003-11-25 09:00:31 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fc31a2496c660@tripnet.se>
Source record: 22447

In comp.sys.atari.st <3fc2a0786da5571@europe-shareware.org>
Pascal Ricard wrote on Tue 25-11-2003 01:20 (+0100):

>I need to mail to Holger Weets. He used to have an address on the
>MausNet at ol.maus.de but this domain looks to be dead. Any idea on how
>I can get in touch?

Perhaps this link will help you. I did not try the address myself, just
did a quick search...

http://groups.google.se/groups?hl=en&lr=&ie=UTF-8&selm=1fpt7zu.9widb0e9rpgsN%25deaf_null%40hotmail.com

...and found a one year old email address.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7666. Re: Upgrading 520ST RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-11-25 12:09:31 UTC
From: Benoit Morrissette <benoitmorrissetteNOSPAM@hotmail.com>
Message-ID: <jfh6svsaf1bh600mntq9tr18p5jsjcv5f3@4ax.com>
Source record: 22448

I did it a few years ago and i do not recomment it UNLESS you are an expert with a soldering iron. If only one of thoses solder joints is cold, you get lots of problems! Look at the result: http://pages.infinit.net/benoitm/Atari.jpg

On 24 Nov 2003 05:56:13 -0800, julianwolfe@earthlink.net (Julian Wolfe) wrote:

>Hey Atarians,
>
>I need some help...I'd like to upgrade my 520ST to 4MB by way of
>removing/replacing the soldered-in RAM., and installing DIP chips
>(w/sockets) Can anyone tell me what chips/sockets to use?
>
>I will probably be ordering from Jameco (www.jameco.com)
>
>Thanks!
>
>Julian

Good night!

Benoï¿½t Morrissette

7667. Re: [help] -mouse!!!

Newsgroup: comp.sys.atari.st
Date: 2003-11-25 15:05:21 UTC
From: JM <>
Message-ID: <onr6svkju9l16kbh8usb95vbll1unj0d1a@4ax.com>
Source record: 22449

You can hook up a serial mouse to the ST rs-232 port. I think a driver is available at

http://atariforce.free.fr/start_uk.htm

JM

7668. Re: Upgrading 520ST RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-11-25 17:28:32 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vs74a0mfnjga68@corp.supernews.com>
Source record: 22450

"Julian Wolfe" <julianwolfe@earthlink.net> wrote in message
news:de454671.0311240556.6548b7ee@posting.google.com...
> Hey Atarians,
>
> I need some help...I'd like to upgrade my 520ST to 4MB by way of
> removing/replacing the soldered-in RAM., and installing DIP chips
> (w/sockets) Can anyone tell me what chips/sockets to use?
>

I found it was easier and cheaper just buying a 1040STe with 4MB from eBay!
;) It is in pretty good shape too and works just fine.

Tim

7669. Re: Falcon and CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2003-11-25 18:14:43 UTC
From: Paul Lefebvre <atari@logicalvue.com>
Message-ID: <BBE90642.3B5B%atari@logicalvue.com>
Source record: 22452

Thanks for the many tips, Dennis.

Unfortunately the CD-ROM is still not working. I've tried the MetaDOS (2.7) and Spin drivers but they do not work for me either. MetaDOS installs the drive, but I get the same "not responding" message from the desktop. Spin won't even install the drive, telling me the SCSI device is not responding during bootup.
I've also tried another Falcon-specific driver, F030_CD that I found on the internet but that hasn't worked either. I've even tweaked a few settings in ExtenDOS, but there has been no changes.

I've tried the CD-ROM both with and without the "term power" jumper, but it doesn't appear to operate any differently.

Perhaps my drive is just bad.

Thanks,

-- Paul

7670. CalamusWinPack on Linux now without patches

Newsgroup: comp.sys.atari.st
Date: 2003-11-25 18:20:05 UTC
From: ferran <melodiasNOSPAM@yelos.com>
Message-ID: <bq0607$1sbnbn$2@ID-209460.news.uni-berlin.de>
Source record: 22451

I've made a small how-to, have a look on wine newsgroup, it's just a matter
of add entries in user.reg. No more source patches needed!

ferran
--
melodiasatyelosdotcom

7671. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-25 19:04:48 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bq094g$m5e$1@thorium.cix.co.uk>
Source record: 22453

In message <pan.2003.11.24.16.17.59.405746@pandora.be>, donotusethisaddress@pandora.be said:

>Anyway there was a reason why I said that. I remember a friend of mine who
>had a hard time to reboot his Hades to plainTOS after he had used MagiC.
>One warm reboot wasn't enough. He had to reboot several times before he
>could use plainTOS.

I think you'll find that a warm reboot will still leave MagiC -
or parts of it - active. It needs a cold boot/switchoff to be sure
of using TOS. Of course it helps if you've got a boot manager
such as Xboot or Stoop (Falcon-only) where you can switch off any
AUTO, ACC and CPXs (but not the MagiC START folder PRGs - but if
MagXboot is not on, these don't matter). In fact I have a setup
where only Xboot loads, so I have a naked machine for tryouts etc.

Regards, /Peter/

7672. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-25 19:17:46 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns943ECE7749F0Dtos4ever@195.130.132.70>
Source record: 22454

on di, 25 nov 2003 19:04:48 GMT wrote:

> In message <pan.2003.11.24.16.17.59.405746@pandora.be>,
> donotusethisaddress@pandora.be said:
>
>>Anyway there was a reason why I said that. I remember a friend of mine
>>who had a hard time to reboot his Hades to plainTOS after he had used
>>MagiC. One warm reboot wasn't enough. He had to reboot several times
>>before he could use plainTOS.
>
> I think you'll find that a warm reboot will still leave MagiC -
> or parts of it - active. It needs a cold boot/switchoff to be sure
> of using TOS.

So it's possible remains of Magic are still there after a warm reboot?
Can this be the cause of the troubles the OP has with Artworx?

TTYS,
Martin
--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

7673. Re: CalamusWinPack on Linux now without patches

Newsgroup: comp.sys.atari.st
Date: 2003-11-25 19:21:50 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns943ECF28A53FEtos4ever@195.130.132.70>
Source record: 22455

on di, 25 nov 2003 18:20:05 GMT ferran wrote:

> I've made a small how-to, have a look on wine newsgroup, it's just a
> matter of add entries in user.reg. No more source patches needed!

Off topic for this newsgroup but nevertheless interesting

And where can we find that how-to? URL?
Does Calamus SL2003 works too? The only reason why I still use Windows now and then is Calamus SL2003.

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

7674. Re: CalamusWinPack on Linux now without patches

Newsgroup: comp.sys.atari.st
Date: 2003-11-25 21:23:58 UTC
From: ferran <melodiasNOSPAM@yelos.com>
Message-ID: <bq0gp3$1ssub0$1@ID-209460.news.uni-berlin.de>
Source record: 22456

Martin "Nightowl" Byttebier wrote:

> Off topic for this newsgroup but nevertheless interesting

sorry, anyway Calamus is still TOS :-)
>
> And where can we find that how-to? URL?

comp.emulators.ms-windows.wine

> Does Calamus SL2003 works too?

yes 2002 2003 and Lite

ferran

--
melodiasatyelosdotcom

7675. Re: ArtWorx -> 2 bombs

Newsgroup: comp.sys.atari.st
Date: 2003-11-25 22:42:38 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <yVQwb.4$Q76.2589@monger.newsread.com>
Source record: 22457

On 25 Nov 2003 07:26:24 , "Marius & Hester" wrote:
>> Hm, can you post your setup (auto dir prgs, acc, cpx's)?
>
>Yes:
>
>on the Falcon030 - 14mb:
>
>AUTO FOLDER:
>CDARGEN.BOS
>CONFIG.SYS
>FPATCH2.PRG
>HSMAY86.DOS
>ISO9660F.DOS
>METADOS.PRG
>NVDI.PRG (this is 5.03)
>WDIALOG.PRG
>
>the only acc = cops.acc

Hi Marius,
May not make a difference with your problem but I don't think FPATCH2
is used with NVDI. The demo loaded fine on my 030 with single TOS 4.04
Auto folder has HSMODEM (etc), STIK2, DSPXBIOS, NVDI 5.03, WDIALOG 2.04,
EXTENDOS GOLD, JPEGD, MACCEL34 (different order).... no MAGIC, CDARGEN.BOS,
CONFIG.SYS, FPATCH2.PRG, HSMAY86.DOS, ISO9660F.DOS, METADOS.PRG or COPS.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7676. FA: Ebay Atari items

Newsgroup: comp.sys.atari.st
Date: 2003-11-25 22:56:23 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <0fn7sv843ufmcchi3k6c1q9bfdimoes3ds@4ax.com>
Source record: 22458

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=rorymcmahon&include=0&since=-1&sort=3&rows=50

If you are looking for something specific, email me to see if I have
it

Rory

7677. Re: Monochrome Games?

Newsgroup: comp.sys.atari.st
Date: 2003-11-26 02:14:20 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3FC40D3A.3B828AD6@rogers.com>
Source record: 22459

Daniel Dreibelbis wrote:

> In article <nwdub.1532$ow5.881@bignews2.bellsouth.net>,
> "Brian Roland" <BJRoland@bellsouth.net> wrote:
>
> > What are some of your favorite games that work in ST High (Monochrome) mode?
>
> Super Breakout and Onyx are two examples of my favrote games to play
> when I had my monochrome ST system.

Alois Felbers "World conquest" was another good one that worked in mono in later versions.

7678. Re: CT60 overclocking MOBO to 20 mhz.

Newsgroup: comp.sys.atari.st
Date: 2003-11-26 16:29:03 UTC
From: sandrija@pravo.hr
Message-ID: <bq2kceieg1@bagan.srce.hr>
Source record: 22460

maximum achived is 6x in mono mode with Yamaha 8x, cashing on IDE
disk.
however, 8x is possible and I managed to do it from ramdisk (image
cached in ramdisk of CT60)...

On 1 Oct 2003 20:59:07 G, Carey Christenson wrote:
>Anyone,
> If I were to have my falcon MOBO overclocked to 20
>mhz or even 25 mhz. What are the advantages of
>this??? I know that it will raise the DSP and VIDEL
>speeds to 40 or 50 mhz respectively. But the system
>bus is raised from the STOCK 16 mhz to 20 or 25 does
>this raise the CD-Burning limit as well??? As
>everyone probably knows that CD-Burning at 4X is about
>the MAX on a stock Falcon. But is 8X possible with a
>20 or 25 mhz system bus??? Any thoughts on this one
>guys!!
>
>Thanks,
>
>.

7679. Syquest removable Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2003-11-26 18:37:29 UTC
From: jon
Message-ID: <xp6xb.5383$ZE1.2799@fed1read04>
Source record: 22461

Ok, I need some help on this one. I have a Syquest 200 meg removable and tons of disks. I know that you can format a floppy to work between a PeeCee and the Atari by keeping it standard FAT as long as you have TOS 1.4 and above. The ST/e I'm using has TOS 1.62. Why doesn't it work on the Syquest carts? They are standard SCSI devices and the drive will work under Windoze EXPEE as well as the Atari machine. I have formatted on both machines and find they don't communicate on both machines.

I'm stumped on this one. Can someone shed some light?

Thanks

7680. Re: Falcon and CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2003-11-26 19:41:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200311262041.a34220@b.maus.de>
Source record: 22476

Hi Dennis,

DV>just put the whole lot in the AUTO folder and edit the config.sys file
DV>like this: for a CD-R connected to the SCSI port with ID 5:
DV>
DV>*BOS, C:\AUTO\SCSI_CD.BOS, Y:15 *DOS, C:\AUTO\ISO9660F.DOS, P:Y
sorry, but doesn't an ID 5 correspond to 13 (8+5)?

In my CONFIG.SYS 12 and 14 correspond to IDs 4 and 6, respectively.

I don't know if my remark is important to the solution of the
problem...

I just asked a friend (hardware freak) who told me that there really
were some (very few) Apple SCSI CD rom drives that were not recognized
by Atari computers because of firmware reasons.

If that's true, I'd be astonished, for I thought you could hook every
SCSI CD rom drive to an Atari and have it run (as least as data reader)

Und TTschï¿½
ps

7681. EtherNEC problem.

Newsgroup: comp.sys.atari.st
Date: 2003-11-26 23:01:08 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <Hcaxb.138$s7.0@bignews6.bellsouth.net>
Source record: 22462

On a Falcon CT2b running MagiC 6.01:
Yep, I've got a version of ENEC2.STX patched for the CT2b....

I can ping fine over the Ethernet connection. I can browse the web with increadable speed, everything seems great. The problem is that every single zip, prg, (executable binary) etc... file I download gets corrupted...when I go to unpack the file, text files unpack fine, but the binary stuff (*.prg,app,etc) usually fail the crc check.

I get these corrupted files reguardless of what software I use to grab the file (CAB, ftp, etc.).

Is this just a matter of tweaking some variables somewhere in STing?
Any hints/ideas out there for the offering?

Thanks,
Brian

7682. Re: Syquest removable Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2003-11-27 00:10:47 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0311261610.7d3110ad@posting.google.com>
Source record: 22463

"jon" <jonm2no_@__@spam@cox.net> wrote in message news:<xp6xb.5383$ZE1.2799@fed1read04>...
> Ok, I need some help on this one. I have a Syquest 200 meg removable and
> tons of disks. I know that you can format a floppy to work between a
> PeeCee and the Atari by keeping it standard FAT as long as you have TOS 1.4
> and above. The ST/e I'm using has TOS 1.62. Why doesn't it work on the
> Syquest carts? They are standard SCSI devices and the drive will work under
> Windoze EXPEE as well as the Atari machine. I have formatted on both
> machines and find they don't communicate on both machines.
>
> I'm stumped on this one. Can someone shed some light?
>
PC and Atari FAT are only identical to 32MB, 4 partitions. After
that, you will require some additional software.

Galen

7683. [MagiC] Path Overflow Error

Newsgroup: comp.sys.atari.st
Date: 2003-11-27 00:38:24 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <RLbxb.484$s7.152@bignews6.bellsouth.net>
Source record: 22464

What causes a path overflow error in MagiC?
Is this when directory levels get too deep (path line is too long for a buffer or something)?
If so, is there a patch or fix for this besides limiting how many directories deep I go?

I get this error, usually when getting drive info, or doing a desktop drag/copy to my 'shadow' backup partition. It seems to give it about the time it hits the MagiC folder.

Here's the funny thing. The deepest directory on my entire system is the GEMSYS/Magic folder as installed with the installer. Some of those utilities and stuff that come with it have a pretty damn big path line! I'm gonna move some stuff around and see what happens...however, I'd still like to know if there is some way to increase the limits of whatever causes this error.

Thanks,
Brian

7684. Re: EtherNEC problem.

Newsgroup: comp.sys.atari.st
Date: 2003-11-27 02:02:46 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <ITcxb.734$s7.337@bignews6.bellsouth.net>
Source record: 22465

> I can ping fine over the Ethernet connection. I can browse the web with
> increadable speed, everything seems great. The problem is that every single
> zip, prg, (executable binary) etc... file I download gets corrupted...when I
go
> to unpack the file, text files unpack fine, but the binary stuff
(*.prg,app,etc)
> usually fail the crc check.
>
> I get these corrupted files reguardless of what software I use to grab the
file
> (CAB, ftp, etc.).
>
> Is this just a matter of tweaking some variables somewhere in STing?
> Any hints/ideas out there for the offering?

I think I found the problem(s)...
Read up on TCP/IP stuff (what a way to spend my night off!)

Turns out my router prefers an MTU (Maximum Transmission Unit) of 1442.
The MSS (Maximum Segment Size) should be MTU - 40 (a packet header is 40 bytes
so subtract this), so that would be 1402. The RWIN (Recieve Window) should be
2-10 times MSS, so 2801 goes here.
I chose a multiple of 2 because the ENEC docs imply the buffer in the N2000
isn't all that big (it suggests a RWIN size of 5500).

Summary:
MTU: Should be set to your router and or isp's recommended number.
MSS: Subtract 40 from your MTU.
RWIN: Multiply MSS by 2 (Or any number between 2 and 10 depending on what your
networking device can handle without overunning buffers).

It seems to be fixed...off to actually use it now, and see if it's really fixed
;)

Brian

7685. Re: EtherNEC problem.

Newsgroup: comp.sys.atari.st
Date: 2003-11-27 02:29:25 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <1gdxb.815$s7.41@bignews6.bellsouth.net>
Source record: 22466

> I think I found the problem(s)...
> Read up on TCP/IP stuff (what a way to spend my night off!)

Damn, I spoke too soon :/
Every zip larger than a few bytes I grab with this interface is corrupted.

Brian

7686. Re: Syquest removable Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2003-11-27 04:04:12 UTC
From: jon
Message-ID: <LIexb.5668$ZE1.407@fed1read04>
Source record: 22467

Ok, I partitioned the carts at 30 megs each. I formatted them on the PC
and then moved them over to the Atari. The Atari doesn't see the cart until
it's reformatted on the Atari. I can then summarize that the Atari in no
way, shape or form, likes the format the PC is doing to the cart. I have
it as a standard fat format.

This is likewise from the Atari to the PC.

There must be something that is messed up on one of the OS's that won't let
them talk.

Thanks for the suggestions.... I guess using the Syquest as a cross platform
device is out of the question. For the record, the software I have tried
is ICD's format utilities. Atari's AHDI gets lost when I try to even boot
the drive. I even tried booting with the ICD Link II I have. It see's and
boots the drive (even allowed me to boot Mint from it) but, after formatting
the cartridge, it can't been seen on my PC.

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0311261610.7d3110ad@posting.google.com...
> "jon" <jonm2no_@__@spam@cox.net> wrote in message
news:<xp6xb.5383$ZE1.2799@fed1read04>...
> > Ok, I need some help on this one. I have a Syquest 200 meg removable
and
> > tons of disks. I know that you can format a floppy to work between a
> > PeeCee and the Atari by keeping it standard FAT as long as you have TOS
1.4
> > and above. The ST/e I'm using has TOS 1.62. Why doesn't it work on
the
> > Syquest carts? They are standard SCSI devices and the drive will work
under
> > Windoze EXPEE as well as the Atari machine. I have formatted on both
> > machines and find they don't communicate on both machines.
> >
> > I'm stumped on this one. Can someone shed some light?
> >
> PC and Atari FAT are only identical to 32MB, 4 partitions. After
> that, you will require some additional software.
>
> Galen

7687. Re: Syquest removable Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2003-11-27 08:47:44 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bq4dng$1usc6i$2@ID-27442.news.uni-berlin.de>
Source record: 22468

jon wrote:
> Ok, I need some help on this one. I have a Syquest 200 meg removable and
> tons of disks. I know that you can format a floppy to work between a
> PeeCee and the Atari by keeping it standard FAT as long as you have TOS 1.4
> and above. The ST/e I'm using has TOS 1.62. Why doesn't it work on the
> Syquest carts? They are standard SCSI devices and the drive will work under
> Windoze EXPEE as well as the Atari machine. I have formatted on both
> machines and find they don't communicate on both machines.
>
> I'm stumped on this one. Can someone shed some light?

With HDDRIVER (http://www.seimet.de/hddriver_english.html) you can
create a single partition on your cartridge that is both PC and Atari
compatible. DOS/Windows and the Atari can read/write data on this
partition without any additional software.

--

Dr. Uwe Seimet http://www.seimet.de

7688. Re: Syquest removable Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2003-11-27 08:49:07 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bq4dq3$1usc6i$3@ID-27442.news.uni-berlin.de>
Source record: 22469

lp wrote:

> I had a similar problem with a scsi card reader (pcmcia) and found
> that the problem was the partition size. Partitions 32mb or less
> were portable, any partition size over that was not. Appeared to be
> a limitation of HD driver, but not sure. Try partitioning one for a test

No, this is not limitation of HDDRIVER, on the contrary. HDDRIVER is the
only driver that supports partitions > 32 MB that are both PC and Atari
compatible. Please refer to the manual for details.

--

Dr. Uwe Seimet http://www.seimet.de

7689. Re: EtherNEC problem.

Newsgroup: comp.sys.atari.st
Date: 2003-11-27 09:52:34 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fc5c954d63fa0@tripnet.se>
Source record: 22470

In comp.sys.atari.st <1gdxb.815$s7.41@bignews6.bellsouth.net>
Brian Roland wrote on Wed 26-11-2003 20:29 (-0600):

>> I think I found the problem(s)...
>> Read up on TCP/IP stuff (what a way to spend my night off!)
>
>Damn, I spoke too soon :/
>Every zip larger than a few bytes I grab with this interface is corrupted.

Note that tcp transfers use checksums internally to check if data has
arrived without errors. This error checking takes place inside the STinG
tcp module(?). If any errors are detected here STinG will force a second
request of the packet.

This means that up to this point the data is error free. the corruption
takes place somewhere between STinG and te client program. But, as STinG
operates interrupt driven in parallel with other tasks anything might
influence on anything, really.

My oldest Mega2 will corrupt RAM contents at random (binary ones becomes
zero) whith any sort of dongle placed in the cartridge port. Tested with
several Cubase and Masterscore dongles. Even happend with the old Fast
BASIC cartridge (but never tested with EtherNEC). This error has to do
with a chip that can't deliver enough current resulting in voltage drop
and is a well known design error on early Mega2's

What kind of corruption do you get? Binary errors? Data loss?

Get the file comparison program ï¿½gale and compare known good files with
corrupted ones.

I'm using EtherNEC + STinG with a TT here and it works really well.
Rather sensitive to how STinG is setup but no data corruption whatsoever.
I have transfered lots of GigaByte data through my EtherNEC and never
spotted an error.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7690. Re: EtherNEC problem.

Newsgroup: comp.sys.atari.st
Date: 2003-11-27 10:50:24 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <5Ekxb.8678$m7.595@bignews3.bellsouth.net>
Source record: 22471

> This means that up to this point the data is error free. the corruption
> takes place somewhere between STinG and te client program. But, as STinG
> operates interrupt driven in parallel with other tasks anything might
> influence on anything, really.

I was wondering this....
I 'think' some acc, cpx, or other TSR is messing things up.
I come to this conclusion because having disabled all but the bare minimum apps at bootup I've seen much more success at grabbing larger zip (and other binary data) files uncorrupted. Since cutting to the skivies on booted apps, I haven't seen anymore corrupted files (only a dozen or so tested thus fat). I'm down to these things, in this order now:

Falcon CT2b 14/32mb RAM, FPU, EtherNEC/N2000.
HDDriver 7.93, EIDE drive, all SCSI devices currently unplugged and disabled.
MAGIC 6.01(I've the quazi protected boot strapper in the auto folder, the RAM is patched for CT2b).
STING Latest version w latest tcp/ip,udp,etc...stx, and the CT2b hack of enec2.stx
NVDI 5.03 (this or fVDI is required to boot in the TOS 7 accelorated mode).

ACC:
COPS

CPX:
FGENERAL (This MUST be used with CT2b to disable blitter and caches or GEM don't work).
NVDI Control
Magic Config
Magic TimeSlice
Sting Internals
Sting Protocols (All the needed protocols active, no extras like Draconis threads).
Sting Ports (Only the NEC2 STX is installed/active since I don't use dialin, serial, or plip connections).

The desktop is Magix, as supplied with MagiC 6.01.
I'm booting in 640X480X256color 80 column mode.

Now, under this ultra lean setup (lean for a beefed up Falcon :) I've had success grabbing zip files up to 700k in less than 3 seconds without them becoming corrupted! That's using the following STing settings:
Interrupt Timer, 10ms
MTU 1442
MSS 1402
RWIN 4206

We'll see how this holds out, and I'll gradually add back my boot time bells and whistles to see who the bad guy is (if that's the problem). Of course the first priority will be the enhanced resolutions with videlity or centscreen. I already miss all that screen-real-estate and color!

Brian

7691. Emulators for XP & OS X

Newsgroup: comp.sys.atari.st
Date: 2003-11-27 14:17:27 UTC
From: AnToNio <BedenkEensWatLeuks@HotMail.com>
Message-ID: <BedenkEensWatLeuks-6C32EC.15172727112003@news.fu-berlin.de>
Source record: 22472

What are (and where can they be found) the best ST emulators when
running Windows XP and Mac OS X? I prefer emulators that can be dl'ed
'ready to run' and do not need to be compiled.
--

gr,
Antonio

7692. Re: Emulators for XP & OS X

Newsgroup: comp.sys.atari.st
Date: 2003-11-27 15:17:06 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <jv4csvgnvqviil5ri2s5juifph55fe8oa0@4ax.com>
Source record: 22473

Hello,

On Thu, 27 Nov 2003 15:17:27 +0100, AnToNio
<BedenkEensWatLeuks@HotMail.com> wrote:

>What are (and where can they be found) the best ST emulators when
>running Windows XP and Mac OS X? I prefer emulators that can be dl'ed
>'ready to run' and do not need to be compiled.

STeem (WinXP)
http://www.blimey.strayduck.com/

SainT (WinXP)
http://leonard.oxg.free.fr/SainT/saint.html

Hatari (Mac OS X)
http://hatari.sourceforge.net/

MagiC Mac X (Mac OS X)
http://www.application-systems.de/magicmacx/

Best regards,
Paul

7693. Re: Emulators for XP & OS X

Newsgroup: comp.sys.atari.st
Date: 2003-11-27 15:56:01 UTC
From: oes <oes@deja.com>
Message-ID: <l8pxb.9889$Cv6.2760@twister.tampabay.rr.com>
Source record: 22474

Hatari doesn't run too well on my OS X Mac, I prefer Nostalgia:

http://users.skynet.be/sky39147/

7694. Re: EtherNEC problem.

Newsgroup: comp.sys.atari.st
Date: 2003-11-27 20:28:08 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bq5moo$t5b$1@reader2.panix.com>
Source record: 22475

One small thought. TOS seems to occasionally mess up transfering big
files. There is TOSFIX.PRG to break transfers into smaller blocks.

If you cannot find it, I can mail a copy.

Jim

Brian Roland <BJRoland@bellsouth.net> writes:

: > This means that up to this point the data is error free. the corruption
: > takes place somewhere between STinG and te client program. But, as STinG
: > operates interrupt driven in parallel with other tasks anything might
: > influence on anything, really.

: I was wondering this....
: I 'think' some acc, cpx, or other TSR is messing things up.
: I come to this conclusion because having disabled all but the bare minimum apps
: at bootup I've seen much more success at grabbing larger zip (and other binary
: data) files uncorrupted. Since cutting to the skivies on booted apps, I haven't
: seen anymore corrupted files (only a dozen or so tested thus fat). I'm down to
: these things, in this order now:

: Falcon CT2b 14/32mb RAM, FPU, EtherNEC/N2000.
: HDDriver 7.93, EIDE drive, all SCSI devices currently unplugged and disabled.
: MAGIC 6.01(I've the quazi protected boot strapper in the auto folder, the RAM is
: patched for CT2b).
: STING Latest version w latest tcp/ip,udp,etc...stx, and the CT2b hack of
: enec2.stx
: NVDI 5.03 (this or fVDI is required to boot in the TOS 7 accelorated mode).

: ACC:
: COPS

: CPX:
: FGENERAL (This MUST be used with CT2b to disable blitter and caches or GEM don't
: work).
: NVDI Control
: Magic Config
: Magic TimeSlice
: Sting Internals
: Sting Protocols (All the needed protocols active, no extras like Draconis
: threads).
: Sting Ports (Only the NEC2 STX is installed/active since I don't use dialin,
: serial, or plip connections).

: The desktop is Magix, as supplied with MagiC 6.01.
: I'm booting in 640X480X256color 80 column mode.

: Now, under this ultra lean setup (lean for a beefed up Falcon :) I've had
: success grabbing zip files up to 700k in less than 3 seconds without them
: becoming corrupted! That's using the following STing settings:
: Interrupt Timer, 10ms
: MTU 1442
: MSS 1402
: RWIN 4206

: We'll see how this holds out, and I'll gradually add back my boot time bells and
: whistles to see who the bad guy is (if that's the problem). Of course the first
: priority will be the enhanced resolutions with videlity or centscreen. I
: already miss all that screen-real-estate and color!

: Brian

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7695. FS: Atari STuff

Newsgroup: comp.sys.atari.st
Date: 2003-11-27 22:04:10 UTC
From: sasa.andrijasevicREMOVE@zg.tel.hr
Message-ID: <bq5scpsrb1@garrison.globalnet.hr>
Source record: 22477

```
-----------------------------------------------------
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60
-----------------------------------------------------
```

7696. FS: Atari STuff (again) :)

Newsgroup: comp.sys.atari.st
Date: 2003-11-27 22:38:29 UTC
From: sasa.andrijasevicREMOVE@zg.tel.hr
Message-ID: <bq5ud3tcg1@garrison.globalnet.hr>
Source record: 22478

FS:

- Atari STRAM card for Falcon030 4 Mb (original), 2 pcs
- WB System 14 Mb STRAM card for Falcon030 w/wo SIMM 16 Mb 60 ns 72 pin
- 250 kb SIMM RAM module for Atari STE, 4 pcs (1 Mb RAM alltogether)
- TOS 1.06 GER (2 EPROM chips - original)
- SIMM RAM module 30 pin 1 Mb, 2 pcs (for Atari STE)
- Atari ST High resolution to VGA adapter (for connecting ST/e to VGA monitor in b/w)
- SDMA chip for Atari Falcon
- PSU for Falcon030

make an offer

---
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60

7697. Re: FA: Ebay Atari items

Newsgroup: comp.sys.atari.st
Date: 2003-11-28 01:04:15 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <8n7dsv406aljlha4s3b1d3egq8dka2b8k6@4ax.com>
Source record: 22479

Just added a MINT Lynx I complete setup...

>http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=rorymcmahon&include=0&since=-1&sort=3&rows=50
>
>If you are looking for something specific, email me to see if I have
>it
>
>Rory

7698. Re: Syquest removable Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2003-11-28 02:37:33 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bq6cddibp1@thorium.cix.co.uk>
Source record: 22480

In message <LIexb.5668$ZE1.407@fed1read04>, jonm2no_@__@spam@cox.net said:

>Ok, I partitioned the carts at 30 megs each. I formatted them on the PC
>and then moved them over to the Atari. The Atari doesn't see the cart until
>it's reformatted on the Atari. I can then summarize that the Atari in no
>way, shape or form, likes the format the PC is doing to the cart. I have
>it as a standard fat format.
>
>This is likewise from the Atari to the PC.
>
>There must be something that is messed up on one of the OS's that won't let
>them talk.
>
>Thanks for the suggestions.... I guess using the Syquest as a cross platform
>device is out of the question.

No it's not - I use a SyQuest EZ-135 both on my son's PC (Windows
XP) and my Falcon (actually I have two, one on the PC and one on
the Falcon, and only move the carts).

> For the record, the software I have tried
>is ICD's format utilities. Atari's AHDI gets lost when I try to even boot
>the drive. I even tried booting with the ICD Link II I have. It see's and
>boots the drive (even allowed me to boot Mint from it) but, after formatting
>the cartridge, it can't been seen on my PC.

Instead of AHDI of ICD, you need HDDRIVER 8.x (commercial - available
with English manual from Atari Workshop, or a demo version is
downloadable from author Uwe Seimet's website
http://www.seimet.de/hddriver_english.html).

With that you can produce *a single* PC-compatible partition on the
Atari. Alternatively, I believe MagiC on the Atari will see a
PC-formatted partiton, even if it's over 32 MB. TOS should see smaller
ones, though I am not 100% sure of this.

Regards, /Peter/

7699. ADV: Atari Xmas Gift/Sales!

Newsgroup: comp.sys.atari.st
Date: 2003-11-28 06:06:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0311272201120.3962-100000@onyx.spiritone.com>
Source record: 22481
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

OK, I'm keeping this short. For Christmas, I have a Gift for my Customers!
Plus an Atarian Discount! Read about it below or Call Ben@ (503)256-9974!!
http://www.aracnet.com/~atari/specials.htm Atari Christmas Specials!

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7700. Re: EtherNEC problem.

Newsgroup: comp.sys.atari.st
Date: 2003-11-28 07:10:24 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <AxCxb.147$cy6.137330@newshog.newsread.com>
Source record: 22482

On 27 Nov 2003 20:28:08 , Jim DeClercq wrote:
>One small thought. TOS seems to occasionally mess up transfering big
>files. There is TOSFIX.PRG to break transfers into smaller blocks.
>
>If you cannot find it, I can mail a copy.
>
>Jim
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>Brian Roland <BJRoland@bellsouth.net> writes:
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>: data) files uncorrupted. Since cutting to the skivies on booted apps, I haven't
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>
>: Falcon CT2b 14/32mb RAM, FPU, EtherNEC/N2000.
>: HDDriver 7.93, EIDE drive, all SCSI devices currently unplugged and disabled.
>: MAGIC 6.01(I've the quazi protected boot strapper in the auto folder, the RAM is
>: patched for CT2b).
>: STING Latest version w latest tcp/ip,udp,etc...stx, and the CT2b hack of
>: enec2.stx
>: NVDI 5.03 (this or fVDI is required to boot in the TOS 7 accelorated mode).
>
>: ACC:
>: COPS
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>: CPX:
>: FGENERAL (This MUST be used with CT2b to disable blitter and caches or GEM don't
>: work).
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>: serial, or plip connections).
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>: success grabbing zip files up to 700k in less than 3 seconds without them
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>: MTU 1442
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>: We'll see how this holds out, and I'll gradually add back my boot time bells and
>: whistles to see who the bad guy is (if that's the problem). Of course the first
>: priority will be the enhanced resolutions with videlity or centscreen. I
>: already miss all that screen-real-estate and color!
>
>: Brian
>

If you think Sting is messing up, have you tried Stik2?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7701. MagicMacX

Newsgroup: comp.sys.atari.st
Date: 2003-11-28 09:29:49 UTC
From: AnToNio <BedenkEensWatLeuks@HotMail.com>
Message-ID: <BedenkEensWatLeuks-9EA10F.10294928112003@news.fu-berlin.de>
Source record: 22483

I have installed this, however i cannot find out how to start a programm. All I have are .st files which work flawless using other emulators.

Help appreciated.
--

gr,
Antonio

7702. HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-11-28 16:42:59 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <nWKxb.161$cy6.162829@newshog.newsread.com>
Source record: 22484

Hi All,
What's a good # for FAT and Data caches for a 14 meg Falcon?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7703. Re: EtherNEC problem.

Newsgroup: comp.sys.atari.st
Date: 2003-11-28 21:48:11 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fc76e1c6382c1@comcast.net>
Source record: 22485

>On a Falcon CT2b running MagiC 6.01:
>Yep, I've got a version of ENEC2.STX patched for the CT2b....
>
>I can ping fine over the Ethernet connection. I can browse the web with
>increadable speed, everything seems great. The problem is that every single
>zip, prg, (executable binary) etc... file I download gets corrupted...when I go
>to unpack the file, text files unpack fine, but the binary stuff (*.prg,app,etc)
>usually fail the crc check.
>
>I get these corrupted files reguardless of what software I use to grab the file
>(CAB, ftp, etc.).
>
>Is this just a matter of tweaking some variables somewhere in STing?
>Any hints/ideas out there for the offering?
>
>Thanks,
>Brian

I sometimes have the same problem when I download using Cab and
Dan Ackerman's OVL file. If I switch the OVL to the MagicNet or
MintNet one, the files are file. Also, I have turned off my caches
and sometimes this works. If you are using STZip, you may want to
try out ArcView. It works a lot better for me....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7704. Re: [help] -mouse!!!

Newsgroup: comp.sys.atari.st
Date: 2003-11-28 21:48:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fc76e1c6382c3@comcast.net>
Source record: 22486

>i'm lookin for a new mouse for my atari 1040 St.
>
>i buyed a pc mouse but it doesn't work
>somebody con help me ??
>
>pleseeeeee!!!!
>
>what kind of mouse have I to buy ?

There serial mouse adapters for the Atari machine that allow the use of a serial PC mouse on an Atari. That is what I use. Or you can buy an Atari mouse at the sites below:

http://www.best-electronics-ca.com/

http://www.myatari.com/

http://home.pacifier.com/~atari/

http://www.vme.net/dvm/aty/

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7705. Re: Upgrading 520ST RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-11-28 21:48:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fc76e1c6382c2@comcast.net>
Source record: 22487

>Hey Atarians,
>
>I need some help...I'd like to upgrade my 520ST to 4MB by way of
>removing/replacing the soldered-in RAM., and installing DIP chips
>(w/sockets) Can anyone tell me what chips/sockets to use?
>
>I will probably be ordering from Jameco (www.jameco.com)
>
>Thanks!
>
>Julian

Hello Julian,

That is an awful big hassel. I would just keep that machine and
just buy a 4meg STe. That is what I did.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7706. Atari ST Tos ID

Newsgroup: comp.sys.atari.st
Date: 2003-11-28 22:32:54 UTC
From: Allan Davis <acs@webaxs.net>
Message-ID: <bq8ieg$198q$1@arachne.labyrinth.net.au>
Source record: 22488

Hi all
I am looking for a program that will identify the TOS version of an Atari
STE.

Thanks

Alan Davis

7707. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-11-29 00:56:19 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bq8qrj$nr5$1@thorium.cix.co.uk>
Source record: 22489

swamptaxes-NOT-@atlantic.net (John Garone) wrote:

> Hi All,
> What's a good # for FAT and Data caches for a 14 meg Falcon?
>
> John
> P.S.
> To Reply by E-mail, please remove -NOT- from my address!

With 14Mb memory, as many as you like! B^)

Start off with 100 FAT and 1000 Data and you won't go far wrong.

regards
Harry

7708. Re: Atari ST Tos ID

Newsgroup: comp.sys.atari.st
Date: 2003-11-29 01:02:11 UTC
From: Allan Davis <acs@webaxs.net>
Message-ID: <bq8r6k$1ht9$1@arachne.labyrinth.net.au>
Source record: 22490

"lp" <gfabasic@mint.net> wrote in message
news:BBED447E.3BCC%gfabasic@mint.net...
> in article bq8ieg$198q$1@arachne.labyrinth.net.au, Allan Davis at
> acs@webaxs.net wrote on 11/28/03 5:32 PM:
>
> > Hi all
> > I am looking for a program that will identify the TOS version of an
Atari
> > STE.
>
> Grab this app:
> http://home.snafu.de/thorsten.bergner/
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>
Thanks Heaps! :)

7709. HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-11-29 12:03:22 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <eW%xb.219$Q76.232307@monger.newsread.com>
Source record: 22491

sorry if this posted twice!

Hi All,
What's a good # for HDDriver FAT and Data caches for a 14 meg Falcon?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7710. Re: Syquest removable Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2003-11-29 13:56:36 UTC
From: dziewo@xs4all.nl
Message-ID: <3fc8a592$0$1506$e4fe514c@news.xs4all.nl>
Source record: 22492

Hi,

Anyone knows where to find the EZ-135 drives? I have several disks, but
only one drive. It seemed to me that you can't get the drives anymore anywyhere....
In case of problems with the drive I'll be stuck...

gtx, Rein

On 28 Nov 2003 02:37:33 , xlator@cix.compulink.co.uk wrote:
>
>No it's not - I use a SyQuest EZ-135 both on my son's PC (Windows
>XP) and my Falcon (actually I have two, one on the PC and one on
>the Falcon, and only move the carts).
>
>

>Regards, /Peter/
>
>.

7711. Re: Syquest removable Atari to PC

Newsgroup: comp.sys.atari.st
Date: 2003-11-29 14:27:44 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3fc8ace0$0$8564$4c56ba96@master.news.zetnet.net>
Source record: 22493

On 29 Nov 2003 13:56:36 , Rein Bakhuizen van den Brink wrote:

>Anyone knows where to find the EZ-135 drives? I have several disks, but
>only one drive. It seemed to me that you can't get the drives anymore anywyhere....
>In case of problems with the drive I'll be stuck...

Try http://www.syquestrepair.com

HTH

Paul

7712. Taskbar for MagiC; testers wanted

Newsgroup: comp.sys.atari.st
Date: 2003-11-29 14:28:41 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bqaaeppvo1@tyfon.itea.ntnu.no>
Source record: 22494

I've been working a bit on Taskbar lately, fixing bugs and trying to get
it working properly under MagiC. I hope that the problems related to icons
under MagiC are gone now, as well as some problems with the control panel
(under both MagiC and N.AES). If anybody would like to test this version
and help me debugging it, please send me a mail.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

7713. Re: Taskbar for MagiC; testers wanted

Newsgroup: comp.sys.atari.st
Date: 2003-11-29 15:40:38 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bqaelm$sa3$1@tyfon.itea.ntnu.no>
Source record: 22396

```
Janez Valant <swe@atari.org> wrote:
>> (under both MagiC and N.AES). If anybody would like to test this version
>> and help me debugging it, please send me a mail.

> Nice! Any chance u may add V-Desk code into Taskbar?

Not by me ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

7714. Re: Taskbar for MagiC; testers wanted

Newsgroup: comp.sys.atari.st
Date: 2003-11-29 16:21:09 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <aP2yb.6068$2B6.1173155@news.siol.net>
Source record: 22495

Jo Even Skarstein wrote:

> I've been working a bit on Taskbar lately, fixing bugs and trying to get
> it working properly under MagiC. I hope that the problems related to icons
> under MagiC are gone now, as well as some problems with the control panel
> (under both MagiC and N.AES). If anybody would like to test this version
> and help me debugging it, please send me a mail.

Hi,

Nice! Any chance u may add V-Desk code into Taskbar?

Regards Janez

7715. Re: Taskbar for MagiC; testers wanted

Newsgroup: comp.sys.atari.st
Date: 2003-11-29 17:26:41 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbshkhj.q3a.atari@core.preferuje.luzik.pl>
Source record: 22397

On Sat, 29 Nov 2003 14:28:41 +0000 (UTC), Jo Even Skarstein <joska@nvg.ntnu.no> had a noticeable pleasure while writting:
> I've been working a bit on Taskbar lately, fixing bugs and trying to get
> it working properly under MagiC. I hope that the problems related to icons
> under MagiC are gone now, as well as some problems with the control panel
> (under both MagiC and N.AES). If anybody would like to test this version
> and help me debugging it, please send me a mail.

CT60&MiNT ready and waiting here :)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7716. Atari Online News, Etc. #05-48

Newsgroup: comp.sys.atari.st
Date: 2003-11-30 01:57:50 UTC
From: danap8@aol.comno-spam
Message-ID: <20031129205750.05235.00001044@mb-m21.aol.com>
Source record: 22398

A-ONE #0548 11/28/03

~ House Passes Spam Bill ~ People Are Talking! ~ Linux 2.6 Is Ready!
~ MS Employee Jailed! ~ Fighting Nigerian Fraud ~ Digital Deli On Web!
~ SainT ST Emulator News ~ MS Security CD Updates! ~ PC Labels Offensive
~ ~ Happy Thanksgiving! ~

-* Senate Passes Anti-Spam Bill *-
-* Sysbug Trojan Worm Is On the Loose! *-
-* Internet Tax Bill Fails To Pass In Session *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

7717. HD Update!

Newsgroup: comp.sys.atari.st
Date: 2003-11-30 08:23:27 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <3Ohyb.263$Q76.283467@monger.newsread.com>
Source record: 22399

Hi All,
Got a new HD installed :) from Wizztronics. Plugged right in with their adaptor :) Had to make a frame since the old drive was a 5 1/2" (I guess) 6"x4"x3" doorstop! The new one is only 4 gig (full height) but supposed to better for Cubase since it doesn't have thermal recalibration unless it's not being accessed. I'm hoping it stops the crashes I've been having. It's also supposed to be faster but Anodyne's Xferrate.ttp shows the following (not sure how to interprate the results but it looks not much different to me):
Old (1 gig) New (4.2 gig)
ST51080 ST15230W SUN4.2g
Rwabs 1480-1460 1480
XHDI 1470-1340 1480
Note: running on a 14 meg Falcon with Phantom excellerator
Haven't messed with the IDE and adaptor yet.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7718. [UPD] December Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2003-11-30 09:20:24 UTC
From: Francois LE COAT <lecoat@lutece.net>
Message-ID: <bqccoe$ep1$2@news-reader1.wanadoo.fr>
Source record: 22400

Hi,

The software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka312.zip
That is the Complete Common Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny045.zip
Is the OpenGL Extension (requires previous package)

The main improvement for this release is that Eureka is
supplied with a new OpenGL dynamic library called
"TinyGL 0.45". So, all proposed download files are
updated (see above).

I wish you big fun with all this new STuff !

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12
http://eureka.atari.org
mailto:lecoat@atari.org

7719. Re: Taskbar for MagiC; testers wanted

Newsgroup: comp.sys.atari.st
Date: 2003-11-30 10:52:44 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bqci5s$1v1$1@tyfon.itea.ntnu.no>
Source record: 22401

Adam Klobukowski <atari@gabo.pl> wrote:

>> (under both MagiC and N.AES). If anybody would like to test this version
>> and help me debugging it, please send me a mail.

> CT60&MiNT ready and waiting here :)

Take a look in your mailbox.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

7720. Re: Taskbar for MagiC; testers wanted

Newsgroup: comp.sys.atari.st
Date: 2003-11-30 15:20:44 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbsk1hf.3v0.atari@core.preferuje.luzik.pl>
Source record: 22402

On Sun, 30 Nov 2003 10:52:44 +0000 (UTC), Jo Even Skarstein <joska@nvg.ntnu.no> had a noticeable pleasure while writting:
> Adam Klobukowski <atari@gabo.pl> wrote:
>
>>> (under both MagiC and N.AES). If anybody would like to test this version
>>> and help me debugging it, please send me a mail.
>
>> CT60&MiNT ready and waiting here :)
>
> Take a look in your mailbox.

You're lucky enough to get through my spam filters ;)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7721. Re: Looking for someone...

Newsgroup: comp.sys.atari.st
Date: 2003-11-30 15:34:28 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3fca0d624374e21@europe-shareware.org>
Source record: 22403

Hello,

in article <3fc31a2496c660@tripnet.se> (comp.sys.atari.st),
Kenneth Medin wrote on Tue 25-11-2003 09:00 (GMT):

> Perhaps this link will help you. I did not try the address myself, just
> did a quick search...

Thank you a lot, Kenneth. I have tried the address found in the link
some days ago. It didn't bounce but... still no reply. Wait and see.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

7722. Re: HD Update!

Newsgroup: comp.sys.atari.st
Date: 2003-11-30 17:45:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200311301845.a45732@wun.maus.de>
Source record: 22407

Hallo John!

JG>It's also supposed to be faster but Anodyne's Xferrate.ttp shows the
JG>following

JG>Rwabs 1480-1460

That's quite normal for the Falcon, as sadly the SCSI bus isn't designed too
good.

The drive will be faster only for search operations (head positioning will be
more speedy).

On my Milan, I get the following with a SCSI drive:

Bus 1: SymSCSI0
06.00: WDC WD400BB-75DEA0 05.0 Direct Access
Rwabs() transfer rate: 5250-5240 kb/sec
XHDI transfer rate: 5160-5150 kb/sec

Well, actually this is an IDE drive, but connected to SCSI with an ACARD
adaptor.

IDE is much slower on the Milan :-(

Bus 2: Milan IDE
00.00: FUJITSU MPC3064AT 6018 Direct Access
Rwabs() transfer rate: 2010-1980 kb/sec
XHDI transfer rate: 1990 kb/sec

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

7723. Trading Pocket PC & Saturn for Atari Stuff....

Newsgroup: comp.sys.atari.st
Date: 2003-11-30 18:44:30 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0311301044.1a3371d2@posting.google.com>
Source record: 22404

Hey guys.... here's what I have up for trade:

Pocket PC e355 2003 (in new condition) (some specs:)
Intel PXA255 XScale 300Mhz Processor
3.5" Display
64MB RAM
Comes with 10 Screen Protectors (Memorex)
Leather Case
USB and Charging Base
(Pocket VCS is pretty cool on it!)
-In perfect condition, I just never use it with all the other PCs I have-

Sega Saturn
1 Controller
Grid Runner & Virtua Fighter 2
(D , but only the first disc unless I find the other one)
Composite Video Cable

I'm looking for:

Atari Lynx with healthy boxed games selection
Atari 7800 with healthy boxed games selection
Atari ST or STe in very good condition
Atari Mega2 or 4 Setup
Atari TT030 Setup
Atari Stacy 2 or 4

Please e-mail me with any offers! Always willing to deal and trade!
Thanks......

adistortions@sbcglobal.net
or reply here...

Pics available upon request (email me!)

Clint Thompson

7724. Videl clocking

Newsgroup: comp.sys.atari.st
Date: 2003-11-30 22:57:25 UTC
From: sasa.andrijasevic@REMOVEzg.tel.hr
Message-ID: <bqdskj$64u$1@bagan.srce.hr>
Source record: 22405

Hello all!

Are there any enthusiasts who managed to clock the Videl chip of an Falcon with more than 60 Mhz?
I managed to clock it with 60 Mhz and get reasonable freshrate and resolutions with VGA monitor.

cheers

---
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60

7725. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-12-01 00:56:57 UTC
From: Darth Avatar <DarthAvatar@aol.com>
Message-ID: <tlwyb.140335$86.1632965@twister.tampabay.rr.com>
Source record: 22406
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

Not true, I bought it and Gaunlet is a 4 player game, there are also a few 3
player games like rampage.
the rest are either 1 or 2.

"shawn" <shawn@spamcop.net> wrote in message
news:8ua2sv8ugs2s83jtm2o5f323f1bjvo6rpn@4ax.com...
> "Christmas Ape" <asdf@kajlfdsa.com> wrote:
>
> >I think all the games are 2-player max.
>
>
> Why not just pick up a copy of Mame and the Gauntlet/Gauntlet II roms?
> Admittedly you aren't supposed to have the roms unless you own the
> game, but at least you can pick this up until someone releases
> official versions.
>

7726. Re: HD Update!

Newsgroup: comp.sys.atari.st
Date: 2003-12-01 04:43:17 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <FFzyb.308$cy6.329031@newshog.newsread.com>
Source record: 22408

On 30 Nov 2003 18:45:00 , Ekkehard Flessa wrote:
>Hallo John!
>
>
>JG>It's also supposed to be faster but Anodyne's Xferrate.ttp shows the
>JG>following
>
>JG>Rwabs 1480-1460
>
>
>That's quite normal for the Falcon, as sadly the SCSI bus isn't designed too
>good.
>
>The drive will be faster only for search operations (head positioning will be
>more speedy).
>
>
>On my Milan, I get the following with a SCSI drive:
>
>
>Bus 1: SymSCSI0
> 06.00: WDC WD400BB-75DEA0 05.0 Direct Access
> Rwabs() transfer rate: 5250-5240 kb/sec
> XHDI transfer rate: 5160-5150 kb/sec
>
>
>Well, actually this is an IDE drive, but connected to SCSI with an ACARD
>adaptor.
>
>IDE is much slower on the Milan :-(
>
>
>Bus 2: Milan IDE
> 00.00: FUJITSU MPC3064AT 6018 Direct Access
> Rwabs() transfer rate: 2010-1980 kb/sec
> XHDI transfer rate: 1990 kb/sec
>
>
>
>mit freundlichem Gru aus Bubenreuth
>
>Ekkehard

Well, that actually makes me feel better (thought the drive wasn't as advertised). Would the CT60 improve transfer rates for recording to a Yamaha R/W CD drive?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7727. Re: HD Update!

Newsgroup: comp.sys.atari.st
Date: 2003-12-01 08:25:23 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bqettj$20dur4$1@ID-27442.news.uni-berlin.de>
Source record: 22409

John Garone wrote:

> Well, that actually makes me feel better (thought the drive wasn't as
> advertised). Would the CT60 improve transfer rates for recording to a
> Yamaha R/W CD drive?

SCSI on the Falcon will not get faster with a faster processor. This is because the SCSI/DMA hardware stills runs with its normal speed. IDE transfers may get faster though.

--

Dr. Uwe Seimet http://www.seimet.de

7728. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-12-01 11:45:16 UTC
From: usenet-reply@heitkoetter.net
Message-ID: <a7mr91-691.ln1@haktar.homelinux.net>
Source record: 22410
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

Christmas Ape <asdf@kajlfdsa.com> schrieb:
> I think all the games are 2-player max.

If you had the 4-joystick adaptor, you could play Gauntlet II with 4
players on the ST. AFAIR.

Fullquote entsorgt, fup2 comp.sys.atari.st

Regards, Jan

7729. Re: HD Update!

Newsgroup: comp.sys.atari.st
Date: 2003-12-01 14:16:58 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <u3lyb.409$Q76.340391@monger.newsread.com>
Source record: 22411

On 1 Dec 2003 09:25:23 +, Uwe Seimet wrote:
>John Garone wrote:
>
>> Well, that actually makes me feel better (thought the drive wasn't as
>> advertised). Would the CT60 improve transfer rates for recording to a
>> Yamaha R/W CD drive?
>
>SCSI on the Falcon will not get faster with a faster processor. This is
>because the SCSI/DMA hardware stills runs with its normal speed. IDE
>transfers may get faster though.
>

Hi Uwe,
I should have mentioned that when I ran Xeferrate I had the Phantom excellerator installed (50mhz clock to Combel and DSP....25mhz to the CPU, FPU, SDMA and the Expansion bus. Would that effect SCSI ? If so I'm surely at max!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7730. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-12-01 14:30:17 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Zflyb.325$cy6.344636@newshog.newsread.com>
Source record: 22412

On 29 Nov 2003 00:56:19 , sidcelery@cix.compulink.co.uk wrote:
>swamptaxes-NOT-@atlantic.net (John Garone) wrote:
>
>> Hi All,
>> What's a good # for FAT and Data caches for a 14 meg Falcon?
>>
>> John
>> P.S.
>> To Reply by E-mail, please remove -NOT- from my address!
>
>With 14Mb memory, as many as you like! B^)
>
>Start off with 100 FAT and 1000 Data and you won't go far wrong.
>
>regards
>Harry
>.

Thanks Harry,
Would it be a waste to increase the FAT cache to 1000 also?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7731. Papyrus X

Newsgroup: comp.sys.atari.st
Date: 2003-12-01 20:05:42 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0312312054210.161-100000@UNI_MANiac>
Source record: 22413

The German version of Papyrus X is finally there. I just downloaded the demo. Now I will have to decide what I like best: Tempus Word or Papyrus. Download the demo for both programs, and discuss in this NG to help me decide !

Martin Tarenskeen

7732. SDRAM for CT60

Newsgroup: comp.sys.atari.st
Date: 2003-12-01 21:59:10 UTC
From: sasa.andrijasevicREMOVE@zg.tel.hr
Message-ID: <bqgdjc$5rn$1@garrison.globalnet.hr>
Source record: 22414

Hello all!

is there somebody who bought his SDRAM module (preferrably 512 Mb one) online from some www shop?
And which 512 Mb module (brand, type and code) is tested to work on CT60?
(in other words - which module is in accordance with the data supplied on www.czuba-tech.com?)

thanx!

---
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60

7733. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-12-01 22:24:43 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <4aPyb.9861$Qc.7763@bignews5.bellsouth.net>
Source record: 22415

> >> Hi All,
> >> What's a good # for FAT and Data caches for a 14 meg Falcon?

I say experiment ;)
Too many variables exist from set-up to set up, such as the type of drive(s) and applications, and the style of operation you're using.

Try things and see what seems to work best for you.
It'd be cool if you'll tell us what you discover :)

Brian

7734. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 00:04:53 UTC
From: Christmas Ape <asdf@kajlfdsa.com>
Message-ID: <FGQyb.385028$Tr4.1123382@attbi_s03>
Source record: 22416
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

It's faster, and since I top-posted, there's no harm done. You see, you read my post on top and don't read all the stuff below. Are you really claiming that you read to the bottom??? (Yes, I know he plonked me).

Learn to use usenet, Gareth (don't just blindly depend on the "rules" that others have given you). Oh, in case you're reading this in someone else's reply, PLONK.

"Gareth" <hotmail.com@dgareth.spm> wrote in message
news:sqavb.11032$lm1.79452@wards.force9.net...
>
> "Christmas Ape" <asdf@kajlfdsa.com> wrote in message
> news:Nz9vb.259895$Fm2.275583@attbi_s04...
> > I think all the games are 2-player max.
>
> You had to inflict all that quoting just for a 1 line gem?
>
> *plonk*
>
> Gareth.
>
>

7735. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 00:05:41 UTC
From: Christmas Ape <asdf@kajlfdsa.com>
Message-ID: <pHQyb.385033$Tr4.1123492@attbi_s03>
Source record: 22417
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

```
Yep, EB had said 2, but it is 4. Thx.
"Darth Avatar" <DarthAvatar@aol.com> wrote in message
news:tlwyb.140335$86.1632965@twister.tampabay.rr.com...
> Not true, I bought it and Gaunlet is a 4 player game, there are also a few
3
> player games like rampage.
> the rest are either 1 or 2.
>
> "shawn" <shawn@spamcop.net> wrote in message
> news:8ua2sv8ugs2s83jtm2o5f323f1bjvo6rpn@4ax.com...
> > "Christmas Ape" <asdf@kajlfdsa.com> wrote:
> >
> > >I think all the games are 2-player max.
> >
> >
> > Why not just pick up a copy of Mame and the Gauntlet/Gauntlet II roms?
> > Admittedly you aren't supposed to have the roms unless you own the
> > game, but at least you can pick this up until someone releases
> > official versions.
> >
>
>
```

7736. Centvidel on CT60

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 00:38:46 UTC
From: sasa.andrijasevicREMOVE@zg.tel.hr
Message-ID: <bqgmumimh1@ls219.htnet.hr>
Source record: 22418

Did anyone patch the Centvidel to work on CT60 by any chance?

I managed to find one programmer who is willing to do it if payed for it...:)

---
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60

7737. Re: Centvidel on CT60

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 01:02:35 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbsno0b.uk.atari@core.preferuje.luzik.pl>
Source record: 22419

On Tue, 2 Dec 2003 00:38:46 +0000 (UTC), Sasa Andrijasevic
<sasa.andrijasevicREMOVE@zg.tel.hr> had a noticeable pleasure while writting:
> Did anyone patch the Centvidel to work on CT60 by any chance?

Blowup software works without problems on CT60.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7738. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 02:50:44 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bqgum4eih1@thorium.cix.co.uk>
Source record: 22420

swamptaxes-NOT-@atlantic.net (John Garone) wrote:
> On 29 Nov 2003 00:56:19 , sidcelery@cix.compulink.co.uk wrote:
>> swamptaxes-NOT-@atlantic.net (John Garone) wrote:
>>> Hi All,
>>> What's a good # for FAT and Data caches for a 14 meg Falcon?
>>>
>>> John
>>> P.S.
>>> To Reply by E-mail, please remove -NOT- from my address!
>>
>> With 14Mb memory, as many as you like! B^)
>>
>> Start off with 100 FAT and 1000 Data and you won't go far wrong.
>
> Thanks Harry,
> Would it be a waste to increase the FAT cache to 1000 also?

AIUI FAT caches affect the speed of accessing files in the root directory, while data caches affect sub-directories. On a hard drive, there isn't much in a root directory to bother you to have more, but with 14Mb memory it shouldn't make a difference.

I can't remember the amount of memory each cache has (1Kb I think) but it may be affected by the number of Kb per sector on the drive (big partition, big sectors).

For a far better discussion than I can manage, take a look at the docs for NCBCS - a very small utility based on CACHEnnn (and includes those docs too). I think CACHEnnn forced you to have the same F and D cache numbers, while NCBCS allowed them to differ, like in the HDDriver settings.

HTH

regards
Harry

7739. ATARI 8bit/16bit Computer Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 05:07:55 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0312012107.1cca2cdf@posting.google.com>
Source record: 22421
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Check out my ATARI 8bit/16bit Computer Stuff For Sale for sale at
http://www33.brinkster.com/myatari4sale/

Due to my wife's death I need to get rid off all of it so I can move
to a smaller place. Please take the time to look and then make an
offer!

It is just liable to just end up in the trash otherwise!

7740. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 06:11:34 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <q2Wyb.23$_X4.20651@newshog.newsread.com>
Source record: 22422

On 1 Dec 2003 16:24:43 -, "Brian Roland" wrote:
>> >> Hi All,
>> >> What's a good # for FAT and Data caches for a 14 meg Falcon?
>
>I say experiment ;)
>Too many variables exist from set-up to set up, such as the type of drive(s) and
>applications, and the style of operation you're using.
>
>Try things and see what seems to work best for you.
>It'd be cool if you'll tell us what you discover :)
>
>Brian
>

what in particular should I be looking for in the way of improvemnt
(or not)? Ex: Should files load faster from the drive or copy faster from
drive to drive?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7741. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 06:16:33 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <57Wyb.24$_X4.20724@newshog.newsread.com>
Source record: 22423

On 2 Dec 2003 02:50:44 +, sidcelery@cix.compulink.co.uk wrote:
>swamptaxes-NOT-@atlantic.net (John Garone) wrote:
>> On 29 Nov 2003 00:56:19 , sidcelery@cix.compulink.co.uk wrote:
>>> swamptaxes-NOT-@atlantic.net (John Garone) wrote:
SNIP
>> Would it be a waste to increase the FAT cache to 1000 also?
>
>AIUI FAT caches affect the speed of accessing files in the root directory,
>while data caches affect sub-directories. On a hard drive, there isn't much
>in a root directory to bother you to have more, but with 14Mb memory it
>shouldn't make a difference.
>
>I can't remember the amount of memory each cache has (1Kb I think) but it
>may be affected by the number of Kb per sector on the drive (big partition,
>big sectors).
>
>For a far better discussion than I can manage, take a look at the docs for
>NCBCS - a very small utility based on CACHEnnn (and includes those docs
>too). I think CACHEnnn forced you to have the same F and D cache numbers,
>while NCBCS allowed them to differ, like in the HDDriver settings.

well, I'm not sure how deep I want to get into this :) I was just
looking to see if a little improvent could be made and not waste good
settings of HDDriver since Uwe put the effort into including them! I
figured they must be there for a reason :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7742. Re: Papyrus X

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 07:32:20 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bqhfgu$fh0$1@reader08.wxs.nl>
Source record: 22424

Martin Tarenskeen wrote:
> Download the demo for both programs, and discuss in this NG to help me
> decide !

Should be an interesting read. Although I'll ignore all posts that just
swear at either ROM or Tempus. :)

Maurits.

7743. Re: HD Update!

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 08:06:58 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bqhh72$231t6g$1@ID-27442.news.uni-berlin.de>
Source record: 22425

John Garone wrote:

> I should have mentioned that when I ran Xeferrate I had the Phantom
> excellerator installed (50mhz clock to Combel and DSP....25mhz to the CPU,
> FPU, SDMA and the Expansion bus. Would that effect SCSI ? If so I'm
> surely at max!

I am not sure. What about the SCSI controller? Does it also run faster.
I don't think that any chip can simply be overclocked.

--

Dr. Uwe Seimet http://www.seimet.de

7744. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 08:08:37 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bqhha5$231t6g$2@ID-27442.news.uni-berlin.de>
Source record: 22426

sidcelery@cix.compulink.co.uk wrote:

> AIUI FAT caches affect the speed of accessing files in the root directory,

No, it affects the cache for the FAT, that's why it is called FAT cache!

> while data caches affect sub-directories. On a hard drive, there isn't much

The data caches affect any data sector, that's why it is called data cache!

The names are actually self-explanatory.

--

Dr. Uwe Seimet http://www.seimet.de

7745. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 08:10:51 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bqhhec$231t6g$3@ID-27442.news.uni-berlin.de>
Source record: 22427

John Garone wrote:

> what in particular should I be looking for in the way of improvemnt
> (or not)? Ex: Should files load faster from the drive or copy faster from
> drive to drive?

I would not waste any time on these cache settings. Using a fast
operating system like MagiC is much more efficient than for improving
performance than, for instance, using 500 caches for data sectors
instead of 400.

--

Dr. Uwe Seimet http://www.seimet.de

7746. Re: ct60 freezes with N.AES

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 10:41:35 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0312020241.213b5e3d@posting.google.com>
Source record: 22428

Good news!

This weekend after i read a message in the DHS CT060 forum, i start to play with the parameters in N.AES config file, at the beginning i only changed the values of this parameters qsbchars, cqsbchars, mpipesize and sstack but still got crashes . Then i tried with other parameters.... i changed GEMCON= from FALSE to TRUE and after reboot the freezes were gone.....

- Freeze with ST-GUIDE while scrolling with arrow keys.....gone
- Freeze with the BubbleGem CPX module.....gone
- Freeze with Z-Control while using text editors or the console.....gone

I was for more than 6 hours "hardusing" the computer and it didnt freeze.

7747. Papyrus X vs. Tempus Word

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 11:44:27 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBF21016.9B36%derryck@nospam.cix.co.uk.invalid>
Source record: 22429

According to Nick Harlow of 16/32 Systems the English version of Papyrus X is upon us and was to have been on demonstration at the MicroMart show in Birmingham's NEC this last Sunday. Anyone care to give us a report on this?

Stepping up into the other corner though is the English version of Tempus Word. Already reported upon in this newsgroup, a lot of work has gone into this project.

Now's every English-speaking user's chance to put these two heavy-weight contenders through their paces. Will Tempus Word's greater speed overcome Papyrus in the clinches?

Keep an eye on the Tempus web site <http://www.tempus-word.de> (click on the flag in the top right corner) for the latest news on the release.

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

7748. Re: HD Update!

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 16:42:46 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <ai3zb.58$ES5.58357@monger.newsread.com>
Source record: 22430

On 2 Dec 2003 09:06:58 +, Uwe Seimet wrote:
>John Garone wrote:
>
>> I should have mentioned that when I ran Xeferrate I had the Phantom
>> excellerator installed (50mhz clock to Combel and DSP....25mhz to the CPU,
>> FPU, SDMA and the Expansion bus. Would that effect SCSI ? If so I'm
>> surely at max!
>
>I am not sure. What about the SCSI controller? Does it also run faster.
>I don't think that any chip can simply be overclocked.
>

as far as I understand only the above chips are overclocked so maby
SCSI is indirectly effected I'll ask Czuba in another post :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7749. Question for Czuba!

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 16:49:20 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <ko3zb.59$ES5.58701@monger.newsread.com>
Source record: 22431

Hey Rudolphe,
Regarding the SCSI transfer rate:

Since my Falcon is overclocked by the Phantom excellerator (50 mhz to
Combel and DSP.....25 to Videl, CPU, SDMA and Expansion bus) does it efect
SCSI ? If not, can the transfer rate be improved?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7750. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 16:57:09 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Fv3zb.60$ES5.58990@monger.newsread.com>
Source record: 22432

On 2 Dec 2003 09:10:51 +, Uwe Seimet wrote:
>John Garone wrote:
>
>> what in particular should I be looking for in the way of improvemnt
>> (or not)? Ex: Should files load faster from the drive or copy faster from
>> drive to drive?
>
>I would not waste any time on these cache settings. Using a fast
>operating system like MagiC is much more efficient than for improving
>performance than, for instance, using 500 caches for data sectors
>instead of 400.
>

FAT/Data caches were set for 10/10 so should I see a difference with the
higher settings as suggested (100/999)?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

7751. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 17:05:48 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bqigpc$6qd$1@thorium.cix.co.uk>
Source record: 22433

Uwe.Seimet@seimet.de (Uwe Seimet) wrote:
> sidcelery@cix.compulink.co.uk wrote:
>> AIUI FAT caches affect the speed of accessing files in the root
>> directory,
> No, it affects the cache for the FAT, that's why it is called FAT cache!

I'm beginning to look a bit silly here B^)
Yes, it only affects the speed the root directory from the FAT appears.

>> while data caches affect sub-directories. On a hard drive, there isn't
>> much
> The data caches affect any data sector, that's why it is called data
> cache!
>
> The names are actually self-explanatory.

Aren't they actually called directory caches? Contents of a sub-directory
aren't stored in the FAT, so it holds the list of previously accessed
sub-directories for fast displaying, rather than suffering the delay of
opening a sub-dir containing lots of files (like a fonts directory).

I didn't notice any difference in other areas.

ISTR this only made a big difference in the days when I only had floppy
drives...

regards
Harry

7752. Re: Centvidel on CT60

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 17:41:50 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.4108e4ac.ca720a62.wdwd@wd.com>
Source record: 22435

Dans le message <slrnbsno0b.uk.atari@core.preferuje.luzik.pl>
Adam Klobukowski a ï¿½crit:
>On Tue, 2 Dec 2003 00:38:46 +0000 (UTC), Sasa Andrijasevic <sasa.andrijasevi
>cREMOVE@zg.tel.hr> had a noticeable pleasure while writting:
>> Did anyone patch the Centvidel to work on CT60 by any chance?

Hello,

>Blowup software works without problems on CT60.

Maybe... but I found CentScreen far much better...

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

7753. Re: Upgrading 520ST RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 18:15:56 UTC
From: julianwolfe@earthlink.net
Message-ID: <de454671.0312021015.64487e3a@posting.google.com>
Source record: 22434

Thanks for the help, everyone. Unfortunately, I think I'll just get rid of this machine at the next Atari or classic computer show I go to.

I already have a Mega/STE and Falcon to take care of...but then again, it may be time for an 8-Bit :)

julianwolfe@earthlink.net (Julian Wolfe) wrote in message news:<de454671.0311240556.6548b7ee@posting.google.com>...
> Hey Atarians,
>
> I need some help...I'd like to upgrade my 520ST to 4MB by way of
> removing/replacing the soldered-in RAM., and installing DIP chips
> (w/sockets) Can anyone tell me what chips/sockets to use?
>
> I will probably be ordering from Jameco (www.jameco.com)
>
> Thanks!
>
> Julian

7754. Re: Papyrus X

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 19:32:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bqipbr$b66$1@thorium.cix.co.uk>
Source record: 22436

In message <Pine.MNT.4.31.0312312054210.161-100000@UNI_MANiac>, nospam@zonnet.nl said:

>The German version of Papyrus X is finally there. I just downloaded the
>demo. Now I will have to decide what I like best: Tempus Word or Papyrus.
>Download the demo for both programs, and discuss in this NG to help me
>decide !

At the Birmingham Micro Mart show on Sunday, 16/32 Systems had an
English version running on a Hades. Unfortunately due to NVDI
problems one couldn't really try it out properly.

Anyone know what the differences from V8/9 are?

I am currently translating the Temups-Word NG TWA file into
English, using TW to do it. In many way it's faster and the
auto-correction works like a dream; it seems more flexible than
Papyrus, but still lacks some of the facilities, such as marking
all occurences of a given font/size so that they can be replaced
easily. I too find it difficult to make up my mind!

7755. ATARI ST/Mega ST/Megafile/SM124 for sale on ebay

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 20:04:40 UTC
From: Mathias Scheurer <info@scheurer.net>
Message-ID: <Xns9445D66A6B7C7mathiasscheurernet@62.153.159.134>
Source record: 22437

- ST 1040 STE
- Mega ST 1
- Megafile 30
- Speeddrive 50
- SM 124 Monochrom Monitor

for sale on ebay.

See

http://cgi6.ebay.de/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=m_athias

for details

7756. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 20:50:30 UTC
From: "Dr.z3n" <Dr.z3n@phr-z3n.com>
Message-ID: <##CDQXRuDHA.2132@TK2MSFTNGP10.phx.gbl>
Source record: 22438
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

"Christmas Ape" <asdf@kajlfdsa.com> wrote in message
news:FGQyb.385028$Tr4.1123382@attbi_s03...
> It's faster, and since I top-posted, there's no harm done. You see, you
> read my post on top and don't read all the stuff below. Are you really
> claiming that you read to the bottom??? (Yes, I know he plonked me).
>
> Learn to use usenet, Gareth (don't just blindly depend on the "rules" that
> others have given you). Oh, in case you're reading this in someone else's
> reply, PLONK.
>
> "Gareth" <hotmail.com@dgareth.spm> wrote in message
> news:sqavb.11032$lm1.79452@wards.force9.net...
> >
> > "Christmas Ape" <asdf@kajlfdsa.com> wrote in message
> > news:Nz9vb.259895$Fm2.275583@attbi_s04...
> > > I think all the games are 2-player max.

You know, it's one thing to top-post, breaking one of the more articulate
and 'loose' of Usenetituette's terms, the rules are there for ease of use by
others; a common courtesy if you will. That said, trying to be a rebel by
flaunting that particular courtesy makes you look less like a rebel and more
like a....choad, really.

Dr.z3n

7757. falcon speed

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 21:08:32 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bqivav$3ik$1@reader08.wxs.nl>
Source record: 22439

Hi!

I have bought an atari Falcon with build-in Falcon Speed. The software on
the HD is version 6.0 and I have read somewhere there was an update (6.3?)
... How to get this update?

Please help!
Marius

7758. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 23:23:50 UTC
From: Darth Avatar <DarthAvatar@aol.com>
Message-ID: <aa9zb.1027$AM3.91945@twister.tampabay.rr.com>
Source record: 22440

ST? is that a console? maybe saturn?

"Jan Heitkoetter" <usenet-reply@heitkoetter.net> wrote in message
news:a7mr91-691.ln1@haktar.homelinux.net...
> Christmas Ape <asdf@kajlfdsa.com> schrieb:
> > I think all the games are 2-player max.
>
> If you had the 4-joystick adaptor, you could play Gauntlet II with 4
> players on the ST. AFAIR.
>
> Fullquote entsorgt, fup2 comp.sys.atari.st
>
> Regards, Jan
>

7759. Re: Question for Czuba!

Newsgroup: comp.sys.atari.st
Date: 2003-12-02 23:49:57 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3fcd2524$0$2790$626a54ce@news.free.fr>
Source record: 22441

No SCSI transfers are not increased by a boosted bus !
The NCR53c80 chip is limited to a theorical rate of 3 MB/s....in fact the
real rate on falcon is 1.8MB/s at 16 MHz and at 25 MHz !

But the bad effect you may have with boosted falcon bus is a SDMA clock
problem... Sure this must be corrected with good CT60 fitting with solders
like explained on my wen site !
If you have problems with SDMATEST software (on my fitting page !) with the
phantom, you know what you have to do...remove phantom and use F30 booster
OF the CT60.

Regards

"John Garone" <swamptaxes-NOT-@atlantic.net> a ï¿½crit dans le message de
news: ko3zb.59$ES5.58701@monger.newsread.com...
> Hey Rudolphe,
> Regarding the SCSI transfer rate:
>
> Since my Falcon is overclocked by the Phantom excellerator (50 mhz to
> Combel and DSP.....25 to Videl, CPU, SDMA and Expansion bus) does it efect
> SCSI ? If not, can the transfer rate be improved?
>
> John
> P.S.
> To Reply by E-mail, please remove -NOT- from my address!

7760. Re: Question for Czuba!

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 00:00:25 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <tl9zb.16$Pm5.10046@newshog.newsread.com>
Source record: 22442

On 3 Dec 2003 00:49:57 +, "Rodolphe Czuba" wrote:
>No SCSI transfers are not increased by a boosted bus !
>The NCR53c80 chip is limited to a theorical rate of 3 MB/s....in fact the
>real rate on falcon is 1.8MB/s at 16 MHz and at 25 MHz !
>
>But the bad effect you may have with boosted falcon bus is a SDMA clock
>problem... Sure this must be corrected with good CT60 fitting with solders
>like explained on my wen site !
>If you have problems with SDMATEST software (on my fitting page !) with the
>phantom, you know what you have to do...remove phantom and use F30 booster
>OF the CT60.
>
>Regards

Thanks for the info,
John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7761. Re: Question for Czuba!

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 01:04:06 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <aEazb.2$MY.1111@monger.newsread.com>
Source record: 22443

On 3 Dec 2003 00:00:25 G, John Garone wrote:
>On 3 Dec 2003 00:49:57 +, "Rodolphe Czuba" wrote:
SNIP
>> bad effect you may have with boosted falcon bus is a SDMA clock
>>problem... Sure this must be corrected with good CT60 fitting with solders
>>like explained on my wen site !
>>If you have problems with SDMATEST software (on my fitting page !) with the
>>phantom, you know what you have to do...remove phantom and use F30 booster
>>OF the CT60.
>>
>>Regards

Ok. I ran your test program and it shuts the sound off. Sound is ok only
after a reset (CPX reload has no effect). Should I be hearing anything
while the program is running?
From what I understand if I had an SDMA problem with it clocked at 25
mhz I should hear clicks. Please note that the Phantom came Ctirad's
version of the clock patch (chip that replaces the resistors) that I
believe is for the click problem. I've never heard clicks using Cubase.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

7762. DUST (Disk Utility for ST)

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 03:07:49 UTC
From: iquitted@collegeclub.com
Message-ID: <bba8af7b.0312021907.3b8061bd@posting.google.com>
Source record: 22444

Does anyone know if DUST is still supported? It's this Mac utility that converts Atari ST disks into images that ST emulators can use. I have version 1.0.4 and I'm wondering if there are any newer versions. The author's email doesn't seem to be working anymore, nor does the DUST website.

If DUST isn't supported anymore, can anyone recommend a similar utility?

thanks,

jeremy

7763. Re: HD Update!

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 03:28:23 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <rLczb.17$MY.8098@monger.newsread.com>
Source record: 22296

On 3 Dec 2003 02:29:25 G, Rustynutt wrote:
>On Tue, 02 Dec 2003 09:06:58 +0100, Uwe Seimet <Uwe.Seimet@seimet.de>
>wrote:
>
>>John Garone wrote:
>>
>>> I should have mentioned that when I ran Xeferrate I had the Phantom
>>> excellerator installed (50mhz clock to Combel and DSP....25mhz to the CPU,
>>> FPU, SDMA and the Expansion bus. Would that effect SCSI ? If so I'm
>>> surely at max!
>>
>>I am not sure. What about the SCSI controller? Does it also run faster.
>>I don't think that any chip can simply be overclocked.
>
>I inadvertently over clocked the SDMA (32mhz std) to 40 mhz once.
>It didn't work.
>Mike
>.

if I understand correctly, normally the SDMA is clocked at 16mhz.
Combel gets 32mhz with 16mhz out from Combel to FPU, CPU, SDMA....
so if Combel gets 50mhz then it outpus 25mhz. So it sounds like you went
from 16mhz to 40mhz. The rest is over my head!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7764. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 03:30:28 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bqjlckmrv1@thorium.cix.co.uk>
Source record: 22445

swamptaxes-NOT-@atlantic.net (John Garone) wrote:
> On 2 Dec 2003 09:10:51 +, Uwe Seimet wrote:
>> John Garone wrote:
>>> what in particular should I be looking for in the way of improvemnt
>>> (or not)? Ex: Should files load faster from the drive or copy faster
>> from >drive to drive?
>>
>> I would not waste any time on these cache settings. Using a fast
>> operating system like MagiC is much more efficient than for improving
>> performance than, for instance, using 500 caches for data sectors
>> instead of 400.
>
> FAT/Data caches were set for 10/10 so should I see a difference with the
> higher settings as suggested (100/999)?

Definitely. 10 would be used up with every directory you go into.
100/999 would allow a lot more hits.

Note: i only mentioned 100 FAT caches because I rarely have more then a
dozen folders in a root directory (I keep about 12 separate partitions).

regards
Harry

7765. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 08:55:17 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bqk8dl$23hd2g$1@ID-27442.news.uni-berlin.de>
Source record: 22297

John Garone wrote:

> FAT/Data caches were set for 10/10 so should I see a difference with the
> higher settings as suggested (100/999)?

I think the default is 100/100, which is usually fine.

--

Dr. Uwe Seimet http://www.seimet.de

7766. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 09:21:17 UTC
From: usenet-reply@heitkoetter.net
Message-ID: <bhm0a1-i11.ln1@haktar.homelinux.net>
Source record: 22299

```
Darth Avatar <DarthAvatar@aol.com> schrieb:
> ST? is that a console? maybe saturn?
>> Fullquote entsorgt, fup2 comp.sys.atari.st
^^^^^^^^
Regards, Jan
```

7767. Re: Centvidel on CT60

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 09:23:22 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0312030123.31e16e95@posting.google.com>
Source record: 22298

Hi Adam

Is possible to set an external Videl clock with Blow Up software?
Just like Videlity does....

Adam Klobukowski <atari@gabo.pl> wrote in message
news:<slrnbsno0b.uk.atari@core.preferuje.luzik.pl>...
> On Tue, 2 Dec 2003 00:38:46 +0000 (UTC), Sasa Andrijasevic
<sasa.andrijasevicREMOVE@zg.tel.hr> had a noticeable pleasure while writting:
> > Did anyone patch the Centvidel to work on CT60 by any chance?
>
> Blowup software works without problems on CT60.

7768. Re: Centvidel on CT60

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 10:09:01 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbsrcf6.2u2.atari@core.preferuje.luzik.pl>
Source record: 22300

On 3 Dec 2003 01:23:22 -0800, D Galvez <maraka@atari.net> had a noticeable pleasure while writting:
> Hi Adam
>
> Is possible to set an external Videl clock with Blow Up software?
> Just like Videlity does....

Yes it is.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7769. Re: Papyrus X

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 10:56:02 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBF36F22.9CC5%derryck@nospam.cix.co.uk.invalid>
Source record: 22301

In article bqipbr$b66$1@thorium.cix.co.uk, xlator@cix.compulink.co.uk at xlator@cix.compulink.co.uk wrote on 2/12/03 19:32:

> In message <Pine.MNT.4.31.0312312054210.161-100000@UNI_MANiac>,
> nospam@zonnet.nl said:
>
>> The German version of Papyrus X is finally there. I just downloaded the
>> demo. Now I will have to decide what I like best: Tempus Word or Papyrus.

> I too find it difficult to make up my mind!

Anyone with the same conundrum can take a look at Norbert's announcement on myatari at <http://forum.myatari.net/read.php?f=1&i=1141&t=1141>

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

7770. Monitor Cables

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 11:18:05 UTC
From: Bob Trabucco <bobtrabucco@NOSPAMyahoo.com>
Message-ID: <NDjzb.3628$AM3.169476@twister.tampabay.rr.com>
Source record: 22302

Hello All,

I just recently dug out my old Atari ST & 8-bit stuff for the fun of it. Is there any way of connecting these to my PC's monitor & speakers?

Thanks!

Bob

7771. Re: Centvidel on CT60

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 11:51:46 UTC
From: Sasa Andrijasevic <sasa.andrijasevic@zg.tel.hr>
Message-ID: <1070452396-317875AEicMi@zg.tel.hr>
Source record: 22303

thanx guys for your help, but where I could find blow up software? :)

7772. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 16:25:39 UTC
From: inferno2000@my-deja.com
Message-ID: <a9390719.0312030825.3154215d@posting.google.com>
Source record: 22304
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

"James Duncan" <j.duncan@verizon.net> wrote in message
news:<Sdnwb.4341$Pm4.4130@nwrddc03.gnilink.net>...
> Actually what I'd like to see is a Gauntlet classics Xbox Live enabled
> package. It would include Gauntlet and Gauntlet II as 4 player online
> enabled Xbox Live games. I'd also like to see Gauntlet Legends done as an
> XBL title -- note Dark Legacy (or whatever it was called, it was too "dark"
> the graphics not the story line).

Why does console games discussion get cross-posted into
comp.sys.ibm.pc.games.strategic? Anyone who wants to play Gauntlet or
Gauntlet 2 on a PC platform has long since running it in an emulator.
Such news are completely pointless to this ng.

7773. FS: 120+ disk library

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 18:02:22 UTC
From: Josh Renaud <josh_No_SPaM_poR_FAvOr@joshrenaud.com>
Message-ID: <BBF3814E.AF96%josh_No_SPaM_poR_FAvOr@joshrenaud.com>
Source record: 22305

I'm selling an Atari ST shareware disk library. It includes over 120 disks. Each disk has several programs that fit into a particular category (Utilities, Games, Communication, Graphics, etc). The disks are all clearly labelled to make it easy to find what you're looking for.

Many of these programs are really fantastic and hard to find now. There are also several disks with demos of popular commercial programs from back in the day.

I'd like to sell it to someone who will enjoy them. I'm asking $15 plus shipping.

You can call me at (314) 521-2072, or you can email me (remove everything between JOSH and the @ symbol in my email address above)

--Josh

7774. Re: HD Update!

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 18:46:06 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Obqzb.79$Pm5.60505@newshog.newsread.com>
Source record: 22306

On 3 Dec 2003 06:29:02 G, Rustynutt wrote:
>On Wed, 03 Dec 2003 03:28:23 GMT, swamptaxes-NOT-@atlantic.net (John
>Garone) wrote:
>
>>On 3 Dec 2003 02:29:25 G, Rustynutt wrote:
>>>On Tue, 02 Dec 2003 09:06:58 +0100, Uwe Seimet <Uwe.Seimet@seimet.de>
>>>wrote:
>>>
>>>>John Garone wrote:
>>>>
>>>>> I should have mentioned that when I ran Xeferrate I had the Phantom
>>>>> excellerator installed (50mhz clock to Combel and DSP....25mhz to the CPU,
>>>>> FPU, SDMA and the Expansion bus. Would that effect SCSI ? If so I'm
>>>>> surely at max!
>>>>
>>>>I am not sure. What about the SCSI controller? Does it also run faster.
>>>>I don't think that any chip can simply be overclocked.
>>>
>>>I inadvertently over clocked the SDMA (32mhz std) to 40 mhz once.
>>>It didn't work.
>>>Mike
>>>.
>>
>> if I understand correctly, normally the SDMA is clocked at 16mhz.
>>Combel gets 32mhz with 16mhz out from Combel to FPU, CPU, SDMA....
>>so if Combel gets 50mhz then it outpus 25mhz. So it sounds like you went
>>from 16mhz to 40mhz. The rest is over my head!
>>
>>John
>>P.S.
>> To Reply by E-mail, please remove -NOT- from my address!
>
>The SDMA utilizes a 32Mhz clock, same oscillator as the DSP for
>several functions. I think it latches on the bus clock , pin 104, (at
>what ever speed your running), to determine timing for bus events, but
>don't take my word for it. The field service manual only says it is
>used for feedback for the 32Mhz oscillator. It would be hard to tell
>how it actually works without the code.
>Simpler put, the SDMA will still run without the bus clock attached,
>however it will not function properly without the bus clock. Most
>"buffer" mods invert the bus clock (provide latency) in order for the
>SDMA to "latch on". There are a few other statements in the manual
>concerning DMA errors, but Atari built in the problem here, so it's
>pretty academic now.

>Mike
>.

ok. So my confusion was related to the clock patch which distributes
16mhz to FPU, CPU, Expansion bus and SDMA (pin 110). The SDMA 32mhz I
believe comes from the DSP crystal. If so, mine is at 50 mhz with the
Phantom SE (25mhz to pin 110). Just a guess but maby your SDMA did'nt work
do to a different timing multiple (40 to SDMA and 32 to CPU, etc.) ?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7775. Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 20:03:06 UTC
From: Meth <methanoid@hotmail.com>
Message-ID: <mlrzb.16441$lm1.133331@wards.force9.net>
Source record: 22307

Is the STE keyboard the same as the Falcon one?

What about PSUs??

7776. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 20:35:38 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbssh3n.3ic.atari@core.preferuje.luzik.pl>
Source record: 22308

On Wed, 3 Dec 2003 20:03:06 -0000, Meth <methanoid@hotmail.com> had a noticeable pleasure while writting:
> Is the STE keyboard the same as the Falcon one?

Yes.

> What about PSUs??

PSUs are diffrent.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7777. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 21:00:54 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <rljssvkujtsb36k250javmigpfui6dmdu8@4ax.com>
Source record: 22309

On Wed, 3 Dec 2003 20:35:38 +0000 (UTC), Adam Klobukowski
<atari@gabo.pl> wrote:

>On Wed, 3 Dec 2003 20:03:06 -0000, Meth <methanoid@hotmail.com> had a noticeable pleasure
while writting:
>> Is the STE keyboard the same as the Falcon one?
>
>Yes.
>
>> What about PSUs??
>
>PSUs are diffrent.

Thanks

If keyboards are same why do online places charge 75 dollars for one
when ST ones can be got on Ebay for about 10-15 dollars?

Is there anywhere (resource) that tells me the differences as I might
need a new Falcon PSU

7778. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 22:22:28 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vssoh66avh3a99@corp.supernews.com>
Source record: 22310

"Meffy" <methanoid_AT_@hotmail.com> wrote in message
news:rljssvkujtsb36k250javmigpfui6dmdu8@4ax.com...
> On Wed, 3 Dec 2003 20:35:38 +0000 (UTC), Adam Klobukowski
> <atari@gabo.pl> wrote:
>
> >On Wed, 3 Dec 2003 20:03:06 -0000, Meth <methanoid@hotmail.com> had a
noticeable pleasure while writting:
> >> Is the STE keyboard the same as the Falcon one?
> >
> >Yes.
> >
> >> What about PSUs??
> >
> >PSUs are diffrent.
>
> Thanks
>
> If keyboards are same why do online places charge 75 dollars for one
> when ST ones can be got on Ebay for about 10-15 dollars?

Well items at a online dealer will always be more expensive than eBay!
Thats understandable isn't it?

Also the Falcon KB is dark gray and not white like the ST(E) KB's...

Tim

7779. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 23:10:56 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.12.03.23.10.56.443981@removenoaspam.atari-source.com>
Source record: 22311

On Wed, 03 Dec 2003 14:22:28 -0800, Tim wrote:

>
> Well items at a online dealer will always be more expensive than eBay!
> Thats understandable isn't it?
>
> Also the Falcon KB is dark gray and not white like the ST(E) KB's...
>
> Tim

This isn't understandable. Sorry ;-)
$75 for a keyboard versus $25 for a machine? Mhmmm...
I can understand a 20% markup. Not 300%.
Besides, a falcon keyboard isn't the same thing as an ste keyboard,
perhaps they are indeed more expensive because they are rarer and such.
That would be a good explanation, but I'm referring primarily to other
more commonly available items.

Anyway, that's the beauty of free enterprise, the retailers can charge
whatever the market will bear, but I personally don't understand the
markup and I'm entitled to that opinion.

Mark
http://portal.atari-source.com

7780. Communiqué from Rodolphe Czuba

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 23:37:47 UTC
From: Remi Villatel <maxilys@SPAMCOP.normandnet.fr>
Message-ID: <bqls4c$dc5$1@news.tiscali.fr>
Source record: 22312

Rodolphe asked for a translation. Here we go... But don't forget to reply to
him, NOT to me. I ONLY do the translation.

In consequence of a swindle from the society VERNAL ELM to which I ordered
060s that I never recieved, I lost US$1728!

Needless to say that this will seriously affect the development of the
PCI-USB card for the CT60!

If somebody has a long arm to the US embassy in France, it's the right time
to let us know... because this kind of international litigation is very
unlikely to be resolved through usual ways. A miracle is needed...

Somebody in USA wanted to help but he's not in the right state and it's a
too long way for him to go and kick some ass!

If the Atari fellowship could link us to US citizens willing to do an
incursion over there or, at least, willing to help me to start a legal
action on their side of the Atlantic.

For the moment, PAYPAL --with which I paid-- is still investigating but
doesn't refund unless you complain in the 30 days after the day of payment.
It was on july, the 28th... so no refund from PAYPAL...

I feel sorry to know that corrupted people spoil the Atari world over there too!

For the moment, I've missed fourteen 060s and it's obvious that the last
sendings will be delayed.

And I can't even refund the buyers...

Needless to say that even if I find other 060s, you'll have to wait until I
have the money to buy them...

You can't always do what you want with the family resources.

So, DON'T BY 060s FROM:

Vernal Elm LLC
239B Front St.
New Haven, CT 06513, USA
sales@vernalelm.com
FAX: (720) 294-4128

They don't deliver any more!!!

A Swiss has been racketed too while paying by VISA! And according to what I
read, there are other ones on eBay.

I was told that the society is located in a nasty area full of dope! Imagine what these $1728 became...

==========
Rodolphe
rczuba-AT-free-DOT-fr
==========

7781. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-03 23:52:25 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbsssn3.3ms.atari@core.preferuje.luzik.pl>
Source record: 22313

On Wed, 03 Dec 2003 21:00:54 +0000, Meffy <methanoid_AT_@hotmail.com> had a noticeable pleasure while writting:
> Is there anywhere (resource) that tells me the differences as I might
> need a new Falcon PSU

Falcon PSUs are better then ST (can handle bigger load) and have diffrent connector to the mainboard.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7782. Re: Papyrus X

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 00:47:43 UTC
From: Richard <ilikeu@btopenworld.com>
Message-ID: <bqm07f$7de$1@sparta.btinternet.com>
Source record: 22314

Hello All!

To be exact it Papyrus X was running on my '060 Milan at the Micro Mart show, and despite
the font problems it did look like an impressive package.

I must say the font problems were most probably due to my lack of knowledge when it comes
to NVDI setup and lack of english documentation when it comes to running software on the Milan.

I will download Tempus Word and give that a go, but as for a full report on the UK Micromart show,
I am sure that www.myatari.net will provide one in their next issue.

Regards,

Richard.

<xlator@cix.compulink.co.uk> wrote in message news:bqipbr$b66$1@thorium.cix.co.uk...
> In message <Pine.MNT.4.31.0312312054210.161-100000@UNI_MANiac>, nospam@zonnet.nl said:
>
> >The German version of Papyrus X is finally there. I just downloaded the
> >demo. Now I will have to decide what I like best: Tempus Word or Papyrus.
> >Download the demo for both programs, and discuss in this NG to help me
> >decide !
>
> At the Birmingham Micro Mart show on Sunday, 16/32 Systems had an
> English version running on a Hades. Unfortunately due to NVDI
> problems one couldn't really try it out properly.
>
> Anyone know what the differences from V8/9 are?
>
> I am currently translating the Temups-Word NG TWA file into
> English, using TW to do it. In many way it's faster and the
> auto-correction works like a dream; it seems more flexible than
> Papyrus, but still lacks some of the facilities, such as marking
> all occurences of a given font/size so that they can be replaced
> easily. I too find it difficult to make up my mind!
>

7783. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 02:31:13 UTC
From: Falkentyne <nospam@verizon.net>
Message-ID: <597tsvop9j1cp32ptvo0ljq02upkjdve6p@4ax.com>
Source record: 22315
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

On 16 Nov 2003 16:53:08 -0800, mike_norths_toupe@hotmail.com (Mike
North's Toupe) enlightened us by scribbling this gem of wisdom:

Gauntlet II came out in 1986, not 1988. I actually played it at Time
Out (In Cerritos Mall) around 1987 ....

It would be nice to see Gauntlet II released, as well as an enhanced
version with more / faster monsters, different mazes, etc.

<Gibs> When you kill 6 people in Unreal Tournament
it is "MonsterKill", In Quake3 it is "Excellent",
in Counter-Strike it is "Kicked by console"

7784. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 03:18:59 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <0Gxzb.504$i83.184@bignews5.bellsouth.net>
Source record: 22316

> This isn't understandable. Sorry ;-)
> $75 for a keyboard versus $25 for a machine? Mhmmm...
> I can understand a 20% markup. Not 300%.
> Besides, a falcon keyboard isn't the same thing as an ste keyboard,
> perhaps they are indeed more expensive because they are rarer and such.
> That would be a good explanation, but I'm referring primarily to other
> more commonly available items.

%300 mark up? That's an interesting number, seeing as a 'dealer' has likely invested alot more than $25 in said inventory. He might break even at $75...seeing as he likely borrowed the money to stock his store in the late 80s or early 90s at 12% interest or something like that...when the stuff was indeed sky high to begin with.

The keyboard on ebay, is more than likely an individual who paid full price for the stuff 12 years ago, and is just cleaning out his closet.

Also, I'd love to know where on ebay these $25 machines are! They rarely CLOSE out that low, and when they do...it's often so much crap in the box it'll cost $100 to ship it home. Also watch the fine print...a lot of auctions have a MINIMUM $20 s/h fee and such rot as that.

Sure, ya might get lucky and get a working machine for cheap once in a blue moon...but how many hours of your time will you spend scouring freaking auctions and camping out at the bid button to win stuff that way? Hell, I've been trying for years to get these $25 machines you're talking about. Unless I camp out at the computer at closing time...I always get beat by a penny when making low bids. Sometimes, when I bid somewhere around the going dealer rate for such items...I get lucky...but more often than not...I'm beat on those as well.

> Anyway, that's the beauty of free enterprise, the retailers can charge
> whatever the market will bear, but I personally don't understand the
> markup and I'm entitled to that opinion.

You are entitled to that opinion, but you're also a bit diluded about how easy it is to get a complete ST machine, or even just a working keyboard, for only $25 at the end of the day.

And that's my opinion.

Brian

7785. Re: Communiqué from Rodolphe Czuba

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 03:22:33 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bqm99p$88$1@thorium.cix.co.uk>
Source record: 22317

(Remi Villatel) wrote on behalf of Rodolphe Czuba:

Jeez! This is one terrible story.
Someone in the US - give this guy a hand!

B^<<

H

> Rodolphe asked for a translation. Here we go... But don't forget to reply
> to him, NOT to me. I ONLY do the translation.
> ----------------
>
> In consequence of a swindle from the society VERNAL ELM to which I
> ordered 060s that I never recieved, I lost US$1728!
>
> Needless to say that this will seriously affect the development of the
> PCI-USB card for the CT60!
>
> If somebody has a long arm to the US embassy in France, it's the right
> time to let us know... because this kind of international litigation is
> very unlikely to be resolved through usual ways. A miracle is needed...
>
> Somebody in USA wanted to help but he's not in the right state and it's a
> too long way for him to go and kick some ass!
>
> If the Atari fellowship could link us to US citizens willing to do an
> incursion over there or, at least, willing to help me to start a legal
> action on their side of the Atlantic.
>
> For the moment, PAYPAL --with which I paid-- is still investigating but
> doesn't refund unless you complain in the 30 days after the day of
> payment. It was on july, the 28th... so no refund from PAYPAL...
>
> I feel sorry to know that corrupted people spoil the Atari world over
> there too!
>
> For the moment, I've missed fourteen 060s and it's obvious that the last
> sendings will be delayed.
>
> And I can't even refund the buyers...
>
> Needless to say that even if I find other 060s, you'll have to wait until
> I have the money to buy them...
>

> You can't always do what you want with the family resources.
>
> So, DON'T BY 060s FROM:
>
> Vernal Elm LLC
> 239B Front St.
> New Haven, CT 06513, USA
> sales@vernalelm.com
> FAX: (720) 294-4128
>
> They don't deliver any more!!!
>
> A Swiss has been racketed too while paying by VISA! And according to what
> I read, there are other ones on eBay.
>
> I was told that the society is located in a nasty area full of dope!
> Imagine what these $1728 became...
>
> ====================
> Rodolphe
> rczuba-AT-free-DOT-fr
> ====================

7786. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 03:34:51 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vstaqrif2p9i45@corp.supernews.com>
Source record: 22318

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.12.03.23.10.56.443981@removenoaspam.atari-source.com...
> On Wed, 03 Dec 2003 14:22:28 -0800, Tim wrote:
>
> >
> > Well items at a online dealer will always be more expensive than eBay!
> > Thats understandable isn't it?
> >
> > Also the Falcon KB is dark gray and not white like the ST(E) KB's...
> >
> > Tim
>
> This isn't understandable. Sorry ;-)
> $75 for a keyboard versus $25 for a machine? Mhmmm...
> I can understand a 20% markup. Not 300%.

What I meant is that you will pay more at a dealer vs eBay. Since eBay is a
fleamarket. And most stuff at a dealer is NEW not used.

I do agree with you the prices can be outrageous. I just got a Brand New
USA TT030 Keyboard for $125.00 at a dealer. If I can find a keyboard like
this on eBay I would surely buy it, but I do not think one will ever come up
like this one in my lifetime. So I will just pay more and have it now...

I would rather pay $125.00 for a NEW in the box keyboard, than pay even up
to half or less for a used one. Not sure about you but I like New looking
and non yellowed Vintage Atari gear! ;)

Tim

7787. [CuBase Audio] White noise static from S/PDIF FDI!

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 03:36:54 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <NWxzb.527$i83.66@bignews5.bellsouth.net>
Source record: 22319

Lucky me...
I finally found an FDI, but it doesn't seem to be working...or maybe I've missed something.

Fist, the FDI is connected to an Analogue 8 box via little ribbon cable, which in turn connects to the falcon DSP port.

I've checked all the cables and connectors with a voltage meter, and they all seem to be just fine.

So, when I load CAF, it syncs to the clock rate of the FDI as it should. I can play out to to S/PDIF devices and it works just fine, both R and L channels. For input on the other-hand, The right channel sounds just fine, but the left channel is nothing but static...even when there should be no audio signal being sent at the time. Unplug the coax, and the static disappears. This is with a good coax cable BTW, that's been tested with other gear and fails not. I get the static in the L channel with every S/PDIF device I have. In essence, I've eleminated the possibility of bad S/PDIF gear, and I'm pretty confident it's not a cable problem.

Any idea what might be causing this and how I might fix it?

Thanks,
Brian

7788. Re: Communiqué from Rodolphe Czuba

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 04:04:16 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <9myzb.2654$MY2.689@bignews6.bellsouth.net>
Source record: 22320

> If somebody has a long arm to the US embassy in France, it's the right time
> to let us know... because this kind of international litigation is very
> unlikely to be resolved through usual ways. A miracle is needed...

It will be tough indeed...I've gotten burned by overseas deals before as well. Mine was the other way around...from US to Europe, and it was such a piddling amount of money in the eyes of the law, that it just got swept under the rug. Hell, those Nigerian swindlers that took alot of people for billions are still on the loose...

With this in mind, I think your best bet would be to contact the better buissness beuro here in the states. They can tell you if this buissness has had other complaints. If they have several cases mounting up agaisnt them over here...maybe you can get your name on the list as a well, and steak claims if any class action type settlement is ever won agaisnt these guys that actually has enough left over to compensate people they ripped off.

A good place to start is with any of your US coustomers who ordered CPUs from you. I'm not sure how you worded the deal, and handled the money, but there just might be a way your US coustomers can file agaisnt these people.

Chances are, you'll never see your money unless you can get PayPal, VISA, etc, to insure it. I do hope it turns out differently tho'...and that at the least these guys go down and justice is served. After the years melt by, and if any action is taken...the lawyers take their share...it's unlikely there will be much left to pay back people like yourself that they've scammed.

In the mean time, you could always have a little Atarian good will drive to get you back on your feet. As a very satisfied CT2B owner I'd toss in a few bucks if someone sets up the fund.

Good luck,
Brian

7789. Re: HD Update!

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 04:33:58 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <WOyzb.98$MY.80140@monger.newsread.com>
Source record: 22321

On 4 Dec 2003 01:52:07 G, Rustynutt wrote:
>On Wed, 03 Dec 2003 18:46:06 GMT, swamptaxes-NOT-@atlantic.net (John
>Garone) wrote:
>
>>On 3 Dec 2003 06:29:02 G, Rustynutt wrote:
>>>On Wed, 03 Dec 2003 03:28:23 GMT, swamptaxes-NOT-@atlantic.net (John
>>>Garone) wrote:
>>>
>>>>On 3 Dec 2003 02:29:25 G, Rustynutt wrote:
>>>>>On Tue, 02 Dec 2003 09:06:58 +0100, Uwe Seimet <Uwe.Seimet@seimet.de>
>>>>>wrote:
>>>>>
>>>>>>John Garone wrote:
>>>>>>
>>>>>>> I should have mentioned that when I ran Xeferrate I had the Phantom
>>>>>>> excellerator installed (50mhz clock to Combel and DSP....25mhz to the CPU,
>>>>>>> FPU, SDMA and the Expansion bus. Would that effect SCSI ? If so I'm
>>>>>>> surely at max!
>>>>>>
>>>>>>I am not sure. What about the SCSI controller? Does it also run faster.
>>>>>>I don't think that any chip can simply be overclocked.
>>>>>
>>>>>I inadvertently over clocked the SDMA (32mhz std) to 40 mhz once.
>>>>>It didn't work.
>>>>>Mike
>>>>>.
>>>>
>>>> if I understand correctly, normally the SDMA is clocked at 16mhz.
>>>>Combel gets 32mhz with 16mhz out from Combel to FPU, CPU, SDMA....
>>>>so if Combel gets 50mhz then it outpus 25mhz. So it sounds like you went
>>>>from 16mhz to 40mhz. The rest is over my head!
>>>>
>>>>John
>>>>P.S.
>>>> To Reply by E-mail, please remove -NOT- from my address!
>>>
>>>The SDMA utilizes a 32Mhz clock, same oscillator as the DSP for
>>>several functions. I think it latches on the bus clock , pin 104, (at
>>>what ever speed your running), to determine timing for bus events, but
>>>don't take my word for it. The field service manual only says it is
>>>used for feedback for the 32Mhz oscillator. It would be hard to tell
>>>how it actually works without the code.
>>>Simpler put, the SDMA will still run without the bus clock attached,
>>>however it will not function properly without the bus clock. Most

>>>"buffer" mods invert the bus clock (provide latency) in order for the
>>>SDMA to "latch on". There are a few other statements in the manual
>>>concerning DMA errors, but Atari built in the problem here, so it's
>>>pretty academic now.
>>>Mike
>>>.
>>
>> ok. So my confusion was related to the clock patch which distributes
>>16mhz to FPU, CPU, Expansion bus and SDMA (pin 110). The SDMA 32mhz I
>>believe comes from the DSP crystal. If so, mine is at 50 mhz with the
>>Phantom SE (25mhz to pin 110). Just a guess but maby your SDMA did'nt work
>>do to a different timing multiple (40 to SDMA and 32 to CPU, etc.) ?
>>
>>John
>>P.S.
>> To Reply by E-mail, please remove -NOT- from my address!
>
>**
>
>:)
>The DSP modification requires the trace from the 32mHz oscillator
>feeding it to be cut to work, with the trace to the DMA left intact.
>Your SDMA is running at 32mHz.
>
>Mike
>.

would you mind if we continue this discussion by E-mail? I don't think
Ctirad would appreciate too much said about his Phantom in public!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

7790. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 04:37:33 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <hSyzb.99$MY.80274@monger.newsread.com>
Source record: 22322

On 3 Dec 2003 09:55:17 +, Uwe Seimet wrote:
>John Garone wrote:
>
>> FAT/Data caches were set for 10/10 so should I see a difference with the
>> higher settings as suggested (100/999)?
>
>I think the default is 100/100, which is usually fine.
>
>

well, your the expert :) so that's where I'll leave it set!

Thanks,
John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7791. Re: =?ISO-8859-1?Q?Communiqu=E9_from_Rodolp

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 04:50:32 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <s2zzb.102$MY.81123@monger.newsread.com>
Source record: 22323

Hi,
It would be a good idea to enter a suitable subject line so we all know
what your E-mail is in reference to!
Your's needs a bit more translation :)
Re: =?ISO-8859-1?Q?Communiqu=E9_from_Rodolp

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7792. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 08:06:02 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bqmq5u$no7$3@reader11.wxs.nl>
Source record: 22324

Meth wrote:

> Is the STE keyboard the same as the Falcon one?

Technically yes, but the color is different (light letters on dark keys
for the Falcon and vice versa for the ST). The Falcon keyboard is
prettier. :)

On a dataparty we organised in Utrecht (PMP 2000, who remembers?) ;)
someone had an ST where every other key was replaced with a Falcon key.
Looked like a chessboard. Very cool. :)

Maurits.

7793. Re: =?ISO-8859-1?Q?Communiqu=E9_from_Rodolp

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 08:43:31 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fceea6c8f3ca0@tripnet.se>
Source record: 22326

In comp.sys.atari.st <s2zzb.102$MY.81123@monger.newsread.com>
John Garone wrote on Thu 04-12-2003 04:50 (GMT):

> It would be a good idea to enter a suitable subject line so we all know
>what your E-mail is in reference to!
>Your's needs a bit more translation :)
> Re: =?ISO-8859-1?Q?Communiqu=E9_from_Rodolp

The subject line was actually OK. This encoding is often used when there
are other characters than 7-bit ASCII. In this case ï¿½ (e with ').

It was (now corrupted by Newsie) encoded in the special header variant of
Quoted Printable. Just be thankful he did not use Base64 that really
needs decoding to be readable.

As Newsie has no support for anything but 7 bit ASCII it will fail on
just about any language except English. The main reason wht I use Okami,
btw. A mail/news reader that can't handle the letters ï¿½, ï¿½ and ï¿½ is
impossible to use in Swedish.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7794. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 08:43:32 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fceea6c8f3ca1@tripnet.se>
Source record: 22325

In comp.sys.atari.st <hSyzb.99$MY.80274@monger.newsread.com>
John Garone wrote on Thu 04-12-2003 04:37 (GMT):

>On 3 Dec 2003 09:55:17 +, Uwe Seimet wrote:
>>John Garone wrote:
>>
>>> FAT/Data caches were set for 10/10 so should I see a difference with the
>>> higher settings as suggested (100/999)?
>>
>>I think the default is 100/100, which is usually fine.

> well, your the expert :) so that's where I'll leave it set!

An expert with a little too small cache memory, perhaps :-)

The default settings in HDDRIVER 8.03 are:

FAT cache 10 sectors
Data cache 10 sectors

If I understand it correctly the memory space of 10 sectors on each
partition is used for the cache sizes. Do all partitons have there own
caches in memory? If not, this becomes a bit puzzling.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7795. ADV: Atari Xmas Gift/Sales!

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 09:46:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0312040142210.9388-100000@onyx.spiritone.com>
Source record: 22327
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

OK, I'm keeping this short. For Christmas, I have a Gift for my Customers!
Plus an Atarian Discount! Read about it below or Call Ben@ (503)256-9974!!
http://www.aracnet.com/~atari/specials.htm Atari Christmas Specials!

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7796. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 10:39:22 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bqn2sp$23r3gr$1@ID-27442.news.uni-berlin.de>
Source record: 22328

Kenneth Medin wrote:

> An expert with a little too small cache memory, perhaps :-)
>
> The default settings in HDDRIVER 8.03 are:
>
> FAT cache 10 sectors
> Data cache 10 sectors

:-) Well, I don't have a look at these settings very often.

> If I understand it correctly the memory space of 10 sectors on each
> partition is used for the cache sizes. Do all partitons have there own
> caches in memory? If not, this becomes a bit puzzling.

The size for each cache entry is the same as the size of the biggest
logical sector on the drive. That's the way the GEMDOS cache works.

--

Dr. Uwe Seimet http://www.seimet.de

7797. FA: SUPRA 20 MB SupraDrive ATARI ST Hard Disk Driv

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 12:12:13 UTC
From: L Kitchens <n0spamatallmart3652@bellsouth.net>
Message-ID: <suFzb.3944$L47.3430@bignews3.bellsouth.net>
Source record: 22329

For Auction:

The Supra 20MB drive for Atari ST
http://page.auctions.shopping.yahoo.com/auction/83162193

Untested but very pleasing Atari 520ST:
http://page.auctions.shopping.yahoo.com/auction/83162011

Thanks! For auction soon - the Supra 40MB drive and 520STFM computer.

7798. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 12:54:06 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Q7Gzb.1651$Dh5.1411@newsfep4-winn.server.ntli.net>
Source record: 22330

Hello.

"Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
news:vstaqrif2p9i45@corp.supernews.com...

> I do agree with you the prices can be outrageous. I just got a Brand New
> USA TT030 Keyboard for $125.00 at a dealer. If I can find a keyboard like
> this on eBay I would surely buy it, but I do not think one will ever come
up
> like this one in my lifetime. So I will just pay more and have it now...
>
> I would rather pay $125.00 for a NEW in the box keyboard, than pay even up
> to half or less for a used one. Not sure about you but I like New looking
> and non yellowed Vintage Atari gear! ;)

I still have a supply of new, boxed Mega STE kbrds, Spanish keycaps, which
will work with the Mega and TT.

Price is £30 GBP plus shipping.

You pays your money.....

www.keychange.co.uk

7799. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 14:10:31 UTC
From: jpiper@postmaster.co.uk
Message-ID: <97fe8e92.0312040610.119b29b3@posting.google.com>
Source record: 22331

Check out this auction for the Atari Falcon. Is this how much these units go for?

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2769914634&category=51107

Seems outrageous to me.

-=James

7800. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 14:19:06 UTC
From: puggy <ntlnews@nospamsopissoffpugland.com>
Message-ID: <xnHzb.235$B32.59@newsfep1-gui.server.ntli.net>
Source record: 22332

> Also, I'd love to know where on ebay these $25 machines are! They rarely
CLOSE
> out that low, and when they do...it's often so much crap in the box it'll
cost
> $100 to ship it home. Also watch the fine print...a lot of auctions have
a
> MINIMUM $20 s/h fee and such rot as that.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2770082118&category=162
2 atari st's, £5 uk only about 5 hours left
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3062719175&category=385
97 1 atari £7.50 -3 days 15 hours left
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3062779082&category=385
97 1 atari £8.50 -4 days 1 hour left

And there's a lot more out there if you look!!!

7801. Re: Communiqué from Rodolphe Czuba

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 15:29:10 UTC
From: grannygrove@hotmail.com
Message-ID: <ee058627.0312040729.725155d5@posting.google.com>
Source record: 22333

I'm going to top post this, just to keep the subject intact.

I have one spare 68060 that I will mail Rodolphe, and will make a
PayPal donation. Hopefully others can help out. Last year I was ripped
off by a contractor here in California for over $3500.00. It was
impossible to get any of the cash back. The court let them file
bankruptcy for over $175,000.00 in cash deposites and loans.......

I also have some small jobs, if he wishes to undertake with his new
bus analizer:)

Michael Grove

sidcelery@cix.compulink.co.uk wrote in message news:<bqm99p$88$1@thorium.cix.co.uk>...
> (Remi Villatel) wrote on behalf of Rodolphe Czuba:
>
> Jeez! This is one terrible story.
> Someone in the US - give this guy a hand!
>
> B^<<
>
> H
>
> > Rodolphe asked for a translation. Here we go... But don't forget to reply
> > to him, NOT to me. I ONLY do the translation.
> > ----------------
> >
> > In consequence of a swindle from the society VERNAL ELM to which I
> > ordered 060s that I never recieved, I lost US$1728!
> >
> > Needless to say that this will seriously affect the development of the
> > PCI-USB card for the CT60!
> >
> > If somebody has a long arm to the US embassy in France, it's the right
> > time to let us know... because this kind of international litigation is
> > very unlikely to be resolved through usual ways. A miracle is needed...
> >
> > Somebody in USA wanted to help but he's not in the right state and it's a
> > too long way for him to go and kick some ass!
> >
> > If the Atari fellowship could link us to US citizens willing to do an
> > incursion over there or, at least, willing to help me to start a legal
> > action on their side of the Atlantic.
> >
> > For the moment, PAYPAL --with which I paid-- is still investigating but

> > doesn't refund unless you complain in the 30 days after the day of
> > payment. It was on july, the 28th... so no refund from PAYPAL...
> >
> > I feel sorry to know that corrupted people spoil the Atari world over
> > there too!
> >
> > For the moment, I've missed fourteen 060s and it's obvious that the last
> > sendings will be delayed.
> >
> > And I can't even refund the buyers...
> >
> > Needless to say that even if I find other 060s, you'll have to wait until
> > I have the money to buy them...
> >
> > You can't always do what you want with the family resources.
> >
> > So, DON'T BY 060s FROM:
> >
> > Vernal Elm LLC
> > 239B Front St.
> > New Haven, CT 06513, USA
> > sales@vernalelm.com
> > FAX: (720) 294-4128
> >
> > They don't deliver any more!!!
> >
> > A Swiss has been racketed too while paying by VISA! And according to what
> > I read, there are other ones on eBay.
> >
> > I was told that the society is located in a nasty area full of dope!
> > Imagine what these $1728 became...
> >
> > ====================
> > Rodolphe
> > rczuba-AT-free-DOT-fr
> > ====================

7802. Re: [CuBase Audio] White noise static from

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 16:41:12 UTC
From: sasa.andrijasevicREMOVE@zg.tel.hr
Message-ID: <bqno34$d92$1@garrison.globalnet.hr>
Source record: 22334

try with optical cables first?
is evrything properly grounded?
where from do you take clock? DAT or MD?

On 3 Dec 2003 21:36:54 -, "Brian Roland" wrote:
>Lucky me...
>I finally found an FDI, but it doesn't seem to be working...or maybe I've missed
>something.
>
>Fist, the FDI is connected to an Analogue 8 box via little ribbon cable, which
>in turn connects to the falcon DSP port.
>
>I've checked all the cables and connectors with a voltage meter, and they all
>seem to be just fine.
>
>So, when I load CAF, it syncs to the clock rate of the FDI as it should. I can
>play out to to S/PDIF devices and it works just fine, both R and L channels.
>For input on the other-hand, The right channel sounds just fine, but the left
>channel is nothing but static...even when there should be no audio signal being
>sent at the time. Unplug the coax, and the static disappears. This is with a
>good coax cable BTW, that's been tested with other gear and fails not. I get
>the static in the L channel with every S/PDIF device I have. In essence, I've
>eleminated the possibility of bad S/PDIF gear, and I'm pretty confident it's not
>a cable problem.
>
>Any idea what might be causing this and how I might fix it?
>
>Thanks,
>Brian
>
>.

---
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60

7803. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 17:56:40 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.e8d74d73.ce281262.wdwd@wd.com>
Source record: 22336

Dans le message <slrnbsssn3.3ms.atari@core.preferuje.luzik.pl>
Adam Klobukowski a ï¿½crit:
>On Wed, 03 Dec 2003 21:00:54 +0000, Meffy <methanoid_AT_@hotmail.com> had a
>noticeable pleasure while writting:

Hello,

>> Is there anywhere (resource) that tells me the differences as I might
>> need a new Falcon PSU

>Falcon PSUs are better then ST (can handle bigger load) and have diffrent
>connector to the mainboard.

I adapted an AT (not ATX) psu so as it could fit the Falcon's
connector : very easy, indeed ;-)
The only problem is that it can't fit in the original case :-(

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

7804. Re: falcon speed

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 18:43:00 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bqnvi2iam1@reader08.wxs.nl>
Source record: 22335

>
> That's come up a few times. When COMPO was still active in the US, it
> was available from them. I sold my Falcon Speed years ago, and didn't
> keep a back up. COMPO went on to support a PC version of their ray
> trace application, Neon Graphix 3D, but the link is now dead.
> (http://www.neongrafix.com/main.html)
> Someone surely has it. It provided many improvements from V6.0.
>
> Mike

Thanks for your posting. Unfortunately you are right, the link is dead. I still want that 6.3x version, so if someone can help me... I would be very happy.

greetz,
Marius

7805. Re: =?ISO-8859-1?Q?Communiqu=E9_from_Ro

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 19:51:50 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <qfMzb.143$Pm5.130233@newshog.newsread.com>
Source record: 22337

On 4 Dec 2003 08:43:31 G, "Kenneth Medin" wrote:
>In comp.sys.atari.st <s2zzb.102$MY.81123@monger.newsread.com>
>John Garone wrote on Thu 04-12-2003 04:50 (GMT):
>
>> It would be a good idea to enter a suitable subject line so we all know
>>what your E-mail is in reference to!
>>Your's needs a bit more translation :)
>> Re: =?ISO-8859-1?Q?Communiqu=E9_from_Rodolp
>
>The subject line was actually OK. This encoding is often used when there
>are other characters than 7-bit ASCII. In this case é (e with ').
>
>It was (now corrupted by Newsie) encoded in the special header variant of
>Quoted Printable. Just be thankful he did not use Base64 that really
>needs decoding to be readable.
>
>As Newsie has no support for anything but 7 bit ASCII it will fail on
>just about any language except English. The main reason wht I use Okami,
>btw. A mail/news reader that can't handle the letters å, ä and ö is
>impossible to use in Swedish.
>

ok! Then all should use 7 bit for all of us Newsie users until Okami
gets an "Install" program!!! :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7806. Re: Communiqué from

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 20:20:59 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <LGMzb.146$MY.120836@monger.newsread.com>
Source record: 22338

On 4 Dec 2003 00:21:10 -, lp wrote:
>in article 9myzb.2654$MY2.689@bignews6.bellsouth.net, Brian Roland at
>BJRoland@bellsouth.net wrote on 12/3/03 11:04 PM:
>
>> With this in mind, I think your best bet would be to contact the better
>> buissness beuro here in the states. They can tell you if this buissness has
>> had
>> other complaints. If they have several cases mounting up agaisnt them over
>> here...maybe you can get your name on the list as a well, and steak claims if
>> any class action type settlement is ever won agaisnt these guys that actually
>> has enough left over to compensate people they ripped off.
>
>It only took a few minutes to find this company already listed in their
>database with a complaint. I started here:
>
>http://search.bbb.org/search.html
>
>Ended up here, don't know if this link will work. If not just search for
>"Vernal" and up pops the complaint.
>
>http://www.connecticut.bbb.org/commonreport.html?compid=14001133&national=Y
>
>It is most unfortunate to hear of such a loss. I don't really know what
>this better business bureau can do, but it cannot hurt if all the people
>burnt by Vernal file a complaint at the site.

Also to consider complaints to:

-Paypal abuse: I'm told that the Paypal link on Vernal Elm's site is bogus!
-Elm told Czuba a package was returned by French Customs (months ago)
-Possible US mail fraud if sent USPS (no tracking info available)
-Ebay sales
-ISP host of Elm's site

Vernal Elm LLC
239B Front St.
New Haven, CT 06513
philip@vernalelm.com (no reply)
sales@vernalelm.com (no reply)
FAX: (720) 294-4128 (I sent 2 a month apart so the # is good)
Voice:(203) 752-0814 (not verified

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7807. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 21:03:58 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbsv74q.4m4.atari@core.preferuje.luzik.pl>
Source record: 22339

On Thu, 04 Dec 2003 19:56:40 +0200, Jean-Luc CECCOLI <wdwd@wd.com> had a noticeable pleasure while writting:
> Dans le message <slrnbsssn3.3ms.atari@core.preferuje.luzik.pl>
> Adam Klobukowski a ďż˝crit:
>>On Wed, 03 Dec 2003 21:00:54 +0000, Meffy <methanoid_AT_@hotmail.com> had a
>>noticeable pleasure while writting:
>
> Hello,
>
>>> Is there anywhere (resource) that tells me the differences as I might
>>> need a new Falcon PSU
>
>>Falcon PSUs are better then ST (can handle bigger load) and have diffrent
>>connector to the mainboard.
>
> I adapted an AT (not ATX) psu so as it could fit the Falcon's
> connector : very easy, indeed ;-)
> The only problem is that it can't fit in the original case :-(

I did the same before I got CT60.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7808. Hard Drive for STE

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 21:59:46 UTC
From: Allan Davis <acs@webaxs.net>
Message-ID: <bqoaof$29lj$1@arachne.labyrinth.net.au>
Source record: 22340

I am looking for the best solution to put a Hard Drive on my 4 Meg STE.
Cost, capacity, ease of use are the main considerations. It doesn't matter
if it is SCSI or IDE although I may want to put a CD-ROM onto the system at
some point which may indicate that SCSI would be the better option?

May be a second hand unit could be the go?

Any body who would like to share there ideas please go ahead!

Thanks

7809. Re: Communiqué from Rodolphe Czuba

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 22:04:54 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.12.04.22.04.52.477857@removenoaspam.atari-source.com>
Source record: 22341

On Thu, 04 Dec 2003 00:37:47 +0100, Remi Villatel wrote:

> Rodolphe asked for a translation. Here we go... But don't forget to reply to
> him, NOT to me. I ONLY do the translation.
> ----------------
>
> In consequence of a swindle from the society VERNAL ELM to which I ordered
> 060s that I never recieved, I lost US$1728!
>
> Needless to say that this will seriously affect the development of the
> PCI-USB card for the CT60!
>
> If somebody has a long arm to the US embassy in France, it's the right time
> to let us know... because this kind of international litigation is very
> unlikely to be resolved through usual ways. A miracle is needed...
>
> Somebody in USA wanted to help but he's not in the right state and it's a
> too long way for him to go and kick some ass!
>
> If the Atari fellowship could link us to US citizens willing to do an
> incursion over there or, at least, willing to help me to start a legal
> action on their side of the Atlantic.
>
> For the moment, PAYPAL --with which I paid-- is still investigating but
> doesn't refund unless you complain in the 30 days after the day of payment.
> It was on july, the 28th... so no refund from PAYPAL...
>
> I feel sorry to know that corrupted people spoil the Atari world over there too!
>
> For the moment, I've missed fourteen 060s and it's obvious that the last
> sendings will be delayed.
>
> And I can't even refund the buyers...
>
> Needless to say that even if I find other 060s, you'll have to wait until I
> have the money to buy them...
>
> You can't always do what you want with the family resources.
>
> So, DON'T BY 060s FROM:
>
> Vernal Elm LLC
> 239B Front St.
> New Haven, CT 06513, USA

> sales@vernalelm.com
> FAX: (720) 294-4128
>
> They don't deliver any more!!!
>
> A Swiss has been racketed too while paying by VISA! And according to what I
> read, there are other ones on eBay.
>
> I was told that the society is located in a nasty area full of dope! Imagine
> what these $1728 became...
>
> ====================
> Rodolphe
> rczuba-AT-free-DOT-fr
> ====================

I have off work from December 20th-January 2nd. I live in Pennsylvania,
New Haven is about 6 hour drive, no big deal. Let me know what you want
me to do.

Thanks
Mark

7810. Re: Communiqué from Rodolphe Czuba

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 22:26:16 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0312041426.368aa831@posting.google.com>
Source record: 22342

Remi Villatel <maxilys@SPAMCOP.normandnet.fr> wrote in message
news:<bqls4c$dc5$1@news.tiscali.fr>...
> Rodolphe asked for a translation. Here we go... But don't forget to reply to
> him, NOT to me. I ONLY do the translation.
> ----------------
>
> In consequence of a swindle from the society VERNAL ELM to which I ordered
> 060s that I never recieved, I lost US$1728!
>
I am very sorry to hear that.

> If the Atari fellowship could link us to US citizens willing to do an
> incursion over there or, at least, willing to help me to start a legal
> action on their side of the Atlantic.
>
Internet and mail fraud is so rampant in the US that the authorities
rarely do anything about it besides add to their database of
complaints. (They do go after the worst offenders, but from what I
can tell, most victims never recover anything.) If you wish to report
your loss, I'd suggest http://www1.ifccfbi.gov/index.asp , which is
the FBI's Internet Fraud Complaint Center. Due to the small amount of
money lost (that's "small" by the law's definition, not mine), you'd
probably have to go to small claims court in Connecticut in order to
have the government intervene. I don't know if you can have a
non-lawyer represent you, and a lawyer would almost certainly cost
most if not all of what you lost. You can also contact www.bbb.org .
This won't help you (more likely than not), but anyone who checks
their website will know that others have had problems with that site.

> So, DON'T BY 060s FROM:
>
> Vernal Elm LLC
> 239B Front St.
> New Haven, CT 06513, USA
> sales@vernalelm.com
> FAX: (720) 294-4128
>
> They don't deliver any more!!!
>
An Internet search of the address yielded:
Berkowitz, Benjamin
239 Front St, Unit B
New Haven, CT 06513
(203) 752-0814

I didn't bother to verify this information.

For the record, I contacted Vernal Elm in October 2003 about ordering a 68060 and recieved three emails in short order telling me that they were in good supply. This was about the time Rodolphe first noted that his order hadn't arrived, so I decided to wait on my purchase. Apparently, that was a good idea.

Galen

7811. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 22:49:04 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <vdevsvo5887skt641u2su763jdpu2qvkf0@4ax.com>
Source record: 22343

On Thu, 04 Dec 2003 19:56:40 +0200, Jean-Luc CECCOLI <wdwd@wd.com>
wrote:

>Dans le message <slrnbsssn3.3ms.atari@core.preferuje.luzik.pl>
>Adam Klobukowski a ï¿½crit:
>>On Wed, 03 Dec 2003 21:00:54 +0000, Meffy <methanoid_AT_@hotmail.com> had a
>>noticeable pleasure while writting:
>
>Hello,
>
>>> Is there anywhere (resource) that tells me the differences as I might
>>> need a new Falcon PSU
>
>>Falcon PSUs are better then ST (can handle bigger load) and have diffrent
>>connector to the mainboard.
>
>I adapted an AT (not ATX) psu so as it could fit the Falcon's
>connector : very easy, indeed ;-)
>The only problem is that it can't fit in the original case :-(
>
>J.-Luc
Would love some info on it... also I am thinking of getting a Falcon
or STE towered... need to know mobo sizes.... any help on that???

7812. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 22:49:29 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <bfevsvo61d94itmn8g31gjniutog0lf9pr@4ax.com>
Source record: 22344

On Thu, 4 Dec 2003 14:19:06 -0000, "puggy"
<ntlnews@nospamsopissoffpugland.com> wrote:

>
>> Also, I'd love to know where on ebay these $25 machines are! They rarely
>CLOSE
>> out that low, and when they do...it's often so much crap in the box it'll
>cost
>> $100 to ship it home. Also watch the fine print...a lot of auctions have
>a
>> MINIMUM $20 s/h fee and such rot as that.
>
>http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2770082118&category=162
>2 atari st's, ï¿½5 uk only about 5 hours left
>http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3062719175&category=385
>97 1 atari ï¿½7.50 -3 days 15 hours left
>http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3062779082&category=385
>97 1 atari ï¿½8.50 -4 days 1 hour left
>
>And there's a lot more out there if you look!!!
>

Yeah, I bought those 2 STEs !! :-)

7813. Re: Communiqué from Rodolphe Czuba

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 22:55:36 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bqoe18$g1$1@thorium.cix.co.uk>
Source record: 22345

In message <BBF42E76.3C91%gfabasic@mint.net>, gfabasic@mint.net said:

>It is most unfortunate to hear of such a loss. I don't really know what
>this better business bureau can do, but it cannot hurt if all the people
>burnt by Vernal file a complaint at the site.

As I said to Rodolphe in a mail, he might try contacting the FBI,
as this surey constitutes wire fraud, which is a federal offence.

Regards, /Peter/

7814. Re: [CuBase Audio] White noise static from

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 23:00:23 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <3%Ozb.337$V7.249@bignews6.bellsouth.net>
Source record: 22346

> "Sasa Andrijasevic" wrote in message:
>
> try with optical cables first?

The device I intend to use is coax only.
It's an Art DI/O with a tube driven preamp. It's a relatively simple box with a pair each of audio inputs and outputs, COAX S/PDIF in and out, and a variety of clock signals and sample rates to choose from.
Essentially, it's just an A/D-D/A brick in S/PDIF format.

The DI/O can clock at 44.1, 48, 88.2, 96khz or lock with an external clock...all this is 24bit S/PDIF.
CAF reports that in both the 44.1 and 48 modes, the signals are there respectively, and proper, and seems to sync up just fine in either of these two modes. The right channel is clear as a bell when recording. The left however, is pure static. I find this odd since it's a digital signal all going over the same cable. Strange that the clock signal, and the right channel makes it but the left is nothing but noise.

To be more specific, I can choose FDI Right in the CAF hardware setup, and record a lovely, rich, tube enhanced mono track via whatever is plugged into the right channel of the D/IO. If I select FDI Left, it's nothing but static. If it's a Stereo (any) track...the left side is static, the right side clear as a bell.

Yes, the static is in the CAF monitor....so it's not something that's occuring during the actual recording/sampleing process.

I've been digging in years worth of newsgroup archives and have read something about older SoundPool FDI units that were shipped as 16bit units, and can be upgraded with an inexpensive GAL to 24bit. Could this be the problem? If I can find that GAL I'll certianly give it a try.

I'm also wondering if there are any manuals, software, or drivers that go with the FDI that I should use. I did not get any disks or manuals with the unit, and the CAF manuals only mention the device in passing, without many details. I do have a little program that came with the Studio Son demo package called FDI-INIT.PRG, and I tried this in the auto folder, as well as from the desk top. It didn't change anything. BTW, Studio Son doesn't see the FDI at all...it's simply greyed out...but it could be that it never was implemented in the Demo/Free version to begin with.

With CAF, things work wonderfully the other way around....signals sent to Falcon BUS 1 come through the FDI-DI/O's outputs crystal clear, and that tube warms things up considerably....making the mix much less digitized feeling.

I did indeed test the DI/O, and the cable a couple different ways to ensure it was not malfunctioning.
One can use a coax cable to patch the DI/O's digital half back into itself and use it like a stand alone tube preamp. In this mode both channels and all the cables work perfectly...so that rules out the DI/O or cables being faulty.

> is evrything properly grounded?

As far as I know. All of this kit is on the same grounded circut with correct polarity on all the plugs, and such as that. If any grounding is required besides what's built into the usual cableing, it hasn't been done. Any tips or checks you have to offer and I'll certianly look into it.

> where from do you take clock? DAT or MD?

The DI/O has a selector switch to choose between clocks. This is where I get the signal, from the DI/O itelf.

I did try to get it working in all the various TOS/CT2b modes, with patched and unpatched MROS versions, etc..... and in every instance, it's the same static sound in the FDI left channel. Also been through all the motions of trying it with AHDI, HDDriver, Cecil, etc....just in case there was something going on in that arena.

I'm hoping it's just that GAL update. Anyone know how I can tell if mine is the latest one or not?

Thanks,
Brian

7815. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 23:10:45 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <47Pzb.631$E7.244@bignews5.bellsouth.net>
Source record: 22347

> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2770082118&category=162
> 2 atari st's, ï¿½5 uk only about 5 hours left
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3062719175&category=385
> 97 1 atari ï¿½7.50 -3 days 15 hours left
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3062779082&category=385
> 97 1 atari ï¿½8.50 -4 days 1 hour left
>
> And there's a lot more out there if you look!!!

But you never see what they actually close out at.
5 hours is a LOT of time in an online auction....
Most bids are settled in the very last seconds.
From my experience anyways....

Also, that's sterling currency. Dollar agaisnt the pound, and shipping across the Atlantic...you can pretty much double, if not triple the cost. I dunno how long it takes, and how hard it is to earn 5punds sterling....but when I import my own british goods myself, it usually ends up being quite a chunk of change ;)

All I'm trying to say is this.
If you need it now, and you want a warranty, and want it in new or fully refurbished condition, $75 isn't all that unreasonable for a ST keyboard....ESP if it's a Mega or TT style.

Brian

7816. Re: Communiqu? from Rodolphe Czuba

Newsgroup: comp.sys.atari.st
Date: 2003-12-04 23:54:24 UTC
From: Keith Scroggins <kws@radix.net>
Message-ID: <bqohfgnij1@news1.radix.net>
Source record: 22348

Mark D <mducksub@removenoaspam.atari-source.com> wrote:

: I have off work from December 20th-January 2nd. I live in Pennsylvania,
: New Haven is about 6 hour drive, no big deal. Let me know what you want
: me to do.

: Thanks
: Mark

Did you need reinforcements as well? I've been lifting weights since we met! :) 3 days a week at the gym.

BTW, still have not found an Atari made Falcon 4 Meg RAM board, but I am looking.

Also, a good place to file a complaint is http://www.ifccfbi.gov

I have used it once, and actually got results. It may take time, but when the person at the other end of the complaint gets a call, they tend to become much more responsive.

Keith

7817. Re: Hard Drive for STE

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 00:03:42 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <iWPzb.765$E7.552@bignews5.bellsouth.net>
Source record: 22349

"Allan Davis" <acs@webaxs.net> wrote in message
news:bqoaof$29lj$1@arachne.labyrinth.net.au...
> I am looking for the best solution to put a Hard Drive on my 4 Meg STE.
> Cost, capacity, ease of use are the main considerations. It doesn't matter
> if it is SCSI or IDE although I may want to put a CD-ROM onto the system at
> some point which may indicate that SCSI would be the better option?

Hi Allan...
If you can find one....
There was a batch or two of Link 97 SCSI hosts done to fit the STe internally.
That's the BEST way to go in my opinion, as this card will do you well with
pretty much any SCSI I or SCSI II device, and it fits neatly inside the MegaSTe
case, and so can your drive. If you later did want to run some external SCSI,
it'd be as easy as using a ribbon cable with your choice of Large or small
Centronics on the far end...with a removeable external terminator pack (or a
simple little toggle switch to enable/disable termination on the internal drive
as needed).

Those are hard boards to find tho.....

Another internal option is Atari's own MegaSTe/STacy host adaptor....
You can likely find one of these just about anywhere that still stocks things
Atari...
Best, ATY, Atari Workshop, Wizztronics, etc....
The catch with this this host, is that AFAIK, it's going to limit you to a 1gig
drive....and you can only connect one device...unless you do a hack job on
it...in which case it will drive two SCSI devices...but that's it. This board
doesn't support parity either! It's a SCSI I host...and doesn't like long
cables at all. This host doesn't generate parity either...so you'll need a
drive that parity can be disabled...or hack in a parity chip (quite a bit of
soldering involved here). Still, all in all, if you shop around, you might get
this host with a compatable drive for a reasonable price, and it'll get the job
done...and would save ya a good bit on casing/power supply/cabling issues.

Next, there are the external options.
These come in a variety of forms and ages....
The best is if you can find a Link 97 or ICD Link II.
These hosts are basically an external cable with some circutry built in, and
they plug into the Hard Disk (ASCI) port of the ST/e.

Both of these will need to get 5v from somewhere (most fixed SCSI drives can
supply this no problem), but both do a good job of supporting a vast array of
SCSI I and II type devices, and either should be
able to deal with larger/more modern drives.

The 'link' hosts are set up for external cabling. So you'll either need to figure a way to loop it back inside your STe's drive bay, or invest in casing and power supply for your 'external' drive.

There are some IDE kits so I hear....I don't know a thing about them....or where they can be found.
Maybe someone else will pipe in with that info.

Finally...there are the old pizza/shoebox options....
Atari's own Megafiles and SH lines....
Various kits built around ICD, SUPRA, etc hosts that mount in the box with your hard drive.
These range from really early ASCI/SCSI/RLL-MFM kits, to pretty modern SCSI I boards. They're getting quite aged and hard to find parts for at a reasonable price....however, if you see a good deal on one somewhere...it's pretty much plug and play ;)

As for drives themselves....
Know what host you're getting and go from there.
Seagate drives are really good about being highly configurable to happily go into just about any SCSI array imaginable...just about anything they make SCSI I or II will work with all the hosts...a majority of the Seagate SCSI III Wide will work with an adaptor as well.

If you want something with removeable media....

All the Syquest SCSI removeables (44, 66, EZ135, Syjet, etc...) should be fine with any of the SCSI hosts you're likely to find.

IOmega Jaz should be fine.

For IOmega SCSI Zip drives, your host must support parity, and keep in mind that this drive has no way of supplying term power to the bus...which means if you have a Link type adaptor, and this is the only drive you connect...you'll need to tap 5v from somewhere to power the Link host. If you can read German and French....the Chips'n'Chips HYP set gives all sorts of tips on hacking Zip drives to be plug and go...as well as various other hacks to make various drives work with various hosts. I don't know the URL for chips'n'chips....but a google search should pull it up right away.

Hope this is helpful,
Brian

7818. Re: Communiqu? from Rodolphe Czuba

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 00:46:39 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <PzQzb.39959$aT.33583@news-server.bigpond.net.au>
Source record: 22350

"Keith Scroggins" <kws@radix.net> wrote in message
news:bqohfgnij1@news1.radix.net...
> Mark D <mducksub@removenoaspam.atari-source.com> wrote:
>
> : I have off work from December 20th-January 2nd. I live in Pennsylvania,
> : New Haven is about 6 hour drive, no big deal. Let me know what you want
> : me to do.
>
> : Thanks
> : Mark
>
> Did you need reinforcements as well? I've been lifting weights since we
> met! :) 3 days a week at the gym.
>
> BTW, still have not found an Atari made Falcon 4 Meg RAM board, but I am
> looking.

Hello Keith, you want an Atari 4MB Falcon board? I have 3, could let one go
for a modest amount if you need it. Would also love to help in the states,
but Aussie is a little far....

Mark Bedingfield

7819. Connection HELP Foxinternet

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 00:55:50 UTC
From: Clayton Murray <claytone@foxinternet.com>
Message-ID: <qIQzb.302$ss.10661@bcandid.telisphere.com>
Source record: 22351

Hi all-

Does anyone have their Atari online using foxinternet.com? I've
been using them for over 6 years with both my Atari and
Whine-Doze machines going online without problems. HOWEVER...
foxinternet just upgraded their system (as of 01-Dec), and altho
the PC is fine, my Atari is no longer happy with the setup!
:-(I had to change "login:" to "Login:" to get thru the login
procedure, but now it's having a problem negotiating PPP
connection. Sometimes it IS successful (supposedly), but I'm not
able to do anything at all - check or retrieve email, get
newsgroups, browse. Other times the PPP negotiation times out.

Foxinternet covers most of USA, so I was hoping that someone else
may have gotten things figured out. I'm using Stik II, which has
always worked very well for me. Any help would be greatly
apprectiated, as I much prefer my Atari Falcon for emailing - and
use it for about 90% of all emails, using Newsie.

Thanks very much,

-Clayton Murray
Seattle, WA USA
.

7820. Re: Monitor Cables

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 04:08:46 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vt016erlqugd2e@corp.supernews.com>
Source record: 22352

"Bob Trabucco" <bobtrabucco@NOSPAMyahoo.com> wrote in message
news:NDjzb.3628$AM3.169476@twister.tampabay.rr.com...
> Hello All,
>
> I just recently dug out my old Atari ST & 8-bit stuff for the fun of it.
Is
> there any way of connecting these to my PC's monitor & speakers?
>
> Thanks!
>
> Bob

There is a way. But it will cost you. There are SVGA adaptors for ST but
AFAIK do ST Mono only. $50+ if I remember correctly. As far a 8bits you
will need to get a Composite to VGA adaptor, again very expensive.

Better off getting a real Atari ST or Commodore (for 8bits) monitor off
fleaBay.

Tim

7821. Re: ADV: Atari Xmas Gift/Sales!

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 06:09:30 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <wOKdnQzW4eeHvE2iRVn-sA@comcast.com>
Source record: 22353
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

In article <Pine.LNX.4.44.0312040142210.9388-100000@onyx.spiritone.com>,
Bravo Sierra Computers <atari@aracnet.com> wrote:
>OK, I'm keeping this short. For Christmas, I have a Gift for my Customers!

So you are biased against those who celebrate Hanukkah, Ramadan, or
Kwanzaa. You bastard.

--
0--0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0--0

7822. Re: Communiqu? from Rodolphe Czuba

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 07:29:31 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.12.05.07.29.31.289370@nossspamXXatari-source.com>
Source record: 22354

On Thu, 04 Dec 2003 23:54:24 +0000, Keith Scroggins wrote:

> Mark D <mducksub@removenoaspam.atari-source.com> wrote:
>
> : I have off work from December 20th-January 2nd. I live in Pennsylvania,
> : New Haven is about 6 hour drive, no big deal. Let me know what you want
> : me to do.
>
> : Thanks
> : Mark
>
> Did you need reinforcements as well? I've been lifting weights since we
> met! :) 3 days a week at the gym.
>
> BTW, still have not found an Atari made Falcon 4 Meg RAM board, but I am
> looking.
>

Keith, BTW I found one ;-)

Thanks,
Mark

7823. Re: Hard Drive for STE

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 08:03:58 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bqpe5e$24fkqi$1@ID-27442.news.uni-berlin.de>
Source record: 22355

Brian Roland wrote:

> That's the BEST way to go in my opinion, as this card will do you well with
> pretty much any SCSI I or SCSI II device, and it fits neatly inside the MegaSTe

SCSI III will work as well, by the way, since it is backwards compatible
to older SCSI standards.

--

Dr. Uwe Seimet http://www.seimet.de

7824. Re: Connection HELP Foxinternet

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 08:32:42 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <KoXzb.175$Pm5.159633@newshog.newsread.com>
Source record: 22356

On 5 Dec 2003 00:55:50 G, "Clayton Murray" wrote:
>Hi all-
>
>Does anyone have their Atari online using foxinternet.com? I've
>been using them for over 6 years with both my Atari and
>Whine-Doze machines going online without problems. HOWEVER...
>foxinternet just upgraded their system (as of 01-Dec), and altho
>the PC is fine, my Atari is no longer happy with the setup!
>:-(I had to change "login:" to "Login:" to get thru the login
>procedure, but now it's having a problem negotiating PPP
>connection. Sometimes it IS successful (supposedly), but I'm not
>able to do anything at all - check or retrieve email, get
>newsgroups, browse. Other times the PPP negotiation times out.
>
>Foxinternet covers most of USA, so I was hoping that someone else
>may have gotten things figured out. I'm using Stik II, which has
>always worked very well for me. Any help would be greatly
>apprectiated, as I much prefer my Atari Falcon for emailing - and
>use it for about 90% of all emails, using Newsie.
>
>Thanks very much,
>
>-Clayton Murray
>Seattle, WA USA
>..

I had a similer trouble with Earthlink. A partial solution was to
dial in with a terminal program such as Starcall or FlashII to see what
the login prompts were but the main problem was that their prompt for
username expected "ELN/" in front of my username (found that out in a
conversation with their tech guy at 3am). Hope that something similer is
all you need!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7825. Re: HD Update!

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 08:56:31 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <3LXzb.181$MY.155359@monger.newsread.com>
Source record: 22357

```
On 4 Dec 2003 23:11:23 G, Rustynutt wrote:
>On Thu, 04 Dec 2003 04:33:58 GMT, swamptaxes-NOT-@atlantic.net (John
>Garone) wrote:
>
>>On 4 Dec 2003 01:52:07 G, Rustynutt wrote:
>>>On Wed, 03 Dec 2003 18:46:06 GMT, swamptaxes-NOT-@atlantic.net (John
>>>Garone) wrote:
>>>
>>>>On 3 Dec 2003 06:29:02 G, Rustynutt wrote:
>>>>>On Wed, 03 Dec 2003 03:28:23 GMT, swamptaxes-NOT-@atlantic.net (John
>>>>>Garone) wrote:
>>>>>
>>>>>>On 3 Dec 2003 02:29:25 G, Rustynutt wrote:
>>>>>>>On Tue, 02 Dec 2003 09:06:58 +0100, Uwe Seimet <Uwe.Seimet@seimet.de>
>>>>>>>wrote:
>>>>>>>
>>>>>>>>John Garone wrote:
>>>>>>>>
>>>>>>>>> I should have mentioned that when I ran Xeferrate I had the Phantom
>>>>>>>>> excellerator installed (50mhz clock to Combel and DSP....25mhz to the CPU,
>>>>>>>>> FPU, SDMA and the Expansion bus. Would that effect SCSI ? If so I'm
>>>>>>>>> surely at max!
>>>>>>>>>
>>>>>>>>I am not sure. What about the SCSI controller? Does it also run faster.
>>>>>>>>I don't think that any chip can simply be overclocked.
>>>>>>>>
>>>>>>>I inadvertently over clocked the SDMA (32mhz std) to 40 mhz once.
>>>>>>>It didn't work.
>>>>>>>Mike
>>>>>>>.
>>>>>>>
>>>>>>> if I understand correctly, normally the SDMA is clocked at 16mhz.
>>>>>>Combel gets 32mhz with 16mhz out from Combel to FPU, CPU, SDMA....
>>>>>>so if Combel gets 50mhz then it outpus 25mhz. So it sounds like you went
>>>>>>from 16mhz to 40mhz. The rest is over my head!
>>>>>>
>>>>>>John
>>>>>>P.S.
>>>>>> To Reply by E-mail, please remove -NOT- from my address!
>>>>>
>>>>>The SDMA utilizes a 32Mhz clock, same oscillator as the DSP for
>>>>>several functions. I think it latches on the bus clock , pin 104, (at
>>>>>what ever speed your running), to determine timing for bus events, but
>>>>>don't take my word for it. The field service manual only says it is
```

>>>>>used for feedback for the 32Mhz oscillator. It would be hard to tell
>>>>>how it actually works without the code.
>>>>>Simpler put, the SDMA will still run without the bus clock attached,
>>>>>however it will not function properly without the bus clock. Most
>>>>>"buffer" mods invert the bus clock (provide latency) in order for the
>>>>>SDMA to "latch on". There are a few other statements in the manual
>>>>>concerning DMA errors, but Atari built in the problem here, so it's
>>>>>pretty academic now.
>>>>>Mike
>>>>>.
>>>>
>>>> ok. So my confusion was related to the clock patch which distributes
>>>>16mhz to FPU, CPU, Expansion bus and SDMA (pin 110). The SDMA 32mhz I
>>>>believe comes from the DSP crystal. If so, mine is at 50 mhz with the
>>>>Phantom SE (25mhz to pin 110). Just a guess but maby your SDMA did'nt work
>>>>do to a different timing multiple (40 to SDMA and 32 to CPU, etc.) ?
>>>>
>>>>John
>>>>P.S.
>>>> To Reply by E-mail, please remove -NOT- from my address!
>>>
>>>**
>>>
>>>:)
>>>The DSP modification requires the trace from the 32mHz oscillator
>>>feeding it to be cut to work, with the trace to the DMA left intact.
>>>Your SDMA is running at 32mHz.
>>>
>>>Mike
>>>.
>>
>> would you mind if we continue this discussion by E-mail? I don't think
>>Ctirad would appreciate too much said about his Phantom in public!
>>
>>John
>
>???? Nothing bad is being said as far as I know. If you installed the
>speeder, there should have been an instruction on how to do the DSP
>mod. Some have the installer cut a trace on the bottom of the
>motherboard, some cut another trace. I'm just going by the Field
>Service Manual and schematics.
>Mike
>
no, nothing out of the way was said (yet). I was going to proceed
further for clarification purposes but maby that would have been too to
close to Ctirad's circuit!
Is the Falcon Service Manual different from the Service Guide? If so,
and you have an extra one to sell let me know! Also, I could use a list of
corrections to errors in the schematics and some missing data in the guide
(like Vcc and ground pins on some IC's).

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

7826. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 11:07:28 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <0mp0tvk83lq9h55t22qd13f7vllta3qssp@4ax.com>
Source record: 22358

On Thu, 04 Dec 2003 22:49:29 +0000, Meffy <methanoid_AT_@hotmail.com>
wrote:

>On Thu, 4 Dec 2003 14:19:06 -0000, "puggy"
><ntlnews@nospamsopissoffpugland.com> wrote:
>
>>
>>> Also, I'd love to know where on ebay these $25 machines are! They rarely
>>CLOSE
>>> out that low, and when they do...it's often so much crap in the box it'll
>>cost
>>> $100 to ship it home. Also watch the fine print...a lot of auctions have
>>a
>>> MINIMUM $20 s/h fee and such rot as that.
>>
>>http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2770082118&category=162
>>2 atari st's, ï¿½5 uk only about 5 hours left
>>http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3062719175&category=385
>>97 1 atari ï¿½7.50 -3 days 15 hours left
>>http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3062779082&category=385
>>97 1 atari ï¿½8.50 -4 days 1 hour left
>>
>>And there's a lot more out there if you look!!!
>>
>
>
>Yeah, I bought those 2 STEs !! :-)
and then discovered that one was STE and one STFM despite what the
seller told me and then he got abusive when I said I only wanted the
STE's he;d told me they were by email...

Great....

7827. Re: Monitor Cables

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 13:01:58 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <al%zb.139$Bj6.49@newsfep4-winn.server.ntli.net>
Source record: 22359

Hello.

> "Bob Trabucco" <bobtrabucco@NOSPAMyahoo.com> wrote in message
> news:NDjzb.3628$AM3.169476@twister.tampabay.rr.com...
> > Hello All,
> >
> > I just recently dug out my old Atari ST & 8-bit stuff ..snip..Is
> > there any way of connecting these to my PC's monitor & speakers?

> There is a way. But it will cost you. $50+ if I remember correctly.

Hmmm. I sell the ST to SVGA adaptors, with sound, for £15 GBP, = about $40
inc shipping.

SVGA will only do hi res mono. You need a multisync monitor for colour.

> Better off getting a real Atari ST or Commodore (for 8bits) monitor off
> eBay.

Remember all the Atari monitors have production dates on them, all are now
over 10 yrs old.

For colour maybe buy an Atari SC 1224, 1435 or the Philips / Commodore
monitors.

For hi res mono a recent 15"- 17" SVGA is by far the better buy.

www.keychange.co.uk

7828. ebay items for sale

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 14:16:41 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <bqq41g$6vs$1@garrison.globalnet.hr>
Source record: 22360

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2770653981

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2770654436

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2770655068

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2770655535

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2770655930

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2770656497

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2770656941

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2770657500

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=162&item=2771135877

7829. Re: Papyrus X

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 15:22:25 UTC
From: Norbert Simon <spamkiller@no-si.de>
Message-ID: <oprzprnn0bmldby0@news.individual.de>
Source record: 22361

Am Mon, 1 Dec 2003 21:05:42 +0100 hat Martin Tarenskeen <nospam@zonnet.nl>
geschrieben:

> The German version of Papyrus X is finally there. I just downloaded the
> demo. Now I will have to decide what I like best: Tempus Word or Papyrus.
> Download the demo for both programs, and discuss in this NG to help me
> decide !
>
> Martin Tarenskeen

See TW forum,"Christmas Survey
- What you have to do...", too. You get a 15 Euro discount, if you post
your opinion there and buy lately on 12/24/2003 a TW licence. Or you may
win it! You have to log in with a user account (free, no misuse of adress
granted) to take part in this survey.

Norbert Simon

7830. IDE Flash Drive

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 17:23:33 UTC
From: Paul Lefebvre <atari@logicalvue.com>
Message-ID: <pa3Ab.183668$1N3.75597@twister.nyroc.rr.com>
Source record: 22363

Has anyone tried to use an IDE Flash Drives in a Falcon? I'm thinking of replacing the measly 65MB drive in my Falcon and would it seems like a flash drive would be a great idea, if it worked. It would be quite, fast and have no moving parts.

7831. Re: IDE Flash Drive

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 18:20:19 UTC
From: Frederic Pecourt <frederic.pecourt@stopspam-free.fr>
Message-ID: <3FD0CC63.5000000@stopspam-free.fr>
Source record: 22200

Paul Lefebvre a ï¿½crit:
> Has anyone tried to use an IDE Flash Drives in a Falcon? I'm
> thinking of replacing the measly 65MB drive in my Falcon and would it
> seems like a flash drive would be a great idea, if it worked. It would
> be quite, fast and have no moving parts.
>

I am implementing a Compact Flash II as IDE device in a STE. You should
be aware of the fact that such devices do not stand more than about 500
000 write cycles (maybe more now). This should not be a big deal except
if one is used to defrag its hard disk every day !

you can have a glance here : http://stlabs.free.fr/

there exist loads of IDE-CF adaptors including the reduced form factor
of the IDE connector like in the Falcon :
http://www.acscontrol.com/Merchant2/merchant.mv?Screen=PROD&Store_Code=ACS&Product_Code=ACS-CF-IDEToCFA-SFF&Category_Code=COMPACT_FLASH

7832. Re: Connection HELP Foxinternet

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 19:50:25 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <bqqnj7$ck3$1@bagan.srce.hr>
Source record: 22365

well, that's a known problem...
I'd say you should try with STiNG 1.26, it resolved similar problem I had...

"Clayton Murray" <claytone@foxinternet.com> wrote in message
news:qIQzb.302$ss.10661@bcandid.telisphere.com...
> Hi all-
>
> Does anyone have their Atari online using foxinternet.com? I've
> been using them for over 6 years with both my Atari and
> Whine-Doze machines going online without problems. HOWEVER...
> foxinternet just upgraded their system (as of 01-Dec), and altho
> the PC is fine, my Atari is no longer happy with the setup!
> :-(I had to change "login:" to "Login:" to get thru the login
> procedure, but now it's having a problem negotiating PPP
> connection. Sometimes it IS successful (supposedly), but I'm not
> able to do anything at all - check or retrieve email, get
> newsgroups, browse. Other times the PPP negotiation times out.
>
> Foxinternet covers most of USA, so I was hoping that someone else
> may have gotten things figured out. I'm using Stik II, which has
> always worked very well for me. Any help would be greatly
> apprectiated, as I much prefer my Atari Falcon for emailing - and
> use it for about 90% of all emails, using Newsie.
>
> Thanks very much,
>
> -Clayton Murray
> Seattle, WA USA
> .
>
>

7833. Re: IDE Flash Drive

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 19:55:34 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <bqqnsr$v9u$1@bagan.srce.hr>
Source record: 22364

as long as it is 2.5" IDE drive not bigger than 6 or 8 Gb (since TOS can't "see" partitions after P...) it should work...
I use Toshiba 6 Gb drive which works reather fine...3.5" IDE drives should also work but then it would be good idea to recase the Falcon to PC tower...

"Paul Lefebvre" <atari@logicalvue.com> wrote in message news:pa3Ab.183668$1N3.75597@twister.nyroc.rr.com...
> Has anyone tried to use an IDE Flash Drives in a Falcon? I'm
> thinking of replacing the measly 65MB drive in my Falcon and would it
> seems like a flash drive would be a great idea, if it worked. It would
> be quite, fast and have no moving parts.
>
>
>
>

7834. Re: Communiqué from Rodolphe Czuba

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 20:35:11 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0312051235.5cfc7ab2@posting.google.com>
Source record: 22366

I would be willing to donate some money so that R.C. can continue his
work. I am very happy with both my CTBII and CT060. RC is one of the
only people developing for our platform. It actually shouldn't be too
hard to raise a couple of thousand dollars.(?)
My 2 bits, Mark

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0312041426.368aa831@posting.google.com>...
> Remi Villatel <maxilys@SPAMCOP.normandnet.fr> wrote in message
news:<bqls4c$dc5$1@news.tiscali.fr>...
> > Rodolphe asked for a translation. Here we go... But don't forget to reply to
> > him, NOT to me. I ONLY do the translation.
> > ----------------
> >
> > In consequence of a swindle from the society VERNAL ELM to which I ordered
> > 060s that I never recieved, I lost US$1728!
> >
> I am very sorry to hear that.
>
> > If the Atari fellowship could link us to US citizens willing to do an
> > incursion over there or, at least, willing to help me to start a legal
> > action on their side of the Atlantic.
> >
> Internet and mail fraud is so rampant in the US that the authorities
> rarely do anything about it besides add to their database of
> complaints. (They do go after the worst offenders, but from what I
> can tell, most victims never recover anything.) If you wish to report
> your loss, I'd suggest http://www1.ifccfbi.gov/index.asp , which is
> the FBI's Internet Fraud Complaint Center. Due to the small amount of
> money lost (that's "small" by the law's definition, not mine), you'd
> probably have to go to small claims court in Connecticut in order to
> have the government intervene. I don't know if you can have a
> non-lawyer represent you, and a lawyer would almost certainly cost
> most if not all of what you lost. You can also contact www.bbb.org .
> This won't help you (more likely than not), but anyone who checks
> their website will know that others have had problems with that site.
>
> > So, DON'T BY 060s FROM:
> >
> > Vernal Elm LLC
> > 239B Front St.
> > New Haven, CT 06513, USA
> > sales@vernalelm.com
> > FAX: (720) 294-4128

> >
> > They don't deliver any more!!!
> >
> An Internet search of the address yielded:
> Berkowitz, Benjamin
> 239 Front St, Unit B
> New Haven, CT 06513
> (203) 752-0814
>
> I didn't bother to verify this information.
>
> For the record, I contacted Vernal Elm in October 2003 about ordering
> a 68060 and recieved three emails in short order telling me that they
> were in good supply. This was about the time Rodolphe first noted
> that his order hadn't arrived, so I decided to wait on my purchase.
> Apparently, that was a good idea.
>
> Galen

7835. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-12-05 20:37:25 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <906Ab.218$Pm5.188098@newshog.newsread.com>
Source record: 22367

On 1 Dec 2003 16:24:43 -, "Brian Roland" wrote:
>> >> Hi All,
>> >> What's a good # for FAT and Data caches for a 14 meg Falcon?
>
>I say experiment ;)
>Too many variables exist from set-up to set up, such as the type of drive(s) and
>applications, and the style of operation you're using.
>
>Try things and see what seems to work best for you.
>It'd be cool if you'll tell us what you discover :)
>
>Brian

I noticed that when set to 500/500 there is almost constant saving to
the hard drive when downloading (with CAB). So I have it set to 100/100
getting an access at about 250k worth of download (less wear on the hd).

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7836. Tos Error 35

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 01:47:12 UTC
From: Jason Davey <acs@webaxs.net>
Message-ID: <bqrdt0$u6a$1@arachne.labyrinth.net.au>
Source record: 22368

Does any one know what TOS Error 35 on an STE means?

Cheers.

7837. Parallel ZIP drive on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 01:54:35 UTC
From: Jason Davey <acs@webaxs.net>
Message-ID: <bqrdt5$u6a$2@arachne.labyrinth.net.au>
Source record: 22369

Hi all,
does any one know if it is possible to connect a parallel Zip drive to a
ST/STE? If this hasn't happened is it because of technical reasons that make
it hard or impossible to write a driver?

Thanks

7838. Re: Parallel ZIP drive on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 04:29:16 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1031206002539.6788A-100000@halifax.chebucto.ns.ca>
Source record: 22370

There is a hack on Aminet (for Amigas) to allow Amigas to run a parallel zip drive even though the Amiga suffers the same shortcomings as the ST in the parallel port configuration. The hack utilizes extra lines through a second cord running into the joystick port. I'm surprised that some enterprising ST'er hasn't created an Atari version of that hack to allow for parallel zip drives on the ST.

On Sat, 6 Dec 2003, Jason Davey wrote:

> Hi all,
> does any one know if it is possible to connect a parallel Zip drive to a
> ST/STE? If this hasn't happened is it because of technical reasons that make
> it hard or impossible to write a driver?
>
> Thanks
>
>
>
>

7839. Re: Parallel ZIP drive on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 09:27:17 UTC
From: Bill <Bgates@microsoft.com>
Message-ID: <3fd1a0e2$0$1729$5a62ac22@freenews.iinet.net.au>
Source record: 22371

NO

SCSI only through an appropriate interface.

"Jason Davey" <acs@webaxs.net> wrote in message
news:bqrdt5$u6a$2@arachne.labyrinth.net.au...
> Hi all,
> does any one know if it is possible to connect a parallel Zip drive to a
> ST/STE? If this hasn't happened is it because of technical reasons that
make
> it hard or impossible to write a driver?
>
> Thanks
>
>

7840. Re: Connection HELP Foxinternet

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 12:17:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fd1742e35e0a2@comcast.net>
Source record: 22372

>Hi all-
>
>Does anyone have their Atari online using foxinternet.com? I've
>been using them for over 6 years with both my Atari and
>Whine-Doze machines going online without problems. HOWEVER...
>foxinternet just upgraded their system (as of 01-Dec), and altho
>the PC is fine, my Atari is no longer happy with the setup!
>:-(I had to change "login:" to "Login:" to get thru the login
>procedure, but now it's having a problem negotiating PPP
>connection. Sometimes it IS successful (supposedly), but I'm not
>able to do anything at all - check or retrieve email, get
>newsgroups, browse. Other times the PPP negotiation times out.
>
>Foxinternet covers most of USA, so I was hoping that someone else
>may have gotten things figured out. I'm using Stik II, which has
>always worked very well for me. Any help would be greatly
>apprectiated, as I much prefer my Atari Falcon for emailing - and
>use it for about 90% of all emails, using Newsie.
>
>Thanks very much,
>
>-Clayton Murray
>Seattle, WA USA

I had this trouble before when I was doing dial-up. To fix it I
logged on using a regular dialing telcom program like StarCall. I
looked at what the site was asking for and then adjusted my sign
on procedure accordingly. Worked fine after that...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7841. Re: Monitor Cables

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 12:17:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fd1742e35e0a3@comcast.net>
Source record: 22374

>Hello All,
>
>I just recently dug out my old Atari ST & 8-bit stuff for the fun of it. Is
>there any way of connecting these to my PC's monitor & speakers?
>
>Thanks!
>
>Bob

Well I bought the Commodore monitor cable from B&C for 8-bit XL/XE
sytems and then bought a video converter. I was able to run my
XL/XE computers on my SVA Compaq monitor. Looked great. For my STe
I bought an old piece of hardware called Video Key and was able to
hook it up to my Compaq monitor using (again) a video converter.

For sound, I able to hook up a speaker using the black wire of the
Commodore 8-bit cable. On the STe, the Video Key has audio jacks
that allowed me to hook up speakers.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7842. Re: Papyrus X

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 12:17:49 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fd1742e35e0a4@comcast.net>
Source record: 22373

>The German version of Papyrus X is finally there. I just downloaded the
>demo. Now I will have to decide what I like best: Tempus Word or Papyrus.
>Download the demo for both programs, and discuss in this NG to help me
>decide !
>
>Martin Tarenskeen

Hello Martin,

Are we talking about a TOS version?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7843. Re: Taskbar for MagiC; testers wanted

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 12:17:49 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fd1742e35e0a5@comcast.net>
Source record: 22375

>I've been working a bit on Taskbar lately, fixing bugs and trying to get
>it working properly under MagiC. I hope that the problems related to icons
>under MagiC are gone now, as well as some problems with the control panel
>(under both MagiC and N.AES). If anybody would like to test this version
>and help me debugging it, please send me a mail.

Thanks for my fixed version Jo. It works great under Magic on my
Hades....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7844. Re: Parallel ZIP drive on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 13:26:02 UTC
From: zitoune <otoumelin@free.fr>
Message-ID: <WS3.65fbc05f.c682199f.otoumelin@free.fr>
Source record: 22199

Dans le message <bqrdt5$u6a$2@arachne.labyrinth.net.au>
Jason Davey a ï¿½crit:
>Hi all,
>does any one know if it is possible to connect a parallel Zip drive to a
>ST/STE? If this hasn't happened is it because of technical reasons that make
>it hard or impossible to write a driver?

>Thanks

Hello,it's possible to connect a parallel zip but you must ave the interface
make by woller system:http:www.woller.com.
its a cartouche =>parallel interface white some prg in auto folder to can see
the cartouche drive y ave this, but y don't ave the zip parallel.
y hope this can help you
A+

7845. Re: Papyrus X

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 15:26:46 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1070728112-337360AEicMi@xs4all.nl>
Source record: 22362

Where did you get the demo from? I cannot find
it at R.O.M.'s site....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

7846. Re: HDDriver Cache?

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 15:29:43 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fd1e626389c092@tripnet.se>
Source record: 22377

In comp.sys.atari.st <906Ab.218$Pm5.188098@newshog.newsread.com>
John Garone wrote on Fri 05-12-2003 20:37 (GMT):

>On 1 Dec 2003 16:24:43 -, "Brian Roland" wrote:
>>> >> Hi All,
>>> >> What's a good # for FAT and Data caches for a 14 meg Falcon?

> I noticed that when set to 500/500 there is almost constant saving to
>the hard drive when downloading (with CAB). So I have it set to 100/100
>getting an access at about 250k worth of download (less wear on the hd).

Note that the figures are in _sectors_. The largest sector size here is
16384 bytes (largest partition is 1 MByte) so 100 equals 1.6 MByte cache.
Quite a lot!

If I use "delayed write" of HD cache will Magic try to write this data
when it crasches badly ("System angehalten")?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7847. Re: Monitor Cables

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 15:29:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fd1e626389c093@tripnet.se>
Source record: 22376

In comp.sys.atari.st <al%zb.139$Bj6.49@newsfep4-winn.server.ntli.net>
Barrie at Keychange wrote on Fri 05-12-2003 13:01 (GMT):

>> "Bob Trabucco" <bobtrabucco@NOSPAMyahoo.com> wrote in message
>> news:NDjzb.3628$AM3.169476@twister.tampabay.rr.com...
>> > Hello All,
>> >
>> > I just recently dug out my old Atari ST & 8-bit stuff ..snip..Is
>> > there any way of connecting these to my PC's monitor & speakers?
>
>> There is a way. But it will cost you. $50+ if I remember correctly.
>
>Hmmm. I sell the ST to SVGA adaptors, with sound, for ï¿½15 GBP, = about $40
>inc shipping.

Will these adaptors provide a black&white display? I have an adaptor here
that gave sort of black&green but it could be faulty.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7848. Re: ADV: Atari Xmas Gift/Sales!

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 15:29:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fd1e626389c094@tripnet.se>
Source record: 22378
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

In comp.sys.atari.st <wOKdnQzW4eeHvE2iRVn-sA@comcast.com>
Sean Connery wrote on Fri 05-12-2003 00:09 (-0600):

>In article <Pine.LNX.4.44.0312040142210.9388-100000@onyx.spiritone.com>,
>Bravo Sierra Computers <atari@aracnet.com> wrote:
>>OK, I'm keeping this short. For Christmas, I have a Gift for my Customers!
>
>So you are biased against those who celebrate Hanukkah, Ramadan, or
>Kwanzaa. You bastard.

Wrong! Christmas is not a religious only event. Where I live we have
selebrated this event long before christianity came here (around year
1000). The Swedish word for christmas is still the older "jul" and Santa
Claus goes under the name "jul-tomte". The "tomte" is a clearly non/pre
christian folk tradition being.

I would say the same is basically valid for all Germanic countries and
possibly also the Brittish Isles. Don't know about about the former Roman
empire, though...

I talked the matter of Ramadan over with a Persian guy the other day.
Apperently he does not celebrate Ramadan as he is not a performing muslim.

Incidently people who write/say stupid things are in Swedish often called
a "tomte", often with the the christian influenced word "djï¿½vla"
(devil/bastard) put in front. Makes me wonder if you could be called a
"djï¿½vla tomte" :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7849. Re: Monitor Cables

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 16:00:21 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <k2nAb.864$Bj6.849@newsfep4-winn.server.ntli.net>
Source record: 22379

Hello.

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3fd1e626389c093@tripnet.se...
> In comp.sys.atari.st <al%zb.139$Bj6.49@newsfep4-winn.server.ntli.net>
> Barrie at Keychange wrote on Fri 05-12-2003 13:01 (GMT):
> >
> >Hmmm. I sell the ST to SVGA adaptors, with sound, for £15 GBP, = about
$40
> >inc shipping.
>
> Will these adaptors provide a black&white display? I have an adaptor here
> that gave sort of black&green but it could be faulty.

All the SVGAs I have tested gave a monochrome picture.

Is your monitor a green screen or is the adaptor an old monochrome version?

www.keychange.co.uk

7850. Re: Monitor Cables

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 16:07:03 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fd1fe964bb2500@tripnet.se>
Source record: 22380

In comp.sys.atari.st <k2nAb.864$Bj6.849@newsfep4-winn.server.ntli.net>
Barrie at Keychange wrote on Sat 06-12-2003 16:00 (GMT):

>"Kenneth Medin" <kennethm@tripnet.se> wrote in message
>news:3fd1e626389c093@tripnet.se...

>> Will these adaptors provide a black&white display? I have an adaptor here
>> that gave sort of black&green but it could be faulty.
>
>All the SVGAs I have tested gave a monochrome picture.
>
>Is your monitor a green screen or is the adaptor an old monochrome version?

Might be, I have not opened it. I don't have it right here now either.

It should just be a matter of soldering the colour pins together, I
guess. Or do your adaptors have resistors built in?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7851. Re: ebay items for sale

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 16:12:31 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <quv3tvcagi4bustv4ueklbgfejgur897hk@4ax.com>
Source record: 22381

I'd suggest your starting prices are far too high to get much (if any)
interest....

On Fri, 5 Dec 2003 15:16:41 +0100, "John Smith"
<john.smith@microsoft.com> wrote:

>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2770653981
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2770654436
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2770655068
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2770655535
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2770655930
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2770656497
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2770656941
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2770657500
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=162&item=2771135877
>
>

7852. Re: Papyrus X

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 17:12:55 UTC
From: nick@1632systems.co.uk
Message-ID: <bqt2mr$4o8$1@thorium.cix.co.uk>
Source record: 22382

PAPYRUS X
Now Released
Order NOW for Delivery This Week
Prices
Papyrus OFFICE Version X! (10)
with complete Online Documentation
�69 or 99,- Euro
For Atari TOS (4 MB min.), Mac OS X, Mac OS 9, OS/2, Win 95 � XP
Upgrades to Papyrus OFFICE X!
from Papyrus 9 OFF �34 or 49,- Euro
from Papyrus 8 OFF �41 or 59,- Euro
from Papyrus 8 WORD �48 or 69,- Euro
from Papyrus 7 �55 or 79,- Euro
from older Papyrus �62 or 89,- Euro

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

7853. Re: Papyrus X

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 18:51:43 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fd2253069dd700@tripnet.se>
Source record: 22383

In comp.sys.atari.st <1070728112-337360AEicMi@xs4all.nl>
Raoul Teulings wrote on Sat 06-12-2003 17:26 (+0200):

>Where did you get the demo from? I cannot find
>it at R.O.M.'s site....

Check http://www.rom-logicware.com/demo_x.htm
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7854. Re: Papyrus X

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 18:59:48 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fd2253069dd701@tripnet.se>
Source record: 22384

In comp.sys.atari.st <bqt2mr$4o8$1@thorium.cix.co.uk>
nick@1632systems.co.uk wrote on Sat 06-12-2003 17:12 (GMT):

>PAPYRUS X
>Now Released
>Order NOW for Delivery This Week
>Prices
>Papyrus OFFICE Version X! (10)
>with complete Online Documentation
>ï¿½69 or 99,- Euro
>For Atari TOS (4 MB min.), Mac OS X, Mac OS 9, OS/2, Win 95 ï¿½ XP

Great!

Is this actually the English version and with full English documentation?

While looking at http://www.rom-logicware.com/ it looks like PapyrusX is
only in German for any platform.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7855. AV_SERVER/fontselector

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 23:24:50 UTC
From: d.w.vanderburg@student.tudelft.nl
Message-ID: <1e582fb0.0312061524.6c3a2963@posting.google.com>
Source record: 22385

Hi,

does anyone perhaps know a good software that acts as an AV_SERVER,
and a fontselector program? I would like to use such programs in
combination with XaAES/ TeraDesk or Atari AES4.1/Atari MultiTOS
desktop, which do not provide such services by themselves.

Also I'm looking for a program that can place a picture in the
background of the desktop of e.g. TeraDesk or the MultiTOS desktop ...
I know a program DeskPic2 that does exactly this task but only works
well with single TOS.

kind regards,
Dennis

7856. Atari Items for Sale

Newsgroup: comp.sys.atari.st
Date: 2003-12-06 23:50:57 UTC
From: Denesh Bhabuta <${DB}$@cyberstrider.net>
Message-ID: <pan.2003.12.06.23.50.53.721603@cyberstrider.net>
Source record: 22386

I have a fair bit of kit to sell - Significant Other requires the house to be tidied of the kit I have accumulated over the years...

If you are interested in any of this, please drop me an email on the username denesh within the domain name in the header of this message. There is a lot more stuff apart from that listed below - I will point you to a link on one of my web sites that contains the full lists... CDs, DVDs, VCDs, Videos, Cassettes, Beanie babies, Household/Kitchen electricals, etc. All this needs to be sold before Christmas.. I am pretty much open to decent offers. :)

Some of this includes Atari kit as follows:

Accessories: Lion 320VC Hard Drive Enclosure (2 hard drives, set up for SCSI, Used with Atari)
Atari: Imagecopy 4
Atari: Jinnee
Atari: MagiCPC v1.2 with Ease
Atari: NVDI v5
Atari: Timeworks Publisher 2

Other items include (but not limited to):

Accessories: 2 Large 3.5"" Floppy Disk boxes
Book: AIX Version 4 System and Administration Guide : James Deroest
Book: Red Hat Linux 6 Inc Large RedHat Manual
Camera: Sony Ericsson CommuniCam MCA-20 Mobile Phone Camera
Camera: Sony USB Webcam Xtra Kit CMR-PC2
Computer: PIII 450MHz, 128MB RAM, DVD, Ethernet, Modem, Mini Tower
Gaming: GBA - Translucent Gameboy Advance
Gaming: GBA Carry Case
Gaming: GBA Gradius Advance (Game)
Gaming: GBA Light
Gaming: GBA Multi-Link
Gaming: GBA Namcomuseum (5 Games - Galaxian, MS Pac Man, Dig Dug, Galaga, Pole Position)
Gaming: GBA Power Adapter
Gaming: GBA Super Mario Advance (2 Games - Super Mario Bros 2, Mario Bros)
Imaging: Olympus Camedia P-150E Photo Printer
Monitor: HP 12"" Mono Monitor
Music Player: Hitachi 3D Bass Superwoofer Twin Drive Stereo Surround System
Music Player: Sony Minidisc Walkman -MZ-R30
Music Player: Sony MP3 Walkman - NW-MS7
PC card: Nokia GSM Data PCMCIA Card v2.0 (Orange network)
PCI card: D-Link DWL-520 Wireless PCI Adapter
PDA: Cassiopeia EM-500
PDA: HP Jornada 690

PDA: Palm V Communications Kit (Modem)
PDA: Palm V Louis Vuitton Leather Case
PDA: Palm Vx (Broken Screen)
Phone: Sony Ericsson T68i (slightly faulty)
Router: 2 Farallon Netopia ISDN Routers
Software: Applixware for Linux
Software: BeOS Release 4
Software: Redhat Linux 7.1 Deluxe

Regards
Denesh

7857. Re: AV_SERVER/fontselector

Newsgroup: comp.sys.atari.st
Date: 2003-12-07 00:16:09 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbt4r76.1ir.atari@core.preferuje.luzik.pl>
Source record: 22387

On 6 Dec 2003 15:24:50 -0800, Dennis van der Burg <d.w.vanderburg@student.tudelft.nl> had a noticeable pleasure while writting:
> does anyone perhaps know a good software that acts as an AV_SERVER,
> and a fontselector program? I would like to use such programs in
> combination with XaAES/ TeraDesk or Atari AES4.1/Atari MultiTOS
> desktop, which do not provide such services by themselves.

Thing does that, but it is full desktop program.

> Also I'm looking for a program that can place a picture in the
> background of the desktop of e.g. TeraDesk or the MultiTOS desktop ...
> I know a program DeskPic2 that does exactly this task but only works
> well with single TOS.

DeskPic2 hacks TOS to do it. The proper way is to implement it directly into Desktop. As Henk to do it and I think he will do it.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7858. Re: IDE Flash Drive

Newsgroup: comp.sys.atari.st
Date: 2003-12-07 03:41:03 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0312061941.19d93d69@posting.google.com>
Source record: 22388

"John Smith" <john.smith@microsoft.com> wrote in message
news:<bqqnsr$v9u$1@bagan.srce.hr>...
> "Paul Lefebvre" <atari@logicalvue.com> wrote in message
> news:pa3Ab.183668$1N3.75597@twister.nyroc.rr.com...
> > Has anyone tried to use an IDE Flash Drives in a Falcon? I'm
> > thinking of replacing the measly 65MB drive in my Falcon and would it
> > seems like a flash drive would be a great idea, if it worked. It would
> > be quite, fast and have no moving parts.
> >
> as long as it is 2.5" IDE drive not bigger than 6 or 8 Gb (since TOS can't
> "see" partitions after P...) it should work...
> I use Toshiba 6 Gb drive which works reather fine...3.5" IDE drives should
> also work but then it would be good idea to recase the Falcon to PC tower...

I've thought about it too, and still might go that route someday.
Here is a link for an ICD to CF adapter. Just add a CF card and off
you (should) go. http://store.mini-box.com/ituner/cfdisk2d.html

Galen

7859. Re: AV_SERVER/fontselector

Newsgroup: comp.sys.atari.st
Date: 2003-12-07 06:19:56 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <6FzAb.6377$2B6.1218182@news.siol.net>
Source record: 22389

Dennis van der Burg wrote:

> does anyone perhaps know a good software that acts as an AV_SERVER,
> and a fontselector program? I would like to use such programs in
> combination with XaAES/ TeraDesk or Atari AES4.1/Atari MultiTOS
> desktop, which do not provide such services by themselves.
>
> Also I'm looking for a program that can place a picture in the
> background of the desktop of e.g. TeraDesk or the MultiTOS desktop ...
> I know a program DeskPic2 that does exactly this task but only works
> well with single TOS.

Thing does it. Both act asa AV_SERVER and FontSelector, also support
dragfont etc.. Thing is a good choice.

Janez

7860. FA: Hard Drive for Atari ST by Supra

Newsgroup: comp.sys.atari.st
Date: 2003-12-07 10:18:25 UTC
From: L Kitchens <n0spamatallmart3652@bellsouth.net>
Message-ID: <u6DAb.7238$nH.5057@bignews6.bellsouth.net>
Source record: 22390

For Auction:

The Supra 20MB drive for Atari ST
http://page.auctions.shopping.yahoo.com/auction/83162193

Untested but very pleasing Atari 520ST:
http://page.auctions.shopping.yahoo.com/auction/83162011

Thanks! For auction soon - the Supra 40MB drive and 520STFM computer.

7861. Re: Papyrus X

Newsgroup: comp.sys.atari.st
Date: 2003-12-07 11:19:24 UTC
From: nick@1632systems.co.uk
Message-ID: <bqv2c1$2a3$1@thorium.cix.co.uk>
Source record: 22391

Yes it is and as soon as I get time I will update my web pages with the details

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

7862. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-12-07 13:52:16 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.12.07.13.52.10.107231@pandora.be>
Source record: 22392
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/atarirc-129.zip
(185.054 bytes) Nice GEM-based IRC-client for Stik/STing/Gluestik

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka312.zip
(843.556 bytes) 2D Graph Describer, 3D Modeller, complete version.
To use Eureka to its full extend one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka312-020.zip
(852.571 bytes) 68020 version.
To use Eureka to its full extend one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka312-fpu.zip
(805.191 bytes) fpu version.
To use Eureka to its full extend one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka312-lite.zip
(236.901 bytes) light version which can run on ST with 780 kb floppy drive

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/lib_dgem.zip (119.834 bytes)

**programming**
ftp://chapelie.rma.ac.be/atari/programming/open_gl/tiny045.zip
(264.793 bytes) TinyGL is intended to be a very small implementation of a
subset of OpenGL* for embedded systems or games. It is a software only implementation.

Have Fun,
Martin
```

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

7863. Atari Falcon SCSI Issues?

Newsgroup: comp.sys.atari.st
Date: 2003-12-07 14:36:35 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0312070636.37b780f3@posting.google.com>
Source record: 22393

I have a Falcon 030 (stock) with 14MB RAM
and an external Yamaha CD-RW.

Using MiNT/MultiTos, TOS ROMS 4.02, 63MB IDE (internal) HD, 68882
FPU....
I was messing around with ACE from New Beat Software... and I couldn't
get it to load properly under MiNT.(it would freeze) so I tried it
just in straight TOS and it loads only with a orange background and
everythings messed up looking (well, its hard to see with the orange)
and
doesn't seem right.

I unhooked my SCSI CD drive and wham, it works just fine in MiNT....
now... is this a serious issue? I know I've read and heard about scsi
/ audio related
issues but what can I do?

Thanks for any tips, tricks and advice!

Clint Thompson

7864. Atari Online News, Etc. #05-49

Newsgroup: comp.sys.atari.st
Date: 2003-12-07 14:50:12 UTC
From: danap8@aol.comno-spam
Message-ID: <20031207095012.12223.00000442@mb-m05.aol.com>
Source record: 22394

A-ONE #0549 12/05/03

~ Spammers Disable Foes! ~ People Are Talking! ~ Your PC Sends Spam?
~ Microsoft Revamps MSN! ~ Yahoo Goes After Spam! ~ Brightmail Updated!
~ Midwest Gaming Classic ~ New PSX Pared-Down! ~ Beware eBay Scam!
~ Toshiba's Erasable Ink ~ Hotmail Gets Facelift! ~ Space Invaders!

-* Napster Offers Free Trial!! *-
-* Pirated Longhorn Being Sold in Asia *-
-* AOL Offers New Subscribers Cheap PC Deal! *-

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___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

7865. Re: Atari Items for Sale

Newsgroup: comp.sys.atari.st
Date: 2003-12-07 19:30:05 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bqvv3s$166$1@titan.btinternet.com>
Source record: 22395

Hi Denesh

"Denesh Bhabuta" <${DB}$@cyberstrider.net> wrote in message
news:pan.2003.12.06.23.50.53.721603@cyberstrider.net...
> I have a fair bit of kit to sell - Significant Other requires the house to
be tidied of
> the kit I have accumulated over the years...

Don't do it!, these are reasonable grounds for divorce mate! 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7866. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-07 20:18:08 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vt72o3i6aq713b@corp.supernews.com>
Source record: 22246

"James Piper" <jpiper@postmaster.co.uk> wrote in message
news:97fe8e92.0312040610.119b29b3@posting.google.com...
> Check out this auction for the Atari Falcon. Is this how much these units
go for?
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2769914634&category=51107
>
> Seems outrageous to me.
>
> -=James

In the good 'ol US of A? Heck Yes. And they go for even higher i'm
afraid!! I paid $320 for my Falcon030 last April. Subsequent units went
for $400 or more after that. I guess the Falcon and TT/MegaSTe's are a hot
commodity here in the US. Either that or us Americans sure have a lot of
expendable income! LOL

Too bad people didn't feel like that back when they were actually first
released. Maybe Atari would of lasted longer if people bought more machines
and software.

Tim

7867. Re: Atari Items for Sale

Newsgroup: comp.sys.atari.st
Date: 2003-12-07 20:56:16 UTC
From: {DB} <{DB}@stop.me.uk>
Message-ID: <1070830459.727775@cache>
Source record: 22247

Steve Sweet wrote:
>>I have a fair bit of kit to sell - Significant Other requires the house to
> be tidied of
>>the kit I have accumulated over the years...
> Don't do it!, these are reasonable grounds for divorce mate! 8~)

I would have thought the opposite. :-)

Thing is, I don't actually have a need for this stuff anymore anyway.

Cheshunt CC guys... do you still meet once a month? Anyone at the club
interested? I could bring the items with me to the next meet...

Regards
Denesh

7868. Re: Atari Items for Sale

Newsgroup: comp.sys.atari.st
Date: 2003-12-07 21:22:49 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0312071322.607d45f1@posting.google.com>
Source record: 22248

> Atari: Jinnee
> Atari: NVDI v5

Denesh,

How much are you asking for these two items?

Also, I assume that your e-mail address as posted, ${DB}$@cyberstrider.net, is not your actual e-mail address. I'm not sure what I'm supposed to change to make it your real address, which is why I didn't send this via e-mail. If you or someone else could fill me in on what your real e-mail address, that'd be great! Thanks!

*** Speaking of e-mail addresses, please reply to this post to the following e-mail address: mike[at]freeman-studio[dot]com (with the @ and . in place of [at] and [dot], of course).

Mike Freeman

7869. Re: Communiqu? from Rodolphe Czuba

Newsgroup: comp.sys.atari.st
Date: 2003-12-07 21:40:55 UTC
From: Keith Scroggins <kws@radix.net>
Message-ID: <br06p7$6oa$1@news1.radix.net>
Source record: 22249

Mark Bedingfield <mark@computercom.com.au> wrote:

: Hello Keith, you want an Atari 4MB Falcon board? I have 3, could let one go
: for a modest amount if you need it. Would also love to help in the states,
: but Aussie is a little far....

: Mark Bedingfield

Thanks for the offer, but I have no need for one, Mark D was looking for
one though, and I just uncovered a box with about 21 of them :)

Keith

7870. Re: Hard Drive for STE

Newsgroup: comp.sys.atari.st
Date: 2003-12-07 22:38:00 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <br0a49$27qv9d$1@ID-40235.news.uni-berlin.de>
Source record: 22250

"Allan Davis" <acs@webaxs.net> wrote in message
news:bqoaof$29lj$1@arachne.labyrinth.net.au...
> I am looking for the best solution to put a Hard Drive on my 4 Meg STE.
> Cost, capacity, ease of use are the main considerations. It doesn't matter
> if it is SCSI or IDE although I may want to put a CD-ROM onto the system
at
> some point which may indicate that SCSI would be the better option?
>

I use a IDE interface from www.keychange.co.uk with a 2.5" drive show horned
in behind the RAM.
It appears from inspecting the machines internals that you need to remove
one of the plastic posts to fit it in
and I think the cover over the RAM, but it works well. I can't remember how
big the drive is, but it not big.
I think I would find it hard to fill a big drive, and smaller 2.5 are often
cheap from folks who have upgraded lap tops.

Not sure what the status of the Mario Beecroft interface is. That also looks
good but does not seeem to be
available any more.

If you are going SCSI then you will need an ASCI to SCSI converter. I would
look for one with Parity
as many things like it. However if its an early STE then you may need to
change the DMA chip as some
don't work with some SCSI adaptors. I think the duff version is labeled
CO25913-38 but its under the floppy and its hard to check the version.
Search the group archives at groups.google.com for more info.

> May be a second hand unit could be the go?
>

If you want SCSI you will almost certainly need to go used. I don't think
there are any adaptors in production.
Don't expect this to be very cheap. There a lot more ST and STE computers
than hard drive interfaces.

> Any body who would like to share there ideas please go ahead!
>
> Thanks
>
>

7871. External SCSI Cabs - Free to any one who will collect

Newsgroup: comp.sys.atari.st
Date: 2003-12-07 22:45:00 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <br0ahd$26ud0k$1@ID-40235.news.uni-berlin.de>
Source record: 22251

Folks,

I have three DEC storage expansion units of similar appearance, cream coloured, about the size of a desktop PC case and each with PSU, two external SCSI connectors.

I acquired them to use on my Atari collection but I seldom use them now, and I
really need the space. So they are free to any one who is prepared to collect them
from the south Manchester area. They bear the model numbers :-

SZ12J-JB, RZ5X and SZ12G-XB

They each contain one or two SCSI drives, I think about 600 meg, but they are odd
digital drives and probably won't work on the ST as they need the drive to be "poked" to start it.

However they would make good cases for disk drives, CD ROMs or Tapes.

As it says in the title they are free to any one who will collect.

I will try and remember to check here, but will also accept e-mails to my hotmail.com account which is g4ugm. Don't use the YAHOO account. It fills with SPAM faster than I can read it.

Dave.

7872. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-07 23:24:01 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <IDOAb.3296$IF.3113@bignews4.bellsouth.net>
Source record: 22252

> Too bad people didn't feel like that back when they were actually first
> released. Maybe Atari would of lasted longer if people bought more machines
> and software.

> Too bad people didn't feel like that back when they were actually first
> released. Maybe Atari would of lasted longer if people bought more machines
> and software.

Speaking for myself....and I'm sure alot of others like me....
I grew up with glorious trade magazines of the late 80's and early 90's...when all this stuff was a fad in high gear production. It inspired me, and shaped so many of my current interests. I knew CuBase backwards and forwards years before I could ever afford my own. The problem was, I was just a kid, with no money, and no income. Now that the people who grew up dreaming of owning and using some of this stuff have some income to spend on it....ya can't find it, and no one wants to service it. Kind of ironic isn't it?

This isn't just with Atari stuff....
An engineer friend of mine that works for Peavey made a comment once after a week of working his turn at coustomer support. "Damn! Back when we were producing this stuff, we couldn't give it away...now everyone wants the old 'junk'."

I chuckled at him and said, "Hey...$40.00 a pop to ship out new manuals for 12 year old products changing hands on ebay....I doubt you have many products 'in production' with that kind of profit margin ;) If I were Peavey, instead of complaining about fielding service calls on older equipment....I'd be printing up old manuals and smiling all the way to the bank!

Well hello! Your prospective markets are just NOW coming of age in the pocket book...duuuuu.

While it's true there's likely a newer and better gadgets for the taking....there's something to be said for a connection between sentiment, famaliarness, and heart-set.

So here's a thought for you marketing people out there. Whatever widgets and thingabobs you manage to gather the resources to make a reality....you should stash a batch or two away in a warehouse somewhere and wait 10 to 15 years. By then...the kids who actually read all your propaganda in the dreamer's magazines will be men and women with some control over their own purse strings...and you can charge an arm and a leg for the stuff be amazed at how many will actually buy it with a smile :)

Such is life...
Brian

7873. Re: ADV: Atari Xmas Gift/Sales!

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 04:28:25 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <Ye2dnZX6yoN0YE6i4p2dnA@comcast.com>
Source record: 22253
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

In article <3fd1e626389c094@tripnet.se>,
Kenneth Medin <kennethm@tripnet.se> wrote:

>>Bravo Sierra Computers <atari@aracnet.com> wrote:
>>>OK, I'm keeping this short. For Christmas, I have a Gift for my Customers!
>>
>>So you are biased against those who celebrate Hanukkah, Ramadan, or
>>Kwanzaa. You bastard.
>
>Wrong! Christmas is not a religious only event. Where I live we have
>selebrated this event long before christianity came here (around year
>1000). The Swedish word for christmas is still the older "jul" and Santa
>Claus goes under the name "jul-tomte". The "tomte" is a clearly non/pre
>christian folk tradition being.

Back up there pup, methinks you jumped the gun. No real surprise, you
socialist Sweeds don't have any idea what a firearm even is. But. I
never said Christmas was a religious only event. Now did I?

I fail to see how your history of Christmas makes the spammer un-biased as
he clearly only was posting about his Christmas sale and no other sales.

>I would say the same is basically valid for all Germanic countries and
>possibly also the Brittish Isles. Don't know about about the former Roman
>empire, though...

I would say enjoy your German pickle at Xmas.

>I talked the matter of Ramadan over with a Persian guy the other day.
>Apperently he does not celebrate Ramadan as he is not a performing muslim.

Yesterday I talked to a stranger at the market regarding produce, which is
about as relevant.

>Incidently people who write/say stupid things are in Swedish often called
>a "tomte", often with the the christian influenced word "dj�vla"
>(devil/bastard) put in front. Makes me wonder if you could be called a
>"dj�vla tomte" :-)

Makes me wonder why you socialist Sweedes enjoy being likened to bastard
tomaotes. Bork bork bork.

--
0--0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |

0--0

7874. Re: Falcon and CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 04:43:08 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <wjTAb.421$MY.335812@monger.newsread.com>
Source record: 22254

On 21 Nov 2003 18:18:48 , Paul Lefebvre wrote:
>
>I have recently purchased a Falcon030 and am trying to get it to work with
>an AppleCD 300e Plus SCSI CD-ROM drive. My Falcon has TOS 4.04 and is
>running V6.04 of the Atari Hard Disk Driver (AHDI). I also have ExtenDos
>1.4 (yes, it's a bit old).
>
>When I boot the Falcon, it says:
>
>SCSI Devices: Unit 0: Not Responding
>
>But the ExtendDos set up seems to work OK as the driver is recognized (as a
>Matsushita) and I get the message that says logical drive P: has been
>installed.
>
>If I do an "Install Devices", drive P: will get added to the desktop.
>However, double-clicking on the drive always brings up this message:
>"Drive P: is not responding. Please check the disk drive, or insert a
>disk."
>
>I have the following hardware on the SCSI chain and I'm at a loss to know if
>it is set up correctly. I have tried lots of different combinations, but
>nothing seems to work:
>* AppleCD 300e Plus connected to the Falcon via a SCSI 50-pin centronics to
>a SCSI 2 50 pin cable. On the CD-ROM I also have the cable plugged into
>what may be a pass-through terminator block. It is set as SCSI device 5.
>* Chained to the CD-ROM is my DaynaPort SCSI/Link-T with a SCSI 50-pin
>centronics to a DB25 cable. This is set as SCSI device 3 and has its
>terminator dip switch set to "1", which according to the web page means to
>terminate.
>* Both units are powered on when I boot the Falcon and there is a CD in the
>CD-ROM. I am not currently using the Daynaport for anything yet since I
>haven't yet put the software on the Falcon.
>
>I am thinking I may not have the terminators set up properly, but I don't
>really have any way to know.
>
>Any help that anyone can provide would be greatly appreciated.
>
>Thanks,
>-- Paul Lefebvre
>http://www.logicalvue.com/Atari
>

For what it's worth, My external SCSI Yamaha CD/RW drive was fine until I switched the ID from 4 to 2. Then Extendos had it "greyed out" and not configurable. So I'm not sure if there's a problem on my Falcon's end or the switch on the drive for "2" but if I'm not mistaken, Anodyne's site suggests "5" for R/W drives.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7875. Re: IDE Flash Drive

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 07:39:03 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <br19qn$2791b5$1@ID-27442.news.uni-berlin.de>
Source record: 22255

John Smith wrote:
> as long as it is 2.5" IDE drive not bigger than 6 or 8 Gb (since TOS can't
> "see" partitions after P...) it should work...

Using MagiC or MiNT solves this problem by providing more partitions.

--

Dr. Uwe Seimet http://www.seimet.de

7876. ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 09:14:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0312080108540.20089-100000@onyx.spiritone.com>
Source record: 22257
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games/Consoles. The Great Communicator once said, "When It's in your Neighbor's back yard, It's a Recession. But when It's in your back yard, it's a Depression!". This year is especially hard. Help make Holiday sales for Bravo Sierra better than ever. Holiday sales depend on Atarian Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! So check my HotLinks below, E-Mail me at Atari@aracnet.com or Call Ben@(503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business! http://www.aracnet.com/~atari/specials.htm Atari Christmas Specials!

http://BensCatalogs.Atari.org FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7877. Re: Parallel ZIP drive on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 09:20:10 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <br1ft4$h0v$2@reader10.wxs.nl>
Source record: 22256

Jason Davey wrote:

> Hi all,
> does any one know if it is possible to connect a parallel Zip drive to a
> ST/STE? If this hasn't happened is it because of technical reasons that make
> it hard or impossible to write a driver?

Amazing, I posted it three times in this group and still people are
convinced of the wrong answer. *YES* you can link a parallel ZIP-drive
to an Atari, using a special cartridge-port adapter. But that adapter
might be hard to find. :)

(Actually, last time I posted this, a few weeks ago, someone replied
with the company that sold the adapter.. look it up and ask them) :)

Maurits.

7878. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 09:26:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0312080124140.20089-100000@onyx.spiritone.com>
Source record: 22259
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7879. Re: Parallel ZIP drive on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 09:51:56 UTC
From: Bill <Bgates@microsoft.com>
Message-ID: <3fd449b7$0$1728$5a62ac22@freenews.iinet.net.au>
Source record: 22258

but you certainly cant connect it to the printer port :)

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:br1ft4$h0v$2@reader10.wxs.nl...
> Jason Davey wrote:
>
> > Hi all,
> > does any one know if it is possible to connect a parallel Zip drive to a
> > ST/STE? If this hasn't happened is it because of technical reasons that
make
> > it hard or impossible to write a driver?
>
> Amazing, I posted it three times in this group and still people are
> convinced of the wrong answer. *YES* you can link a parallel ZIP-drive
> to an Atari, using a special cartridge-port adapter. But that adapter
> might be hard to find. :)
>
> (Actually, last time I posted this, a few weeks ago, someone replied
> with the company that sold the adapter.. look it up and ask them) :)
>
> Maurits.
>

7880. Re: Parallel ZIP drive on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 10:05:00 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <br1ih8lpq1@reader10.wxs.nl>
Source record: 22260

Bill wrote:

> but you certainly cant connect it to the printer port :)

That's true, but that wasn't the question. ;)

>>>Hi all,
>>>does any one know if it is possible to connect a parallel Zip drive to a
>>>ST/STE?

:)

Maurits.

7881. Re: Atari Items for Sale

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 10:24:32 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BBF9FED1.A7F4%derryck@nospam.cix.co.uk.invalid>
Source record: 22262

In article 1070830459.727775@cache, {DB} at "{DB}"@stop.me.uk wrote on 7/12/03 20:56:

Hi Denesh,

> Cheshunt CC guys... do you still meet once a month? Anyone at the club
> interested? I could bring the items with me to the next meet...

Still meet monthly, next is a week on Wednesday, 17th December.

As far as finding a home for your stuff, that all depends (of course).

--
Regards, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://ccc.atari.org /

7882. Re: Atari Falcon SCSI Issues?

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 10:27:13 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <3fd45101$0$13680$afc38c87@news.optusnet.com.au>
Source record: 22261

"JagCube" <JagCube@yahoo.com> wrote in message
news:83fbea98.0312070636.37b780f3@posting.google.com...
> I have a Falcon 030 (stock) with 14MB RAM
> and an external Yamaha CD-RW.
>
> Using MiNT/MultiTos, TOS ROMS 4.02, 63MB IDE (internal) HD, 68882
> FPU....
> I was messing around with ACE from New Beat Software... and I couldn't
> get it to load properly under MiNT.(it would freeze) so I tried it
> just in straight TOS and it loads only with a orange background and
> everythings messed up looking (well, its hard to see with the orange)
> and
> doesn't seem right.
>
> I unhooked my SCSI CD drive and wham, it works just fine in MiNT....
> now... is this a serious issue? I know I've read and heard about scsi
> / audio related
> issues but what can I do?

Opens can of worms..... OK, your first port of call is your hard disk driver. What are you using ICD, Hddriver, AHDI or CBHD? Next up it could be the infamous scsi bug. Being that you are running TOS 4.02 it would be a pretty safe bet that you are running an early Falcon. So the SCSI buffer mod comes to mind. Have you ever had any SCSI issues before? Next you could try booting with no accesories or auto prgs. Lots more to try ;-)

Mark

7883. FA: Atari ST hard drive -only 2 hours left

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 10:32:09 UTC
From: L Kitchens <7ake7his0utEssoterik2001@yahoo.com>
Message-ID: <woYAb.7923$rG.5610@bignews3.bellsouth.net>
Source record: 22263

http://auctions.shopping.yahoo.com/auction/83162193

The Supra 20MB disk drive can store loads of the relatively tightly coded Atari ST programs. The access time is of course MUCH faster than floppy drives. Supra makes quality products and this external Atari ST drive could be just what you are looking for! Only 2 hours left but check out all the auctions as I am listing my Atari 520STFM w monitor and another 30MB Supra hard drive.
http://auctions.shopping.yahoo.com/auction/83162193

ALL THE AUCTIONS
http://user.auctions.shopping.yahoo.com/user/essoterik2001

All Yahoo Auctions are selling for VERY cheap (relative to eBay auctions), so you can pick up a great deal!

7884. Re: Hard Drive for STE

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 11:02:56 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <vTYAb.2103$Jd7.16147@newsfep4-glfd.server.ntli.net>
Source record: 22264

Hello.

"David Wade" <g8mqw@yahoo.com> wrote in message
news:br0a49$27qv9d$1@ID-40235.news.uni-berlin.de...
> "Allan Davis" <acs@webaxs.net> wrote in message
> news:bqoaof$29lj$1@arachne.labyrinth.net.au...
> > I am looking for the best solution to put a Hard Drive on my 4 Meg STE.
>
> I use a IDE interface from www.keychange.co.uk with a 2.5" drive show
horned
> in behind the RAM.
> It appears from inspecting the machines internals that you need to remove
> one of the plastic posts to fit it in.

The ram cover remains.

If I have sufficient orders I can procur another batch of the ide
interfaces.

I have one complete STE fitted with the IDEal interface and a new 4gb drive.

Offers?

I also have a small stock of Link 97s.

www.keychange.co.uk

> If you want SCSI you will almost certainly need to go used. I don't think
> there are any adaptors in production.
> Don't expect this to be very cheap. There a lot more ST and STE computers
> than hard drive interfaces.

7885. Re: IDE Flash Drive

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 12:19:34 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <R_ZAb.5855$IF.4399@bignews4.bellsouth.net>
Source record: 22265

> > as long as it is 2.5" IDE drive not bigger than 6 or 8 Gb (since TOS can't
> > "see" partitions after P...) it should work...

For larger drives, once you've run out of partition letters, you can use
something like EXT2 or MINIX to make really large partitions. Of course these
particular partitions are only gonna work under MiNT, but they do work ;)

Brian

7886. Re: Hard Drive for STE

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 12:21:58 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <91_Ab.5867$IF.1723@bignews4.bellsouth.net>
Source record: 22266

> If I have sufficient orders I can procur another batch of the ide
> interfaces.

Any chance this thing and a drive will fit inside a STacy? I understand it has the same expansion bus inside for a Hard Drive host.

Thanks,
Brian

7887. Rude Llamatron - Playable on an half-meg ST?

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 17:03:39 UTC
From: google@asktoby.com
Message-ID: <25a29397.0312080903.1753038a@posting.google.com>
Source record: 22267

Is it possible to play Rude Llamatron on an Atari ST? Do you need a 1Mb machine? Or is it only available on other platforms?

Llamatron is my fave ST game; I've never tried Rude Llamatron but if someone here says it runs I'll go about tracking it down!

Toby

7888. Re: Centvidel on CT60

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 18:06:43 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3fd4bdb1$0$19266$626a54ce@news.free.fr>
Source record: 22197

I just read on DHS that the release 0.99g of the CT60 boot is now supporting
a patch for CENTvidel !

Hey guys, download the 0.99g and I think you will find a new CPX that
patches Centvidel...or something in the style...

"Sasa Andrijasevic" <sasa.andrijasevicREMOVE@zg.tel.hr> a ï¿½crit dans le
message de news: bqgmumimh1@ls219.htnet.hr...
> Did anyone patch the Centvidel to work on CT60 by any chance?
>
> I managed to find one programmer who is willing to do it if payed for
it...:)
>
>
> ---
> proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60
> ---

7889. Falcon Monitors ??

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 20:40:57 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <r6o9tv0p4kdduu9qkpsv4r7ies20g5ffac@4ax.com>
Source record: 22268

As a Falcon newbie I am wondering...

Which monitors I would need and which connectors?

I have a PC TFT monitor and TV but do I need two monitors and some sorta switch box?

Just wondering if I would be able to use VGA modes and play Falcon games AND ST games using Backward?

Also, wondering where one gets Falc software - most ST software is available via places like LGD but is there such a place for Falcons?

Thanks for any help.

7890. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-08 20:41:32 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <cco9tvsg2q4stsflnutstvrcvgl1eobk5i@4ax.com>
Source record: 22269

On Thu, 04 Dec 2003 22:49:04 +0000, Meffy <methanoid_AT_@hotmail.com>
wrote:

>On Thu, 04 Dec 2003 19:56:40 +0200, Jean-Luc CECCOLI <wdwd@wd.com>
>wrote:
>
>>Dans le message <slrnbsssn3.3ms.atari@core.preferuje.luzik.pl>
>>Adam Klobukowski a ï¿½crit:
>>>On Wed, 03 Dec 2003 21:00:54 +0000, Meffy <methanoid_AT_@hotmail.com> had a
>>>noticeable pleasure while writting:
>>
>>Hello,
>>
>>>> Is there anywhere (resource) that tells me the differences as I might
>>>> need a new Falcon PSU
>>
>>>Falcon PSUs are better then ST (can handle bigger load) and have diffrent
>>>connector to the mainboard.
>>
>>I adapted an AT (not ATX) psu so as it could fit the Falcon's
>>connector : very easy, indeed ;-)
>>The only problem is that it can't fit in the original case :-(
>>
>>J.-Luc
>Would love some info on it... also I am thinking of getting a Falcon
>or STE towered... need to know mobo sizes.... any help on that???

also...

does anyone know how I can wire a TT keyboard cable to a Falcon
keyboard connector....

Managed to get one of those PC kb/mouse and Joy/Mouse adaptor kits but
it was wired for a Mega/TT and not Falc/STE

thanks for any info

7891. Christmas treat for Atarians

Newsgroup: comp.sys.atari.st
Date: 2003-12-09 05:58:11 UTC
From: M_Olin@yahoo.com
Message-ID: <6a511e27.0312082158.77a75aaf@posting.google.com>
Source record: 22270

Greetings. This is your blast from the past. I used to help maintain the Atari Archives at umich, so perhaps some of the survivors from the '80s and '90s will remember.

I would like to post my annual Christmas Message, and also to wish everyone who ever owned an Atari to have a safe and happy holiday!

Atari and Caramel Corn:
Something good from the '80s

At least a decade ago, a small company wrote and released a program that would eventually evolve into a popular desktop publishing package for the Atari ST platform. Originally released as "Publishing Partner", the program later became known as "PageStream".

The original program, or one of its early updates, included some sample documents which demonstrated the program's uses and features. One of those sample documents was a recipe for caramel corn (!) which was not only a supremely tasty treat, it was exceptionally easy to make (no thermometer! no dropping glops of sugary goo into water!) and it was "goof proof". I no longer have the program or the original document file, but to this day I still make the caramel corn treat every year at Christmas.

So that no one need go another Christmas season without this neato treat, I am posting it here for your pleasure.

Enjoy!

Atari Caramel Corn

Utensils:

Large saucepan, cup and spoon measures, long-handled wooden spoon, 2 cookie sheets or cake pans with at least 1" sides, paper grocery bag.

Ingredients:

6 quarts popcorn (1 cup unpopped corn)
1 cup butter
2 cups firmly packed light brown sugar
1/2 cup light corn syrup

1 teaspoon salt
1/2 teaspoon baking soda
1 teaspoon vanilla
spray cooking oil

Pop corn in advance, using as little oil as possible. If you have an air-popper, so much the better. Set aside.

In a large saucepan, stir in brown sugar, corn syrup, salt and butter. Bring to a good rolling boil, stirring constantly. Reduce heat to medium and continue boiling without stirring for 5 minutes.

While mixture is boiling, lightly treat the inside of a paper grocery bag with spray oil. Place popped corn in bag. Treat the two cooking sheets lightly with spray oil.

Remove candy mixture from heat, stir in baking soda and vanilla. (CAUTION: adding vanilla will likely cause some splattering, be very careful!) Make sure the mixture is completely stirred as the soda tends to avoid the lower edges of the pan. Pour mixture over popped corn and mix gently with a wooden spoon.

Roll the top of the paper bag and place in microwave oven, preferably on a microwave-safe surface, NOT on metal rack. Nuke for two minutes, and then stir the popcorn again. (WATCH FOR STEAM WHEN YOU OPEN BAG!) Repeat this procedure twice more, nuking for 1-minute intervals until corn is completely coated. Variant: you may add some redskin peanuts during the last stir, but DO NOT microwave peanuts as they can add an unsavory smokey flavor to the corn.

Pour candied corn equally onto cooking sheets. As the corn cools, continue to stir to prevent clumping. Variant: I've never done this, but you could probably form corn into popcorn balls.

That's it! You've just made yourself a batch of Atari Caramel Corn!

The original Publishing Partner recipe called for using a warm oven instead of a microwave to keep candy hot for stirring/coating the popcorn. It was convoluted and took approximately an hour. The microwave is much faster and easier and makes no noticeable difference in the final product. (You'd have to be a Windoze user to ruin this treat!)

--
M_Olin@Yahoo.com
The recipe above is certified Y2K compliant.

7892. Re: Falcon Monitors ??

Newsgroup: comp.sys.atari.st
Date: 2003-12-09 08:47:43 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <br424jai1@pegasus.csx.cam.ac.uk>
Source record: 22271

"Meffy" <methanoid_AT_@hotmail.com> wrote in message
news:r6o9tv0p4kdduu9qkpsv4r7ies20g5ffac@4ax.com...
> As a Falcon newbie I am wondering...
>
> Which monitors I would need and which connectors?
>
> I have a PC TFT monitor and TV but do I need two monitors and some
> sorta switch box?

You will need an Falcon to VGA adaptor for use with a Standard or TFT
PC monitor and you can run all standard Falcon and ST screen modes on
it, if you also want to run it on a TV then try a Falcon to VGA
adaptor with RGB switch although not having seen or used the latter I
cannot vouch for it effectiveness.
You should be able to purchase these from any good Atari retailer for
example B & C in the US (www.myatari.com) or Atari Workshop in the UK
(www.atari-workshop.co.uk) among others.

> Just wondering if I would be able to use VGA modes and play Falcon
> games AND ST games using Backward?

Most Falcon games will run in an appropriate Falcon screen resolution
using either 260 or True Colour however you should be aware that games
sometimes ignor the internal speaker volume setting and play sound at
full blast from the internal speaker, espically those that load
directly from floppy so you might want to think about disconnecting
the internal speaker and using PC speakers via the headhone jack.
I know that Crown of Creation 3D does this even when run from the Hard
Drive until it reaches a certain part of the game then it acceses and
uses it's own volume settings, strangely it also only diverts some
sounds to the internal speaker for exapamle all non flight mode sounds
go to the internal speaker but all sounds are sent to the headpone
socket only while actually flying the missions so watch out for that
of you ever get a copy.

Personally I've never managed to get Backward to work so if you want
to play ST games without purchasing an ST you would probably be better
off using a PC and an emulator like STeem.

> Also, wondering where one gets Falc software - most ST software is
> available via places like LGD but is there such a place for Falcons?

Again any good Atari retailer will probably stock them (eg. B & C or
16/32 Systems) or look out for people selling stuff either here for on
an Atari related forum such as Atari Age (www.atariage.com) among
others.

Stephen Moss

7893. Re: IDE Flash Drive

Newsgroup: comp.sys.atari.st
Date: 2003-12-09 10:10:52 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0312091102550.4849@feanor.schunter.etc.tu-bs.de>
Source record: 22272

Hi!

l> I tried a 128mb and 256mb SanDisk IDE flash drives in my hades, with no
l> success. It just would not see the drives correctly as master or
l> slave. I ended up reselling them on ebay.

Has anyone tried PreTech IDE flash drives (SAH05, 2.5")?

Flash drives use more logic to hide the flash chips going bad than
CF-cards, thus I'd prefer such a device to a simple
CF-card-to-IDE-adaptor. Anyone experience with the latter?

I plan to replace the STBook internal HD, so it should cope with a
moderate but steady (re)writing of sectors.

Regards,

Alexander

7894. Re: Falcon Monitors ??

Newsgroup: comp.sys.atari.st
Date: 2003-12-09 11:24:34 UTC
From: Bill <Bgates@microsoft.com>
Message-ID: <3fd5b0ea$0$1723$5a62ac22@freenews.iinet.net.au>
Source record: 22273

TFT displays are designed so that their pixels are the perfect size for one
particular resolution, which on 17 inchers is 1024x768 usually. Any lower
resolution will look horrible and be far better looking on a CRT monitor.

"Meffy" <methanoid_AT_@hotmail.com> wrote in message
news:r6o9tv0p4kdduu9qkpsv4r7ies20g5ffac@4ax.com...
> As a Falcon newbie I am wondering...
>
> Which monitors I would need and which connectors?
>
> I have a PC TFT monitor and TV but do I need two monitors and some
> sorta switch box?
>
> Just wondering if I would be able to use VGA modes and play Falcon
> games AND ST games using Backward?
>
> Also, wondering where one gets Falc software - most ST software is
> available via places like LGD but is there such a place for Falcons?
>
> Thanks for any help.
>

7895. Re: Falcon Monitors ??

Newsgroup: comp.sys.atari.st
Date: 2003-12-09 17:27:25 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <se1ctv475r2ai54m0a7h53cj2iovc7qif6@4ax.com>
Source record: 22274

thanks all...

i think i'll have to use a crt then...

ebay seems cheaper for vga adapters also

On Tue, 9 Dec 2003 19:24:34 +0800, "Bill" <Bgates@microsoft.com>
wrote:

>TFT displays are designed so that their pixels are the perfect size for one
>particular resolution, which on 17 inchers is 1024x768 usually. Any lower
>resolution will look horrible and be far better looking on a CRT monitor.
>
>"Meffy" <methanoid_AT_@hotmail.com> wrote in message
>news:r6o9tv0p4kdduu9qkpsv4r7ies20g5ffac@4ax.com...
>> As a Falcon newbie I am wondering...
>>
>> Which monitors I would need and which connectors?
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>> I have a PC TFT monitor and TV but do I need two monitors and some
>> sorta switch box?
>>
>> Just wondering if I would be able to use VGA modes and play Falcon
>> games AND ST games using Backward?
>>
>> Also, wondering where one gets Falc software - most ST software is
>> available via places like LGD but is there such a place for Falcons?
>>
>> Thanks for any help.
>>
>

7896. Re: Christmas treat for Atarians

Newsgroup: comp.sys.atari.st
Date: 2003-12-09 17:34:58 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <6JnBb.531$MY.437491@monger.newsread.com>
Source record: 22275

On 8 Dec 2003 21:58:11 -, M. Olin wrote:
>Greetings. This is your blast from the past. I used to help maintain
>the Atari Archives at umich, so perhaps some of the survivors from
>the '80s and '90s will remember.
>
>I would like to post my annual Christmas Message, and also to wish
>everyone who ever owned an Atari to have a safe and happy holiday!
>
>-----
>
>Atari and Caramel Corn:
>Something good from the '80s
>
>

SNIP

Nice to meet you! I've used your archives many times and I believe the
URL is still active and still contains the files.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7897. Repost: Falcon Ram Test!

Newsgroup: comp.sys.atari.st
Date: 2003-12-09 17:46:53 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <hUnBb.149$7%6.98896@newshog.newsread.com>
Source record: 22276

Please excuse the dual post if the first one made it here!
I've been having trouble seeing all posts so if anyone has info on the
following please reply by E-mail (remove -NOT- from my address).

Hi All,
What's the best/fastest RAM test program for a 14meg Falcon and where
can I find it?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7898. Re: Christmas treat for Atarians

Newsgroup: comp.sys.atari.st
Date: 2003-12-09 19:12:02 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1071001322-098648AEicMi@xs4all.nl>
Source record: 22278

Thanks for the recipe and good holidays for
everyone!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

7899. BEST OFFER: SM124, SF354, 520ST & cables

Newsgroup: comp.sys.atari.st
Date: 2003-12-09 19:12:41 UTC
From: jeffryj@azstarnet.com
Message-ID: <905b44ed.0312091112.4ef20806@posting.google.com>
Source record: 22277

Hi,

I am cleaning out stuff preparing for a move. I have the following ST items that I'd like to see go to a good home (rather than the trash, where they would end up if I gave them to a thrift):

* Atari SM124 Monitor (b&w, data cable [incl.], uses std. power [not incl.])
* Atari SF354 3.5" Disk Drive (including i/o and power cables)
* Atari 520ST Computer (not working, first time I powered it I got a bomb, no display after power on after that, tried reseating chips, didn't help)
* Atari 520ST power supply

No software is included as I don't have any.

Send me your best offers. Keep in mind shipping charges will be added on top, as these items are quite heavy. I live in Tucson, AZ (ZIP 85710)

Please E-mail any offers to jeffryjohnston@yahoo.com

Thanks,
Jeffry Johnston

7900. What's the best way to hook up a HD to a Stacy?

Newsgroup: comp.sys.atari.st
Date: 2003-12-09 20:45:52 UTC
From: d_mango1@yahoo.com
Message-ID: <6d40f6fd.0312091245.1505f4ea@posting.google.com>
Source record: 22279

I recently picked up a single floppy drive Stacy system, and am interested in attaching a hard drive to it. What is the best way to go about this? Internal/External? SCSI drive or IDE adapter? Thanks.

7901. Battery for STacy?

Newsgroup: comp.sys.atari.st
Date: 2003-12-09 20:48:34 UTC
From: d_mango1@yahoo.com
Message-ID: <6d40f6fd.0312091248.6c63203c@posting.google.com>
Source record: 22280

I recently picked up a Stacy, and it appears that the battery
compartment (located on top above the monitor) lacks the contacts
required to get batteries the batteries to work. How else can I hook
up batteries to the Stacy? My goal is to make it at least semi-transportable,
if even for a few hours. Thanks.

7902. ST books (free to good home)

Newsgroup: comp.sys.atari.st
Date: 2003-12-09 21:49:07 UTC
From: Carl Woffenden <cw@LOOK-AT-MY-SIG.com>
Message-ID: <br5g0jpkt2$8300dec7@news.demon.co.uk>
Source record: 22281

Actual paper ones not ST Books, unfortunately. I have a few books lying around that I'll post to the first person who asks (I'll even pay the postage in the UK). They are:

GEM on the Atari ST
Atari ST Graphics & Sound

Both are by First Publishing from 1986.

Regards,

Carl.

--
Go here for my e-mail: <http://www.bigredswitch.co.uk/>

7903. Re: What's the best way to hook up a HD to a Stacy?

Newsgroup: comp.sys.atari.st
Date: 2003-12-09 23:23:53 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <3PsBb.8685$hv2.6507@bignews6.bellsouth.net>
Source record: 22282

"D.C." <d_mango1@yahoo.com> wrote in message
news:6d40f6fd.0312091245.1505f4ea@posting.google.com...
> I recently picked up a single floppy drive Stacy system, and am interested
> in attaching a hard drive to it. What is the best way to go about this?
> Internal/External? SCSI drive or IDE adapter? Thanks.

I'm asking the same question(s).
Atari made a SCSI host for internal fitting to the STacy and Mega STe (CIO3561-001). This host unmodified is limited to somewhere around 1 gig, and it does not support parity. Unmodified, this host only allows you to hook up one SCSI device. You can likely find this host without much fuss if you call around to various Atari suppliers. I understand this host can be hacked to support parity. I also understand it is possible to hack the host, and the cable to control a second SCSI device.

I have one I'd like hacked...I just don't have the guts to try it myself. So far...all the Atari shops I know of don't return my emails when I ask if they'll do the hack...or they flat out refuse.

Another internal option...IF you can find it....
There was a Link 97 internal made for the STacy and Mega STe. So far, I haven't been able to find one. This is a full Link 97 SCSI II host...up to 7 devices as I understand it. Larger drives...anything SCSI I, II, or III, arbitration supported, etc.....but finding one isn't so easy.

I've asked here on the news groups if any of the IDE interfaces will work in a STacy as in internal option...no answer yet but I'm sure it'll come around.

The STacy also has the ASCI interface. Key Exchange still has a few Link 97 cables in stock. This'll be an external option of course.

Brian

7904. Re: Battery for STacy?

Newsgroup: comp.sys.atari.st
Date: 2003-12-10 01:03:02 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0312100153160.5449@feanor.schunter.etc.tu-bs.de>
Source record: 22283

The STacy needs too much current so that battery packs won't allow for more than about half an hour of unplugged computing.

But it's quiet common to put the external PSU in the battery hole. For this solution you have to cut out some pieces of the STacy case and remove the PSU's case.

Regards,

Alexander

7905. Help w/SoundPool FDI

Newsgroup: comp.sys.atari.st
Date: 2003-12-10 01:05:04 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <imuBb.589$Y83.73@bignews2.bellsouth.net>
Source record: 22284

I got a Stienberg-SoundPool FDI in a box of auction goods.
No disk or manual...
I'm hoping someone might be kind enough to email the utilities, as it seems I need some sort of FDI initilzation utilty, and I don't have it.

With CAF, I can keep tinkering with things and eventually get it playing. As for recording, I can only get the right channel working...the left is nothing but static. The S/PDIF device I'm using is an ART D/IO that's fully tested and working with other S/PDIF systems.

Yes, I did contact SoundPool...I got some help but not what I need, I'm still waiting for more advice...possibly whatever software it is I need, but no answer yet.

I did find something called FDI-INIT.PRG in a demo Studio Son version, but it did nothing of noteable value. Studio Son doesn't see the FDI at all.

If someone will email included FDI utilities, I'd be greatful.

Thanks,
Brian

BJRoland@bellsouth.net

7906. Whatever happened to Stuart Smith?

Newsgroup: comp.sys.atari.st
Date: 2003-12-10 01:55:31 UTC
From: Artful999 <Artful999@hotmail.com>
Message-ID: <Xns944CC079929AFArtful999@140.99.99.130>
Source record: 22285
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech,rec.games.video.atari

Might anyone know the current wherabouts or occupation of Stuart Smith, author of "Return of Heracles," et al? Even just a working email address would be great.

Someone I know is trying to find him in order to re-obtain a license to some of his games.

7907. Re: What's the best way to hook up a HD to a Stacy?

Newsgroup: comp.sys.atari.st
Date: 2003-12-10 09:49:17 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <p_BBb.81$526.630@newsfep4-glfd.server.ntli.net>
Source record: 22286

Hello.

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:3PsBb.8685$hv2.6507@bignews6.bellsouth.net...
>
> The STacy also has the ASCI interface.

Keychange, www.keychange.co.uk still has a few Link 97 cables in stock.

This'll be an external option of course.

The external is the better choice, simply because if you don't have your
data backed up and the STacy or whatever fails you can't access your data
'till you get the machine fixed. You can just plug your external into your
spare ST and continue.

The IDEal IDE interface is designed to work on the square 68000 processor,
as in the STE.

7908. Looking for Crown of Creation 3D

Newsgroup: comp.sys.atari.st
Date: 2003-12-10 14:13:20 UTC
From: JagCube@yahoo.com
Message-ID: <83fbea98.0312100613.7a40ed49@posting.google.com>
Source record: 22287

As the title suggests... I'm looking to obtain Crown of Creation 3D.

Willing to purchase or trade (if I have anything that is of interest)

Please e-mail or PM me...
(adistortions@sbcglobal.NOSPAM.com)

Clint Thompson

7909. Re: What's the best way to hook up a HD to a Stacy?

Newsgroup: comp.sys.atari.st
Date: 2003-12-10 14:54:21 UTC
From: tw <no@no.com>
Message-ID: <br7c0g$26t$1@newstree.wise.edt.ericsson.se>
Source record: 22288

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:p_BBb.81$526.630@newsfep4-glfd.server.ntli.net...
> Keychange, www.keychange.co.uk still has a few Link 97 cables in stock.

How much are they going for Barrie? Is this the same as the ICD link
adaptor?

7910. In memoriam: Yak's Flossie.

Newsgroup: comp.sys.atari.st
Date: 2003-12-10 15:57:57 UTC
From: google@asktoby.com
Message-ID: <25a29397.0312100757.22968639@posting.google.com>
Source record: 22289

I only just learned from reading the Yak forums that Flossie, Jeff Minter's sheep, has died. She was very old, had fallen over in the night, and was attacked in the eye by birds. She survived another few days, and was put down on a sunny afternoon in Jeff's arms.

http://www.yakyak.org/viewtopic.php?t=11994&highlight=flossie

It's really sad.
Toby

~ yak o=@
~ at o=@
~ asktoby o=@
~ dot o=@
~ com o=@

7911. Re: What's the best way to hook up a HD to a Stacy?

Newsgroup: comp.sys.atari.st
Date: 2003-12-10 16:39:00 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <u_HBb.333$FN.321@newsfep4-winn.server.ntli.net>
Source record: 22290

```
"tw" <no@no.com> wrote in message
news:br7c0g$26t$1@newstree.wise.edt.ericsson.se...
>
> "Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
> news:p_BBb.81$526.630@newsfep4-glfd.server.ntli.net...
> > Keychange, www.keychange.co.uk still has a few Link 97 cables in stock.
>
> How much are they going for Barrie? Is this the same as the ICD link
> adaptor?

Where are you?
```

7912. Re: Parallel ZIP drive on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2003-12-10 21:58:07 UTC
From: Jason Davey <acs@webaxs.net>
Message-ID: <br84td$1e7r$1@arachne.labyrinth.net.au>
Source record: 22291

....well I was actually talking about the printer port but this cartridge interface sounds interesting.

Would it be possible to boot from this setup? (probably wishful thinking!)

Also Bill made reference to a company that supplies the adaptor does any one know who that is?

Thanks all for the info :)

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message news:br1ih8lpq1@reader10.wxs.nl...
> Bill wrote:
>
> > but you certainly cant connect it to the printer port :)
>
> That's true, but that wasn't the question. ;)
>
> >>>Hi all,
> >>>does any one know if it is possible to connect a parallel Zip drive to a
> >>>ST/STE?
>
> :)
>
> Maurits.
>

7913. FA: Strip Poker II for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2003-12-11 00:12:00 UTC
From: L Kitchens <7ake7his0utEssoterik2001@yahoo.com>
Message-ID: <%AOBb.13140$Yt2.3181@bignews3.bellsouth.net>
Source record: 22292

The second incarnation of ArtWorx's naughty but nice game of cards: Strip Poker II. Cards with a capital T. Oh and this is a good example of the SC1224 Atari ST monitor's output (for auction too).
http://auctions.shopping.yahoo.com/auction/83288109

7914. FA: ATARI SC1224 Monitor

Newsgroup: comp.sys.atari.st
Date: 2003-12-11 00:39:44 UTC
From: L Kitchens <7ake7his0utEssoterik2001@yahoo.com>
Message-ID: <00PBb.12098$4t2.11391@bignews4.bellsouth.net>
Source record: 22293

The color monitor for the Atari ST line of computers. Looks and works just
fine.
http://auctions.shopping.yahoo.com/auction/83288382

other auction of related interest:
A heap of Atari 2600 cartridges -like Mario Bros for A2600.
Atari 8-bit/2600 joysticks (Suncom Starfighter, Amiga Power-Stick,
TRAK-BALL)
Atari 7800 console
Dukes of Hazzard board game.
http://auctions.shopping.yahoo.com/auction/83195729
click / follow above link for all the items

7915. Re: Parallel ZIP drive on ST/STE

Newsgroup: comp.sys.atari.st
Date: 2003-12-11 07:47:34 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <br97pq$2eg$1@reader08.wxs.nl>
Source record: 22294

> ....well I was actually talking about the printer port but this cartridge
> interface sounds interesting.

Still it's prolly better to find a cheap second-hand scsi zip drive..
much faster. :)

> Would it be possible to boot from this setup? (probably wishful thinking!)

I don't see why not, but then again I can't be sure.. never saw it in
use, I just know it exists. :)

> Also Bill made reference to a company that supplies the adaptor does any one
> know who that is?

I just googled for it and it appears to be by Woller (www.woller.com)
but I can't find it mentioned on their website now. But maybe you can
contact them and find out. :) If they don't sell it anymore, you might
find one second hand..

Oh and I heard "Woller systeme is dead" several times and every time I
hear that, their website gets updated. :)

Good luck,

Maurits.

7916. ADV: Atari Xmas Gift/Sales! New stuff!

Newsgroup: comp.sys.atari.st
Date: 2003-12-11 08:55:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0312110047250.22361-100000@onyx.spiritone.com>
Source record: 22295
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Check my Catalogs for more New Atari stuff.

OK, I'm keeping this short. For Christmas, I have a Gift for my Customers!
Plus an Atarian Discount! Read about it below or Call Ben@ (503)256-9974!!
http://www.aracnet.com/~atari/specials.htm Atari Christmas Specials!

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7917. Re: What's the best way to hook up a HD to a Stacy?

Newsgroup: comp.sys.atari.st
Date: 2003-12-11 09:17:30 UTC
From: tw <no@no.com>
Message-ID: <br9cktstk1@newstree.wise.edt.ericsson.se>
Source record: 22196

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:u_HBb.333$FN.321@newsfep4-winn.server.ntli.net...
>
> "tw" <no@no.com> wrote in message
> news:br7c0g$26t$1@newstree.wise.edt.ericsson.se...
> >
> > "Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
> > news:p_BBb.81$526.630@newsfep4-glfd.server.ntli.net...
> > > Keychange, www.keychange.co.uk still has a few Link 97 cables in
stock.
> >
> > How much are they going for Barrie? Is this the same as the ICD link
> > adaptor?
>
> Where are you?

UK (well, shortly)

7918. MUP 4.6 Music Publisher for Atari FreeMiNT

Newsgroup: comp.sys.atari.st
Date: 2003-12-11 12:03:40 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0312111302150.350-100000@UNI_MANiac>
Source record: 22198

Hi,

Now also available as SpareMiNT RPM package for Atari FreeMiNT !

MUP (Music Publisher) version 4.6 from Arkkra Enterprises (
http://www.arkkra.com) is a shareware Music Typesetting program that can
also output standard MIDI files.

The SpareMiNT RPM packages can be found here:

http://www.home.zonnet.nl/m.tarenskeen/download/mint/

Download from there the following packages:

mup-4.6-0.m68kmint.rpm
mup-docs-4.6-0.m68kmint.rpm

I compiled mup with -m68020-60, so you need at least a 68020 and an FPU
for this version.

If you have such hardware and have installed FreeMiNT I can highly
recommend this software. Give it a serious try.

--

Martin Tarenskeen

7919. Re: MUP 4.6 Music Publisher for Atari FreeMiNT

Newsgroup: comp.sys.atari.st
Date: 2003-12-11 14:14:19 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0312111511450.197-100000@UNI_MANiac>
Source record: 22201

On Thu, 11 Dec 2003, Martin Tarenskeen wrote:

> The SpareMiNT RPM packages can be found here:
>
> http://www.home.zonnet.nl/m.tarenskeen/download/mint/
>

There is no file index yet. You can get the file directly from

http://www.home.zonnet.nl/m.tarenskeen/download/mint/mup-4.6-0.m68kmint.rpm
http://www.home.zonnet.nl/m.tarenskeen/download/mint/mup-docs-4.6-0.m68kmint.rpm

--

Martin Tarenskeen

7920. Re: IDE Flash Drive

Newsgroup: comp.sys.atari.st
Date: 2003-12-11 14:46:32 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0312111539370.975@feanor.schunter.etc.tu-bs.de>
Source record: 22202

Hi!

FP> I am implementing a Compact Flash II as IDE device in a STE. You
FP> should be aware of the fact that such devices do not stand more than
FP> about 500 000 write cycles (maybe more now). This should not be a big
FP> deal except if one is used to defrag its hard disk every day !

The point is that FAT sectors are written to quiet often (whenever a new file is created or whenever an existing file is growing over a cluster border), thus they will get damaged first - although other sectors may even be untouched until then.

One could think of an alternative way of partitioning, placing the FAT sectors not directly at sector 2.

Or use an alternative file system (minix, ext2) with better distribution of administrative data blocks.

Regards,

Alexander

7921. Re: Atari Items for Sale

Newsgroup: comp.sys.atari.st
Date: 2003-12-11 18:37:36 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bradhf$35i$1@hercules.btinternet.com>
Source record: 22203

Hi Denesh

> Hi Denesh,
>
> > Cheshunt CC guys... do you still meet once a month? Anyone at the club
> > interested? I could bring the items with me to the next meet...
>
> Still meet monthly, next is a week on Wednesday, 17th December.
>
> As far as finding a home for your stuff, that all depends (of course).
>
> --
> Regards, Derryck
>
> / The Cheshunt Computer Club /
> / The essential for your Atari /
> / Monthly meetings /
> / http://ccc.atari.org /

What he said!! 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7922. Videl dancing pixels :)

Newsgroup: comp.sys.atari.st
Date: 2003-12-11 21:19:13 UTC
From: sasa.andrijasevicREMOVE@zg.tel.hr
Message-ID: <bran0e$j34$2@garrison.globalnet.hr>
Source record: 22204

Hello all,

I just wanted to sghare my experience with other CT60 and CT2 users who experience dancing pixels and disturbances when clocking Videl with 50 or more Mhz...
First of all, it ise necessary to use 60 ns SIMMs and good STRAM card...
However, I used both, but there were many dancing pixels which stayed...
I accidentaly found out that Videl (i don't know the exact type if there are several versions of the chip...) in my Falcon with CT60 was pretty hot when clocked so I decided to stick a cooler witha fan on top of it with thermal glue...So, after sti
cking AMD Athlon 1.4 cooler :D the Videl was cooled down and the dancing pixels dissapeared!!
I didn't notice any disturbances on the screen since then...
It is easy to do it especially if you don't have internal hdd inside Falcon, but if you do you can also do it...
I did this w ith dsp too, although one capacitor had to be displaced a bit :)
So everything is cool and working perfectly now :)

have fun!

---
proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60

7923. Re: Repost: Falcon Ram Test!

Newsgroup: comp.sys.atari.st
Date: 2003-12-11 22:45:20 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbthrm2.1c3.atari@core.preferuje.luzik.pl>
Source record: 22205

On Thu, 11 Dec 2003 21:09:34 +0000 (UTC), Sasa Andrijasevic
<sasa.andrijasevicREMOVE@zg.tel.hr> had a noticeable pleasure while writting:
> try with this program...

The general rule of Usenet is not to send binaries to groups that do not hav
"bin" in name.

Please do not do that again.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7924. Re: Videl dancing pixels :)

Newsgroup: comp.sys.atari.st
Date: 2003-12-11 22:47:00 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbthrp1.1c3.atari@core.preferuje.luzik.pl>
Source record: 22206

On Thu, 11 Dec 2003 21:19:13 +0000 (UTC), Sasa Andrijasevic
<sasa.andrijasevicREMOVE@zg.tel.hr> had a noticeable pleasure while writting:
> Hello all,

<cut>

One of the other rules of the Usenet is to wrap long lines. Please do that.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

7925. Re: Repost: Falcon Ram Test!

Newsgroup: comp.sys.atari.st
Date: 2003-12-12 08:03:37 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <tDeCb.760$MY.588021@monger.newsread.com>
Source record: 22207

On 11 Dec 2003 21:09:34 , Sasa Andrijasevic wrote:
>try with this program...
>
>:=)
>

thanks Sasa,
How long should 14 meg take to get tested with this program?
note: next time E-mail me :)
John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7926. Re: Falcon and CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2003-12-12 08:10:16 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <IJeCb.762$MY.588093@monger.newsread.com>
Source record: 22208

BIG SNIP
>
> For what it's worth, My external SCSI Yamaha CD/RW drive was fine until
>I switched the ID from 4 to 2. Then Extendos had it "greyed out" and not
>configurable. So I'm not sure if there's a problem on my Falcon's end or
>the switch on the drive for "2" but if I'm not mistaken, Anodyne's site
>suggests "5" for R/W drives.
>
>John

correction: "5" is listed as Device Type on Anodyne's site not ID.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7927. Repost: HDDriver Cache/RAM

Newsgroup: comp.sys.atari.st
Date: 2003-12-12 08:27:15 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <DZeCb.351$7%6.247867@newshog.newsread.com>
Source record: 22209

Hi All (and Uwe),
Regarding HDDriver FAT/Data cache settings is it normal for a setting of
100/100 to eat up 3.5 meg of RAM? It's 355k with 10/10.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7928. Re: Repost: HDDriver Cache/RAM

Newsgroup: comp.sys.atari.st
Date: 2003-12-12 09:25:18 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <brc1hu$1nnq1$1@ID-27442.news.uni-berlin.de>
Source record: 22210

John Garone wrote:

> Regarding HDDriver FAT/Data cache settings is it normal for a setting of
> 100/100 to eat up 3.5 meg of RAM? It's 355k with 10/10.

You can calculate this by multiplying the number of buffers (200 in your
case) with the size of the biggest logical sector on your drive.
So the memory needed depends on your partition sizes, and that's why it
is impossible to give general recommendations on the best settings.

--

Dr. Uwe Seimet http://www.seimet.de

7929. ST Games for sale

Newsgroup: comp.sys.atari.st
Date: 2003-12-12 18:09:14 UTC
From: Matt Sauer <msauerNO@spambigzoo.net>
Message-ID: <evnCb.671$Pg1.313@newsread1.news.pas.earthlink.net>
Source record: 22211

I have the following ST games and programs for sale, most with boxes, manuals, reg cards, etc. Please make an offer (remove "NO" and "spam" from my reply-to address). I live in the 19139 zip code. Most I'll let go for shipping, or make an offer for the lot.

Matt

Auto Duel (w/tool kit)
Plutos
Action Fighter
Aegis Animator (still shrinkwrapped)
Swiftar
Tank Platoon
F-15 Strike Eagle
Archipelagos
Clever & Smart
JUG
RVF Honda
3D Pool
Eliminator
Exalon (sp?)

Oh, and some hardware:
Atari Trak-Ball (w/ box)

7930. Re: MUP 4.6 Music Publisher for Atari FreeMiNT

Newsgroup: comp.sys.atari.st
Date: 2003-12-12 19:42:04 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0312122040430.233-100000@UNI_MANiac>
Source record: 22212

On Thu, 11 Dec 2003, Martin Tarenskeen wrote:

> > http://www.home.zonnet.nl/m.tarenskeen/download/mint/

> There is no file index yet.

There is one now :-)

--

Martin Tarenskeen

7931. Re: Videl dancing pixels :)

Newsgroup: comp.sys.atari.st
Date: 2003-12-12 20:22:18 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0312121222.17e20dc4@posting.google.com>
Source record: 22213

sasa.andrijasevicREMOVE@zg.tel.hr (Sasa Andrijasevic) wrote in message news:<bran0e$j34$2@garrison.globalnet.hr>...
> sticking AMD Athlon 1.4 cooler :D the Videl was cooled down and the dancing pixels dissapeared!!
> I didn't notice any disturbances on the screen since then...
> It is easy to do it especially if you don't have internal hdd inside Falcon, but if you do you can also do it...
> I did this w ith dsp too, although one capacitor had to be displaced a bit :)
> So everything is cool and working perfectly now :)
>
> have fun!
>
>
> ---
> proud owner of: Atari Falcon 030/CT2 and Falcon030/CT60
> ---

Excellent! Thanks for sharing that tip! I always had that happen with
my Nemesis at 25 after a bit. I wonder if just sticking a heat sink on
would cool it enough?
Wayne

7932. Re: Videl dancing pixels :)

Newsgroup: comp.sys.atari.st
Date: 2003-12-12 21:05:50 UTC
From: Jean-Luc CECCOLI <wdwd@wd.com>
Message-ID: <WS3.745cd1f8.c17232e2.wdwd@wd.com>
Source record: 22214

Dans le message <bran0e$j34$2@garrison.globalnet.hr>
Sasa Andrijasevic a ï¿½crit:
>Hello all,

>[Cooling Videl]
>So everything is cool and working perfectly now)

Well, attempted that I read Rodolphe's docs correctly, he just
recommends cooling the videl with buses faster than 40 MHz ;-)

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

7933. Re: Repost: HDDriver Cache/RAM

Newsgroup: comp.sys.atari.st
Date: 2003-12-12 22:14:58 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <C5rCb.421$7%6.281594@newshog.newsread.com>
Source record: 22215

On 12 Dec 2003 10:25:18 , Uwe Seimet wrote:
>John Garone wrote:
>
>> Regarding HDDriver FAT/Data cache settings is it normal for a setting of
>> 100/100 to eat up 3.5 meg of RAM? It's 355k with 10/10.
>
>You can calculate this by multiplying the number of buffers (200 in your
>case) with the size of the biggest logical sector on your drive.
>So the memory needed depends on your partition sizes, and that's why it
>is impossible to give general recommendations on the best settings.
>
Hi Uwe,
How does the sector size get set for hard drive partitions? I see only
choices under "Removable Media".

How does this set up look regarding efficiency and proper HDDriver
configuration? You mentioned that the FAT/Data cache default is 100/100
That eats up almost 3.5meg RAM. Is 20/50 with 999 folders ok for proper
driver usage?

Falcon, Tos 4.04, No Magic, etc.
Partition Info: 512 bytes per sect. 512 in root dir.
# of partitions: 12 + 2 CD drives = 14 total
Partion Sizes: 70meg to 994.9meg (all GEM)
General: 20/50/999 (RAM used: 1214 kb)
SCSI Driver: All but Link97 x'ed
Rem. Media: No x's, min. part. = 1, Max sect. size = 16384, Actual = 16384
Devices and partitions: No IDE, 1.1, 1.2, 1.3, 1.4, 1.7

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7934. FA: Atari 520 ST , SC1224 Monitor , Naked Women - er Strip Poker II

Newsgroup: comp.sys.atari.st
Date: 2003-12-12 23:05:51 UTC
From: L Kitchens <7ake7his0utEssoterik2001@yahoo.com>
Message-ID: <8PrCb.8711$T14.6052@bignews3.bellsouth.net>
Source record: 22216

for auction:
Atari 520 ST. Selling for a mere $7 plus s&h.
http://auctions.shopping.yahoo.com/auction/83162011

Atari SC1224 Monitor. Colorful.
http://auctions.shopping.yahoo.com/auction/83288382

Atari Strip Poker II by ArtWorx
http://auctions.shopping.yahoo.com/auction/83288109

INFOCOM ZORK ANTHOLOGY
http://auctions.shopping.yahoo.com/auction/83301802

7935. Re: Repost: HDDriver Cache/RAM

Newsgroup: comp.sys.atari.st
Date: 2003-12-13 10:04:45 UTC
From: guillaumed@users.sourceforge.net
Message-ID: <dcd316f2.0312130204.21822154@posting.google.com>
Source record: 22217

Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message
news:<brc1hu$1nnq1$1@ID-27442.news.uni-berlin.de>...
> John Garone wrote:
>
> > Regarding HDDriver FAT/Data cache settings is it normal for a setting of
> > 100/100 to eat up 3.5 meg of RAM? It's 355k with 10/10.
>
> You can calculate this by multiplying the number of buffers (200 in your
> case) with the size of the biggest logical sector on your drive.
> So the memory needed depends on your partition sizes, and that's why it
> is impossible to give general recommendations on the best settings.

IMHO this is not very intuitive for the average user, kB would be
better!

So perhaps it could be calculated automatically by HD-Driver
configuration program? One could set the cache size whether in kbytes
(default) or in sectors, and a switch between the two units would be
available. If a amount in kbytes (say 17kB) would not convert to an
exact amount of (say 16k-large) sectors, an alert box would be
displayed explaining that a rounding has occured.

Just a suggestion anyway!

7936. Re: IDE Flash Drive

Newsgroup: comp.sys.atari.st
Date: 2003-12-13 10:18:14 UTC
From: vdjole@EUnet.yu
Message-ID: <brep14$t77$1@news.eunet.yu>
Source record: 22218

On 5 Dec 2003 19:20:19 +, Frederic Pecourt wrote:

>I am implementing a Compact Flash II as IDE device in a STE. You should
>be aware of the fact that such devices do not stand more than about 500
>000 write cycles (maybe more now).

Is this supposed to be 500000 or 500 to 1000?

cu;

7937. Re: Atari Falcon SCSI Issues?

Newsgroup: comp.sys.atari.st
Date: 2003-12-13 12:34:41 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fdab2b2c03274@comcast.net>
Source record: 22219

>I have a Falcon 030 (stock) with 14MB RAM
>and an external Yamaha CD-RW.
>
>Using MiNT/MultiTos, TOS ROMS 4.02, 63MB IDE (internal) HD, 68882
>FPU....
>I was messing around with ACE from New Beat Software... and I couldn't
>get it to load properly under MiNT.(it would freeze) so I tried it
>just in straight TOS and it loads only with a orange background and
>everythings messed up looking (well, its hard to see with the orange)
>and
>doesn't seem right.
>
>I unhooked my SCSI CD drive and wham, it works just fine in MiNT....
>now... is this a serious issue? I know I've read and heard about scsi
>/ audio related
>issues but what can I do?
>
>Thanks for any tips, tricks and advice!
>
>Clint Thompson

Clint what hard drive program are you using? You should have
HDDriver. I would try changing the ID number for the drive and
maybe the buffer size.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7938. Re: AV_SERVER/fontselector

Newsgroup: comp.sys.atari.st
Date: 2003-12-13 12:34:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fdab2b2c03275@comcast.net>
Source record: 22220

>Hi,
>
>does anyone perhaps know a good software that acts as an AV_SERVER,
>and a fontselector program? I would like to use such programs in
>combination with XaAES/ TeraDesk or Atari AES4.1/Atari MultiTOS
>desktop, which do not provide such services by themselves.
>
>Also I'm looking for a program that can place a picture in the
>background of the desktop of e.g. TeraDesk or the MultiTOS desktop ...
>I know a program DeskPic2 that does exactly this task but only works
>well with single TOS.
>
>kind regards,
>Dennis

The Jinnee desktop works great as a AV server and can place any
picture in the background on the desktop.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7939. Re: Christmas treat for Atarians

Newsgroup: comp.sys.atari.st
Date: 2003-12-13 12:34:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fdab2b2c03276@comcast.net>
Source record: 22222

>Greetings. This is your blast from the past. I used to help maintain
>the Atari Archives at umich, so perhaps some of the survivors from
>the '80s and '90s will remember.
>
>I would like to post my annual Christmas Message, and also to wish
>everyone who ever owned an Atari to have a safe and happy holiday!
>
>-----
>
>Atari and Caramel Corn:
>Something good from the '80s

Thanks for the post. Should taste good....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7940. Re: Papyrus X

Newsgroup: comp.sys.atari.st
Date: 2003-12-13 12:34:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fdab2b2c03278@comcast.net>
Source record: 22221

>PAPYRUS X
>Now Released
>Order NOW for Delivery This Week
>Prices
>Papyrus OFFICE Version X! (10)
>with complete Online Documentation
>&#65533;69 or 99,- Euro
>For Atari TOS (4 MB min.), Mac OS X, Mac OS 9, OS/2, Win 95 ^u XP
>Upgrades to Papyrus OFFICE X!
>from Papyrus 9 OFF &#65533;34 or 49,- Euro
>from Papyrus 8 OFF &#65533;41 or 59,- Euro
>from Papyrus 8 WORD &#65533;48 or 69,- Euro
>from Papyrus 7 &#65533;55 or 79,- Euro
>from older Papyrus &#65533;62 or 89,- Euro
>

This is great. I would love to upgrade from version 8. Do I have to send in my disks/manual or will a scan of my disks suffice? I live in the US, so what is the current convert from from EURO to US DOLLARS? It will be nice to have version X The demo loads alot faster on my Hades than version 8 and it does not crash.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7941. Re: Monitor Cables

Newsgroup: comp.sys.atari.st
Date: 2003-12-13 12:34:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fdab2b2c03279@comcast.net>
Source record: 22223

>Hello.
>
>"Kenneth Medin" <kennethm@tripnet.se> wrote in message
>news:3fd1e626389c093@tripnet.se...
>> In comp.sys.atari.st <al%zb.139$Bj6.49@newsfep4-winn.server.ntli.net>
>> Barrie at Keychange wrote on Fri 05-12-2003 13:01 (GMT):
>> >
>> >Hmmm. I sell the ST to SVGA adaptors, with sound, for £15 GBP, = about
>$40
>> >inc shipping.
>>
>> Will these adaptors provide a black&white display? I have an adaptor here
>> that gave sort of black&green but it could be faulty.
>
>All the SVGAs I have tested gave a monochrome picture.
>
>Is your monitor a green screen or is the adaptor an old monochrome version?
>
>www.keychange.co.uk

Sounds good. I will have to order an adapter. I was looking for
one for my STe.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7942. Help! CT60, screwed up boot resolution (dumb ass user!)

Newsgroup: comp.sys.atari.st
Date: 2003-12-13 14:21:25 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0312130621.3d6618ae@posting.google.com>
Source record: 22224

I have a Falcon, CT60. The Falcon has no tv out port. It was working fine, but while playing with the CT60 config CPX, I tried to set the boot resolution higher. I must have hit the wrong button. I've been testing with 2 different moniters. One is a flat panel from my Dell that I was testing with, since it was easier to move back and forth. Booting in 060 mode on the flat panel, I briefly see the "Pretty" screen, then it goes black. I think the falcon is continuing to boot normaly, since I hear the hd start after a typical amount of time for the ram check, or I hear the hd start as soon as I abort the ram check. Of course, I'm guessing, since I can't see anything. I never see the fugi, or the rest. So far, I'd only put on HDDriver, extendos and NVDI. I also have a normal 17 inch moniter that I use with my CT2B falcon. I tried with it. It is slow to warm up the screen, so when booting with it, I never see the "pretty" screen, but I think it is acting the same, since the little green light that comes on when things are working normally comes on for a second when booting in 060 mode. I have 2 different vga adaptors. When using the Atari adaptor, booting in 030 mode, on the 17 inch I get mostly white jagged lines across the screen that pulse on and off about 3 times per second. Same setup, in 060 mode I get white jaggies, spaced further apart, pulsing slower, about 1-2 times per second. With the dell moniter, no jaggies, just black. I posted on the DH site, where I was told that if I hold down the shift-alt-undo key, it will reset the falcon to factory settings. This is a bit hard for me to do, since I've recased this Falcon in a Wizztronics case with a DEKA keyboard adaptor. I only have a ps/2 keyboard, and the undo key isn't mapped properly. I tried 1 time to install the atari keyboard so I could do the control-alt-undo thing, but nothing different happend. (I have to move the power supply to plug in the keyboard.)
So, I think I set the falcon to some incompatable mode for a VGA, perhaps tv? (no tv out, can't tell!) How exactly can I reset it to the "normal" boot resolution? If there is a particular key combination to hold down, does it happen at a particulat point in the boot process? (If so, I'll have to guess, since I can't see where it is in that process.) Am I the dumbest assed Atari user you have ever seen post here? (I guess you don't really have to answer that, but go ahead if you must!)

7943. Re: Repost: HDDriver Cache/RAM

Newsgroup: comp.sys.atari.st
Date: 2003-12-13 15:00:38 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fdb24e02ee5750@tripnet.se>
Source record: 22225

In comp.sys.atari.st <dcd316f2.0312130204.21822154@posting.google.com>
Guillaume D?flache wrote on Sat 13-12-2003 02:04 (-0800):

>Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message
>news:<brc1hu$1nnq1$1@ID-27442.news.uni-berlin.de>...
>> John Garone wrote:
>>
>> > Regarding HDDriver FAT/Data cache settings is it normal for a setting of
>
>> > 100/100 to eat up 3.5 meg of RAM? It's 355k with 10/10.

It's 10/10

>> You can calculate this by multiplying the number of buffers (200 in your
>> case) with the size of the biggest logical sector on your drive.
>> So the memory needed depends on your partition sizes, and that's why it
>> is impossible to give general recommendations on the best settings.
>
>IMHO this is not very intuitive for the average user, kB would be
>better!

Actually the _driver_ tells how much RAM will be used on boot already.
The HD Driver configuration utility program can't know the amount in
kByte. Depends on which partitions are found when booting if I understand
it correctly.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7944. Re: Repost: HDDriver Cache/RAM

Newsgroup: comp.sys.atari.st
Date: 2003-12-13 15:00:40 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fdb24e02ee5751@tripnet.se>
Source record: 22226

In comp.sys.atari.st <C5rCb.421$7%6.281594@newshog.newsread.com>
John Garone wrote on Fri 12-12-2003 22:14 (GMT):

>On 12 Dec 2003 10:25:18 , Uwe Seimet wrote:
>>John Garone wrote:
>>
>>> Regarding HDDriver FAT/Data cache settings is it normal for a setting of
>>> 100/100 to eat up 3.5 meg of RAM? It's 355k with 10/10.
>>
>>You can calculate this by multiplying the number of buffers (200 in your
>>case) with the size of the biggest logical sector on your drive.
>>So the memory needed depends on your partition sizes, and that's why it
>>is impossible to give general recommendations on the best settings.
>>
>Hi Uwe,
> How does the sector size get set for hard drive partitions? I see only
>choices under "Removable Media".
>
> How does this set up look regarding efficiency and proper HDDriver
>configuration? You mentioned that the FAT/Data cache default is 100/100
>That eats up almost 3.5meg RAM. Is 20/50 with 999 folders ok for proper
>driver usage?

I use 10/10 (which happens to be the default, not 100/100!) and it works
well with 4 HD's and a CD. Max partition size is 1 GByte.

Test with 10/10 and if you don't get any performance loss keep it that
way. If not incrase the buffers. Quite simple, actually

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7945. Atari "Analog" magazine back issues in good condition

Newsgroup: comp.sys.atari.st
Date: 2003-12-13 17:17:27 UTC
From: "Greg O." <ozbirn@sbcglobal.net>
Message-ID: <HQHCb.2578$CN.1468@newssvr23.news.prodigy.com>
Source record: 22227

I have decided to part with 9 back issues of Atari "Analog" magazine in good condition. They are listed on eBay.

7946. Re: Help! CT60, screwed up boot resolution (dumb ass user!)

Newsgroup: comp.sys.atari.st
Date: 2003-12-13 18:38:36 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.12.13.18.38.35.900276@removenoaspam.atari-source.com>
Source record: 22228

On Sat, 13 Dec 2003 06:21:25 -0800, Wayne Martz wrote:

> I have a Falcon, CT60. The Falcon has no tv out port. It was working
> fine, but while playing with the CT60 config CPX, I tried to set the
> boot resolution higher. I must have hit the wrong button. I've been
> testing with 2 different moniters. One is a flat panel from my Dell
> that I was testing with, since it was easier to move back and forth.
> Booting in 060 mode on the flat panel, I briefly see the "Pretty"
> screen, then it goes black. I think the falcon is continuing to boot
> normaly, since I hear the hd start after a typical amount of time for
> the ram check, or I hear the hd start as soon as I abort the ram
> check. Of course, I'm guessing, since I can't see anything. I never
> see the fugi, or the rest. So far, I'd only put on HDDriver, extendos
> and NVDI. I also have a normal 17 inch moniter that I use with my CT2B
> falcon. I tried with it. It is slow to warm up the screen, so when
> booting with it, I never see the "pretty" screen, but I think it is
> acting the same, since the little green light that comes on when
> things are working normally comes on for a second when booting in 060
> mode. I have 2 different vga adaptors. When using the Atari adaptor,
> booting in 030 mode, on the 17 inch I get mostly white jagged lines
> across the screen that pulse on and off about 3 times per second. Same
> setup, in 060 mode I get white jaggies, spaced further apart, pulsing
> slower, about 1-2 times per second. With the dell moniter, no jaggies,
> just black. I posted on the DH site, where I was told that if I hold
> down the shift-alt-undo key, it will reset the falcon to factory
> settings. This is a bit hard for me to do, since I've recased this
> Falcon in a Wizztronics case with a DEKA keyboard adaptor. I only have
> a ps/2 keyboard, and the undo key isn't mapped properly. I tried 1
> time to install the atari keyboard so I could do the control-alt-undo
> thing, but nothing different happend. (I have to move the power supply
> to plug in the keyboard.)
> So, I think I set the falcon to some incompatable mode for a VGA,
> perhaps tv? (no tv out, can't tell!) How exactly can I reset it to the
> "normal" boot resolution? If there is a particular key combination to
> hold down, does it happen at a particulat point in the boot process?
> (If so, I'll have to guess, since I can't see where it is in that
> process.) Am I the dumbest assed Atari user you have ever seen post
> here? (I guess you don't really have to answer that, but go ahead if
> you must!)

If it works in 030 mode, what you want to do is.
A: download TOS 0.99g from aniplay.atari.org if you don't have it.
If you do, you're screwed ;-)

B: update the tos with the flash tool.

THEN do the control-alt-undo.

Without tos .99g it wont' be clearing the flash of the ct60 which overrides tos nvram probably.

Mark
http://portal.atari-source.com

7947. Re: IDE Flash Drive

Newsgroup: comp.sys.atari.st
Date: 2003-12-13 19:48:11 UTC
From: Dave <no@spamthanks>
Message-ID: <3fdb6cee$0$11173$cc9e4d1f@news.dial.pipex.com>
Source record: 22229

A good flash card will track sector usage and allocate another one if it's getting near it's limit. A few million writes for certain sectors should not be a problem for a good card.

Beware read the Manufacturers data sheet as the cheap cards don't seem to bother.

Dave

"Alexander Beuscher" <alexb@feanor.schunter.etc.tu-bs.de> wrote in message news:Pine.LNX.4.58.0312111539370.975@feanor.schunter.etc.tu-bs.de...
>
> Hi!
>
> FP> I am implementing a Compact Flash II as IDE device in a STE. You
> FP> should be aware of the fact that such devices do not stand more than
> FP> about 500 000 write cycles (maybe more now). This should not be a big
> FP> deal except if one is used to defrag its hard disk every day !
>
> The point is that FAT sectors are written to quiet often (whenever a new
> file is created or whenever an existing file is growing over a cluster
> border), thus they will get damaged first - although other sectors may
> even be untouched until then.
>
> One could think of an alternative way of partitioning, placing the FAT
> sectors not directly at sector 2.
>
> Or use an alternative file system (minix, ext2) with better distribution
> of administrative data blocks.
>
>
> Regards,
>
> Alexander

7948. Re: IDE Flash Drive

Newsgroup: comp.sys.atari.st
Date: 2003-12-13 20:03:54 UTC
From: Frederic Pecourt <frederic.pecourt@stopspam-free.fr>
Message-ID: <3FDB70AA.10007@stopspam-free.fr>
Source record: 22230

Djordje Vukovic a ï¿½crit:
> Is this supposed to be 500000 or 500 to 1000?

500 000 is five hundred thousands i.e half a million !

I just had a short look to some CF specifications: some are given for
300 000 write/erase cycles, some for 500 000, and some others for one
million.

Cheers
F.

7949. Re: In memoriam: Yak's Flossie.

Newsgroup: comp.sys.atari.st
Date: 2003-12-13 22:48:37 UTC
From: Clockmeister <clockmeister@gidgenet.com.au>
Message-ID: <3fdb9743$0$31749$c30e37c6@lon-reader.news.telstra.net>
Source record: 22231

"Toby Newman" <google@asktoby.com> wrote in message
news:25a29397.0312100757.22968639@posting.google.com...
> I only just learned from reading the Yak forums that Flossie, Jeff
> Minter's sheep, has died. She was very old, had fallen over in the
> night, and was attacked in the eye by birds. She survived another few
> days, and was put down on a sunny afternoon in Jeff's arms.
>
> http://www.yakyak.org/viewtopic.php?t=11994&highlight=flossie
>
> It's really sad.
> Toby
>

Sheep are kinda lame pets...

7950. Atari Online News, Etc. #05-50

Newsgroup: comp.sys.atari.st
Date: 2003-12-14 01:18:32 UTC
From: danap8@aol.comno-spam
Message-ID: <20031213201832.14188.00000711@mb-m14.aol.com>
Source record: 22232

A-ONE #0550 12/12/03

~ Pop-Up Ad Policy Fight ~ People Are Talking! ~ Killographic Games!
~ Internet Summit Begins ~ Win98 Support To End! ~ Atari Caramel Corn!
~ Web Service Prices Cut ~ Two Spammers Settle! ~ Web Sales Tax Fight
~ Yahoo Plus To Launch! ~ Microsoft's Hit List! ~ Kazaa Blocks Copycat

-* Put Up or Shut Up, SCO Told! *-
-* Congress OKs National AntiSpam Bill *-
-* UN Tables Debate Over Who Controls Internet *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

7951. Re: Repost: HDDriver Cache/RAM

Newsgroup: comp.sys.atari.st
Date: 2003-12-14 09:02:03 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <fGVCb.544$7%6.339210@newshog.newsread.com>
Source record: 22233

On 13 Dec 2003 15:00:40 , "Kenneth Medin" wrote:
>In comp.sys.atari.st <C5rCb.421$7%6.281594@newshog.newsread.com>
>John Garone wrote on Fri 12-12-2003 22:14 (GMT):
>
>>On 12 Dec 2003 10:25:18 , Uwe Seimet wrote:
>>>John Garone wrote:
>>>
>>>> Regarding HDDriver FAT/Data cache settings is it normal for a setting of
>>>> 100/100 to eat up 3.5 meg of RAM? It's 355k with 10/10.
>>>
>>>You can calculate this by multiplying the number of buffers (200 in your
>>>case) with the size of the biggest logical sector on your drive.
>>>So the memory needed depends on your partition sizes, and that's why it
>>>is impossible to give general recommendations on the best settings.
>>>
>>Hi Uwe,
>> How does the sector size get set for hard drive partitions? I see only
>>choices under "Removable Media".
>>
>> How does this set up look regarding efficiency and proper HDDriver
>>configuration? You mentioned that the FAT/Data cache default is 100/100
>>That eats up almost 3.5meg RAM. Is 20/50 with 999 folders ok for proper
>>driver usage?
>
>I use 10/10 (which happens to be the default, not 100/100!) and it works
>well with 4 HD's and a CD. Max partition size is 1 GByte.
>
>Test with 10/10 and if you don't get any performance loss keep it that
>way. If not incrase the buffers. Quite simple, actually
>
Hi Kenneth,
I had it at 10/10 but changed it to 100/100 (I believe Uwe said it was
the default) but noticed that programs (Newsie, for instance) took longer
to load at 100/100 so it's at 20/20 now. I'll play around a bit with it but
not for long :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7952. Re: In memoriam: Yak's Flossie.

Newsgroup: comp.sys.atari.st
Date: 2003-12-14 09:05:14 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <eJVCb.545$7%6.339781@newshog.newsread.com>
Source record: 22234

On 14 Dec 2003 06:48:37 , "Clockmeister" wrote:
>
>"Toby Newman" <google@asktoby.com> wrote in message
>news:25a29397.0312100757.22968639@posting.google.com...
>> I only just learned from reading the Yak forums that Flossie, Jeff
>> Minter's sheep, has died. She was very old, had fallen over in the
>> night, and was attacked in the eye by birds. She survived another few
>> days, and was put down on a sunny afternoon in Jeff's arms.
>>
>> http://www.yakyak.org/viewtopic.php?t=11994&highlight=flossie
>>
>> It's really sad.
>> Toby
>>
>
>Sheep are kinda lame pets...
>
>
>.

I think Steve Sweet might have something to add to that :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7953. Re: Help! CT60, screwed up boot resolution (dumb ass user!)

Newsgroup: comp.sys.atari.st
Date: 2003-12-14 12:08:03 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0312140408.187f73c4@posting.google.com>
Source record: 22235

Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:<pan.2003.12.13.18.38.35.900276@removenoaspam.atari-source.com>...
>
> If it works in 030 mode, what you want to do is.

It Dosn't. :-(

> A: download TOS 0.99g from aniplay.atari.org if you don't have it.
> If you do, you're screwed ;-)

I do. Guess I'm screwed.

>
> B: update the tos with the flash tool.
>
> THEN do the control-alt-undo.
>
> Without tos .99g it wont' be clearing the flash of the ct60 which
> overrides tos nvram probably.
>
> Mark
> http://portal.atari-source.com

There's gotta be some way outta this mess.

Wayne

7954. Re: Help! CT60, screwed up boot resolution (dumb ass user!)

Newsgroup: comp.sys.atari.st
Date: 2003-12-14 14:57:20 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1071392352-454763AEicMi@adelphia.net>
Source record: 22236

Wayne,
Have you tried unplugging the CT60 from the Falcon
all together??? This may make it possible to go into
the CPX and change the settings since it will not see
the CT60 at all and use NVRAM settings. Also one
other thing, this happened to me once with my Falcon
when I first got it. It was a setting inside of NVRAM
but the way I got around it was messing with the VGA
monitor settings so that I could just barely see the
picture. I forget what settings I messed around with
but the picture was so light I could barely make out
any text. But it was enough to make the nesecarry
changes and reboot and everything was OK. My monitor
settings were completely screwed up but at least I
could see the screen to readjust the settings at that
point. Try this and let us know what happens. Do you
have your Falcon MOBO accellerated as well???

Thanks,
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

7955. Re: Help! CT60, screwed up boot resolution (dumb ass user!)

Newsgroup: comp.sys.atari.st
Date: 2003-12-14 16:21:20 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.12.14.16.21.18.434582@removenoaspam.atari-source.com>
Source record: 22237

On Sun, 14 Dec 2003 04:08:03 -0800, Wayne Martz wrote:

> Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:<pan.2003.12.13.18.38.35.900276@removenoaspam.atari-source.com>...
>>
>> If it works in 030 mode, what you want to do is.
>
> It Dosn't. :-(
>
>> A: download TOS 0.99g from aniplay.atari.org if you don't have it.
>> If you do, you're screwed ;-)
>
> I do. Guess I'm screwed.
> There's gotta be some way outta this mess.
>
> Wayne

You could sell it to me perhaps? ;-) Seriously One possible solution would be to get a falcon RGB adapter and an atari SC1224 monitor and hook it up and see what happens. If you run out of software solutions completely this could be your only way. I suspect your falcon vga adapter (which sounds homemade) is bugged somehow and tells the computer that it's RGB or something.

If you're in the US, I have an ST-mono monitor you could use to take care of the issue too, but I don't have the falcon RGB adapter for you to borrow.

Also to note others who say switching overscan mode on vga is impossible? I think I did it the other day. At least the button depressed and I unselected it because I know overscan is not possible on vga.

Mark
http://portal.atari-source.com

7956. Re: Help! CT60, screwed up boot resolution (dumb ass user!)

Newsgroup: comp.sys.atari.st
Date: 2003-12-14 18:32:37 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vtpb6549vi7152@corp.supernews.com>
Source record: 22238

"Wayne Martz" <wmartz@firstpresdalton.org> wrote in message
news:2f399fc7.0312130621.3d6618ae@posting.google.com...

> So, I think I set the falcon to some incompatable mode for a VGA,
> perhaps tv? (no tv out, can't tell!) How exactly can I reset it to the
> "normal" boot resolution?

You could always whip up a RCA adaptor to get Composite output and hook it up to your TV. I forget the two pins that are needed but if you email me I can look it up. I hooked mine up once to my TV this way.

Tim

7957. Re: In memoriam: Yak's Flossie.

Newsgroup: comp.sys.atari.st
Date: 2003-12-14 21:39:19 UTC
From: Clockmeister <clockmeister@gidgenet.com.au>
Message-ID: <3fdcd882$0$31744$c30e37c6@lon-reader.news.telstra.net>
Source record: 22239

"John Garone" <swamptaxes-NOT-@atlantic.net> wrote in message
news:eJVCb.545$7%6.339781@newshog.newsread.com...
> On 14 Dec 2003 06:48:37 , "Clockmeister" wrote:
> >
> >"Toby Newman" <google@asktoby.com> wrote in message
> >news:25a29397.0312100757.22968639@posting.google.com...
> >> I only just learned from reading the Yak forums that Flossie, Jeff
> >> Minter's sheep, has died. She was very old, had fallen over in the
> >> night, and was attacked in the eye by birds. She survived another few
> >> days, and was put down on a sunny afternoon in Jeff's arms.
> >>
> >> http://www.yakyak.org/viewtopic.php?t=11994&highlight=flossie
> >>
> >> It's really sad.
> >> Toby
> >>
> >
> >Sheep are kinda lame pets...
> >
> >
> >.
>
> I think Steve Sweet might have something to add to that :)
>

LOL

7958. Large File Copy Problem!

Newsgroup: comp.sys.atari.st
Date: 2003-12-14 22:43:43 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <zI5Db.961$MY.713464@monger.newsread.com>
Source record: 22240

Hi All,
My system hangs while trying to copy large files around 10 meg or more!
This started after replacing one of two hard drives. It occurs when trying
to copy from either of 2 CD drives, from either hard drive to each other or
within either hard drive! I've checked ID #s, swapped out cables (total
length is about 11 feet), reconfigured HDDriver and Extendos Gold, done
sector tests on both hard drives and a memory test on the 14 meg RAM.
I believe termination is ok (older Seagate, last in chain, no jumper =
terminated.....new Seagate, second in chain, no jumper selection or
termination power from cable).
Physical order of devices:
C-LAB Falcon
Yamaha CD R/W CRW2200S
Seagate ST15230WC SUN 4.2g
Toshiba CDROM XM-5401TA3605
Seagate ST51080N 1g
Any Thoughts?
John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

7959. Re: Large File Copy Problem!

Newsgroup: comp.sys.atari.st
Date: 2003-12-15 00:06:42 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <britui$l71$1@reader2.panix.com>
Source record: 22241

Yes, thoughts. Have you done a websearch on either Seagate part number?
I have more than one ST32550W, and one of them was acting very strangely.
Found that typing the part number into a search engine box revealed that
many people had strange problems with that drive, and one fellow bought
12, and found that only 4 of them worked in his systems. That told me what
was wrong, and what to do about it. Skipping a lot of steps, after finding
those reports, I installed three jumpers on the top of that drive,
connecting termpower to the terminators, to the network, and connecting
network termpower to the drive, and now it works just fine, in the middle
of the chain, and very thoroughly in the state some people would call
terminated.

First do that web search. If you are the only one with a problem with a
drive which is about the right size for a Unix system, that is not the
problem. And, shorten those cables. Those drive should at least be in the
same county. That could be all of your problem, or fix your problem.

And, block size might matter. There is Kobold, and there is tosfix, to
break transfers up into sizes that do not cause problems.

Jim

John Garone <swamptaxes-NOT-@atlantic.net> writes:

: Hi All,
: My system hangs while trying to copy large files around 10 meg or more!
: This started after replacing one of two hard drives. It occurs when trying
: to copy from either of 2 CD drives, from either hard drive to each other or
: within either hard drive! I've checked ID #s, swapped out cables (total
: length is about 11 feet), reconfigured HDDriver and Extendos Gold, done
: sector tests on both hard drives and a memory test on the 14 meg RAM.
: I believe termination is ok (older Seagate, last in chain, no jumper =
: terminated.....new Seagate, second in chain, no jumper selection or
: termination power from cable).
: Physical order of devices:
: C-LAB Falcon
: Yamaha CD R/W CRW2200S
: Seagate ST15230WC SUN 4.2g
: Toshiba CDROM XM-5401TA3605
: Seagate ST51080N 1g
: Any Thoughts?
: John
: P.S.
: To Reply by E-mail, please remove -NOT- from my address!

: P.S.
: To Reply by E-mail, please remove -NOT- from my address!

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7960. Atari stuff - advice on what to do with it - (no rude answers please!)

Newsgroup: comp.sys.atari.st
Date: 2003-12-15 00:44:18 UTC
From: IanL <Ian.Lawden@-No-Spam-btinternet.com>
Message-ID: <brj052hpe1@sparta.btinternet.com>
Source record: 22242

Hi all,

I have to move to a smaller home - and, sadly, have to part with my Atari kit that has been set up for years (but barely used of course.)

I have: -

Atari Mega 4
Atari 60Mb HD (it's now packed away but I think that it's a megadrive - £629 for 60Mb!)
SLM804 printer
Cumana Drive
Gadgets By Small Mac emulator (HD has a 15Mb MAC partition - very smart)
Atari Mono Monitor
All of the manuals for the above,
About 500 floppy disks with originals and 'backups' (was-not-was compressed games disks - remember them?)

Would these go if put on e-bay do you think? What sort of price.

Thanks for any advice,

IanL
UK - North West

7961. Re: Large File Copy Problem!

Newsgroup: comp.sys.atari.st
Date: 2003-12-15 05:25:21 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <5BbDb.990$MY.731076@monger.newsread.com>
Source record: 22243

On 15 Dec 2003 00:06:42 , Jim DeClercq wrote:
SNIP
>First do that web search. If you are the only one with a problem with a
>drive which is about the right size for a Unix system, that is not the
>problem. And, shorten those cables. Those drive should at least be in the
>same county. That could be all of your problem, or fix your problem.
>

Hi Jim,
cables are shorter than originally when it worked ok. The drive replaced
an older drive in the same box w/ps & fan. Using the original cables didn't
help.

>And, block size might matter. There is Kobold, and there is tosfix, to
>break transfers up into sizes that do not cause problems.
>

I have Kobold but in a French version which I hesitate to try :)
Tosfix sounds familier (didn't know that's what it was used for). But why
should I have this new problem after installing the drive and not before
(with longer cables)? I'll do the search anyway! Thanks.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7962. Re: Repost: HDDriver Cache/RAM

Newsgroup: comp.sys.atari.st
Date: 2003-12-15 07:45:07 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <brjoq3$465oh$1@ID-27442.news.uni-berlin.de>
Source record: 22244

Guillaume D?flache wrote:

> IMHO this is not very intuitive for the average user, kB would be
> better!

Too late. This is the way GEMDOS (the GEMDOS cache) works, so it cannot
be changed. At least not without a completely new version of TOS :-).

--

Dr. Uwe Seimet http://www.seimet.de

7963. Re: Repost: HDDriver Cache/RAM

Newsgroup: comp.sys.atari.st
Date: 2003-12-15 07:47:27 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <brjouf$465oh$2@ID-27442.news.uni-berlin.de>
Source record: 22245

John Garone wrote:

> How does the sector size get set for hard drive partitions? I see only
> choices under "Removable Media".

The sector size depends on the partition size, i.e. you cannot change it
arbitrarily.

> configuration? You mentioned that the FAT/Data cache default is 100/100

Looks as if it is only 10/10. I don't know this by heart as I never
change it anyway.

Note that most of this discussion will lead to nothing. The GEMDOS cache
works as it works, it cannot be changed. Hard disk drivers have to stick
to what GEMDOS provides.

--

Dr. Uwe Seimet http://www.seimet.de

7964. Re: Rude Llamatron - Playable on an half-meg ST?

Newsgroup: comp.sys.atari.st
Date: 2003-12-15 16:46:15 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <brkognilv1@thorium.cix.co.uk>
Source record: 22146

google@asktoby.com (Toby Newman) wrote:
> Is it possible to play Rude Llamatron on an Atari ST? Do you need a
> 1Mb machine? Or is it only available on other platforms?
I think it's only available as an Atari program, though I play it on the PC through STeem. I think the ordinary version plays on a 520ST, but the size of the samples means I wouldn't try Filth on any less than 4Mb. It was written specifically for Yak's TT, so the more memory and processor power the better. It may easily dissolve into squeeks and burps on the crazier levels.

> Llamatron is my fave ST game; I've never tried Rude Llamatron but if
> someone here says it runs I'll go about tracking it down!

It's almost the only game I can play (apart from V-Rally on PS1).

Take a look at:

http://www.yakyak.org
http://www.llamasoft.co.uk

regards
Harry

7965. HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 02:15:33 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <9VtDb.1050$MY.785175@monger.newsread.com>
Source record: 22147

Hi All,
After checking all that can be checked regarding hardware, termination, ID#s and cables, I booted with ICD and had no problem copying a 49 meg file from either of 2 CD drives to 2 hard drives or between hard drives but the system hangs if I boot with HDDriver 8.04 and try to copy a file over 10 meg! Same after reducing the system down to 1 hard drive and 1 CDROM.
So, is there a bug in HDDriver 8.04 or am I not setting it right?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

7966. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 06:09:30 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <ukxDb.2115$9s.814955@news3.news.adelphia.net>
Source record: 22148

On 16 Dec 2003 02:15:33 , John Garone wrote:
>Hi All,
> After checking all that can be checked regarding hardware, termination,
>ID#s and cables, I booted with ICD and had no problem copying a 49 meg file
>from either of 2 CD drives to 2 hard drives or between hard drives but the
>system hangs if I boot with HDDriver 8.04 and try to copy a file over 10
>meg! Same after reducing the system down to 1 hard drive and 1 CDROM.
> So, is there a bug in HDDriver 8.04 or am I not setting it right?
>
>John
>P.S.
> To Reply by E-mail, please remove -NOT- from my address!

Are you using screenblaster or blowup or any kind of screen resolution enhancement? I had this same problem with large SCSI transfers, and it was always even worse when using any resolution enhancement. I don't have the problem with IDE. I was told that it was a clock buffer mod problem, but I tried different clock buffer modifications and still had the same problem with SCSI. ICD would work, but I was told that there was danger of data loss with ICD related to this problem.

My work around was to install a 5 GB IDE drive and use it for everything except for Cubase Audio recording, which requires SCSI. My Falcon works like a charm with the IDE drive. Anyway, my problem was not HDDriver, it was the bug in SCSI on the Falcon. I never have any problem with SCSI writes if I boot in 2 colors at standard resolution. I can write to my SCSI CD-RW at 4X speed at this resolution.

7967. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 06:10:53 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <NIxDb.2116$9s.815334@news3.news.adelphia.net>
Source record: 22149

On 16 Dec 2003 02:15:33 , John Garone wrote:
>Hi All,
> After checking all that can be checked regarding hardware, termination,
>ID#s and cables, I booted with ICD and had no problem copying a 49 meg file
>from either of 2 CD drives to 2 hard drives or between hard drives but the
>system hangs if I boot with HDDriver 8.04 and try to copy a file over 10
>meg! Same after reducing the system down to 1 hard drive and 1 CDROM.
> So, is there a bug in HDDriver 8.04 or am I not setting it right?
>
>John
>P.S.
> To Reply by E-mail, please remove -NOT- from my address!

Are you using screenblaster or blowup or any kind of screen resolution enhancement? I had this same problem with large SCSI transfers, and it was always even worse when using any resolution enhancement. I don't have the problem with IDE. I was told that it was a clock buffer mod problem, but I tried different clock buffer modifications and still had the same problem with SCSI. ICD would work, but I was told that there was danger of data loss with ICD related to this problem.

My work around was to install a 5 GB IDE drive and use it for everything except for Cubase Audio recording, which requires SCSI. My Falcon works like a charm with the IDE drive. Anyway, my problem was not HDDriver, it was the bug in SCSI on the Falcon. I never have any problem with SCSI writes if I boot in 2 colors at standard resolution. I can write to my SCSI CD-RW at 4X speed at this resolution.

7968. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 06:17:19 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <PrxDb.2120$9s.816856@news3.news.adelphia.net>
Source record: 22150

On 16 Dec 2003 02:15:33 , John Garone wrote:
>Hi All,
> After checking all that can be checked regarding hardware, termination,
>ID#s and cables, I booted with ICD and had no problem copying a 49 meg file
>from either of 2 CD drives to 2 hard drives or between hard drives but the
>system hangs if I boot with HDDriver 8.04 and try to copy a file over 10
>meg! Same after reducing the system down to 1 hard drive and 1 CDROM.
> So, is there a bug in HDDriver 8.04 or am I not setting it right?
>
>John
>P.S.
> To Reply by E-mail, please remove -NOT- from my address!

Are you using screenblaster or blowup or any kind of screen resolution enhancement? I had this same problem with large SCSI transfers, and it was always even worse when using any resolution enhancement. I don't have the problem with IDE. I was told that it was a clock buffer mod problem, but I tried different clock buffer modifications and still had the same problem with SCSI. ICD would work, but I was told that there was danger of data loss with ICD related to this problem.

My work around was to install a 5 GB IDE drive and use it for everything except for Cubase Audio recording, which requires SCSI. My Falcon works like a charm with the IDE drive. Anyway, my problem was not HDDriver, it was the bug in SCSI on the Falcon. I never have any problem with SCSI writes if I boot in 2 colors at standard resolution. I can write to my SCSI CD-RW at 4X speed at this resolution.

7969. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 07:55:12 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <brmdp0$51v30$1@ID-27442.news.uni-berlin.de>
Source record: 22151

John Garone wrote:

> So, is there a bug in HDDriver 8.04 or am I not setting it right?

This is most likely a cable/termination problem, even though it works
with the ICD driver. HDDRIVER uses more SCSI signals in order to be
fully SCSI-compliant, so if anything is wrong on the bus you will notice
it more likely with HDDRIVER than with ICD's driver.
There are no known issues, btw, wrt copying large files. Whether it is
10 MB or 100 MB or just 2 MB, it's all the same for HDDRIVER, as
basically the same commands are sent to the drive.

--

Dr. Uwe Seimet http://www.seimet.de

7970. Re: Repost: HDDriver Cache/RAM

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 08:38:12 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <brmg9k$cj9$1@thorium.cix.co.uk>
Source record: 22152

guillaumed@users.sourceforge.net (Guillaume D?flache) wrote:
> Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message
>> John Garone wrote:
>>> Regarding HDDriver FAT/Data cache settings is it normal for a
>>> setting of 100/100 to eat up 3.5 meg of RAM? It's 355k with 10/10.
>> You can calculate this by multiplying the number of buffers (200 in
>> your case) with the size of the biggest logical sector on your drive.
>> So the memory needed depends on your partition sizes, and that's why it
>> is impossible to give general recommendations on the best settings.
> IMHO this is not very intuitive for the average user, kB would be
> better!
>
> So perhaps it could be calculated automatically by HD-Driver
> configuration program? One could set the cache size whether in kbytes
> (default) or in sectors, and a switch between the two units would be
> available. If a amount in kbytes (say 17kB) would not convert to an
> exact amount of (say 16k-large) sectors, an alert box would be
> displayed explaining that a rounding has occured.
>
> Just a suggestion anyway!

On a 32Mb partition the memory used is far less than on, say, a 512Mb partition, so the number of sectors will depend on what partition you're working with.

Also, the first figure relates to the root directory, so if you put everything in folders you only need a very low figure for the first figure. 10 or 20 would be quite adequate. You should get better response for a higher second figure.

That means using 20/180 should use the same RAM as 100/100, but provide more cache hits and less disk accessing.

regards
Harry

7971. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 08:42:20 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <brmge4$7ve$1@pegasus.csx.cam.ac.uk>
Source record: 22153

"John Garone" <swamptaxes-NOT-@atlantic.net> wrote in message
news:9VtDb.1050$MY.785175@monger.newsread.com...
> Hi All,
> After checking all that can be checked regarding hardware,
termination,
> ID#s and cables, I booted with ICD and had no problem copying a 49
meg file
> from either of 2 CD drives to 2 hard drives or between hard drives
but the
> system hangs if I boot with HDDriver 8.04 and try to copy a file
over 10
> meg! Same after reducing the system down to 1 hard drive and 1
CDROM.
> So, is there a bug in HDDriver 8.04 or am I not setting it right?

Even though you have stated otherwise I still believe that it is a cableing problem in that basically they are to long. When I tried using a 1 Metre extention cable with my HD on the floor I could copy floppies to it ok but copying 720K from the HD to a floppy would always result in the "Disk Damaged/Drive not connected" alert message. When I went back to the shorter cable cable (12-16 inch) that was part of the Link 97 adaptor everything was fine.
The reason why floppy to HD was ok is that the ST is relatively slow at reading data from floppy and transfrers it out in smaller chunks, I cant remember how large these are but it is defined by TOS however it does not work the other way because IIRC HD Drive transferes as much data as will fit into the available RAM from where the ST then copies it in the samller chunks to the floppy so HD to ST data transferes more data faster.

Now I know you will dismiss this because the longer cables worked with the ICD Driver but as Uwe stated HD Driver uses a fuller SCSI command set and the code may be more optimised than that of the ICD Driver, if either if these results in faster data transfere the extra capacitance of the longer cables will degregate the faster moving signals more that slower signal to the point where the recipient cannot tell if it is recieveing a 1 or a 0.

You say you have checked the cables but not if you tried HD Driver with shorter cables, if you have not give it a go you might find it works.

Stephen Moss

7972. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 09:13:41 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <91ADb.678$7%6.432948@newshog.newsread.com>
Source record: 22154

On 16 Dec 2003 08:55:12 , Uwe Seimet wrote:
>John Garone wrote:
>
>> So, is there a bug in HDDriver 8.04 or am I not setting it right?
>
>This is most likely a cable/termination problem, even though it works
>with the ICD driver. HDDRIVER uses more SCSI signals in order to be
>fully SCSI-compliant, so if anything is wrong on the bus you will notice
>it more likely with HDDRIVER than with ICD's driver.
>There are no known issues, btw, wrt copying large files. Whether it is
>10 MB or 100 MB or just 2 MB, it's all the same for HDDRIVER, as
>basically the same commands are sent to the drive.
>

Hi Uwe,
I can copy a 4 meg file ok but 10 and over is no good! Running only one hard drive with a new cable gets the same result. This is a new problem since I put the files on the drive previously but now can't copy them (set to R/W).
The info on Seagate's site for the drive says that no jumper = terminated. Could the drive's jumper circuit be bad? If so, am I correct in saying that a passive terminator on the open external connector from the drive should fix the problem? If that doesn't work, then what?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7973. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 09:19:21 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <t6ADb.679$7%6.433389@newshog.newsread.com>
Source record: 22155

On 16 Dec 2003 06:09:30 , Joseph D. Place wrote:
>On 16 Dec 2003 02:15:33 , John Garone wrote:
>>Hi All,
>> After checking all that can be checked regarding hardware, termination,
>>IDs and cables, I booted with ICD and had no problem copying a 49 meg file
>>from either of 2 CD drives to 2 hard drives or between hard drives but the
>>system hangs if I boot with HDDriver 8.04 and try to copy a file over 10
>>meg! Same after reducing the system down to 1 hard drive and 1 CDROM.
>> So, is there a bug in HDDriver 8.04 or am I not setting it right?
>>
>>John
>>P.S.
>> To Reply by E-mail, please remove -NOT- from my address!
>
>Are you using screenblaster or blowup or any kind of screen
>resolution enhancement?

Hi Joseph,

nope! No resolution enhancer!

> I had this same problem with large SCSI
>transfers, and it was always even worse when using any resolution
>enhancement. I don't have the problem with IDE. I was told that it
>was a clock buffer mod problem, but I tried different clock buffer
>modifications and still had the same problem with SCSI. ICD would
>work, but I was told that there was danger of data loss with ICD
>related to this problem.
>
>My work around was to install a 5 GB IDE drive and use it for
>everything except for Cubase Audio recording, which requires SCSI. My
>Falcon works like a charm with the IDE drive. Anyway, my problem was
> not HDDriver, it was the bug in SCSI on the Falcon. I never have
> any problem with SCSI writes if I boot in 2 colors at standard
> resolution. I can write to my SCSI CD-RW at 4X speed at this
> resolution.
>.

resolution made no difference here! Are you saying that saving a massive
Cubase AIF file was ok? How do you copy it from the SCSI drive to another
drive? Is there a fix for the bug (in case that's my problem)?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7974. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 09:23:50 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <GaADb.680$7%6.433450@newshog.newsread.com>
Source record: 22156

On 16 Dec 2003 08:42:20 , "Stephen Moss" wrote:
>
>"John Garone" <swamptaxes-NOT-@atlantic.net> wrote in message
>news:9VtDb.1050$MY.785175@monger.newsread.com...
>> Hi All,
>> After checking all that can be checked regarding hardware,
>termination,
>> ID#s and cables, I booted with ICD and had no problem copying a 49
>meg file
>> from either of 2 CD drives to 2 hard drives or between hard drives
>but the
>> system hangs if I boot with HDDriver 8.04 and try to copy a file
>over 10
>> meg! Same after reducing the system down to 1 hard drive and 1
>CDROM.
>> So, is there a bug in HDDriver 8.04 or am I not setting it right?
>
>Even though you have stated otherwise I still believe that it is a
>cableing problem in that basically they are to long. When I tried
>using a 1 Metre extention cable with my HD on the floor I could copy
>floppies to it ok but copying 720K from the HD to a floppy would
>always result in the "Disk Damaged/Drive not connected" alert message.
>When I went back to the shorter cable cable (12-16 inch) that was part
>of the Link 97 adaptor everything was fine.
>The reason why floppy to HD was ok is that the ST is relatively slow
>at reading data from floppy and transfrers it out in smaller chunks, I
>cant remember how large these are but it is defined by TOS however it
>does not work the other way because IIRC HD Drive transferes as much
>data as will fit into the available RAM from where the ST then copies
>it in the samller chunks to the floppy so HD to ST data transferes
>more data faster.
>
>Now I know you will dismiss this because the longer cables worked with
>the ICD Driver but as Uwe stated HD Driver uses a fuller SCSI command
>set and the code may be more optimised than that of the ICD Driver, if
>either if these results in faster data transfere the extra capacitance
>of the longer cables will degregate the faster moving signals more
>that slower signal to the point where the recipient cannot tell if it
>is recieveing a 1 or a 0.
>
>You say you have checked the cables but not if you tried HD Driver
>with shorter cables, if you have not give it a go you might find it
>works.
>

>Stephen Moss

I reduced the system down to a 6 foot cable to one hard drive with
HDDriver! No other cables. Still the same!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7975. Re: Repost: HDDriver Cache/RAM

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 09:26:03 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <LcADb.681$7%6.433596@newshog.newsread.com>
Source record: 22157

On 16 Dec 2003 08:38:12 , sidcelery@cix.compulink.co.uk wrote:
>guillaumed@users.sourceforge.net (Guillaume D?flache) wrote:
>> Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message
>>> John Garone wrote:
>>>> Regarding HDDriver FAT/Data cache settings is it normal for a
>>>> setting of 100/100 to eat up 3.5 meg of RAM? It's 355k with 10/10.
>>> You can calculate this by multiplying the number of buffers (200 in
>>> your case) with the size of the biggest logical sector on your drive.
>>> So the memory needed depends on your partition sizes, and that's why it
>>> is impossible to give general recommendations on the best settings.
>> IMHO this is not very intuitive for the average user, kB would be
>> better!
>>
>> So perhaps it could be calculated automatically by HD-Driver
>> configuration program? One could set the cache size whether in kbytes
>> (default) or in sectors, and a switch between the two units would be
>> available. If a amount in kbytes (say 17kB) would not convert to an
>> exact amount of (say 16k-large) sectors, an alert box would be
>> displayed explaining that a rounding has occured.
>>
>> Just a suggestion anyway!
>
>On a 32Mb partition the memory used is far less than on, say, a 512Mb
>partition, so the number of sectors will depend on what partition you're
>working with.
>
>Also, the first figure relates to the root directory, so if you put
>everything in folders you only need a very low figure for the first figure.
>10 or 20 would be quite adequate. You should get better response for a
>higher second figure.
>
>That means using 20/180 should use the same RAM as 100/100, but provide more
>cache hits and less disk accessing.
>
Hi Harry,
It's set for 10/10 again and I think I'll leave well enough alone :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7976. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 10:20:01 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <y%ADb.4234$Mj6.3757@bignews3.bellsouth.net>
Source record: 22158

I might be barking up the wrong tree here...
But I didn't have much luck with HDDriver 8 on a Falcon either. In fact, version 8 doesn't work with CuBase Audio at all.

I went back to version 7.93, which offers most of the same features as version 8...just less optomized, and run the CAFFIX patch, and so far, knock on wood, SCSI problems are gone.

This is on a CT2b with gobs of stuff on the SCSI BUS...wide SCSI III (with high bytes terminated), and narrow SCSI I and II (50 pin and 25pin cables) all mixed together. Okay, I admit when I'm doing serious audio projects I take out all the junk and use as short a cable as possible...but in normal day to day usage the chain is dangeriously long...and so far so good.

The first thing I'd try however, is installing the CAFFIX.PRG from your HDUTIL disk. If that doesn't do the trick, see if Uwe will send you 7.93.

Brian

7977. Re: Repost: HDDriver Cache/RAM

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 11:34:39 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <brmqkf$h32$1@thorium.cix.co.uk>
Source record: 22159

swamptaxes-NOT-@atlantic.net (John Garone) wrote:
> On 16 Dec 2003 08:38:12 , sidcelery@cix.compulink.co.uk wrote:
>> On a 32Mb partition the memory used is far less than on, say, a 512Mb
>> partition, so the number of sectors will depend on what partition you're
>> working with.
More cobblers from me. I meant the number of Kb, not the number of sectors.

> Hi Harry,
> It's set for 10/10 again and I think I'll leave well enough alone :)
>
> John

Wise move - if only to close this spread and to stop encouraging me to post
garbage <sigh>

regards
Harry

7978. Re: Repost: HDDriver Cache/RAM

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 12:01:59 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <brms7n$4us7e$1@ID-27442.news.uni-berlin.de>
Source record: 22160

sidcelery@cix.compulink.co.uk wrote:

> Also, the first figure relates to the root directory, so if you put

The number for the FAT sectors is related to the FAT, not the root
directory.

--

Dr. Uwe Seimet http://www.seimet.de

7979. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 12:05:14 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <brmsdp$4us7e$2@ID-27442.news.uni-berlin.de>
Source record: 22162

Brian Roland wrote:
>

> But I didn't have much luck with HDDriver 8 on a Falcon either. In fact,
> version 8 doesn't work with CuBase Audio at all.

This is a known issue, related to Cubase and the fact that Cubase
accesses to SCSI bus in ways not compliant to the SCSI standard. There
is nothing one can do about it, like with any software (Cubase in this
case) that is not maintained anymore.

--

Dr. Uwe Seimet http://www.seimet.de

7980. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 12:06:10 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <brmsfi$4us7e$3@ID-27442.news.uni-berlin.de>
Source record: 22161

John Garone wrote:

> The info on Seagate's site for the drive says that no jumper = terminated.
> Could the drive's jumper circuit be bad? If so, am I correct in saying
> that a passive terminator on the open external connector from the drive
> should fix the problem? If that doesn't work, then what?

I have no idea. Trying another drive maybe?

--

Dr. Uwe Seimet http://www.seimet.de

7981. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 12:40:59 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <v3DDb.688$7%6.437290@newshog.newsread.com>
Source record: 22164

On 16 Dec 2003 13:06:10 , Uwe Seimet wrote:
>John Garone wrote:
>
>> The info on Seagate's site for the drive says that no jumper = terminated.
>> Could the drive's jumper circuit be bad? If so, am I correct in saying
>> that a passive terminator on the open external connector from the drive
>> should fix the problem? If that doesn't work, then what?
>
>I have no idea. Trying another drive maybe?
>

this IS another drive :) Are there answers to the other questions above
or should I just close my eyes and guess my way through this problem?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7982. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 12:45:43 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <X7DDb.690$7%6.437237@newshog.newsread.com>
Source record: 22163

On 16 Dec 2003 04:20:01 , "Brian Roland" wrote:
>I might be barking up the wrong tree here...
>But I didn't have much luck with HDDriver 8 on a Falcon either. In fact,
>version 8 doesn't work with CuBase Audio at all.
>
>I went back to version 7.93, which offers most of the same features as version
>8...just less optomized, and run the CAFFIX patch, and so far, knock on wood,
>SCSI problems are gone.
>
>This is on a CT2b with gobs of stuff on the SCSI BUS...wide SCSI III (with high
>bytes terminated), and narrow SCSI I and II (50 pin and 25pin cables) all mixed
>together. Okay, I admit when I'm doing serious audio projects I take out all
>the junk and use as short a cable as possible...but in normal day to day usage
>the chain is dangeriously long...and so far so good.
>
>The first thing I'd try however, is installing the CAFFIX.PRG from your HDUTIL
>disk. If that doesn't do the trick, see if Uwe will send you 7.93.
>
>Brian

even though the problem isn't Cubase related (at present) I'll try
CAFFIX anyway!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7983. Scanner deal for Atari

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 13:56:13 UTC
From: N Montaser <nmontaser@hotmail.com>
Message-ID: <e9EDb.2613$CK3.180839@news20.bellglobal.com>
Source record: 22165

Hi guys,
I just noticed that justdeals.com has the awesome Umax Astra 2200US (SCSI 2 & USB) on sale for 21.95. plus shipping. Here is the link:
http://store.yahoo.com/justdeals/spkg13434r.html?AID=10274075&PID=1167010

This scanner will work fine with ScanXPRO and ATARI/MagicMac/MagicPC systems. Add another $30 for ScanX pro.
Contact me and I will also give you a coupon for $6 off of the scanner, bringing the total to $16 for scanner and $30 for ScanX.

Happy Holidays.

cheers
Nima

7984. Re: Repost: HDDriver Cache/RAM

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 14:18:24 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <QuEDb.700$7%6.438691@newshog.newsread.com>
Source record: 22166

On 16 Dec 2003 11:34:39 , sidcelery@cix.compulink.co.uk wrote:
>swamptaxes-NOT-@atlantic.net (John Garone) wrote:
>> On 16 Dec 2003 08:38:12 , sidcelery@cix.compulink.co.uk wrote:
>>> On a 32Mb partition the memory used is far less than on, say, a 512Mb
>>> partition, so the number of sectors will depend on what partition you're
>>> working with.
>More cobblers from me. I meant the number of Kb, not the number of sectors.
>
>> Hi Harry,
>> It's set for 10/10 again and I think I'll leave well enough alone :)
>>
>> John
>
>Wise move - if only to close this spread and to stop encouraging me to post
>garbage <sigh>
>
>regards
>Harry
>.
I'm not qualified to consider it garbage :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7985. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 14:21:02 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3fdf14bb$0$24048$626a54ce@news.free.fr>
Source record: 22167

Please install the patch described in my 'CT60 fitting with solders' manual
on my web site : www.czuba-tech.com !

This consist of :
NO 74xxx chip on U63.
33 ohms resistor (SMD please) on R216, R221 & R222 places .
A 68 ohms resistor on the SDMA clock trace near the SDMA input clock and the
pin #14 of the AJAX chip (ground).

This patch work fine at 16, 20 & 25 MHz bus
BUT this patch is not recommended if you have a 68882 installed !
BECAUSE 68882 clock trace is connected to SDMA clock trace (very bad
hardware from atari !!).
Remove the 68882 OR isolate the clock pin of the 68882 from the socket pin
and connect the 68882 pin to a 32 Mhz source like the DSP OSC through a 33
ohms resistor at the beginning (near the OSC).

That's all.

I can too explain WHY the SCSI bug is more easy to see with enhanced
resolutions but that'a bit complex and boring ...

Regards

"Joseph D. Place" <jdplace@REMOVESPAMadelphia.net> a ï¿½crit dans le message
de news: ukxDb.2115$9s.814955@news3.news.adelphia.net...
> On 16 Dec 2003 02:15:33 , John Garone wrote:
> >Hi All,
> > After checking all that can be checked regarding hardware, termination,
> >ID#s and cables, I booted with ICD and had no problem copying a 49 meg
file
> >from either of 2 CD drives to 2 hard drives or between hard drives but
the
> >system hangs if I boot with HDDriver 8.04 and try to copy a file over 10
> >meg! Same after reducing the system down to 1 hard drive and 1 CDROM.
> > So, is there a bug in HDDriver 8.04 or am I not setting it right?
> >
> >John
> >P.S.
> > To Reply by E-mail, please remove -NOT- from my address!
>
> Are you using screenblaster or blowup or any kind of screen
> resolution enhancement? I had this same problem with large SCSI
> transfers, and it was always even worse when using any resolution
> enhancement. I don't have the problem with IDE. I was told that it
> was a clock buffer mod problem, but I tried different clock buffer

> modifications and still had the same problem with SCSI. ICD would
> work, but I was told that there was danger of data loss with ICD
> related to this problem.
>
> My work around was to install a 5 GB IDE drive and use it for
> everything except for Cubase Audio recording, which requires SCSI. My
> Falcon works like a charm with the IDE drive. Anyway, my problem was
> not HDDriver, it was the bug in SCSI on the Falcon. I never have
> any problem with SCSI writes if I boot in 2 colors at standard
> resolution. I can write to my SCSI CD-RW at 4X speed at this
> resolution.

7986. Atari 1050 help needed

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 15:13:59 UTC
From: Bill <bab5@eircom.net>
Message-ID: <TnFDb.1123$HR.3016@news.indigo.ie>
Source record: 22168

I recently was given the atari setupthat my brother had boxed and in his attic who asked my if I wanted it as he was throwing it out, an Atari 800xl, 1010 tape recorder and 1050 disk drive. All the hardware is fine except for the 1050 disk drive, he had taken it apart and never put it back together again.

I was wondering if anybody had a diagram or exploded diagram of the 1050 internals to help me put it back together.

thanks

Bill

7987. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 17:44:41 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1g62opn.sk25wx1swk8waN%NOSPAMS@wanadoo.fr>
Source record: 22169

Uwe Seimet <Uwe.Seimet@seimet.de> wrote:

> Brian Roland wrote:
> >
>
> > But I didn't have much luck with HDDriver 8 on a Falcon either. In fact,
> > version 8 doesn't work with CuBase Audio at all.
>
> This is a known issue, related to Cubase and the fact that Cubase
> accesses to SCSI bus in ways not compliant to the SCSI standard. There
> is nothing one can do about it, like with any software (Cubase in this
> case) that is not maintained anymore.

I don't know if Brian use your lastest version but maybe it's another
problem, because I remember the bug with the MFP IO7 test on the 1st MFP
normally always used on D2D programs (STE/TT/FALCON) ;-) Lot of programs
use IO7 on the 1st MFP for the SDMA interrupt, the timer A is normally
used only on Soundtracker. Because old versions of HDDriver 8 test IO7,
when the SDMA works there are failure with SCSI disk drive.
I think Cubase use MFP IO7 interrupt, because DMA polling is too slow on
a normal Falcon.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 105MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

7988. Re: IDE Flash Drive

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 20:46:09 UTC
From: mike@mbedford.nospamdemon.co.uk
Message-ID: <brnquf$s77$1$8302bc10@news.demon.co.uk>
Source record: 22170

Why bother defragging a flash card. It's not like a hard drive,
there's no mechanical parts no head to move, no seek time as one
memory location is as good as another. The only bits that will be
written are those that change. Unless you are constantly swapping from
memory to drive and back I can't see this being a problem. You could
always slave a second unit & use it for back ups at the end of a
session (or whenever).
The issue of defragging flash memory was raised on the psion series 5
& a program was available to do this. From what I remember it offered
no increase in speed.

Mike Bedford

7989. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-16 23:36:43 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <fGMDb.1090$MY.830996@monger.newsread.com>
Source record: 22171

Thank you all for all the info.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7990. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-17 05:37:35 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <zYRDb.2419$9s.1025908@news3.news.adelphia.net>
Source record: 22172

> Hi Joseph,
>
> nope! No resolution enhancer!
>
>> I had this same problem with large SCSI
>>transfers, and it was always even worse when using any resolution
>>enhancement. I don't have the problem with IDE. I was told that it
>>was a clock buffer mod problem, but I tried different clock buffer
>>modifications and still had the same problem with SCSI. ICD would
>>work, but I was told that there was danger of data loss with ICD
>>related to this problem.
>>
>>My work around was to install a 5 GB IDE drive and use it for
>>everything except for Cubase Audio recording, which requires SCSI. My
>>Falcon works like a charm with the IDE drive. Anyway, my problem was
>> not HDDriver, it was the bug in SCSI on the Falcon. I never have
>> any problem with SCSI writes if I boot in 2 colors at standard
>> resolution. I can write to my SCSI CD-RW at 4X speed at this
>> resolution.
>>.
>
> resolution made no difference here! Are you saying that saving a massive
>Cubase AIF file was ok? How do you copy it from the SCSI drive to another
>drive? Is there a fix for the bug (in case that's my problem)?
>
>John
>P.S.
> To Reply by E-mail, please remove -NOT- from my address!
>.
My system works fine with moving large files as long as I don't use
Screenblaster. When I tried that it would often hang on large file
copies. Rodolphe Czuba says that I will be able to fix the problem
when I have installed my CT60 with solders and his recommended patch
(remove my old clock buffer patch).

--
Joseph D. Place
ATARI Falcon030, 1040STE, STacy4, Portfolio, 130XE, 400.

7991. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-17 07:41:20 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <brp1b0$5ofuf$1@ID-27442.news.uni-berlin.de>
Source record: 22173

Didier Mï¿œquignon wrote:

> I think Cubase use MFP IO7 interrupt, because DMA polling is too slow on
> a normal Falcon.

As far as I know there was no change wit the latest version of HDDRIVER
and Cubase. Anyway, this can be tested with the current HDDRIVER demo
version from my webpage.

--

Dr. Uwe Seimet http://www.seimet.de

7992. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-17 08:21:06 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <SIUDb.754$7%6.472742@newshog.newsread.com>
Source record: 22174

On 16 Dec 2003 11:28:20 , Bill F wrote:
>In article <GaADb.680$7%6.433450@newshog.newsread.com>, John Garone
><swamptaxes-NOT-@atlantic.net> wrote:
>
>> I reduced the system down to a 6 foot cable to one hard drive with
>> HDDriver! No other cables. Still the same!
>>
>>
>A 6 foot scsi cable? I didn't know it was even possible to use a 50
>pin SCSI cable that long.

Hi Bill,
Originally the total was 14 feet with 2 hard drives and 2 CD drives :))

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7993. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-17 08:37:42 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <qBUDb.1114$MY.853410@monger.newsread.com>
Source record: 22175

Hi Uwe,
I reset HDDriver FAT/Data cache settings and I was able to copy a 47meg file! So, am I right in saying that if the cache is set too low that a hardware problem shows up? Rudolphe says the large file copy problem is due to the Phantom being a bad circuit design!
Anyway, it worked but I set the FAT/Data cache to it's highest (999/999) which eats up 6.5meg RAM /:). Maby it will work with a lower setting!
I also noticed different cache allotments after changing it around:
Originally 10/10 used 355k and 100/100 used 3.5meg RAM.
Then 10/10 was using 163k RAM so, just to see what happens, I set it for 1/1 which defaulted to 2/2 and it used 221k RAM.
Now, 10/10 uses 733k and 100/100 uses 6.5meg RAM!
Interesting!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

7994. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-17 11:11:55 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <brpdlr$5sh9m$1@ID-27442.news.uni-berlin.de>
Source record: 22176

John Garone wrote:
> Hi Uwe,
> I reset HDDriver FAT/Data cache settings and I was able to copy a 47meg
> file! So, am I right in saying that if the cache is set too low that a
> hardware problem shows up? Rudolphe says the large file copy problem
> is due to the Phantom being a bad circuit design!
> Anyway, it worked but I set the FAT/Data cache to it's highest (999/999)
> which eats up 6.5meg RAM /:). Maby it will work with a lower setting!

I think I have to say again that HDDRIVER is not responsible for
maintaining the GEMDOS cache. It just provdes GEMDOS with memory for
them. So it is more than unlikely that changing these settings
influences anything on the BIOS level.

--

Dr. Uwe Seimet http://www.seimet.de

7995. ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 00:18:43 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0312171618.5328334@posting.google.com>
Source record: 22177

How much ram to some typical Atari ST applications require?

Is it possible to put Multi-TOS in rom in a STacy? How many programs
can it run in 1 Meg?

7996. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 00:37:47 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <vF6Eb.1165$MY.889074@monger.newsread.com>
Source record: 22178

On 17 Dec 2003 12:11:55 , Uwe Seimet wrote:
>John Garone wrote:
>> Hi Uwe,
>> I reset HDDriver FAT/Data cache settings and I was able to copy a 47meg
>> file! So, am I right in saying that if the cache is set too low that a
>> hardware problem shows up? Rudolphe says the large file copy problem
>> is due to the Phantom being a bad circuit design!
>> Anyway, it worked but I set the FAT/Data cache to it's highest (999/999)
>> which eats up 6.5meg RAM /:). Maby it will work with a lower setting!
>
>I think I have to say again that HDDRIVER is not responsible for
>maintaining the GEMDOS cache. It just provdes GEMDOS with memory for
>them. So it is more than unlikely that changing these settings
>influences anything on the BIOS level.
>
Hi Uwe,
Sorry, that's a little over my head! But I'm seeing a cache setting
problem now. I tried 10/100 and the file coppied ok. RAM used was 3.5meg.
Upon rebooting I saw 163kb instead! Is this showing a hardware problem?
Either way, I E-mailed you about getting 8.1 anyway.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7997. FA: Atari ST GFA Basic, Warp 9 and spreadsheet software

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 05:33:47 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20031218003347.21909.00000831@mb-m19.aol.com>
Source record: 22179

Hi everyone,

I have some old software that I'd like to see go to a good home.

A BASIC programming bundle including GFA Basic & Compiler, ST Basic Sourcebook, True Basic manual and the Atari ST Handbook.
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3646572800&category=182&rd=1

A number crunching software lot :). Two spreadsheets - Swiftcalc and VIP Professional, plus B/Stat statistics software.
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3646572849&category=182&rd=1

Warp 9 - the classic screen accelerator and screen saver.
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3646572856&category=182&rd=1

Thanks for looking.

7998. FA: Lots of old Atari ST magazines

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 05:34:17 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20031218003417.21909.00000832@mb-m19.aol.com>
Source record: 22180

Hi Everyone,

I've got lots of old Atari ST magazines for sale.
They're extras that I'd like to see go to a good home.

Atari ST Informer magazines - 6 1992 issues
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3574198095&category=224
3&rd=1

Atari ST Informer magazines - 5 1993 issues
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3574198084&category=224
3&rd=1

Atari ST Informer magazines - 6 1993 issues
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3574198103&category=224
3&rd=1

Atari ST Informer magazines - 5 1994 issues
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3574198091&category=224
3&rd=1

Atari ST Informer magazines - 6 1994 issues
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3574198135&category=224
3&rd=1

Atari ST Informer magazines - 6 1995 issues
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3574198140&category=224
3&rd=1

Atari ST Informer magazines - misc. issues
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3574198143&category=224
3&rd=1

AtariUser magazines - 4 1991 issues
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3574198151&category=224
3&rd=1

AtariUser magazines - 8 1992 issues
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3574198156&category=224
3&rd=1

Atari Advantage magazines - 3 1992 issues
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3574198073&category=224
3&rd=1

Current Notes (Atari mag) - 2 1993 issues
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3574198168&category=224
3&rd=1

Toad Computers New 1995 catalog - Atari ST
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3574198179&category=224
3&rd=1

Thanks for looking.

7999. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 07:41:44 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <brrlno$6m035$1@ID-27442.news.uni-berlin.de>
Source record: 22181

John Garone wrote:

> Sorry, that's a little over my head! But I'm seeing a cache setting
> problem now. I tried 10/100 and the file coppied ok. RAM used was 3.5meg.
> Upon rebooting I saw 163kb instead! Is this showing a hardware problem?

I don't think so. But as long as the settings *and the partitions*
(since the amount of RAM used depends on the sector/partition size) is
the same the amount of memory used by HDDRIVER must also stay the sam.e

> Either way, I E-mailed you about getting 8.1 anyway.

Hmm, it might have got lost. I have not yet received an email from you.

--

Dr. Uwe Seimet http://www.seimet.de

8000. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 10:35:15 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <DpfEb.847$7%6.519146@newshog.newsread.com>
Source record: 22182

On 18 Dec 2003 08:41:44 , Uwe Seimet wrote:
>John Garone wrote:
>
>> Sorry, that's a little over my head! But I'm seeing a cache setting
>> problem now. I tried 10/100 and the file coppied ok. RAM used was 3.5meg.
>> Upon rebooting I saw 163kb instead! Is this showing a hardware problem?
>
>I don't think so. But as long as the settings *and the partitions*
>(since the amount of RAM used depends on the sector/partition size) is
>the same the amount of memory used by HDDRIVER must also stay the sam.e
>
>> Either way, I E-mailed you about getting 8.1 anyway.
>
>Hmm, it might have got lost. I have not yet received an email from you.
>

any thoughts on why the allottment changed when all else was the same?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

8001. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 11:21:36 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <brs2k0$6rsoc$1@ID-27442.news.uni-berlin.de>
Source record: 22183

John Garone wrote:

> any thoughts on why the allottment changed when all else was the same?

Yes: Something actually changed, i.e. all else was not the same. There
is no other explanation.

--

Dr. Uwe Seimet http://www.seimet.de

8002. ADV: Atari Xmas Gift/Sales!

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 12:18:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0312180413340.8717-100000@onyx.spiritone.com>
Source record: 22185
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

OK, I'm keeping this short. For Christmas, I have a Gift for my Customers!
Plus an Atarian Discount! Read about it below or Call Ben@ (503)256-9974!!
http://www.aracnet.com/~atari/specials.htm Atari Christmas Specials!

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8003. Looking for a TT VME graphics card.

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 12:33:48 UTC
From: Jason Davey <acs@webaxs.net>
Message-ID: <brs6raglh1@arachne.labyrinth.net.au>
Source record: 22184

Can any one tell me if there are any VME display cards available for the TT and if there is which is has the best screen resolution (colours & pixel dimensions) and fastest redraw rate etc.

Thanks.

8004. Re: Looking for a TT VME graphics card.

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 15:12:43 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.12.18.15.12.42.739208@removenoaspam.atari-source.com>
Source record: 22186

On Thu, 18 Dec 2003 23:33:48 +1100, Jason Davey wrote:

> Can any one tell me if there are any VME display cards available for the TT
> and if there is which is has the best screen resolution (colours & pixel
> dimensions) and fastest redraw rate etc.
>
> Thanks.

Jason,

The SuperNova card (Mach64) can do 1024x768x16 bit color. I have this one. The Matrix Coco can also do higher resolutions/colors but they tend to be a bit harder to find. I have a Matrix Moco/Coco upgrade card but it is non-functional. Lastly I have an AlberTT card. This card is more or less a rez expander, giving you 1024x768x16 colors. It's not too bad of a card, but scrolling is painfully slow and the display isn't too crisp.

I'd let go of the AlberTT if someone threw me $50USD. I know that's too much for this card but I don't really need to sell it. But if someone *really* wants one, it's there. I would also sell the matrix card but I am completely troubled by how much to charge. If someone gets the specs for the card, fixing it is a matter of 6 wires and it's a GOOD video card, but at the same time it's in non-working condition so charging full price would be very unfair.

Thanks,
Mark
http://portal.atari-source.com

8005. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 15:14:48 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.12.18.15.14.48.342302@removenoaspam.atari-source.com>
Source record: 22187

On Wed, 17 Dec 2003 16:18:43 -0800, Leon Howell wrote:

> How much ram to some typical Atari ST applications require?
>
> Is it possible to put Multi-TOS in rom in a STacy? How many programs
> can it run in 1 Meg?

Leon,

You're better off upgrading to 4 megs and MagiC. I don't know much about the STacy but I'd bet that they are SIMM upgradeable. Even if they're not you can find the memory upgrades pretty easily. After that pick up a copy of MagiC second hand (I think I have a version 5 copy I could sell). This won't run stuff like cubase or other close to the OS apps, but then neither will MultiTOS - put it in your ROM and you lose a LOT of functionality.

Mark
http://portal.atari-source.com

8006. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 15:44:25 UTC
From: JM <>
Message-ID: <kei3uv44e9odd4jbhhaaitvh4eqiujls9l@4ax.com>
Source record: 22188

>You're better off upgrading to 4 megs and MagiC. I don't know much about
>the STacy but I'd bet that they are SIMM upgradeable. Even if they're not

Negative on that one, it has chips soldered onto the motherboard.
Personally i wouldn't chance my STacy on that kind of surgery... A lof
of the non-SIMM solutions require you to remove the cpu and/or shifter
(not socketed in a STacy IIRC), cut tracks, solder in extra wires,
lift pins of chips, all scary.

JM

8007. Re: Help! CT60, screwed up boot resolution (dumb ass user!)

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 16:12:15 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <brsjls$d7c$1@bagan.srce.hr>
Source record: 22189

If you have two different VGA adapters e.g "bugged" and "debugged" one try booting with bugged one and when booting is done chnage it for debugged one or vice versa. Use the monitor which works with CT2.
I had the same problem.

"Wayne Martz" <wmartz@firstpresdalton.org> wrote in message news:2f399fc7.0312130621.3d6618ae@posting.google.com...
> I have a Falcon, CT60. The Falcon has no tv out port. It was working
> fine, but while playing with the CT60 config CPX, I tried to set the
> boot resolution higher. I must have hit the wrong button. I've been
> testing with 2 different moniters. One is a flat panel from my Dell
> that I was testing with, since it was easier to move back and forth.
> Booting in 060 mode on the flat panel, I briefly see the "Pretty"
> screen, then it goes black. I think the falcon is continuing to boot
> normaly, since I hear the hd start after a typical amount of time for
> the ram check, or I hear the hd start as soon as I abort the ram
> check. Of course, I'm guessing, since I can't see anything. I never
> see the fugi, or the rest. So far, I'd only put on HDDriver, extendos
> and NVDI. I also have a normal 17 inch moniter that I use with my CT2B
> falcon. I tried with it. It is slow to warm up the screen, so when
> booting with it, I never see the "pretty" screen, but I think it is
> acting the same, since the little green light that comes on when
> things are working normally comes on for a second when booting in 060
> mode. I have 2 different vga adaptors. When using the Atari adaptor,
> booting in 030 mode, on the 17 inch I get mostly white jagged lines
> across the screen that pulse on and off about 3 times per second. Same
> setup, in 060 mode I get white jaggies, spaced further apart, pulsing
> slower, about 1-2 times per second. With the dell moniter, no jaggies,
> just black. I posted on the DH site, where I was told that if I hold
> down the shift-alt-undo key, it will reset the falcon to factory
> settings. This is a bit hard for me to do, since I've recased this
> Falcon in a Wizztronics case with a DEKA keyboard adaptor. I only have
> a ps/2 keyboard, and the undo key isn't mapped properly. I tried 1
> time to install the atari keyboard so I could do the control-alt-undo
> thing, but nothing different happend. (I have to move the power supply
> to plug in the keyboard.)
> So, I think I set the falcon to some incompatable mode for a VGA,
> perhaps tv? (no tv out, can't tell!) How exactly can I reset it to the
> "normal" boot resolution? If there is a particular key combination to
> hold down, does it happen at a particulat point in the boot process?
> (If so, I'll have to guess, since I can't see where it is in that
> process.) Am I the dumbest assed Atari user you have ever seen post
> here? (I guess you don't really have to answer that, but go ahead if
> you must!)

8008. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 17:34:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20031218183400.a10125@du3.maus.de>
Source record: 22113

>You're better off upgrading to 4 megs and MagiC. I don't know much about
>...
>neither will MultiTOS - put it in your ROM and you lose a LOT of
>functionality.

You can even put MagiC into your ROM and save some memory.

Regards,

Frank

8009. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 21:35:27 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.12.18.21.35.27.270440@removenoaspam.atari-source.com>
Source record: 22190

On Thu, 18 Dec 2003 16:44:25 +0100, wrote:

>>You're better off upgrading to 4 megs and MagiC. I don't know much about
>>the STacy but I'd bet that they are SIMM upgradeable. Even if they're not
>
> Negative on that one, it has chips soldered onto the motherboard.
> Personally i wouldn't chance my STacy on that kind of surgery... A lof
> of the non-SIMM solutions require you to remove the cpu and/or shifter
> (not socketed in a STacy IIRC), cut tracks, solder in extra wires,
> lift pins of chips, all scary.
>
> JM

Wow.. That's just lovely.. and so unfortunate :(

Mark
http://portal.atari-source.com

8010. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 21:51:41 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0312181351.517045f2@posting.google.com>
Source record: 22191

Ok, back to the original question: how much ram do Atariworks and some other word processors, spreadsheets, databases, communications programs, graphics editors, and desktop publishers take?

8011. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 22:04:19 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <brt893aoh1@tyfon.itea.ntnu.no>
Source record: 22192

JM <> wrote:
>>You're better off upgrading to 4 megs and MagiC. I don't know much about
>>the STacy but I'd bet that they are SIMM upgradeable. Even if they're not

> Negative on that one, it has chips soldered onto the motherboard.

Depends on the RAM-board. I had one RAM-board with four SIMM-slots, and
one with four SIP-slots.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

8012. Re: Looking for a TT VME graphics card.

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 22:07:14 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <brt8eiaoh2@tyfon.itea.ntnu.no>
Source record: 22193

lp <gfabasic@mint.net> wrote:

> The nova cards work pretty good, but you end up with 2 drivers, the nova
> driver and nvdi or speedo if you want scalable fonts. Sold it.

> Personally I recommend the Crazydots II card. Least amount of hassle,
> works with everything, and you only need nvdi v5 to drive it.

That's true, but the Nova cards are faster, atleast the ATI ones. I had a
1Mb Nova in my Falcon, and it was a *lot* faster than the Crazy Dots 2 I
currently have in my TT. I never had much problems with compatibility
either.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

8013. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 22:35:02 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0312182320060.830@feanor.schunter.etc.tu-bs.de>
Source record: 22194

Hi, Leon!

LH> Ok, back to the original question:

Depends on...

If you use old style software, it will cope with 1MB for sure (exception:
pixel graphics: you'll never hava enough RAM for that...).

If you want the latest you can get for TOS, then 4MB are minimum.

Multitos is too slow, if you want multitasking on your (unPAKed) STacy.

Use MagiC or Geneva.

The first is the fastest preemptive you can get for your STxxx, but I'd
recommend a memory upgrade to at least 2MB. Otherwise there will not be
much space left for your applications.

The latter is not hungry for RAM and fairly fast, but only provides
cooperative multitasking. On 1MB STxxx you still have enough memory left
for a set of not that demanding apps. It is doing a great job on my
brother's STacy1.

Regards,

Alexander

8014. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 23:15:14 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <HDqEb.2197$vn2.1650@bignews1.bellsouth.net>
Source record: 22104

My Stacy has a plug on 4meg board that takes SIMMS.
Point being...I don't think STacy RAM lives on the mother board...it lives on a daughter card that sits towards the front of the STacy.

I'd think you could find a plug and play memory upgrade if you try the remaining Atari shops like Best, ATY, Wiztronics, Atari Workshop, etc.....

Brian

8015. Re: Looking for a TT VME graphics card.

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 23:21:57 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vu4dkmpsgfqrbe@corp.supernews.com>
Source record: 22195

Do all these TT cards fit inside the stock TT030 case? Or do they need a towerized TT?

Tim

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message news:pan.2003.12.18.15.12.42.739208@removenoaspam.atari-source.com...
>
> The SuperNova card (Mach64) can do 1024x768x16 bit color. I have this
> one. The Matrix Coco can also do higher resolutions/colors but they tend
> to be a bit harder to find. I have a Matrix Moco/Coco upgrade card but it
> is non-functional. Lastly I have an AlberTT card. This card is more or
> less a rez expander, giving you 1024x768x16 colors. It's not too bad of a
> card, but scrolling is painfully slow and the display isn't too crisp.
>
> I'd let go of the AlberTT if someone threw me $50USD. I know that's too
> much for this card but I don't really need to sell it. But if someone
> *really* wants one, it's there. I would also sell the matrix card but I
> am completely troubled by how much to charge. If someone gets the specs
> for the card, fixing it is a matter of 6 wires and it's a GOOD video card,
> but at the same time it's in non-working condition so charging full price
> would be very unfair.
>
> Thanks,
> Mark
> http://portal.atari-source.com

8016. Mega STE drivers disk

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 23:23:50 UTC
From: Thomas Brown <t.brown1@peoplepc.com>
Message-ID: <ifd4uvktudsf1oue2n4avu5d9e03su5tuf@4ax.com>
Source record: 22097

hello all =)

Ok I bought this really nice Mega STE,it arrived today so i unpacked and booted it up and everything seems to be working ok...all but theres one small problem, everythings in German :P anyone know a source where I can get the English drivers for the comp? thanks in advance.

Thomas

8017. Re: Looking for a TT VME graphics card.

Newsgroup: comp.sys.atari.st
Date: 2003-12-18 23:23:58 UTC
From: Thomas Brown <t.brown1@peoplepc.com>
Message-ID: <f9d4uvkksv0buah4d518nuuk4779cqogg1@4ax.com>
Source record: 22096

On Thu, 18 Dec 2003 22:07:14 +0000 (UTC), Jo Even Skarstein
<joska@nvg.ntnu.no> wrote:

>lp <gfabasic@mint.net> wrote:
>
>> The nova cards work pretty good, but you end up with 2 drivers, the nova
>> driver and nvdi or speedo if you want scalable fonts. Sold it.
>
>> Personally I recommend the Crazydots II card. Least amount of hassle,
>> works with everything, and you only need nvdi v5 to drive it.
>
>That's true, but the Nova cards are faster, atleast the ATI ones. I had a
>1Mb Nova in my Falcon, and it was a *lot* faster than the Crazy Dots 2 I
>currently have in my TT. I never had much problems with compatibility
>either.

will these cards work in the Mega STE as well?

Thomas

8018. Re: Looking for a TT VME graphics card.

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 05:29:22 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.12.19.05.29.22.203419@nossspamXXatari-source.com>
Source record: 22098

On Thu, 18 Dec 2003 15:21:57 -0800, Tim wrote

> Do all these TT cards fit inside the stock TT030 case? Or do they need a
> towerized TT?
>
> Tim
>

The Matrix card in "Moco" mode if such a thing is possible is the original VME sized board. The coco upgrade board is a monster of a board that is attached (a big memory card) which requires a tower.

Mark
http://portal.atari-source.com

8019. Re: Connection HELP Foxinternet

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 05:51:55 UTC
From: flint@squidgey.com
Message-ID: <a7392c73.0312182151.1a2088b3@posting.google.com>
Source record: 22099

Clayton,

While I don't have an atari, I am having the same exact troubles with
my linux dial server. I start the PPP requests on my end but Fox
doesn't respond. Their tech support doesn't have any ideas at all.

My current theory is that since part of the move to the new NOC was
changing all of their dialup servers (some lucent box) the lucent
boxes either aren't setup correctly for PPP and are veeerry slow to
respond, OR I need to try and update pppd on my end.

I don't if you can update your atari pppd equivalent but it might be
worth a try. If you figure it out I'd love to hear about it.

"Clayton Murray" <claytone@foxinternet.com> wrote in message
news:<qIQzb.302$ss.10661@bcandid.telisphere.com>...
> Hi all-
>
> Does anyone have their Atari online using foxinternet.com? I've
> been using them for over 6 years with both my Atari and
> Whine-Doze machines going online without problems. HOWEVER...
> foxinternet just upgraded their system (as of 01-Dec), and altho
> the PC is fine, my Atari is no longer happy with the setup!
> :-(I had to change "login:" to "Login:" to get thru the login
> procedure, but now it's having a problem negotiating PPP
> connection. Sometimes it IS successful (supposedly), but I'm not
> able to do anything at all - check or retrieve email, get
> newsgroups, browse. Other times the PPP negotiation times out.
>
[snip]
>
> Thanks very much,
>
> -Clayton Murray
> Seattle, WA USA
> .

8020. Re: Mega STE drivers disk

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 08:32:02 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <brucul$m40$1@pegasus.csx.cam.ac.uk>
Source record: 22100

"Thomas Brown" <t.brown1@peoplepc.com> wrote in message
news:ifd4uvktudsf1oue2n4avu5d9e03su5tuf@4ax.com...
> hello all =)
>
> Ok I bought this really nice Mega STE,it arrived today so i unpacked
> and booted it up and everything seems to be working ok...all but
> theres one small problem, everythings in German :P anyone know a
> source where I can get the English drivers for the comp? thanks in
> advance.

As far as I know you will not find any software drivers that perform this, you will have to change the current TOS ROM's for UK versions (2.06) and hope that they are in sockets. You could try Key Change at www.keychange.co.uk or 16/32 Systems at www.1632systems.co.uk but your best bet will probably be Atari Workshop at www.atari-workshop.co.uk

If you want to try a software route there is software that will allow you load different version of TOS in the form of TOS image files although I can not remember the name of it just now I'm sure someone here will know what its called. The downside of using software it that it uses up Memory.

Stephen Moss

8021. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 10:10:47 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fe2ce9415179f0@tripnet.se>
Source record: 22101

In comp.sys.atari.st <kei3uv44e9odd4jbhhaaitvh4eqiujls9l@4ax.com>
Jm wrote on Thu 18-12-2003 16:44 (+0100):

>>You're better off upgrading to 4 megs and MagiC. I don't know much about
>>the STacy but I'd bet that they are SIMM upgradeable. Even if they're not
>
>Negative on that one, it has chips soldered onto the motherboard.
>Personally i wouldn't chance my STacy on that kind of surgery... A lof
>of the non-SIMM solutions require you to remove the cpu and/or shifter
>(not socketed in a STacy IIRC), cut tracks, solder in extra wires,
>lift pins of chips, all scary.

Stacy with 2 MB RAM can be upgraded to 4 using either SIPP or SIMM. 1 MB
Stacy has a different doughter board with soldered memory chips.

I have actually got an "Extra RAM Deluxe" ST RAM expander in my 1 MB
Stacy. It would have been _solder less_ but unfortunately one of the 2
sort of "piggy back" adaptors did not fit due to limited space next to
the chip (the square one). I solved this by soldering a small flat cable
to all the relevant pins on the adaptor and the other end to the bottom
side of the motherboard. Not too hard to do and no track cuts etc are
needed.

The memory expansion is located in the battery slot and it has been
working OK for many years (1992?).

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

8022. Re: Help! CT60, screwed up boot resolution (dumb ass user!)

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 10:28:01 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC088331.B05D%derryck@nospam.cix.co.uk.invalid>
Source record: 22102

In article 2f399fc7.0312130621.3d6618ae@posting.google.com, Wayne Martz at wmartz@firstpresdalton.org wrote on 13/12/03 14:21:

[snip]
A fellow club member was suffering from what sounds like the same problem (monitor synchs lost so monitor goes into standby).

Since his NVRAM chip was socketed as part of the recasing project, it was possible to remove that chip, switch the Falcon on (boots normally), set the various NVRAM parameters, replace the chip (right way round!) and click on OK to reset its saved parameters.

This is all at your own risk.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

8023. Re: IDE Flash Drive

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 12:57:52 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0312191353590.1299@feanor.schunter.etc.tu-bs.de>
Source record: 22103

Hi, Dave!

D> A good flash card will track sector usage and allocate another one if
D> it's getting near it's limit. A few million writes for certain sectors
D> should not be a problem for a good card.

Good point. If that really makes the difference between cheap and
expensive CF-cards...

D> Beware read the Manufacturers data sheet as the cheap cards don't seem
D> to bother.

If the manufacturers supply that detailled info... They usually grant
500.000 to 1.000.000 write cycles per sector, but don't tell you if they
do that kind of sector replacement...

Regards,

Alexander

8024. Falcon max HD size?

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 16:00:04 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <t286uvka7r1chrap5mmuo7uc4f6fifrh0e@4ax.com>
Source record: 22105

Is there a limit? I have a nice IDE 2.1Gb drive from a laptop that I'd like to fit... any special s/w I need??? Thanks all

8025. Re: Mega STE drivers disk

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 16:01:17 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.12.19.16.01.17.560665@removenoaspam.atari-source.com>
Source record: 22106

On Thu, 18 Dec 2003 18:23:50 -0500, Thomas Brown wrote:

> hello all =)
>
> Ok I bought this really nice Mega STE,it arrived today so i unpacked
> and booted it up and everything seems to be working ok...all but
> theres one small problem, everythings in German :P anyone know a
> source where I can get the English drivers for the comp? thanks in
> advance.
>
> Thomas

Try to get used to it. A lot of stuff is in German, though if the primary system was in German I think I would probably get irritated myself ;-) Keith Scroggins has been selling TOS 2.05 english ROM's (lots of 6 of them) so he'd definitely be your best source. His email address is kws a.t saltmine.radix.net. Enjoy. I've used TOS 2.05 for a while and haven't had too many problems though there are some bugs out there (I've never encountered any of them).

Thanks,
Mark
http://portal.atari-source.com

8026. Re: Falcon max HD size?

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 16:22:15 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbu689t.gqp.atari@core.preferuje.luzik.pl>
Source record: 22107

On Fri, 19 Dec 2003 16:00:04 +0000, Meffy <methanoid_AT_@hotmail.com> had a noticeable pleasure while writting:
> Is there a limit? I have a nice IDE 2.1Gb drive from a laptop that I'd
> like to fit... any special s/w I need??? Thanks all

The limit is the IDE standard limit, aroud 156GB iirc.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

8027. Re: Mega STE drivers disk

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 16:52:32 UTC
From: Frederic Pecourt <frederic.pecourt@stopspam-free.fr>
Message-ID: <3FE32CD0.3010208@stopspam-free.fr>
Source record: 22108

Thomas Brown a ï¿½crit:
> hello all =)
>
> Ok I bought this really nice Mega STE,it arrived today so i unpacked
> and booted it up and everything seems to be working ok...all but
> theres one small problem, everythings in German :P anyone know a
> source where I can get the English drivers for the comp? thanks in
> advance.
>
> Thomas

If you send me some eeproms (I advise you to purchase 2* AM29F010B from AMD) and pay the return costs, I can help and burn the english TOS for you. I am sitting in France.

Fred.

8028. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 18:26:44 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <brvft4jqj1@thorium.cix.co.uk>
Source record: 22109

In message <brs2k0$6rsoc$1@ID-27442.news.uni-berlin.de>, Uwe.Seimet@seimet.de said:

>John Garone wrote:
>
>> any thoughts on why the allottment changed when all else was the same?
>
>Yes: Something actually changed, i.e. all else was not the same. There
>is no other explanation.

Could it be that something is not releasing memory properly? I've had problems with (I think - can't be sure any more) Look'n See (Zeigsmir) running out of memory after it has opened a large number of files. It's either fragmenting the memory or not releasing it. After a reboot all is well.

John, how did you measure the amount of memory used? /Exactly/ how?

Regards, /Peter/

8029. Re: Falcon max HD size?

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 19:28:02 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <j9k6uvs2r0om0ptfq2h9023pa5v9o3nuqj@4ax.com>
Source record: 22110

Thought it might be 32mb or something like the old ST had....

On Fri, 19 Dec 2003 16:22:15 +0000 (UTC), Adam Klobukowski
<atari@gabo.pl> wrote:

>On Fri, 19 Dec 2003 16:00:04 +0000, Meffy <methanoid_AT_@hotmail.com> had a noticeable
pleasure while writting:
>> Is there a limit? I have a nice IDE 2.1Gb drive from a laptop that I'd
>> like to fit... any special s/w I need??? Thanks all
>
>The limit is the IDE standard limit, aroud 156GB iirc.

8030. Re: Falcon max HD size?

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 20:11:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200312192111.a46118@wun.maus.de>
Source record: 22123

Hallo !

M>Is there a limit? I have a nice IDE 2.1Gb drive from a laptop that I'd
M>like to fit... any special s/w I need?

A disk that small should work with most available drivers, including CBHD and perhaps even the latest AHDI. There's a limit for IDE drives at 8GBb iirc, which can only be circumvented by using newer versions of HDDRIVER. And SCSITOOLS+HUSHI seem to have trouble with drives and surely with partitions in excess of 2Gb, but that won't apply for your drive.

If it shall be used with TOS also, I'd partition it to 6 or 8 equally sized partitions, which will reduce cluster size and thus make better use of the drive with large numbers of small files.

As for harddisk size in general, I've had a 40Gb drive installed on the SCSI chain of this Falcon (actually an IDE drive with ACARD SCSI-to-IDE-adaptor), and it was working straight away.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

8031. Upgrading Stacy RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 20:18:05 UTC
From: d_mango1@yahoo.com
Message-ID: <6d40f6fd.0312191218.31d995c7@posting.google.com>
Source record: 22111

I'm interested in upgrading a 1 MEG Stacy to 4 MEGS. How easy is it to do this? Can the Stacy accept STE (or equivalent) SIMMS? I've seen a hardware hack that allows PS/2 memory to be soldered onto a Stacy. Is there an easier way to do this?

8032. Re: HDDriver Copy Problem???

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 21:02:40 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <QHJEb.1279$MY.996102@monger.newsread.com>
Source record: 22112

On 19 Dec 2003 18:26:44 , xlator@cix.compulink.co.uk wrote:
>In message <brs2k0$6rsoc$1@ID-27442.news.uni-berlin.de>, Uwe.Seimet@seimet.de said:
>
>>John Garone wrote:
>>
>>> any thoughts on why the allottment changed when all else was the same?
>>
>>Yes: Something actually changed, i.e. all else was not the same. There
>>is no other explanation.
>
>Could it be that something is not releasing memory properly? I've
>had problems with (I think - can't be sure any more) Look'n See
>(Zeigsmir) running out of memory after it has opened a large
>number of files. It's either fragmenting the memory or not
>releasing it. After a reboot all is well.
>
>John, how did you measure the amount of memory used? /Exactly/ how?
>
>Regards, /Peter/
>

The boot screen shows HDDriver allottment which agrees with the used
memory in "General CPX/Status" (minus the memory used by Auto folder
programs). So if I have 11 meg RAM free in General CPX I assume 3 meg is
used by the system (NVDI, FAT/data, etc.). If I raise the HDDriver FAT/Data
cache and it uses 2 more meg then (again I assume) 9 meg should show in
General CPX.
My latest question though was regarding the allottment by HDDriver on
the boot screen which didn't reflect the high FAT/Data cache I set in
HDDriver.app. At first it was changing accordingly (low setting = low
allottment....high = high). Then I saw 163kb (the lowest I've seen here)
for any setting. Hard rebooting by keyboard or shutting the system off/on
still showed 163kb. It now seems to be reflecting the setting ok.
Unfortunately I didn't think to check the CPX in that case and, again I
assumed that the boot screen was accurrate!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

8033. Re: Falcon max HD size?

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 22:01:21 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1071849790-279212AEicMi@adelphia.net>
Source record: 22114

Meffy,
In theory there should be NO upper limit of the Hard
Drive's storage capacity. You could have a 250 GB
Hard drive and be running Magic with Jinnee or Mint
and HDDriver and have 2 125GB partitions. BUT I
believe Magic and MINT both have a 138 GB IDE limit.
Remember this is under MAGIC or MINT running HDDriver.
You will not be able to go past 1 GB using TOS and an
older hard disk driver. But to answer your question a
2.1 GB should work fine under normal TOS conditions.

Thanks,
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

8034. Re: Falcon max HD size?

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 22:19:08 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <RLKEb.615$xB5.156@bignews1.bellsouth.net>
Source record: 22115

"Meffy" <methanoid_AT_@hotmail.com> wrote in message
news:t286uvka7r1chrap5mmuo7uc4f6fifrh0e@4ax.com...
> Is there a limit? I have a nice IDE 2.1Gb drive from a laptop that I'd
> like to fit... any special s/w I need??? Thanks all

2.1 gig will be no problem whatsoever....
If you want access to all your partitions under the plain jane default desktop, just keep your partitions a gig or smaller.

An advantage to smaller partitions is that you can use smaller sector sizes, which means less wasted space (a sector is the least amount of disk space any write operation can use...so even if you have a file with 2 bytes in it...it'll still take a full sector).

The advantage to larger partitions...is that you don't run out of Drive letters as quickly ;)

At any rate...2.1 gig IDE on a Falcon....shouldn't be a problem at all.

Brian

8035. Re: Falcon max HD size?

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 22:36:55 UTC
From: "florent[nospam]" <"florent[nospam]"@lafabrie.net>
Message-ID: <3fe37d7d$0$6982$7a628cd7@news.club-internet.fr>
Source record: 22116

I have a 40 Go IDE drive on my Falcon with CT60 at 100 Mhz !
Regards,
Florent

Meffy a ï¿½crit:

>Thought it might be 32mb or something like the old ST had....
>
>
>On Fri, 19 Dec 2003 16:22:15 +0000 (UTC), Adam Klobukowski
><atari@gabo.pl> wrote:
>
>
>
>>On Fri, 19 Dec 2003 16:00:04 +0000, Meffy <methanoid_AT_@hotmail.com> had a noticeable
pleasure while writting:
>>
>>
>>>Is there a limit? I have a nice IDE 2.1Gb drive from a laptop that I'd
>>>like to fit... any special s/w I need??? Thanks all
>>>
>>>
>>The limit is the IDE standard limit, aroud 156GB iirc.
>>
>>
>
>
>

--
LAFABRIE Florent
enlever le [nospam] de l'adresse mï¿½l pour me rï¿½pondre
http://wwww.lafabrie.net

Ordinateurs :
Atari Falcon 030 CT60 ï¿½ 100 Mhz 256 Mo de Ram
Atari Falcon 030 CT2B ï¿½ 50 Mhz 32 Mo de Ram
Atari Falcon 030 4 Mo de Ram

Programmes :
Icon Extract pour Atari Falcon/TT/Milan.../Magic PC/Magic Mac
Hardware pour Atari

8036. Re: Falcon max HD size?

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 22:51:47 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbu6v1l.i45.atari@core.preferuje.luzik.pl>
Source record: 22117

On Fri, 19 Dec 2003 22:01:21 GMT, Carey Christenson <falcon060@adelphia.net> had a noticeable pleasure while writting:
> Meffy,
> In theory there should be NO upper limit of the Hard
> Drive's storage capacity. You could have a 250 GB
> Hard drive and be running Magic with Jinnee or Mint
> and HDDriver and have 2 125GB partitions. BUT I
> believe Magic and MINT both have a 138 GB IDE limit.
> Remember this is under MAGIC or MINT running HDDriver.

It is not a problem of Magic or MiNT but hard disk driver.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

8037. Re: Upgrading Stacy RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 22:59:39 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <FoLEb.31$ED.28@bignews2.bellsouth.net>
Source record: 22119

"D.C." wrote:
> I'm interested in upgrading a 1 MEG Stacy to 4 MEGS. How easy is it to
> do this? Can the Stacy accept STE (or equivalent) SIMMS? I've seen a
> hardware hack that allows PS/2 memory to be soldered onto a Stacy. Is
> there an easier way to do this?

Have you ever been inside this STacy?
Mine has a memory board that takes 4 1X8 SIMMS.

This was most likely an aftermarket board (I got the STacy used), but hey, ya just might be lucky and have this board in your Machine.

If you do open the STacy...get someone to help you and be very careful...
It's pretty straight forward, but an extra pair of hands will save you alot of grief.
If you do have to work it by yourself...it can be done...just use some sand bags, pin coushions, beanbags, or something along those lines to afford you some wedging/holding support.

Once you get the screws out and 'carefully' pry the top and bottom apart (not too far!), you'll barely have room to get a hand in and disconnect the keyboard (this will be a tight manavoure)...the tricky part from here on is that there is a short set of wires that plugs onto the mother board and leads to the screen (top half of the STacy). These plugs are located on, and underneath a daughter card just forward of the MIDI and Monitor ports...carefully pull this card upwards and set it aside inside the machine (don't try to pull it 'out' of the chassis...there is a wire soldered to it). Next, unplug the screen wires and the top will finally come off so you can easily get at everything else.

Once you get the shielding off...you'll see a large second level PCB nearly the full width of the STacy towards the front (under where the keyboard was). Lift that out of its sockets, flip it over, and see what ya got.

Unless you, or someone you know is really good, and super paitent with a soldering iron, I suggest you exhaust all your sources trying to find a prefab 4meg STacy board. If you can find a board...it's really easy to unplug the old one, and plug in the new one.

Best (USA), ATY(USA), Wizztronics(USA), and Atari Workship(UK) come to mind as likely to have some memory boards in stock. Web searches on those names should provide contact information. No doubt there are more places in Europe (Namely Germany and France) to check as well...I'm just not famaliar with them being an English speaker.

If you can't find a prefab memory board....
The Chips'n'chips and DoIt archives offer instructions on how to hack in various types of memory (SIMMS, DIPS, SIPPS, etc....). Alot of these hacks are

described in German or French only.

It might even be possible to strap in some of the regular ST memory upgrades...these usually connect somehow with the MMU chip (using a pingrid, clamping, or socket adaptor) and like to ride on a riser in the Video Shifter area (pull out the video shifter chip, plug on the board, put the shifter chip in the memory board). I don't know if there is space enough for these type RAM expansions...but I'd think hacking one of these in would be MUCH easier than trying to trace out a million and seven resister points and running wires into some kind of home-made SIMM adapator. That would be the advantage to a kit like that...the resisters and such already be in place. With Schematics to the STacy's memory board pin-out...you might could even find a way to build a relatively simple adaptor to just plug the thing right on where your current memory board is. I dunno...just food for thought.

Hope this helps, and good luck,
Brian

8038. Re: Mega STE drivers disk

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 23:03:59 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <FoLEb.32$ED.14@bignews2.bellsouth.net>
Source record: 22118

Stephen Moss wrote:
> If you want to try a software route there is software that will allow
> you load different version of TOS in the form of TOS image files
> although I can not remember the name of it just now I'm sure someone
> here will know what its called. The downside of using software it that
> it uses up Memory.

It is called TOS Selector.
You can find it, and all sorts of ROM Images here:
http://www.atari-roms.fsnet.co.uk/

8039. Re: Mega STE drivers disk

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 23:06:33 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <2rLEb.36$ED.20@bignews2.bellsouth.net>
Source record: 22120

Ooops....I gave the site for the ROM Images.
TosSel can be found here:
http://homepage.mac.com/carlhafner/AtariTOS.html

8040. Re: Upgrading Stacy RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 23:44:09 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fe38d167966cb0@tripnet.se>
Source record: 22121

In comp.sys.atari.st <FoLEb.31$ED.28@bignews2.bellsouth.net>
Brian Roland wrote on Fri 19-12-2003 16:59 (-0600):

>
>"D.C." wrote:
>> I'm interested in upgrading a 1 MEG Stacy to 4 MEGS. How easy is it to
>> do this? Can the Stacy accept STE (or equivalent) SIMMS? I've seen a
>> hardware hack that allows PS/2 memory to be soldered onto a Stacy. Is
>> there an easier way to do this?
>
>Have you ever been inside this STacy?
>Mine has a memory board that takes 4 1X8 SIMMS.
>
>This was most likely an aftermarket board (I got the STacy used), but hey, ya
>just might be lucky and have this board in your Machine.

Most likely a Stacy with original 2 or 4 MB. 1 MB versions are different.

>If you do open the STacy...get someone to help you and be very careful...
>It's pretty straight forward, but an extra pair of hands will save you alot of
>grief.
>If you do have to work it by yourself...it can be done...just use some sand
>bags, pin coushions, beanbags, or something along those lines to afford you
>some
>wedging/holding support.
>
>Once you get the screws out and 'carefully' pry the top and bottom apart (not
>too far!), you'll barely have room to get a hand in and disconnect the keyboard
>(this will be a tight manavoure)...the tricky part from here on is that there

Hm, I have dismantled mine the "other way round". By starting with the
two screws under the _inside_ sticker that says " Stacy" (sorry you
need a genuine Atari charset to se the Atari logo...) you can separate
the screen part and then very carefully take it apart by lengthening the
cables to the screen. They are quite delicate and easy to damage. People
with little patience should definately stay away from dismantling a
Stacy...

>It might even be possible to strap in some of the regular ST memory
>upgrades...these usually connect somehow with the MMU chip (using a pingrid,
>clamping, or socket adaptor) and like to ride on a riser in the Video Shifter
>area (pull out the video shifter chip, plug on the board, put the shifter chip
>in the memory board). I don't know if there is space enough for these type RAM
>expansions...but I'd think hacking one of these in would be MUCH easier than
>trying to trace out a million and seven resister points and running wires into
>some kind of home-made SIMM adapator. That would be the advantage to a kit

Exactly. As I wrote in another post today I did put a Marpets Extra Ram Deluxe memory expansion in mine. Some soldering will be needed and a cut in the plastic to allow the SIMMS to sit in the battery compartment. Not too hard to do by a careful person. To get under the motherboard for soldering most of the computer has to be taken apart if I remember correctly...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

8041. Re: Upgrading Stacy RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-12-19 23:52:35 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <PaMEb.6839$FN.2758@newsfep4-winn.server.ntli.net>
Source record: 22122

Hello.

"D.C." <d_mango1@yahoo.com> wrote in message
news:6d40f6fd.0312191218.31d995c7@posting.google.com...
> I'm interested in upgrading a 1 MEG Stacy to 4 MEGS.

> Is there an easier way to do this?

You could make a decent offer for my Stacy 4. No hard drive and the screen
is dim but it works from floppy.

www.keychange.co.uk

8042. German Atari-news - st-computer.net

Newsgroup: comp.sys.atari.st
Date: 2003-12-20 08:15:14 UTC
From: thomas.raukamp@t-online.de
Message-ID: <b9eb3dd8.0312200015.60ef2c9b@posting.google.com>
Source record: 22124

Due to legal issues over the name st-computer and problems with our provider at the same time, I decided to move over the German Atari-news of st-computer.net to my private site, as long as there is no change in situation.

German visitors find their Atari-news in the known quality right here:

http://www.falkemedia.com/thomas/

Thanks.

--
thomas

8043. Re: Mega STE drivers disk

Newsgroup: comp.sys.atari.st
Date: 2003-12-20 12:46:36 UTC
From: Thomas Brown <t.brown1@peoplepc.com>
Message-ID: <c7e7uv4h0veqh0s55q6953mdeb7a2646fl@4ax.com>
Source record: 22125

On Fri, 19 Dec 2003 17:52:32 +0100, Frederic Pecourt
<frederic.pecourt@stopspam-free.fr> wrote:

>
>
>Thomas Brown a ï¿½crit:
>> hello all =)
>>
>> Ok I bought this really nice Mega STE,it arrived today so i unpacked
>> and booted it up and everything seems to be working ok...all but
>> theres one small problem, everythings in German :P anyone know a
>> source where I can get the English drivers for the comp? thanks in
>> advance.
>>
>> Thomas
>
>If you send me some eeproms (I advise you to purchase 2* AM29F010B from
>AMD) and pay the return costs, I can help and burn the english TOS for
>you. I am sitting in France.
>
>Fred.

Ok thanks for all the info =) fred can you email me and we can
exchange info...If i can't find any I will prolly be sending you some
eproms

Thomas
twbrown1@peoplepc.com

8044. Re: Upgrading Stacy RAM?

Newsgroup: comp.sys.atari.st
Date: 2003-12-20 18:22:32 UTC
From: bobthenob <bwiltshiregone@blueyonder.co.uk>
Message-ID: <mh39uvkpcbb75f8l3i0r6faft7rknrithl@4ax.com>
Source record: 22126

On Fri, 19 Dec 2003 23:44:09 GMT, "Kenneth Medin"
<kennethm@tripnet.se> wrote:

The proper way into a stacy is by unscrewing the 2 screws that are
behind the 'prise out' ATARI Stacy logo under the screen and then
gently levering the 2 halves of the screen cover and surround apart.
This then exposes the hollow screen pivot through which the screen
wires pass.It also gives access to the spring loaded bit. It is fiddly
but not as fiddly as trying to unplug (and worse still replug) the
keyboard whilst the main keyboard surround is still attached..
Generally if you find you having to do somthing that seems impossible
thats because you are taking something off out of sequence. Remember
they had to put it together too!!
Bring it or send it to me if you don't feel confident. Done it
loads of times.
I've even got a T28 accelerator shoe horned into my Stacy
although I still have not managed to modify the internal PSU to cope
with the extra asked of it. I have 4mb RAM , 240mb Hard drive and the
stated T28. Everything works a treat until I need put something on
floppy. As soon as the floppy drive starts the system shuts down and
reboots. It is the straw that breaks the camels back. I suspect there
is a way of squeezing a little more power out of the PSU but I've yet
to find how.

8045. Re: Falcon max HD size?

Newsgroup: comp.sys.atari.st
Date: 2003-12-20 20:34:17 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vu9cia6fr5t2e1@corp.supernews.com>
Source record: 22127

"Meffy" <methanoid_AT_@hotmail.com> wrote in message
news:t286uvka7r1chrap5mmuo7uc4f6fifrh0e@4ax.com...
> Is there a limit? I have a nice IDE 2.1Gb drive from a laptop that I'd
> like to fit... any special s/w I need??? Thanks all

I have a 8Gb HD installed in mine. You will need another HD driver system
like SCSI Tools or HD Driver to make it work though.

Tim

8046. Atari Online News, Etc. #05-51

Newsgroup: comp.sys.atari.st
Date: 2003-12-21 00:29:34 UTC
From: danap8@aol.comno-spam
Message-ID: <20031220192934.29591.00000707@mb-m02.aol.com>
Source record: 22128

A-ONE #0551 12/19/03

~ Happy Holidays to All! ~ People Are Talking! ~ Fugitive Hunter!
~ Net Holiday 'Givelist'! ~ NY Is Big eBay Seller! ~ Linux 2.6 Arrives!
~ 2003 Spam "Awards" Out! ~ Net Sales Tax On Hold! ~ Classic BASIC Books!
~ Kazaa Loves Going Dutch ~ Retro Gaming Revival! ~ Cayam Worm Found!

-* Microsoft, NY Sues Spammers! *-
-* Bush Signs Anti-Spam Bill Into Law! *-
-* Court Declares Net Music Subpoenas "Silly" *-

___ ___
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8047. Re: IDE Flash Drive

Newsgroup: comp.sys.atari.st
Date: 2003-12-21 01:09:12 UTC
From: Dave <no@spamthanks>
Message-ID: <3fe4f2bb$0$18040$cc9e4d1f@news.dial.pipex.com>
Source record: 22129

Hi,

After looking at the spec sheets for the various cards I have here the trend
over the last two years is that most manufacturers don't bother any more.
Probably cost related but also the technology is so much better so a good
card will offer approx 1000K writes where as a cheap one is about 250K.
Sandisk (pretty expensive even today) definitely did the sector allocation
as
I have cards here that have had well over 1000K writes used in real time
data loggers and upon interrogating the card it lists reallocated sectors..

I also have an IDE flash card sent to me by a manufacturer about 3 months
ago
that has a 44 pin 2.5" connector on it. Even though I have no Atari Kit
left to test it on, I will take it down to Keychange as Barrie still has
some IDEal interfaces so I will test it on an STE and Falcon. Will report
back to the group
if anyone is interested.
I would be surprised if it didn't work straight out of the box.

Dave
TUS

(Sweet. You have proved yourself to be a PL***** in this group so you need
not reply. Or will your EGO prove too great)

"Alexander Beuscher" <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
news:Pine.LNX.4.58.0312191353590.1299@feanor.schunter.etc.tu-bs.de...
>
> Hi, Dave!
>
> D> A good flash card will track sector usage and allocate another one if
> D> it's getting near it's limit. A few million writes for certain sectors
> D> should not be a problem for a good card.
>
> Good point. If that really makes the difference between cheap and
> expensive CF-cards...
>
> D> Beware read the Manufacturers data sheet as the cheap cards don't seem
> D> to bother.
>
> If the manufacturers supply that detailled info... They usually grant
> 500.000 to 1.000.000 write cycles per sector, but don't tell you if they
> do that kind of sector replacement...
>
>

> Regards,
>
> Alexander

8048. MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-21 01:20:10 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vu9ta9lh0i5b29@corp.supernews.com>
Source record: 22130

I just got this MagnumTT Ram card from Germany. It accepts 16, 32, 64, and 128MB PS/2 type SIMMs. I cannot get it to work and my lack of german is also complicating things! The manual is in German and it talks about jumper settings etc. I have been able to figure out the settings (I think) for the SIMMs but not sure what I am doing wrong. I tried 3 different SIMMs: two type of 16MB EDO's and some 32MB EDO's. None work.

Any ideas or help would be most excellent!
Tim

8049. ICD Link II Adapter Help

Newsgroup: comp.sys.atari.st
Date: 2003-12-21 05:36:44 UTC
From: jon
Message-ID: <zjaFb.32409$pY.32220@fed1read04>
Source record: 22131

Is there anyone out there that might have the docs for the ICD Link II adapter? I recently acquired an adapter, but, no docs. I know it's pretty straight forward, but, I'm having difficulty with chaining other drives to it.

Any help is appreciated. ICD will not support anything Atari.

Thanks

8050. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-21 12:43:45 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <bs44i1qb1@nets3.rz.RWTH-Aachen.DE>
Source record: 22132

In article <vu9ta9lh0i5b29@corp.supernews.com>,
Tim <TjLaZer@NOSPAM.Mail.com> wrote:
>I just got this MagnumTT Ram card from Germany. It accepts 16, 32, 64, and
>128MB PS/2 type SIMMs. I cannot get it to work and my lack of german is
>also complicating things! The manual is in German and it talks about jumper
>settings etc. I have been able to figure out the settings (I think) for the
>SIMMs but not sure what I am doing wrong. I tried 3 different SIMMs: two
>type of 16MB EDO's and some 32MB EDO's. None work.

You need 5V SIMMs, either FPM or EDO. The modules must have a symmetrical
RAS/RAS mapping - the manual lists numbers of RAM chips that do / do not
work (see http://heisenberg.ccac.rwth-aachen.de/~michaels/files/magnum/),
"richtig" means "correct type".

3.3V DRAMs may well not work - often, these have a "V" in rthe middle of the
type number, or start with "HYB31", but to be sure, you have to look up the
exact datasheet.

When using different sized modules, the bigger module must be in bank 0.

On old TT models with the CPU on a daughterboard, you may have to enable an
additional wait state. In that case, change the jumper from 0WS to 1WS.

If the presence detection pins on the modules are wired correctly, you need
no jumpers on any of the PD jumper positions - these are just a fallback in
case of badly designed modules, which shows as a module being detected with
the wrong size.

cu
Michael

8051. Falcon030 newbie questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-21 21:41:46 UTC
From: dangermouse_1974@yahoo.com.au
Message-ID: <3cd077ed.0312211341.6fde29d0@posting.google.com>
Source record: 22133

Hi

I've just resurrected my Falcon030/4MB and am trying to get some use out of it. Specifically, I have the following questions:

1. This machine has no FPU. I do have a Motorola 68882 FPU out of a Commodore Amiga 3000. Is this the same FPU ?

2. I would like to get my external SCSI-II CD-ROM drive working (I have it connected to an A3000 at the moment). What drivers / necessary steps do I need to take to get it working?

3. Can I upgrade the RAM on this to the full 14MB? I have seen some posts of people using non-EDO RAM in these machines. I have a 16MB stick lying around....can I use this ?

4. Any ideas of good software / games to use on the Falcon ? I don't want to spend money....just get a bit of use out of the thing.

Thanks for the help !!!

DM

8052. Re: Help! CT60, screwed up boot resolution (dumb ass user!)

Newsgroup: comp.sys.atari.st
Date: 2003-12-22 01:32:54 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0312211732.6d68d0b6@posting.google.com>
Source record: 22134

Thanks everyone for all your suggestions! The problem is fixed! The control-alt-undo thing was the trick. As a further example of what a dumb ass I can be, my problem was not plugging in my atari keyboard properly. (sheeze, some people shouldn't be allowed to have computers!)
Thnaks again!
Wayne

8053. Re: Looking for a TT VME graphics card.

Newsgroup: comp.sys.atari.st
Date: 2003-12-22 01:42:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1072121438-151736AEicMi@gmx.net>
Source record: 22145

From: Mark D <mducksub@removenoaspam.atari-source.com>
Date: Thu, 18 Dec 2003 10:12:43 -0500

>The SuperNova card (Mach64) can do 1024x768x16 bit color. I have this
>one.

Only a hundred of these were produced & sold, the one I've got goes all the way up to 1280*1024 in 24bit resolution. The maximum resolution of the card is 1920*1080 in 8 bit at 65Hz and 75Hz in monochrome BTW. The main difference between the SuperNova and the other Nova cards is that the Mach64 card contains VRAM and that makes quite a difference...

To answer the original poster his request:
The card with the best screen resolution and also the fastest for the TT is without any doubt the SuperNova, but all the other Nova cards with an ATI graphic card will outrun the competition easily, even cards with the Mach32 processor are a lot faster then the competition. The problem of course is how and where to obtain such a card... :-/

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

8054. Re: * ping * DENNIS VERMEIRE

Newsgroup: comp.sys.atari.st
Date: 2003-12-22 01:47:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1072121444-152839AEicMi@gmx.net>
Source record: 22046

From: "Marius & Hester" <grover25@zonnet.nl>
Date: Tue, 16 Dec 2003 19:30:27 +0100

Hi Marius,

>could you PLEASE mail me? Is there going something wrong with my mails?

Yes there is, you're using the wrong client. As stated here before all
mails written with MS-crap are deleted and regarded as SPAM.... I've
learned my lesson last october.

There's a mail on the way.... ;-)

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

8055. Re: Falcon030 newbie questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-22 05:30:22 UTC
From: rsmac@t-online.de
Message-ID: <1g6csd7.98z19p17mgw6qN%rsmac@t-online.de>
Source record: 22135

Mark <dangermouse_1974@yahoo.com.au> wrote:

> 1. This machine has no FPU. I do have a Motorola 68882 FPU out of a
> Commodore Amiga 3000. Is this the same FPU ?

Falcon need a PLCC MC 68882 RC-20 or -30 FP

> 2. I would like to get my external SCSI-II CD-ROM drive working (I

Connect your drive an try "Spin" Driver.
Best way is to use "ExtenDOS" from Anodyne-Software.
(One driver for CD-Rom and CD Burner)
Simple setup.

> 3. Can I upgrade the RAM on this to the full 14MB? I have seen some

That need a ram board that can use this kind of ram.
Wizztronics, WB-Systemtechnik are names on scene.

> 4. Any ideas of good software / games to use on the Falcon ? I don't

Several sites on the web contain a lot of free software.
Use any atari link page to found them.

Regards, Robert

--
-= Home of DOIT-Archive =-
_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

8056. Re: Falcon030 newbie questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-22 06:31:44 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <kdwFb.61251$aT.7748@news-server.bigpond.net.au>
Source record: 22136

"Mark" <dangermouse_1974@yahoo.com.au> wrote in message
news:3cd077ed.0312211341.6fde29d0@posting.google.com...
> Hi
>
> I've just resurrected my Falcon030/4MB and am trying to get some use
> out of it. Specifically, I have the following questions:
>
> 1. This machine has no FPU. I do have a Motorola 68882 FPU out of a
> Commodore Amiga 3000. Is this the same FPU ?

Yes, as long as it is PLCC and 16Mhz or more

> 2. I would like to get my external SCSI-II CD-ROM drive working (I
> have it connected to an A3000 at the moment). What drivers / necessary
> steps do I need to take to get it working?

Plug in and format, if you got all the software with the machine you should
have AHDI, version 6.06 is the latest.

> 3. Can I upgrade the RAM on this to the full 14MB? I have seen some
> posts of people using non-EDO RAM in these machines. I have a 16MB
> stick lying around....can I use this ?

Nope, the Falcon has a proprietry ram module. I can supply you with a pin
out of the memory connector if you want to DIY it. Or you could look here
http://www.myatari.net/support.htm for a list of suppliers who stock Ram
adaptors. The Ram has to be Fastpage, i.e. Non-edo to use with most adaptors

>
> 4. Any ideas of good software / games to use on the Falcon ? I don't
> want to spend money....just get a bit of use out of the thing.

http://www.1632systems.co.uk/ stock alot of Falcon games to buy. But for a
few freebies

http://www.martin-steen.de/hicolor/hicolor.html

http://www.users.zetnet.co.uk/atari_shack/download.htm#Falcon

http://www.umich.edu/~archive/atari/Falcon/Games/

http://membres.lycos.fr/pmandin/en/ports.html

To name but a few

Mark

8057. Re: Falcon max HD size?

Newsgroup: comp.sys.atari.st
Date: 2003-12-22 07:36:00 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bs66t0$9pp2l$1@ID-27442.news.uni-berlin.de>
Source record: 22137

Adam Klobukowski wrote:

>>Is there a limit? I have a nice IDE 2.1Gb drive from a laptop that I'd
>>like to fit... any special s/w I need??? Thanks all
>
>
> The limit is the IDE standard limit, aroud 156GB iirc.

But you won't be able to profit from it without a hard disk driver
supporting IDE drives of that size. HDDRIVER is known to work with
drives up to 128 GByte. It should also work with larger drives, but so
far this has not been tested as far as I know.

--

Dr. Uwe Seimet http://www.seimet.de

8058. Re: Falcon max HD size?

Newsgroup: comp.sys.atari.st
Date: 2003-12-22 07:36:32 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bs66u0$9pp2l$2@ID-27442.news.uni-berlin.de>
Source record: 22138

Meffy wrote:

> Thought it might be 32mb or something like the old ST had....

Even old STs don't have such a limit.

--

Dr. Uwe Seimet http://www.seimet.de

8059. Re: Falcon max HD size?

Newsgroup: comp.sys.atari.st
Date: 2003-12-22 07:39:07 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bs672r$9pp2l$3@ID-27442.news.uni-berlin.de>
Source record: 22139

Carey Christenson wrote:
> Meffy,
> In theory there should be NO upper limit of the Hard
> Drive's storage capacity. You could have a 250 GB
> Hard drive and be running Magic with Jinnee or Mint
> and HDDriver and have 2 125GB partitions. BUT I
> believe Magic and MINT both have a 138 GB IDE limit.

Why should they have such a limit? It is the hard disk driver that limits the capacity of the drives you can connect to an Atari. The operating system just limits the partition size, but not the drive's capacity.

--

Dr. Uwe Seimet http://www.seimet.de

8060. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-22 10:02:23 UTC
From: JM <>
Message-ID: <r4gduvcn4pr4q4qusrvmfg9n8i3dk5duvv@4ax.com>
Source record: 22140

On Fri, 19 Dec 2003 10:10:47 GMT, "Kenneth Medin" <>
>>Negative on that one, it has chips soldered onto the motherboard.
>
>Stacy with 2 MB RAM can be upgraded to 4 using either SIPP or SIMM. 1 MB
>Stacy has a different doughter board with soldered memory chips.

Ah, didn't know that, I only have a one meg Stacy myself.

>I have actually got an "Extra RAM Deluxe" ST RAM expander in my 1 MB
>Stacy. It would have been _solder less_ but unfortunately one of the 2
>sort of "piggy back" adaptors did not fit due to limited space next to
>the chip (the square one). I solved this by soldering a small flat cable
>to all the relevant pins on the adaptor and the other end to the bottom
>side of the motherboard. Not too hard to do and no track cuts etc are
>needed.

I take back everything I said

:-)
JM

8061. Re: Falcon030 newbie questions

Newsgroup: comp.sys.atari.st
Date: 2003-12-22 10:23:39 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3fe6c6fa$0$1169$636a55ce@news.free.fr>
Source record: 22141

"Robert Schaffner" <rsmac@t-online.de> a ï¿½crit dans le message de news:
1g6csd7.98z19p17mgw6qN%rsmac@t-online.de...
> Mark <dangermouse_1974@yahoo.com.au> wrote:
>
> > 1. This machine has no FPU. I do have a Motorola 68882 FPU out of a
> > Commodore Amiga 3000. Is this the same FPU ?
>
> Falcon need a PLCC MC 68882 RC-20 or -30 FP

NOT exact !!
the ref is MC68882FN16 or 20 or 25 or 33
FN = plastic PLCC !
RC = Ceramic PGA !

8062. Re: Help! CT60, screwed up boot resolution (dumb ass user!)

Newsgroup: comp.sys.atari.st
Date: 2003-12-22 11:02:59 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC0C7C28.B343%derryck@nospam.cix.co.uk.invalid>
Source record: 22142

In article 2f399fc7.0312211732.6d68d0b6@posting.google.com, Wayne Martz at wmartz@firstpresdalton.org wrote on 22/12/03 01:32:

> Thanks everyone for all your suggestions! The problem is fixed! The

What a relief!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

8063. Re: IDE Flash Drive

Newsgroup: comp.sys.atari.st
Date: 2003-12-22 11:19:27 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0312221210040.831@feanor.schunter.etc.tu-bs.de>
Source record: 22143

Hi, Dave!

D> Sandisk (pretty expensive even today) definitely did the sector
D> allocation as I have cards here that have had well over 1000K writes
D> used in real time data loggers and upon interrogating the card it lists
D> reallocated sectors..

Thanks for this info. I'll try a Sandisk CF-card.

BTW: How did you "interrogate" the card? Is this possible with CF-to-IDE
adpaters?

Regards,

Alexander

8064. Please Test

Newsgroup: comp.sys.atari.st
Date: 2003-12-22 16:31:12 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <HJ6dnWiJ-6DIvXqiRVn-jA@inreach.com>
Source record: 22144

I'm testing a program and one part of it allows me to make a web based slideshow, I'd like to know if Atari users can see it or not.

http://home.inreach.com/starlord/Page1.htm

--
"In this universe the night was falling,the shadows were lengthening towards an east that would not know another dawn.
But elsewhere the stars were still young and the light of morning lingered: and along the path he once had followed, man would one day go again."

Arthur C. Clarke, The City & The Stars

SIAR
www.starlords.org
Freelance Writers Shop
http://www.freelancewrittersshop.netfirms.com
Telescope Buyers FAQ
http://home.inreach.com/starlord
Ad World
http://adworld.netfirms.com

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.554 / Virus Database: 346 - Release Date: 12/20/03

8065. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-22 20:01:42 UTC
From: vdjole@EUnet.yu
Message-ID: <bs7ij3$h1f$1@news.eunet.yu>
Source record: 22047

On 18 Dec 2003 17:34:00 , Frank Szymanski wrote:
>>You're better off upgrading to 4 megs and MagiC. I don't know much about
>>[...]
>>neither will MultiTOS - put it in your ROM and you lose a LOT of
>>functionality.
>[...]
>You can even put MagiC into your ROM and save some memory.

I did that (i.e. put MagiC into ROM) and the general impression is that
it is not worth the trouble. MagiC needs so many files from the disk
anyway (drivers, a desktop, etc.) that saving about 200KB of MAGIC.RAM
(the one that you can put into ROM) dosn't mean much.

Another impression that I gat was that, in case of a system crash
(and MagiC likes to do that more often thatn TOS), it seems harder
to recover if it is in ROM- generally, one has to turn the
computer OFF/ON.

cu;

8066. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-22 22:11:40 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vuer0sfmbr3562@corp.supernews.com>
Source record: 22048

"Michael Schwingen" <michaels@heisenberg.ccac.rwth-aachen.de> wrote in
message news:bs44i1qb1@nets3.rz.RWTH-Aachen.DE...
> In article <vu9ta9lh0i5b29@corp.supernews.com>,
> Tim <TjLaZer@NOSPAM.Mail.com> wrote:

> You need 5V SIMMs, either FPM or EDO. The modules must have a symmetrical
> RAS/RAS mapping - the manual lists numbers of RAM chips that do / do not
> work (see http://heisenberg.ccac.rwth-aachen.de/~michaels/files/magnum/),
> "richtig" means "correct type".
>
> 3.3V DRAMs may well not work - often, these have a "V" in rthe middle of
the
> type number, or start with "HYB31", but to be sure, you have to look up
the
> exact datasheet.
>
> cu
> Michael

Do you know if I need 2k or 4k refresh SIMMs? AFAIK all 72-pin SIMMs are
5V. I have never seen a 3.3V one. I tried FPM, EDO, different sizes and
not will work. These SIMMs work in my Amiga 060 card just fine. I am
beginning to think that maybe my TT card is dead, or it is just really
really picky about SIMMs!!!

Tim

8067. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-22 22:28:37 UTC
From: johnblighe@notonyournelly.com
Message-ID: <peKFb.2776108$be.434661@news.easynews.com>
Source record: 22049

On 22-Dec-2003, "Tim" <tjlazer@nospam.mail.com> wrote:

> I am
> beginning to think that maybe my TT card is dead, or it is just really
> really picky about SIMMs!!!

I bought a card with SIMMS included but it isn't recognised by my TT either.
I bought another card (larger ram) and THAT isn't recognised either even
though all jumpers are definately set the right way. No-one seems to have
any answers!

8068. Seeking Disk for marpet Xtra-RAM + 8

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 00:14:44 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <OWLFb.1352$ux4.249@bignews4.bellsouth.net>
Source record: 22050

I need the software for a Marpet Xtra-RAM+8 board (Mega ST Verson).
If you know a place it can be downloaded or will email a zip of the utilities
I'd be greatful.

Thanks,
Brian

BJRoland@bellsouth.net

8069. microPALOOZA: 'chip music' concert / C=64 summit - Tuesday Dec. 30th @ Ground Kontrol, Portland, Oregon

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 06:35:51 UTC
From: Neil Bradley <nb_no_spam@synthcom.com>
Message-ID: <vufohpop2hko61@corp.supernews.com>
Source record: 22051
Cross-posted to: alt.music.mods,alt.music.video-games,alt.sys.amiga.demos,comp.sys.atari.st,comp.sys.cbm,pdx.general,pdx.singles,pdx.soc,rec.games.video.arcade.collecting,rec.games.video.classic

The Pacific Northwest's first 'chip music' concert and Commodore 64
Super Summit
Tuesday, December 30th, 2003

Computer fest: 1pm-10pm
Performances: 6pm-10pm

Admission: FREE before 4pm, $4 afterwards (re-entry with stamp)
$1 discount with proof of User Group membership

Ground Kontrol * 610 SW 12th Avenue, Portland, Oregon
ph: 503.796.9364 * e: kontact@groundkontrol.com * w:
www.groundkontrol.com

== Featuring ==

SETH STERNBERGER, aka 8-BIT WEAPON (Los Angeles, CA)
"Sternberger plays Commodore 64s against original drum loops ornamented
by samples from every possible game system...Regardless of your
interest in video games, the music flows like a golden arcade-flavored
acid trip from your speakers; the arrangements are incredibly complex,
multi-layered, syncopated thrill rides, and if they don't make you want
to move, then check your pulse."-- Seth Flynn Barkan, Las Vegas City
Life

ADAM CHRONISTER, aka LODUS (Cheney, WA) - Miniature Records
WIth circuit-bent drum machines, casios, gizmos, and synthesizers, Adam
aka LODUS creates a collage of rhythmic synthetic experimentation
reminiscent of a noiser Kraftwerk.

MOS-8 / GOTOXY / WAXIN' WARY (Eugene, OR)
These three Eugene, OR natives, sharing a house full of obsolete
computer and game equipment each create distinctive retro-futuristic
audioscapes that take you back to when the Game Boy and NES ruled your
world.

Also attending: Commodore Community Luminaries!

Dave Moorman, editor of LoadSTAR Magazine
Meet the editor of the most widely read magazine dedicated to the most
popular home computer of all time!

Jeri Ellsworth, creator of the CommodoreONE
Jeri's CommodoreONE project recreates the original Commodore 64 on

state-of-the-art hardware, bringing modern-day features to a classic platform. She'll be on hand to demonstrate its amazing capabilities and answer your questions!

CommodoreONE project info: http://c64upgra.de/c-one/

Commodore computer demo and game systems courtesy of:
. Fresno Commodore User Group
. Upper Peninsula Commodore Home Users Group
. Astoria Commodore User Group

Hope to see you there!

8070. Re: microPALOOZA: 'chip music' concert / C=64 summit - Tuesday Dec. 30th @ Ground Kontrol, Portland, Oregon

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 08:53:41 UTC
From: Richard Balkins <rickbalkins.nospam@nospam.wavestarinteractive.com>
Message-ID: <Xns945A918AB244rickbalkinswavestari@216.168.3.44>
Source record: 22052
Cross-posted to: alt.music.mods,alt.music.video-games,alt.sys.amiga.demos,comp.sys.atari.st,comp.sys.cbm,pdx.general,pdx.singles,pdx.soc,rec.games.video.arcade.collecting,rec.games.video.classic

"Neil Bradley" <nb_no_spam@synthcom.com> wrote in news:vufohpop2hko61
@corp.supernews.com:

> Commodore computer demo and game systems courtesy of:
> . Fresno Commodore User Group
> . Upper Peninsula Commodore Home Users Group
> . Astoria Commodore User Group
>
> Hope to see you there!

That is Amiga Commodore Users Group #0447 (formally called Astoria Commodore Users Group #0447 as it also supports the Amiga and serves beyond the Astoria city limits.

Anyway, good luck with the show - I'll be in the midst of some busy stuff and hope to be there next year. Some that may be availably known in the future.

Every going to the show, enjoy and have a good party. Hope to see Jeri sometime. :-)

8071. Re: Please Test

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 10:22:45 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <VHUFb.1601$MY.1309583@monger.newsread.com>
Source record: 22053

On 22 Dec 2003 08:31:12 , "Starlord" wrote:
>I'm testing a program and one part of it allows me to make a web based
>slideshow, I'd like to know if Atari users can see it or not.
>
>http://home.inreach.com/starlord/Page1.htm
>

yup!

John

P.S.
To Reply by E-mail, please remove -NOT- from my address!

8072. Games

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 16:40:47 UTC
From: 1 <burhan04@zonnet.nl>
Message-ID: <je_Fb.3803$Sf1.68885@zonnet-reader-1>
Source record: 22054

who can give me some atari st games?

8073. Re: Games

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 18:13:37 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vuh1eiifcd3jb1@corp.supernews.com>
Source record: 22055

"1" <burhan04@zonnet.nl> wrote in message
news:je_Fb.3803$Sf1.68885@zonnet-reader-1...
> who can give me some atari st games?
>

Your Atari ST dealer! :D

or try here: http://atariforce.free.fr/

8074. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 18:17:28 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vuh1lqflvh5tf6@corp.supernews.com>
Source record: 22056

<johnblighe@notonyournelly.com> wrote in message
news:peKFb.2776108$be.434661@news.easynews.com...
>
> On 22-Dec-2003, "Tim" <tjlazer@nospam.mail.com> wrote:
>
> > I am
> > beginning to think that maybe my TT card is dead, or it is just really
> > really picky about SIMMs!!!
>
> I bought a card with SIMMS included but it isn't recognised by my TT
either.
> I bought another card (larger ram) and THAT isn't recognised either even
> though all jumpers are definately set the right way. No-one seems to have
> any answers!

Hmm what we need I think is someone to test some SIMMs on a card and then
try it on our card. Or somewhere to buy known working Simms for our card. I
do not want to keep buying Simms blindly hoping they will work!

Tim

8075. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 18:36:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fe88d52407cf31@tripnet.se>
Source record: 22059

In comp.sys.atari.st <r4gduvcn4pr4q4qusrvmfg9n8i3dk5duvv@4ax.com>
Jm wrote on Mon 22-12-2003 11:02 (+0100):

>On Fri, 19 Dec 2003 10:10:47 GMT, "Kenneth Medin" <>
>>>Negative on that one, it has chips soldered onto the motherboard.
>>
>>Stacy with 2 MB RAM can be upgraded to 4 using either SIPP or SIMM. 1 MB
>>Stacy has a different doughter board with soldered memory chips.
>
>Ah, didn't know that, I only have a one meg Stacy myself.

>I take back everything I said

Good, I was just about to throve my Stacy on you, and we both know they
are heavy... :-)

But there may have been late Stacys with a SIMM compatible daughter board
populated with only one MB sold? I bought mine around 1990 and got it
quite cheap just because it only has one MB RAM.

(I'm actually writing this on the very same Stacy 500 km from home!)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

8076. CT60 delay for people waiting for ...

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 18:41:26 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3fe88c47$0$1175$636a55ce@news.free.fr>
Source record: 22057

This mail is sent to people who are waiting for their CT60 (12 people) and on ng because one guy (the 13th has now a bad email in my database : hey mister Alexander Feige, if you read me, give news and your good email address !) :

As I recently explained on the English atari newsgroup (comp.sys.atari.st), I ordered in July 24 pieces of 68060 at an USA company (Vernal Elm) that never sent me the marchandise and I lost 1.728 USD !

So, now my personal financial status is bad and, some of atarians sent me donations, but it is very difficult for me to continue the CT60 development. I'm not sure I will produce a second serial.
About last shippings, I have two problems : money to order the last 060 and, the most important now, finding a new 060 source.
I'm tracking now a german company that will maybe gives good results but I have to wait for their answer and suerely after the end of the year.

I'm very sorry for the delay after Christmas because I was thinking to ship all last boards for this nice goal....

I hope you understand that I can't do better this time...
So keep cool ...and I will solve the problem and find 060.

Happy Christmas and New Year...

--
Rodolphe Czuba
4, Allï¿½e du Laurier
Auvillers
60290 Neuilly-sous-Clermont
France
www.czuba-tech.com

8077. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 18:59:07 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <bsa39rhvf1@nets3.rz.RWTH-Aachen.DE>
Source record: 22058

In article <vuer0sfmbr3562@corp.supernews.com>,
Tim <tjlazer@nospam.mail.com> wrote:
>
>Do you know if I need 2k or 4k refresh SIMMs? AFAIK all 72-pin SIMMs are

I think that depends on the size of the modules.

>5V. I have never seen a 3.3V one. I tried FPM, EDO, different sizes and

Several - I have seen way too much of these crap - at some point, 3.3V RAMs
got cheaper than 5V RAMs, so they ended up on lots of cheap SIMMs, despite
the fact that using these in a system with 5V signalling on the data/address
lines causes problems. Usually, there is some kind of voltage regulator on
the SIMM - either 2-3 diodes in series, or a 3-pin SOT223 or similar device.

>not will work. These SIMMs work in my Amiga 060 card just fine. I am
>beginning to think that maybe my TT card is dead, or it is just really
>really picky about SIMMs!!!

The problem is that the card must bring up the SIMM without the help of the
TT's CPU, and with limited ressources available in the programmable logic
chip, so it could handle only a single type of RAS/CAS mapping per modules
size, and at that time, symmetrical modules were the most common.

As memory chips grep to larger capacity, asymmetrical chips got more common,
so that causes the problems - that's why there is the list of DRAM chip
numbers in the installation guide.

cu
Michael

8078. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 19:03:47 UTC
From: Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <bsa3ifgag1@news-reader3.wanadoo.fr>
Source record: 22060

<johnblighe@notonyournelly.com> a crit dans le message de news:
peKFb.2776108$be.434661@news.easynews.com...
>
> On 22-Dec-2003, "Tim" <tjlazer@nospam.mail.com> wrote:

Hello,
>
> > I am
> > beginning to think that maybe my TT card is dead, or it is just really
> > really picky about SIMMs!!!
>
> I bought a card with SIMMS included but it isn't recognised by my TT
either.
> I bought another card (larger ram) and THAT isn't recognised either even
> though all jumpers are definately set the right way. No-one seems to have
> any answers!

It has to deal with the ram itself : not all are compatible with expansion
boards.
For instance, I bought a 32MB with 8 x 3 chips simms (4 MB each simm).
I had 4 another 3 chips modules, but these caused random crashes.
So, before thinking of trashing eitehr your expansion board or your TT, be
sure you can get the right type of memory.
IIRC, those of 4 MB in older Macs are (not quite sure however)

J.-Luc

8079. Re: Seeking Disk for marpet Xtra-RAM + 8

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 19:05:51 UTC
From: Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <bsa3mb$9ei$1@news-reader4.wanadoo.fr>
Source record: 22061

"Brian Roland" <BJRoland@bellsouth.net> a crit dans le message de news:
OWLFb.1352$ux4.249@bignews4.bellsouth.net...
> I need the software for a Marpet Xtra-RAM+8 board (Mega ST Verson).
> If you know a place it can be downloaded or will email a zip of the
utilities
> I'd be greatful.

Hello,

If you can wait a couple of days, until I can dig out mine, I'll zip and
send it to you.

J.-Luc

8080. Re: Games

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 19:29:24 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fe899f44a5b5c0@tripnet.se>
Source record: 22063

In comp.sys.atari.st <je_Fb.3803$Sf1.68885@zonnet-reader-1>
1 wrote on Tue 23-12-2003 17:40 (+0100):

>who can give me some atari st games?

Santa Claus might be a good source?

His wishlist can be found on http://google.com/ nowadays and, if I were
you I would wish for "emulator Atari game .st" or similar.

Have not checked as I'm surfing at 19200 bps on my Stacy at the moment on
dialup...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

8081. Re: * ping * DENNIS VERMEIRE

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 19:37:19 UTC
From: KL <crlaan@yahoo.com>
Message-ID: <3FE8990C.46722673@yahoo.com>
Source record: 22062

Marius & Hester wrote:

> > There's a mail on the way.... ;-)
>
> Do you mean an e-mail or a real mail with an interesting content you
> promised me ;-)?
>
> greetz,
> Marius

Marius, that will be fraud!

regards,

kees

8082. Re: Seeking Disk for marpet Xtra-RAM + 8

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 20:25:24 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <vt1Gb.38539$xB5.2703@bignews1.bellsouth.net>
Source record: 22064

"Jean-Luc" wrote:
> Hello,
>
> If you can wait a couple of days, until I can dig out mine, I'll zip and
> send it to you.
>
> J.-Luc

Indeed I can wait...
I feel fortunate to find someone that still has it :)

Many thanks!
Brian

8083. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 21:06:01 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <bsaanp$5p0$1@reader2.panix.com>
Source record: 22068

My experience has been satisfactory, but imperfect. I got a few Magnum TT boards. Posted a want list in alt.computer.memory, and two sellers responded. One had 128 MB SIMM, so I ordered some of those. Plugged two of them in, put it into a TT, and only 65 MB was recognized, by either the desktop or sysinfo.prg. For me, that is still more memory than I will ever use. If I want to take it apart again, I could try swapping slots, or swapping memory, or getting the JDEC standards and hacking the size bits, or at least reading what they say. Am not planning to do that.

The worst that happens is that I paid 30 USD more than expected for that much memory.

The SIMM have 16 rather large chips of one type, and 8 of another. The paper sticker on the SIMM says KMM53623000CK-6. On the board itself is SAMSUNG, 53632000AK2(#) and AD0823-01. What is the part number?

Also have some 64 meg SIMM, with 36 chips on it, and some 32, with 18 chips on it. They are untested. Should these work? Either number of chips is also divisible by three!

Jim

And guesses as to where the rest of the memory went to will also be appreciated. 64 MB seems to be missing.

Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> writes:

: <johnblighe@notonyournelly.com> a crit dans le message de news:
: peKFb.2776108$be.434661@news.easynews.com...
: >
: > On 22-Dec-2003, "Tim" <tjlazer@nospam.mail.com> wrote:

: Hello,
: >
: > > I am
: > > beginning to think that maybe my TT card is dead, or it is just really
: > > really picky about SIMMs!!!
: >
: > I bought a card with SIMMS included but it isn't recognised by my TT
: either.
: > I bought another card (larger ram) and THAT isn't recognised either even
: > though all jumpers are definately set the right way. No-one seems to have
: > any answers!

: It has to deal with the ram itself : not all are compatible with expansion
: boards.
: For instance, I bought a 32MB with 8 x 3 chips simms (4 MB each simm).

: I had 4 another 3 chips modules, but these caused random crashes.
: So, before thinking of trashing eitehr your expansion board or your TT, be
: sure you can get the right type of memory.
: IIRC, those of 4 MB in older Macs are (not quite sure however)

: J.-Luc

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

8084. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 22:03:27 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0312231403.524b898d@posting.google.com>
Source record: 22065

> Hi, Leon!

Hi.

> LH> Ok, back to the original question:
>
> Depends on...
>
> If you use old style software, it will cope with 1MB for sure

Are you saying *each*application* takes 1 Meg !? I heard Atari ST
app's were compact, and I have bloated pee see app's from the same era
(late 80's) that are 80k and use another 64k for data.

8085. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-23 23:08:53 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0312232357090.809@feanor.schunter.etc.tu-bs.de>
Source record: 22066

Hi, Leon!

LH> Are you saying *each*application* takes 1 Meg !?

No, not at all.

LH> I heard Atari ST app's were compact,

That's true. Old style word processors for example will happily do their job with memory amounts you remembered. So several apps would fit into 1MB easily.

But if you want to go multitasking you have to consider the RAM loss due to the multitasking environment plus the fact that some of the older software might proove buggy under multitasking OSes. So you might need newer software that might demand more system ressources - including RAM, NVDI or different OS extensions (that consume RAM again).

In general I'd say that you can run two or three not too demanding apps under Geneva in 1MB RAM. Sufficient for your purposes?

Regards,

Alexander

8086. [ANN] New version of WindFrame XGem

Newsgroup: comp.sys.atari.st
Date: 2003-12-24 00:01:12 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3fe8d784999bb68@europe-shareware.org>
Source record: 22067

Hi all,

A new version of Eric Reboux WindFrame (0.78) is available for download.
- fixes a bad bug in the config file.
- now possible to chose the thickness of the windows borders.

http://www.europe-shareware.org
http://ers.free.fr

Regards,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

8087. hello fellow atari enthusiasts

Newsgroup: comp.sys.atari.st
Date: 2003-12-24 04:54:47 UTC
From: Bill <Bgates@microsoft.com>
Message-ID: <3fe91c0f$0$1742$5a62ac22@freenews.iinet.net.au>
Source record: 22069

have a merry Christmas and a happy new year.

8088. Re: Games

Newsgroup: comp.sys.atari.st
Date: 2003-12-24 08:24:47 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <bsbigg$bhndu$1@ID-40235.news.uni-berlin.de>
Source record: 22070

Check out ebay.co.uk there seems to be a lot on there at low prices, with no reserve.

"1" <burhan04@zonnet.nl> wrote in message
news:je_Fb.3803$Sf1.68885@zonnet-reader-1...
> who can give me some atari st games?
>
>

8089. Re: hello fellow atari enthusiasts

Newsgroup: comp.sys.atari.st
Date: 2003-12-24 11:25:26 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <GIeGb.27$Co.41173@monger.newsread.com>
Source record: 22071

On 24 Dec 2003 12:54:47 , "Bill" wrote:
>have a merry Christmas and a happy new year.
>

same here!

John

8090. Re: In memoriam: Yak's Flossie.

Newsgroup: comp.sys.atari.st
Date: 2003-12-24 18:21:02 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bsclec$603$1@hercules.btinternet.com>
Source record: 22072

Hi John

> >> I only just learned from reading the Yak forums that Flossie, Jeff
> >> Minter's sheep, has died. She was very old, had fallen over in the
> >> night, and was attacked in the eye by birds. She survived another few
> >> days, and was put down on a sunny afternoon in Jeff's arms.
> >>
> >> http://www.yakyak.org/viewtopic.php?t=11994&highlight=flossie
> >>
> >> It's really sad.
> >> Toby
> >>
> >
> >Sheep are kinda lame pets...
> >
> >
> >.
>
> I think Steve Sweet might have something to add to that :)

I was gonna suggest stuffing and mounting it but you guys might have got
hold of the wrong end of the stick.

You might have thought i was suggesting taxidermy!!

--

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

8091. Merry Xmas from Oz

Newsgroup: comp.sys.atari.st
Date: 2003-12-24 20:39:29 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <3fe9f884$0$18387$afc38c87@news.optusnet.com.au>
Source record: 22073

Hope you all have a good xmas. Time to fire up the Barby, throw on a few shrimp and crack a tinny ....

Mark

8092. TeraDesk 3 is available!

Newsgroup: comp.sys.atari.st
Date: 2003-12-24 23:42:32 UTC
From: vdjole@EUnet.yu
Message-ID: <bsd88qndu2@news.eunet.yu>
Source record: 22074

Version 3.0 of TeraDesk, the only open-souce desktop currently existing
for the Atari computers, is now available !!!

Almost exactly a year ago, TeraDesk was made open source, Henk Robbers took
over its maintenance and TeraDesk V2 appeared.

In December 2002, after an exchange of ideas about possible upgrades of
TeraDesk, Henk kindly invited me to participate in its further development.
The first result of that cooperation TeraDesk V2.3 in March 2003.
Since then, we have been working on TeraDesk 3.

Our goal has been to maintain TeraDesk as a small, simple, fast and reliable
desktop, which would be functional in the modern multitasking environments,
and yet to keep, as much as reasonable, familiarity with the original
TOS desktop, and keep it undemanding enough to be run on any Atari computer,
even the one with the smallest amount of RAM and oldest version of TOS
(currently TeraDesk is a little less than 129KB in size and uses about 200KB
of memory). In my opinion, the cooperation has been a fruitful one, with an
unspoken division of labor which suited both of us. Henk concentrated on
memory and file management, new configuration file concept and also on
multitasking-related issues, while I added some new functions, made some
optimizations, and worked on improving the graphical appearance of the
program.

Lately, Henk decided to move on to other matters, and asked me to finish
what was required to publish TeraDesk 3. I have tried to do that to
the best of my abilities, but Henk's assistance is sorely missed :(

Anyway, though there are still a few unsolved problems (i.e. bugs)
in TeraDesk 3, it appears to be sufficiently good to be published
and used. It is available at:

http://solair.eunet.yu/~vdjole/atari

and divided into three archives: the binaries, the complete source, and the
V2-to-V3 configuration-file conversion utility.

Many changes and optimizations were made, new features added or existing
ones improved, a number of bugs removed- and hopefully not many new ones
introduced ;)

A short (well, not so short) list of changes and new features:

H. Robbers:

- Configuration data now in text mode, in a new file teradesk.inf;
Easy to keep compatability. A set of routines for reading/writing
configuration items and implementation of a concept which will make it

very easy to add new configuration items.
- Replacement or heavy modification of many routines to adjust to the new configuration file requirements.
- Colour palette is saved in a separate (text) file teradesk.pal.
- Program cfg2inf.prg for converting the binary cfg to the textmode inf.
Source code adjusted so that it can be compiled for reading either the old binary configuration (cfg2inf.prg) or the new text file (desktop.prg)
- Replaced use of Malloc (Gemdos) to standard malloc.
This reduces memory fragmentation on the Gemdos level considerably, especially important in multitasking environments.
- Replaced Wout's mememory allocator by mine (AHCM).
AHCM allows memory leak detection and reduces fragmentation even more by always allocating Gemdos blocks in whole multiples of chunk size.
- As a result of the above it wasn't possible anymore to shrink the start amount of 2000 directory entry structures (68 Kb).
So I implemented a pointer array instead. It starts with 256 entries (1 Kb) and is mildly exponentially expanded when needed.
- cfg2inf.prg: The editor string in the old config is converted to a flag for the (installed) editor in the new config. So it is preserved if the editor was installed.

Dj. Vukovic:

- Fixed a bug of not immediately refreshing a changed background pattern/colour in text windows;
- Fixed a bug of not correctly setting and so corrupting type of desktop icon in desktop icons dialog;
- Fixed some bugs which disabled printing of more than one file at a time;
- Fixed some bugs in scrolling text fields (cursor placement, padding...)
- Fixed a bug which swallowed the first char of command lines for .TTPs
- Corrected enabling/disabling of some menu items depending on context;
- Fixed bad redraw of animated colour icons;
- Fixed several bugs related to memory (de)allocation and buffer overruns
- Removed some overlooked fixed keyboard shortcuts from previous version;
- Made some fixes which (hopefully) will correct improper window and dialog redrawing with XaAES only (V0.963).
- A lot of source code cleaned up and size optimization;
- Some optimization of desktop.rsc and the use of it;
- Massive reorganization of dialogs which handle what are essentially filetype or filename lists (i.e. file masks, program types, document types, icons...) so that there is only one filetype-list dialog in desktop.rsc; significant reduction in executable code size because a lot of routines are made to work on all file/filetype lists. Same concept is used for entering/editing all lists: filetype masks, program types, window icon filetypes and applications.
- Reorganization of "Install Application" function (see above); a dialog is shown displaying a list of installed applications. Further reduction in code size.
- ALL dialogs now fit ST-low resolution. Some are reduced in size even more for faster redraws on low-end machines

- Several small fixes and improvements in floppy formatting routines;
floppy drives are locked during formatting/copying in Mint & MagiC;
- Somewhat improved handling of overscan hack (tested with Lacescan);
- Improved operation of the "fuller" gadget: a) fulled window is moved left
until it is completely on the screen; b) in "hex" mode the window is made
only as wide as needed;
- Much improved graphical appearance of dialogs (proper background, colours
and 3D effects in modern AESses, etc.) Significant reorganization and
simplification of routines.
- Added window iconify/deiconify capability in AESses which support it
(AES4.1, Geneva, Magic, XaAES...)
- Added checking for duplicate entries in filemasks, program types,
window icons and applications lists;
- Added posibility to start an application or program type in "no-multitasking"
mode in Magic (not working very well yet);
- Added possibility to limit memory available to a program type or application
in multitasking environments.
- Added capability to call a file selector in scrolled input text fields
in dialogs upon pressing the [Insert] key
- Added capability to mark an installed application as "autostart";
- Added capability of "Search" to find text in files as well;
- Added "touch" ((re)set time/date and/or file attributes) functionality;
user interface implemented through additional button in the "Object info"
dialog. Considerable reorganisation of that dialog(s). TeraDesk is now able
to display DOS/Windows folder attributes (and respect them to a degree)
though not able to change them.
- While copying files it is possible to change date/time and attributes.
- Added "Compare files" functionality; a nice knack is that it tries to
resynchronize search positions after a found difference.
- Improved "Open..." function; it now tries to figure out what type of item
should be opened: a program, a folder/drive, a file assigned as a document
to application, or an unassigned file. In case of a program/application,
it is possible to enter a comand tail after path+name;
- Command line dialog for .TTP programs remembers last command if the same
program is activated again.
- Filename/filetype entry forms in dialogs appear in 8+3 length if there is
no long-filename-capable OS present (i.e. without Mint or Magic);
- [Shift][Help] calls ST-Guide (if available) to display TERADESK.HYP;
- Nicer display of long window titles;
- Improved recognition of TOS and AES versions and their capabilities
and limitations;
- Updated the .HYP documentation (not quite satisfactory yet)

Some possible areas of further work- though I am not sure how probable;
a lot of time needed :(... some help might be useful :)

- removal of bugs;
- multiple column display of directory windows in text mode;
- improved manipulation of file attributes for non-tos filesystems
- integration a windowed, long-filename-capable fileselector reusing
a number of TeraDesk's existing functions and capabilities to minimize

code size;
- documentation update;

Have fun.

And, of course, have a Merry Christmas and a Happy New Year !!!

Djordje Vukovic

8093. Re: hello fellow atari enthusiasts

Newsgroup: comp.sys.atari.st
Date: 2003-12-25 00:32:56 UTC
From: Tim Anderson <t-dot-anderson@zen.co.uk>
Message-ID: <3fea30f1$0$25934$fa0fcedb@lovejoy.zen.co.uk>
Source record: 22075

> same here!

and in case nobody herd it ;)

MERRY CHRISTMASSSSSSSS

Tim

8094. Re: Merry Xmas from Oz

Newsgroup: comp.sys.atari.st
Date: 2003-12-25 01:08:16 UTC
From: Tim Anderson <t-dot-anderson@zen.co.uk>
Message-ID: <3fea3938$0$25951$fa0fcedb@lovejoy.zen.co.uk>
Source record: 22076

> Hope you all have a good xmas. Time to fire up the Barby, throw on a few
> shrimp and crack a tinny ....

hmm,

try that here and it would be put out by the frost from your breath :) But
no.... The tinny already done 8/9 times over :)

Tim

8095. Re: Merry Xmas from Oz

Newsgroup: comp.sys.atari.st
Date: 2003-12-25 01:54:52 UTC
From: Bill <Bgates@microsoft.com>
Message-ID: <3fea436d$0$1752$5a62ac22@freenews.iinet.net.au>
Source record: 22077

Done the whole barby thing last weekend, a few too many coronas ruined the whole night following it. I'll never get drunk again (yeah right).

"Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au> wrote in message news:3fe9f884$0$18387$afc38c87@news.optusnet.com.au...
> Hope you all have a good xmas. Time to fire up the Barby, throw on a few
> shrimp and crack a tinny ....
>
> Mark
>
>

8096. Re: TeraDesk 3 is available!

Newsgroup: comp.sys.atari.st
Date: 2003-12-25 03:55:11 UTC
From: johnblighe@notonyournelly.com
Message-ID: <zctGb.3874480$ld.620996@news.easynews.com>
Source record: 22078

On 24-Dec-2003, vdjole@EUnet.yu (Djordje Vukovic) wrote:

> Anyway, though there are still a few unsolved problems (i.e. bugs)
> in TeraDesk 3, it appears to be sufficiently good to be published
> and used. It is available at:
>
> http://solair.eunet.yu/~vdjole/atari

This page link doesn't work!

8097. Re: CT060 new install

Newsgroup: comp.sys.atari.st
Date: 2003-12-25 06:20:24 UTC
From: rsmac@t-online.de
Message-ID: <1g6ig25.1m7p4n321qalaN%rsmac@t-online.de>
Source record: 22079

Rustynutt <rustynutttakethisout@hotmail.com> wrote:

> Took my Falcon into the lab yesterday and flushed it well. Couldn't
> believe all the crud that came from under the COMBEL and a few other
> chips. Some big solder balls too!

Best for cold days :)

> Must bus clock be 1/4, 1/3, 1/2 speed of CT060 main clock or can they
> work independent? I have clocks from 50mhz to 124mhz (many in
> between).

It is possible to boost the Falcon mainboard from 16 to 20 or 25MHz.
Test what work as best.

> Happy holidays

Merry x-mas :)

Regards, Robert

--
-= Home of DOIT-Archive =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

8098. Re: Games

Newsgroup: comp.sys.atari.st
Date: 2003-12-25 06:51:41 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <1OvGb.81$Co.84055@monger.newsread.com>
Source record: 22080

On 24 Dec 2003 08:24:47 , "David Wade" wrote:
>Check out ebay.co.uk there seems to be a lot on there at low prices, with no
>reserve.
>
>"1" <burhan04@zonnet.nl> wrote in message
>news:je_Fb.3803$Sf1.68885@zonnet-reader-1...
>> who can give me some atari st games?

Try:
http://www.umich.edu/~archive/atari
ftp.chapelie.rma.ac.be
http://users.pandora.be/tos4ever/utsi.htm
Atari.webring.org

Hopefully the addresses are correct!

John

P.S.
To Reply by E-mail, please remove -NOT- from my address!

8099. Re: TeraDesk 3 is available!

Newsgroup: comp.sys.atari.st
Date: 2003-12-25 11:28:06 UTC
From: johnblighe@notonyournelly.com
Message-ID: <aRzGb.2954387$be.462058@news.easynews.com>
Source record: 22081

On 25-Dec-2003, lp <gfabasic@mint.net> wrote:

> Just back up to the root of the site, it's there. ;-)
>
> http://solair.eunet.yu/~vdjole/

Yes, finally comes out as http://solair.eunet.yu/~vdjole/teradesk.htm

Many thanks

8100. Re: Merry Xmas from Oz

Newsgroup: comp.sys.atari.st
Date: 2003-12-25 11:34:23 UTC
From: A Walshe <acs@webaxs.net>
Message-ID: <bsehvu$2a1u$1@arachne.labyrinth.net.au>
Source record: 22082

Hi Mark
I have been trying to get in contact with you but your reply e-mail doesn't work. I'm looking for some TT parts. I hope to hear from you soon.
Cheers.

Happy Christmas to everyone :)

Austin Walshe.

>Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au> wrote in message news:3fe9f884$0$18387$afc38c87@news.optusnet.com.au...
> Hope you all have a good xmas. Time to fire up the Barby, throw on a few
> shrimp and crack a tinny ....
>
> Mark
>
>

8101. Re: TeraDesk 3 is available!

Newsgroup: comp.sys.atari.st
Date: 2003-12-25 12:25:05 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <BGAGb.15124$Jh.15123@amsnews03.chello.com>
Source record: 22083

Djordje Vukovic wrote:

>
> Version 3.0 of TeraDesk, the only open-souce desktop currently existing
> for the Atari computers, is now available !!!

>
> Have fun.
>

Sure!
A nice Christmas present.

> And, of course, have a Merry Christmas and a Happy New Year !!!
>

Same to you and all of you out there.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

8102. Re: AV_SERVER/fontselector

Newsgroup: comp.sys.atari.st
Date: 2003-12-25 15:54:49 UTC
From: d.w.vanderburg@student.tudelft.nl
Message-ID: <1e582fb0.0312250754.42127b9@posting.google.com>
Source record: 22084

I just found on the Belgian FTP server the fontselectors:

ftp://chapelie.rma.ac.be/atari/utilities/fontselector/hugo.zip
ftp://chapelie.rma.ac.be/atari/utilities/fontselector/calvino.lzh

and they both work OK with FreeMiNT/XaAES and TeraDesk
(although calvino dialogue has some redraw problems).

regards,
Dennis

d.w.vanderburg@student.tudelft.nl (Dennis van der Burg) wrote in message
news:<1e582fb0.0312061524.6c3a2963@posting.google.com>...
> Hi,
>
> does anyone perhaps know a good software that acts as an AV_SERVER,
> and a fontselector program? I would like to use such programs in
> combination with XaAES/ TeraDesk or Atari AES4.1/Atari MultiTOS
> desktop, which do not provide such services by themselves.
>
> Also I'm looking for a program that can place a picture in the
> background of the desktop of e.g. TeraDesk or the MultiTOS desktop ...
> I know a program DeskPic2 that does exactly this task but only works
> well with single TOS.
>
> kind regards,
> Dennis

8103. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-25 16:25:44 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <bsf328$i93$1@reader2.panix.com>
Source record: 22085

I had finger trouble. Where I ask for memory when I need it is

misc.forsale.computers.memory

I post what I want, and eventually, I get it.

My apologies if anyone tried the wrong usenet group.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

8104. Re: TeraDesk 3 is available!

Newsgroup: comp.sys.atari.st
Date: 2003-12-25 20:50:33 UTC
From: MARKO <marko@nospam.org>
Message-ID: <bsfic9$452$1@ls219.htnet.hr>
Source record: 22086

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:bsd88qndu2@news.eunet.yu...
>
> Version 3.0 of TeraDesk, the only open-souce desktop currently existing
> for the Atari computers, is now available !!!
>
> Almost exactly a year ago, TeraDesk was made open source, Henk Robbers
took
> over its maintenance and TeraDesk V2 appeared.

Svaka cast kume !!!!

8105. Re: Merry Xmas from Oz

Newsgroup: comp.sys.atari.st
Date: 2003-12-25 21:47:41 UTC
From: Clockmeister <clockmeister@gidgenet.com.au>
Message-ID: <3feb5ad4$0$9796$c30e37c6@lon-reader.news.telstra.net>
Source record: 22087

"Bill" <Bgates@microsoft.com> wrote in message
news:3fea436d$0$1752$5a62ac22@freenews.iinet.net.au...
> Done the whole barby thing last weekend, a few too many coronas ruined the
> whole night following it. I'll never get drunk again (yeah right).
>

Drink that yuppied up cheap and nasty piss and that is what you deserve ;-)

Regards,

Clockmeister.

8106. Re: TeraDesk 3 is available!

Newsgroup: comp.sys.atari.st
Date: 2003-12-25 22:05:22 UTC
From: vdjole@EUnet.yu
Message-ID: <bsfmv0lns1@news.eunet.yu>
Source record: 22088

On 24 Dec 2003 23:42:32 , Djordje Vukovic wrote:
>
>Version 3.0 of TeraDesk, the only open-souce desktop currently existing
>for the Atari computers, is now available !!!

Sorry, a couple of links were wrong. Hopefully all is right now :)

http://solair.eunet.yu/~vdjole/atari.htm

Djordje

8107. Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-25 23:00:30 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <i_JGb.377$Cc1.242485304@newssvr30.news.prodigy.com>
Source record: 22089

I just tried installing a 6GB IBM HD in my Falcon. When I boot up with AHDI, the drive is recognized as an IBM IDE drive, but I'm unable to fomat or partition the drive with HDX. When I try partitioning, it says that the drive was partitioned with an older version of HDX, and attempting to format comes up saying that the drive cannot be formatted. Any ideas? Is AHDI the wrong driver to use with this drive?

8108. Re: Merry Xmas from Oz

Newsgroup: comp.sys.atari.st
Date: 2003-12-25 23:09:19 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <3feb6d23$0$18752$afc38c87@news.optusnet.com.au>
Source record: 22090

My knees and feet are sunburned, it was so hot here and with the sinking of a few beers you don't notice how hot it was getting. 28 degrees C quite mild for this time of year. Christmas lunch was awesome. Now to clean up the carnage. Might play a little star Raiders when I'm done. Then a siesta.

Good night

"Tim Anderson" <t-dot-anderson@zen.co.uk> wrote in message news:3fea3938$0$25951$fa0fcedb@lovejoy.zen.co.uk...
> > Hope you all have a good xmas. Time to fire up the Barby, throw on a few
> > shrimp and crack a tinny ....
>
> hmm,
>
> try that here and it would be put out by the frost from your breath :) But
> no.... The tinny already done 8/9 times over :)
>
>
> Tim
>
>

8109. Yamaha Soud Chip Synth Program

Newsgroup: comp.sys.atari.st
Date: 2003-12-26 00:13:44 UTC
From: A Walshe <acs@webaxs.net>
Message-ID: <bsfufo$16c2$1@arachne.labyrinth.net.au>
Source record: 22091

Hi all,
Does anyone know of an application for programming the Yamaha sound chip present in all Atari computers.

I have looked at ST synth (looks like a STOSS prg?) and some of the chip trackers such as XLR8 but they are either buggy, unintuitive or lack capabilities. I am looking for a dedicated program to take full advantage of the chips capabilities that is easy to use and doesn't need to sequence just generate sound.

Thanks

8110. Re: Yamaha Soud Chip Synth Program

Newsgroup: comp.sys.atari.st
Date: 2003-12-26 01:16:44 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <3feb8b00$0$18746$afc38c87@news.optusnet.com.au>
Source record: 22092

"A Walshe" <acs@webaxs.net> wrote in message
news:bsfufo$16c2$1@arachne.labyrinth.net.au...
> Hi all,
> Does anyone know of an application for programming the Yamaha sound chip
> present in all Atari computers.
>
> I have looked at ST synth (looks like a STOSS prg?) and some of the chip
> trackers such as XLR8 but they are either buggy, unintuitive or lack
> capabilities. I am looking for a dedicated program to take full advantage
of
> the chips capabilities that is easy to use and doesn't need to sequence
just
> generate sound.

Hi again, try this site
http://dspace.dial.pipex.com/electronic_cow/cownet.shtml

Pretty good from what I understand.

Mark

8111. ADV: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2003-12-26 11:12:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0312260308380.18101-100000@onyx.spiritone.com>
Source record: 22093
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Every New Years I make the same Resolution. Not to make any more New Years resolutions! I tell my friends and they laugh. They think I'm joking. I'm not. I wont make promises I cant keep. I dont know what the future holds. It makes life easier with less broken Vows! Keeps it simple. Avoid making promises you cant keep! Before you speak, think over what you say. Once it's said, you cant take it back. Life is easier when you avoid that trap! May God Bless You All. I wish you all Happy Holidays and a Happy New Year!

http://BensCatalogs.Atari.org My Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8112. FREE Atari Catalogs! Via E-Mail and the Web!

Newsgroup: comp.sys.atari.st
Date: 2003-12-26 11:21:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0312260313210.18101-100000@onyx.spiritone.com>
Source record: 22094
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,alt.atari-jaguar.discussion,pdx.forsale

FREE Catalogs for Used & New 64 Bit Atari Jaguar Game Consoles, Classic Atari 8 Bit & Atari ST Computers! HardWare/Accessories, Games/ SoftWare & Books/References! View Catalogs on-line or DownLoad them at http://www.aracnet.com/~atari/free_cat.html or if you cant get my Catalogs that way, Feel free to Request catalogs via E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail. Please let me know if I can attach text files to your E-Mail. E-Mail BenSells@Atari.org

http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my E-Mailing List!?!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8113. Re: Please Test

Newsgroup: comp.sys.atari.st
Date: 2003-12-26 12:08:09 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3febcfdac17cb9@comcast.net>
Source record: 21996

>I'm testing a program and one part of it allows me to make a web based
>slideshow, I'd like to know if Atari users can see it or not.
>
>http://home.inreach.com/starlord/Page1.htm
>
>
>
>--
>"In this universe the night was falling,the shadows were lengthening
>towards an east that would not know another dawn.
>But elsewhere the stars were still young and the light of morning
>lingered: and along the path he once had followed, man would one day go
>again."
>
>

Pictures come out nice for me under Cab and Highwire....
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

8114. Re: ICD Link II Adapter Help

Newsgroup: comp.sys.atari.st
Date: 2003-12-26 12:08:09 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3febcfdac17cb8@comcast.net>
Source record: 22095

>Is there anyone out there that might have the docs for the ICD Link II
>adapter? I recently acquired an adapter, but, no docs. I know it's pretty
>straight forward, but, I'm having difficulty with chaining other drives to
>it.
>
>Any help is appreciated. ICD will not support anything Atari.
>
>Thanks

Just what exactly is happening? It could be your hard drive
software. Just what are you using? You should be using HDDriver..

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

8115. Re: Help! CT60, screwed up boot resolution (dumb ass user!)

Newsgroup: comp.sys.atari.st
Date: 2003-12-26 18:22:44 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bshu9h$hc3$1@sparta.btinternet.com>
Source record: 21997

Hi Wayne

"Wayne Martz" <wmartz@firstpresdalton.org> wrote in message
news:2f399fc7.0312211732.6d68d0b6@posting.google.com...

> Thanks everyone for all your suggestions! The problem is fixed! The
> control-alt-undo thing was the trick.

I know someone called Branson who will find this useful!!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

8116. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-26 19:23:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200312262023.a46260@wun.maus.de>
Source record: 22000

Hallo Tim!

TW>Is AHDI the wrong driver to use with this drive?

I'm afraid it is so. I've just installed a 40Gig drive on the SCSI chain in this Falcon, partitioned with HDDRIVER's HDDRUTILS and it was working instantly.

Just one problem: I'm now out of drive letters and therefore will have to remove some of my smaller harddisks. But otoh, I can afford that :-)

With best regards
Ekkehard

8117. Re: In memoriam: Yak's Flossie.

Newsgroup: comp.sys.atari.st
Date: 2003-12-26 23:20:04 UTC
From: Clockmeister <clockmeister@gidgenet.com.au>
Message-ID: <3fecc1f8$0$9796$c30e37c6@lon-reader.news.telstra.net>
Source record: 21998

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:bsclec$603$1@hercules.btinternet.com...
> Hi John
>
> > >> I only just learned from reading the Yak forums that Flossie, Jeff
> > >> Minter's sheep, has died. She was very old, had fallen over in the
> > >> night, and was attacked in the eye by birds. She survived another few
> > >> days, and was put down on a sunny afternoon in Jeff's arms.
> > >>
> > >> http://www.yakyak.org/viewtopic.php?t=11994&highlight=flossie
> > >>
> > >> It's really sad.
> > >> Toby
> > >>
> > >
> > >Sheep are kinda lame pets...
> > >
> > >
> > >.
> >
> > I think Steve Sweet might have something to add to that :)
>
> I was gonna suggest stuffing and mounting it but you guys might have got
> hold of the wrong end of the stick.
>
> You might have thought i was suggesting taxidermy!!
>

LOL

8118. Re: ICD Link II Adapter Help

Newsgroup: comp.sys.atari.st
Date: 2003-12-27 04:14:18 UTC
From: jon
Message-ID: <gG7Hb.70847$pY.64126@fed1read04>
Source record: 21999

I'm using the ICD Link II software that came with the adapter. For some reason, the CD Rom isn't being seen. I have it terminated at the end of the chain and there is 5 volts present as the on board LED is lit up. What I'm not sure about is the termination at the first drive. I don't know if this adapter requires termination both before the device and after or just at the end of the chain.

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message news:3febcfdac17cb8@comcast.net...
> >Is there anyone out there that might have the docs for the ICD Link II
> >adapter? I recently acquired an adapter, but, no docs. I know it's pretty
> >straight forward, but, I'm having difficulty with chaining other drives to
> >it.
> >
> >Any help is appreciated. ICD will not support anything Atari.
> >
> >Thanks
>
> Just what exactly is happening? It could be your hard drive
> software. Just what are you using? You should be using HDDriver..
>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

8119. Re: ICD Link II Adapter Help

Newsgroup: comp.sys.atari.st
Date: 2003-12-27 14:22:04 UTC
From: Benoit Morrissette <benoitmorrissetteNOSPAM@hotmail.com>
Message-ID: <ma5ruv48b0q4ilchb8raen26imj03b4o5f@4ax.com>
Source record: 22001

On Fri, 26 Dec 2003 20:14:18 -0800, "jon" <jonm2no_@__@spam@cox.net> wrote:

>I'm using the ICD Link II software that came with the adapter. For some
>reason, the CD Rom isn't being seen. I have it terminated at the end of
>the chain and there is 5 volts present as the on board LED is lit up. What
>I'm not sure about is the termination at the first drive. I don't know if
>this adapter requires termination both before the device and after or just
>at the end of the chain.
>
Only one termination at the end of the chain. Also, make sure that each device
has a different SCSI ID.
>
>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
>news:3febcfdac17cb8@comcast.net...
>> >Is there anyone out there that might have the docs for the ICD Link II
>> >adapter? I recently acquired an adapter, but, no docs. I know it's
>pretty
>> >straight forward, but, I'm having difficulty with chaining other drives
>to
>> >it.
>> >
>> >Any help is appreciated. ICD will not support anything Atari.
>> >
>> >Thanks
>>
>> Just what exactly is happening? It could be your hard drive
>> software. Just what are you using? You should be using HDDriver..
>>
>>
>> --
>> Edward S. Baiz Jr.
>> (Gamer)
>>
>> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
>> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
>> Photo 700 printer, PCI Networking Card, ICQ#91257633
>> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
>> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
>> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>

Good night!

Benoï¿½t Morrissette

8120. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-27 18:42:51 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <LokHb.3992$xR3.3880@newssvr23.news.prodigy.com>
Source record: 22002

Ekkehard Flessa wrote:
> Hallo Tim!
>
>
> TW>Is AHDI the wrong driver to use with this drive?
>
> I'm afraid it is so. I've just installed a 40Gig drive on the SCSI chain in
> this Falcon, partitioned with HDDRIVER's HDDRUTILS and it was working
> instantly.
>
> Just one problem: I'm now out of drive letters and therefore will have to
> remove some of my smaller harddisks. But otoh, I can afford that :-)
>
>
> With best regards
> Ekkehard

I ended up trying CBHD, which seemed to work, as I was able to partition my hard drive and read and write to and from it. However, upon rebooting, the system gives me three bombs after running the memory check. I tried booting from floppy by holding down Alt (is this the right key?), but that didn't change anything. I'm now seemingly stuck with a non-booting Falcon! Can anyone offer advice on what I've done wrong?

Tim

8121. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-27 21:44:07 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <bskuf7$77n$1@nets3.rz.RWTH-Aachen.DE>
Source record: 22003

In article <bsaanp$5p0$1@reader2.panix.com>,
Jim DeClercq <jimd@panix3.panix.com> wrote:
>
>The SIMM have 16 rather large chips of one type, and 8 of another. The
>paper sticker on the SIMM says KMM53623000CK-6. On the board itself is
>SAMSUNG, 53632000AK2(#) and AD0823-01. What is the part number?

53632000 or 53623000? I would guess the4se should be the same, however, they
do not look like the part numbers which Samsung lists on their website.

Unless you can post a link to a datasheet, these are useless - what's
interesting is the number of DRAM chips and the exact part numbers of them.

cu
Michael

8122. ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2003-12-27 22:27:30 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20031227232730.a16493@du3.maus.de>
Source record: 22009

Hi everyone,

I just want to tell that with TOS 4.04 (0.99g), ABE 5L and SDR 5E my NOVA software (EMULATOR.PRG and STA_VDI.PRG/Afterburner versions) runs on my ct60.

Unfortunately when I install the NOVA card itself in my Falcon the computer immediately crashes. The ATARI logo (not the ct60 logo) appears but only in a very distorted way and then the computer hangs. :-(

I don't know whether it is the extension of the falcon bus or the new firmware of my ct60.

Is there anybody out there who uses his NOVA with the ct60?

Regards,

Frank

8123. Re: Merry Xmas from Oz

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 00:20:44 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3fee21d2@news.alphalink.com.au>
Source record: 22004

"Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au> wrote in message news:3fe9f884$0$18387$afc38c87@news.optusnet.com.au...
> Hope you all have a good xmas. Time to fire up the Barby, throw on a few
> shrimp and crack a tinny ....
>
> Mark

so where were you on the 21st..we did indeed fire up the barbie at HQ in Sth Melbourne..was a lovely day..

I'm an Aussie and been to a few barbies but I've never had barbied shrimp. Paul Hogan has a lot to answer for..let her rip Boris :)

gra
>
>

8124. Atari Online News, Etc. #05-52

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 00:41:08 UTC
From: danap8@aol.comno-spam
Message-ID: <20031227194108.15860.00001100@mb-m21.aol.com>
Source record: 22005

A-ONE #0552 12/26/03

~ Happy Holidays to All! ~ People Are Talking! ~ SainT Upgraded!
~ Tech IPOs To Rebound! ~ Space Harrier Update! ~ Fastest Geek Alive!
~ Domain Names Valuable ~ Britney Is Tops Again! ~ Star Wars Is Best!
~ Sober Worm Is Threat! ~ Online Photo Albums! ~ 'Voodoo Vince'

-* Group Lambastes UUNet on Spam *-
-* Netscape Readies Cheap ISP Service! *-
-* AntiSpam Law's Effectiveness Is Doubted! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

8125. Contacting Atari

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 00:43:52 UTC
From: Draco18s <draco18s2_DOES_NOT_LIKE@SPAMhotmail.com>
Message-ID: <MPG.1a57f11e527c9ace989ae2@News.CIS.DFN.DE>
Source record: 22006

Can it still be done? Is it possable to call Atari and talk to a live person? If so, what's their number? I don't care who I reach, so long as they work at Atari and I don't wander endlessly through Voice Jail.

Thanks in advance

8126. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 01:31:43 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <bslbpvbiv1@reader2.panix.com>
Source record: 22007

Thank you. Now I have at least a better idea of what I do not know.

km44c16100ck-6 --16 of those
km41c16000ck-6 --8 of those

I will have a look at the Samsung web site, but if you can give me the
proverbial clue as to what to do with the information on the chips, I
would be grateful.

Now to see if CAB and Google can find that web site.

Thanks, Jim

Michael Schwingen <michaels@heisenberg.ccac.rwth-aachen.de> writes:

: In article <bsaanp$5p0$1@reader2.panix.com>,
: Jim DeClercq <jimd@panix3.panix.com> wrote:
: >
: >The SIMM have 16 rather large chips of one type, and 8 of another. The
: >paper sticker on the SIMM says KMM53623000CK-6. On the board itself is
: >SAMSUNG, 53632000AK2(#) and AD0823-01. What is the part number?

: 53632000 or 53623000? I would guess the4se should be the same, however, they
: do not look like the part numbers which Samsung lists on their website.

: Unless you can post a link to a datasheet, these are useless - what's
: interesting is the number of DRAM chips and the exact part numbers of them.

: cu
: Michael

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

8127. Re: Contacting Atari

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 04:33:13 UTC
From: Bill <Bgates@microsoft.com>
Message-ID: <3fee5d01$0$1744$5a62ac22@freenews.iinet.net.au>
Source record: 22008

No

"Draco18s" <draco18s2_DOES_NOT_LIKE@SPAMhotmail.com> wrote in message
news:MPG.1a57f11e527c9ace989ae2@News.CIS.DFN.DE...
> Can it still be done? Is it possable to call Atari and talk to a live
person?
> If so, what's their number? I don't care who I reach, so long as they
work at
> Atari and I don't wander endlessly through Voice Jail.
>
> Thanks in advance

8128. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 07:50:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200312280850.a46286@wun.maus.de>
Source record: 22020

Hallo Tim!

TW>I ended up trying CBHD, which seemed to work, as I was able to
TW>partition my hard drive and read and write to and from it.

Sounds good.

TW>However, upon rebooting, the system gives me three bombs after running
TW>the memory check. I tried booting from floppy by holding down Alt (is
TW>this the right key?), but that didn't change anything.

Try the other keys (and combinations), too. That is both shift keys and
control. I'm sure there is some way to avoid the hd boot. [later] I tried it,
and it seems control+alternate is the right combination.

TW>Can anyone offer advice on what I've done wrong?

I'm afraid CBHD is lacking support for IDE drives. At least that's stated in
the german hyp-file. But as you were able to partition the drive, it could be
possible to access it with AHDI now.

The latest AHDI (and some older versions) are available from
ftp://gem.win.co.nz/hall/tos_206/ahdi.zip.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

8129. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 10:37:38 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <bsmbpi$m9d$1@nets3.rz.RWTH-Aachen.DE>
Source record: 22010

In article <bslbpvbiv1@reader2.panix.com>,
Jim DeClercq <jimd@panix2.panix.com> wrote:
>Thank you. Now I have at least a better idea of what I do not know.
>
>km44c16100ck-6 --16 of those

These are 16M*4Bit, FPM, 4k refresh, 5V.

>km41c16000ck-6 --8 of those

These are 16M*1Bit, FPM, 4k refresh, 5V. These are for parity, which is not used on the MagnumTT, so we only need to look at the 44C16100 chips.

16*4 = 64 bit, so we have 2 banks of 8 chips, with 64MByte per bank.

4k refresh on this chip means 12 row/column addresses, which is just fine for the Magnum TT, so this module should be exactly the right type.

Now there might be a problem with the PD pins on the module, which encode the size, but both pins open means "128MB", so it is unlikely the manufacturer did these wrong (beside, Samsung knows what they are doing - this is only a problem with certain noname modules).

The only other thing I can think of is either a timing problem between the Magnum TT and your TT board, or a bad module (which I would think is not very likely). Have you tried setting JP1 to "1WS"?

>I will have a look at the Samsung web site, but if you can give me the
>proverbial clue as to what to do with the information on the chips, I
>would be grateful.

I have the datasheets here, so I will not again try to find them on Samsung's website - it is a bit tedious to get to the point there.

cu
Michael

8130. GIM Progress

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 10:38:26 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.12.28.10.38.26.274166@nossspamXXatari-source.com>
Source record: 22011

Hey community,

Just wanted to let you guys know that after some work GIM, now has a basic GEM skeleton done. I have selected Windom as the GEM Library. Some day GIM may run on xgemlib but there is a lot of work yet to be done there. Currently GIM has the following done.

Basic skeleton and handlers,
About Dialog, Quit alert, main window.

I'm working on some config stuff, but gah, this is REALLY slow going. Much more challenging than I ever could have imagined. Surely though as with most things, it's a steep learning curve but soon you will start seeing progress increase exponentially. GEM Programming is a first for me. Windom may be high level, but you still have to learn!

Mark
http://portal.atari-source.com

8131. Re: Contacting Atari

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 11:35:06 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <bsmf5a$e301d$1@ID-40235.news.uni-berlin.de>
Source record: 22012

"Draco18s" <draco18s2_DOES_NOT_LIKE@SPAMhotmail.com> wrote in message news:MPG.1a57f11e527c9ace989ae2@News.CIS.DFN.DE...
> Can it still be done? Is it possable to call Atari and talk to a live person?

Depends on what you mean by ATARI. If you mean the folks who built the ST/TT/Falcon hardware then the answer is NO. They are long gone from what is now called Atari. The ATARI name and rights to the software were all aquired by HASBRO who recently (well relativley) sold it to INFOGAMES. I am not sure if the rights to TOS etc. went with the name. I guess if you wanted to find that out you would have to send some sort of legal letter.....

> If so, what's their number? I don't care who I reach, so long as they work at
> Atari and I don't wander endlessly through Voice Jail.
>
> Thanks in advance

8132. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 12:59:48 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bsmk43$rl3$2@hercules.btinternet.com>
Source record: 22013
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Why its...

"Bravo Sierra Computers" <yungporn@aracnet.com> wrote in message
news:Pine.LNX.4.44.0312260308380.18101-100000@onyx.spiritone.com...

> Every New Years I make the same Resolution. Not to make any more New Years
> resolutions! I tell my friends and they laugh.

Piss off you retard!!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

8133. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 14:02:29 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3feee274$0$8569$4c56ba96@master.news.zetnet.net>
Source record: 22014

On 28 Dec 2003 12:59:48 , "Steve Sweet" wrote:
>Why its...
>
>
>"Bravo Sierra Computers" <yungporn@aracnet.com> wrote in message
>news:Pine.LNX.4.44.0312260308380.18101-100000@onyx.spiritone.com...
>
>> Every New Years I make the same Resolution. Not to make any more New Years
>> resolutions! I tell my friends and they laugh.
>
>
>Piss off you retard!!.

Steve, to those of us who have family mambers with learning difficulties,
this sort of posting is offensive in the extreme.

Please give some thought to who you may be hurting and upsetting with
comments like this.

Paul

8134. Re: ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 15:07:14 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3feef19d$0$19280$626a54ce@news.free.fr>
Source record: 22015

DID you disconnect the BG signal (jumper trace) on the nova adaptor ???
I assume you soldered 2 mal/mal connectors on the nova adaptor to be able to plug the CT60 on it... ok ?
But you need too to cut the trace between the pins #20 & #22 on the J20 (30 pins).

"Frank Szymanski" <Frank_Szymanski@du3.ohse.de> a ï¿½crit dans le message de news: 20031227232730.a16493@du3.maus.de...
> Hi everyone,
>
> I just want to tell that with TOS 4.04 (0.99g), ABE 5L and SDR 5E my NOVA
> software (EMULATOR.PRG and STA_VDI.PRG/Afterburner versions) runs on my ct60.
>
> Unfortunately when I install the NOVA card itself in my Falcon the computer
> immediately crashes. The ATARI logo (not the ct60 logo) appears but only in a
> very distorted way and then the computer hangs. :-(
>
> I don't know whether it is the extension of the falcon bus or the new
> firmware of my ct60.
>
> Is there anybody out there who uses his NOVA with the ct60?
>
> Regards,
>
> Frank

8135. Re: Seeking Disk for marpet Xtra-RAM + 8

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 15:14:09 UTC
From: Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <bsms0k$7c1$1@news-reader3.wanadoo.fr>
Source record: 22016

"Brian Roland" <BJRoland@bellsouth.net> a ?crit dans le message de news:
vt1Gb.38539$xB5.2703@bignews1.bellsouth.net...
> "Jean-Luc" wrote:
> > [some good news]
>
Hello Brian,

```
> Indeed I can wait...
> I feel fortunate to find someone that still has it :)
>
Go and retrieve your mail : the archive must have arrived now ;-)

> Many thanks!

You're welcome :-)

I wish you, and all people here, very happy New Year holidays.

J.-Luc
```

8136. need pictures from SC1435 monitor

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 17:27:14 UTC
From: BMaedicke@t-online.de
Message-ID: <1g6owcu.17elq01v222twN%BMaedicke@t-online.de>
Source record: 22017

Hi,

I need some picture from the Atari SC1435 color monitor. Can anyone help
me?

The pictures should be like the picture on
<http://www.maedicke.de/atari/hardware/sm146.htm>
Front view, side view (left/right) and back view

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

8137. Re: Contacting Atari

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 17:33:14 UTC
From: Draco18s <draco18s2_DOES_NOT_LIKE@SPAMhotmail.com>
Message-ID: <MPG.1a58dde85edd0fc7989ae4@News.CIS.DFN.DE>
Source record: 22018

In article <bsmf5a$e301d$1@ID-40235.news.uni-berlin.de>, David Wade
(g8mqw@yahoo.com) says...
>"Draco18s" <draco18s2_DOES_NOT_LIKE@SPAMhotmail.com> wrote in message
>news:MPG.1a57f11e527c9ace989ae2@News.CIS.DFN.DE...
>> Can it still be done? Is it possable to call Atari and talk to a live
>person?
>
>Depends on what you mean by ATARI. If you mean the folks who built the
>ST/TT/Falcon hardware then the answer is NO.

No, not them.

> They are long gone from what is
>now called Atari. The ATARI name and rights to the software were all aquired
>by HASBRO who recently (well relativley) sold it to INFOGAMES. I am not sure
>if the rights to TOS etc. went with the name. I guess if you wanted to find
>that out you would have to send some sort of legal letter.....

The software box I have has Atari's logo on it, and as I neither knew what the
chain of awuisition was, not does the box have either of these other two
companies on it (and the other company that IS on the box (Artifact
Entertainment) has no means of contact either...That and it does say
"Manufactured and marketed by Atari Inc. New York"

And all I want to do is return the darned thing! (Comp USA won't take it 'cause
it's opened, despite the fact that I never used it...)

8138. Re: GIM Progress

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 17:48:50 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3fef1782.0@entanet>
Source record: 22022

On 28 Dec 2003 05:38:26 , Mark D wrote:
>Hey community,
>
>Just wanted to let you guys know that after some work GIM, now has a basic
>GEM skeleton done. I have selected Windom as the GEM Library. Some day
>GIM may run on xgemlib but there is a lot of work yet to be done there.
>Currently GIM has the following done.
>
>Basic skeleton and handlers,
>About Dialog, Quit alert, main window.
>
>I'm working on some config stuff, but gah, this is REALLY slow going.
>Much more challenging than I ever could have imagined. Surely though as
>with most things, it's a steep learning curve but soon you will start
>seeing progress increase exponentially. GEM Programming is a first for
>me. Windom may be high level, but you still have to learn!
>
>Mark
>http://portal.atari-source.com
>.

Hello Mark,

I tried out GAIM yesterday. I was hoping to try the Yahoo messenger
but I couldn't find or load any modules. Have I missed something ?

Thanks,

Peter

8139. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 18:00:24 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fef1a1054e2521@tripnet.se>
Source record: 22019

In comp.sys.atari.st <3feee274$0$8569$4c56ba96@master.news.zetnet.net>
Paul Williamson wrote on Sun 28-12-2003 14:02 (GMT):

>On 28 Dec 2003 12:59:48 , "Steve Sweet" wrote:
>>Why its...

>>Piss off you retard!!.
>
>Steve, to those of us who have family mambers with learning difficulties,
>this sort of posting is offensive in the extreme.

A good advice is to filter him out if you don't like what he writes.
Afaik this is quite easy in Newsie.

When someone posts offending material do a search for his (female tend
to not post offending material...) previous post on Google Groups. If
there is little of interest add him to your killfilter.

Saves both your time and nerves...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

8140. Re: Contacting Atari

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 18:36:48 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fef22b05b9fe90@tripnet.se>
Source record: 22021

In comp.sys.atari.st <MPG.1a58dde85edd0fc7989ae4@News.CIS.DFN.DE>
Draco18s wrote on Sun 28-12-2003 12:33 (-0500):

>In article <bsmf5a$e301d$1@ID-40235.news.uni-berlin.de>, David Wade
>(g8mqw@yahoo.com) says...
>>"Draco18s" <draco18s2_DOES_NOT_LIKE@SPAMhotmail.com> wrote in message
>>news:MPG.1a57f11e527c9ace989ae2@News.CIS.DFN.DE...
>>> Can it still be done? Is it possable to call Atari and talk to a live
>>person?
>>
>>Depends on what you mean by ATARI. If you mean the folks who built the
>>ST/TT/Falcon hardware then the answer is NO.
>
>No, not them.

>The software box I have has Atari's logo on it, and as I neither knew what the
>chain of awuisition was, not does the box have either of these other two
>companies on it (and the other company that IS on the box (Artifact
>Entertainment) has no means of contact either...That and it does say
>"Manufactured and marketed by Atari Inc. New York"
>
>And all I want to do is return the darned thing! (Comp USA won't take it 'cause
>
>it's opened, despite the fact that I never used it...)

I just came up with a splendid idea! Try out http://www.atari.com/ :-)

Actually quite usable with CAB too. I'm watching one of the demo movies
with Aniplayer just now in another window...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

8141. Re: GIM Progress

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 19:14:34 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.12.28.19.14.34.3804@nossspamXXatari-source.com>
Source record: 22023

On Sun, 28 Dec 2003 17:48:50 +0000, Peter Slegg wrote:

> On 28 Dec 2003 05:38:26 , Mark D wrote:
>>Hey community,
>>
>>Just wanted to let you guys know that after some work GIM, now has a basic
>>GEM skeleton done. I have selected Windom as the GEM Library. Some day
>>GIM may run on xgemlib but there is a lot of work yet to be done there.
>>Currently GIM has the following done.
>>
>>Basic skeleton and handlers,
>>About Dialog, Quit alert, main window.
>>
>>I'm working on some config stuff, but gah, this is REALLY slow going.
>>Much more challenging than I ever could have imagined. Surely though as
>>with most things, it's a steep learning curve but soon you will start
>>seeing progress increase exponentially. GEM Programming is a first for
>>me. Windom may be high level, but you still have to learn!
>>
>>Mark
>>http://portal.atari-source.com
>>.
>
> Hello Mark,
>
> I tried out GAIM yesterday. I was hoping to try the Yahoo messenger
> but I couldn't find or load any modules. Have I missed something ?
>
> Thanks,
>
> Peter

Peter,

Gaim will have to be recompiled specifically to allow other modules to
work. I will compile and upload separate tar.gz's with gaim executables
linked with other plugins.

I will now hold a vote. What do people want. Right now it will be libgg
and yahoo alone in separate binaries. But you can have any combination of
plugins compiled in.

Thanks,
Mark

8142. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 19:40:38 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.lpnqcpar@localhost>
Source record: 22024

Kenneth Medin wrote:

> >Steve, to those of us who have family mambers with learning
> >difficulties, this sort of posting is offensive in the extreme.
>
> A good advice is to filter him out if you don't like what he writes.
> Afaik this is quite easy in Newsie.

AFAIK it is not at all possible in NEWSie. IIRC, you will only be able
to filter out emails, not usenet postings.

/Joakim

8143. Newsie killfilter Was: Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 20:38:23 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fef3f2671dc4b0@tripnet.se>
Source record: 22025

In comp.sys.atari.st <Usenet.lpnqcpar@localhost>
GokMasE wrote on Sun 28-12-2003 19:40 (GMT):

>Kenneth Medin wrote:
>
>> >Steve, to those of us who have family mambers with learning
>> >difficulties, this sort of posting is offensive in the extreme.
>>
>> A good advice is to filter him out if you don't like what he writes.
>> Afaik this is quite easy in Newsie.
>
>AFAIK it is not at all possible in NEWSie. IIRC, you will only be able
>to filter out emails, not usenet postings.

Have Newsie installed but havn't used it much as it can't handle ï¿½ï¿½ï¿½ and
other important characters properly...

Using Newswatch online and Newsie for reading/writing would be an
alternative.

It's a pity both Newswatch and Popwatch are out in the cold now.
Excellent programs but there are some minor bugs left...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

8144. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 20:52:27 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <bsnfqb$so7$1@reader2.panix.com>
Source record: 22026

Again, thank you. Samsung's web site speaks Java, so it's no go from this machine, but I will get a copy of the data sheet.

There may be six more sticks of this size where I got them, if anyone still needs them. This assembly is in my spare machine, so investigating this problem will wait.

I will check out the size pins, once I know where they are, although an open path is hard to get wrong. And, I will try moving the wait state jumper, but a wait state error would have to miss every other byte to do what I observed.

At least now I know that the sticks are really 128 MB, and there is a fixable problem. I do have enough parts, modules and memory, to do some investigating, but I will not have a use for that machine for about six months. This one has 128 MB as 16 16 MB 30-pin SIMM, which cost much more than the Magnum module and 72-pin SIMM.

Thanks again for all the help.

Jim

Michael Schwingen <michaels@heisenberg.ccac.rwth-aachen.de> writes:

: In article <bslbpvbiv1@reader2.panix.com>,
: Jim DeClercq <jimd@panix2.panix.com> wrote:
: >Thank you. Now I have at least a better idea of what I do not know.
: >
: >km44c16100ck-6 --16 of those

: These are 16M*4Bit, FPM, 4k refresh, 5V.

: >km41c16000ck-6 --8 of those

: These are 16M*1Bit, FPM, 4k refresh, 5V. These are for parity, which is not
: used on the MagnumTT, so we only need to look at the 44C16100 chips.

: 16*4 = 64 bit, so we have 2 banks of 8 chips, with 64MByte per bank.

: 4k refresh on this chip means 12 row/column addresses, which is just fine for
: the Magnum TT, so this module should be exactly the right type.

/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

8145. Re: Contacting Atari

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 20:59:01 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <bsng6m$eh25l$1@ID-40235.news.uni-berlin.de>
Source record: 22027

"Draco18s" <draco18s2_DOES_NOT_LIKE@SPAMhotmail.com> wrote in message
news:MPG.1a58dde85edd0fc7989ae4@News.CIS.DFN.DE...
> In article <bsmf5a$e301d$1@ID-40235.news.uni-berlin.de>, David Wade
> (g8mqw@yahoo.com) says...
> >"Draco18s" <draco18s2_DOES_NOT_LIKE@SPAMhotmail.com> wrote in message
> >news:MPG.1a57f11e527c9ace989ae2@News.CIS.DFN.DE...
> >> Can it still be done? Is it possable to call Atari and talk to a live
> >person?
> >
> >Depends on what you mean by ATARI. If you mean the folks who built the
> >ST/TT/Falcon hardware then the answer is NO.
>
> No, not them.
>
> > They are long gone from what is
> >now called Atari. The ATARI name and rights to the software were all
aquired
> >by HASBRO who recently (well relativley) sold it to INFOGAMES. I am not
sure
> >if the rights to TOS etc. went with the name. I guess if you wanted to
find
> >that out you would have to send some sort of legal letter.....
>
> The software box I have has Atari's logo on it, and as I neither knew what
the
> chain of awuisition was, not does the box have either of these other two
> companies on it (and the other company that IS on the box (Artifact
> Entertainment) has no means of contact either...That and it does say
> "Manufactured and marketed by Atari Inc. New York"
>

Well in that case assuming it is fairly new try
http://corporate.infogrames.com/corp_worldwideoffices.php
for a list of contact points

> And all I want to do is return the darned thing! (Comp USA won't take it
'cause
> it's opened, despite the fact that I never used it...)

8146. Re: Yamaha Soud Chip Synth Program

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 21:09:57 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr0ws2vhimj6qhx@news.ntua.gr>
Source record: 22028

On Fri, 26 Dec 2003 12:16:44 +1100, Mark Bedingfield
<atari030@nospampleaseoptusnet.com.au> wrote:

>
> "A Walshe" <acs@webaxs.net> wrote in message
> news:bsfufo$16c2$1@arachne.labyrinth.net.au...
>
> Hi again, try this site
> http://dspace.dial.pipex.com/electronic_cow/cownet.shtml
>
> Pretty good from what I understand.
>
> Mark
>
>

Also, try http://www.dhs.nu under music (or sound) tools. There are lots
of ym/mod editors there (one the most advanced ones being Sid Sound
Designer, or SSD to its friends!)

Now, flood us with your ym creations!

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is
for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear
neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

8147. Re: Merry Xmas from Oz

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 21:47:08 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <3fef4e61$0$18690$afc38c87@news.optusnet.com.au>
Source record: 22029

"Graham" <hurfy@alphalink.com.au> wrote in message
news:3fee21d2@news.alphalink.com.au...
>
> "Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au> wrote in message
> news:3fe9f884$0$18387$afc38c87@news.optusnet.com.au...
> > Hope you all have a good xmas. Time to fire up the Barby, throw on a few
> > shrimp and crack a tinny ....
> >
> > Mark
>
> so where were you on the 21st..we did indeed fire up the barbie at HQ in
Sth
> Melbourne..was a lovely day..
>
> I'm an Aussie and been to a few barbies but I've never had barbied
shrimp.
> Paul Hogan has a lot to answer for..let her rip Boris :)

No time to get there, wanted too, and the wife said go. But, it all got away from me. Kids had a ball tho:-). Hope to get along soon. As for the shrimp, they were prawns actually, but hell it is easier to explain to the northerners, eh.

Mark

8148. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 22:20:19 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <bsnkv3hjr1@nets3.rz.RWTH-Aachen.DE>
Source record: 22030

In article <bsnfqb$so7$1@reader2.panix.com>,
Jim DeClercq <jimd@panix2.panix.com> wrote:
>Again, thank you. Samsung's web site speaks Java, so it's no go from this
>machine, but I will get a copy of the data sheet.

Um - I have Java turned off. JavaScript maybe?

>I will check out the size pins, once I know where they are, although an
>open path is hard to get wrong. And, I will try moving the wait state
>jumper, but a wait state error would have to miss every other byte to do
>what I observed.

Sure? TOS stops at the dirst error it finds and uses everything up to that
location as "good" memory (maybe rounded down a bit), so if you do have a
timing problem, it may well happen just after the beginning of a new memory
bank due to slightest timing variations.

cu
Michael

8149. Re: Newsie killfilter Was: Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2003-12-28 22:46:37 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC14FA3E.B78F%derryck@nospam.cix.co.uk.invalid>
Source record: 22031

In article 3fef3f2671dc4b0@tripnet.se, Kenneth Medin at kennethm@tripnet.se
wrote on 28/12/03 20:38:

>> AFAIK it is not at all possible in NEWSie. IIRC, you will only be able
>> to filter out emails, not usenet postings.
>
> Have Newsie installed but havn't used it much as it can't handle ï¿½ï¿½ï¿½ and
> other important characters properly...
>
> Using Newswatch online and Newsie for reading/writing would be an
> alternative.

Filters also fall down when messages from filtered-out threads get quoted by
someone else in any case, of course!

--

Cheers

Derryck

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

8150. Re: Merry Xmas from Oz

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 01:39:47 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3fef85d7@news.alphalink.com.au>
Source record: 22032

"Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au> wrote in message
news:3fef4e61$0$18690$afc38c87@news.optusnet.com.au...
>
> "Graham" <hurfy@alphalink.com.au> wrote in message
> news:3fee21d2@news.alphalink.com.au...
> >
> > "Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au> wrote in
message
> > news:3fe9f884$0$18387$afc38c87@news.optusnet.com.au...
> > > Hope you all have a good xmas. Time to fire up the Barby, throw on a
few
> > > shrimp and crack a tinny ....
> > >
> > > Mark
> >
> > so where were you on the 21st..we did indeed fire up the barbie at HQ in
> Sth
> > Melbourne..was a lovely day..
> >
> > I'm an Aussie and been to a few barbies but I've never had barbied
> shrimp.
> > Paul Hogan has a lot to answer for..let her rip Boris :)
>
> No time to get there, wanted too, and the wife said go. But, it all got
away
> from me. Kids had a ball tho:-). Hope to get along soon. As for the
shrimp,
> they were prawns actually, but hell it is easier to explain to the
> northerners, eh.
>
> Mark

never had prawns on a barby either :)

gra
>
>

8151. Re: Contacting Atari

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 01:42:46 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3fef8689$1@news.alphalink.com.au>
Source record: 22033

"Draco18s" <draco18s2_DOES_NOT_LIKE@SPAMhotmail.com> wrote in message
news:MPG.1a57f11e527c9ace989ae2@News.CIS.DFN.DE...
> Can it still be done? Is it possable to call Atari and talk to a live
person?
> If so, what's their number? I don't care who I reach, so long as they
work at
> Atari and I don't wander endlessly through Voice Jail.
>
> Thanks in advance

I'm told that they have an office, here in Melbourne Oz

gra

8152. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 01:49:55 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <7LLHb.1031$j54.791@newssvr24.news.prodigy.com>
Source record: 22034

Ekkehard Flessa wrote:

> TW>However, upon rebooting, the system gives me three bombs after running
> TW>the memory check. I tried booting from floppy by holding down Alt (is
> TW>this the right key?), but that didn't change anything.
>
> Try the other keys (and combinations), too. That is both shift keys and
> control. I'm sure there is some way to avoid the hd boot. [later] I tried it,
> and it seems control+alternate is the right combination.
>

I've tried just about every key combination including control+alternate,
but I still get the three bombs. If I just press escape to bypass the
memory test, I get four bombs instead. I still can't get the Falcon to
boot, and I'm probably going to just yank the HD out of the Falcon and
see if I can get it to boot that way. Any other ideas?

Tim

8153. OT: (Plz Forgive) Super Amazing Gigantic Computer Collection

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 04:49:52 UTC
From: "mark@mmhart.com" <mark@mmhart.com>
Message-ID: <5hcvuv8hp2ct8dv6125k175so5pu0tnm6m@4ax.com>
Source record: 22035

(Sorry this is OT but I wanted to ad to the hard core folks who might be interested in this)

I am selling a vintage computer collection that I have been working on for almost 10 years. It contains many computers from many different companies that span the late '70s, 80ï¿½s, and early '90s. All systems come with original software, manuals, books, magazines, videos, keyboards, monitors, mice, etc...

I have also tried to collect very interesting and rare items including an original 1978 Apple II Reference Book from Apple, twin Macintosh 512ks with some fantastic accessories, a complete TRS-80 Pocket II Computer, and many other items.

I could not possibly list everything that I have so I created an entire web site (not a page) so you can browse through the pictures, background, statistics, and other information. I have treated these systems with the greatest care and I think youï¿½ll see that when you browse through the gallery.

I have been approached by many people to split up the collection but I would rather not. My hope is that this collection will be purchased by another collector (new or established) or a computer museum and added to their history of digital technology.

If the winner wants to do shipping then they will be responsible for paying for it, however, it might be better to arrange for the winner to pickup the collection. We can work something out.

If you're a fan of Commodore, Apple, Macintosh, Amiga, TRS-80, Timex, etc...you'll at least want to browse my pages for a trip down memory lane.

I'm asking: $580.00 OBO

If you have any questions, please do not hesitate to ask.

You can go to http://www.mmhart.com/Collection.htm for more information, pictures, etc...

Thanks!

8154. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 07:45:39 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bsom33$e4i7b$1@ID-27442.news.uni-berlin.de>
Source record: 22036

Tim Wilson wrote:

> I've tried just about every key combination including control+alternate,
> but I still get the three bombs. If I just press escape to bypass the
> memory test, I get four bombs instead. I still can't get the Falcon to
> boot, and I'm probably going to just yank the HD out of the Falcon and
> see if I can get it to boot that way. Any other ideas?

Try the demo version of HDDRIVER, which in contrast to most other
drivers is still maintained and also supports big IDE drives:
http://www.seimet.de/hddriver_english.html.

--

Dr. Uwe Seimet http://www.seimet.de

8155. Happy Holidays! GAIM Update!

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 07:46:54 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.12.29.07.46.53.709428@nossspamXXatari-source.com>
Source record: 22037

Hey guys,

As posted to http://portal.atari-source.com:

Hey folks, as a nice holiday present to fulfill some wishes out there I have compiled a nice present for you all. Gaim with all plugins compiled in. Now nearly every IM protocol is possible from Atari! With debugging symbols removed and stack size fixed this binary seems a bit faster! After downloading, perform the following! gzip -d gaim_all_plugins.gz, cp gaim_all_plugins /usr/bin, chmod +x gaim_all_plugins, start your x server, run it, and chat with YOUR favorite protocol. Unfortunately MSN doesn't work :-(Thanks MS, *flicks the bird*, however gadu gadu, jabber, and yahoo should (hopefully) still work. To get MSN we need to get gtk2 port done. When gtk2 is done I am in a better position to start aesvdi-gtk2 and then possibly we will have some speedy unix programs running on atari without an x server! Happy Holidays!

PS: Only use if you have gaim RPM installed already!

As always, the obligatory screenshot:
http://toad.atari-source.com/~mduckworth/all_plugins.gif

And the binary:
http://toad.atari-source.com/~mduckworth/gaim_all_plugins.gz

Thanks!,
Mark
http://portal.atari-source.com

8156. [PUB]: New at theBelgium ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 14:25:01 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.12.29.14.25.15.40426@pandora.be>
Source record: 22038
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**database**
ftp://chapelie.rma.ac.be/atari/database/vorlex-199d.zip
(471.321 bytes) Vorlex: Lexicon of first names. German language only.

**editors**
ftp://chapelie.rma.ac.be/atari/editors/papx_tos_demo.zip
(3.418.478 bytes) Demo version of Papyrus X. German language only

**emumlators**
ftp://chapelie.rma.ac.be/atari/emulators/saint160selfextract.exe
(698.482 bytes) SainT is an ATARI-ST emulator running on
Windows (9x,NT,2000,XP) based machines.

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/escapepaint/greyscal.zip
(968 bytes) Grayscale module for EscapePaint: converts color pictures
into greyscale pictures.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/atarirc-130.zip
(185.423 bytes) Nice and powerful GEM-based IRC client
for STiK/STing/gluestik.

**multitasking**
ftp://chapelie.rma.ac.be/atari/multitasking/MagiC/winfrxgm.tos
(224.028 bytes) Is a small program that's utilised by
MagiC for displaying windows to make it possible to personalise the
graphic interface.

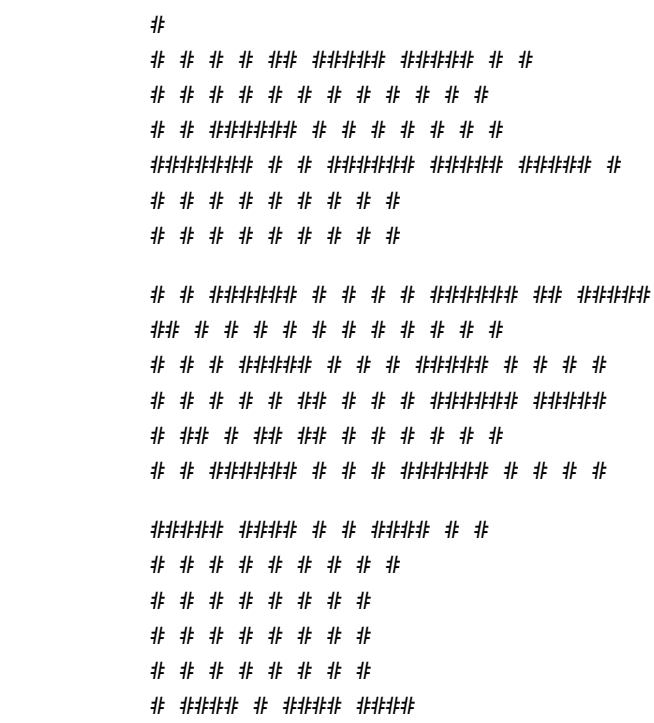
**programming**
ftp://chapelie.rma.ac.be/atari/programming/windom-1.21.0.zip
```

(2.503.630 bytes) Windom is a tool for GEM programming.
It allows you to easily handle windows and many other GEM features.

utilities
ftp://chapelie.rma.ac.be/atari/utilities/smak-200.zip
(12.173 bytes) Send Me A Key: a utility to set all 255 Atari ASCII-signs
in dialogs and editors. German only.

ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera30b.zip
(239.318 bytes) Tera Desktop is a replacement for the ST, STE or TT desktop.

Have Fun,
Martin



--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

8157. Re: Happy Holidays! GAIM Update!

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 16:03:57 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3ff0506d.0@entanet>
Source record: 21949

On 29 Dec 2003 02:46:54 , Mark D wrote:
>Hey guys,
>
>As posted to http://portal.atari-source.com:
>
>Hey folks, as a nice holiday present to fulfill some wishes out there I
>have compiled a nice present for you all. Gaim with all plugins compiled
>in. Now nearly every IM protocol is possible from Atari! With debugging
>symbols removed and stack size fixed this binary seems a bit faster!
>After downloading, perform the following! gzip -d
>gaim_all_plugins.gz, cp gaim_all_plugins /usr/bin, chmod +x
>gaim_all_plugins, start your x server, run it, and chat with YOUR favorite
>protocol. Unfortunately MSN doesn't work :-(Thanks MS, *flicks the
>bird*, however gadu gadu, jabber, and yahoo should (hopefully) still work.
> To get MSN we need to get gtk2 port done. When gtk2 is done I am in a
>better position to start aesvdi-gtk2 and then possibly we will have some
>speedy unix programs running on atari without an x server! Happy Holidays!
>
>PS: Only use if you have gaim RPM installed already!
>
>As always, the obligatory screenshot:
>http://toad.atari-source.com/~mduckworth/all_plugins.gif
>
>And the binary:
>http://toad.atari-source.com/~mduckworth/gaim_all_plugins.gz
>
>Thanks!,
>Mark
>http://portal.atari-source.com
>.

Thanks Mark. I've just been trying it.

When I start Gaim I get this error but I suspect it may not
be anything to do with the binary and is probably just my X set-up:

** CRITICAL **: Failed to assign /usr/tmp/gaim_Peter.123 to a socket (Error: Invalid
argument)

I tried connecting to Yahoo. It briefly tries to connect and then
says "my-user has been signed off: unable to read"

Could this be a file access problem ?

Sorry to bother you with simple stuff like this, I know your
aim is to port Gaim to GEM. I noticed that the binary isn't

much larger even with the extra modules.

Merry Christmas and Happy New Year,

Peter

PS My holidays aren't until next year ;-)

8158. Re: ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 18:08:56 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20031229190856.a17527@du3.maus.de>
Source record: 22040

>DID you disconnect the BG signal (jumper trace) on the nova adaptor ???
>I assume you soldered 2 mal/mal connectors on the nova adaptor to be
>able to plug the CT60 on it... ok ?
>But you need too to cut the trace between the pins #20 & #22 on the
>J20 (30 pins).

Yes, I did all that. When I did my first tests the NOVA software refused to work (it crashed at startup) but after I flashed to the latest ABE/SDR and TOS 0.99g the software didn't crash any longer so I removed the NOVA card from my second falcon and reinstalled it in my ct60 falcon.

Unfortunately this time I had these weird effects. When I tried it for the first time (with the old SDR/ABE) the logo wasn't distorted so I suppose that it might be the connectors.

Well, due to the reason that it is always a LOT of work to remove the NOVA from one falcon to the other I wanted to know whether someone already has been succesful.

Regards,

Frank

8159. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 18:37:19 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <bsps8v$k00$1@reader2.panix.com>
Source record: 22039

Thanks again, Michael

Another layer of complication. Right now, I have the data sheet saved to disk for sneakernet printing. There are two different speeds available, 50 ns, or -5, and 60 ns, or -6.

Table
50ns 60ns
PD1 NC NC
PD2 Vss Vss
PD3 Vss NC
PD4 Vss NC

Note that both are 128MB size pin lists and that they differ. I have the -6, 60ns memory.

You seem to have quite a bit of familiarity with the Maxon board. It looks to me as if it is expecting all four pins to be identical. So I either need to cut a trace, or add three Vss wires.

So, can you tell me what the memory module is expecting in order to treat the SIMM as 128 MB?

And by the way, I think you are right about what a timing error could do. But first, the presence pins need to agree with what the memory module expects. Right now, I do not think they do.

Jim

Michael Schwingen <michaels@heisenberg.ccac.rwth-aachen.de> writes:

: In article <bsnfqb$so7$1@reader2.panix.com>,
: Jim DeClercq <jimd@panix2.panix.com> wrote:
: >Again, thank you. Samsung's web site speaks Java, so it's no go from this
: >machine, but I will get a copy of the data sheet.

: Um - I have Java turned off. JavaScript maybe?

: >I will check out the size pins, once I know where they are, although an
: >open path is hard to get wrong. And, I will try moving the wait state
: >jumper, but a wait state error would have to miss every other byte to do
: >what I observed.

: Sure? TOS stops at the dirst error it finds and uses everything up to that
: location as "good" memory (maybe rounded down a bit), so if you do have a
: timing problem, it may well happen just after the beginning of a new memory
: bank due to slightest timing variations.

: cu
: Michael

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

8160. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 19:03:02 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vv0uj8jvbaf963@corp.supernews.com>
Source record: 22041

"Michael Schwingen" <michaels@heisenberg.ccac.rwth-aachen.de> wrote in
message news:bsnkv3hjr1@nets3.rz.RWTH-Aachen.DE...
> In article <bsnfqb$so7$1@reader2.panix.com>,
> Jim DeClercq <jimd@panix2.panix.com> wrote:
> >Again, thank you. Samsung's web site speaks Java, so it's no go from this
> >machine, but I will get a copy of the data sheet.
>
> Um - I have Java turned off. JavaScript maybe?
>
> >I will check out the size pins, once I know where they are, although an
> >open path is hard to get wrong. And, I will try moving the wait state
> >jumper, but a wait state error would have to miss every other byte to do
> >what I observed.
>
> Sure? TOS stops at the dirst error it finds and uses everything up to that
> location as "good" memory (maybe rounded down a bit), so if you do have a
> timing problem, it may well happen just after the beginning of a new
memory
> bank due to slightest timing variations.

I have the same board and am unable to get any SIMMs to work. I get a black
screen when the TT RAM board is installed. I tried several types of SIMMs,
EDO and FPM. Do you know what types are the BEST? What about 2k and 4k
refresh? I have some FPM 60ns 32MB SIMMs and they also do not work. EDO
32MB 60ns also don't but I figured EDO should be avoided anyway. I wonder
if my TT card is bad? Should the TT power up with NO simms installed? Mine
doesn't.

Thanks
Tim

8161. Wavemaster - English Docs?

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 20:03:46 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0312291203.1945db86@posting.google.com>
Source record: 22042

A couple of years ago, I bought Wavemaster from soundpool, and it came on a disk with text in German. Does anyone have the manual in english, or know where it can be had?

Thanks!

Wayne Martz

8162. Re: Contacting Atari

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 20:38:47 UTC
From: Major Johnson <draco18s2_DOES_NOT_LIKE_SPAM@hotmail.com>
Message-ID: <MPG.1a5a5ae5ee6c6541989684@netnews.worldnet.att.net>
Source record: 22043

```
In article <bsng6m$eh25l$1@ID-40235.news.uni-berlin.de>, David Wade
(g8mqw@yahoo.com) says...
>"Draco18s" <draco18s2_DOES_NOT_LIKE@SPAMhotmail.com> wrote in message
>news:MPG.1a58dde85edd0fc7989ae4@News.CIS.DFN.DE...
>> In article <bsmf5a$e301d$1@ID-40235.news.uni-berlin.de>, David Wade
>> (g8mqw@yahoo.com) says...
>> >"Draco18s" <draco18s2_DOES_NOT_LIKE@SPAMhotmail.com> wrote in message
>> >news:MPG.1a57f11e527c9ace989ae2@News.CIS.DFN.DE...
>> >> Can it still be done? Is it possable to call Atari and talk to a live
>> >person?
>> >
>> >Depends on what you mean by ATARI. If you mean the folks who built the
>> >ST/TT/Falcon hardware then the answer is NO.
>>
>> No, not them.
>>
>> > They are long gone from what is
>> >now called Atari. The ATARI name and rights to the software were all
>aquired
>> >by HASBRO who recently (well relativley) sold it to INFOGAMES. I am not
>sure
>> >if the rights to TOS etc. went with the name. I guess if you wanted to
>find
>> >that out you would have to send some sort of legal letter.....
>>
>> The software box I have has Atari's logo on it, and as I neither knew what
>the
>> chain of awuisition was, not does the box have either of these other two
>> companies on it (and the other company that IS on the box (Artifact
>> Entertainment) has no means of contact either...That and it does say
>> "Manufactured and marketed by Atari Inc. New York"
>>
>
>Well in that case assuming it is fairly new try
>http://corporate.infogrames.com/corp_worldwideoffices.php
>for a list of contact points

Good, good.
Information I can use.
Thanks.
```

8163. Re: Contacting Atari

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 20:58:21 UTC
From: Major Johnson <draco18s2_DOES_NOT_LIKE_SPAM@hotmail.com>
Message-ID: <MPG.1a5a5f6c8b4f736e989685@netnews.worldnet.att.net>
Source record: 22044

```
In article <3fef22b05b9fe90@tripnet.se>, Kenneth Medin (kennethm@tripnet.se)
says...
>In comp.sys.atari.st <MPG.1a58dde85edd0fc7989ae4@News.CIS.DFN.DE>
>Draco18s wrote on Sun 28-12-2003 12:33 (-0500):
>
>>In article <bsmf5a$e301d$1@ID-40235.news.uni-berlin.de>, David Wade
>>(g8mqw@yahoo.com) says...
>>>"Draco18s" <draco18s2_DOES_NOT_LIKE@SPAMhotmail.com> wrote in message
>>>news:MPG.1a57f11e527c9ace989ae2@News.CIS.DFN.DE...
>>>> Can it still be done? Is it possable to call Atari and talk to a live
>>>person?
>>>
>>>Depends on what you mean by ATARI. If you mean the folks who built the
>>>ST/TT/Falcon hardware then the answer is NO.
>>
>>No, not them.
>
>>The software box I have has Atari's logo on it, and as I neither knew what the
>>chain of awuisition was, not does the box have either of these other two
>>companies on it (and the other company that IS on the box (Artifact
>>Entertainment) has no means of contact either...That and it does say
>>"Manufactured and marketed by Atari Inc. New York"
>>
>>And all I want to do is return the darned thing! (Comp USA won't take it 'cause
>>
>>it's opened, despite the fact that I never used it...)
>
>I just came up with a splendid idea! Try out http://www.atari.com/ :-)

Tried that, any contact links are well hidden.
```

8164. F/X BlowUp for Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 21:35:49 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1072712230-713825AEicMi@adelphia.net>
Source record: 22045

Anyone,
Does anyone have any information on the F/X BlowUp
card for the Falcon 030?? I just acquired a Falcon
030 with this card in it and wish to see technical
specs on this card. Any web-sites or information on
this card would be greatly appreciated. I also
acquired a 1040 STf with 4 megs of STram soldered in
place and this 1040 STf has a PC Ditto II card
soldered on to a LONG chip in front of the DISK DRIVE.
Any information that someone can provide for this
adapter would be greatly appreciated also. The board
is about 1 inch by 3 inches and has 2 rows of pins the
whole width (3 inch direction) of the board. If
anyone knows what this board is and how I can utilize
its capabilities I would greatly appreciate the
information.

Thanks,
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

8165. Re: Contacting Atari

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 23:12:17 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bsqcej$m90$1@newsg3.svr.pol.co.uk>
Source record: 21946

I like the way these guys are in touch with their customers.

> Tried that, any contact links are well hidden.

8166. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 23:17:37 UTC
From: Clockmeister <clockmeister@gidgenet.com.au>
Message-ID: <3ff0b5db$0$76217$c30e37c6@lon-reader.news.telstra.net>
Source record: 21947

"Paul Williamson" <paul.williamson@zetnet.co.uk> wrote in message
news:3feee274$0$8569$4c56ba96@master.news.zetnet.net...
> On 28 Dec 2003 12:59:48 , "Steve Sweet" wrote:
> >Why its...
> >
> >
> >"Bravo Sierra Computers" <yungporn@aracnet.com> wrote in message
> >news:Pine.LNX.4.44.0312260308380.18101-100000@onyx.spiritone.com...
> >
> >> Every New Years I make the same Resolution. Not to make any more New
Years
> >> resolutions! I tell my friends and they laugh.
> >
> >
> >Piss off you retard!!.
>
> Steve, to those of us who have family mambers with learning difficulties,
> this sort of posting is offensive in the extreme.

How could that comment possibly be offensive, especially considering it is
true.

> Please give some thought to who you may be hurting and upsetting with
> comments like this.
>

Yep, life is a bitch... deal with it.

8167. HighWire 0.1.6 is released

Newsgroup: comp.sys.atari.st
Date: 2003-12-29 23:55:37 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0312291555.2c46f63@posting.google.com>
Source record: 21948

Welcome to the latest release of HighWire, 0.1.6!

As I write this Developer letter it strucks me that this is our 3rd
Christmas (oh well, slightly delayed, but still..) release!

I'd like to take a moment to thank one person behind a lot of those
hours
of coding, Ralph Lowinski (aka AltF4). Without his dedication and
skills,
HighWire would NOT be what it is today!

So what is new with in this release? First of all it should be pointed
out that
more than anything else, the aim with this release was to clean up the
things that
were new to 0.1.5 and increase overall stability. Even so, there have
been some
additions as well. Here is a list of some of the most significant
changes:

* The cache system has been reworked, cached files will now be used
over subsequent sessions
* The reload button performs a reload of online pages, not only a
reparse from the cache
* Implemented basic CSS support for BIG, SMALL, FONT, SUB, SUP, H1..6,
P, DD, DT, DD and SPAN tags.
* Parsing of <STYLE> areas
* Pop-ups are now aligned always to the screen extents
* Meta tag 'http-equiv=expires' implemented
* OVL for the TCP/IP stack iConnect added

See the Change.Log for more details of updates and the
example.cfg/highwire.cfg
for explanations of new configuration keywords!

Now for another repeat, Baldrick's call for volunteers:

If you are interested in helping with the HighWire project, don't
hesitate to get
in touch with any member of the development team and let them know.
There are lots
of areas where more people would make the job easier. If you can't
program, then
consider helping with the documentation or get involved with
submitting bug
reports. If you are a programmer and are interested in working on the

code of
HighWire, then definitely get in contact with the development team.
Translations
into other languages would also be a nice addition to the project.
While we have
many different languages spoken by members of the development team, we
only have
language support for French and English.

Not only is a modern browser needed for our platform. It is our belief
that our
best option is one that is native and open source. To reach that goal
we will need
time and the help of community.

Thank you,

ï¿½ HighWire Development Team

http://highwire.atari-users.net

8168. Re: Contacting Atari

Newsgroup: comp.sys.atari.st
Date: 2003-12-30 03:05:17 UTC
From: Glenn <glenn@nospam.net>
Message-ID: <NX5Ib.12482$E17.2158@nwrddc02.gnilink.net>
Source record: 21950

>...The ATARI name and rights to the software were all aquired
> by HASBRO who recently (well relativley) sold it to INFOGAMES. I am not
sure
> if the rights to TOS etc. went with the name. I guess if you wanted to
find
> that out you would have to send some sort of legal letter.....

AFAIK Wiztronics bought the rights to TOS. They were at World of Atari 1998 show in Las Vegas showing off the Lynx Vision device to play Lynx games on a TV. It was there that I talked with them and they indicated they bought TOS from Atari when they were closing down. Don't know if they still own it.

Glenn

8169. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-30 07:17:14 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <_D9lb.216$qF2.182930467@newssvr11.news.prodigy.com>
Source record: 21951

Uwe Seimet wrote:
> Try the demo version of HDDRIVER, which in contrast to most other
> drivers is still maintained and also supports big IDE drives:
> http://www.seimet.de/hddriver_english.html.
>

I did try the demo version of HDDRIVER before I used CBHD, and it did see the HD without a hitch. I just wasn't able to partition or format the drive due to the limitations of the demo version. The problem now, though, is that I can't get the Falcon to boot with the HD in. I've tried all of the key combinations that have been suggested with and without a disk in the floppy drive, but the Falcon continuously gives me three bombs just after the memory check. The only way I can change it at all is by bypassing the memory check (pressing escape), but then I get four bombs instead of three. As I'm unable to get to the desktop, it appears my only option is to remove the HD and see if I can at least boot from floppy. Rest assured, though, I'll most likely purchase HDDRIVER if/when I can finally boot my Falcon again. :)

8170. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-30 12:10:38 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr0ztf00omj6qhx@news.ntua.gr>
Source record: 21952

On Sun, 28 Dec 2003 08:50:00 +0100, Ekkehard Flessa
<Ekkehard_Flessa@wun.maus.de> wrote:

> Try the other keys (and combinations), too. That is both shift keys and
> control. I'm sure there is some way to avoid the hd boot. [later] I
> tried it,
> and it seems control+alternate is the right combination.

A couple of months ago I tried disassembling cbhd.prg and comment it 100%.
This was done becuause my brother would build a SCSI interface for the ST
(I just wanted to learn a bit about how the o/s deals with hard disks :).
Unfortunately, as the hardware part was abandoned, so was the software. I
could try looking at the semi-commented source to see if I can find the
combinations for skipping hd boot. Perhaps I'll try continuing that idea
someday. (btw, what is the status of CBHD? Mabye I could release what I've
done so far)

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. Structured programming is
for compulsive neurotics who were prematurely toilet- trained. They wear
neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

8171. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-30 12:47:56 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <bsrs5s$3n1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 21953

In article <bsps8v$k00$1@reader2.panix.com>,
Jim DeClercq <jimd@panix3.panix.com> wrote:
>Thanks again, Michael
>
>Another layer of complication. Right now, I have the data sheet saved to
>disk for sneakernet printing. There are two different speeds available, 50
>ns, or -5, and 60 ns, or -6.
>
>Table
> 50ns 60ns
>PD1 NC NC
>PD2 Vss Vss
>PD3 Vss NC
>PD4 Vss NC
>
>Note that both are 128MB size pin lists and that they differ. I have the
>-6, 60ns memory.

This is correct. PD1/PD2 encode the memory speed (and are ignored by the
MagnumTT), PD3/PD4 encode the size - these are the ones of interest.

>So, can you tell me what the memory module is expecting in order to treat
>the SIMM as 128 MB?

PD3 and PD4 need to be open (ie. not connected to ground) on the module. The
size jumpers on the Magnum are in parallel to the PD3/PD4 pins on the SIMM
socket.

cu
Michael

8172. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2003-12-30 12:51:21 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <bsrsc9$3n1$2@nets3.rz.RWTH-Aachen.DE>
Source record: 21954

In article <vv0uj8jvbaf963@corp.supernews.com>,
Tim <tjlazer@nospam.mail.com> wrote:
>
>I have the same board and am unable to get any SIMMs to work. I get a black
>screen when the TT RAM board is installed. I tried several types of SIMMs,

Even without any SIMM in the sockets? If so, either the card or the TT is
broken, no need to test different SIMMs.

>EDO and FPM. Do you know what types are the BEST? What about 2k and 4k
>refresh? I have some FPM 60ns 32MB SIMMs and they also do not work. EDO
>32MB 60ns also don't but I figured EDO should be avoided anyway.

Not really - the MagnumTT can handle both FPM and EDO. The refresh must be
the correct type for the size of the module - 2k/4k refresh also indicated
the number of address lines used during RAS/CAS cycles - these must be the
same (symmetrical DRAM array). If in doubt, try to get the datasheet for the
DRAM chips on the modules.

>I wonder if my TT card is bad? Should the TT power up with NO simms
>installed? Mine doesn't.

That sounds like a bad card or a bad TT - without extra hardware to
swap-test, it is difficult to determine which of the two is bad.

cu
Michael

8173. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-30 18:42:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200312301942.a46339@wun.maus.de>
Source record: 21962

Hallo George!

GN>A couple of months ago I tried disassembling cbhd.prg and comment it
GN>100%.

Why? Sources are available in the CBHD502 package.

GN>btw, what is the status of CBHD? Mabye I could release what I've done
GN>so far

The driver itself has become freeware with version 4.5.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

8174. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-30 18:42:44 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0312301042.57ebc08@posting.google.com>
Source record: 21955

> In general I'd say that you can run two or three not too demanding apps
> under Geneva in 1MB RAM. Sufficient for your purposes?

No. The Tandy Color Computer 3, under OS-9 Level 2 with Multi-Vue environment, can run up to 13 apps in 512k. Under Basic-With or without Window Master (prefereably with) it can task switch between 4.

Even with a ton of extra features, and alowing for a little unavoidable bloat, I still can't see alowing one program to use more than 64k for itself and exept for graphics, most people don't need more than another 64k for data.

I guess the Atari ST is just another bloatware machine just like the pee see, mac, and amiga.

I'm going back to comp.sys.atari.8bit, where they talk about good computers.

8175. Re: Happy Holidays! GAIM Update!

Newsgroup: comp.sys.atari.st
Date: 2003-12-30 19:09:20 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.12.30.19.09.17.758095@nossspamXXatari-source.com>
Source record: 21956

On Mon, 29 Dec 2003 16:03:57 +0000, Peter Slegg wrote:

> On 29 Dec 2003 02:46:54 , Mark D wrote:
>>Hey guys,
>>
>>As posted to http://portal.atari-source.com:
>>
>>Hey folks, as a nice holiday present to fulfill some wishes out there I
>>have compiled a nice present for you all. Gaim with all plugins compiled
>>in. Now nearly every IM protocol is possible from Atari! With debugging
>>symbols removed and stack size fixed this binary seems a bit faster!
>>After downloading, perform the following! gzip -d
>>gaim_all_plugins.gz, cp gaim_all_plugins /usr/bin, chmod +x
>>gaim_all_plugins, start your x server, run it, and chat with YOUR favorite
>>protocol. Unfortunately MSN doesn't work :-(Thanks MS, *flicks the
>>bird*, however gadu gadu, jabber, and yahoo should (hopefully) still work.
>> To get MSN we need to get gtk2 port done. When gtk2 is done I am in a
>>better position to start aesvdi-gtk2 and then possibly we will have some
>>speedy unix programs running on atari without an x server! Happy Holidays!
>>
>>PS: Only use if you have gaim RPM installed already!
>>
>>As always, the obligatory screenshot:
>>http://toad.atari-source.com/~mduckworth/all_plugins.gif
>>
>>And the binary:
>>http://toad.atari-source.com/~mduckworth/gaim_all_plugins.gz
>>
>>Thanks!,
>>Mark
>>http://portal.atari-source.com
>>.
>
> Thanks Mark. I've just been trying it.
>
> When I start Gaim I get this error but I suspect it may not
> be anything to do with the binary and is probably just my X set-up:
>
> ** CRITICAL **: Failed to assign /usr/tmp/gaim_Peter.123 to a socket (Error: Invalid
argument)
>
> I tried connecting to Yahoo. It briefly tries to connect and then
> says "my-user has been signed off: unable to read"
>

> Could this be a file access problem ?
>
> Sorry to bother you with simple stuff like this, I know your
> aim is to port Gaim to GEM. I noticed that the binary isn't
> much larger even with the extra modules.
>
>
> Merry Christmas and Happy New Year,
>
> Peter
>
> PS My holidays aren't until next year ;-)

Peter,

Actually my aim is to port gtk to vdi/aes so that all of the applications are as native as they can possibly be. Which will happen once Keith Scroggins completes the all important groundwork (which I bet he doesn't know is that important to me ;-)). Anyway, in the mean time I've been learning a lot about vdi/aes by writing my very own instant messenger client called GIM (GEM Instant Messenger). Realistically this is my goal - a native application. It'll be pretty cool because it'll have built in support for both MiNTnet and STiK and will be able to handle protocol plugins which will be documented and others can write or hijack directly from gaim (as I intend to do).

As far as yahoo, sounds like they broke compatibility since the relatively old 0.59.9 came out. This is the last in the gtk 1.x series of gaim. Since we don't have gtk 2.x ported yet, we can't use newer versions. However, I'll look into backporting current plugins to this old version. I suspect the underlying code there hasn't changed much and I should be able to sub in some source code here and there. We'll give it a shot!

Thanks,
Mark
http://portal.atari-source.com

8176. Re: Happy Holidays! GAIM Update!

Newsgroup: comp.sys.atari.st
Date: 2003-12-30 19:31:52 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.12.30.19.31.48.548758@nossspamXXatari-source.com>
Source record: 21957

On Mon, 29 Dec 2003 16:03:57 +0000, Peter Slegg wrote:

> On 29 Dec 2003 02:46:54 , Mark D wrote:
>>Hey guys,
>>
>>As posted to http://portal.atari-source.com:
>>
>>Hey folks, as a nice holiday present to fulfill some wishes out there I
>>have compiled a nice present for you all. Gaim with all plugins compiled
>>in. Now nearly every IM protocol is possible from Atari! With debugging
>>symbols removed and stack size fixed this binary seems a bit faster!
>>After downloading, perform the following! gzip -d
>>gaim_all_plugins.gz, cp gaim_all_plugins /usr/bin, chmod +x
>>gaim_all_plugins, start your x server, run it, and chat with YOUR favorite
>>protocol. Unfortunately MSN doesn't work :-(Thanks MS, *flicks the
>>bird*, however gadu gadu, jabber, and yahoo should (hopefully) still work.
>> To get MSN we need to get gtk2 port done. When gtk2 is done I am in a
>>better position to start aesvdi-gtk2 and then possibly we will have some
>>speedy unix programs running on atari without an x server! Happy Holidays!
>>
>>PS: Only use if you have gaim RPM installed already!
>>
>>As always, the obligatory screenshot:
>>http://toad.atari-source.com/~mduckworth/all_plugins.gif
>>
>>And the binary:
>>http://toad.atari-source.com/~mduckworth/gaim_all_plugins.gz
>>
>>Thanks!,
>>Mark
>>http://portal.atari-source.com
>>.
>
> Thanks Mark. I've just been trying it.
>
> When I start Gaim I get this error but I suspect it may not
> be anything to do with the binary and is probably just my X set-up:
>
> ** CRITICAL **: Failed to assign /usr/tmp/gaim_Peter.123 to a socket (Error: Invalid
argument)
>
> I tried connecting to Yahoo. It briefly tries to connect and then
> says "my-user has been signed off: unable to read"
>

> Could this be a file access problem ?
>
> Sorry to bother you with simple stuff like this, I know your
> aim is to port Gaim to GEM. I noticed that the binary isn't
> much larger even with the extra modules.
>
>
> Merry Christmas and Happy New Year,
>
> Peter
>
> PS My holidays aren't until next year ;-)

Also, Regarding that socket issue, that's Gaim trying to create a socket to use socket based communications with the xserver which I believe it doesn't support. That's where this error is coming from as far as I know. The Atari x-server must communicate over network only using the local ip (127.0.0.1) further slowing things down.

A completed xserver will have socket based communications (speed) and direct bitmap copying for local applications (even more speed) ;-). So perhaps all our porting work is unnecessary but I don't have the time nor the qualifications to finish the x-server properly. AltF4 would have to do that and he's working on much bigger and better things, Highwire. (thanks altf4).

Mark
http://portal.atari-source.com

8177. HD-Driver Caches / Unstable Falcon

Newsgroup: comp.sys.atari.st
Date: 2003-12-30 19:48:26 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2003.12.30.19.48.25.107372@nossspamXXatari-source.com>
Source record: 21958

This is primarily to Uwe, but there are others that might want to address it or benefit from it so I chose a public forum.

First and foremost, I have the biggest feeling that 99% of my falcon problems are due to SOMETHING being wrong with st-ram access. Fast-ram is fine, and st-ram works 99.99999% of the time. It's just that 1 bit of memory every now and then being broken that really messes things up for me ;-). Anyway what _I_ think is going on is that based on my tests, certain very important things are still using ST-ram instead of fastram.

The 2 important things I noticed are HD-Driver itself installs it's binary to load into st-ram not fastram (none of the flags are set). I set the fast-ram flags and everything seems to work. So that begs the question. Is it really loading into fastram? And is this okay?

Secondly hd-driver caches are definitely loading into st-ram too. Which would explain why my system tends to fail under hard disk access (compiling with gcc), and be fine under light disk access (playing mp3! which it can do under aniplayer for DAYS!) Is there any way to force these caches to use fastram to get some additional speed as well as possibly work-around my bad falcon st-ram. (note. this problem is exhibited using a NUMBER of st-ram cards, the problem is my falcon, not the st-ram board).

In addition I had some questions about mint. Mint binaries do not have such flags, leading me to believe some sort of dynamic allocation is involved. So that begs the question. How much do mint executables touch st-ram? Do they use fast-ram until it runs out and then fall back on st-ram? Do they use st-ram for some things here and there or not at all if htey don't need to?. The sooner I narrow down exactly what is using the remaining 2.2 megs of st-ram the sooner I could have a stable system.

I also calculated 640x480x8bpp to be 1,228,800 bytes which means even if hd-driver caches are using 163kbyte of st-ram there's still some other software sitting in there. Anyone have ideas?

Thanks,
Mark

8178. Re: [PUB]: New at theBelgium ftp-server

Newsgroup: comp.sys.atari.st
Date: 2003-12-30 19:50:11 UTC
From: vdjole@EUnet.yu
Message-ID: <bsskth$j9q$1@news.eunet.yu>
Source record: 21959

On 29 Dec 2003 14:25:01 , Martin Byttebier wrote:

> **emumlators**

I like this one :)

Have a Happy New Year, all!

Djordje

8179. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-30 20:45:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200312302145.a36596@b.maus.de>
Source record: 21972

Hi George,

GN>(btw, what is the status of CBHD?
I think it's bookware for it was sold with the book "Scheibenkleister"
by Claus Brod and Anton Stepper, but IIRC the sources came along on
the disc (in german Scheibe)...

Und TTschï¿½
ps

8180. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-30 22:20:48 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <4TmIb.92091$Jh.16779@amsnews03.chello.com>
Source record: 21960

Leon Howell wrote:
>
> I'm going back to comp.sys.atari.8bit, where they talk about good
> computers.

If you are going back in time, give my regards to Mr. Babbage.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

8181. Re: Looking for a TT VME graphics card.

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 02:14:33 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bstbe9$817$1@thorium.cix.co.uk>
Source record: 21961

t.brown1@peoplepc.com (Thomas Brown) wrote:
> On Thu, 18 Dec 2003 22:07:14 +0000 (UTC), Jo Even Skarstein
> <joska@nvg.ntnu.no> wrote:
>>lp <gfabasic@mint.net> wrote:
>>> The nova cards work pretty good, but you end up with 2 drivers, the Nova
>>> driver and nvdi or speedo if you want scalable fonts. Sold it.
>>
>>> Personally I recommend the Crazydots II card. Least amount of hassle,
>>> works with everything, and you only need nvdi v5 to drive it.
>>
>> That's true, but the Nova cards are faster, atleast the ATI ones. I had a
>> 1Mb Nova in my Falcon, and it was a *lot* faster than the Crazy Dots 2 I
>> currently have in my TT. I never had much problems with compatibility
>> either.
>
> will these cards work in the Mega STE as well?

Yes. They all fit to the VME port contained by both MSTe and TT

regards
Harry

8182. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 04:21:06 UTC
From: Julian Wolfe <julianwolfe@earthlink.net>
Message-ID: <S8sIb.1824$6B.1635@newsread1.news.atl.earthlink.net>
Source record: 21963

"Paul Williamson" <paul.williamson@zetnet.co.uk> wrote in message
news:3feee274$0$8569$4c56ba96@master.news.zetnet.net...
> On 28 Dec 2003 12:59:48 , "Steve Sweet" wrote:
> >Why its...
> >
> >
> >"Bravo Sierra Computers" <yungporn@aracnet.com> wrote in message
> >news:Pine.LNX.4.44.0312260308380.18101-100000@onyx.spiritone.com...
> >
> >> Every New Years I make the same Resolution. Not to make any more New
Years
> >> resolutions! I tell my friends and they laugh.
> >
> >
> >Piss off you retard!!.
>
> Steve, to those of us who have family mambers with learning difficulties,
> this sort of posting is offensive in the extreme.

I mean this in the nicest way possible, but, if you haven't noticed in the
last 5-7 years, the social connotation of "retard" has become that of
"idiot".
Also, I personally haven't seen or heard any references in the real world of
this being associated with people having learning/behavioral disorders in
probably 10 years now.

>
> Please give some thought to who you may be hurting and upsetting with
> comments like this.

You need to look at the context, not just the words.

>
> Paul
>

P.S. You would be wise to know that not many here really care about being
politically correct, so be prepared to...no...EXPECT to be offended in the
future, if this sort of thing bothers you. If you can take it with a grain
of salt, however, there are some really good discussions here, and one may
glean much atari-guru-ness from them :)

8183. [UTD] January Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 08:55:48 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <bsu2td$lu6$2@news-reader5.wanadoo.fr>
Source record: 21964

Happy new year, and best wishes for you,

The software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka401.zip
That is the Complete Common Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny045.zip
Is the OpenGL Extension (requires previous package)

Eureka takes advantage of a new GEM library, and
various corrections / optimizations.

I wish you big fun with all this new STuff !

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12
http://eureka.atari.org

8184. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 10:23:28 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3ff2a39f$0$8572$4c56ba96@master.news.zetnet.net>
Source record: 21965

On 31 Dec 2003 04:21:06 , "Julian Wolfe" wrote:
>NNTP-Posting-Date: Tue, 30 Dec 2003 20:21:06 PST
>Organization: EarthLink Inc. -- http://www.EarthLink.net
>Xref: master.news.zetnet.net comp.sys.atari.st:218594

>"Paul Williamson" <paul.williamson@zetnet.co.uk> wrote in message
>news:3feee274$0$8569$4c56ba96@master.news.zetnet.net...
>> On 28 Dec 2003 12:59:48 , "Steve Sweet" wrote:
>> >Why its...

>> >"Bravo Sierra Computers" <yungporn@aracnet.com> wrote in message
>> >news:Pine.LNX.4.44.0312260308380.18101-100000@onyx.spiritone.com...
>> >
>> >> Every New Years I make the same Resolution. Not to make any more New
>Years
>> >> resolutions! I tell my friends and they laugh.

>> >Piss off you retard!!.
>>
>> Steve, to those of us who have family members with learning difficulties,
>> this sort of posting is offensive in the extreme.

>I mean this in the nicest way possible, but, if you haven't noticed in the
>last 5-7 years, the social connotation of "retard" has become that of
>"idiot".

Let's look in the dictionary ...

"Idiot - person so deficient in mind as to be permanently incapable of
rational conduct, stupid person, utter fool."

"Retard - backward in physical or mental development."

"Piss off (vulg). - go away"

"Vulg" is the abbreviation for vulgar, defined as follows... "used only
by those who have no wish to be thought either polite or educated."

Source - "The Concise Oxford Dictionary" - (sixth edition).

>Also, I personally haven't seen or heard any references in the real world of
>this being associated with people having learning/behavioral disorders in
>probably 10 years now.

My point is simple. The comment "Piss off you retard!!." was designed to
be offensive to the original poster. It used language that has no place
in this newsgroup, and in colloquial English "retard" is used as an
insult towards someone who is thought of as being "slow" mentally.

>> Please give some thought to who you may be hurting and upsetting with
>> comments like this.
>
>You need to look at the context, not just the words.

I did look at the context, and could see no justification for the use of
those words.

>P.S. You would be wise to know that not many here really care about being
>politically correct, so be prepared to...no...EXPECT to be offended in the
>future....

Have you taken a poll of posters to see how many are concerned that the
language they use is appropriate and doesn't offend others ?

I have followed this group for several years now, and I find the vast
majority of posts are helpful, polite and very informative. Yes, there
are some arguments about the merits of different software etc. but these
can provide valuable information - and sometimes even fun for the
onlookers :-)

>...if this sort of thing bothers you. If you can take it with a grain
>of salt,

Most times I do, as replying often provokes more offensive posts, but
this was an unpleasant and vulgar attack directed personally at the
original poster and hardly in the spirit of the festive season.

>.. however, there are some really good discussions here, and one may
>glean much atari-guru-ness from them :)

Here I agree with you completely !

Paul

8185. PARTY PARTY PARTY PARTY PARTY

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 11:40:16 UTC
From: |-|erc <trymyform@wwwadamskingdom.com>
Message-ID: <zvyIb.298$EM4.5903@nnrp1.ozemail.com.au>
Source record: 21966
Cross-posted to: soc.culture.singapore,soc.culture.magyar,sci.energy,comp.sys.atari.st,comp.sys.acorn

--

J o i n I n T h e 1 s t O n l i n e N e w Y e a r s B a s h !

<^> <(���)> <^> ---- <^> <(���)> <^> 2004 <^> <(���)> <^> --- <^> <(���)> <^>

Chat at www.chatty.net THE NEW YEARS ONLINE PARTY!!

<^> <(���)> <^> ---- <^> <(���)> <^> 2004 <^> <(���)> <^> --- <^> <(���)> <^>

8186. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 13:23:55 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0312311422150.248-100000@hadesbox>
Source record: 21971

On Tue, 30 Dec 2003, Ekkehard Flessa wrote:

> Hallo George!
>
>
> GN>A couple of months ago I tried disassembling cbhd.prg and comment it
> GN>100%.
>
> Why? Sources are available in the CBHD502 package.

They are? Where? You do mean ALL the sources? If you have that, could you
please mail it to me at the mail addy in my sig?

Thanks :)

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

8187. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 13:31:49 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0312310531.186a5066@posting.google.com>
Source record: 21967

"Julian Wolfe" <julianwolfe@earthlink.net> wrote in message
news:<S8sIb.1824$6B.1635@newsread1.news.atl.earthlink.net>...

> P.S. You would be wise to know that not many here really care about being
> politically correct, so be prepared to...no...EXPECT to be offended in the
> future, if this sort of thing bothers you. If you can take it with a grain
> of salt, however, there are some really good discussions here, and one may
> glean much atari-guru-ness from them :)

My thought being, that those resorting to crappy language and insults
in most cases are NOT the ones contributing much in making this forum
an interesting and useful source for knowledge and sharing. I
completely agree with Paul here, if you can't say what you want to say
in proper English, perhaps you don't have a point.

Happy new year to all btw ;)

Regards,

Joakim

8188. FA: Atari ST hard drive in UK

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 14:00:54 UTC
From: big chris <bigchrisrogers@SPAMNOThotmail.com>
Message-ID: <b1b8e6b534f6f3df42aecb4091d61c17@news.teranews.com>
Source record: 21968

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3069068209&category=125
0

Made by Third Coast Technologies of the UK. This is a 20MB drive in a very strong (and quite heavy) steel case. The actual drive inside it is a Seagate ST225N but I'm sure it can be easily changed for a larger drive (20MB was plenty when I bought it). I've had it from new and it has been in the loft for a few years but I had it down at Christmas and fired it up, all works fine. The ST can boot from the drive and the drive is currently partitioned into three logical drives. It comes with the DMA lead to connect to the ST and a standard 'Kettle' type power lead. the original manual is included as well as the software disk and some utilities. It's quite heavy so would probably be better collected but I will post in UK if required.

8189. FA: Atari SM124 monochrome monitor in UK

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 14:02:14 UTC
From: big chris <bigchrisrogers@SPAMNOThotmail.com>
Message-ID: <e65b0d0d56b2595893df316f9c4a8c94@news.teranews.com>
Source record: 21969

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3069067092&category=125
0

What can I say really about a monitor. I bought it new a long time ago, used
it for several years and then it went in the loft. I've had it running over
christmas and all is fine with it. Good stable display with lead to connect
to STFM or similar and power lead., heavy item so better collected but I
will pack and post in UK if required.

8190. FA: in UK ATARI 520 STFM 2MB & ATONCE IBMPC emulator

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 14:03:26 UTC
From: big chris <bigchrisrogers@SPAMNOThotmail.com>
Message-ID: <e1f76a7ce9be08d3e0d332bc0fee6589@news.teranews.com>
Source record: 21970

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3069009740&category=385
97

This was my main machine for several years but has now been unused for some time. I've had it up and running over christmas and all is fine. It has Xtra-ram 2Megabyte internal expansion board. Interestingly it also has the IBM PC emulator board from Vortex with on-board 80286 processor running at 8MHz which allows it to run DOS based software. The internal disc drive was chaged for a double sided drive so can handle 720K discs. However, this drive is higher than standard and so the case does not close completely. It has the origianl Atari mouse which works but the left button is a little temperamental, sometimes taking a few presses to register. There are around 200 disks also included with the machine. I guess around half of these are cover disks from ST format, ST review, etc. Some are from foreign (German, Canadian,) magazines. A good portion of the disks are from shareware houses, mainly MIDI, C programming (editiing,compilers, libraries etc), assemblers, documentation on GEM, TOS etc, and a range of utilities and other software. Original discs also include Home Accounts 2 from Digita International, The Hitch Hikers Guide to the Galaxy, DEVPAC ST from HiSoft, Esytext Plus wordprocessor, Personal Accounts plus, Your Second Manual and driver software for the Vortex IBMPC emulator. Visually the machine is not in brilliant condition and would benefit from replacing the disc drive with a shorter one that would allow the case to close. The machine does work fine though.

8191. Got a Falcon.. now what?

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 15:15:13 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <plp5vv0q97b4a6ksqr5sie01k71ej9i8lb@4ax.com>
Source record: 21973

Total noob alert... Only used an ST last about 10 years ago...

Got myself a German Falcon, now with English keyboard fitted. There is a HD fitted but it does not boot... might be knackered or no driver installed or blank.

Questions:

1) How can I find the TOS version?

2) How can I find the Ram size. I recall 4mb being mentioned but it could be less (need to UG) or more?

3) How can I change the NVRam settings to get it in English?

4) OK, when its in English what is the best way to go about getting her up and running... hard disk software perhaps?

5) Can I use PC Formatted 1.44Mb drives and just copy files onto these on my PC and then read on Atari. ISTR that ST's read PC disks fine.

Any help mucho appreciated

Meth

8192. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 16:59:44 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC18B100.BA92%derryck@nospam.cix.co.uk.invalid>
Source record: 21974

In article opr0ztf00omj6qhx@news.ntua.gr, George Nakos at ggn@atariROCKS.org wrote on 30/12/03 12:10:

> A couple of months ago I tried disassembling cbhd.prg and comment it 100%.

If it's any use, there are English translations of some of the CBHD package in the MISC section of my web site, URL in sig.

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

8193. Re: ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 17:01:59 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ff300ff$0$1163$636a55ce@news.free.fr>
Source record: 21975

Do you speak about a new modified 060 nova driver or the orginal one ???

If nobody patched the driver, it may not work !
If there is no board, the driver sees that and some accesses to the board
are not done !
So, the fact that the driver runs alone doesn't mean that the driver is good
with 060 !

"Frank Szymanski" <Frank_Szymanski@du3.ohse.de> a ï¿½crit dans le message de
news: 20031229190856.a17527@du3.maus.de...
> >DID you disconnect the BG signal (jumper trace) on the nova adaptor ???
> >I assume you soldered 2 mal/mal connectors on the nova adaptor to be
> >able to plug the CT60 on it... ok ?
> >But you need too to cut the trace between the pins #20 & #22 on the
> >J20 (30 pins).
>
> Yes, I did all that. When I did my first tests the NOVA software refused
to
> work (it crashed at startup) but after I flashed to the latest ABE/SDR and
> TOS 0.99g the software didn't crash any longer so I removed the NOVA card
> from my second falcon and reinstalled it in my ct60 falcon.
>
> Unfortunately this time I had these weird effects. When I tried it for the
> first time (with the old SDR/ABE) the logo wasn't distorted so I suppose
that
> it might be the connectors.
>
> Well, due to the reason that it is always a LOT of work to remove the NOVA
> from one falcon to the other I wanted to know whether someone already has
> been succesful.
>
> Regards,
>
> Frank

8194. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 17:16:31 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr0119tbemj6qhx@news.ntua.gr>
Source record: 21976

On Tue, 30 Dec 2003 19:42:00 +0100, Ekkehard Flessa
<Ekkehard_Flessa@wun.maus.de> wrote:

>
> Why? Sources are available in the CBHD502 package.

Really? I haven't been able to locate the sources for cbhd.prg. Only
sources I got are some C and Modula 2, but I don't think they can build
cbhd.prg (not that I tried, mind you, but even the messages from the prg
are missing, so I doubt that they are the sources I'm looking for). Could
you direct me to a location where I can download them? Or mabye mail them
to me?

Oh, and have a nice year (you and all :)

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. Structured programming is
for compulsive neurotics who were prematurely toilet- trained. They wear
neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

8195. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 17:17:29 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr012bf1smj6qhx@news.ntua.gr>
Source record: 21977

On Wed, 31 Dec 2003 14:23:55 +0100, <ozk@atari-RULES.org> wrote:

> They are? Where? You do mean ALL the sources? If you have that, could
> you
> please mail it to me at the mail addy in my sig?
>
> Thanks :)
>

Ozk, you seem very interested in the sources! If you want I can send you my partly reassembled source (provided of course that Ekkehard refers to the sources in cbhd502.lzh). Mabye we can continue re-assembling it together! (I don't have any hdds on my ST, so some stuff on the code I can only guess :)

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

8196. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 17:18:49 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <r616vvc913vktpkuvk2u2vple4c558dj0m@4ax.com>
Source record: 21978

On Tue, 30 Dec 2003 07:17:14 GMT, Tim Wilson <timkel@swbell.net>
wrote:

>Uwe Seimet wrote:
>> Try the demo version of HDDRIVER, which in contrast to most other
>> drivers is still maintained and also supports big IDE drives:
>> http://www.seimet.de/hddriver_english.html.
>>
>
>I did try the demo version of HDDRIVER before I used CBHD, and it did
>see the HD without a hitch. I just wasn't able to partition or format
>the drive due to the limitations of the demo version. The problem now,
>though, is that I can't get the Falcon to boot with the HD in. I've
>tried all of the key combinations that have been suggested with and
>without a disk in the floppy drive, but the Falcon continuously gives me
>three bombs just after the memory check. The only way I can change it at
>all is by bypassing the memory check (pressing escape), but then I get
>four bombs instead of three. As I'm unable to get to the desktop, it
>appears my only option is to remove the HD and see if I can at least
>boot from floppy. Rest assured, though, I'll most likely purchase
>HDDRIVER if/when I can finally boot my Falcon again. :)
Just got my Falcon and have identical problem having used CBHD.....
great....

Anyone got any REAL help?

8197. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 17:21:07 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr012hhbemj6qhx@news.ntua.gr>
Source record: 21979

On Wed, 31 Dec 2003 16:59:44 +0000, Derryck Croker
<derryck@nospam.cix.co.uk.invalid> wrote:

>
> If it's any use, there are English translations of some of the CBHD
> package
> in the MISC section of my web site, URL in sig.
>

I'm downloading as I'm typing this! Mabye they'll come in handy! Thanks!

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

8198. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 18:04:49 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <1s36vvs9ucpmb4657egct3rbuohnr0g802@4ax.com>
Source record: 21980

On Wed, 31 Dec 2003 17:18:49 +0000, Meffy <methanoid_AT_@hotmail.com>
wrote:

>On Tue, 30 Dec 2003 07:17:14 GMT, Tim Wilson <timkel@swbell.net>
>wrote:
>
>>Uwe Seimet wrote:
>>> Try the demo version of HDDRIVER, which in contrast to most other
>>> drivers is still maintained and also supports big IDE drives:
>>> http://www.seimet.de/hddriver_english.html.
>>>
>>
>>I did try the demo version of HDDRIVER before I used CBHD, and it did
>>see the HD without a hitch. I just wasn't able to partition or format
>>the drive due to the limitations of the demo version. The problem now,
>>though, is that I can't get the Falcon to boot with the HD in. I've
>>tried all of the key combinations that have been suggested with and
>>without a disk in the floppy drive, but the Falcon continuously gives me
>>three bombs just after the memory check. The only way I can change it at
>>all is by bypassing the memory check (pressing escape), but then I get
>>four bombs instead of three. As I'm unable to get to the desktop, it
>>appears my only option is to remove the HD and see if I can at least
>>boot from floppy. Rest assured, though, I'll most likely purchase
>>HDDRIVER if/when I can finally boot my Falcon again. :)
>Just got my Falcon and have identical problem having used CBHD.....
>great....
>
>Anyone got any REAL help?

Made some progress. After much frigging around Ctrl and Alternate DOES
eventually stop HD booting (with Abort message) and I managed to get
AHDI on it. Now it boots to HD fine.

Next problem.. what to put on it, where to get RGB adaptor or VGA
adaptor at sensible price ....

8199. Re: Got a Falcon.. now what?

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 19:44:24 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vv69orlflvjkd4@corp.supernews.com>
Source record: 21981

"Meffy" <methanoid_AT_@hotmail.com> wrote in message
news:plp5vv0q97b4a6ksqr5sie01k71ej9i8lb@4ax.com...
> Total noob alert... Only used an ST last about 10 years ago...
>
> Got myself a German Falcon, now with English keyboard fitted. There
> is a HD fitted but it does not boot... might be knackered or no driver
> installed or blank.
>
> Questions:
>
> 1) How can I find the TOS version?

Grab a util like SYSINFO.
>
> 2) How can I find the Ram size. I recall 4mb being mentioned but it
> could be less (need to UG) or more?

Goto configuration or desktop settings, not in front of a falcon now, and
see free mem, or just use SYSINFO
>
> 3) How can I change the NVRam settings to get it in English?

Grab a NVRam type tool that does that. Search Google for some, Or go here:
http://www.seimet.de/atari_english.html The Author of HDDRIVER has one on
his site:

>
> 4) OK, when its in English what is the best way to go about getting
> her up and running... hard disk software perhaps?

HDDRIVER ($50) or other HD software prep. AHDI V6 (free) for smaller HDs
(2GB or lower)
>
> 5) Can I use PC Formatted 1.44Mb drives and just copy files onto these
> on my PC and then read on Atari. ISTR that ST's read PC disks fine.

Yes

> Any help mucho appreciated

np

>
> Meth

Tim

8200. Re: Atari software on ftp

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 19:50:19 UTC
From: yishyosh <yishyosh@hotmail.com>
Message-ID: <bsv99r$2ti$1@hercules.btinternet.com>
Source record: 21982

Congratulations on a fantastic atari 8bit and st resource, easily one of the most complete on the 'net.

I've just spent a pleasurable afternoon making my collection complete (almost), very many thanks.

-yishyosh

"Marcin Marski" <marski@o2.pl> wrote in message news:bp2f8unng1@inews.gazeta.pl...
> Hello!
> Greetings from Poland!
>
> Me and my friend CoSTa/marsmellow have decided to run ftp dedicated to
> Atari fans.
>
> so:
>
> ftp.net-partner.pl
> user: anonymous
> pass: your email
>
> have fun !!
>
> --
> MarcinM
>
> PS. If someone want contact with me: "marcinm "at" net-partner.pl"
>
>

8201. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 20:15:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200312312115.a46368@wun.maus.de>
Source record: 21994

Hi Ozk!

O>They are? Where? You do mean ALL the sources? If you have that, could
O>you please mail it to me at the mail addy in my sig?

All I've got is included in the CBHD502 package, available e.g. on
http://storage.atari-source.com/atari/mirrors/ftp.lip6.fr/pub/atari/Disk/

Well, and of course I've got the original from the famous "Scheibenkleister"
book, including the book, but that's fairly outdated.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

8202. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 20:39:02 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <GtGIb.1799$Xe7.676435096@newssvr30.news.prodigy.com>
Source record: 21983

Meffy wrote:

> Made some progress. After much frigging around Ctrl and Alternate DOES
> eventually stop HD booting (with Abort message) and I managed to get
> AHDI on it. Now it boots to HD fine.
>
> Next problem.. what to put on it, where to get RGB adaptor or VGA
> adaptor at sensible price ....

Can you recall the exact steps you took to actually get it to stop HD booting? What I've been doing is holding down Ctrl + Alt while turning on the Falcon. I keep holding both of those keys down until I see the bombs.

Tim

8203. ````````FS: ICD FA*ST Scsi Hard Drive Case

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 21:00:38 UTC
From: Fred Flintstone <Bassist_@hotmail.com>
Message-ID: <17e6vvo8bonvlmfksnjgvfdhtknu517h7j@4ax.com>
Source record: 21984

Hi all. I sold my atar 1040 ST 2 years ago... and the fellow who
bought it didn't grab the ICD FA*ST Hard Drive Case.

ICD, Inc.
1220 Rock Street
Rockford, IL 61101-1437

I bought this new in 1993 with a small SCSI hard drive for $700
Canadian... (imagine)

This was by far the greatest addition to my Atari... fast access to
all my programs and it made making music on the machine a dream.
Kinda wish Atari's music machines would have kept going.

I'm wanting this to go to a good home so... I'm open to offers. The
controller card alone was $100 usd the last time it was sold.

The last version of AdSCSI 6.5.5 Software is available for download.
http://www.icd.com/atari/adscsi.zip

So make me an offer. I would even consider trades for older drum
machines or tone modules.... then again cash is always nice.

:o)

Happy New year
email me please bassist_ at hotmail.com

8204. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 21:30:41 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <5eHlb.3819$Yj7.240@newssvr22.news.prodigy.com>
Source record: 21985

Tim Wilson wrote:

> Meffy wrote:
>
>> Made some progress. After much frigging around Ctrl and Alternate DOES
>> eventually stop HD booting (with Abort message) and I managed to get
>> AHDI on it. Now it boots to HD fine.
>>
>> Next problem.. what to put on it, where to get RGB adaptor or VGA
>> adaptor at sensible price ....
>
>
> Can you recall the exact steps you took to actually get it to stop HD
> booting? What I've been doing is holding down Ctrl + Alt while turning
> on the Falcon. I keep holding both of those keys down until I see the
> bombs.
>
> Tim

Well what do you know...I futzed around a bit more myself with using Ctrl + Alt to boot, and I eventually got it to work! Booting up with AHDI does help, now I guess I would like to get my hard drive bootable without having to use the floppy. BTW, what I was doing wrong was holding down Ctrl + Alt before powering on the system and keeping it held down. I got it to work by holding down those keys right after turning on the Falcon but before the Fuji appeared. Thanks for your help guys!

Tim

8205. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 22:52:47 UTC
From: Clockmeister <clockmeister@gidgenet.com.au>
Message-ID: <3ff35303$0$76218$c30e37c6@lon-reader.news.telstra.net>
Source record: 21986

"Joakim H?gberg" <gokmase@bigfoot.com> wrote in message
news:366c6d2a.0312310531.186a5066@posting.google.com...
> "Julian Wolfe" <julianwolfe@earthlink.net> wrote in message
news:<S8sIb.1824$6B.1635@newsread1.news.atl.earthlink.net>...
>
> > P.S. You would be wise to know that not many here really care about
being
> > politically correct, so be prepared to...no...EXPECT to be offended in
the
> > future, if this sort of thing bothers you. If you can take it with a
grain
> > of salt, however, there are some really good discussions here, and one
may
> > glean much atari-guru-ness from them :)
>
> My thought being, that those resorting to crappy language and insults
> in most cases are NOT the ones contributing much in making this forum
> an interesting and useful source for knowledge and sharing. I
> completely agree with Paul here, if you can't say what you want to say
> in proper English, perhaps you don't have a point.
>

It was said in concise, accurate and clear English actually.

8206. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 23:35:45 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bsvmgg$250$1@hercules.btinternet.com>
Source record: 21987

Hi Henk

"Henk Robbers" <h.robbers@chello.nl> wrote in message
news:4TmIb.92091$Jh.16779@amsnews03.chello.com...
> Leon Howell wrote:
> >
> > I'm going back to comp.sys.atari.8bit, where they talk about good
> > computers.
>
> If you are going back in time, give my regards to Mr. Babbage.

And then nip forward in time a bit more and buy out the rights to DOS for
me, i think that may take me places!!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

8207. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2003-12-31 23:42:59 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bsvmu1$1uu$1@sparta.btinternet.com>
Source record: 21988

Hi there

"Paul Williamson"

> >> >Why its...
>
> >> >"Bravo Sierra Computers" <yungporn@aracnet.com> wrote in message
> >> >news:Pine.LNX.4.44.0312260308380.18101-100000@onyx.spiritone.com...

> >> >Piss off you retard!!.
> >>
> >> Steve, to those of us who have family members with learning
difficulties,
> >> this sort of posting is offensive in the extreme.
>
> >I mean this in the nicest way possible, but, if you haven't noticed in
the
> >last 5-7 years, the social connotation of "retard" has become that of
"idiot".
>
> Let's look in the dictionary ...
>
> "Idiot - person so deficient in mind as to be permanently incapable of
> rational conduct, stupid person, utter fool."
>
> "Retard - backward in physical or mental development."
>
> "Piss off (vulg). - go away"
>
> "Vulg" is the abbreviation for vulgar, defined as follows... "used only
> by those who have no wish to be thought either polite or educated."
>
> Source - "The Concise Oxford Dictionary" - (sixth edition).

Well there you go, i cant win, i resort to dictionary standard English and i
still cant get it right!!. 8~)

I think I'll just go back to straight forward abusive tones.

Methinks you assholes just like biting chunks out of my arse. 8~)

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!